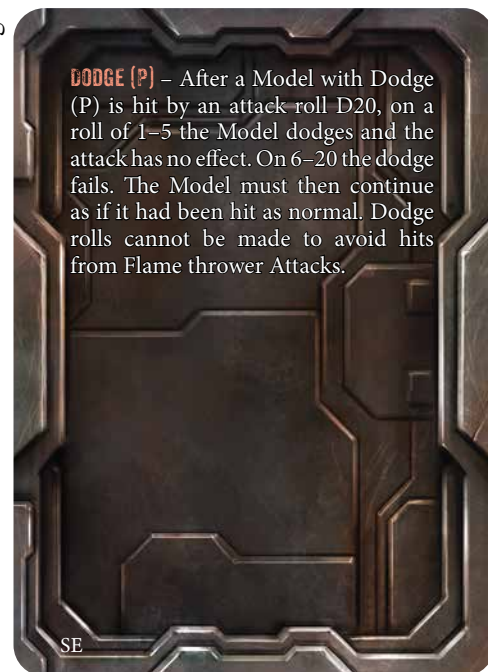
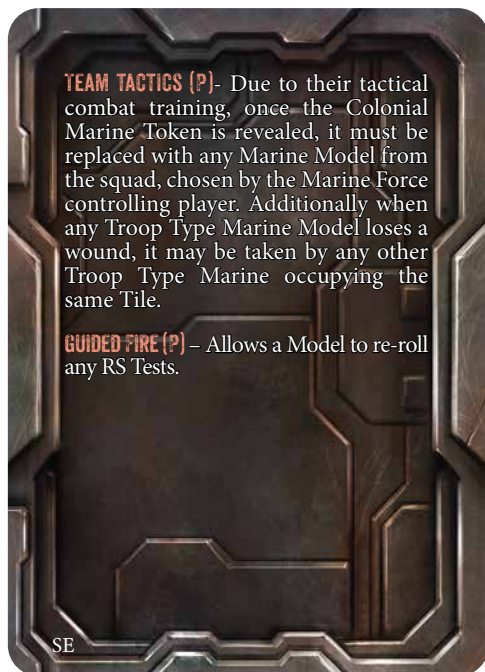


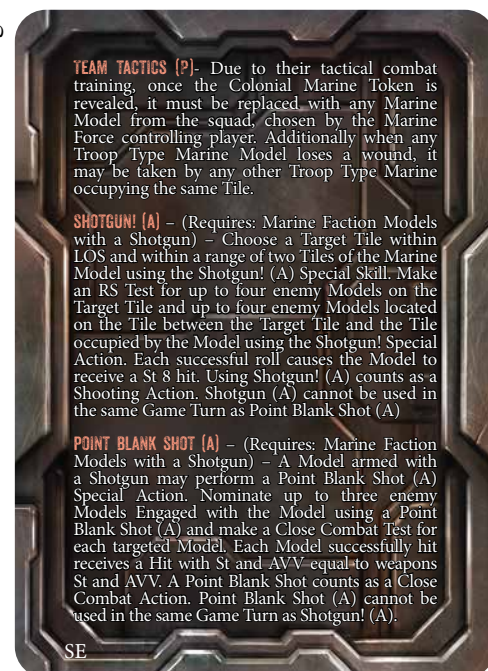
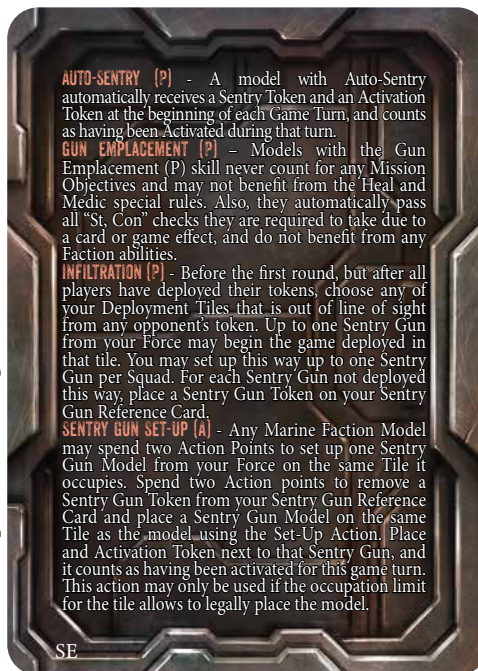
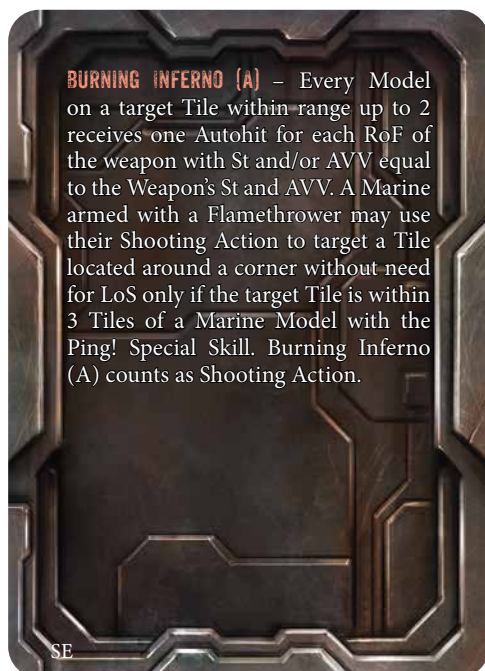
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**WEYLAND-YUTANI COMMANDOS-FLAME THROWER**



