



***Flee!!***

**Human reacts by facing to 6 o'clock & fleeing 9"**



***Flee!!***

**Human reacts by facing to 6 o'clock & fleeing 12"**



***Flee!!***

**Human reacts by facing to 9 o'clock & fleeing 9"**



***Flee!!***

**Human reacts by facing to 9 o'clock & fleeing 12"**



***Flee!!***

**Human reacts by facing to 3 o'clock & fleeing 9"**



***Flee!!***

**Human reacts by facing to 3 o'clock & fleeing 12"**



***Flee!!***

**Human reacts by facing to 12 o'clock & fleeing 9"**



***Flee!!***

**Human reacts by facing to 12 o'clock & fleeing 12"**



***Really Flee!!***

**Human reacts by facing randomly & fleeing (dS+2d10")**



***Really Flee!!***

**Human reacts by facing randomly & fleeing (dS+2d10")**



**Really Flee!!**

Human reacts by facing randomly & fleeing (dS+2d10")



**Really Flee!!**

Human reacts by facing randomly & fleeing (dS+2d10")



**Flee!!**

Human reacts by facing to 6 o'clock & fleeing 6"



**Flee!!**

Human reacts by facing to 6 o'clock & fleeing 15"



**Flee!!**

Human reacts by facing to 9 o'clock & fleeing 6"



**Flee!!**

Human reacts by facing to 9 o'clock & fleeing 15"



**Flee!!**

Human reacts by facing to 3 o'clock & fleeing 6"



**Flee!!**

Human reacts by facing to 3 o'clock & fleeing 15"



**Flee!!**

Human reacts by facing to 12 o'clock & fleeing 6"



**Flee!!**

Human reacts by facing to 12 o'clock & fleeing 15"



**Fight!!**

**Human charges and attacks the Alien!**



**Fight!!**

**Human charges and attacks the Alien!**



**Fight!!**

**Human charges and attacks the Alien!**



**Fight!!**

**Human charges and attacks the Alien!**



**Fight!!**

**Human charges and attacks the Alien!**



**Fight!!**

**Human charges and attacks the Alien!**



**Fight!!**

**Human charges and attacks the Alien!**



**Fight!!**

**Human charges and attacks the Alien!**



**Really Fight!!**

**Human charges and attacks the Alien  
with a +2 to their normal die!**



**Really Fight!!**

**Human charges and attacks the Alien  
with a +2 to their normal die!**



**Duh!!**

**Human just falls down and looks...  
...well, "human"**

*(Human is stunned automatically!)*



**Flee!!**

**Human reacts by facing to 6 o'clock & fleeing 9"**



**Duh!!**

**Human just falls down and looks...  
...well, "human"**

*(Human is stunned automatically!)*



**Flee!!**

**Human reacts by facing to 9 o'clock & fleeing 9"**



**Duh!!**

**Human just falls down and looks...  
...well, "human"**

*(Human is stunned automatically!)*



**Flee!!**

**Human reacts by facing to 3 o'clock & fleeing 9"**



**Duh!!**

**Human just falls down and looks...  
...well, "human"**

*(Human is stunned automatically!)*



**Flee!!**

**Human reacts by facing to 12 o'clock & fleeing 9"**



**Duh!!**

**Human just falls down and looks...  
...well, "human"**

*(Human is stunned automatically!)*



**Duh!!**

**Human just falls down and looks...  
...well, "human"**

*(Human is stunned automatically!)*



## Goin Ga-Ga!!

*FAITH HEALER*

Your victim is a faith-healer. They heal Aliens completely...but requires a tithe. If they actually heal any points, give up your transporter device for the game. The healer will flee dS+d10 afterwards!



## Goin Ga-Ga!!

*NON-BELIEVER*

This victim just doesn't believe in UFOs, aliens or any of that silly stuff. You instantly teleport empty-handed back to your saucer and program the computer to find out if you exist.



## Goin Ga-Ga!!

*MILITIA MEMBER*

Your victim is a member of a secret militia group. They've been waiting for you. They fight on a d6+3



## Goin Ga-Ga!!

*GALACTIC HUNGER*

In your eagerness to capture... you inadvertently eat the hapless victim. Earthling is gone...but you feel better.



## Goin Ga-Ga!!

*GASEOUS GIANT*

One of your captives had a bean dinner. You must teleport immediately to your saucer! Put your last captive back by the nearest building. (and leave the doors open to air the place out!)



## Goin Ga-Ga!!

*UNDIAGNOSED KLEPTOMANIA*

As you attack, the victim steals your transporter device, your ray-gun and even your wallet! They then flee! (dS+d10) You cannot teleport or shoot until you take that victim.



