

PREDATOR BERSERKER



| ST | ROA | AVV |
|----|-----|-----|
| 10 | 6 | 3 |

HOT PLASMA (P)

| ST | ROA | AVV |
|----|-----|-----|
| +0 | 5 | 3 |

TWIN FERAL BLADES

SEASONED HUNTER (P)
RAGE! (A)

40MM BASE

SE ©FOX

FEMALE PREDATOR



| ST | ROA | AVV |
|----|-----|-----|
| 12 | 1 | 0 |

WRIST DART

| ST | ROA | AVV |
|----|-----|-----|
| +0 | 4 | 3 |

COMBI STICK

SEASONED HUNTER (P)

40MM BASE

SE ©FOX

PREDATOR HELLHOUNDS



| ST | ROA | AVV |
|----|-----|-----|
| +2 | 2 | 0 |

BITE

CHARGE! (P)
DODGE (P)
SPIKED NIGHTMARE (P)

30MM BASE

SE ©FOX

SEASONED HUNTER (P) – When a Model's Ping Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within 1 Tile from the point of reveal, however the Model cannot be placed on any Tile located toward any enemy Model with LOS to the Predator.

RAGE! (A) – A Model may use the Rage! Special Skill at the beginning of the Models activation before any Action Points are spent. A Model using the Rage! Special Skill can re-roll any Close Combat Test in the Game Turn and receives a +2 modifier to the Close Combat weapon's St. At the end of its activation the Model loses a wound with no Armour Test allowed.

HOT PLASMA (P) – Successful Armour Tests against hits caused by a weapon with the Hot Plasma (P) Special Skill must be re-rolled.

SE

SEASONED HUNTER (P) – When a Model's Ping Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within 1 Tile from the point of reveal, however the Model cannot be placed on any Tile located toward any enemy Model with LOS to the Predator.

SE

CHARGE! (P) – Models making a Close Combat attack in a Game Turn where they have made a Movement Action of at least one Tile receive a +2 modifier to their Close Combat value for all of their Close Combat Tests.

DODGE (P) – After a Model with Dodge (P) is hit by an attack roll D20, on a roll of 1–5 the Model dodges and the attack has no effect. On 6–20 the dodge fails. The Model must then continue as if it had been hit as normal. Dodge rolls cannot be made to avoid hits from Flame thrower Attacks.

SPIKED NIGHTMARE (P) – A model with this skill automatically passes any disengage rolls it is required to take.

SE

PREDATOR HUNTER



| PLASMA CASTER | | |
|---------------|-----|-----|
| ST | ROA | AVV |
| 12 | 3 | 3 |

HOT PLASMA (P)

| WRIST BLADES | | |
|--------------|-----|-----|
| ST | ROA | AVV |
| +0 | 2 | 0 |

SEASONED HUNTER (P) 40mm BASE

SE ©FOX

M 1
CC 12
RS 17
ST 14
CON 14
W 3
F 15(12)

PREDATOR WARRIOR - COMBI STICK



| WRIST DART | | |
|------------|-----|-----|
| ST | ROA | AVV |
| 12 | 1 | 0 |

| COMBI STICK | | |
|-------------|-----|-----|
| ST | ROA | AVV |
| +0 | 4 | 3 |

SEASONED HUNTER (P) 40mm BASE

SE ©FOX

M 1
CC 17
RS 12
ST 14
CON 14
W 3
F 15(12)

PREDATOR WARRIOR - SMART-DISC



| SMART-DISC THROW | | |
|------------------|-----|-----|
| ST | ROA | AVV |
| +1 | * | 3 |

SMART-DISC THROW(A)

| SMART-DISC | | |
|------------|-----|-----|
| ST | ROA | AVV |
| +1 | 3 | 3 |

SEASONED HUNTER (P) 40mm BASE

SE ©FOX

M 1
CC 17
RS 12
ST 14
CON 14
W 3
F 15(12)

SEASONED HUNTER (P) – When a Model's Ping Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within 1 Tile from the point of reveal, however the Model cannot be placed on any Tile located toward any enemy Model with LOS to the Predator.

