AVP™

THE HUNT BEGINS

BUG HUNT
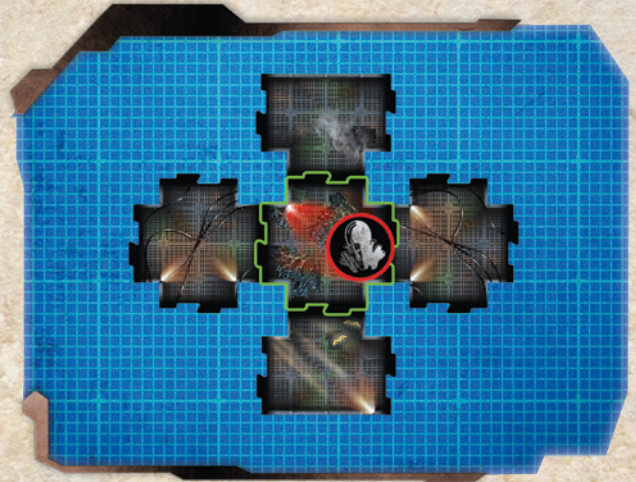
„BUG HUNT" GAME MODE

Bug Hunt is a new 2-player Game Mode, allowing players to compete in killing the Monstrosity. The Marines and Predators each hunt this giant Bug for the thrill of the hunt, glory, revenge or are simply following orders!

Players set up the game board using the Advanced Rules, and the following extra rules apply:

- Before placing any Tiles, create a starting board as in the image on the right. The players then continue placing Tiles as per normal.
- Do not place any Air Vent Tiles.
- A minimum of 4 doors must be placed by each player.
- Players must place their Force's Starting (Deployment) Area the same number of Tiles away from the Monstrosity (at least 4). If both players have finished placing Tiles and cannot abide by this condition, each player places another Tile until you can.

Starting board

Example finished board:

