



**PRAETORIAN (ROYAL GUARD UPGRADE)**



WARRIOR CLAWS		
ST	ROA	AVV
16	4	2

ROYAL PHEROMONES (P)  
ACIDIC BLOOD (P) 30MM BASE

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**PREDALIEN**




PREDALIEN CLAWS		
ST	ROA	AVV
+0	5	3

TAIL STRIKE		
ST	ROA	AVV
+0	1	0

PAROXYSM (A)  
EGG INJECTION (P)  
ACIDIC BLOOD (P) 40MM BASE

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**QUEEN**



QUEEN CLAWS		
ST	ROA	AVV
+0	5	3

TAIL STRIKE		
ST	ROA	AVV
+1	1	0

PAROXYSM (P)  
ROYAL PHEROMONES (P)  
UNSTOPPABLE (P)  
RESILIENT (P); ACIDIC BLOOD (P) 50MM BASE

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**ROYAL PHEROMONES (P)**-All friendly Alien Models within a range of two Tiles from a Model with the Royal Pheromones Special Skill receive a +2 modifier to their Close Combat value. This effect is not cumulative.

**ACIDIC BLOOD (P)**-Whenever a Model with the Acidic Blood Special Skill loses a wound, roll a D20. On a roll of 1-6 the lost wound is accompanied by a jet of extremely dangerous molecular acid. If you are able, place an Acid Damage Token on a tile occupied by the Model that lost a wound. Even if a token cannot be placed, in addition 1 Model on this Tile chosen by the Alien Faction player receives St10 AVV5 Autohit immediately. The Tile's Occupation Points are reduced by 1 for each Acid Damage Token on a Tile. Up to 2 tokens can be placed on each tile unless specified otherwise and their effect is cumulative.

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**EGG INJECTION (P)**- Models removed from play as a result of a Close Combat Attack must take a Con Test. For every Model that failed their Con Test, the Alien Faction player may instantly place one of his own Alien Faction Models, if the appropriate Model is available. Models deployed in such a way are placed on any, not Engaged, Infected Tile and count as having been Activated for this Game Turn. Models deployed in such a way count as already activated for this Game Turn.

**ACIDIC BLOOD (P)**-See rulebook page 22.

**PAROXYSM (A)** - Models with the Paroxysm Special Skill may spend two Action Points in order to use the Paroxysm (A) Skill. The Model attacks Engaged Models using the full RoA of both its Claws and Tail Strike weapons. Paroxysm (A) counts as a Close Combat Action.

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**ROYAL PHEROMONES (P)**-Every other friendly Alien Model within a range of two Tiles from a Model with the Royal Pheromones Special Skill receive a +2 modifier to their Close Combat value. This effect is not cumulative.

**UNSTOPPABLE (P)**-Models with the Unstoppable (P) Special Skill always pass Force the Doors Open (A) Tests.

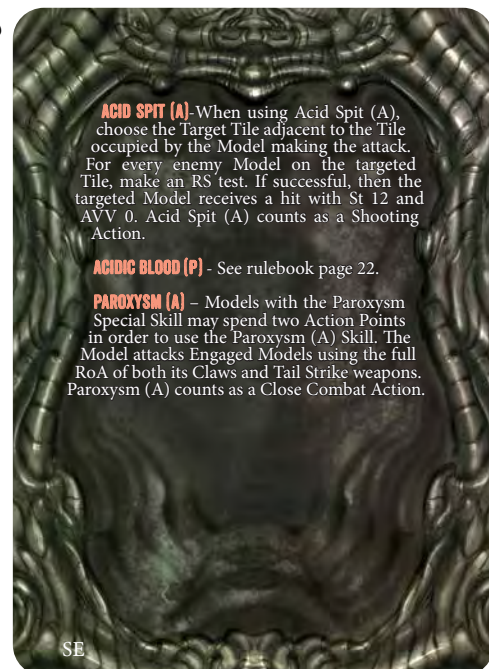
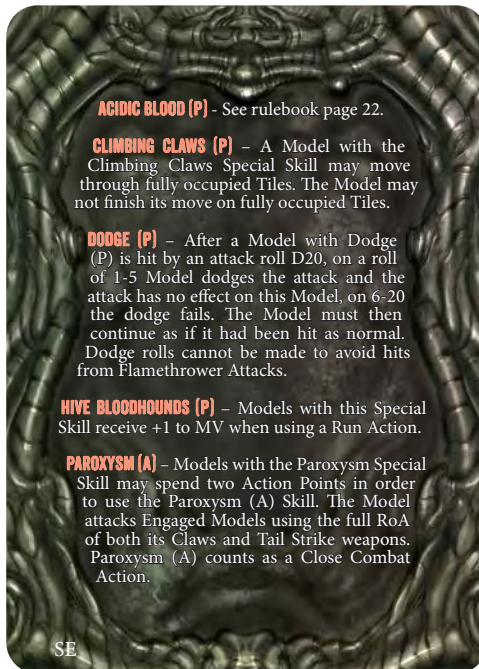
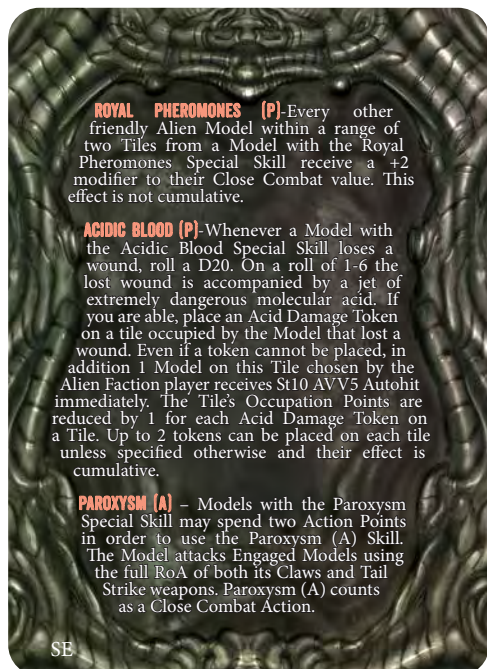
**RESILIENT (P)**-Models with the Resilient (P) Special Skill may never receive more than one wound per failed Armour or Con Test.

**ACIDIC BLOOD (P)**-See rulebook page 22.

**PAROXYSM (A)** - Models with the Paroxysm Special Skill may spend two Action Points in order to use the Paroxysm (A) Skill. The Model attacks Engaged Models using the full RoA of both its Claws and Tail Strike weapons. Paroxysm (A) counts as a Close Combat Action.

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