



THE HUNT BEGINS

2ND EDITION



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V 2.0

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1. INTRODUCTION

Alien vs Predator: The Hunt Begins is a dynamic, tactical board game for one or more players that allows you to take control of one of three Forces: Alien Xenomorphs, Predator or Human Colonial Marines!

The AvP: THB board game portrays a conflict of up to three different Forces taking place on a derelict spaceship called the USSC Theseus.

From Alien Xenomorphs skulking in the shadows, waiting for the moment of weakness to pounce on and capture new hosts for the brood, to the well-trained Colonial Marines who are geared up with state-of-the-art equipment and finally to a mysterious race of brutal extra-terrestrial Hunters that the humans call Predators.

Each Force offers a unique set of skills to provide their own diversity to the gameplay of the AvP: THB board game. Whether you prefer to take control of a swarm of nightmarish Aliens flooding the dark corridors with numbers or command brave Colonial Marines to fight the terrors of the dark or embark on a trophy hunt by leading a small yet powerful group of Predators, you will find many hours of exciting fun with AvP: THB.

A feeling of suspense and tension is enhanced by the *Ping! Tokens* mechanic; these tokens hide the identity of each Model until it is spotted by an opposing Model. Each Force uses *Ping! Tokens* in a slightly different way after being spotted, which is the first way in which AvP: THB provides a unique asymmetrical game balance.

AvP: THB offers many challenging game types, which can be played by one or more players. The main campaign consists of 10 Missions joined together into a narrative story depicting dramatic events taking place on board the USSC Theseus. Each Mission can be played separately as well. Another game type available is AvP: The Last Stand Mode, which puts a group of Survivors against a Horde of enemies. This game type can be played as a single Mission or a multi-round mini-campaign during which both Horde and Survivor Forces will have a chance to gain experience and improve from round to round. There are also single pre-made Missions, which allow you to test your strengths on your own or against friends to see who has the best tactical sense and can lead his or her Force to victory.

The AvP: THB board game caters to different kinds of gamers, offering two sets of rules: Basic and Advanced. The Basic rules are a very fast-paced yet immersive and exciting game. These rules make for a shorter, simpler game omitting the more complex rules to ensure that even beginners and casual players will feel like they are playing an involving and rewarding game within the dark, terrifying setting of AvP: THB. The Advanced rules open the full breadth of tactical possibilities to aspiring tabletop commanders. These rules were made with experienced players in mind, seeking to influence every aspect of their game, starting with advanced force organisation, a multitude of new cards and new Special Rules. This set of rules increases the game complexity but ultimately enhances the experience. Apart from the two rule sets, the game offers a variety of Missions, starting with solo survival Missions via pre-made or random Missions and finishing with massive, story-driven, multi-battle campaigns.



1.1 BOX CONTENTS

AvP: THB includes:



5x Marines



3x Predators



10x Alien Infants



5x Alien Stalkers

Cards:



2x Alien Stat Cards



5x Colonial Marine Stat Cards



3x Predator Stat Cards



20x Environmental Cards



20x Mission Cards



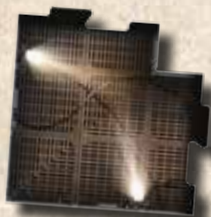
60 Strategy Cards (20 for each Faction)



14x Straight Corridors



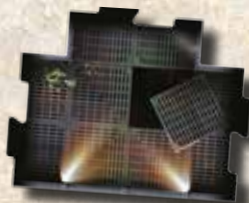
12x Dead Ends



8x L-Shape Tiles



12x Crossroads



8x T-Shape Tiles



12x Air Vent Tiles



5 Rooms (Escape Pod / Laboratory, Armoury, Bridge, Hibernation Room, Engine Room)



12 Door Tiles



116 Wound, Ping!, Activated, Sentry, Hide and Objective Tokens



3 20 Sided Dice

1.2 ASSEMBLY

Before you can begin to play, the Models will require assembly. Assembly instructions can be found inside the miniatures box. The miniatures should be assembled using glue and hobby tools, with the assistance of an adult (glue and hobby tools are not included).

For up-to-date rules and other files related to AVP: THB visit the download section of our website:
<http://avp.prodosgames.com/downloads>

1.3 MINIATURE DEFINITIONS

Force

A Force is a collection of Models from a Faction forming an army to engage in battle with other players battle with other players. It is a group of all organized troop, support, and HQ Models used to fight the missions in AVP:THB.

Faction

In AVP:THB there are three primary Factions to choose from. The intrepid Humans, the horrifying Xenomorph of Species XX121, or the Clans of the Yautja (Predators). Each Faction actively works towards their own goals and survival and regards the others as a threat.

A Unit/Squad

These are terms used to collect small groups of Models together to form a cohesive group to fight the other Factions in the corridors of the USSC Theseus. A Unit's size can vary from a single Model, or a group of multiple Models that fight as a single team. A Unit's size, or Model count, is detailed by the descriptions listed under the Advanced Rules section of AVP:THB rulebook.

