

## SUMMARY: SHADOWS SETUP

Here's the gist. During combat you are going to shuffle your enemy cards face-down into a deck with some false-enemies then deal them to yourself face-down before you assign wounds to make an elegant fog-of-war. You will do this every combat round until all enemies are killed.

## NEW RULE: RANGING XX121 UNITS

When using Enemy race XENOMORPH XX121 during combat events each player and enemy unit has their own range individually determined. Unlike in the core game where all units are at the same range.

You must generate RN for each squad unit **individually AFTER the cards of the shadows setup has been arranged face-down**. whilst ranging, Units now have ability to change their range using the combat Order 'Marines we're leaving!'.

## COMBAT EVENT: SHADOWS DECK

When engaged in combat the player will construct their Shadows Deck. Take all enemy units currently present (not yet been killed) in the combat event:



Then take all other cards detailed by the Mission setup under title 'SETUP Shadows', such as Merely shadows cards but may also include Ovomorph and others:



Shuffle them together face-down, this is your Shadows Deck for the 1st round of combat. EVERY subsequent combat round you make the deck but exclude those units killed/removed during previous combat rounds. Keeping ALL 'Merely Shadows' cards in the shuffle across subsequent rounds until combat ends.

>> If you use 'Merely Shadows' cards outside of this module: Add 3x Merely Shadows for an easy mode, 4 for standard, and 5x for Hard mode.

## MERELY SHADOWS CARDS:

They are the essence of the Shadows Deck and add a baseline level of uncertainty when assigning wounds.

Merely shadows cards are denoted by the following symbol on the card face, the back side of the card will appear like an XX121 enemy card.



Thematically speaking, these cards are the dancing and sinister shadows of what could possibly be the agile perfect organism (XX121), or tricks of the panicked mind, or an unfortunate non-combatant in the wrong place at the wrong time.

>> Merely Shadows cards remain in Shadow deck until combat is finished, which is when there are no more Enemies left.

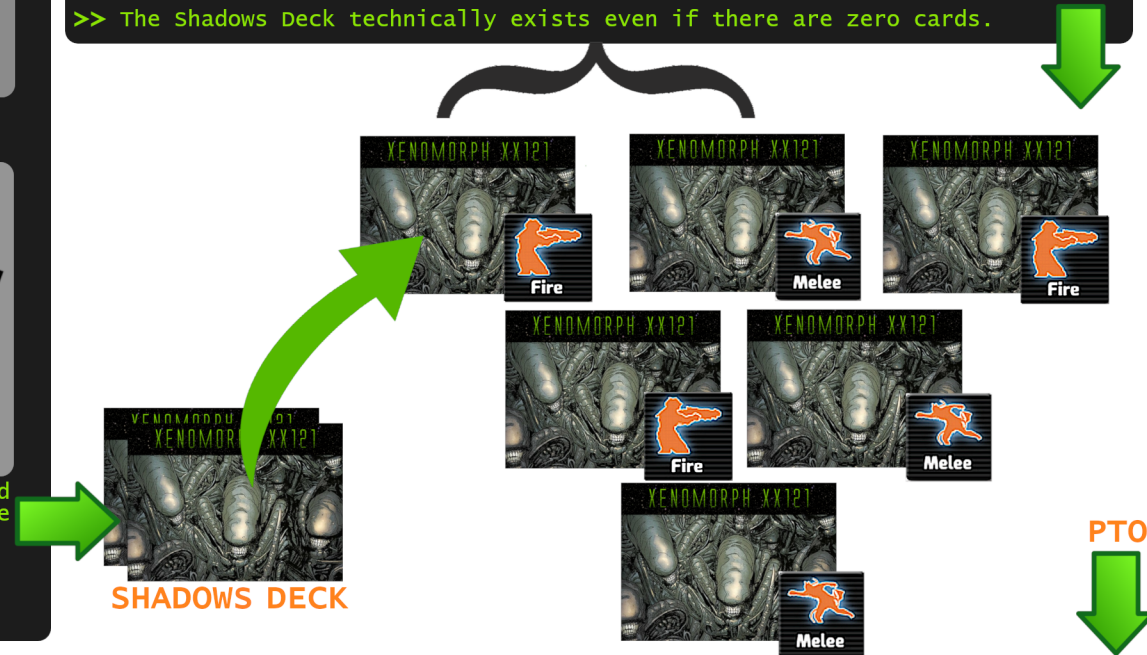
## STEP 1: SHADOWS SETUP

EVERY COMBAT ROUND take the current shadow Deck face-down and deal yourself six face-down cards from that deck without looking at their reverse side.

It is permissible to lay out fewer than six only if there are fewer than six cards left in the deck. In contrast, if you have some cards left over then save them to one side. Come the next combat round all remaining enemies and shadows will be shuffled back into the Shadows deck.

After setting up the Shadows you determine range for each unit. Your Squad Leader may use CP to adjust the range determination, like usual.

>> The Shadows Deck technically exists even if there are zero cards.







# ALIENS: EARTH WAR



## STEP 2: GENERATE SQUAD WOUNDS

Generate success levels (SLs) from checking either the FIRE or MELEE skill with respect to the unit's current range. These SLs are wounds, as usual.

>> During this time you are permitted to use **equipment abilities** or the **'check those corners!'** command order to flip face-down cards to their face-up position. Therefore allowing you to discriminate targets better.

## STEP 3: ASSIGN SQUAD WOUNDS

Assign wounds generated by squad to cards in the Shadows Setup, regardless of whether they are face-down or face-up.

>> Assigning wounds does not trigger reveal of face-down cards.

>> You may not rearrange placement of wounds **AFTER** this step.

## STEP 4: REVEAL SHADOWS

Flip all face-down cards in the Shadows Setup to their face-up side.

Spend one AMMO for each wound assigned to 'Merely Shadows' cards, then **CANCEL** those wounds. Merely Shadows cards are not removed from the combat event. Merely Shadows are returned to the Shadow Deck ready for next round.

>> Any Enemies yet to apply **AMBUSH** ability do so here. So, cancel any wounds assigned to an ambushing enemy, after that unit has generated and assigned wounds consider that enemy as having conducted its Ambush round. **IMPORTANT**, if you have a Dog Team then enemy units cannot Ambush.



## STEP 5: GENERATE ENEMY WOUNDS

As the Core book details, follow text on Enemy cards and generate SLs. SLs become wounds.

## STEP 6: ASSIGN ENEMY WOUNDS

Assign wounds generated by Enemies to your Squad as the Core book details.

## STEP 7: RESOLVE WOUNDS & END ROUND

Conduct remainder of round as Core rules dictate. Resolving wounds on enemies and allies is simultaneous during Attack Resolution step, as usual.

>> Ovomorph, Chest-Burster, civilians, and survivor enemies resolve their card text after resolving wounds, the very end of this phase.

After resolving wounds and removing enemies those that remain alive are returned along with Merely Shadows cards to the Shadows Deck ready to be shuffled and dealt for the next round's Shadows setup (Step 1). Merely Shadows cards are always included until combat has finished.

Enemies keep their wounds between combat rounds. Use the unit identifier in the bottom right of the Enemy card to aid wound tracking across shuffles.

If there are no enemies left in the Shadows Deck, only Merely Shadows remain, then combat has finished.