AVP™

HOT LANDING ZONE

EXPANSION

CONTENTS

1. INTRODUCTION

Alien vs Predator: Hot Landing Zone (AvP:HLZ) is an expansion for the **Alien vs Predator: The Hunt Begins (AvP:THB)** tactical board game. In this expansion, rules for new Models are being introduced for each Faction! The **AvP:HLZ** expansion allows for the different Forces to do battle on limited visibility on the planet's dense surface Jungles.

Each Model presents new tactical opportunities or a more advanced foe your Force needs to overcome, and they can be added to your existing **AvP:THB** Force or used according to the Advanced Rules' Custom Forces.

The Transport and Harass mechanic is introduced, in the form of a Dropship's pilots taking part in the struggle for survival. The Human Faction uses the Dropship to rapidly relocate their Forces, while the Alien and Predator Factions try to make it too Hot a Landing Zone and cancel the airlift operations.

AvP:HLZ presents additional rules, which lets you play a Free For All scenario with up to six players. Additional gaming boxes will be needed for this purpose, and use of add-on packs and Advanced Game Rules is highly recommended.

Whether you play using the Basic Rules or the Advanced Rules of the **AvP:THB Rulebook**, this expansion allows you to expand your board game with the inclusion of Jungle Tile rules and other components, allowing for new and exciting Squads to join the fray. The use of Advanced Rules is enhanced as well, through the addition of new Strategy and Event Cards, which can either be added to their respective Decks, or replace cards from the basic set.

1.1 AVP: BOX CONTENTS
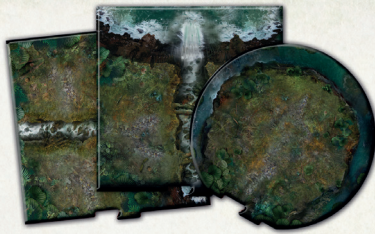
3 x Landing Zones (Jungle Clearing, Waterfall Bottom, Cliff Top)
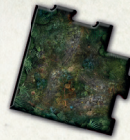
4 x L-Shape Jungle Tiles

4 x T-Shape Jungle Tiles

4 x Straight Jungle Tiles

9 Wound Tokens

4 x Crossroad Jungle Tiles

4 x Dead End Jungle Tiles

1 x Dropship Tile

52 Various Tokens

4 Stat Cards

15 Strategy Cards

6 Event Cards

5 USCM Prisoners

1 USCM Synthetic

5 Alien Spitters

1 Predator Tracker

1.2 AVP: THE HUNT BEGINS RULES AND DESCRIPTIONS

All basic rules and descriptions can be found in the Alien vs Predator: The Hunt Begins Rulebook and remain the same, unless specifically noted on the following pages. When playing Alien vs Predator: Hot Landing Zone, rules found in this rule set supersede any found on the AvP:THB Rulebook when any differences arise.

1.3 ADVANCED GAME

Section 3. "Special Actions and Skills" and onwards contain the more advanced rules for the game. We recommend playing the first couple of missions using the basic rules and the suggested Models, before reading on.

2. GAME BOARD

The expansion takes place upon the surface of an unregistered backwater planet, following the crash of the Science and Transport Vessel USCSS Theseus (see AvP:THB campaign scenario 10). The expansion Tiles vary and match their AvP:THB counterparts. They can be assembled in a number of ways, to display the various locations on where the salvageable parts of USCSS Theseus have scattered, or where the facilities are. A limitless variety of different maps of your own design can be produced using the Advanced Game Rules (see AvP: THB Rulebook).

2.1 FLOOR TILES

The individual pieces that make up the maps are called Tiles. The Tiles of this expansion are also called "Jungle Tiles", and they have specific functions and additional rules. AvP:HLZ uses the following types of Tiles:
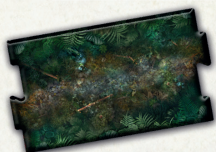
2.1.1. Jungle Corridor
No model may trace a LOS through more than 2 Jungle Tiles. The Tile the Model trying to determine LOS is standing on does not count for this limitation. Also, while Acidic Blood occurs as normal, no Acid Damage Token will be placed on Jungle Tiles.
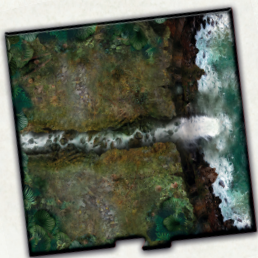
2.1.2. Landing Zone (Room)
Landing Zone Tiles follow all the rules for Rooms found in the AvP:THB Rulebook, and also count as Jungle Tiles so follow the rules for Jungle Corridors.

2.2 ADDITIONAL TILE RULES

When setting up a custom game following the rules under section 10.2 (1): Set up a Mission Map of the AvP:THB Rulebook, the following rules apply:

1. Air Vent Tiles must be placed so that at least one edge touches any Tile from the AvP:THB box.

2. Doors must be placed connected to at least one Tile from the AvP:THB box.

3. SPECIAL ACTIONS AND SKILLS

In this section all new skills of the AvP: HLZ Units are portrayed. Any skills referred in AvP:HLZ replace any skills already found in AvP:THB. If this is your first time playing with this expansion, we recommend reading only the rules relevant to the Models contained within the AvP:HLZ Expansion Box, as found on their respective cards.

3.1 SPECIAL ACTIONS

There are various Special Actions that are introduced in AvP:HLZ, and are included in the Special Skills list of the relevant Factions. Each Action can only be utilized by a Model with that skill.
For an easier read, we list them here:

MARINES
- Call in the Cavalry (A)
- Kaboom! (A)

ALIENS
- Spawn Egg (A)
- Expand Hive (A)

PREDATORS
- My Will Be Done (A)
- Sweeping Strike (A)

3.2 SPECIAL SKILLS

3.2.1. Marine Faction Skill List:

Call in the Cavalry (A): If a Model with this skill has an Airstrike Token, it may spend two Action Points to target any number of Jungle Tiles in a straight, unobstructed line from this Model and roll a D20. On a 18-20, nothing happens due to atmospheric interference. On a 1-17, discard an Airstrike Token from this Model and perform an RS action against Models on these Tiles. The attack uses the following profile: ST13 ROA8 AVV3 and it uses an RS of 10, ignoring Tile LOS restrictions and any modifiers no matter the source. Allocate the attack dice between the Target Models before rolling to hit. This counts as an Interact Action. (See 7.1.1. Weapons Authorization)

Quick Rappel (P): Models with this skill may begin the game Embarked on the Dropship. At the Start of the second Game Turn, roll a die for each Model Embarked on the Dropship and keep the highest number. On a roll of 1-18, place the Models' Tokens on any Unengaged Jungle Tile out of LOS of your Opponents, with 1 Action Point Remaining. On a roll of 19, the Models stay in the Dropship and you roll again at the start of Turn 3. On a roll of 20 place the Models' Tokens on any Unengaged

Landing Zone Tile, and convert to models if necessary, with no Action Points remaining.

If no legal Tiles are available (or after rolling 19 again), immediately place all Models from the Dropship to your Deployment Area, each with an Activation Token. (See 7.1.1. Rapid Insertion Force)

Always at Home (P): While a Model with this skill is standing on a Jungle Tile, enemy Models targeting it with a Close Combat or Ranged Attack receive a -2 penalty to RS and/or CC for that attack (Exactly like a Normal Corridor.

Claymores (P): If one or more Models with this skill are included in your Force, immediately after deployment place 2 Decoy and 2 Claymore Tokens on any Tiles at least 2 Tiles away from an enemy Ping! Token. All tokens placed by this skill must be deployed at least 2 Tiles apart (any tokens that cannot be legally placed are lost). When a Model (Friend or Enemy) completes an Action on the same or adjacent Tile as the token, reveal it. If it is a Decoy, remove it from the Game and if it is a Claymore, roll a die. On a 1-10 remove the token from the Game and resolve a S13AVV3 Autohit against that Model.

Robotic (P): Models with this skill cannot gain the Heal X (P) Special Skill for any reason, and cannot be the target of the "Emergency Med-Pack" Marine Strategy Card. In addition, new Models cannot be created by Egg Injection (P) and Facehug! (P) when this Model is removed as a casualty.

Tactical Acumen (P): As long as they have not been removed as casualties, Models with this skill grant a +2 Modifier to your die roll for Initiative. This is not cumulative.

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 (P) Special Skill. You must continue allocating Hits to this Model until they are all resolved or it is removed as a casualty.

Last Stand (P): A Model with the Last Stand (P) Special Skill may perform a Close Combat or Ranged Attack against the Model that killed it. After a Model with this skill loses its last Wound but before removing it from the game, immediately perform one CC or RS action with the Model, against the Model that caused the Wound. If it is not possible, this skill does nothing.

Limited Ammunition (P): Models armed with a weapon with this skill come with 3 Ammo Tokens. After all tokens are spent, this weapon cannot be used anymore.