## Goin Ga-Ga!!

*LUNAR EXPOSURE*

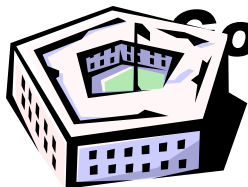
The victim has a sudden impulse to moon you. You flee in terror 10" towards your ship. Consider yourself warned.



## Goin Ga-Ga!!

*WAR OF THE WORLDS*

Your victim runs away (dS d10) and tells a radio station. All earthlings are armed with a shotgun (d6+3) from now until the end of your next turn.



## Goin Ga-Ga!!

*THE ARMY WANTS YOU!*

**YOU ARE DISCOVERED BY THE ARMY.** They Fight on a d6+3. If they win...you're starring in the next autopsy video. This is bad. (You Die.)



## Goin Ga-Ga!!

*TELEPORTER ERROR*

**The Good News:** Your victim goes "DUH?" and teleports right away.  
**The Bad News:** You don't go with 'em! Roll a d6 to see which saucer they end up in...  
1,2 = Greys 3,4 = Bugs 5,6 = Brownies



## Goin Ga-Ga!!

NATIONAL ENQUIRER

Your victim is a "reporter."  
They have photos of you.  
You'll do anything to get 'em back.  
You naughty little Space Cadet...  
Give him a human to interview.  
You just go to your saucer.



## Goin Ga-Ga!!

TRAVELLING SALESMAN

Your victim is a door-to-door salesman.  
You trade your raygun for a magazine subscription, a vacuum cleaner and a set of encyclopedias.  
You must teleport back to the ship with your stuff.  
No shooting for rest of game.

## Goin Ga-Ga!!

GAME OVER MAN!

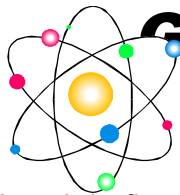
Your victim has already fought Aliens...  
...and lost.  
A nasty lookin' bugger pops out  
of their chest and fights you with a d10+1.  
The human dies.



## Goin Ga-Ga!!

JEHOVAH'S WITNESS

Your victim heeds a higher call.  
They will go back to the ship easily enough but,  
in their zeal, they try to convert any captives you have.  
Roll a d10 for each captive, on a 5 or less they  
escape the saucer to do the "work" of God!



## Goin Ga-Ga!!

ELECTRO-MAGNETIC EFFECT

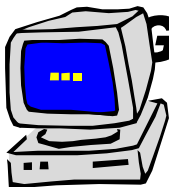
Your victim flees (dS+d10) but a sudden pulse from  
your ship makes all motor vehicles on the board move  
randomly (dS+2d10). They kill humans and  
aliens take a hit.



## Goin Ga-Ga!!

MILITANT FEMINIST

Your victim is a militant feminist.  
She is more Alien than you'll ever be!  
They fight, but if they lose, they escape immediately  
and release any female captives you hold.  
The male captives can rot in...well, you know.



## Goin Ga-Ga!!

WINDER'S XP ERROR

This program has performed an illegal  
operation and will shutdown.  
All Automatons go back to their saucers



## Goin Ga-Ga!!

RAY'S EX-WIFE

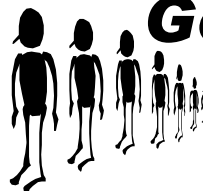
Your victim happens to be my ex-wife.  
She yaks you into a coma then tries to claw your eyes  
out. She fights with a d10+1 and you are at -1 to your  
fight die. If she wins, take a hit and give up half your  
captives. If she loses...well take the hit anyway!



## Goin Ga-Ga!!

AWAY TEAM NEW GUY

You are the newest member of the away team.  
You get to wear a red shirt until the end of your next turn.  
Meanwhile, any hit that would normally stun you...  
...will in fact **KILL** you.  
Oh Yeah, your victim has seen Star Trek...  
...They'll **FIGHT!!**



## Goin Ga-Ga!!

ART BELL FAN

Your victim listens to the Art Bell show.  
Seen it, Done it, Been there, got the tee-shirt.  
Goes back with you now, and even convinces a buddy  
to come along. (Nearest human figure)



## Goin Ga-Ga!!

SHOTGUN WEDDIN'

Your victim demands to be married and instantly goes to the church.  
You stay where you're at and all earthlings are armed with shotguns until your next turn.



## The Urge!!

"ETCH-A-SKETCH"

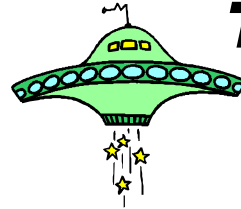
You feel a sudden urge draw huge pictures of your ancestors into the ground.  
Move your figure to the symbols.



