

BATTLE FRENZY

Target any Predator Model. The target Model receives a +1 modifier to CC and a +1 modifier to St of its Close Combat weapons until the end of the Game Turn.

ACTIVE

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BLOOD LUST

Target any Predator Model. Until the end of the Game Turn, you may force your opponent to re-roll one successful Armour Test caused by this Model.

ACTIVE

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BULL RUSH

Target any Model engaged with any Predator Faction Model. The target Model loses 1 Action Point once it's activated. May only be played on Unactivated Models.

ACTIVE

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CLAN'S CHOSEN

Target Model receives one additional Action Point. May not be played on deactivated Models.

ACTIVE

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CLOAKING FIELD

Target any Predator Model out of LoS of enemy Models. Swap the Model with the relevant Model's Ping! Token. You may not target Hellhounds with this Strategy Card.

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DOMINATING PRESENCE

Target any enemy Model using any Close Combat Attack. The target Model receives a -4 modifier to CC Test value until the end of the Game Turn.

CONDITIONAL

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FORCEFUL IMPACT

Target any Predator Model. Each Armour Test caused by the Target Model receives additional -2 modifier to Test value.

ACTIVE

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HIGH PRIORITY TARGET

Target any enemy Model that has not been activated yet this Game Turn. The targeted Model must be activated next in its Faction's activation phase.

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IMPROVISED SURGERY

Target any Predator Model using a Field wound Treatment (A) Special Action. The target Model regains one previously lost wound on a roll of 1-15 rather than 1-10.

CONDITIONAL

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LASER GRID

Target any Tile. Any Model moving on to it must roll D20. On a roll of 1-5 it receives a St10 Autohit until the end of the Game Turn.

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MISSED OPPORTUNITY

Target Model is instantly deactivated.

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MOMENT OF HESITATION

Target Model loses one Action Point once it is activated. May only be played on Unactivated Models.

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MONSTROUS ENDURANCE

Target any Predator Model. The target Model may move 1 additional Tile when using a Move or Run Action until the end of the Game Turn.

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MULTI SPECTRUM CLOAK

Target any Predator Model. The target Predator Model may be instantly moved to an adjacent unoccupied Tile. Moving in this way ignores the Disengaging rules. This counts as a Movement Action.

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NET LAUNCHER

Target any non-Predator Model on a Tile up to 2 range away from any Predator Model and within LoS. The target Model must pass a Con Test or be moved 1 Tile directly away from the attacking Predator and receive a St 8 Autohit. This forced movement ignores Disengaging rules.

ACTIVE

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ONE STEP AHEAD

Target any Predator Faction Ping! Token. Swap the target Token with any other unactivated Ping! Token of the same size and Faction.

ACTIVE

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PLASMA OVERCHARGE

Target any Predator Model equipped with Plasma Caster or Gatling Plasma Caster. Instead of making regular Ranged Attack, target Model within LoS and make an RS Test. If the Test is passed, all Models located on the same Tile as target Model receives a St8 Autohit with the Hot Plasma Skill.

ACTIVE

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SHADOW OF A STALKER

Target any Predator Model. Target Model may re-roll all of its CC Tests until the end of the Game Turn.

ACTIVE

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SPEAR GUN

Target any Model on a Tile up to 3 range away from any Predator Model and within LoS. Roll a D20, on a roll of 1-10 the target Model receives a St15 Autohit.

ACTIVE

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TACTICAL ADVANTAGE

When you draw Tactical Advantage, reveal the card to all players and place it in your discard pile. Draw 5 cards, then discard down to 5 cards. Shuffle your discard pile into your deck. It does not count towards the limit of cards you may play in a turn.

CONDITIONAL

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