HOT PLASMA (P) – Successful Armour Tests against hits caused by a weapon with the Hot Plasma (P) Special Skill must be re-rolled.

SE

SEASONED HUNTER (P) – When a Model's Ping Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within 1 Tile from the point of reveal, however the Model cannot be placed on any Tile located toward any enemy Model with LOS to the Predator.

SE

SEASONED HUNTER (P) – When a Model's Ping Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within 1 Tile from the point of reveal, however the Model cannot be placed on any Tile located toward any enemy Model with LOS to the Predator.

SMART DISC THROW (A) – Choose a Target Tile up to two Tiles away (into Air Vents is allowed, but not through them) (no LoS is required). Make a Range Attack with RoA 2 on that Tile. If between the Target Tile and your Model's Tile is an intervening Tile, you may then make a Range Attack with RoA 2 against Models on that intervening Tile. One Model may receive a maximum of one Wound as a result of each Smart-Disc Throw (A) Special Action. A Smart-Disc Throw (A) counts as a Shooting Action.

SE

PREDATOR YOUNG BLOODS



| WRIST DART | | |
|------------|-----|-----|
| ST | ROA | AVV |
| 12 | 1 | 0 |

| WRIST BLADE | | |
|-------------|-----|-----|
| ST | ROA | AVV |
| +0 | 2 | 0 |

| COMBI STICK | | |
|-------------|-----|-----|
| ST | ROA | AVV |
| +0 | 4 | 3 |

SEASONED HUNTER (P) 40mm BASE

PACK HUNT (P)