## Goin Ga-Ga!!

VIVE LE FRANCAIS

Your victim is French. They surrender then give-up, then capitulate, then lose a bike race, whine about it and finally go Duh.  
Do you even care?



## The Urge!!

"MERRY-GO-ROUND"

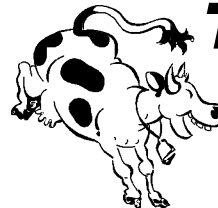
You feel a sudden urge to make big circles in the nearest farmer's field.  
Move your figure to the crop circles.



## Goin Ga-Ga!!

MUD WRASSLER!

Your victim is a Female Mud Wrassler down at the "Pole Hole" gentleman's club.  
'Nuff said. They fight +2 to their attack.



## The Urge!!

"CALL OF THE WILD"

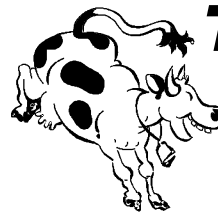
You feel a sudden urge to mutilate a poor defenseless farm animal.  
Move your figure to the nearest farm animal.



## Goin Ga-Ga!!

PLAYIN' POSSUM

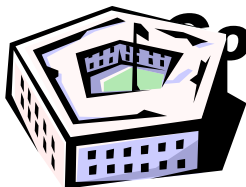
All "Duh!" victims on the table suddenly jump up and run like a scalded dawgs!  
(Yeah, this one runs too!)



## The Urge!!

"CALL OF THE WILD"

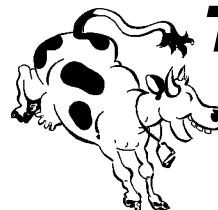
You feel a sudden urge to mutilate a poor defenseless farm animal.  
Move your figure to the nearest farm animal.



## Goin Ga-Ga!!

MEN IN BLACK

An unmarked Black Helicopter silently hovers over you. Men in black try to capture you in a "straight" fight (d10).  
If you win, fight the human.  
If you lose take TWO hits and fall stunned!  
The human flees. (dS+d10)



## The Urge!!

"CALL OF THE WILD"

You feel a sudden urge to mutilate a poor defenseless farm animal.  
Move your figure to the nearest farm animal.



## Goin Ga-Ga!!

HEAVENS GATE

The victim is already a member of an intergalactic race thank you very much. They force you to eat applesauce under a purple towel while wearing new tennis shoes.

Take a "hit", if you live...  
...they think you're the leader and go willingly!

## SWEEPS WEEK!

RATINGS BOOST

In order to increase interest and the general level of violence, for the next turn each team will control the aliens from the team to their left! The human flees (dS+d10).  
Do unto others, kiddies...



## Goin Ga-Ga!!

THESE ARE NOT THE DROIDS...

Your victim has hidden Jedi powers. They convince you that they are not the humans you are looking for. Roll a dSd10. On a "hit" you aren't fooled. Otherwise randomly teleport. (If you don't happen to have your device, take a hit and fall stunned!)

## SWEEPS WEEK!

TORNADO WARNIN'

Each team pick a single building. Each team Roll (dS+d10). Move the buildings accordingly. Anything it hits dies. Film at Eleven. The human flees (dS+d10).



## Goin Ga-Ga!!

SURVIVOR: SPANKY BOTTOM

Your victim takes you to tribal council. Take a poll of all players for which active alien fig gets kicked back to the saucer with a hit! If tied, roll d10 each. Low man loses. The human flees (dS+d10).

## SWEEPS WEEK!

ELECTION SCANDAL

Hanging chads, voting machine failures, deceased voters... There has been a miscout. The human flees (dS+d10). Every team roll a d10.  
1-5 = Lose a captive  
6-9 = Gain a captive  
10 = Take a captive from either opponant!



## Goin Ga-Ga!!

BUMP-N-RUN!

## WILD RIDE!

Your victim is a NASCAR fan! They "bump" you into the nearest vehicle to take a "Wild Ride"! Victim runs like a scalded dawg! [Flees (dS+d10)]

## SWEEPS WEEK!

SPANKY BOTTOM IDOL

Each team picks one player to sing the first line of "Kontikiville"  
If your side sings, you can remove a hit from any single figure. Best singer gets the victim!



## Goin Ga-Ga!!

SPRINGER TIME!

Your victim is a Springer star! This can only mean one thing... FIGHT! The nearest alien figs from the other two teams join in on your fight with this victim. Steve is unavailable.

## SWEEPS WEEK!

MASS HYSTERIA

All non-captured humans and non-mutilated animals on the table will move 6" in the 12 o'clock direction. Including this one.





**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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**Goin Ga-Ga!!**

*"MAKE-YER-OWN"*

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