

### ALIEN SPITTER



SPITTER CLAWS		
ST	ROA	AVV
+0	1	0
TAIL STRIKE		
ST	ROA	AVV
+1	1	0
ACID PHLEGM		
ST	ROA	AVV
11	1	1

**HIGHLY CAUSTIC, SHORT RANGE**  
**ACIDIC BLOOD (P)**      **40mm BASE**

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### PRISONER



IMPROVIZED MELEE WEAPONS		
ST	ROA	AVV
+0	2	0

**CHARGE (P)**  
**UNTRAINED (P)**      **30mm BASE**

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### SYNTHETIC



PULSE RIFLE		
ST	ROA	AVV
12	1	0
OVERCHARGED STUN BATON		
ST	ROA	AVV
*	2	0

**SURGE (P)**  
**ROBOTIC (P)**  
**PRESERVE LIFE (P)**  
**TACTICAL ACUMEN (P)**      **30mm BASE**

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**HIGHLY CAUSTIC (P)** - When an enemy Model passes an Armor save caused by a Weapon with this Skill, roll a D20. On a roll of 1-6, resolve an Acidic Blood effect targeting that enemy Model and place an Acid Damage Token as normal.

**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.

**SHORT RANGE (P)** - A Weapon with this skill has a range of 0-2 Tiles.

**ACIDIC BLOOD (P)** - See AVP:THB Rulebook page 22

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**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 Skill value for all of their Close Combat Tests.

**UNTRAINED (P)** - Models with this Skill may not perform Marine Faction Unique Actions.

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**PRESERVE LIFE (P)** - If a friendly model (with the exception of sentry guns) standing on the same tile as a Model with this Skill is Hit by a CC or Ranged attack, the Hit must instead be allocated to the Model with the Preserve Life Skill. You must continue allocating Hits to this Model until they are all resolved or it is removed as a casualty.

**ROBOTIC (P)** - Models with this Skill cannot gain the Heal Skill for any reason, and cannot be the target of the "Emergency Med-Pack" Marine Strategy Card. They also are immune to the Egg Injection (P) and Facehug! (P).

**TACTICAL ACUMEN (P)** - As long as they have not been removed as casualties, Models with this Skill confer a +2 Modifier to your die roll for Initiative at each round. This is not cumulative.

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

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### PREDATOR TRACKER



SHURIKEN		
ST	ROA	AVV
9	2	0
WRIST BLADES		
ST	ROA	AVV
+0	2	0
WHIP		
ST	ROA	AVV
*	2	0

**PRECISION (P)**  
**SURGE (P), REACH (P), DODGE (P), SEASONED HUNTER (P)**  
**MASTER OF THE HUNT (P), FALCON (P)**      **40mm BASE**

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**MASTER OF THE HUNT (P)** - While the Model with this Skill remains in play (has not been removed as a casualty), Predator Hellhound Models in your Force gain A+1, RoA+1 and HIVE Bloodhounds (P) Skill.

**SEASONED HUNTER (P)** - See AVP:THB Rulebook page 20

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

**SURGE (P)** - See AVP:HLZ Rulebook page 7.

**REACH (P)** - See AVP:HLZ Rulebook page 7.

**DODGE (P)** - See AVP:THB Rulebook page 35

**FALCON (P)** - See AVP:HLZ Rulebook page 7.

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### SLIDE PAST THE GUARDS

Play after you perform a Present Threat (P) Action. Perform an extra Present Threat (P) Action with that Model, which costs no Action Points.

**CONDITIONAL**

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### NATURAL AGILITY

Play after an Event Card affects a Jungle Tile containing one or more of your Models (if a die roll is required for the event to successfully affect the Tile, play after the die roll). Your Models standing on that Tile are not affected by this Event Card. Roll normally for enemy Models on that Tile.

**CONDITIONAL**

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### LURKING HORROR

Play before rolling any die for a Present Threat (A) Action. The action is considered successful and no die is rolled.

**CONDITIONAL**

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### HEIGHTENED SENSES

Look at the top Card of the Event Deck. You may discard that Card, or place it back on top of the Deck.

**ACTIVE**

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### FOOD ABUNDANCE

Roll a die. On a 5-15, restore one lost Wound to one of your Models. On a 1-4, restore one Wound each to up to two of your Models.