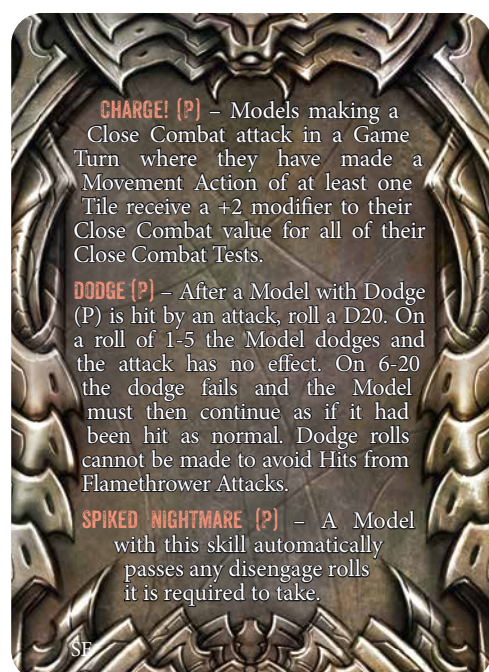
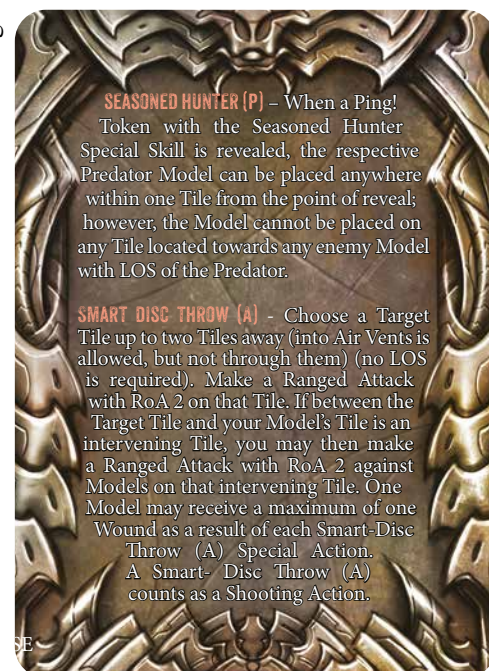
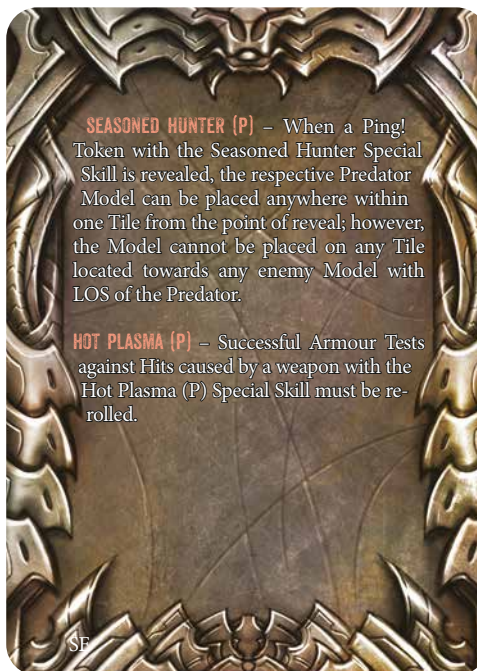
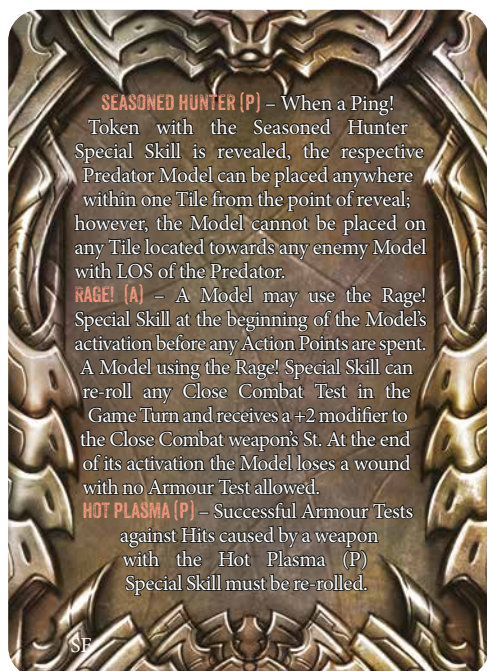
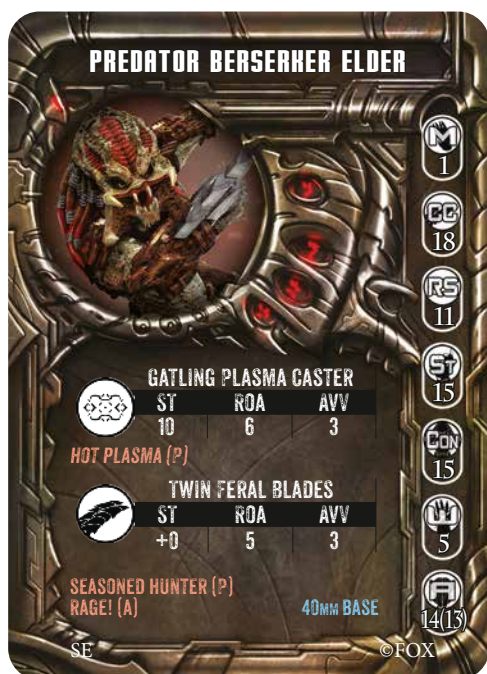
SE ©FOX

M 1
CC 15
RS 11
ST 12
CON 12
W 2
F 13(11)

SEASONED HUNTER (P) – When a Model's Ping Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within 1 Tile from the point of reveal, however the Model cannot be placed on any Tile located toward any enemy Model with LOS to the Predator.

PACK HUNT (P) – Models with the Pack Hunt Special Skill receive a +1 modifier to Close Combat and Ranged Shooting Tests for each other Model with the Pack Hunt Special Skill within the range of one Tile. Also, when revealing a Ping! Token with the Pack Hunt (P) Skill, it may be replaced by any unrevealed Model with the Pack Hunt (P) Skill, chosen by the Predator player.

