

Aliens in my Pocket



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Summary

Inspired by [Zombies in my Pocket](#) by Jeremiah Lee

Number of Players: 1

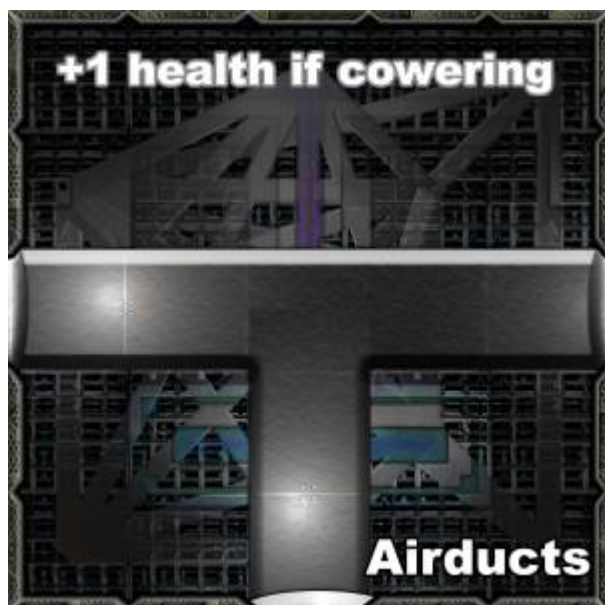
Type of Game: Themed Tactical, Exploration, Science Fiction, Fighting, Horror, Adventure, Print & Play

Mechanics: Point to Point Movement, Modular Board, Tile Placement

[Download the PDF](#) - contains all the files needed to play. You will need to print this file as 1 sided on a colour printer.

Components

Images of the files







you think
you hear
something

2100

You find some
rations +1
health

2200

4 Aliens

Alien Queen

2300

Lock
tion

REMOTE-BENTRY WEAPON SYSTEM

WEAPON STATUS	IPP STATUS
ARMED	CHARGE TEST ENGAGE INTERLOCK

slap-patch
+1 health

2100

2200

4 Aliens

Item

2300

5 Aliens

Hall
tion

REMOTE-BENTRY WEAPON SYSTEM

WEAPON STATUS	IPP STATUS
ARMED	CHARGE TEST ENGAGE INTERLOCK

First Aid Kit

2100

Find survivor -
may move to
Airducts if
available

2200

5 Aliens

2300

Signal Dropship
for evac

ance
tion

REMOTE-BENTRY WEAPON SYSTEM

WEAPON STATUS	IPP STATUS	READY
ARMED	CHARGE TEST ENGAGE INTERLOCK	

Dropship



2100

3 Aliens

Uh..I'm gettin'
lot's of movement
multiple signals
somethin's movin'
and it ain't us!