DEPLOYMENT TILES

- MARINE
- MONSTROSITY
- PREDATOR

CORRIDORS/ROOMS

- INFESTED CORRIDOR
- DOORS
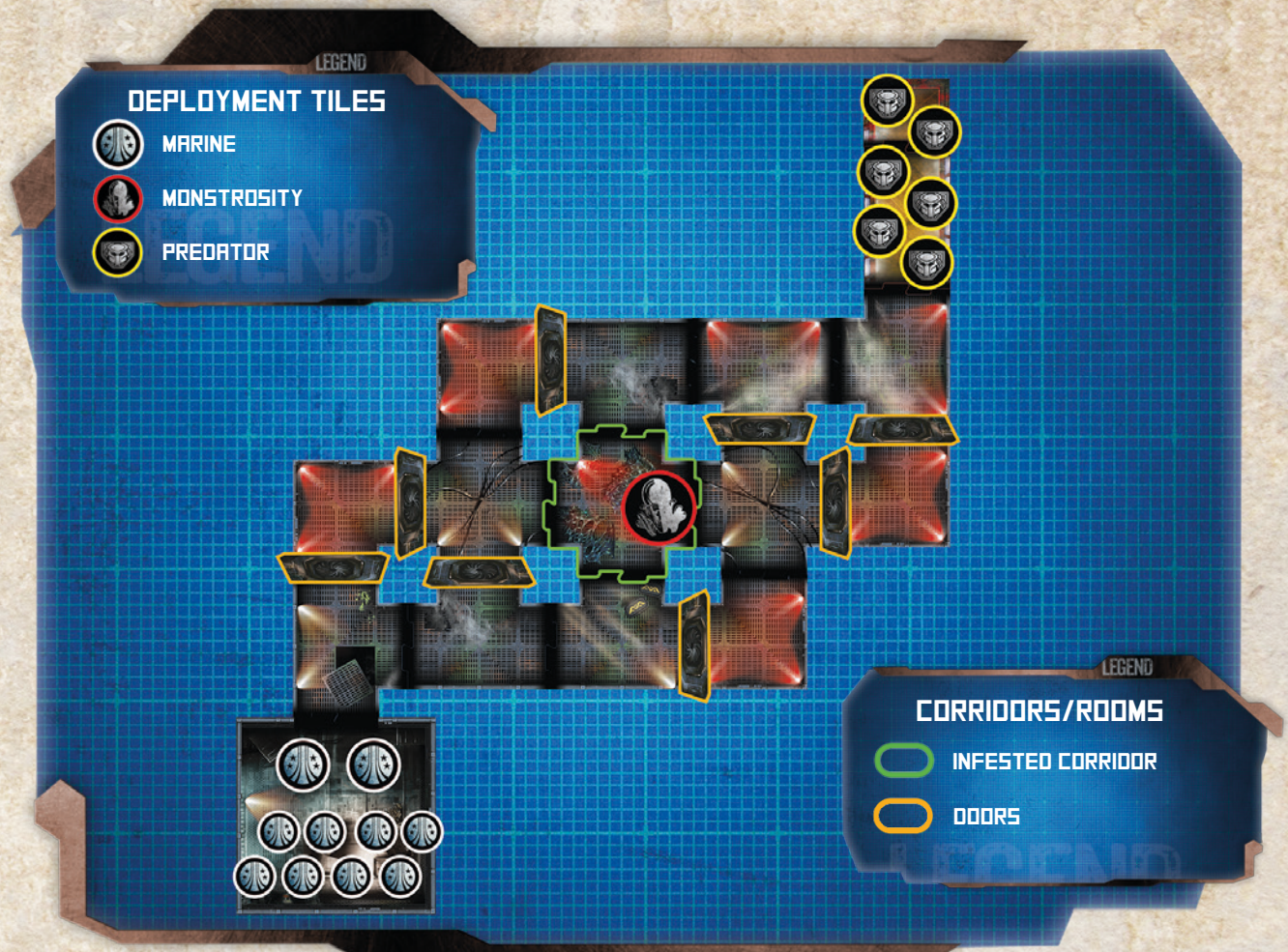
MONSTROSITY BUG HUNT RULES & STATS

NAME	TYPE	M	CC	RS	ST	CON	W	A	ABILITIES	TYPE	WEAPON NAME	ST	ROA	AVV	ABILITIES
Monstrosity	SP	1	14	-	20	20	1	16 (13)	Behemoth / Unstoppable / Pincer Tail	CC	Monstrosity Claws	+0	5	3	-
									Heal 5 / Acidic Blood	CC	Tail Strike	+1	1	0	Paroxysm

Behemoth (P): This Model automatically Engages all adjacent Tiles, however its enemies never receive penalties to their RS Tests when targeting this Model or Models Engaged only with this Model. This Model is considered to take up the maximum Occupation Points of any Tile of 8 or more starting Occupation Points, thus no other Models can be on the same Tile as this Model. It may not enter Tiles of fewer than 8 starting Occupation Points. *Example: when entering a Room with 1 Acid Damage Token, this Model is considered to require all 11 Occupation Points.*

Alien Nightmare (P): When a roll of Acidic Blood is successful, the Acid Damage Token is placed in a random adjacent Tiile instead. When a Model is about to take 1 Wound caused by this Model, it takes 2 Wounds instead unless it passes a CON -4 Test.

Pincer Tail (P): At the start of this Model's Activation, if any enemy Models are exactly 2 Tiles away, roll a die and randomly select enemy Models at this distance to move them one Tile closer to this Model, according to the following table:

RESULT	MODELS
1-5	3
6-10	2
11-15	1
16-20	0

The Models can only be moved if there are enough free Occupation Points on the destination Tile for it to be legally placed without displacing any other Models.

Heal, Acidic Blood, Unstoppable: See pages 35-36.