Model

Models are individual figures each representing one particular member of a Faction. Before being revealed, that Model is represented by a *Ping! Token*.

A Model can currently belong to one of the following three types of classification:

- **Troop** – This is the soldier or grunt of the Force. This is where the bulk of a player's force will originate.
- **Support** – These are the specialist Models in each Faction. They normally fulfill needs or perform special tasks better than the usual Troops.
- **Headquarters (HQ)** – These are the heroic leaders / supreme overlords / grizzled veterans of a player's Force. They are the hardest and most skilled warriors each Faction can provide.

Bases

The AvP: THB Rules are written with the assumption that the provided Models are mounted on the Bases with which they are supplied. The Model's Base size has a variety of purposes in the rules of the game.

Three types of Base sizes are used:

- Small Bases are 30mm in diameter.
- Medium Bases are 40mm in diameter and are used for basing Marine Powerloader, Predator Warriors, Alien Royal Guards and various others. Some Models come in scenic bases of varying size (between 31mm and 49mm); they are regarded as Models based on a medium 40mm Base in the Game Rules, unless otherwise specified.
- Large Bases are 50 mm or more in diameter and are used for large Models and light vehicles. Although some Monsters often have a special Base or no Base at all (such as the Alien Crusher), they are regarded as Models based on a large Base in the Game Rules, unless otherwise specified.

2. RULES INTRODUCTION

The AvP: THB board game comes with two different sets of rules that may be used together with the Models and Tiles provided.

Basic rules and Stats apply to all of the Models in the game, unless stated otherwise. They include the rules for movement, shooting and close combat and are everything you need to play the game. Basic rules make for fast-paced, dynamic games.

Advanced rules introduce the ability to create a truly custom Force, which, in turn, greatly enhances the tactical depth that the game offers.

2.1 HIDDEN IN DARKNESS - PING! TOKENS

An essential aspect of the AvP: THB board game is that no one can be sure what lurks around the corner; however, each Faction is equipped with devices or a natural ability to detect life forms. These devices or skills also give them some idea of the layout of the spaceship and allow them to detect even the slightest vibration in the air. Nevertheless, even the most advanced skills and sophisticated equipment are not able to define the size or type of a moving object precisely. To represent this, every Model in the AvP: THB starts the game deployed as a *Ping! Token*.

Ping! Tokens:



Colonial
Marine



Alien



Predator

The players place and move the *Ping! Tokens* around the board face down, until they wish to replace a *Ping! Token* with a Model or immediately when a *Ping! Token* and an opposing Model or *Ping! Token* gain Line of Sight (LOS) of each other.

Every rule in AvP: THB, if not stated otherwise, referring to Models also refers to the Models *Ping! Token*.

Players may look under their own *Ping! Tokens* at any time during a game to recall the positions of their undetected Models. You don't have to memorise your Forces' positions!

2.2 GENERAL GAME CONCEPTS

In this section a few general concepts used in AvP: THB are introduced. You can find a short description next to each concept explaining how it relates to the rest of the game and thereby become familiar with the basic concepts and understand the rules much easier.

D20 – AvP: THB uses 20-sided dice, referred to as D20 throughout the rules. If there is a number in front of D20, then that is the number of 20-sided dice that should be rolled (i.e. 2 D20 = Roll two 20-sided dice). All Tests, rolls and re-rolls in the game are made by rolling D20 dice.

Re-roll – A player may re-roll a die only once (re-rolls cannot be re-rolled). If the player is able to re-roll and chooses to do so, then they must keep the second result, even if it is worse than the first.

Off the Table! – D20 rolls count only if they land on the gaming table. If a D20 happens to roll off the table, then it must be rolled again; the result only counts if it lands on the table. (This is the only exception to the no re-rolling a re-roll rule, i.e. re-rolls that land off the table must be rolled again.)

Power Shot – Dice rolls that result in a natural (i.e. Unmodified) 1 are always successful. Armour or Heal rolls cannot be made if the to Hit roll results in a natural 1.

Fumble – Rolls of a natural 20 are always a failure. Any Model that rolls a natural 20 for any Skill Test may spend no further Action Points in the Game Turn. Also, a player cannot use his or her Models Experience Level bonus to re-roll a roll of 20.

For Example: A Colonial Marine uses his 1st Action Point to make a Shooting Action. The Marine's Ranged Weapon has Rate of Attack (RoA) 2. The player allocates all RoA to an enemy Model, then the player rolls 2D20. One of the rolls is a 20, meaning that the Marine loses his 2nd Action Point but may still complete the initiated Action resulting in one hit and one failure.

