

MISSION "ONE FINAL SWEEP"

The red lights are lit, blaring beacons of alarm. Ship systems are malfunctioning or failing altogether. Amidst the ensuing chaos, opportunities are momentarily born, agendas change in a heartbeat and only the fittest will survive.

Briefing:

Marines:

The plans have changed, troops. Extracting the Colonel is no longer a priority. We need to rescue some VIP Labcoats for the company. The Officer can tag along, if he can keep up. Alright, set up some surprises; moving out in T-3 minutes.

Aliens:

Find some dark spots to place the eggs, quickly! Hosts will be impregnated, and our legacy will inevitably carry on. Take your vengeance, rip to pieces any who stand in your way!

Predators:

Show the soft flesh their place. Destroy their positions of power and carve your mark for

all to see. Fill the corridors with their blood
to infuse their hearts with fear of the Yautja's
strength.

Victory Conditions:

Marines:

- Rescue any 2 W/Y Critical Personnel (Marine Mission Objective Token) and return with them to the Escape Pod. Use the “Carrying a Token” Mission Special Rule.
- Gain 7 Frags.

Aliens:

- Carry the Eggs (Alien Mission Objective Tokens) to any 2 different Rooms. You may drop the Tokens as a Free Action (o AP). Use the “Carrying a Token” Mission Special Rule.
- Gain 7 Frags.

Predators:

- Destroy the Armoury. Use the “Damaging a Room” Mission Special Rule.
- Gain 7 Frags.