Kaboom! (A): A Model armed with a weapon with this skill may spend two Action Points to use the Kaboom! (A) Special Skill. Discard an Ammo Token, perform an RS test and target any enemy Model within LOS (all normal RS modifiers apply). If the RS test fails, nothing happens. If you pass the test, the targeted Model receives a Hit using the weapon's profile, and if it fails its save it receives 2 Wounds instead of one. Up to two other friendly or enemy Models on that Tile (determined randomly), receive an Autohit with ST 14 AVV 0. The Dodge and Heal Special Skills cannot be used against Hits caused by Kaboom! (A). Kaboom! (A) counts as a Shooting Action.

Trained in the Arts (P): When Machiko performs a CC Action, she attacks with both CC weapons. Additionally, after Machiko's attacks cause an enemy Model to be removed as a casualty, she may perform one free Disengage Action (even if she had already moved this turn).

Between Two Worlds (P): Machiko may not perform her Faction's Unique Actions (see pages 14, 22 & 23 of AVP:THB Rulebook).

Untrained (P): Models with this Special Skill may not perform Marine Faction Unique Actions (see pages 14, 22 & 23 of AVP:THB Rulebook).

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.

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

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

Sleight of Hand (A): Spend one Action Point to randomly select a Player. Look at that Player's hand of Strategy Cards and discard a card. In case you randomly pick yourself, you discard a random Strategy Card instead. This counts as an Interact Action.

Helping Hand (A): If this Model is standing on a Tile which contains an enemy Objective Token, spend two Action Points to pick up that Objective. From now on, this Model is considered to be carrying the objective. This counts as an Interact Action. Before removing this Model as a casualty, place the Objective Token on the same Tile as this Model.

Loathed Person (P): This Model may not benefit from your own Strategy Cards, and no Hits distributed to this Model may be transferred to other Models by any means.

3.2.2. ALIEN FACTION SKILL LIST:

Perfect Organism (A): Take note of how many Frags a Model with this skill causes. When you nominate this Model as your next Model to activate, if it has caused at least 2 Frags during this game, you may instead replace it with a Praetorian Model and put an Activation Token next to it. This Praetorian Model has the same number of remaining Wounds as the Model it replaced, plus one.

Spawn Egg (A): While it has a Birthing Token, a Model with this skill may spend an Action Point to roll a die. On a 7-20 nothing happens. On an 1-6 place an Egg Cluster Model on the same Tile as the Model using this skill or on an adjacent Tile. No Tile may have more than one Egg Cluster. If this Model performs any Action other than Spawn Egg (A) or Pass(or is forced to leave the Tile it occupies), it loses its Birthing Token. This counts as an Interact Action, but may be used twice in the same turn. (See 7.2.1. Birthing Imperative)

Expand Hive (A): A Model with this skill may spend two Action Points to replace the Tile it is standing on or an adjacent Tile with an Infested Tile, if such a Tile is in your unused Tiles pile. This Action can only be used to replace Normal Corridor Tiles that are adjacent to an Infested Tile, and a maximum of 3 Tiles may be replaced this way during the game. This counts as an Interact Action.
Alternately, the same action can be used on Normal Corridor Tiles that are not adjacent to Infested Tiles. If you wish to do so, roll a die. On a 1-10 replace the Tile as normal. On a 11-20, nothing happens and the action is lost. (See 7.2.1. Expansion Imperative)

Hatch Facehuggers (P): At the end of the Game Turn and after removing all Activation and Sentry Tokens, roll a die for each Model with this skill. On a 1-5 spawn a Facehugger Model on the same Tile as the Model using this skill. If placing this Model exceeds the Tile's occupation limit, instead spawn the Facehugger on an adjacent Tile. If that is not possible, then no Facehuggers are spawned.

Immobile (P): Models with this skill always start the Game Turn with an Activation Token and may perform no Actions.

Weak (P): Models with this skill automatically fail all ST and CON Tests they are required to make.

Short Range (P): A weapon with this skill has a range of 0-2 Tiles.

Highly Caustic (P): When an enemy Model passes an Armor Test 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.

3.2.3. PREDATOR FACTION SKILL LIST

My Will Be Done (A): A Model with this skill may spend an Action Point to give an extra Action Point to a friendly Predator Model on a 40mm base within LOS. Roll a die. On a 1-5, the Model using My Will Be Done (A) regains one Action Point. This Action may not target a Model which has already been Activated. (See 7.3.1. Matriarch)

Marked Prey (P): After deployment, choose an enemy 40mm Ping! Token or larger and give it an Enmity Token. The Model with the Marked Prey (P) Special Skill has +1 CC and +1 RS while targeting an enemy Model with an Enmity Token. If your Mission involves Kills/Frags and the Model with this skill kills the Model with the Enmity Token, gain an extra Kill/Frag. If you are using Experience Points in a campaign and the Model with this skill kills the Model with the Enmity Token, gain an extra Kill/Frag. (See 7.3.1. Enemy Mine)

Falcon (P): A Model with this skill is deployed with two 30mm Falcon Ping! Tokens. The Falcon Ping! Tokens activate as normal, but may only perform Move, Run and Pass Actions (it is considered as having Movement value of 1). When a Falcon Ping! Token is revealed, reveal all enemy Ping! Tokens in LOS and remove the Falcon Ping! Token from the game.

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.

Sweeping 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.

Deadly (P): Heal rolls cannot be taken against Hits from this weapon.

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.

Master of the Hunt (P): While a 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 the Hive Bloodhounds (P) Special Skill.

Hive Bloodhounds (P): Models with this skill receive a +1 modifier to their Movement value when using a Run Action.

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

Precision (P): Models armed with a weapon with this skill ignore negative RS modifiers.

Trained in the Arts (P): When Machiko performs a CC Action, she attacks with both CC weapons. Additionally, after Machiko causes an enemy Model to be removed as a casualty, she may perform one free Disengage Action (even if she had already moved this turn).

Between Two Worlds (P): See page 6.

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.

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.

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

Elite Leader (P): While this Model is in play, all Elite Units in your Force gain +1 CC and +1 CON. **(See 7.3.1. Elite Force)**

Scything Drive-By (P): When a Model armed with a weapon with this skill ends its movement on a Tile containing enemy Models, roll a die for each enemy Model. On a 10+ that Model receives a Hit with this weapon's Strength and AVV. This weapon may not be used during a CC Action.

3.3 ANTI VEHICLE VALUE & ARMORED (P) SKILL

In AvP:HLZ, we introduce certain Models that have a higher amount of protective plating, whether that is a durable alloy, a powerful force field or a hardened carapace. Such bonuses have already been calculated and are already included in the Models' profile.
All Models benefiting from this also have a drawback, as they are susceptible to Anti-Armor oriented weapons. To identify this drawback, these Models have the Armored (P) Special Skill as described in in the base game Rulebook we use page numbers only

3.3.1. USING AVV

When a Model attacks an enemy with the Armored (P) Special Skill, you compare the relevant result (the CC or RS roll) to the used weapon's AVV. If the roll is a hit, and is of higher value than the AVV, then this a normal Hit and you proceed as usual. If the roll is

a Hit, and is of equal or lower value than the AVV, then you add an extra normal Hit to your score.

EXAMPLE: A Predator Warrior with a Combi-Stick performs a CC Action against a Model with the Armored (P) Special Skill. The Warrior's rolls are 1, 3, 16, 19. The Warrior discards the roll of "19" as a miss, and the opponent receives 1 Hit due to the roll of "16", 2 Hits due to the roll of "3", 1 Power Shot Hit and 1 Hit due to the roll of "1", for a total of 1 Power Shot and 4 normal Hits.

3.3.2. ARMORED (P) SKILL

Armored (P): Enemy Models attacking a Model with the Armored (P) Special Skill benefit from their Weapon's AVV.

4. DROPSHIP

Upon evacuating the USCSS Theseus, a group of civilian rookie pilots managed to start up the engines of one of the still operational Dropships on the Port Embarkation decks and flee to safety. Whether for better or for worse, the Dropship Ariadne was fully refueled and stocked with extra fuel cells in the cargo hold, but its re-arming cycle was stopped short due to the power failures of the dying Starship. Low on ammunition, but with a near infinite flight capability the rookie flight crew roams the jungle canopy following the crash of Theseus in search for survivors.

The Alien vs Predator: Hot Landing Zone expansion introduces a new mechanic to the game, in the form of the Dropship Tile (or Model if you own one). Players interact with the Dropship depending on their Faction, either to use its flight capabilities or to raise the threat level for Landing. There are two States the Dropship can be in: Airborne and Landed. While the Dropship is Airborne, it is considered to fly in high altitude and away from all dangers of conflict. On the other hand, the Landed State allows for further interaction with it and at the same time puts the Dropship in jeopardy.

While using this mechanic, you will be placing Landing Tokens (see section 4.3.1) to show where the Dropship will appear at an end of turn. The following general rules apply to the Dropship:

The Dropship has the same Occupation Limit as a Room (12 Occupation Points).

At the end of each Game Turn, if no Landing Tokens are on the Game Board and the Dropship is Landed, it becomes Airborne.

At the start of each Game Turn, if any Landing Tokens are on the game board, remove a Landing Token.

If the Dropship is Landed, when you remove a Landing Token it becomes Airborne.

If the Dropship is Airborne, when you remove the last Landing Token from the game board, place the Dropship Tile (or Model) next to the Landing Zone Tile you removed the Landing Token from and it now is in Landed State and considered adjacent to that Landing Zone Tile.