Activated/Unactivated – A Model that is being Activated may spend Action Points to complete Basic or Extended Actions and use its Active Special Skills. Once a Model completes its activation, it receives an Activation Token and may not use other actions during this Game Turn. Such Models are considered as having been Activated. Within the rulebook and on the cards, Activated Models are also referred to as "Deactivated".

All Models which have not yet been Activated nor have received an Activation Token for any reason are considered Unactivated.

Autohit – If a Ranged (RS) or Close Combat (CC) Attack is described as being an 'Autohit', this means that the RS or CC Test is always successful. Since this attack is always successful, no dice are rolled and as such Autohits can never cause Power Shots or Fumbles.

Action Point – Points that allow Models to perform many different Actions. Each Model starts its activation with two Action Points. Basic Actions cost one action Point, while Extended Actions cost two.

[See page 22](#)

Ranged Attack – Any kind of Action which requires a Model to make a RS Test is a Ranged Attack.

[See page 26](#)

Close Combat Attack – Any kind of Action which requires a Model to make a CC Test is a Close Combat Attack.

[See page 27](#)

Discard Pile – A stack of cards for used/discarded cards of a certain type. For Example: Strategy Card Discard Pile.

Deck – A deck of Cards of a certain type.

LVL – An abbreviation for Level.

To Hit/Hit – Any Test for a Ranged or Close Combat Attack might also be referred to as To Hit. Any Successful Ranged or Close Combat Attack is also referred to as a Hit.

Displaced – A Model is Displaced when two or more Models swap their respective positions in a way that keeps the Engaged Tile legally fully occupied. More info about Displacing appears in the 6.6 Section of the Rulebook.

[See page 31](#)

Token – A cardboard marker that may represent one of many different things, such as items, Units, Skills, effects and Mission Objectives, depending on its contents. Examples are: Acid Damage Token, Predator Wound Token, Sentry Token and *Ping! Token*.

Skill Test - In order to pass a Skill Test, roll equal to or less on a D20 than the Test value of the relevant skill of the Model.

For Example: A Model with a Ranged Skill of 12 (RS 12) needs a roll of 12 or less on a D20 to successfully pass the RS (Ranged Skill) Test.

Test Value - The number that needs to be rolled equal to or less on a D20 to successfully pass the test.

Modifier - A number added to or subtracted from the Test Value before the roll is made.

Active Skill or (A) - (A) next to a skill name means that this is an Active Skill. An Active Skill requires at least one Action Point to be activated.

Passive Skill or (P) - (P) next to a skill name means that this is a Passive Skill. A Passive Skill is always in effect unless specified otherwise. These often modify or affect other (Active) Skills.

Engaged Tile - Any game Tile is considered to be Engaged if one of the two following conditions is met.

- The Tile is occupied by at least two Models of opposing Factions.
- The Tile is adjacent to a Tile fully occupied by the Models from at least two Factions.

Fully Occupied Tile - Tile with no remaining Occupation Points.

2.3 MODEL STATISTICS

In AvP: THB, each miniature has a set of statistics which represent their various abilities. The values of these statistics range from 1 to 20, with 1 showing that the creature is barely capable of the given task and 20 representing a well-trained professional or the pinnacle of evolutionary adjustments.

Each skill can be temporarily or permanently affected as the game progresses. Most are used as the starting point for calculating the Test Value needed to roll on a D20:

M



Movement. Determines the movement speed of a Model. This number shows how many Tiles the Model may move after spending one Action Point on a Move Action.

CC



Close Combat. The higher the value of this skill, the better a Model is at fighting. This skill describes a Model's effectiveness in Close Combat as well as familiarity with Close Combat conditions and the

ability to perform other Actions while Engaged in melee. This is the Test Value required to roll on a D20 to successfully pass a Close Combat Skill Test.

RS



Ranged Skill. This skill describes how good the Model is at shooting. High values of this skill are achieved by extensive training, assistance of advanced technology or evolutionary adjustments over the course of generations. This is the Test Value required to roll on a D20 to successfully pass a Range Skill Test.

St



Strength. This skill describes how strong/well-built/powerful the Model is. The Strength Stat may be used to Test a Model's burst of strength. A Model's strength is one of the factors contributing to the power of its Close Combat Weapons. This is the Test Value required to roll on a D20 to successfully pass a Strength Skill Test.

Con



Condition. This skill describes how tough and resilient the Model is. It may be used to Test a Model's performance in low air conditions or its resistance to external factors. This is the Test Value required to roll on a D20 to successfully pass a Condition (Con) Skill Test.

W



Wounds. This is a way of tracking how much damage a Model can receive before succumbing to its Wounds. All common Models of human size or smaller usually have only one Wound. If a Model's Wounds are reduced to zero or less, then it is removed from the board as a casualty.

