









PRESERVE LIFE [9] – 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 [?] – 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 (?) – 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 [9] – 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.

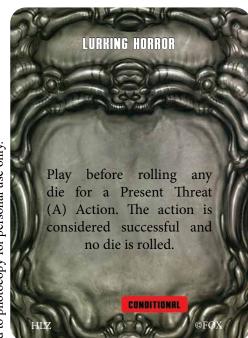




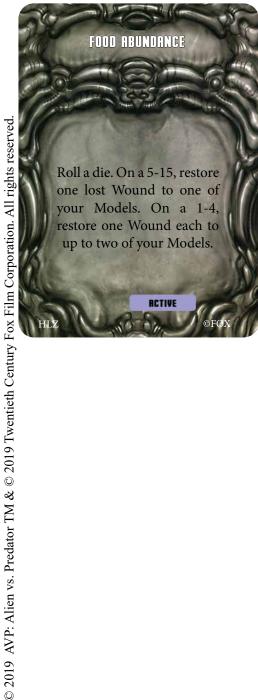
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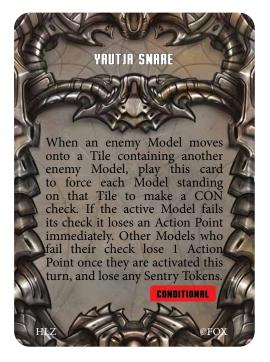


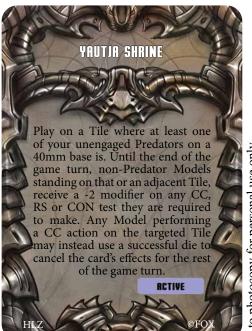


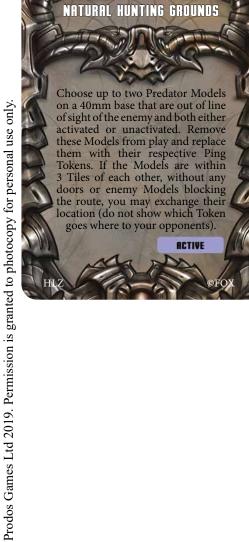




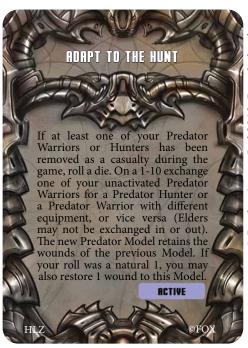
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