SE



ELITE PREDATOR - SCIMITARS



| | ST | ROA | AVV |
|--------------------------|----|-----|-----------|
| SHURIKEN | 9 | 2 | 0 |
| PRECISION (P) | | | |
| PLASMA CASTER | 12 | 3 | 3 |
| HOT PLASMA (P) | | | |
| DUAL SCIMITARS | +0 | 3 | 0 |
| BLOCK (P); EXPERT HUNTER | | | 40mm BASE |

SE ©FOX

ELITE PREDATOR - GLAIVE



| | ST | ROA | AVV |
|---------------------------------------|----|-----|-----------|
| SHURIKEN | 9 | 2 | 0 |
| PRECISION (P) | | | |
| PLASMA CASTER | 12 | 3 | 3 |
| HOT PLASMA (P) | | | |
| GLAIVE | +0 | * | 0 |
| SWEETING STRIKE (A) | | | |
| CEREMONIAL DAGGER | -3 | 2 | 0 |
| SERRATED BLADE (P); EXPERT HUNTER (P) | | | 40mm BASE |

SE ©FOX

ELITE PREDATOR - WHIP



| | ST | ROA | AVV |
|-----------------------------------------|----|-----|-----------|
| SHURIKEN | 9 | 2 | 0 |
| PRECISION (P) | | | |
| SPEARGUN | 13 | 1 | 3 |
| RAIL (P) | | | |
| SWORD | +2 | 2 | 1 |
| WHIP | * | 2 | 0 |
| SURGE (P); REACH (P); EXPERT HUNTER (P) | | | 40mm BASE |

SE ©FOX

EXPERT HUNTER (P) - When a Ping! Token with the Expert Hunter (P) Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal but may not end up being Engaged.

PRECISION (P) - Models armed with a weapon with this skill ignore negative RS modifiers.

HOT PLASMA (P) - Successful Armour Tests against Hits caused by a weapon with the Hot Plasma (P) Special Skill must be re-rolled.

BLOCK(P) - When being the target of a CC Attack, a Model armed with a weapon with Block (P) Special Skill may force his opponent to re-roll one successful CC die.

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EXPERT HUNTER (P) - When a Ping! Token with the Expert Hunter (P) Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal but may not end up being Engaged.

PRECISION (P) - Models armed with a weapon with this skill ignore negative RS modifiers.

HOT PLASMA (P) - See page 36 AVP:THB

SWEETING STRIKE (A) - This Model may spend two Action Points to perform a Sweeping Strike (A) Special Combat Action. Perform a Close Combat Action against all enemy Models on the same Tile as this Model (roll separately for each target), using the ST and AVV of this weapon.

SERRATED BLADE (P) - Each time a Model armed with a weapon with this skill performs a Close Combat Action, it may force its opponent to re-roll one successful save roll caused by a hit from this weapon.

SE

EXPERT HUNTER (P) - When a Ping! Token with the Expert Hunter (P) Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal but may not end up being Engaged.

PRECISION (P) - Models armed with a weapon with this skill ignore negative RS modifiers.

RAIL (P) - When shooting using a weapon with this skill, for each RoA you may target two enemy Models on adjacent Tiles and within LOS. If you do, roll separately for each target with a -2 modifier to RS.

SURGE (P) - When a weapon with this skill scores a Hit, the target Models rolls a CON Test instead of an Armor Test, with a -3 Modifier to his CON Stat.

REACH (P) - Models armed with a weapon with this skill may perform CC Attacks against Models on adjacent Tiles as if they were Engaged.

SE

FEMALE PREDATOR



| | ST | ROA | AVV |
|---------------------|----|-----|-----------|
| WRIST DART | 12 | 1 | 0 |
| COMBI-STICK | +0 | 4 | 3 |
| SEASONED HUNTER (P) | | | 40mm BASE |

SE ©FOX

SEASONED HUNTER (P) - When a Ping! Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal; however, the Model cannot be placed on any Tile located towards any enemy Model with LOS of the Predator.

SE