A



Armour Value. This is the numerical value describing a Model's natural ability to shrug off damage. It may be granted by advanced personal body armour, inhumanly tough skin or layers of exoskeleton. The higher the value, the better the Model's protection against most sources of damage. The Test Value required to roll is equal to or less on a D20 for an Armour Test to ignore a Hit. Occasionally, an Armour Value may include a second number in brackets, e.g. A: 18(12), which is the Impenetrable Armour Value. Armour cannot be reduced below the value in brackets by any means.

ACTION POINTS

Each Model in the game has two Action Points (unless stated otherwise). For simplicity this value is not included on the Stat Lines. Once a Model has spent all of its Action Points, it is Deactivated for the rest of the Game Turn.



Example of Colonial Marine Stat Card.

Ranged Weapons logo



Close Combat Weapons logo



2.4 WEAPONS STAT VALUES

St - Strength. The Strength of a Model's weapon will modify

M56 SMART GUN		
ST	RoA	AVV
14	3	1

the Armour Value of its target. Note that Close Combat Weapons instead give modifiers to the Model's own Strength. RoA - Rate of Attack. The amount of Skill Tests that can be made during a Ranged or Close Combat Attack. AVV - Anti Vehicle Value. This value will modify the Vehicle Armour (VA) of targets with Structure Points (SP). (The Vehicle rules are not yet released).

2.5 CARDS

Up to four different types of Cards are used during a game of AvP: THB:

Stat Cards



These Cards contain all of the information needed to use each Unit or Model in the game. The front provides numerical values for each of the statistics describing the given Model, which weapons it uses and the Special Skills to which it has access. The back of the Stat Card contains the description of the Special Skills and Special Rules of the Model. Stat Cards give fast and easy access to a Model's characteristics without the need to write down anything or to go through the Rulebook in search of them. Stat Cards for each different Model under the player's control are put on his side of the table before the game starts, in order to provide a quick reference.

Environmental Cards



This type of Card simulates random events taking place on the decks of the USSCS Theseus. Environmental Cards affect the ship and everyone on board, unless stated otherwise. One Environmental Card is drawn from the appropriate deck and played by the player who won initiative at the beginning of every Game Turn. Only one Environmental Card may be in play at any time.

Strategy Cards

Strategy Cards are Faction specific cards portraying the advantages, tactics or special manoeuvres for each Force. Before the game starts, each player draws five Strategy Cards from their deck. Each player may discard their entire initial hand to the Discard Pile, before the first Game Turn starts and replace it with a fresh hand from the top of their deck. They must keep their second hand. Players' hands of cards are kept secret. At the end of each game turn, you may discard up to one Strategy Card.

Example of a Predator Strategy Card



Example of an Alien Strategy Card



Example of a Marine Strategy Card



At the beginning of each Game Turn, each player draws enough Strategy Cards to have exactly five in a hand. Each player may play up to two Strategy Cards in each Game Turn. No player may have more than five cards in their hand at any point during the game; if they do, then they must instantly discard down to five cards.

Strategy Cards are divided into two categories: Active and Conditional. Active Cards are all cards which are played immediately at the beginning of a player's turn, and/or after a Model completes an action. Conditional Cards are the cards which interrupt a Model's Action and are played when a specific condition noted on the card is met. Unless otherwise specified, Strategy Cards are removed from play immediately after the effect on the Card takes place and added to the owning player's Discard Pile.

When a player decides to play a card, he must first announce his intention to do so. Then, the other players also announce they will be or will not be using a card at that particular time (pass). If more than one player announces that they will play a card, then, following initiative order, they either play one card or pass. After all players play one card or pass, a second window for playing a card takes effect. However, players who passed in the initial window are considered to having passed on all opportunities to play a card for that particular window.

Mission Cards



Mission Cards provide an interesting, random aspect to a game, making sure that no two Missions will play out in the same way. Mission Cards contain a multitude of different objectives, injecting a breath of fresh air into old, familiar maps and allowing players to create completely new, exciting custom maps with randomised victory conditions. Mission Cards may be used with player-made Mission Maps for almost innumerable challenges, offering hours of great fun. Each Mission Card contains a set of three Victory Conditions — one for each Faction — but only the one for the player's chosen Faction has to be completed, while the remaining ones are ignored. Before the game starts, the player with initiative draws a card, reads his objective to the other players and sets up his Mission Objectives while following the rules

described in the Advanced Game Rules section of the Rulebook. This Mission Card is then reshuffled into the Mission Deck and the next draws one card and sets up his Mission Objectives. Once the objectives for all players have been determined, the game is ready to start.

2.6 GAME BOARD

The game takes place aboard a Science and Transport vessel, the USCSS Theseus. The game board of AvP: THB is variable and can be set up in different ways to represent the different levels within the ship. Each Mission provided in AvP: THB has a different map layout, created with the Tiles included in the game. A limitless variety of different maps of your own design can be produced using the Advanced Game Missions Rules that are included in the AvP: THB board game. The only limit is your imagination!