**ACTIVE**

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### THE FEAR OF REPRISAL

Enemy Models need to roll 1-3 on a d20 before using any Dropship Action this game turn. If the roll is successful, the action happens as normal. If the roll is failed, the Action Points are lost and nothing happens.

ACTIVE

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### REMEMBER YOUR TRAINING!

Play when an event which affects Jungle Tiles is revealed. Negate the event's effects for your USCM Models this game Turn. Discard your hand of cards.

CONDITIONAL

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### PATROL PROTOCOL

Remove all Landing Tokens from the game board. You must add any Landing Tokens removed this way to another Landing Zone Tile.

ACTIVE

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### MOMENT OF HEROISM

When a friendly Model would be removed as a casualty, play this card to remove any Colonial Marine or Weyland-Yutani Commando Model on that Tile instead.

CONDITIONAL

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### EMERGENCY EVAC

If no Landing Tokens are on the game board, target any Marine Faction Model and place a Landing Token on any Landing Zone Tile within 1 Tile from that Model.

ACTIVE

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### YAUTJA SNARE

When an enemy Model moves onto a Tile containing another enemy Model, play this card to force each Model standing on that Tile to make a CON check. If the active Model fails its check it loses an Action Point immediately. Other Models who fail their check lose 1 Action Point once they are activated this turn, and lose any Sentry Tokens.

**CONDITIONAL**

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### YAUTJA SHRINE

Play on a Tile where at least one of your unengaged Predators on a 40mm base is. Until the end of the game turn, non-Predator Models standing on that or an adjacent Tile, receive a -2 modifier on any CC, RS or CON test they are required to make. Any Model performing a CC action on the targeted Tile may instead use a successful die to cancel the card's effects for the rest of the game turn.

**ACTIVE**

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### NATURAL HUNTING GROUNDS

Choose up to two Predator Models on a 40mm base that are out of line of sight of the enemy and both either activated or unactivated. Remove these Models from play and replace them with their respective Ping Tokens. If the Models are within 3 Tiles of each other, without any doors or enemy Models blocking the route, you may exchange their location (do not show which Token goes where to your opponents).

**ACTIVE**

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### BIG GAME MASTERS

Play when an Event Card is revealed and discard your hand of cards. You may choose to do one of the following: 1-Discard the Event Card without effect 2-Resolve the Event Card's effects a second time 3-Cancel the Event Card's effects, reshuffle all Event Cards to the deck and draw a new Event Card instead.

**CONDITIONAL**

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### ADAPT TO THE HUNT

If at least one of your Predator Warriors or Hunters has been removed as a casualty during the game, roll a die. On a 1-10 exchange one of your unactivated Predator Warriors for a Predator Hunter or a Predator Warrior with different equipment, or vice versa (Elders may not be exchanged in or out). The new Predator Model retains the wounds of the previous Model. If your roll was a natural 1, you may also restore 1 wound to this Model.

**ACTIVE**

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### ENGINE FAILURE

If the dropship is airborne, it immediately lands on a random Landing Zone Tile. Models embarked on the dropship must immediately disembark and no Models may embark this game turn. Remove any Landing Zone Tokens from the game board.

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### FEAT OF COURAGE

If the dropship has left the game due to Threat, it returns with 7 Threat Tokens.

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### INDIGENOUS WILDLIFE FRENZY

Roll a die for each Jungle Tile with Models on it. On a 1-5 indigenous lifeforms attack the inhabitants. Each Model standing on this Tile receives an ST7 autohit.

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### LOW ALTITUDE HAZARDS

Models equipped with ranged weapons may use the Threat Action to target the dropship while it is Airborne this game turn. If they do so, they receive a +2 penalty to their Threat roll.  
If the dropship is forced to retreat due to Threat, all Models immediately disembark at a random Landing Zone Tile.

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### SEVERE QUAKES

Roll a die for each Jungle Tile with Models on it. On a roll of 19-20 every Model on that Tile receives an ST 12 autohit. Regardless of the die rolls, the Player with the Initiative removes from the game board one Air Vent Tile adjacent to a Jungle Tile. Any Models on the Air Vent are removed as casualties.

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### SUDDEN GALE

Models may not embark onto the dropship this game turn by any means. The dropship immediately becomes Airborne and it may not land this game turn. Do not remove any Landing Zone Tokens from the game board at the end of this turn.

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### WINDOW OF OPPORTUNITY

All Threat Actions taken against the dropship gain a -2 bonus to their Threat Roll this game turn.

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