



**AVP**<sup>TM</sup>  
**THE HUNT BEGINS**  
**UNLEASHED**  
**PATCH 1.1**

**MAIN RULES:**

**PG.4: GENERAL RULES, CUMULATIVE: Change TO:**

Rules are normally non-cumulative. If a model or weapon would be affected by the same ability twice, you can only choose him to be affected once.

**PG.8: DIVIDING: Change from:**

**Dividing** - If an attribute or range needs to be modified by a mathematical division (for example halved), the result should always be rounded up to the nearest full number.

**TO**

**Dividing** - If any value needs to be modified by a mathematical division (for example halved), the result should always be rounded up to the nearest full number.

**PG.8: DEFINITIONS, HIT: Change TO:** The result of a successful attack. For each failed saving roll against a hit,

**PG.8: NEW ENTRY:**

**The Gaming Table:** AVP:Unleashed should be played on either a 4' x 4' or 6' x 4' table. Models are either in play on the table and affected by the normal game rules, in play but not affected by the normal game rules for models (for example when represented by a marker on the table) or held in reserve, off the table. A model may not leave the table except as part of its own movement action and is then removed as a casualty unless it was fulfilling a mission objective by doing so.

**PG.9: DEFINITIONS, RESERVE: Change from:**

They do not provide resources, nor are they affected by any effect until they enter the game by being deployed.

**TO**

They do not provide resources, nor can they be targeted or affected by any effect or card until they enter the game by being deployed.

**PG.9: STUN: Change from:**

Models who have received a stun effect count as stunned. They cannot spend AP (except to recover) or perform free actions and the next AP spend by this model be to recover to lose the stunned status. A model can be affected by only one stun effect at any one time. If a stunned model is forced to move or perform any actions (by an in-game effect), or if it becomes pinned or broken, it automatically recovers without spending any AP. CC attacks against stunned models become autohits. Vehicles cannot be stunned.

**TO**

Models who have received a stun effect count as stunned. They cannot spend AP (except to recover) or conduct any actions and must, at the next opportunity, spend their next AP to recover, i.e. lose the stunned status. A model can be affected by only one stun effect at any one time. If a stunned model is forced to move or perform any actions, it automatically recovers without spending any AP. CC attacks against stunned models become autohits. Vehicles cannot be stunned.

**PG.11: PREPARE THE BATTLEFIELD: Change last sentence TO:** Place the three standard Objective Markers on the board (see Mission section).

**INITIAL INITIATIVE / MISSIONS: Change TO:** First, players choose a mission (see mission section). Then each player rolls a D20 to determine who has the initial initiative. The player with the highest roll may choose to keep the initiative or pass it to the opponent. The player that has the initiative will keep it going in to the first game turn.

**PG.12: TABLE / SETUP: Change order:**

4. Roll for the mission and place any additional terrain / Objective Markers required for the mission.
5. Both players roll for the initial initiative. Winner may pass the initiative to another player.

**GAME TURN TABLE:** Change the yellow text in the last entry of the Control Phase section **TO:** "AND ALLOW THE OPPONENT THE OPPORTUNITY TO PLAY A STRATEGY CARD FIRST, OR HAVE THE OPPORTUNITY TO PLAY A STRATEGY CARD FIRST AND LET THE OPPONENT HAVE THE FIRST ACTIVATION."

**PG. 14: FLYERS: After:**

Once per turn, a flying model can choose to take off and fly or land as part of a movement action. Use a suitable marker to indicate whether or not the model is flying this turn.

**INSERT:**

Flyers may start the game either flying or landed.

**Change Bullet Point:** Cannot use F / LF type weapons **TO** Cannot use F type weapons.

**PG. 15: CHARACTERS: After:**

The character does not automatically gain the passive abilities of the squad he is attached to. A squad can use a character's LD if they are attached to the squad. A character may never become the squad commander of a squad he is attached to.