2.6.1 Floor Tiles

The individual pieces that make up the maps are called Tiles. Their edges are cut so that they interlock with each other, like puzzle pieces and won't slip apart in the heat of the game. The individual Tiles also have specific functions. AvP: THB uses five different types of Tiles:

Infested Corridor



Any Model making a Shooting Action targeted at a Model of the Alien Faction placed within the Infested Corridor receives a -4 modifier to Ranged Skill (RS) due to the Xenomorphs' natural ability to blend into their infested surroundings.

Normal Corridor



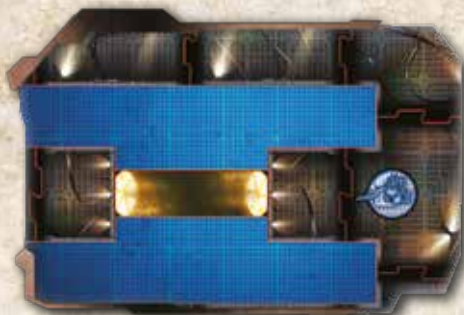
Any Model making a Close Combat or Shooting Action targeted at a Model from the USCM Faction placed within the Normal Corridor receives a -2 modifier to the relevant Stat (CC or RS) due to the Marines' extensive combat training, allowing them to use every available box, corner or niche to gain a tactical advantage.

Designer's Note: In previous versions, a Half-Infested Type of Tiles was also included for Straights which has been removed in order to simplify the types. If you own the first edition boxed game, treat these tiles as Infested Tiles instead. Alternately, you may House Rule it any way you like; your House, your Rules!

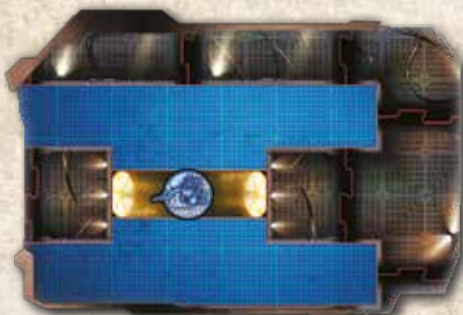
Air Vent



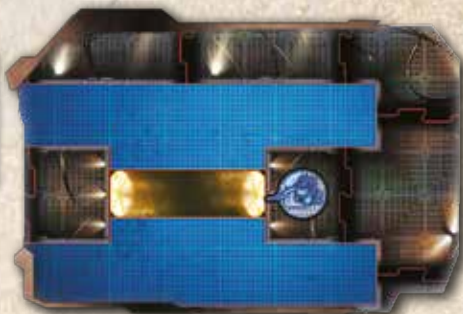
Air Vents are treated like any other corridor Tile, with two exceptions: only Models on small Bases can move through these Tiles and Air Vent Tiles cannot be used to draw LOS on and through them. Air Vent Tiles count as a regular Tile through which to move. Only Models with the Tiny (P) Special Skill may finish their activation on an Air Vent Tile, and while a model with the Tiny (P) Special Skill remains there, enemy Models may not move through that Air Vent Tile. A Model must move at least two tiles to move through an Air Vent, as per the example below:



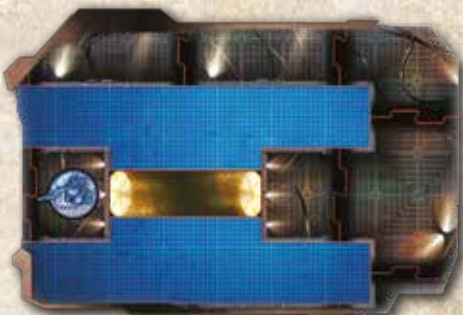
1. The Marine Model is getting ready to crawl through the Air Vent.



2. After using the Run Action he moves two Tiles. His move ends on the Air Vent Tile, which isn't allowed...



3 ...so the Model backs up to the last legal Tile it occupied.



4. In its next activation, the Model uses a Run Action again and makes it easily to the other side of the Air Vent.

However, Marine Faction Models standing on a Tile adjacent to an Air Vent Tile may use the Ping! Special Skill to target an Air Vent Tile using the "Burning Inferno" Special Action or the Grenade! Strategy Card. Additionally, Predator Faction Models standing on a Tile adjacent to an Air Vent Tile may use the "Smart Disc Throw" Action to target Models only on the Air Vent Tile.

Rooms

Unless specified otherwise, Room Tiles do not have any Special Rules.

Engine Room



Armoury



Bridge



Hibernation Room



Escape Pod/ Laboratory



Predator Pod



Docked Predator Pod. Entry point of Predator Faction.

• Tokens

Ping! Tokens included in the game box.