If any Models are Embarked on the Airborne Dropship at the End of any Game Turn, the player controlling the Embarked Models may roll a die and on a 1-10 may move the Landing Token to any other Landing Zone Tile containing no enemy Models.

Should the Dropship be forced to become Airborne for any reason and no Landing Zone Tokens are on the game board, any Embarked Models are immediately placed on the adjacent Landing Zone Tile as if the Dropship had received 8 Threat Tokens (see section 4.1.1.).

Models which begin their activation Embarked on the Dropship while it is Landed must declare a Movement Action (Move or Run) as their first action. Models being carried (are Embarked) on the Dropship while it is Airborne count as having been activated this Game Turn.

(DESIGNER'S NOTE: Tactical Advance is not a Movement Action).

4.1 THREAT
While the Dropship has a huge reserve of fuel, it does not utilize any cryo-sleep chambers and interstellar travel would mean the waste of all passengers' lives. However, this Dropship has the only long range Comms System and no-one wishes to put the ship in jeopardy. When the Jungles of the planet become too dangerous, the pilots take off to protect the invaluable ship (and perhaps their own hides).

4.1.1. HOT LANDING ZONE
During the game, enemy Forces may try to present a threat to the Dropship (see section 4.3.2.). When the Dropship receives 8 Threat Tokens, it becomes unusable for the rest of the game. Any Models Embarked on a Landed Dropship must immediately take an Activation Token (if they were not yet Activated) and be placed on

the adjacent Landing Zone Tile, following the "Engage by Displacing" rules if necessary.

DESIGNER'S NOTE: In the unlikely event that both the Landing Zone Tile and its adjacent Tile become fully occupied, continue displacing Models to further away Tiles (Models from the Dropship displace Models on the Landing Zone to the adjacent Tile, and Models from the Landing Zone displace Models on the adjacent Tile further away)
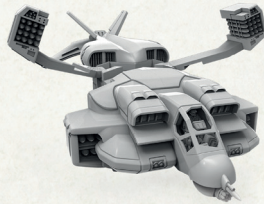
4.2. AIRBORNE STATE
When in Airborne State, the Dropship cannot normally be threatened and no Models on it may be targeted by Actions or Strategy Cards. Place the Dropship Tile (or Model) away from the Game Board to represent it being Airborne.

4.2.1. AIRBORNE ACTIONS (USCM FACTION ONLY)
Call for Pickup (A): A Model standing on a Landing Zone Tile may spend two Action Points to roll a die; on a 19-20 nothing happens and the Action Points are lost. On a 1-18, place a Landing Token on this Tile. Only one Tile may contain Landing Tokens, and this Action may not be used if any Landing Tokens exist on the game board. This counts as an Interact Action.

This Action may not be used during the first and second Game Turn, or while there are any Landing Tokens on the game board.

4.3. LANDED STATE
When in Landed State, the Dropship can be threatened normally. No LOS can be drawn to or from Models on the Dropship Tile (or Model), and Models which begin their turn on the Dropship can be the target of Strategy Cards following all normal rules.

4.3.1. USCM FACTION ACTIONS (LANDED)
Call it off! (A): Models standing on a Landing Zone Tile containing one or more Landing Tokens may spend one Action Point to remove all Landing Tokens from the Tile.

Alternatively, Models standing on a Landing Zone Tile adjacent to the Dropship may spend one Action Point to order the Dropship to immediately take off and become Airborne: Place the Dropship Tile (or Model) on its Airborne location as normal.

Any option of this Action may only be used if the Dropship has no Embarked Models. It counts as a Close Combat Action.

Input Destination (A): A Model standing on a Landing Zone Tile next to the Dropship may spend one Action Point to perform an Input Destination Action. Target a different Landing Zone Tile, and place two Landing Tokens on that Tile. Only one Tile may contain Landing Tokens, and this Action may not be used if any Landing Tokens exist on the game board. This counts as an Interact Action.

Embark (A): A Model may perform an Embark Action exactly like a normal Move or Run Action (1/2 AP), and end its Movement on the Dropship Tile (if you are using a Dropship Model, place it next to the Dropship Model). The Models now count as Embarked and are being carried by the Dropship. In the rare occasion the Model performing the Action would result into exceeding the Dropship's Occupation Limit, then the controlling player may Displace Models as if he was using the Engage by Displacing rules.
This Action may only be used when Landing Tokens are on the game board and the Dropship is Landed. It counts as a movement Action.

4.3.2 Landed Actions (Predator Faction and Alien Faction only)
Present Threat (A): Models standing up to two Tiles away from the Landing Zone Tile that the Dropship Tile (or Model) is adjacent to may spend one Action Point to perform a Present Threat (A) Action. Roll a die. On a 1-5 place a Threat Token on the Dropship Tile (or Model). Models on a 40mm Base receive a +2 modifier. Models on a 50mm Base or No Base receive a +4 modifier. Additionally, Models gain a bonus modifier equal to the highest AVV amongst their Weapons to this roll. This counts as an Interact Action.

Assault (A): A Model may perform an Assault Action exactly like a normal Move or Run Action (1/2 AP), which normally could cause it to end its Movement on the Dropship Tile (or Model). Declare using this action and spend the relevant Action Points, but end the Movement Action on the adjacent Landing Zone Tile instead of the Dropship Tile (or Model), and end the Model's activation. Place 1 Threat Token (without rolling) on the Dropship Tile (or Model). Models on a 40mm Base place 1 additional Token, while Models on a 50mm or No Base place 2 additional Tokens.

(Designer's note: This represents the crew's rising panic to "keep the monsters off the ship")

5. CARDS
Several cards are provided with the AvP:HLZ expansion. We suggest that you use the following guidelines to modify your decks, however should all players agree you may simply add the cards to the decks.

5.1. EVENT CARDS
When playing missions which include any Jungle Tiles, replace the following Event Cards with an equal number of cards provided in AvP:HLZ (chosen randomly):

1. Gravity Fluctuations
2. Inertia Dampener Failure
3. Gravity Loss
4. Life Support System Failure
5. Security System Short-Circuit

Should all players agree, you may instead create a custom Deck of Event Cards, including any cards you wish, with a minimum of 20 cards but no maximum card limit. Each card may only be included once in the Event Deck.

Designer's Note: We have created the new Event Cards to replace those which thematically belong to the cold dark space, and not a planet's surface.

5.2. STRATEGY CARDS
When playing missions that include any Jungle Tiles, add the extra Faction Strategy Cards provided to the relevant Faction Decks, so the Deck now numbers a total of 25 Cards.

5.2.1. Advanced Game Deckbuilding
When playing using the Advanced Rules, you may create a Strategy deck of at least 20 Cards including any cards from your Faction Cards of your choosing. Other Expansions might also add extra Cards to the Faction Decks. No deck may ever have duplicate cards, for any reason.

6. AVP:HLZ UNITS

Alien vs Predator: Hot Landing Zone includes new Units for each Faction. Each Model/Squad is described in detail on the following pages, and each entry can be used whether you are using Jungle Tiles or any other Tiles set.

6.1. MARINE FACTION UNITS

NAME	TYPE	M	CC	RS	ST	CON	W	A	ABILITIES	TYPE	WEAPON NAME	ST	ROA	AVV	ABILITIES
Heavy Support Marine	T	1	13	15	10	10	1	13	Team Tactics / Always at Home / Heal 3 / Claymores	RS	Pulse Rifle	12	1	0	-
										RS	Grenade Launcher	16	1	0	Grenade Launcher
										CC	Combat Knife	+0	1	0	-
Heavy Support Marine (Minigun)	T	1	13	15	10	10	1	13	Team Tactics / Always at Home / Heal 3 / Claymores	RS	Minigun	13	4	2	-
										CC	Combat Knife	+0	1	0	-
Heavy Support Marine (Rocket Launcher)	T	1	13	15	10	10	1	13	Team Tactics / Always at Home / Heal 3 / Claymores	RS	Rocket Launcher	18	1	6	Kaboom! / Limited Ammunition
										RS	Firearm	10	1	0	
										CC	Combat Knife	+0	1	0	-
W/Y Exosuit (Chainguns)	S	1	14	16	11	11	5	15(12)	Armored	RS	Chainguns	11	6	1	-
										RS	Flamethrower	12	1	0	Burning Inferno
										CC	Servo-Assisted Punch	+3	3	3	-
W/Y Exosuit (Railguns)	S	1	14	16	11	11	5	15(12)	Armored	RS	Railguns	16	1	7	Rail
										RS	Flamethrower	12	1	0	Burning Inferno
										CC	Servo-Assisted Punch	+3	3	3	-
Synthetic	T	1	10	10	12	12	2	10(10)	Robotic / Preserve Life / Tactical Acumen	RS	Pulse Rifle	12	1	0	-
										CC	Overcharged Stun Baton	*	2	0	Surge
Rob Yourstand	HQ	1	8	8	7	7	2	12	Sleight of Hand / Helping Hand / Loathed Person	RS	Firearm	10	1	0	-
										CC	Combat Knife	+0	1	0	-
Prisoner	S	1	12	-	10	10	1	10	Charge / Untrained	CC	Improvized Melee Weapons	+0	2	0	-
Colonist	S	1	10	12	9	9	1	10	Last Stand / Untrained	RS	Autopistol	8	2	0	-
										CC	Combat Knife	+0	1	0	-
Colonist (Sonic Rifle)	S	1	10	12	9	9	1	10	Last Stand / Untrained	RS	Sonic Distortion Rifle	*	1	0	Surge
										CC	Combat Knife	+0	1	0	-
Colonist (Shotgun)	S	1	10	12	9	9	1	10	Last Stand / Untrained	RS	Shotgun	12	1	0	Shotgun! / Point Blank Shot
										CC	Combat Knife	+0	1	0	-
Sentry Guns	S	-	-	14	-	-	1	10		CC	-	-	-	-	Auto-Sentry (P), Gun Emplacement (P)
										RS	M30 Autocannon	14	4	1	
Machiko Noguchi	S	1	16	15	10	10	3	15(12)	Expert Hunter / Dodge / Between Two Worlds / Trained in the Arts (P)	CC	Sword	+2	2	1	-
										CC	Wrist Blades	+0	2	0	-
										RS	Plasma Caster	12	3	3	Hot Plasma