**ADD:**

If an unbreakable character is part of a squad when it fails its break test, the character will travel together with the broken squad until it recovers again.

**CHARACTERS: Change from:**

Before the game starts, the player may choose to attach characters to a squad.

**TO**

Before the game starts, the player may choose to attach characters to a squad (one per squad).

**ADVISORS: After:**

Each squad listed with the keyword 'Advisor' in the Type may, for the points stated, be taken in the appropriate OOC slot or may join a Support or Troop type squad before the game begins (in so doing, the advisor does not take up its own slot in the OOC but may not leave that squad during the game).

**ADD:**

Models which are both Characters AND Advisors may be attached to a squad before the game begins as an Advisor, or may be attached before or during the game as a Character. While attached, the squad counts as having an attached Character even if the model was attached to the squad as an Advisor and thus the squad may not be joined by a second Character.

**ADVISORS: Add after "rolled by the squad":**

*Example: A Marine Infantry squad may have Synthetic Advisor as an Advisor, and a Colonial Marine Sergeant attached as a Character. The Synthetic Advisor will not take up a Character slot as it must be attached to the Marine Infantry squad at the start of the game but it cannot leave it. The Marine Sergeant may freely leave the squad. While the Sergeant is attached, the squad uses her LD for morale tests and if the squad fails a pinning or break test, the whole squad - including the Synthetic and the Sergeant - are affected. If the Sergeant leaves the squad, it uses the Marine Infantry squad commander's (or acting squad commander's) LD and if the squad fails a pinning or break test, the whole squad - including the Synthetic - is affected.*

The Synthetic and Sergeant can never become the acting squad commander for the Marine Infantry squad and should all the Marine Infantry in the squad be removed as casualties, any Advisors and Characters would immediately leave the squad and be activated individually.

**PG. 16: GUARDED: Change from:**

other models in the squad within 2" of the guarded model

**TO:**

other models in the squad within 3" of the guarded model

**Change from:**

Vehicles and monster type models may not 'guard'.

**TO:**

Vehicles and monster type models may not 'guard' or be 'guarded'. A model may only 'guard' another that is up to SZ(+2).

**PG.17: ACTION POINTS: Change from:**

No action **except 'Cast'** can be performed more than once per model per game turn (see psychic powers for more details).

**TO:**

No action **except 'Orientate' and 'Cast'** can be performed more than once per model per game turn (see psychic powers for more details).

**PIVOT: Rename** "Pivot Action" **TO** "Orientate Action".

**Change text to:** You may change the facing of the model as you see fit, unless that model is engaged or started the turn off the table.

**BATTLE FOCUS: Change:**

This turn, the model gains (+2) to RS, CC and to it's weapon's ST **for the next single attack roll.**

**TO:**

This turn, the model gains (+2) to RS, CC and to it's weapon's ST **for the next single attack roll against the primary target.**

**CHARGE ACTION: Add at end of paragraph:** "A Charge action cannot be declared if the target is already engaged with the model wishing to charge."

**PG.18: SENTRY ACTION: Change from:**

Place a sentry marker **next to the model.**

**TO:**

Place a sentry marker **next to the model and end its activation.**

**Change from:**

"No more than 50% of the models in a squad can be placed **into sentry.**"

**TO:**

"No more than 50% of the models in a squad can be placed **into sentry (round up).**"

**USING RES: Change from:**

Using RES:

A. To give a selected non-vehicle model an extra action point; can only be used once per model per game turn and must be performed immediately before that model's activation. This additional action point can even be granted to a model about to begin it's activation with 0 AP.

B. To give the model the 'Heal (+3)' ability during the resolution of a single hit (and for that hit only).

C. To activate an ability or weapon ability that requires the use of resources.

D. To add an ROA(+1) modifier to a single weapon before performing a shooting or close combat action. Can only be used once per model per game turn.