THE MODE RULES

This 2-player mode is played exactly like a normal game of AvP: The Hunt Begins, with the following exceptions:

- When relevant, it is always fun to allow the opposing player to roll the dice for the Monstrosity (i.e. when it attacks or is attacked by a Marine Model, the Predator Player rolls for the Monstrosity).
- When more than one Model is the closest, or the Monstrosity can follow more than one path, randomly select its target/path.
- The Monstrosity activates at the end of the Game Turn, having two Action Points. First the Pincer Tail (P) is resolved and after that performs one of the following Actions prioritizing them in the following order:
    - If it is engaged, it attacks all enemies using Paroxysm (P), the first target chosen randomly. Once a target is removed as a casualty, a new target is chosen randomly.
    - If it is unengaged and the path towards the closest enemy Model is obstructed by doors adjacent to the monstrosity, it performs a Force the Doors Open Action. Then:
        - If it is now engaged, it performs a Basic Close Combat Action.
        - If it is unengaged and the path towards the closest enemy Model is unobstructed by doors adjacent to the monstrosity, it moves 1 Tile towards the closest enemy Model.

- If it is unengaged and the path towards the closest enemy Model is unobstructed by doors adjacent to the monstrosity, it moves 1 Tile towards the closest enemy Model. Then:
  - If it is now engaged, it performs a Basic Close Combat Action.
  - If it is unengaged and the path towards the closest enemy Model is unobstructed by doors adjacent to the monstrosity, it moves again.
  - If it is unengaged and the path towards the closest enemy Model is obstructed by doors adjacent to the monstrosity, it performs a Force the Doors Open Action.
- **Rampage:** Each time the Monstrosity loses a Wound, or a natural 1 or 20 is rolled on any roll (after re-rolls, even Initiative), add a "Rampage" Token on the Monstrosity's base (Max: 10 Tokens). At the end of each Model's activation (other than the Monstrosity) and if any Rampage Tokens are on the Monstrosity's base, roll a die. If the result is greater than the number of Rampage Tokens, nothing happens. In any other result, remove all Rampage Tokens from the Monstrosity's base and immediately activate it using the above rules. This means that the Monstrosity can activate out of turn in addition to its normal activation before the end of the Game Turn, if these conditions are met.

VICTORY CONDITIONS:

Each time a player causes one or more Wounds on the Monstrosity, they receive an equal number of Objective Tokens (from any Faction). When the Monstrosity loses its last Wound (excess Wounds are discarded), the game ends and the winner is the player who collected the most Objective Tokens (i.e. caused the most Wounds). The following exceptions apply:

- If a player loses all of their Models, their accumulated Objective Tokens are lost (they can't win). Their place in the carnage however, is not over. That player discards their hand of cards. Instead of using the above action rules, that player now controls the Monstrosity and activates it once per Game Turn and/or when it goes into Rampage, after their opponent has activated all of their Models, choosing its actions.

Suggested Army List Size

We recommend using lists of 300 pts for hunting the Monstrosity, although there is no actual minimum or maximum Force requirement. However, we recommend adding 2 Wounds to the Monstrosity's W characteristic for every 100 pts above 300 (i.e. 11 wounds in a 400 pts game, 13 wounds in a 500 pts game etc).

Designer's note: Please note that while the Monstrosity comes with a 50mm Ping! Token, it is not designed for normal games due to its sheer size. The Ping! Token is included for future reference or home-made scenarios.

USING THE MONSTROSITY IN THE LAST STAND GAME MODE:

The Monstrosity can be added while playing The Last Stand. No Token is added for the Monstrosity in the pool. Instead, the Monstrosity will appear at a random point to terrorize the players. Adding the Monstrosity will greatly increase the difficulty and fun level to your games, since surviving its appearance will be the stuff of legends.

The following rules apply:

- **Impending doom** – While the Monstrosity is out of the Game Board and after the first Breach Location has been barricaded, each time a natural 20 is rolled on any non-Alien Force roll, add a "Rampage" Token on the Monstrosity's base (i.e., This applies to all Combined Force Rolls even Initiative except Alien Attacks/Saves etc).
- **Breach** – When the number of Rampage Tokens reaches 5, remove all Rampage Tokens from the Monstrosity's base and place the Monstrosity on a random previously barricaded Breach Location. Place an Alien Objective Token on that Tile to indicate that the Breach Location has been re-opened and modify the game's conditions (Spawning, Victory etc) according to the new number of Breach Locations. The Monstrosity follows the Hive Instinct rules.
- **Recurring Nightmare** – When the Monstrosity is removed as a casualty, simply set it aside and start adding counters again following the "Impending Doom" rule.