6.1.1. Marine Unit Description
USCM Heavy Support Marines
When they need absolutely everything in the area cleared, the Marines call in their heavy support platoons. Specialists amongst them bear Miniguns, weapons which are capable of laying out devastating fusillades of bullets or the destructive M-6B Rocket Launchers, which can reduce large alien creatures to pieces or vehicles to slag in a single shot.

W/Y Exosuit
Used by both the USCM as well as private military contractors, the WY Exosuit uses a pair of M103 Torrent Chainguns, which are able to shred massive numbers of advancing enemies in seconds using its caseless ammunition. The anti-vehicle variant packs a pair of M310 Rail Guns that are easily capable of punching holes through any armored target.

Rob Yourstand
Corporate snitch or small time crook, both descriptions apply to this man. Literally, nobody likes him enough to spend the time to get to know him. There has been no situation where he was present and things didn't go south fast. Beware of your personal belongings.

Prisoners
The incarceration of hardened prisoners costs the Corporation untold amounts of money, and inevitably the Corporation decided to better their living conditions in exchange for unpaid labor. Worlds known to have a high probability of being hostile often see prisoners on the forefront of every menial labor needed to prepare colonization. Upon completion of the task the prisoners would then be relocated to a new future colony. Should the planet prove to be too hostile, the prisoners were considered expendable and their sentence served.

Colonists
More often than not, colonists inhabiting Corporate projects are being issued license to carry weapons, and at some extreme cases are even allowed to field-test experimental equipment developed in Weyland-Yutani labs, such as the WY-1000 SDR Sonic Rifle.

Synthetics
Known as androids by most, and the most advanced preferring the term "artificial persons", synthetics are biomechanical humanoids that are almost indistinguishable from living humans. Some Synthetics are tasked with being a warden to prisoner details. Their computerized analytical processes often allow Synthetics to be valued by war-time commanders, and their prerogatives concerning human life have helped many a person avoid otherwise fatal injuries.

6.1.2. Marine Weapons Description

6.1.2.1. Ranged Weapons
M-6B Rocket Launcher
When certain Colonial Marine Heavy Support team and Rifle Platoons need light anti-armor support, their go-to weapon is the M6-B. The M6-B is a man portable, shoulder fired rocket platform that can effectively engage enemy behind light cover, or penetrate light armor. It is a versatile and reliable tool favored by most Marines in the field.

Firearm
Possibly the easiest to procure, all forms of pistols are often used by off-world personnel more for the feeling of security an armed person feels rather than the actual need to use it.

Sonic Distortion Rifle
Developed in Weyland-Yutani labs, the WY-1000 SDR is an efficient weapon when used against alien species of all types. When fired at a human, the damage is moderate but manageable. When employed against a Xenomorph, however, the sonic disruptions of the rifle cause the internal systems of the creature to rupture. It also has a similar effect upon Yautja physiology, causing organs and muscles to explode.

6.1.2.2. Close Combat Weapons
Overcharged Stun Baton
Stun Batons are usually issued to Synthetics to pacify rioting convicts in a non-lethal manner. However, when a Stun Baton becomes overcharged, it can deliver to its target a strong electric current, capable of felling even the resilient Xenomorph's nervous system.

MODEL INFO									WEAPON INFO					
NAME	TYPE	M	CC	RS	ST	CON	W	A	ABILITIES	TYPE	WEAPON NAME	ST	ROA	AVV	ABILITIES
Egg Cluster	S	-	-	-	-	-	1	8	Hatch Facehuggers / Immobile / Weak	-	-	-	-	-	-
Spitter	S	1	11	13	10	10	1	12	Acidic Blood	CC	Spitter Claws	+0	1	0	-
											Tail	+1	1	0	Paroxysm
										RS	Acid Phlegm	11	1	1	Highly Caustic / Short Range
Evolved Warrior 6	HQ	1	17	11	14	14	2	15(10)	Acidic Blood	CC	Evolved Claws	+0	4	0	-
											Tail	+1	1	0	Paroxysm
									Perfect Organism	RS	Acid Spit	12	1	0	Acid Spit

6.2.1. ALIEN UNIT DESCRIPTIONS
Egg Cluster
Serving the hive's need to grow, Queens lay eggs in well-guarded rooms within the hive. The eggs, sensing potential hosts hatch and Facehuggers start amassing to perform their sole function. These Egg Clusters are always a high priority target for the USCM.

Designer's Note: Egg Clusters cannot be used in The Last Stand game mode.

Spitter
Adapted by many hives to combat Human and Yautja Forces, the Spitters project acid at a short distance. They have an organ that is wrapped in a thickly, corded muscle that contracts when the beast rojects its lethal acid. Physically, they are only a bit less strong than an Infant, which still means they are a fearsome opponent to most.

Evolved Warrior 6
Evolved Warrior 6 was the sixth Xenomorph created by Dr. H.G. Groves at the Weyland-Yutani research facility on BG386. Showing an exceptional aptitude in intelligence, Evolved Warrior 6 was subjected to many tests involving her brutal combat lethality, including being allowed to hunt down and kill guards and various technicians. Eventually, she escaped and freed the Queen that had been being held captive to spawn eggs, resulting in the destruction of the facility.

6.2.2. ALIEN WEAPONS DESCRIPTION
Acid Phlegm
Less powerful than the Acid Spit of the Warriors, the Phlegm has a slightly longer range, yet its density might cause structural damage to the environment, hindering their enemies' movements.

MODEL INFO									WEAPON INFO					
NAME	TYPE	M	CC	RS	ST	CON	W	A	ABILITIES	TYPE	WEAPON NAME	ST	ROA	AVV	ABILITIES
Tracker	HQ	1	14	14	13	13	3	14(12)	Seasoned Hunter	CC	Whip	*	2	0	Surge
															Reach
									Master of the Hunt		Wrist Blades	+0	2	0	-
									Falcon						
									Dodge	RS	Shuriken	9	2	0	Precision
Soldier (Ceremonial Dagger)	P	1	17	14	14	14	3	16(12)	Seasoned Hunter	CC	Ceremonial Dagger	-3	2	0	Serrated Blade
											Wrist Blades	+0	2	0	-
										RS	Dual Blazer	13	2	4	Hot Plasma
															Deadly
Soldier (Glaive)	P	1	17	14	14	14	3	16(12)	Seasoned Hunter	CC	Glaive	+0	*	0	Sweeping Strike
											Wrist Blades	+0	2	0	-
										RS	Dual Blazer	13	2	4	Hot Plasma
															Deadly
Soldier (Scimitars)	P	1	17	14	14	14	3	16(12)	Seasoned Hunter	CC	Dual Scimitars	+0	3	0	Block
										RS	Dual Hydra	17	2	0	-
Machiko Noguchi	P	1	16	15	10	10	3	15(12)	Expert Hunter	CC	Sword	+2	2	1	-
									Dodge		Wrist Blades	+0	2	0	-
									Between Two Worlds Trained in the Arts (P)	RS	Plasma Caster	12	3	3	Hot Plasma
Elite (Glaive)	P	1	15	13	14	14	3	15(12)	Expert Hunter	CC	Glaive	+0	*	0	Sweeping Strike
											Ceremonial Dagger	-3	2	0	Serrated Blade
										RS	Shuriken	9	2	0	Precision
											Plasma Caster	12	3	3	Hot Plasma
Elite (Whip)	P	1	15	13	14	14	3	15(12)	Expert Hunter	CC	Whip	*	2	0	Surge
															Reach
											Sword	+2	2	1	-
										RS	Shuriken	9	2	0	Precision
											Speargun	13	1	3	Rail
Elite (Scimitars)	P	1	15	13	14	14	3	15(12)	Expert Hunter	CC	Dual Scimitars	+0	3	0	Block
										RS	Shuriken	9	2	0	Precision
											Plasma Caster	12	3	3	Hot Plasma
Hunting Bike	P	2	15	13	14	14	4	16(12)	Expert Hunter	CC	Wrist Blades	+0	2	0	-
									Spiked Nightmare		Razor Pike	+0	*	3	Scything Drive-By
									Armored	RS	Plasma Cannon	16	1	6	Hot Plasma

6.3.1. Predator Unit Description
Tracker
Those who follow the path of the Tracker travel the galaxy searching for the largest, most terrifying foes to slay and make trophies of. They specialize in using other creatures to test and flush out their prey, determining their weaknesses and wearing them down before delivering the killing blow themselves. Hellhounds, Falcons, and various types of traps are used to track, lure and disorient their targets before dispatching them and claiming their trophy.

