

Aliens in my Pocket



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Summary

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

Number of Players: 1

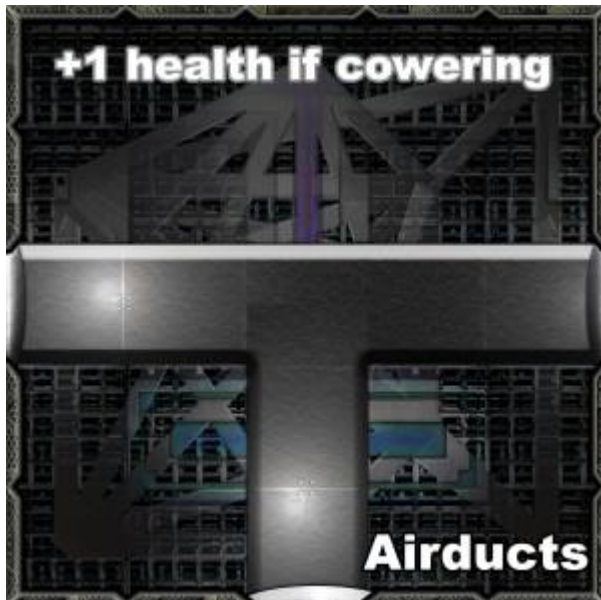
Type of Game: Themed Tactical, Exploration, Science Fiction, Fighting, Horror, Adventure, Print & Play

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







2100

you hear something

2200

You find some rations +1 health

2300

4 Aliens Alien Queen

2100

slap-patch +1 health

2200

4 Aliens

2300

5 Aliens

2100

Find survivor - may move to Airducts if available

2200

5 Aliens

2300

Signal Dropship for evac

Lock station

REMOTE-BENTLEY WEAPON SYSTEM			
WEAPON	STATUS	IPP	STATUS
1	ARMED	2	ARMED
3	TEST	4	TEST
5	ENGAGE	6	ENGAGE
7	INTERCOM	8	INTERCOM

Hall station

REMOTE-BENTLEY WEAPON SYSTEM			
WEAPON	STATUS	IPP	STATUS
1	ARMED	2	ARMED
3	TEST	4	TEST
5	ENGAGE	6	ENGAGE
7	INTERCOM	8	INTERCOM

Evac station

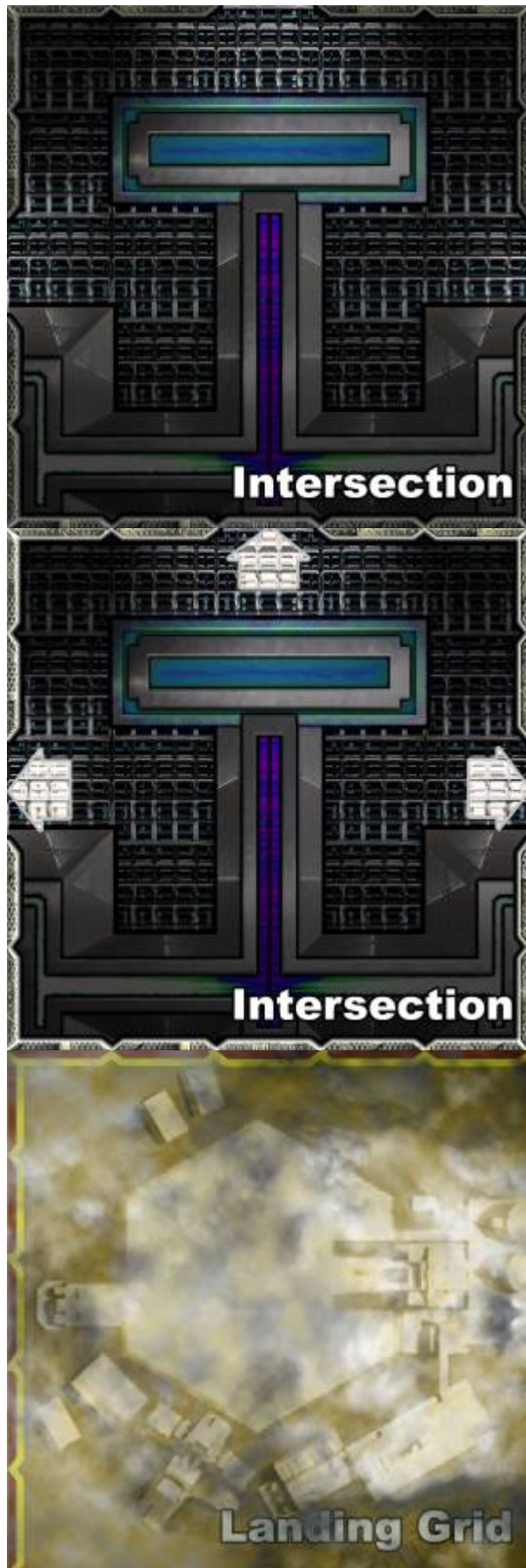
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From:

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

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