2200

1 health

2300

Item

2100

Lock does not
cycle - discard
the next Dev
card

2200

Item

2300

5 Aliens

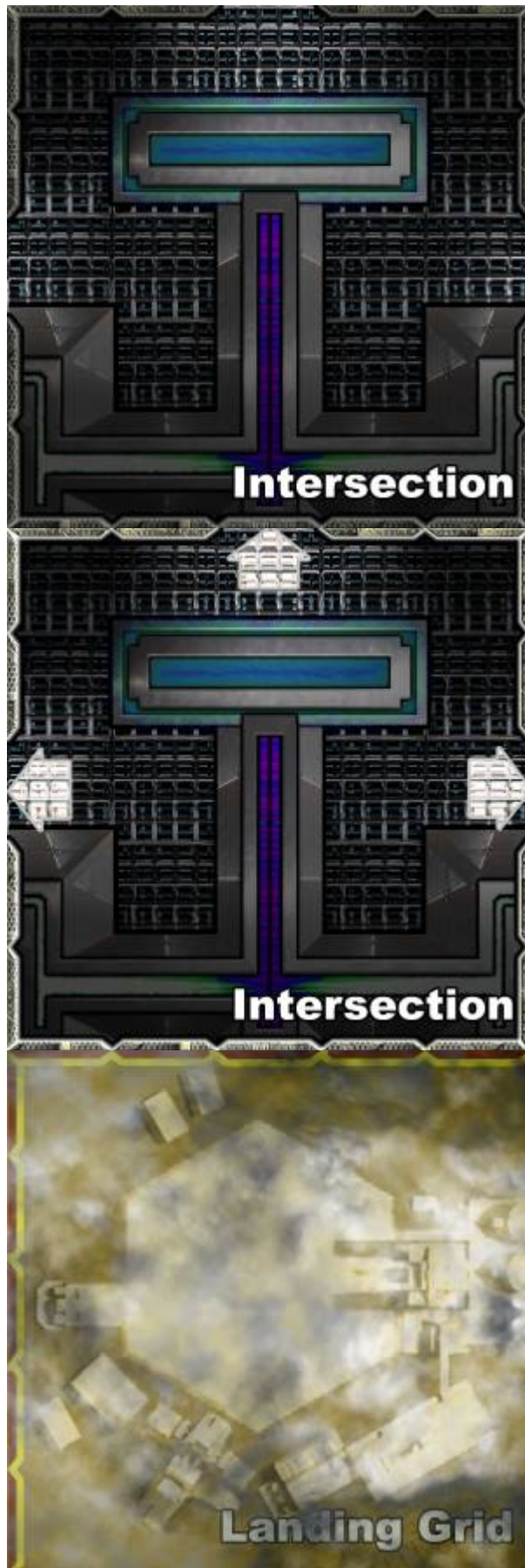
Resolve a new card
to find colonists



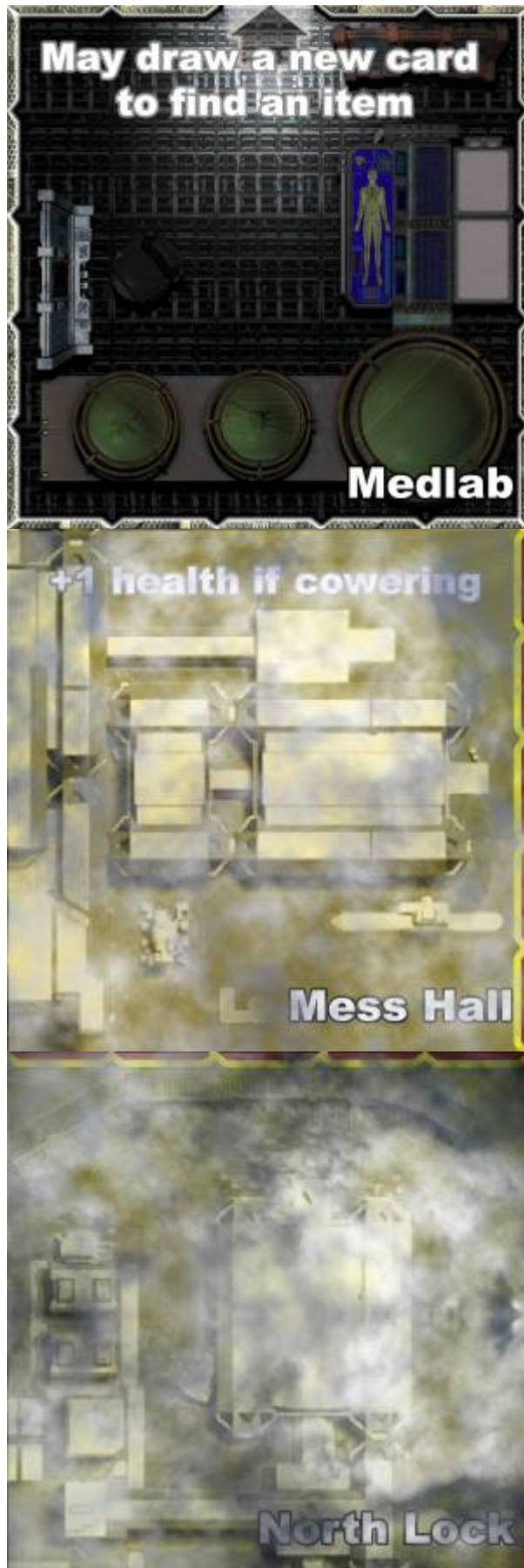
Command















From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://curufea.com/doku.php?id=games:board:aimp>

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