Soldiers
When the Yautja species needs to go to war, it calls upon those of the military caste, sporting weapons of unparalleled destruction: the **Blazer** and the **Hydra**. The Blazer is a shoulder-mounted energy cannon similar in design to the Plasma Caster, but far more destructive. The Hydra Multi-Missile System, mounted on a Soldier's back to free up their hands for close combat launches powerful plasma missiles that are effective against all prey, but especially against targets that utilize electronics.

Elite
The most seasoned hunters within a clan are known as the Elite. Veterans of many Hunts, these Yautja are a feared adversary across the galaxy, and to join their ranks is a great honor. It is from their number that the clan's Elder is chosen when the current falls. Each one is a fearsome warrior as well as a formidable hunter. In order to join the ranks of the Elite, one must kill several species of dangerous foes; River Ghosts, Xenomorphs, humans, and Bad Blood Yautja are among the top prizes for this list.

Machiko Noguchi
A physically short and strong human, Machiko Noguchi was employed by the Chigusa Corporation to be the administrator in charge of the Prosperity Wells colony on the planet Ryushi. After helping a Yautja Elder defeat his Queen nemesis, she was deemed worthy of the Mark and was allowed to live among the Yautja and hunt with them.
She did this for years, sometimes ridiculed or bullied because she was human, until at some point she chose to return to the company of humans, betraying her clan. Ever since, Machiko is split between the thrill of the hunt and her human heritage.

Hunting Bike
The Hunting Bike is an anti-grav vehicle used by small packs of Predators to harry prey into an area ripe for the picking. The rider carries a long, deadly lance called a razor pike, a weapon able to punch through most light armor with ease, stunning its target and allowing for an easier capture of the prey, if it still lives. Mounted under the front section of the bike is a plasma cannon, capable of melting the hardest alloy or carapace.

6.3.2. Predator Weapon Description
Ceremonial Dagger
When taking trophies from vanquished enemies, the Ceremonial Dagger is the Yautja's favored instrument. It is also linked with the Youngblood scarring upon obtaining the right to bear the Hunter's Mark. However, it can also be used as a close-quarters blade, since the materials used in its crafting make it a lethal weapon.

Glaive
Similarly to the Combi-Stick, the Glaive is a long polearm; however it has a longer blade and is much deadlier when used in scything motion, capable of taking out swathes of enemies in a single strike.

Whip
While it is not uncommon to see these made from flexible Xenomorph parts such as the tail, quite often the Whips hide technological surprises for their victims.

Scimitar
Quite similar to the Wristblade, the Scimitar is a little longer in size and thus less maneuverable, but allows for a wider set of fighting styles and killer moves, being preferred by the more combat-oriented Predators.

Sword
A long two handed sword is a rare sight amongst the Yautja, however its use has been reported many a time. Some Predators prefer to replace their Wrist Blades with a Sword for its Stronger hit and added finesse.

Speargun
Whether gauntlet-mounted or handheld pistols and rifles, these weapons are commonly known as Spearguns. They launch a very sharp metal spike at their target, quite often shot with enough force to carry the victim and impale them on nearby objects.

Shuriken
The Shuriken is a thrown weapon of the Yautja, comprising of a round "handle" and six retractable blades. Its lethality is evident on the objects it can pass through, slicing them in half. Ranging from Xenomorphs to sturdy tree barks, the Shuriken will slice through with evident ease.

7. ADVANCED FORCE CREATION

This section is an addition to the AvP:THB Rulebook's section „10.1 Force Lists" and must be used in conjunction with it. You may select any Models for your Faction from these entries, following all normal rules for Force Organization.

As an option, you may instead select your Forces using the **Alternate Force Lists.**

7.1. USCM

7.1.1. Marine Force List Additions:
Officer Upgrades Options:
1. **Weapons Authorization:** You may give up to one USCM Officer in your Force the Call in the Cavalry (A) Special Skill and an Airstrike Token for 30 pts.
2. **Rapid Insertion Force:** If your Force includes a Weyland-Yutani Commando Captain, you may give all your Weyland-Yutani Commandos and the W-Y Commando Captain the Quick Rappel (P) Special Skill for 2 pts per W/Y Model. This cost must be paid for all W-Y Models, even if you do not intend to use the skill with all of them.

HQ Options:
1. **Rob Yourstand (26 pts)**
   You may add a maximum of one Rob Yourstand to your Force. Rob Yourstand cannot be the compulsory HQ of your Force.

Troop Options:
1. **USCM Heavy Support Squad (131 pts)**
   You may add one USCM Heavy Support Squad for each USCM Officer in your Force. This Squad consists of one Heavy Marine armed with a Minigun, one Heavy Marine armed with a Rocket Launcher and three Heavy Marines armed with a Pulse Rifle. Options:
   a) You may add up to two Heavy Marines armed with a Pulse Rifle for 25 pts each.
   b) You may add up to one Heavy Marine armed with a Minigun for 27 pts or up to one Heavy Marine armed with a Firearm and carrying a Rocket Launcher for 29 pts.
   c) You may add a USCM Sergeant armed with a Shotgun for 38 pts (see AvP:THB). The Sergeant counts as part of that Squad for all game purposes, and may result in the Squad having 9 Models (the Sergeant does not count towards the limit of 8 Models per Squad).

Support Options:
Colonists and Prisoners Squads may have up to 10 Models. For each of your US Colonial Marines Squads, you may take one Colonists or Prisoners Squad as a Troops Slot instead.

1. **Colonists (50 pts)**
   A Colonists Squad consists of 3 Colonists armed with a Firearm, 1 Colonist armed with a Sonic Distortion Rifle and 1 Colonist armed with a Shotgun. You may include additional Models in this order:
   a) You may add up to 3 Colonists armed with Firearms for 7 pts each.
   b) If your Squad already contains 6 Colonists armed with Firearms, you may add 1 Colonist armed with Sonic Distortion Rifle for 9 pts.
   c) If your Squad already contains 2 Colonists armed with Sonic Distortion Rifles, you may add 1 Colonist armed with Shotgun for 20 pts.

2. **Prisoners (30 pts)**
   A Prisoners Squad consists of 5 Prisoners armed with Improvised Weapons. You may add:
   a) Up to 5 extra Prisoners armed with Improvised Weapons for 6 pts each.
   b) For every complete 5 Prisoners, you may add one Synthetic armed with a Pulse Rifle and an Overcharged Stun Baton for 36 pts.

3. **W/Y Exosuit**
   You may add one W/Y Exosuit armed with a Flamethrower, Servo-Assisted Punch and Chainguns for **87 pts**, or a W/Y Exosuit armed with a Flamethrower, Servo-Assisted Punch and Railguns for **89 pts**.

4. **Machiko Noguchi (68 pts)**
   You may include one Machiko Noguchi in your Force, armed with a Sword, Wrist Blades and Plasma Caster. In case both the USCM and Predator player with to field Machiko, they should roll-off and the highest score decides who fields her.

7.1.2. Alternate Marine Force List: W/Y Division
If you select W/Y Division as your Force List, the following Units are allowed:

HQ: W/Y Commando Captain, Rob Yourstand
Troops: W/Y Commandos, Prisoners, Colonists, W/Y Exosuits
Support: US Colonial Marines, USCM Heavy Support
Not Availlable: Dutch, Linn, USCM Officer, Sentry Guns, Power Loader, Machiko Noguchi
Limitations: You must include at least one Squad of W/Y Commandos.
Benefit: When using a Shooting Action, you only take half penalties to RS (For example, Shooting at an Engaged Tile is -5 instead of -10).

7.2. ALIENS

7.2.1. FORCE LIST ADDITIONS:
Upgrades Options:

1. **Birthing Imperative:** You may give a Queen included in your Force the Spawn Egg (A) Special Skill and a Birthing Token for 15 pts.
2. **Expansion Imperative:** You may give a Queen included in your Force the Expand Hive (A) Special Skill for 15 pts.
3. **Silent Hunters:** Models in your Force may treat all Jungle Corridor Tiles as Infested Tiles for the purposes of using Hide (A) and Skulking Advance (A), for 1 point per Troop Model (counting towards the 50% Troops Requirement).
4. **Thick Carapace:** You may give all your Crushers in your Force the Thick Carapace Upgrade for 10 pts per Crusher Model. They gain +1 A, +1 W and the Armored (P) Special Skill.

HQ Options:

1. **Evolved Warrior 6 (53 pts)**
   You may add a maximum of one Evolved Warrior 6 to your Force. Evolved Warrior 6 takes up one HQ Slot.

Support Options:

1. **Egg Cluster (15 pts)**
   You may add a maximum one Egg Cluster for every complete 250 pts in your Force.
2. **Spitters (13 pts each)**
   You may include Spitters up to half the total number or Infant Warrior and Warrior Models you have included in your Force, rounding fractions up.