**TO:**

Using RES

For RES(1), the active model gains one of the abilities below. Each ability can only be gained once per turn per model:

A. The model gains AP(+1). Can only be used before performing any action on a non-vehicle model.

B. The model gains 'Heal (+3)' during the resolution of a single hit (and for that hit only).

C. The model may gain ROA(+1) for a single weapon before performing a shooting or close combat action.

Also, some abilities, weapon abilities or equipment require the use of resources.

**PG.20: ABILITIES: Change from:**

Any ability (x) at a level of (0) still counts, e.g. a model with Fear (0) will provoke an unmodified LD test. A model can only use its abilities that have an activation cost (RES, AP etc) once per turn and a model may not be affected by such abilities more than once per turn.

**TO:**

Any ability (x) at a level of (0) still counts, e.g. a model with Fear (0) will provoke an unmodified LD test. If an ability reads (+x), then either add (x) to any existing ability value of the same name or create a new ability with (x) as the new value. Example: Heal (+1) on a model with Heal (2) will result in Heal (3). If the model does not have the Heal ability, it will now have Heal (1). The exception is Critical Force; as all weapons cause at least 1 wound, they can be considered to have Critical Force (1) already. A model can only use its abilities that have an activation cost (RES, AP etc) once per

turn during its activation and a model may not be affected by such abilities more than once per turn.

**PG.21: HIDDEN AGENDA: Change from:**

Hidden Agenda - This model cannot interact with objectives or control table zones. This squad cannot be joined by other models unless the joining model is of the same squad type.

**TO:**

Hidden Agenda - This model cannot interact with objectives or control or contest table zones. This squad cannot be joined by other models unless the joining model is of the same squad type.

**PG.22: FLAMER: Change TO:**

Flamers use the normal (FT) or small flamer (SFT) template as described in the weapon's R value.

**LIGHT FLAMER: Delete:**

Light Flamer (LF)

Light flamers use the small flamer template. Flamers do not benefit from battle focus actions.

**LARGE EXPLOSION (LE): Delete Entry.**

**GRENADERS: Reword to:**

Grenades have special rules as described in the ranged combat section. Grenade type weapons are exempt from the Target Priority rule.

**SMALL EXPLOSION (SE): Delete Entry.**

**PG.23: WEAPON ABILITIES: Add under header:** If any weapon has a resource cost in their abilities, those abilities are gained when the cost is paid. Sometimes the ST value of the weapon is changed, too.

Example "RES(2); ST(2), Poison, RES(1); Exploit". If paid for, the weapon could gain both poison and exploit but would have a ST of 2 only.

**WEAPON ABILITIES: Change from:**

Short-Ranged Burst - This weapon has ROA(+1) when targeting models within 12" with a ranged attack.

**TO:**

Short-Ranged Burst - This weapon has ROA(+1) when the shooter's primary target is within 12".

**Change from:**

Pinning - When a model is reduced to 0 wounds due to a hit from this weapon, the respective squad must take a pinning test.

**TO:**

Pinning - When a model is reduced to 0 wounds or less due to a hit from this weapon, the respective squad must take a pinning test.

**After the Smoke ability add:**

Strafe - After primary and secondary targets have been nominated, the RoA of this weapon must be distributed as evenly as possible between all targets, with no target having more than 1 shot allocated in excess of any other target.

**GRAPPLING HOOKS: Change from:**

This model does not add the first (X) inches of vertical distance to the move distance when climbing and jumping from height and does not need to make CON tests while climbing.

**TO:**

When climbing and jumping from height, a total of (X) inches of vertical distance per activation do not count against this model's movement allowance. Also, it does not need to make CON tests while climbing.

**TRAPS: Reword:**

If an enemy model is within a certain distance to the trap (Y), it goes off! On a roll of 1-15, the tripping model receives the described hit (Z). Traps are removed from the board after they have gone off. On a 16-20, nothing happens. Leave the trap in play.

