

## MISSION: A001

### MISSION TYPE: SURFACE

- » **Objective:**  
[REQUIRED] Resolve Special Node G.
- » **Objective:**  
[W-Y] Resolve node with Wayland-Yutani symbol attached.
- » **SETUP Special Node:**  
Shuffle special nodes **G** and **2x E** together. Deal face down and remain face down until squad attempts entry.

### ALERT LEVEL 2

- » IN ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

## MISSION: A002

### MISSION TYPE: SURFACE

- » **Objective:**  
[REQUIRED] Resolve node with Target symbol and Special Node G.
- » **Objective:**  
[W-Y] Resolve node with Wayland-Yutani symbol.
- » **SETUP Special Node:**  
Shuffle special nodes **G**, **1x Blank**, and **2x E** together. Deal face down and remain face down until squad attempts entry.

### ALERT LEVEL 2

- » IN ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

## MISSION: A003

### MISSION TYPE: SURFACE

- » **Objective:**  
[REQUIRED] Resolve Special Node G.
- » **Objective:**  
[W-Y] Resolve node with Wayland-Yutani symbol attached.
- » **SETUP Special Node:**  
Shuffle special nodes **G**, **1x Blank**, and **2x E** together. Deal face down and remain face down until squad attempts entry.

### ALERT LEVEL 2

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

### ALERT LEVEL 3

- » BEGIN MISSION WITH TIME TRACKER AT 10, SO THAT ONLY 20 TURNS AVAILABLE TO COMPLETE THE MISSION.

### ALERT LEVEL 3

- » IN ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A
- » NO FLAMERS OR GRENADES FOR THE MISSION.

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE BY TWO TIMES:  
5+/A >>>>> 3+/A

## MISSION: A004

### MISSION TYPE: SURFACE

- » **Objective:**  
[REQUIRED] Search and destroy the Young Queen in its nest at Beverly Hills, California. Resolve node with USCMC symbol attached and kill the Young Queen enemy unit.
- » **Objective:**  
[W-Y] Acquire data on the rare occurrence of 'Egg-Transformation'. Resolve node with Wayland-Yutani symbol.

### ALERT LEVEL 2

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

## MISSION: A005

### MISSION TYPE: INDOORS

- » **Objective:**  
[REQUIRED] Storm the Bionational San Antonio Facility and uncover the truth. Resolve nodes with USCMC symbol.
- » **Objective:**  
[W-Y] Steal bioweapon specimens. You must have a 'W-Y Specimen Capture' Specialist Unit in your squad and it survive for the entire mission.
- » **ENEMY RACE:** LASALLE BIONATIONAL

### ALERT LEVEL 2

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

## MISSION: A006

### MISSION TYPE: INDOORS

- » **Objective:**  
[REQUIRED] Secure the Fusion Power Plant otherwise Neo-Tokyo will collapse into chaos. Resolve all nodes with USCMC symbols and kill Mature Queen enemy.
- » **Objective:**  
[W-Y] Use this as an opportunity to acquire government classified data from the Plant's server room. Resolve node with Wayland-Yutani symbol.

### ALERT LEVEL 2

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A
- » WHEN ROLLING ON 'ADAPT' TABLE INCREASE RESULT BY +1.

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A
- » ALL 'A' class combat events are instead 'B' class.

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A
- » WHEN ROLLING ON XX121 'ADAPT' TABLE INCREASE RESULT BY +1.

# MISSION A003: Incubation Clusters

FROM ONLY FOUR HOURS AGO, I'M ON ORION.

IT'S LOW TRACK ON THE WALLS. THE BIONATIONALS ARE IN THE OFFICE TO FIND ME. I'M TO PREPARE THE FINAL REPORT.

EVIDENTLY THE BIONATIONALS ARE TO COMMUNICATE IN SOME MANNER WITH OTHER BIONATIONALS. THE BIONATIONALS ARE IN THE FORM OF PATTERNS AND SHAPES.

THE PRESENTS WERE A MESS.

AT FIRST WE THOUGHT WE'D BE ABLE TO CONTROL THE SPREAD. INFORMATION SEEMED LIMITED TO A NEARLY GEOGRAPHIC REGION.

