

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



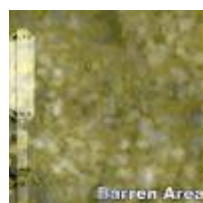
[airducts.jpg](#)



[airducts2.jpg](#)



[aliens_in_my_pocket_playaid.jpg](#)



[barrenarea.jpg](#)



[bathroom.jpg](#)



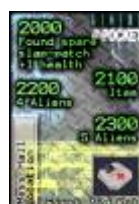
[bathroom2.jpg](#)



[card1.jpg](#)



[card2.jpg](#)



[card3.jpg](#)



[card4.jpg](#)



[card5.jpg](#)



[card6.jpg](#)



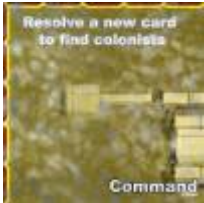
[card7.jpg](#)



[card8.jpg](#)



[card9.jpg](#)



[command.jpg](#)



[corridor.jpg](#)



[corridor2.jpg](#)



[dropship.jpg](#)



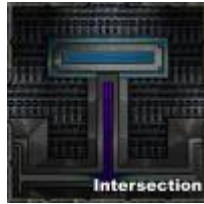
[elevators.jpg](#)



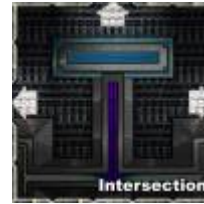
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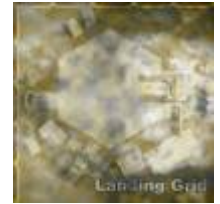
[entrance.jpg](#)



[intersection.jpg](#)



[intersection2.jpg](#)



[landinggrid.jpg](#)



[mainroad.jpg](#)



[marine.jpg](#)



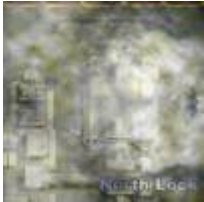
[medlab.jpg](#)



[medlab2.jpg](#)



[messhall.jpg](#)



[northlock.jpg](#)



[queen.jpg](#)



[reactorcoolant.jpg](#)



[reactorcoolant2.jpg](#)



[sideroad.jpg](#)



[stairwell.jpg](#)



[stairwell2.jpg](#)

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Last update: **2020/05/01 03:09**