7.2.2. ALTERNATE ALIENS FORCE LIST:

ELITE HIVE
If you select Elite Hive as your Force List, the following Units are allowed:

HQ: Queen, Praetorian
Troops: Royal Guards, Crushers, Egg Cluster
Support: Facehuggers, Warriors, Spitters
Not Available: Evolved Warriors, Evolved Warrior 6, Predalien, Infant Warriors, Stalkers
Limitations: You must include at least two Royal Guards.
Benefit: All Models in your Force gain Heal (4), or add +1 to their Heal (X) Skill, whichever is greater. In addition, you may include 2 Facehuggers and/or 2 Spitters for every Royal Guard and/or Crusher you have included in your force (instead of the normal restriction).

7.3 PREDATORS

7.3.1. FORCE LIST ADDITIONS:
Upgrades Options:

1. **Matriarch:** You may give to up to one Female Elder in your force the My Will Be Done! (A) Special Skill for 10 pts.
2. **Enemy Mine:** You may give to up to one of your Berserker or Berserker Elders the Marked Prey (P) Special Skill for 10 pts.
3. **Elite Force:** You may give to up to one of your Warrior or Hunter Elders the Elite Leader (P) Special Skill for 10 pts.
4. **Jungle Hunters:** You may give to all your Predators (except Hellhounds and Machiko) the The Jungle is Alive (P) Special Skill for 2 points per Model (if you use the Jungle Hunters Upgrade Option, you must apply it to all your eligible Predators).

HQ Options:

1. **Tracker (63 pts)**
   If your Force includes a Tracker, you may also include a Hellhounds Pack, ignoring normal restrictions for that Pack and it does not take up a Slot. Any Trackers selected beyond the first take up a Hunt Pack Slot instead of an HQ Slot.

Hunt Pack Options:

1. **Soldier**
   You may select either a Soldier armed with Ceremonial Dagger, Wrist Blade and Blazer (66 pts), a Soldier armed with Glaive, Wrist Blade and Blazer (73 pts) or a Soldier armed with Dual Scimitars and Hydra (75 pts). You may include up to one Soldier for every other Slot you have already filled. Each Soldier selected must be different. All Soldiers in your Force take up one Hunt Pack Slot in total. *

2. **Elite**
   You may select either an Elite armed with a Glaive, Plasma Caster, Shuriken and Ceremonial Dagger (73 pts), an Elite armed with a Shuriken, Speargun, Sword and Whip (67 pts) or an Elite armed with Dual Scimitars, Plasma Caster and a Shuriken (71 pts). You may include up to one Elite for every other Slot you have already filled. Each Elite selected must be different. All Elite in your Force take up one Hunt Pack Slot in total. *

3. **Hunting Bike (101 pts)**
   You may select a Hunting Bike for your Force. The Hunting Bike takes up 2 Hunt Pack Slots, however it does not count towards the compulsory Hunt Pack Slots (you must first fill up your compulsory Slots with other options).

4. **Machiko Noguchi (68 pts)**
   You may include one Machiko Noguchi in your Force, armed with a Sword, Wrist Blades and Plasma Caster. In case both the USCM and Predator player with to field Machiko, they should roll-off and the highest score decides who fields her.

* Example: if you include one Warrior, a Pack of 3 Youngbloods and one Elder Warrior, you may include up to 3 Models of this Hunt Pack, since you have already filled three Slots (one HQ and two Hunt Pack Slots).

7.3.2. Alternate Predators Force List: Warpath

If you select Warpath as your Force List, the following Units are allowed:

HQ: Warrior Elder, Hunter Elder
Hunt Packs: Warriors, Hunters, Elites, Soldiers, Hunting Bike
Not Available: Berserker Elder, Berserkers, Machiko Noguchi, Tracker, Hellhounds, Youngbloods
Limitations: None
Benefit: Soldiers and Elite no longer require you to have filled other Hunt Pack Slots.

8. EXPERIENCE LEVELS

All Units follow the general guidelines of of section "9.12. Experience Levels" of the AvP:THB Rulebook, unless noted otherwise.

Designer's Note: We recommend visually marking Models from each Squad, to easily keep track of the Models of same type Squads. Even a simple colored dot on the side of the Base would do.

8.1. USCM

All new USCM Units follow the rules of section "9.12. Experience Levels" of the AvP:THB Rulebook.

Rob Yourstand cannot gain any Experience.

8.2. ALIENS

Spitters and Evolved Warrior 6 follow the rules of section "9.12. Experience Levels" of the AvP:THB Rulebook.
Egg Clusters may not ever gain Experience, nor do they count as Frags or any other Mission Objective.

8.3. PREDATORS

All new Predator Units follow the rules of section "9.12. Experience Levels" of the AvP:THB Rulebook.

9. ADVANCED DEPLOYMENT RULES

9.1. REFERENCE TO TILES

Jungle Tiles may not be chosen as Starting Tiles. The Alien player may choose a non-room Jungle Tile.

10. GRAND FREE FOR ALL

The game rules can accommodate more than three players wishing to have fun. You can have a Grand Free For All (Grand FFA), each player picking the Force he wishes and fighting against all others or alternately, you can split into Faction Teams and go guns blazing against the other Factions.

This game mode uses the Advanced Rules found in the AvP:THB & AvP: HLZ Rulebook. It is best if the group owns more than one Game Box, in order to use the best Tiles and all of the cards.

10.1. GRAND FREE FOR ALL

Aside from all normal Advanced Rules found in the AvP:THB Rulebook& AvP: HLZ Rulebook, this game mode also uses the following guidelines.

10.1.1 Game Master

Instead of making a game board the way mentioned in the Advanced Rules section of AvP:THB Rulebook, the game board is designed by a Game Master, who is a non-playing player. The Game Master is also responsible for determining the Mission Objectives for each player, adding at least two different compulsory objectives for each player, thus negating any "early lucky victories", as well as managing the Event Deck and Dropship Token placement and keeping track of player initiative order each Game Turn. As much fun as it may be, designing a fair and challenging Grand FFA requires skill and is hard to achieve, so we recommend allowing the group's most experienced player in the position of Game Master.

Designer's Note: Do not be alarmed if the Game Master does not make a perfect mission in his first try; you can always feed him to the Facehuggers, or give him a second chance to redeem himself through experience. No? Facehuggers it is then.

10.1.2. Strategy Card Decks

Each player needs to have his Faction's Strategy Card Deck to use in the game. Keep all Strategy Card piles (Deck and Discard) separate for each player. Each player may customize his deck as normal.

10.1.3. FORCES

Due to the amount of players, we recommend using Forces of a maximum of 250 points per player.

The Dropship cannot be used in Grand Free For All.

10.1.4. ROLL OF HONOR

If your group likes spending afternoons dedicated to fun and legendary heroics, we recommend that you use a notebook to write down the high-score Honor Points and Titles of each Grand FFA match. The use of it is also ideal for casual or competitive store events.

Do not end the game after the first player achieves all of his Victory Conditions. Instead, play continues as normal and any player who achieved his victory conditions remains in the game and he takes a note of the point cost of every Model he frags thereon, and gains an equal amount of Honor Points.

End the game after at least three players have achieved their Mission Objectives, or only one player's Models remain on the game board.

The first player who achieved his Mission Objectives gains the Gold Challenger Title, the second gains the Silver Challenger Title and the third gains the Bronze Challenger Title. All Titles are noted alongside the event date and the player's name, and after a predetermined set of matches (or period of time) the player with the most Gold Titles wins the Season's Champion Title, using Silver and Bronze Titles as Tiebreakers.

At the end of each game, after winners are determined, the player with the highest amount of Honor Points also gets to write his name in the group's Grand FFA notebook, and compare his results with the previous Challengers. Beating the previous high-score changes your status to Challenger Supreme. After a while, beating a previous high score will become a thing of legend!

Can you be your group's Challenger Supreme?

10.2. TEAM FFA

We recommend playing Team FFA using an equal number of players for each Faction (For example, 2 players each Faction). This could create opportunities to create both fun and competitive events.

10.2.1. MISSION OBJECTIVES

Each team should draw two cards from the Mission Objectives Cards and note down both objectives. Then the teams roll for initiative and reveal their objectives, at the same time determining relevant Tiles (or placing relevant tokens) in the following order:

1st Objective Highest Initiative Team to Lowest Initiative Team

2nd Objective Lowest Initiative Team to Highest Initiative Team

10.2.2. STRATEGY CARD DECKS

Each player needs to have his Faction's Strategy Card Deck to use in the game. Keep all Strategy Card piles (Deck and Discard) separate for each player. Each player may use the Deckbuilding Rules to customize his deck as normal, and it may vary from his teammates' deck/s.

10.2.3. FORCES

Due to the amount of players, we recommend using Forces of a maximum of 250 points per player in each team.

11. HOT LANDING ZONE CAMPAIGN

11.1. INTRODUCTION

Through a combination of luck and advanced engineering, parts of the USCSS Theseus survived its crash on the planet's surface. Scattered across the planet's dense jungles, compartments of the ship containing personnel or material survived. Against all odds, the planet's atmosphere proved breathable for humans, and unfortunately for the survivors, other life forms.

