

### ACIDIC BLOOD SPLASH!

Target any Alien Model that just lost a wound. The target Model causes Acidic Blood Splash as described in Acidic Blood(P) on a roll of 1-10 instead of 1-6.

CONDITIONAL

SE

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### ADRENAL BOOST

Target any Alien Model. The target Model may move 1 additional Tile when using a Move or Run Action.

CONDITIONAL

SE

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### AMBUSH

Target any Alien Model. The target Model may re-roll all of its Close Combat Tests until the end of the Game Turn.

ACTIVE

SE

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### AMMUNITION EXPLOSION

Target any Model making any Ranged Attack Action. After the Shooting Action is completed roll a D20, on a roll of 1-5. The target Model receives a St8 Autohit.

CONDITIONAL

SE

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### CRAWLING DARKNESS

Target up to 2 Alien Ping! Tokens. The target Tokens may instantly be moved 1 Tile. This movement may not bring the Tokens into LoS of other Factions.

ACTIVE

SE

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### THE DARKNESS IS ALIVE

Target up to 3 Alien Ping! Tokens. The target Tokens may instantly be moved 1 Tile. This movement may not bring the Tokens into LoS of other Factions.

ACTIVE

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### FEROCIOUS ATTACK

Target any Alien Model during its activation. If the targeted Model moves at least 1 Tile and makes a Close Combat Attack during this Game Turn it receives a +4 modifier to CC for the first Close Combat Test.

ACTIVE

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### GLANCING BLOW

Target any Alien Model about to make an Armour Test. The target Model receives a +4 modifier to this Armour Tests until the end of the Game Turn.

CONDITIONAL

SE

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### HISSSS!

Target any Marine or Predator Model using any Close Combat Attack. The target Model receives a -4 modifier to Close Combat Test until the end of the Game Turn.

CONDITIONAL

SE

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### IMPALE

Target any Model engaged with an Alien Model. Make a single Close Combat Test, if the Test is passed the target must pass a Con Test or receive a wound. Counts as Close Combat Action.

ACTIVE

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### IT'S COMING RIGHT FOR US!

Target any Alien Troop type Model. The target Model may move one additional Tile when using a Move or Run Action until the end of the Game Turn.

ACTIVE

SE

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### JUST A SHADOW

Target any Marine or Predator Model using any Ranged Attack Action. The target Model receives -4 modifier to its RS Test until the end of the Game Turn.

CONDITIONAL

SE

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### KNOCKDOWN

Target any Model engaged with any Alien Faction Model. The target Model loses 1 Action Point once it's activated.

ACTIVE

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### METABOLIC RECONSTITUTION

Target any Alien Model. The target Model receives the Dodge (P) Special Skill until the end of the Game Turn.

ACTIVE

SE

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### QUEEN'S CALL

Target any Alien Troop Type Model. That Model receives an additional Action Point. May not be played on deactivated Models.

ACTIVE

SE

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### QUEEN'S WILL

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

ACTIVE

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### SCYTHING TALONS

Target any Alien 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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### SWARM

Target any Alien Model. The target Model receives a +1 modifier to CC for every other friendly Model on the same Tile.

ACTIVE

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