

AUTOMATED BULKHEAD CLOSURE

Player with the Initiative must place one Door Tile on an interlock of any 2 un-engaged Tiles.

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BILLOWING SMOKE

LoS range is reduced to 1 Tile. Ping! Special Skill LoS range is not modified.

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BROKEN STEAM VALVE

Every Model on an Air Vent Tile receives a St12 Autohit. Models on Tiles adjacent to an Air Vent Tile receive a St5 Autohit.

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BURNING ACID

Roll a D20 for each Tile with an Acid Damage Token on it. On a roll of 1-5 put an additional Acid Damage Token on a Tile. A maximum of 2 Acid Damage Tokens may be on one Tile at any point in time. Ignore the effect of this card on fully occupied Tiles.

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CLEARED DECK

All Close Combat Tests in this Game Turn receive a +2 modifier to Test value.

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CRAMPED CONDITIONS

Before making any Close Combat Actions roll a D20, on a roll of 1-5 a Close Combat Action is lost.

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ELECTRIC FEEDBACK

Roll a D20 for each Model that successfully removes any door Tile from game this Game Turn. On a roll of 1-5 Model receives a St10 Autohit.

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EMERGENCY LIGHTING

All Ranged Combat Tests in this Game Turn receive a +2 modifier to Test value.

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GRAVITY FLUCTUATIONS

Every Model may move a maximum 1 Tile during its activation.

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GRAVITY LOSS

Every Model starts its activation with 1 Action Point.

GUN JAM!

Before making any Ranged Attack Actions roll a D20, on a roll of 1-5 a Ranged Attack Action is lost.

HEAVY LOAD

Models carrying any Tokens may not move more than 1 Tile this Game Turn.

INERTIA DAMPENER FAILURE

Every Model using any Move Actions, receives a St 5 Autohit at the end of its activation.

IT'S ALL QUIET...

No Special Environmental Effect this Game Turn.

LIFE SUPPORT SYSTEM FAILURE

Roll a D20 for each Model on the map. On a roll of 20 the Model receives a wound.

POWER OUTAGE

All Ranged Combat Tests in this Game Turn receive a -4 modifier to Test value.

SECURITY SYSTEM RESET

No doors may be opened by Marine or Predator Forces this Game Turn and Force the Doors Open (A) Skill Tests always fail.

SECURITY SYSTEM SHORT-CIRCUIT

Roll a D20 for each Door Piece on the table. On a roll of 1-4 remove the Door as if it had been opened.

SPRINKLERS!

All Close Combat Tests in this Game Turn receive a -4 modifier to Test value.

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UNFORESEEN CIRCUMSTANCES

Once this card is drawn, reveal it to your opponents and shuffle it back into the Environmental Card deck. Shuffle your Environmental Card Discard pile back into the Environmental Card deck, and draw a new card.

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