With but minutes to recuperate and figure out some sense of bearings, groups of surviving Xenomorphs begun their onslaught on the survivors anew, thus signifying the humans' mobilization towards finding defensible terrain. Little did they know that this planet had already been inhabited by humans and its existence kept secret from anyone other than the premier ranks of Weyland-Yutani higher echelon; its location omitted from all standard-issue navigation charts.

Meanwhile, at the facility…

The W/Y Corporation were about to finish the planet's terraforming and were in the process of setting up a more permanent colony. As per company protocol, a penal colony had been set up, and the convicts sent to toil and repay the community for their crimes. The first installations were taken up by the W/Y Bioweapons R&D department, scientific and medical personnel following through, as did their dubious research projects.

What started as a shower of small debris soon became a rain of fire and destruction, as the ship crash-landed near the installation's habitats. Fate played her hand as a rather large part of the vessel containing ammo reserves impacted nearby the inhabited blocks, the resulting explosions damaging the installation and creating escape routes for those incarcerated within its bounds. It took only moments for the convicts to realize that they were not the sole captives earning their freedom, and soon sought to join arms with more heavily equipped personnel…

11.2. FORCES

Players are encouraged to use the following Forces:

MARINES use the 5 USCM Marines from the AvP: The Hunt Begins Core Box and the 6 Models included in the AvP: Hot Landing Zone expansion.

ALIENS start with all 5 Models included in the AvP: HLZ expansion and choose either 5 Stalkers and 9 Infant Warriors, or 3 Stalkers and 10 Infant Warriors.

PREDATORS start with a Tracker, two Falcon Tokens and one of the following combinations:
- 1 Warrior with Smart Disc, 1 Hunter and 1 Vocal Mimicry Token
- 1 Warrior with Smart Disc, 1 Warrior with Combi-Stick and 2 Vocal Mimicry Tokens
- 1 Warrior with Combi-Stick, 1 Hunter and 2 Vocal Mimicry Tokens

DESIGNER'S NOTE: Feel free to change, modify and take inspiration from Campaign Maps when playing Custom Games!

MISSION 11

The USCSS Theseus has now crashed on the surface of this planet, scattering debris and flora for kilometers around the crash-site. The perimeter must be secured and cleared of any hostiles, whether old or new…

Briefing:
Marines:
Heads up Marines! There is no telling what lurks in these jungles, and if any of the nasties survived. Establish a perimeter and clear out any threats, pronto!

Aliens:
Our hive is in danger! We must protect the eggs to ensure the hive's existence. Find a new hiding place, away from harm! Kill any that gets in the way of the Hive!

Predators:
Contain the prey to prevent an outbreak. The hunt must continue unobstructed.

Victory Conditions:
Marines:
- Perform an Interact Action on a Tile containing a Marine Mission Objective Token, to set up automated defenses and scanners and remove that token. When 2 or more tokens are removed this way, this objective is complete.
- Gain 7 Frags.

Aliens:
- Carry the egg (Alien Mission Objective Token) to the safety of the waterfall. Use the Carrying a Token Mission Rule. The token is removed and this objective complete once the carrier reaches the Waterfall.
- Gain 7 Frags.

Predators:
- Gain 6 Trophies (use the Trophy Mission Rules).
- Perform an Interact Action within the Engineering Room to hack it and prevent the prey from gaining access to power.

LEGEND

OBJECTIVE MARKERS
- MARINE
- ALIEN
- PREDATOR

· ENGINE ROOM

LEGEND

DEPLOYMENT TILES
- MARINE
- ALIEN
- PREDATOR

· WATERFALL BOTTOM

· ARMOURY

LEGENDE

CORRIDORS/ROOMS
- INFESTED CORRIDOR
- DOORS

· PREDATORS POD

· BRIDGE

LEGEND

BREACH LOCATIONS
THESE MARKS ARE ONLY USED WHEN PLAYING THE LAST STAND GAME MODE
SEE PAGES 60-61 AVP:THB RULEBOOK FOR DETAILS

MISSION 12

Whether by skill or mere luck a Dropship and its pilots managed to escape the crashing death of USCSS Theseus. It is a matter of life and death for the human survivors to establish contact with it, if they are to stand any chance of survival.

BRIEFING:

Marines:

Sarge thinks he saw a Dropship flying off the ship before the crash course begun. It is imperative that we establish contact with any surviving pilots!

Aliens:

Too many of our kind have perished. We must boost our numbers and inhabit this planet; find new hosts and bring them closer to the egg chambers.

Predators:

The humans locked themselves inside the wrecked ship. Limit their numbers to prevent an outbreak of xenos.

VICTORY CONDITIONS:

Marines:

- Reach the Engineering Room and perform an Interact Action to power up the Comms Array.
- Reach the Bridge after powering up the Comms Array and spend an Interact Action to make contact with the pilots.

Aliens:

- Multiply! Capture 3 victims and bring them to the Hive Entrance. Use the Trophy Collection, Carrying a Token and Deliver to Vents Mission Special Rules.
- Find dormant hosts and notify the hive by reaching the Hibernation Chamber and performing an Interact Action.

Predators:

- Start a fire in the Engine Room by causing enough damage to the machinery. Use the Damaging a Room Mission Special Rules.
- Gain 7 Frags.

DEPLOYMENT TILES
- MARINE
- ALIEN
- PREDATOR

- BRIDGE
- PREDATORS POD
- ENGINE ROOM

OBJECTIVE MARKERS
- MARINE
- ALIEN
- PREDATOR

- HIBERNATION ROOM

BREACH LOCATIONS
THESE MARKS ARE ONLY USED WHEN PLAYING THE LAST STAND GAME MODE
SEE PAGES 60-61 AVP:THB RULEBOOK FOR DETAILS

CORRIDORS/ROOMS
- INFESTED CORRIDOR
- DOORS

- WATERFALL BOTTOM
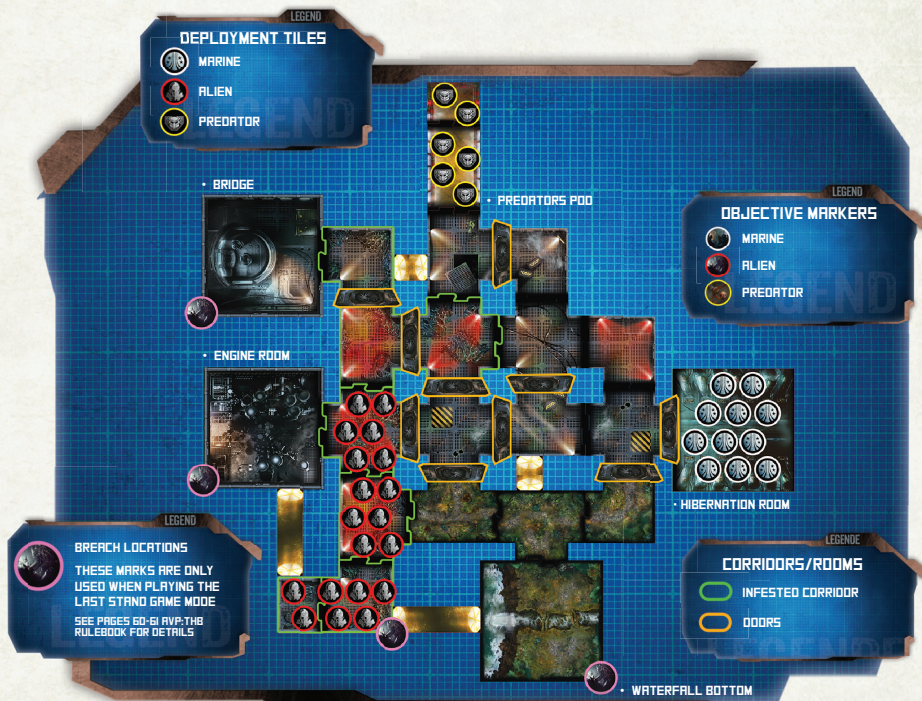
MISSION 13

There are survivors of the crash scattered all over the area. Traversing through the jungles will not be easy, but current circumstances dictate that we must brave the dense flora if we are to save our people.

BRIEFING:

Marines:

Our readings show a number of human life signs in this area. Verify they're our own, and get them to safety. Speed is of the essence!

Aliens:

It is time for the hive to strike! Storm their own nesting places and destroy them. Leave nothing for them to find when they return!

Predators:

The hunter moves with grace in his natural habitat. Bring glory to the Clan, and collect trophies worthy of the Elder's respect. Make sure none of the prey can escape!

VICTORY CONDITIONS:

Marines:

- Rescue at least 2 out of 3 survivors and bring them to the Escape Pod. Use the Carrying a Token Mission Special Rules.
- Gain 7 Frags.

Aliens:

- Wreak havoc on their nests by damaging the Predator Pod and the Armory. Use the Damaging a Tile/Room Mission Special Rules.
- Gain 7 Frags.

Predators:

- Gain 7 Frags.
- Reach the Waterfall and Clearing and spend an Interact Action to set up charges (Predator Mission Objective Token). This objective is completed when locations have such tokens on them.