ST	ROA	AVV
12	1	0

**BURNING INFERNO (A)**

ST	ROA	AVV
+0	1	0

**COMBAT KNIFE**

ST	ROA	AVV
+0	1	0

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

30MM BASE

SE ©FOX

**WEYLAND-YUTANI COMMANDOS-MOTION TRACKER**



ST	ROA	AVV
12	1	0

**GRENADE LAUNCHER (A)**

ST	ROA	AVV
16	1	0

**M40 GRENADE LAUNCHER**

ST	ROA	AVV
16	1	0

**COMBAT KNIFE**

ST	ROA	AVV
+0	1	0

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

30MM BASE

SE ©FOX

**WEYLAND-YUTANI COMMANDOS-PULSE RIFLE**



ST	ROA	AVV
12	1	0

**M41A1 PULSE RIFLE**

ST	ROA	AVV
12	1	0

**GRENADE LAUNCHER (A)**

ST	ROA	AVV
16	1	0

**M40 GRENADE LAUNCHER**

ST	ROA	AVV
16	1	0

**COMBAT KNIFE**

ST	ROA	AVV
+0	1	0

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

30MM BASE

SE ©FOX

**TEAM TACTICS (P)**- Due to their tactical combat training, once the Colonial Marine Token is revealed, it must be replaced with any Marine Model from the squad, chosen by the Marine Force controlling player. Additionally when any Troop Type Marine Model loses a wound, it may be taken by any other Troop Type Marine occupying the same Tile.

**PERIMETER SECURED! (P)** - For every door 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 the doors receive an St 8 AVV 2 Autohit.

**BURNING INFERNO (A)** - Every Model on a target Tile within range up to 2 receives one Autohit for each RoF of the weapon with St and/or AVV equal to the Weapon's St and AVV. A Marine armed with a Flamethrower may use their Shooting Action to target a Tile located around a corner without need for LoS only if the target Tile is within 3 Tiles of a Marine Model with the Ping! Special Skill. Burning Inferno (A) counts as 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.

SE

**TEAM TACTICS (P)**- Due to their tactical combat training, once the Colonial Marine Token is revealed, it must be replaced with any Marine Model from the squad, chosen by the Marine Force controlling player. Additionally when any Troop Type Marine Model loses a wound, it may be taken by any other Troop Type Marine occupying the same Tile.

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

**GRENADE LAUNCHER (A)** - Models equipped with a M41A Pulse Rifle may spend 2 Actions 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 dealt by using the Grenade Launcher (A) Special Action, the target Model receives 2 wounds instead of 1. Grenade Launcher (A) counts as Shooting Action.

**PERIMETER SECURED! (P)** - For every door 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 the doors receive an St 8 AVV 2 Autohit.

SE

**TEAM TACTICS (P)**- Due to their tactical combat training, once the Colonial Marine Token is revealed, it must be replaced with any Marine Model from the squad, chosen by the Marine Force controlling player. Additionally when any Troop Type Marine Model loses a wound, it may be taken by any other Troop Type Marine occupying the same Tile.

**PERIMETER SECURED! (P)** - For every door 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 the doors receive an St 8 AVV 2 Autohit.

**GRENADE LAUNCHER (A)** - Models equipped with a M41A Pulse Rifle may spend 2 Actions 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 dealt by using the Grenade Launcher (A) Special Action, the target Model receives 2 wounds instead of 1. Grenade Launcher (A) counts as Shooting Action.

SE

**WEYLAND-YUTANI COMMANDOS-SMART GUN**



ST	ROA	AVV
14	3	1

**M56 SMART GUN**

ST	ROA	AVV
14	3	1

**GUIDED FIRE (P)**

ST	ROA	AVV
+0	1	0

**COMBAT KNIFE**

ST	ROA	AVV
+0	1	0

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

30MM BASE

SE ©FOX

**TEAM TACTICS (P)**- Due to their tactical combat training, once the Colonial Marine Token is revealed, it must be replaced with any Marine Model from the squad, chosen by the Marine Force controlling player. Additionally when any Troop Type Marine Model loses a wound, it may be taken by any other Troop Type Marine occupying the same Tile.

**PERIMETER SECURED! (P)** - For every door 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 the doors receive an St 8 AVV 2 Autohit.

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

SE



MARINE CAPTAIN

M1

CC15

RS17

ST10

CON10

AVV5

F15(11)

M41A2 HEAVY PULSE RIFLE

ST

ROA

AVV

13

2

4

M37A2 SHOTGUN

ST

ROA

AVV

12

1

0

SHOTGUN! (A)

POINT BLANK SHOT (A)

COMPOSITE MACHETE

ST

ROA

AVV

+3

3

1

40mm BASE

SE

©FOX

MARINE MAJOR

M1

CC15

RS17

ST10

CON10

AVV4

F15(12)

M41A2 HEAVY PULSE RIFLE

ST

ROA

AVV

13

2

4

M37A2 SHOTGUN

ST

ROA

AVV

12

1

0

SHOTGUN! (A)

POINT BLANK SHOT (A)

COMPOSITE MACHETE

ST

ROA

AVV

+3

3

1

40mm BASE

SE

©FOX

MARINE COLONEL

M1

CC15

RS17

ST10

CON10

AVV5

F15(13)

M41A2 HEAVY PULSE RIFLE

ST

ROA

AVV

13

2

4

M37A2 SHOTGUN

ST

ROA

AVV

12

1

0

SHOTGUN! (A)

POINT BLANK SHOT (A)

COMPOSITE MACHETE

ST

ROA

AVV

+3

3

1

40mm BASE

SE

©FOX

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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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).

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