AND NOW HERE EVERY CLUSTER WE COVERED WITH THE SPREADER IS WORKING LIKE IT.

NORIS CROOK LOOKS LIKE HE WAS GONE MOST OF HIS NIGHT WITH BIONATIONALS.

BLUNT THE SON OF A BITCH.

# MISSION A002: Trip to A+E

Panel 1: A woman in a bikini on a beach.

Panel 2: A man in a suit talking to a woman.

Panel 3: A man in a suit talking to a woman.

Panel 4: A man in a suit talking to a woman.

Panel 5: A man in a suit talking to a woman.

Panel 6: A man in a suit talking to a woman.

Panel 7: A man in a suit talking to a woman.

Panel 8: A man in a suit talking to a woman.

Panel 9: A man in a suit talking to a woman.

Panel 10: A man in a suit talking to a woman.

# A001: Church of Immaculate Incubation

Panel 1: A man in a suit talking to a woman.

Panel 2: A man in a suit talking to a woman.

Panel 3: A man in a suit talking to a woman.

Panel 4: A man in a suit talking to a woman.

Panel 5: A man in a suit talking to a woman.

Panel 6: A man in a suit talking to a woman.

Panel 7: A man in a suit talking to a woman.

Panel 8: A man in a suit talking to a woman.

Panel 9: A man in a suit talking to a woman.

Panel 10: A man in a suit talking to a woman.

# MISSION A006: Neo-Tokyo or Bust

Panel 1: A city scene with a large structure.

Panel 2: A city scene with a large structure.

Panel 3: A city scene with a large structure.

Panel 4: A city scene with a large structure.

Panel 5: A city scene with a large structure.

Panel 6: A city scene with a large structure.

Panel 7: A city scene with a large structure.

Panel 8: A city scene with a large structure.

Panel 9: A city scene with a large structure.

Panel 10: A city scene with a large structure.

# MISSION A005: Bionational San Antonio

Panel 1: A man in a suit talking to a woman.

Panel 2: A man in a suit talking to a woman.

Panel 3: A man in a suit talking to a woman.

Panel 4: A man in a suit talking to a woman.

Panel 5: A man in a suit talking to a woman.

Panel 6: A man in a suit talking to a woman.

Panel 7: A man in a suit talking to a woman.

Panel 8: A man in a suit talking to a woman.

Panel 9: A man in a suit talking to a woman.

Panel 10: A man in a suit talking to a woman.

# MISSION A004: The First Nests

Panel 1: A city scene with a large structure.

Panel 2: A city scene with a large structure.

Panel 3: A city scene with a large structure.

Panel 4: A city scene with a large structure.

Panel 5: A city scene with a large structure.

Panel 6: A city scene with a large structure.

Panel 7: A city scene with a large structure.

Panel 8: A city scene with a large structure.

Panel 9: A city scene with a large structure.

Panel 10: A city scene with a large structure.

## MISSION: A007

### MISSION TYPE: SURFACE

- » **Objective:**  
[REQUIRED] Resolve Special Objective E twice, thereby killing two Mature Queen enemies.
- » **Objective:**  
[W-Y] Resolve Wayland-Yutani symbol node.
- » **SETUP Special Node:**  
Shuffle special nodes **1x G**, **2x Blank**, and **2x E** together. Deal face down and remain face down until squad attempts entry.

### ALERT LEVEL 2

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

### ALERT LEVEL 3

- » WHEN ROLLING ON 'ADAPT' TABLE INCREASE THE RESULT BY +1.
- » NO SATROP CARDS AVAILABLE FOR THIS MISSION.

## MISSION: A008

### MISSION TYPE: INDOORS

- » **Objective:**  
[REQUIRED] Resolve all nodes.
- » **Objective:**  
[W-Y] Resolve Wayland-Yutani marked node and spend 2 Intel Resources whilst on that node.

### ALERT LEVEL 2

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE BY TWO:  
5+/A >>>>> 4+/A
- » NOT ONE STEP BACK: CANNOT ABORT THE MISSION.