MISSION 14

The plot thickens… The USCSS Theseus is boarded by two alien races, and then forced to crash land on a planet capable of sustaining human life, where there's already a high-tech Weyland-Yutani facility established? This is not by chance or accident. Let's see who knows more than he tells!

Briefing:

Marines:

Alright lads, you heard the Sarge. Let's knock on the door and enjoy the hospitality. Better make sure they have hot water and cold beers, otherwise we won't be as gentle!

Aliens:

The hive is under attack. Thin their numbers down. Trap them inside so we can use them to breed and multiply!

Predators:

The human fools! Their bolstered numbers will create uncontrollable chaos, if they are used by the prey for breeding. This must stop now!

Victory Conditions:

Marines:

- Search all Landing Zones for clues. Perform an Interact Action on all three Jungle Rooms to set up scanners (Marine Mission Objective Tokens).
- Contain the Xenomorph threat by sealing shut the Reinforced Emergency Bulkhead (Marked as X on the Map). Perform a Seal the Bulkhead USCM Action. That door cannot be opened by any means until the end of the game. (Designer's note: Yes, not even by the mighty Queens and Crushers!)

Aliens:

- Gain 7 Frags.
- Destroy the pipelines (Alien Mission Objective Token) to start fires on the exits. Use the Damaging a Tile Mission Special Rules.

Predators:

- Mislead the humans by hacking their audio devices to mimic their calls for help. Reach the Bridge and perform an Interact Action.
- Bring the impregnated humans (Predator Mission Objective Token) back to the Pod to extract the serpents. Use the Carrying a Token Mission Special Rules.

LEGEND — OBJECTIVE MARKERS
- MARINE
- ALIEN
- PREDATOR

LEGEND — DEPLOYMENT TILES
- MARINE
- ALIEN
- PREDATOR

LEGEND — BREACH LOCATIONS
THESE MARKS ARE ONLY USED WHEN PLAYING THE LAST STAND GAME MODE SEE PAGES 60-61 AVP:THB RULEBOOK FOR DETAILS

LEGEND — CORRIDORS/ROOMS
- INFESTED CORRIDOR
- DOORS
- REINFORCED EMERGENCY BULKHEAD

- CLIFF TOP
- PREDATORS POD
- JUNGLE CLEARING
- WATERFALL BOTTOM
- BRIDGE
- LABORATORY

MISSION 15

This planet has the means to support life indefinitely, but who could say no to the comforts of civilization? Judging by the maps and the last known position of the USCSS Theseus, this planet could not be too far off course from the usual trade routes…

BRIEFING:

Marines:

We've found all the parts needed to launch a small deep space transponder from ground level. Reach the highest location possible and make the launch. Someone's bound to be listening.

Aliens:

The prey's dependence on its trinkets and supplies is also its greatest weakness… Destroy what they hold dear, and they will be as good as dead.

Predators:

Perhaps the time for the Great hunt has come. We should alert the Clans and begin. Prepare the rituals and send word for the young ones to approach.

VICTORY CONDITIONS:

Marines:

- Bring all Transponder Parts (Marine Mission Objective Tokens) to the Cliff Top. Use the Carrying a Token Mission Special Rules.
- Gain 7 Frags.

Aliens:

- Destroy the enemies' supply stacks (Predator Pod, Armory). This objective is complete when both supply stacks have been destroyed. Use the Damaging a Room/Tile Mission Special Rules.
- Clear a pathway for us to move further out in the planet's flora. This objective is complete when the door marked with X has been opened for any reason.

Predators:

- Reach the Waterfall and Cliff Top and perform an Interact Action to ritually conceal a stash of Hunt Weapons for the younglings.
- Gain 4 Trophies.

MISSION 16

If left unchecked, the Xenomorphs will find too many victims and their numbers will be unfathomable. And it seems we are not the only ones who have reached this conclusion…

BRIEFING:
Marines:

First things first Marines. Get a hold of the incinerator units and some charges. We'll be knee deep in alien slime, but we'll blow their nest sky-high in no time. Hurrah!

Aliens:

Our hive is in danger! Protect it. Slay those who would seek to harm us and make them fear our strength! Carry the eggs to safety!

Predators:

Balance out the hunt's rules. We can't let the Xenomorphs breed uncontrollably. We start by destroying their breeding grounds.

VICTORY CONDITIONS:
Marines:

- Burn down the hive (marked by the Marine Mission Objective Token). Use the Damaging a Tile Mission Special Rules.
- Gain 7 Frags.

Aliens:

- Gain 7 Frags.
- Extract at least 2 eggs to the Clearing. Use the Carrying a Token Mission Special Rules.

Predators:

- Initiate the destruction sequence of the facility. Destroy the Engineering Room and the Bridge. Use the Damaging a Room Mission Special Rules.
- Leave the area by performing an Interact action on the Waterfall when all surviving Predators are there. If playing with Advanced Forces, Machiko and any Hellhounds in your Force are excluded in regards to the "surviving Predators" requirement.

DEPLOYMENT TILES
- MARINE
- ALIEN
- PREDATOR

OBJECTIVE MARKERS
- MARINE
- ALIEN
- PREDATOR

BREACH LOCATIONS
THESE MARKS ARE ONLY USED WHEN PLAYING THE LAST STAND GAME MODE
SEE PAGES 60-61 AVP:THB RULEBOOK FOR DETAILS

CORRIDORS/ROOMS
- INFESTED CORRIDOR
- DOORS

- WATERFALL BOTTOM
- BRIDGE
- PREDATORS POD
- ENGINE ROOM
- JUNGLE CLEARING

MISSION 17

With innumerous Xenomorphs attacking from all sides, fragile alliances between human and Yautja are not an uncommon sight. But as the human survivors are running for their lives towards the evac, they realize that none other but themselves can be trusted.

BRIEFING:

Marines:

This place is a no-go, and down here we're alien chow. Command sent info of an approaching vessel and they've sent out a distress signal. Let's set up a beacon and wait for the cavalry.

Aliens:

The prey runs amok and their will for fight has vanished. Now is the time to strike! Kill them all and hold nothing back. The hive will prevail!

Predators:

Time to arm ourselves for the hunt. Retrieve our legacy and bring it back to the pod. Our younger brothers are searching for a safe hiding place to prepare for the final hunting ritual.

VICTORY CONDITIONS:

Marines:

- Get to the Comms Room (Bridge). Spend an Interact Action to call in an evac.
- Bring all surviving Models to the Cliff Top to await the evac.

Aliens:

- Gain 7 Frags.
- Cause enough carnage to the flying machine's landing sites. When two or more Landing Zone Tiles have been destroyed, this objective is complete. Use the Damaging a Room Mission Special Rules.

Predators:

- Retrieve the supply stashes. Spend an Interact Action to remove a Predator Mission Objective Token from the same tile. When two or more tokens have been removed this way, this objective is complete.
- Reach the Waterfall and spend an Interact Action to start the final ritual. This action can be performed only after retrieval of the supply stashes has been completed.

DEPLOYMENT TILES
- MARINE
- ALIEN
- PREDATOR

OBJECTIVE MARKERS
- MARINE
- ALIEN
- PREDATOR

CORRIDORS/ROOMS
- INFESTED CORRIDOR
- DOORS

- PREDATORS POD
- WATERFALL BOTTOM
- CLIFF TOP
- BRIDGE
- JUNGLE CLEARING
- HIBERNATION ROOM

BREACH LOCATIONS
THESE MARKS ARE ONLY USED WHEN PLAYING THE LAST STAND GAME MODE
SEE PAGES 60-61 AVP:THB RULEBOOK FOR DETAILS

MISSION 18

As the Xenomorphs break loose from literally every corner, the last survivors try to climb to the evac with nothing but their lives. The Yautja begin to realize that they are fighting against impossible odds, and a new sense of duty and honor replaces their battle-lust.

Briefing:

Marines:

This is it lads. Get ready for the final show. We are getting out of this mess, weapons blazing. The Cap buys the first round of drinks back home! Let's do this! I'm getting thirsty.

Aliens:

The planet belongs to the hive. Let's make sure the new breeding ground will also be ours!

Predators:

The great hunt has begun. Only this time it is not just for honor. It is also for survival.

Victory Conditions:

Marines:

- Initiate destruction of the scattered fuel tanks by reaching the Fuel Deposits (Marine Mission Objective Tokens). Spend an Interact Action to remove a Fuel Deposit from the same Tile. When both Fuel Deposits have been removed, this objective is complete.
- When the last Fuel Deposit has been removed, you may begin extracting the survivors; count the number of surviving USCM Models at this time. Any Model may use a Movement Action to Move out of the Cliff Top as if moving to an adjacent Tile. This objective is complete If you extract at least one third of survivors (rounding down).

Aliens:

- Gain 7 Frags.
- Hide at least one dormant egg (Alien Mission Objective Token) in the human's equipment. This token will automatically drop when the carrier reaches the Cliff Top. Use the Carrying a Token Mission Special Rules.

Predators:

- Gain 4 Trophies. Use the Trophy Collection Mission Special Rules.
- Prevent any serpents from leaving this planet. Burn up any potential Extraction Locations (Landing Zones) by spending an Interact Action on each to start the fires.