

### PREDATOR BERSERKER



	ST	ROA	AVV
<b>GATLING PLASMA CASTER</b>	10	6	3
<b>TWIN FERAL BLADES</b>	+0	5	3

**HOT PLASMA (P)**

**SEASONED HUNTER (P)**  
**RAGE! (A)**

40mm BASE

14/12

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### FEMALE PREDATOR



	ST	ROA	AVV
<b>WRIST DART</b>	12	1	0
<b>COMBI-STICK</b>	+0	4	3

**SEASONED HUNTER (P)**

40mm BASE

15/12

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### PREDATOR HELLHOUNDS



	ST	ROA	AVV
<b>BITE</b>	+2	2	0

**CHARGE! (P)**  
**DODGE (P)**  
**SPIKED NIGHTMARE (P)**

30mm BASE

12

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**SEASONED HUNTER (P)** – When a Ping! Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal; however, the Model cannot be placed on any Tile located towards any enemy Model with LOS of the Predator.

**RAGE! (A)** – A Model may use the Rage! Special Skill at the beginning of the Model's activation before any Action Points are spent. A Model using the Rage! Special Skill can re-roll any Close Combat Test in the Game Turn and receives a +2 modifier to the Close Combat weapon's St. At the end of its activation the Model loses a wound with no Armour Test allowed.

**HOT PLASMA (P)** – Successful Armour Tests against Hits caused by a weapon with the Hot Plasma (P) Special Skill must be re-rolled.

**SEASONED HUNTER (P)** – When a Ping! Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal; however, the Model cannot be placed on any Tile located towards any enemy Model with LOS of the Predator.

**CHARGE! (P)** – Models making a Close Combat attack in a Game Turn where they have made a Movement Action of at least one Tile receive a +2 modifier to their Close Combat value for all of their Close Combat Tests.

**DODGE (P)** – After a Model with Dodge (P) is hit by an attack, roll a D20. On a roll of 1-5 the Model dodges and the attack has no effect. On 6-20 the dodge fails and the Model must then continue as if it had been hit as normal. Dodge rolls cannot be made to avoid Hits from Flamethrower Attacks.

**SPIKED NIGHTMARE (P)** – A Model with this skill automatically passes any disengage rolls it is required to take.

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### PREDATOR HUNTER



	ST	ROA	AVV
<b>PLASMA CASTER</b>	12	3	3
<b>WRIST BLADES</b>	+0	2	0

**HOT PLASMA (P)**

**SEASONED HUNTER (P)** 40mm BASE

Icons: M1, CC12, RS17, ST14, CON14, 5, 15/12, FOX

### PREDATOR WARRIOR - COMBI-STICK



	ST	ROA	AVV
<b>WRIST DART</b>	12	1	0
<b>COMBI-STICK</b>	+0	4	3

**SEASONED HUNTER (P)** 40mm BASE

Icons: M1, CC17, RS12, ST14, CON14, 3, 15/12, FOX

### PREDATOR WARRIOR - SMART-DISC



	ST	ROA	AVV
<b>SMART-DISC THROW</b>	+1	+	3
<b>SMART-DISC</b>	+1	3	3

**SMART-DISC THROW(A)**

**SEASONED HUNTER (P)** 40mm BASE

Icons: M1, CC17, RS12, ST14, CON14, 3, 15/12, FOX

**SEASONED HUNTER (P)** – When a Ping! Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal; however, the Model cannot be placed on any Tile located towards any enemy Model with LOS of the Predator.

**HOT PLASMA (P)** – Successful Armour Tests against Hits caused by a weapon with the Hot Plasma (P) Special Skill must be re-rolled.

**SEASONED HUNTER (P)** – When a Ping! Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal; however, the Model cannot be placed on any Tile located towards any enemy Model with LOS of the Predator.

**SEASONED HUNTER (P)** – When a Ping! Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal; however, the Model cannot be placed on any Tile located towards any enemy Model with LOS of the Predator.

**SMART DISC THROW (A)** – Choose a Target Tile up to two Tiles away (into Air Vents is allowed, but not through them) (no LOS is required). Make a Ranged Attack with RoA 2 on that Tile. If between the Target Tile and your Model's Tile is an intervening Tile, you may then make a Ranged Attack with RoA 2 against Models on that intervening Tile. One Model may receive a maximum of one Wound as a result of each Smart-Disc Throw (A) Special Action. A Smart-Disc Throw (A) counts as a Shooting Action.

### PREDATOR YOUNG BLOODS



	ST	ROA	AVV
<b>WRIST DART</b>	12	1	0
<b>WRIST BLADE</b>	+0	2	0
<b>COMBI STICK</b>	+0	4	3

**SEASONED HUNTER (P)** 40mm BASE

**PACK HUNT (P)**

Icons: M1, CC15, RS11, ST12, CON12, 2, 13/11, FOX

**SEASONED HUNTER (P)** – When a Ping! Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal; however, the Model cannot be placed on any Tile located towards any enemy Model with LOS of the Predator.

**PACK HUNT (P)** – Models with the Pack Hunt Special Skill receive a +1 modifier to Close Combat and Ranged Shooting Tests for each other Model with the Pack Hunt Special Skill within the range of one Tile. Also, when revealing a Ping! Token with the Pack Hunt (P) Skill, it may be replaced by any unrevealed Model with the Pack Hunt (P) Skill, chosen by the Predator player.