**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

**BURNING INFERNO (A)** – Choose a Target Tile one or two Tiles away. Every Model on the Target Tile receives one Autohit for each RoA of the weapon with St and/or AVV equal to the weapon's St and AVV. A Marine armed with a Flamethrower may use his or her Shooting Action to target a Tile located in an adjacent Air Vent Tile or around a corner without the need for LOS if the Target Tile is within three Tiles of a Marine Model with the Ping! Special Skill (see page 35). Burning Inferno (A) counts as a Shooting Action.

**MEDIC! (P)** – A Model with the Medic! (P) Special Skill grants Heal (4) to every friendly Model on the same and adjacent Tiles.

**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

**GRENADE LAUNCHER (A)** – Models equipped with the M41A Pulse Rifle may spend two Action Points to shoot the M40 under-barrel Grenade Launcher instead of the M41A Pulse Rifle. Use the M40 Stat Line for this attack. If a Wound is inflicted by the Grenade Launcher (A) Special Action, the target Model receives two Wounds instead of one. Using the Grenade Launcher (A) counts as a Shooting Action.

**PING (P)** - Provides LOS to all Tiles within range of up to 3 Tiles for Burning Inferno (A) Special Skill and the Grenade! Strategy card only.

**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

**GRENADE LAUNCHER (A)** – Models equipped with the M41A Pulse Rifle may spend two Action Points to shoot the M40 under-barrel Grenade Launcher instead of the M41A Pulse Rifle. Use the M40 Stat Line for this attack. If a Wound is inflicted by the Grenade Launcher (A) Special Action, the target Model receives two Wounds instead of one. Using the Grenade Launcher (A) counts as a Shooting Action.

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**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

**GUIDED FIRE (P)** – Allows a Model to re-roll any RS Tests.

**GUIDED FIRE (P)** – Allows a Model to re-roll any failed RS 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.

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**BURNING INFERNO (A)** – Choose a Target Tile one or two Tiles away. Every Model on the Target Tile receives one Autohit for each RoA of the weapon with St and/or AVV equal to the weapon's St and AVV. A Marine armed with a Flamethrower may use his or her Shooting Action to target a Tile located in an adjacent Air Vent Tile or around a corner without the need for LOS if the Target Tile is within three Tiles of a Marine Model with the Ping! Special Skill (see page 35). Burning Inferno (A) counts as a Shooting Action.

**AUTO-SENTRY (P)** - A Model with Auto-Sentry automatically receives a Sentry Token and an Activation Token at the beginning of each Game Turn, and counts as having been Activated during that turn.

**GUN EMPLACEMENT (P)** – Models with the Gun Emplacement (P) Skill never count for any Mission Objectives and may not benefit from the Heal and Medic Special Rules. Also, they automatically pass all "St, Con" checks they are required to take due to a card or game effect, and do not benefit from any Faction abilities.

**INFILTRATION (P)** - Before the first round, but after all players have deployed their tokens, choose any of your Deployment Tiles that is out of Line of sight from any opponent's token. Up to one Sentry Gun from your Force may begin the game deployed in that Tile. You may set up this way up to one Sentry Gun per Squad. For each Sentry Gun not deployed this way, place a Sentry Gun Token on your Sentry Gun Reference Card.

**SENTRY GUN SET-UP (A)** - Any Marine Faction Model may spend two Action Points to set up one Sentry Gun Model from your Force on the same Tile it occupies. Spend two Action points to remove a Sentry Gun Token from your Sentry Gun Reference Card and place a Sentry Gun Model on the same Tile as the Model using the Set-Up Action. Place an activation Token next to that Sentry Gun, and it counts as having been activated for this Game Turn. This action may only be used if the Occupation Limit for the Tile allows to legally place the Model.

**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

**SHOTGUN! (A)** – (Requires: Marine Faction Models with a Shotgun) – Choose a Target Tile within LOS and within a range of two Tiles of the Marine Model using the Shotgun! (A) Special Skill. Make an RS Test for up to four enemy Models on the Target Tile and up to four enemy Models located on the Tile between the Target Tile and the Tile occupied by the Model using the Shotgun! Special Action. Each successful roll causes the Model to receive a St 8 Hit. Using Shotgun! (A) counts as a Shooting Action. Shotgun (A) cannot be used in the same Game Turn as Point Blank Shot (A)

**POINT BLANK SHOT (A)** – (Requires: Marine Faction Models with a Shotgun) – A Model armed with a Shotgun may perform a Point Blank Shot (A) Special Action. Nominate up to three enemy Models Engaged with the Model using a Point Blank Shot (A) and make a Close Combat Test for each targeted Model. Each Model successfully hit receives a Hit with St and AVV equal to weapons St and AVV. A Point Blank Shot counts as a Close Combat Action. Point Blank Shot (A) cannot be used in the same Game Turn as Shotgun! (A).