Alien Stalker



Alien Faction Back



Alien Infant Warrior



Alien Faction Back



Marine Soldier



Marine Faction Back



Predator Warrior with
Combi-Stick



Predator Faction Back



Predator Hunter



Predator Faction Back



Predator Warrior with
Smart-Disc



Predator Faction Back

Objective Tokens



Alien



Predator



Marines

2.6.2 Doors

Door pieces represent the airlocks and bulkheads of the USSCS Theseus. Hydraulic-powered heavy-metal slabs separating sections of the ship may often be the only thing keeping death at bay. Heavy-duty bulkheads are made to withstand a sudden loss of pressure, shrapnel, explosions and any amount of small-arms fire. Mechanisms controlling the doors are rather simple and easy to work with for Marines and Predators, while Xenomorphs can only rely on their sharp claws and brute force to get past them.

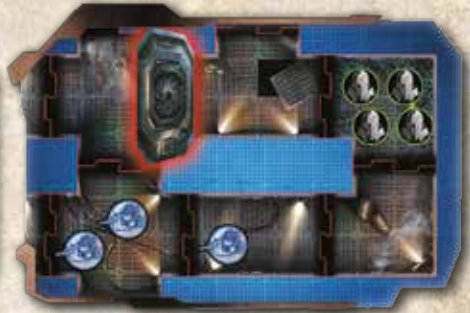
A Marine or Predator must spend an Action Point to activate a door; to do so, the Model must be on the Tile adjacent to the doors that the Model would like to activate.

Seal the Bulkhead (A) (Marine Faction Unique Action)
– Any Marine can spend two Action Points to create a locked door. To do this, the Model must spend two Action Points and pass a CC Skill Test. If the Test is successful, a new door piece can be placed on the interlocking border of the Tile occupied by the active Model performing a Seal the Bulkhead Extended Action and any other adjacent corridor or room Tile. If the Test is failed, the Model loses its remaining Actions and is Deactivated immediately. Up to three door pieces per game can be created in this way. Seal the Bulkhead may not be performed on Engaged Tiles.

Designer Note: Well-timed use of Seal the Bulkhead (A) may buy the Marine enough time to fall back from advancing enemies and regroup, to prepare another line of defence.



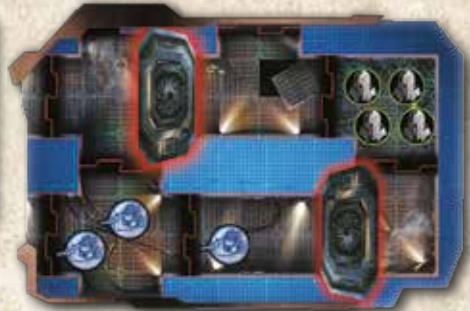
1. The Model may not try to activate doors from its current position, as the door is not located on an interlock of the Tile that it occupies.



1. A lone Marine is in range of the Alien's Movement, but he still has his two Action Points. His two squad mates already moved in this Game Turn. If the group of Aliens consists of any Alien Stalkers, his squad mates are in danger of being Engaged in this turn.



2. The doors are adjacent to a Tile occupied by the Marine, so he may activate either of them.



2. The lone Marine decides to use both of his Action Points and rolls a D20, passing a CC Test, successfully locking the doors behind and cutting the Aliens off, whereby protecting his squad mates at least for this turn.

Once the door is activated, it is opened and, therefore, removed from the game permanently.

Depending on the Faction, Models may interact with doors in the following ways:

Force the Doors Open (A) (Alien Faction and Hellhound Unique Skill) - Any Alien Faction Model and any Predator Hellhound Model may try to force open a door by spending a Close Combat Action. It succeeds by rolling a D20 and the roll is equal to or lower than the following Test Values:

MODELS BASE SIZE:	TEST VALUE:
Small	5 or less on D20
Medium	10 or less on D20
Large	15 or less on D20
No Base	Automatic success

Assisting in Force the Doors Open (A)
(Alien Faction and Hellhound Unique Rule)

Each Alien Model, with exception of Models with the Tiny (P) Special Skill, occupying Tiles adjacent to a door, whilst it is being forced open, counts as assisting, even if it was activated in the current Game Turn. Friendly Models located on both sides of the doors count as assisting. The Model trying to break down a door receives a +1 modifier to the required Test value for each assisting Model. For the purposes of assisting in a Force the Doors Open Action, also count any Models on Engaged Tiles adjacent to that door. In the same way, when a Hellhound tries to Force the Door Open it receives a +1 modifier to the required Test Value for each assisting Hellhound model.



1. In this situation, the door is the only barrier between the Marine and a Xenomorph. Based on an Alien Infant Warrior Base size, an Alien player would need to roll 1-5 on a D20 to successfully Force the Doors Open (A).



2. Now with more of its kin assisting, its chances of succeeding are significantly increased. In the example above, each Alien which will use a Close Combat Attack Action receives a +3 modifier to the Test Value required to succeed.