**TO:**

If an enemy model moves or activates within a certain distance to the trap (Y), it goes off! Immediately suspend play

and roll:

On a roll of 1-15, remove the trap from the board and the tripping model receives the described hit (Z).

On a 16-20, nothing happens. Leave the trap in play.

After resolving the trap, the surviving model may continue its activation.

If a trap goes off and there are multiple targets, the trap's owner chooses the order in which models are affected.

#### **PG.25: MAKING ATTACKS AT STRUCTURES: Change whole section TO:**

##### **TARGETING TERRAIN AND STRUCTURES**

Except for hills, mountains or similar terrain features, players can attempt to destroy almost any terrain piece by directing attacks against it. If in doubt, nominate the indestructible terrain features before the game.

Models making a ranged attack at terrain pieces always succeed in hitting on roll of 1-16 regardless of any modifiers or their RS skill. All close combat attack tests against terrain pieces are autohits. No model can stay engaged with a piece of any terrain piece once deactivated. Terrain pieces do not have a CCWR.

##### **MAKING A RANGED ATTACK AGAINST TERRAIN PIECES**

1. The player selects a terrain piece as a primary target. A model targeting a terrain piece ignores the target priority rule. If

the weapon used has a ROA higher than 1, all shots must be allocated to the same target.

2. The test to hit is successful on a roll of 1-16 regardless of any modifiers and the models RS.

3. If the player's model passes the test(s) to hit, resolve the hit(s) as normal.

4. Consult the 'W and A values of terrain pieces' section.

##### **TARGETING TERRAIN PIECES WITH TEMPLATE WEAPONS**

If a player decides to target a terrain piece with a template weapon, only the targeted terrain piece can receive hits, even if the template scatters. Any other model or terrain piece within that is unaffected by this ranged attack. Template weapons with a ST equal to or less than (10) have no effect on terrain pieces (the explosive force is absorbed by the target). Wounds and Armour Values of Terrain pieces.

Each terrain piece in the game has W (Wounds) and A (Armour) values. If not specified, players should agree before the game starts what W and A values the terrain piece will have. Destroyed terrain pieces should be replaced with a terrain piece depicting rubble, if at hand. Otherwise, just remove it. If an intact structure has been destroyed, refer to the 'collapsing intact structures' section.

[graphic]

##### **COLLAPSING INTACT STRUCTURES**

An intact structure collapses when its W is reduced to 0 or less. Replace the collapsed intact structure with a ruined structure of the same footprint (or mark the structure as destroyed). All models and passengers in open transports within the footprint of the collapsed structure take an autohit with a ST equal to the collapsed Structure's A. Models within 2" of the collapsed structure take an autohit at a ST equal to the collapsed Structure's A divided by two. 'Heal' tests cannot be made. Place any surviving models that were within the footprint of the collapsed structure within footprint of the ruin, at the same point, if possible.

All models placed within the Ruin count as pinned, even if they normally cannot be pinned.

#### **PG.28: RANGED ATTACKS AND TERRAIN: Before:**

If there is reasonable doubt, the defender decides if there is cover.

##### **INSERT:**

The attacker decides from which point of his model (or size screen) the view of the defender (and thus his cover) is checked.

#### **PG.30: MAKING A RANGED ATTACK AT ENGAGED MODELS: Change TO:**

If a ranged attack targets an engaged model and that RS test is failed, the nearest friendly model that is engaged with the target automatically receives a hit. In that case, make a pinning test as described under Friendly Fire in the Morale Section.

##### **SPECIAL RULES FOR TEMPLATE WEAPONS: ADD:**

- Template Weapons do not have their ST modified when performing a battle focus action.

**TEMPLATE TABLE: Replace 7" trapezoid WITH: 8" trapezoid.**

##### **MAKING A RANGED ATTACK WITH SE AND LE TEMPLATE WEAPONS: Rename TO:**

Making a Ranged Attack with weapons that use SE and LE templates.