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## WEYLAND-YUTANI COMMANDOS-FLAMETHROWER

M 1 | CC 14 | RS 16 | ST 11 | CON 11 | W 1 | A 13(10)

**M240 FLAMETHROWER**

| ST | RoA | AVV |
|---|---|---|
| 12 | 1 | 0 |

BURNING INFERNO (A)

**COMBAT KNIFE**

| ST | RoA | AVV |
|---|---|---|
| +0 | 1 | 0 |

TEAM TACTICS (P)
PERIMETER SECURED! (P)
MEDIC! (P)

30MM BASE

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**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

**PERIMETER SECURED! (P)** - When a door is successfully opened by any Model from the Alien and/or Predator Factions, while at least one Model with Perimeter Secured! (P) remains alive in the friendly Force in the game, roll a D20. On a roll of 1–5 all Models located on Tiles adjacent to that door receive a St 8 AVV 2 Autohit.

**BURNING INFERNO (A)** – Choose a Target Tile one or two Tiles away. Every Model on the Target Tile receives one Autohit for each RoA of the weapon with St and/or AVV equal to the weapon's St and AVV. A Marine armed with a Flamethrower may use his or her Shooting Action to target a Tile located in an adjacent Air Vent Tile or around a corner without the need for LOS if the Target Tile is within three Tiles of a Marine Model with the Ping! Special Skill (see page 35). Burning Inferno (A) counts as a Shooting Action.

**MEDIC! (P)** – A Model with the Medic! (P) Special Skill grants Heal (4) to every friendly Model on the same and adjacent Tiles.

## WEYLAND-YUTANI COMMANDOS-MOTION TRACKER

M 1 | CC 14 | RS 16 | ST 11 | CON 11 | W 1 | A 13(10)

**M41A1 PULSE RIFLE**

| ST | RoA | AVV |
|---|---|---|
| 12 | 1 | 0 |

**M40 GRENADE LAUNCHER**

| ST | RoA | AVV |
|---|---|---|
| 16 | 1 | 0 |

GRENADE LAUNCHER (A)

**COMBAT KNIFE**

| ST | RoA | AVV |
|---|---|---|
| +0 | 1 | 0 |

TEAM TACTICS (P)
PING! (P)
PERIMETER SECURED! (P)

30MM BASE

©FOX

**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.
**PING (P)** - Provides LOS to all Tiles within range of up to 3 Tiles for Burning Inferno (A) Special Skill and the Grenade! Strategy card only.
**GRENADE LAUNCHER (A)** – Models equipped with the M41A Pulse Rifle may spend two Action Points to shoot the M40 under-barrel Grenade Launcher instead of the M41A Pulse Rifle. Use the M40 Stat Line for this attack. If a Wound is inflicted by the Grenade Launcher (A) Special Action, the target Model receives two Wounds instead of one. Using the Grenade Launcher (A) counts as a Shooting Action.
**PERIMETER SECURED! (P)** - When a door is successfully opened by any Model from the Alien and/or Predator Factions, while at least one Model with Perimeter Secured! (P) remains alive in the friendly Force in the game, roll a D20. On a roll of 1–5 all Models located on Tiles adjacent to that door receive a St 8 AVV 2 Autohit.

## WEYLAND-YUTANI COMMANDOS-PULSE RIFLE

M 1 | CC 14 | RS 16 | ST 11 | CON 11 | W 1 | A 13(10)

**M41A1 PULSE RIFLE**

| ST | RoA | AVV |
|---|---|---|
| 12 | 1 | 0 |

**M40 GRENADE LAUNCHER**

| ST | RoA | AVV |
|---|---|---|
| 16 | 1 | 0 |

GRENADE LAUNCHER (A)

**COMBAT KNIFE**

| ST | RoA | AVV |
|---|---|---|
| +0 | 1 | 0 |

TEAM TACTICS (P)
PERIMETER SECURED! (P)

30MM BASE

©FOX

**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

**PERIMETER SECURED! (P)** - When a door is successfully opened by any Model from the Alien and/or Predator Factions, while at least one Model with Perimeter Secured! (P) remains alive in the friendly Force in the game, roll a D20. On a roll of 1–5 all Models located on Tiles adjacent to that door receive a St 8 AVV 2 Autohit.

**GRENADE LAUNCHER (A)** – Models equipped with the M41A Pulse Rifle may spend two Action Points to shoot the M40 under-barrel Grenade Launcher instead of the M41A Pulse Rifle. Use the M40 Stat Line for this attack. If a Wound is inflicted by the Grenade Launcher (A) Special Action, the target Model receives two Wounds instead of one. Using the Grenade Launcher (A) counts as a Shooting Action.

## WEYLAND-YUTANI COMMANDOS-SMARTGUN

M 1 | CC 14 | RS 16 | ST 11 | CON 11 | W 1 | A 13(10)

**M56 SMARTGUN**

| ST | RoA | AVV |
|---|---|---|
| 14 | 3 | 1 |

GUIDED FIRE (P)

**COMBAT KNIFE**

| ST | RoA | AVV |
|---|---|---|
| +0 | 1 | 0 |

TEAM TACTICS (P)
PERIMETER SECURED! (P)

30MM BASE

©FOX

**TEAM TACTICS (P)**- Due to their tactical combat training, once a Colonial Marine Ping! Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

**PERIMETER SECURED! (P)** - When a door issuccessfully opened by any Model from the Alien and/or Predator Factions, while at least one Model with Perimeter Secured! (P) remains alive in the friendly Force in the game, roll a D20. On a roll of 1–5 all Models located on Tiles adjacent to that door receive a St 8 AVV 2 Autohit.

**GUIDED FIRE (P)** – Allows a Model to re-roll any failed RS Tests.

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