## MISSION: A009

### MISSION TYPE: SURFACE

- » **Objective:**  
[REQUIRED] Support martial law in Paris by patrolling the city. Resolve all nodes.
- » **Objective:**  
[W-Y] Spend 2 Intel Resources at nodes with Wayland-Yutani symbol after node resolution. Do this for both.

### ALERT LEVEL 2

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A
- » NO GRENADE RESOURCES CAN BE USED.

## MISSION: A010

### MISSION TYPE: UNDERGROUND

- » **Objective:**  
[REQUIRED] Find and kill the Mature Queen below Paris. Resolve Special Objective G.
- » **Objective:**  
[W-Y] Spend 1 Intel at each of the three nodes with Wayland-Yutani symbol after being resolved.

### ALERT LEVEL 2

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE BY TWO:  
5+/A >>>>> 3+/A

## MISSION: A011

### MISSION TYPE: SURFACE

- » **Objective:**  
[REQUIRED] Spend 1 Demo Resource at each node marked by USCMC symbol, AFTER first resolving the node.
- » **Objective:**  
[W-Y] Resolve node with Wayland-Yutani symbol.

### ALERT LEVEL 2

- » DECREASE MAXIMUM RESOURCES AVAILABLE FOR MISSION BY FOUR. E.G. 8 >>> 4

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

## MISSION: A012

### MISSION TYPE: SURFACE

- » **Objective:**  
[REQUIRED] Push hard and fast to the unknown Xeno-structure and exterminate what is within. Resolve node with USCMC symbol.
- » **Objective:**  
[W-Y] Recover the research data from the server room of an abandoned W-Y subterranean R&D facility. Resolve node with Wayland-Yutani symbol.

### ALERT LEVEL 2

- » AMMO TRACKER BEGINS AT 5 INSTEAD OF 10.

### ALERT LEVEL 3

- » ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A
- » AMMO TRACKER BEGINS AT 5 INSTEAD OF 10.



## MISSION: A013

### MISSION TYPE: UNDERGROUND

#### » Objective:

[REQUIRED] Resolve nodes with USCMC symbol attached, Kill 3 'Mature Queen' enemies, and Kill the Boss Enemy 'Xenomorph King'.

#### » Objective:

[W-Y] You must have a 'W-Y Specimen Capture' Specialist team in your squad for this mission and it must survive completion of the mission.

» BASE: SCOUT.....3

### ALERT LEVEL 2

» AMMO TRACKER BEGINS AT 5 INSTEAD OF 10.

### ALERT LEVEL 3

» DECREASE MAXIMUM AVAILABLE RESOURCES FOR MISSION BY 4. E.G. 8 >>>> 4

» AMMO TRACKER BEGINS AT 5 INSTEAD OF 10.

## MISSION: A014

### MISSION TYPE: SURFACE

#### » Objective:

[REQUIRED] Patrol the Starport. Resolve all nodes with USCMC symbol attached

#### » Objective:

[W-Y] Escort Company Exec to his private Starcraft. Resolve node with Wayland-Yutani symbol.

### ALERT LEVEL 2

» DECREASE MAXIMUM AVAILABLE RESOURCES FOR MISSION BY 4. E.G. 8 >>>> 4

### ALERT LEVEL 3

» ALL NODES EVENT STRING INCREASE:  
5+/A >>>>> 4+/A

» AMMO TRACKER BEGINS AT 5 INSTEAD OF 10.

## MISSION: A015

### MISSION TYPE: HORDE

#### SETUP:

10 Resource points  
50 Building points  
70 Squad points

#### INTERWAVE:

1 Resource point  
15 Building points  
15 Squad points

#### WAVE COMPOSITION:

D - 3x ADULT; 1x RUNNER  
S - 3x ADULT; 2x FACEHUGGER  
E - 2x ADULT; 1x WARRIOR  
B - 1x WARRIOR; 3x FACEHUGGER

FINAL WAVE: 1x PRAETORIAN; 1x WARRIOR; 3x ADULT.

### ALERT LEVEL 2

#### » SETUP:

6 RESOURCE POINTS  
35 BUILDING POINTS  
40 SQUAD POINTS

### ALERT LEVEL 3

» NO INTERWAVE POINTS

MISSION A015:  
Show Over



MISSION A014:  
Roll Credits



MISSION A013: *Enemy Command*