**MAKING A RANGED ATTACK WITH SE AND LE TEMPLATE WEAPONS: Change from:**

4. For each RS test that is failed, the template will scatter from the intended target.

**TO:**

4. For each RS test that is failed, scatter the point of impact from the intended target then centre the template over this point.

**PG.31: MAKING A RANGED ATTACK WITH GRENADE WEAPONS: Change from:**

Instead of nominating a target model, the player nominates any point on battlefield within LOS and range.

**TO:**

Instead of nominating a target model, the player nominates any point on the battlefield within range and LOS. The target point needs to be on the ground (including beneath models or on terrain features) of any elevation level.

**Thrown Grenades**

In case of ST based Grenades, the throwing model may attack without LOS to that point by throwing over any intervening obstacles that are no more than 3" high. It must be possible to establish a vertical arc that does not double back on itself, however steep, between the attacker and the target as the attack cannot pass through a solid wall or roof. *Example: A Marine Infantry can throw a grenade through a window of a house she is standing in front of but cannot throw the grenade into an enclosed bunker without windows nor can she throw a curve ball around a 4" column.*

**WALL OF FLAME: In the second paragraph, change from:**

Any model that moves between or through the tokens during their activation immediately takes an autohit at the unmodified ST of the flamer weapon.

**TO:**

Any model that moves between or through the tokens during their activation or begins its activation there, immediately takes an autohit at the unmodified ST of the flamer weapon.

**PG.34: FREE SLASH: DISENGAGING FROM CLOSE COMBAT, FREE SLASH: In the second paragraph, change from:**

Vehicles making a free slash use the unmodified ST of their close combat weapon.

**TO:**

Vehicles and models using a CC weapon with a fixed ST value making a free slash use the unmodified ST of their close combat weapon.

**After:** Free slash against Vehicles is made against a random location.

**ADD:**

A model can only be hit once per turn by each other model this way.

**PG.36: BROKEN: Change:**

If the models reach the board edge before recovering, they are removed from the game and count as destroyed.

**TO:**

If any model reaches the board edge before recovering, remove it from the game. It counts as destroyed.

**MORALE, PINNING: Add at the end:** A squad that is already Broken automatically passes pinning tests.

**PG.38: VEHICLE MOVE ACTIONS, RAM - AP(3): Change TO:** This action cannot be completed by Bikes or Jet Bikes. See below for the rules on Ramming.

**RAMMING: At the end of the first paragraph, change from:**

Ignore the free slash rule for all models while performing the 'ram' action.

**TO:**

Ignore the free slash rule for all models that are (...)

**PG.39: MAKING A RANGED ATTACK AT A VEHICLE: Change TO:** Making an Attack at a Vehicle.

**PG.40: OPEN TRANSPORTS: Change:**

Embarked models in open transports are vulnerable to template weapons as normal.

**TO:**

If an open transport is hit by a rail line, roll separately for the transport and each transported model if they are hit. If an

open transport is hit by a template, both the transport and transported models receive automatic hits.

**PG.43: HEAVY OOC:** **Change** 0-1 Heavy Vehicle **TO** 0-1 Heavy Vehicle/Heavy Monster

**GARGANTUAN OOC:** **Change** 0-2 Heavy Vehicle **TO** 0-2 Heavy Vehicle/Heavy Monster

**PG.46: DEPLOYMENT:** **Change the opening paragraph to:**

**Models are only allowed to deploy within 3” of objective markers or in the opponent’s deployment zone from game turn 3 onward or if they deploy via convergence deployment.** If for some reason you would have to deploy there (i.e. the deployment point is scattered there), move the deployment point the shortest route to a spot where it can be legally placed. Then, deploy the models as stated below. **Squads always deploy fully before resolving any other effect.**

*Example: If a squad entering the battlefield would trigger a trap, finish placing the squad before resolving the trap.*

**PG.48: STALK: After:**

The markers have the same base size and size value as the stalking squad. Squads with mixed base sizes use the largest in the squad.

