

# ★ Mother's Love Scenario

Source: ★VP: Alien Queen Action Pack  
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## Background-

Going on the offensive, victims and monsters alike are on the hunt for Alien eggs to dissect, decipher, or devour.

## Objective-

The Alien Queen player aims to protect as many Alien Eggs as she can, while the other player seeks to capture as many Alien Egg minions as possible. The winner is the player with the most victory points when the game ends.

## Army Size-

Two-player game; 400-point armies; four actions per turn. One player must have an Alien Queen in his or her army, and represents the Aliens. The other player represents the research team. Before the game begins, decide which player will play the research team and which player will play the Aliens.

## Time Limit-

60 minutes

## Map-

Alien Queen Containment Chamber (★VP: Alien Queen Action Pack)



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## Setup-

Place only eight victims in this scenario. Before placing victims, place Alien Egg minion tokens in spaces C2, F2, C12, and F12. Alien Egg minion tokens can't be killed or moved. No subplot cards can be played. The Aliens player can use spaces I1, I2, I12, I13, A5-A9, and B5-B9 for his or her starting area. The research team player uses the starting area on the opposite side of the map. The Aliens player is the first player.

## Special Scenario Rules-

1. Ooh . . . What's That?: Whenever the research team player moves a victim or monster that ends its movement on an Alien Egg minion token, that player removes the Alien Egg minion from the game and gains 50 victory points.
2. ★ Mother's Hatred: The Aliens player can give the Alien Queen two actions per turn.
3. Hush Now, My Babies: For each Alien Egg minion token left on the map at the end of the game, the Alien player gains 50 victory points.