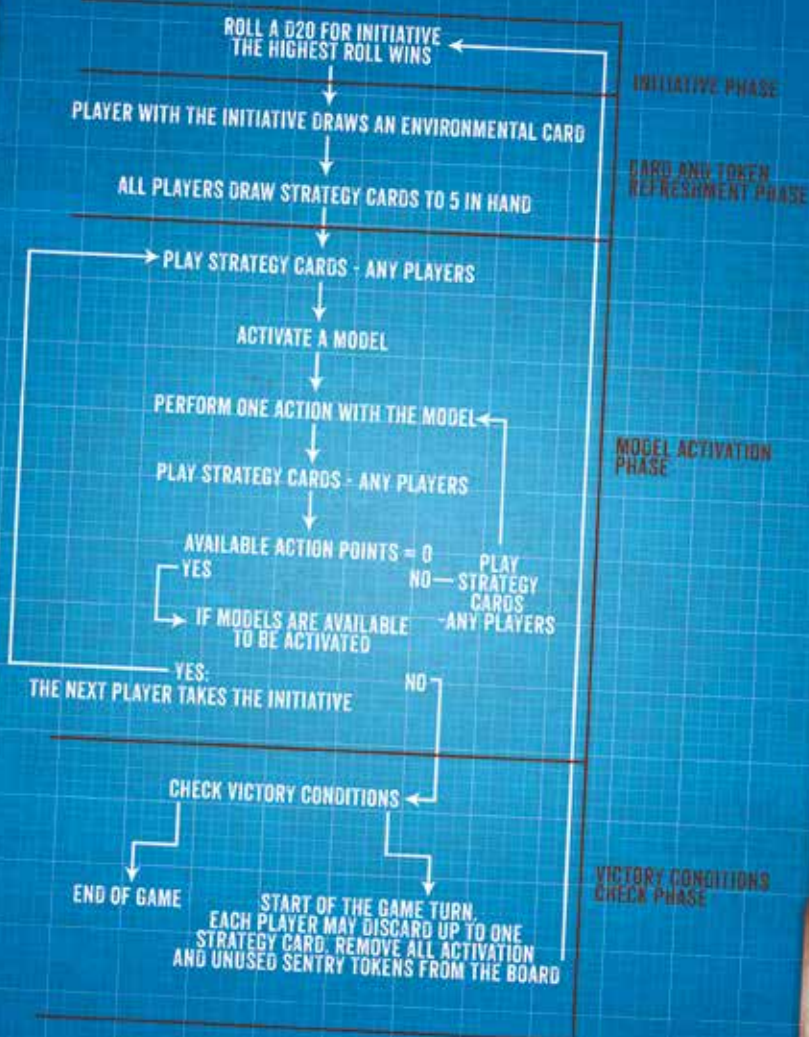
3. Models on both sides of the doors contribute to and support their joined effort. In this situation, each Alien trying to break through the doors receives a +6 modifier to the Test value, so the doors will break on a roll of 1-11 on a D20.



4. Even Models on Engaged Tiles may assist in breaking the doors down. All rolls to Force Open the Doors (A) separating the two alien groups receive a +5 modifier to a Force the Doors Open (A) Test value.



TURN SEQUENCE



3. HOW TO PLAY

In this chapter, a Game Turn and all phases constituting it will be described in more detail.

AvP: THB is played by one or more players on a game board made up of cardboard Tiles. Not all of the Factions need to be represented for the game to be played. Players take control of a chosen Faction and try to lead it to victory, whether by slaying all of the enemies or by completing Mission Objectives. Completing your Mission and, at the same time, preventing opponents from completing theirs will require the ability to predict the enemy's movements, making long-term plans and a dose of luck.

During each Game Turn, players proceed to activate their Models according to the initiative order: one Model at a time. Players may use a model's Action Points to:

- Move their Models
- Fight an enemy Model
- Open a door
- Use Special Skills

In addition to this, players may use their Strategy Cards to add complexity to the game and surprise their opponents when they least expect it.

Environmental Cards are played each turn and affect the board. These are not played by an individual player, but guarantee that conditions on the ship will keep changing, demanding each player to adjust their strategy on the fly. Once all of the victory conditions for one of the Factions have been fulfilled, the game ends, so victory may be achieved in a variety of ways, eliminating or outsmarting other players!

Once all of the Models on the board have been Activated, the next Game Turn starts.

In this section of the book you will find all of the information needed to set up a board and to play a game of AvP: THB.

3.1 STARTING A GAME

AvP: THB may be played in either of the two game modes. Your first choice when playing AvP: THB is to decide whether to play a Basic or Advanced game using the AvP: THB Add-on Packs.

The Basic game uses all Models provided in the game box. Basic games are balanced around a certain number and type of Models participating in a pre-set mission and, as such, skip the Force creation aspect. Games of that type tend to be shorter and are the best way in which to familiarize players with the rules available to most common Models before jumping into Advanced games.