**ADD:**

For purposes of determining LoS to the markers, use the respective size-dependent screen.

**STALK: Change from:** When revealed, replace the marker with the squad commander of the squad it represents then deploy the rest of the squad within 3” of the squad commander. **After placing the squad, remove all other stalk markers belonging to this squad from the game.**

**TO:**

When revealed, replace the marker with the squad commander of the squad it represents then deploy the rest of the squad within 3” of the squad commander. **If it is not possible to place the squad commander because an enemy model is on top of the marker, place the squad commander as close to the marker as possible.** After placing the squad, remove all other stalk markers belonging to this squad from the game.

**INFILTRATION: Change from:**

Infiltrators must be deployed within **any terrain piece.**

**TO:**

Infiltrators must be deployed within, or in B2B with, any terrain piece.

**PG.49: RAPID DEPLOYMENT: Change from:**

To deploy a squad via rapid deployment, activate the squad normally in the normal turn order, then nominate a point on the battlefield as the ‘deployment point’. This point **must be in unoccupied open terrain.**

**TO:**

To deploy a squad via rapid deployment, activate the squad normally in the normal turn order, then nominate a point on the battlefield as the ‘deployment point’. This point **must be the same size as the Squad Commanders base and must be in unoccupied open terrain.**

**PG.50: FLANK: Change from:**

Place the squad commander on the deployment point and deploy the rest of the squad in coherency.

**TO:**

Place the squad commander on the deployment point and deploy the rest of the squad in coherency **either along the chosen table edge or quarter.**

**PG.55: RESOURCE GATHERING: Change from:**

If you ‘gather information’ **from 4 or 5 nodes**, you score 10 MP or 5 MP if you gathered information from at least 2 nodes.

**TO:**

If you ‘gather information’ **from 4 nodes**, you score 10 MP or 5 MP if you gathered information from at least 2 nodes.

**PG.56: RETAKE THE FIELD: In the second paragraph, change from:**

The defender scores a victory for killing more than half of the attacker’s starting number of squads (10 MP).

**TO:**

The defender wins if at any point after Turn 4 he has killed more than half of the attacker’s starting number of squads (10 MP).

**At end of the second paragraph, add:**

If both players would win this scenario, continue playing until only one player holds the victory condition.

**PG.62: CARD UTILIZATION: After:** Every card features Cost Symbols. To play a card, you need to spend the appropriate amount of RES displayed at the effect you will use.

**Add:** Place the card next to the squad. Cards may only be played on non-stalking squads that are in play.

**CARD UTILIZATION: Add at end of the entry:**

Cards cannot be played on squads that are not in play at the start of their activation (example: Flank, Rapid Deployment, Void etc.)

**PG.67: HOBBY POINTS: Change from:**

1 HP: Completion of each Character, Light Vehicle or Monster, with an extra 1 HP if the Light Vehicle or Monster is on a base size larger than 50mm.

1 HP: The player has created and painted tokens to support the needs of their deck or army list by the end of the WREL.

**TO:**

1 HP: Completion of each Character, Light Vehicle or Monster, with an extra 1 HP if the Light Vehicle or Monster is on a base size larger than 50mm.

The player also earns a final Hobby Point, called the Hobby Award (HA) for creating and painting tokens to support the needs of their deck or army list by the end of the WREL.

**PG.74: ACTIONS TABLE: Rename** “Pivot Action” **TO** “Orientate Action”.

**Rename:** “Free Closing” **TO** “Melee Move”.

## **ALIENS:**

**PG.80: ACID BLOOD: Change:** any model engaged with

**TO:** the model that it is engaged with that inflicted the wound takes

**LURKERS: Add:** Squads with more than 20 models may not Lurk.

**PRESSURIZED PULMONARY TRACT: Change:** Increase the range of Acid Blood to CCWR + 1”

**TO:** Acid Blood autohits a number of additional engaged enemy models chosen by this model’s controller equal to this model’s SZ(+1). Each model may only take one autohit.

