



ALIENS: EARTH WAR



FREE HUGS



Frequently Asked Questions:

Q- when are the vehicles available?

A- At Roster creation and as Green reinforcements, simply pay the points cost like any other unit.

Q- If my Enemy Race is Xenomorph XX121 and a location Node says event Class A/B/C, what do I do?

A- XX121 has no class, they ADAPT, ignore class and instead apply ADAPT rules for how many and what kind of Xenomorph XX121 enemies you will combat.

Q- 'Light' Resource is Hive-only according to the core rules?

A- In this mod Light Resource is used to recharge Motion Tracker and Light Equipables. Note that if you would be required to discard the Motion Tracker because the equipment text requires you do so then you may instead discard a Light Resource from the pool of available resources for the mission. Some Veteran units come with a free Light Resource at the start of Missions to represent their experience and being prepared for faulty/drained Motion Trackers.

Q- Do I return a 'Civilian' or 'Survivor' Enemy card to the shadow deck setup even though I just accidentally shot them to death?

A- No. If you defeated an enemy in the shadow deck it is removed from Combat, in tune with standard rules of play. A Civilian, or Survivor, is classed as an 'enemy card' for the sake of rules, even if thematically you know they are not your enemy.

Q- Do I apply FEAR attribute when I flip an enemy card or when the enemy activates?

A- Resolve the text on enemy cards when they activate. For example, if you flip an enemy card face-up using Motion Tracker equipment and that enemy has the FEAR attribute then you wait until it activates, after assigning squad wounds, before resolving FEAR.

Q- Equipment 'Hand welder ME3' tells me to put 3 cards on top of the Shadow deck, but there is no deck because all the cards are in play.

A- There is a shadow deck, it simply has zero cards in it. In this case, put the 3 cards to one side and call it the shadow deck till start of next combat round.

Q- When Face-Hugger enemy inflicts wound it causes target to be OOA but does a Medkit item cancel this effect along with cancelling the wound?

A- Medkit can be applied at that time to cancel the effect of Face-hugger wound and the wound.

Q- How does AMBUSH work with the Shadows Setup?

A1- If an Enemy with Ambush is flipped for the first time, cancel all wounds assigned to it when it was face down (if any), treat the cancelling of wounds for the first time as its Ambush Combat Round. All combat rounds thereafter are like enemies without Ambush.

A2- If Player has Ambush and enemies do not then perform a full Combat round but the enemy do not attack you for that round in which you are ambushing them. Shadow Setup still applies.

Q- If I spend CP to alter range determination during combat with the Command skill how does that work?

A- If you spend 1 CP then you get to increase or decrease the RN generated for each unit on the field separately by 1. 1 CP pays for altering all individual range determination RNS because this mod introduces range determination individually.

Q- Can I play without the combat mod?

A- Yes, but you will have to increase all ADAPT rolls by +2 for balance AND you will still have to combat enemies listed in SETUP Shadows for each mission. Ignore Civilian, Survivors, and 'Merely Shadows' Cards. Place all enemies face-up like usual.