**PG.81 HIVE MOTHER – ABILITIES: Add** Paired Weapons (CC)

**PG.82 QUEEN – ABILITIES: Add** Paired Weapons (CC)

**PG. 88 STALKERS – SQUAD OPTIONS: Add** The squad may add up to 2 Facehuggers per 5 Stalkers for (+9) PTS each.

**PG. 89 INFANTS – SQUAD OPTIONS: Change:** The squad may add up to 1 Facehugger per 5 Infants

**TO:** The squad may add up to 2 Facehuggers per 5 Infants.

**PG. 89 WARRIORS – SQUAD OPTIONS: Change:** The squad may add up to 1 Facehugger per 5 Warriors

**TO:** The squad may add up to 2 Facehuggers per 5 Warriors.

**PG. 91 FACEHUGGERS: Add Squad Composition:** 5-10 Facehuggers

**FACEHUGGERS TABLE: Change PTS TO: 9**

**FACEHUGGERS - SQUAD OPTIONS: Change:** See specific squad entries for details

**TO:** May not purchase Mutations.



## MARINES:

**PG.97 M41A MK2 PULSE RIFLE ATTACHMENTS:** Add High-powered Scope (+2) PTS: Changes “Type (A)” to “Type (S)”

**SENTRY GUN:** Add “Sentry Guns are Permanent Tokens with W(1)”

**Change** „entry sentry during the control phase” **TO** „enter sentry during the control phase”

**PG.100 COLONIAL MARINE CAPTAIN - OPTIONS:** Add May replace its M41A MK2 Pulse Rifle with an M41AE2 Heavy Pulse Rifle for (+10) PTS

**COLONIAL MARINE CAPTAIN – RANGED WEAPONS:** Add:

M41AE2 HEAVY PULSE RIFLE			
R	ST	ROA	TYPE
24	13	2	H
RES(1): Short-Ranged Burst, Strafe			



**PG.102 WEYLAND-YUTANI COMMANDER - OPTIONS:** Change:

May replace its Scoped M41A MK Pulse Rifle for a P9 SHARP Rifle for (+20) PTS.

**TO:**

May replace its Scoped M41A MK Pulse Rifle for a P9 SHARP Rifle for (+15) PTS.

**RANGED WEAPONS - P9 SHARP RIFLE:** Change ROA **TO:** 2

**PG.104 COLONIAL MARINE INFANTRY - SQUAD OPTIONS:** Change from: The squad commander may purchase 1 UA 571-C Sentry Gun token for (+10) PTS.

**TO:**

The squad may purchase 1 UA 571-C Sentry Gun token for (+10) PTS.

**PG.108 COLONIAL MARINES HEAVY SUPPORT - SQUAD OPTIONS:** Change from: The squad commander may purchase up to 2 UA 571-C Sentry Gun tokens for (+10) PTS each.

**TO:**

The squad may purchase up to 2 UA 571-C Sentry Gun tokens for (+10) PTS each.

## PREDATORS:

**PG.114 CLOSE COMBAT WEAPONS:** Add Xenomorph Skull Shield (5) PTS

**PG.115 CLOSE COMBAT WEAPONS:** Add

XENOMORPH SKULL SHIELD
+2/+1
Model adds A(+2) against Acid Spit and is Immune to Acid Blood



**CLOSE COMBAT WEAPONS – SWORD:** Change ST(+4) **TO** ST(+2)

**RANGED WEAPONS – SMARTDISK:** Change Does not need LOS **TO** Does not need LOS to Secondary Targets (Cover still applies)

**PG.121 HELLHOUNDS – TYPE:** Change Medium Base **TO** Small Base.