The Advanced game mode is for players who have expanded their Force rosters with the additional Models offered in AvP: THB Add-on. The Advanced Rules make for a more intense and often longer game that requires different tactical approaches, as Models available in this mode bring many new and unique skills into play.

Regardless of your choice, the game-flow and main turn sequence after the board has been set up, are the same for Basic and Advanced game modes.

3.1.1 Basic Game Preparation

To play a Basic game, the following Actions must be completed.

1. First choose the Faction you want to take control of for the game.
2. Choose a Mission. Any player can choose or roll a D20/2 to select a map used for the game. Campaign Missions, if played in the order provided, will uncover the events taking place on the decks of the USSC Theseus.
3. Set up Tiles, doors and Mission Tokens as per the Mission description.
4. Place all of the *Ping! Tokens* on the Tiles as per the Mission description.
5. Each player draws five Strategy Cards from the appropriate Faction Deck.

3.1.2 Advanced Game Preparation

1. Agree with the opponent on the point limit for the game. Each player creates an army using AvP: THB Add-ons and/or the Models supplied with the AvP: THB board game within the agreed point limit.
2. Set up a game board. Roll a D20/2, copy the map layout from the appropriate Mission (as described in the Mission section) and use the relevant Tiles to set-up the board. Alternatively, if both players agree, place the game Tiles as desired. Each player then draws a Mission Card and places Mission Tokens according to the Placing Mission Tokens rule. Place all of the *Ping! Tokens* on the Tiles as per the Mission description.
3. Each player draws five Strategy Cards from the appropriate Faction Deck.

3.1.3 Turn Sequence

AvP: THB is played in turns, which are divided into Activation Phases. If not stated otherwise in the Mission description, each Game Turn begins with an initiative roll.

1. INITIATIVE PHASE
2. CARD AND TOKEN REFRESHMENT PHASE
3. MODEL ACTIVATION PHASE
4. VICTORY CONDITIONS CHECK PHASE
5. END OF GAME TURN PHASE

Each Game Turn sequence consists of phases 1–5. Keep following the instructions for each phase until one of the players fulfils the victory conditions or until all of any player's Models are removed from the game as casualties.

INITIATIVE PHASE

Each player rolls a D20. When all players have rolled a die, the player with the highest score go first then the second highest and so on. In the case of a tie, reroll until one player wins the roll. The winner may choose to give the Initiative to an opponent. In the case of 3 or more players, if the winner gives their Initiative to another player, they then take that player's Initiative as their own.

CARD AND TOKENS REFRESHMENT PHASE

The player with the Initiative draws an Environmental Card from the deck, reveals it and puts it into play. All players draw enough cards from their respective Strategy Deck to have five cards in hand. Additionally, remove all Activation Tokens from the game board and place them aside.

MODEL ACTIVATION PHASE

The player with Initiative may start the Activation Phase first in a given Game Turn. The active player must nominate one Model to activate in each of their Activation Phases. A chosen Model must use at least one Action Point per activation. Once it has been Activated and has used its allowed Action Points, play moves to the next player, who then activates their chosen Model in the same way. Once a Model finishes its activation, put an Activation Token next to it to show that it has already been Activated in this Game Turn.

Activation Tokens:
Marine, Predator, Alien



Players continue this process until all of their Models have been Activated once per Game Turn. If one player has more Models than their opponent, they must activate the extra Models in any order at the end of the Activation Phase of the Game Turn.

The last Model Activated in the previous Game Turn for each player may not be Activated first in the new Game Turn. Ignore this rule if the player has only one Model left. Each player may use up to two of their Strategy Cards at any time during each Game Turn. See page 10.

Once there are no more Models left to be Activated on either side, players may choose to use up all Sentry Tokens remaining in play. Players take turns according to Initiative and use Sentry Tokens on their Models for viable Actions. Once all Sentry Tokens are removed from play or players choose not to use them, the Game Turn ends.

VICTORY CONDITIONS CHECK PHASE

Once the Activation Phase is finished, all Models are Deactivated and all Sentry Tokens removed. Players should then check to see if they fulfilled their victory conditions for the current Mission. If that's the case for any player, then the game ends immediately and the player who completed the Mission requirements is the winner.

END OF GAME TURN PHASE

Once all Models are Deactivated and all Sentry Tokens have been removed, a new Game Turn starts. Proceed to start a new Game Turn with the Initiative Phase.

3.2 LINE OF SIGHT (LOS)

A *Ping! Token* or a Model has Line of Sight (LOS) of an opposing player's *Ping! Token* or Model if any of the players can draw a straight, unblocked line between the centres of two Tiles occupied by at least a *Ping! Token* or Model each. In the heat of battle the exact position

of a Model on a Tile is irrelevant, we assume that Models dodge and duck, moving around the Tile as they see fit while sneaking up on or fighting against their enemies.

Air Vent Tiles cannot be used to draw LOS.

Ping! Token conversion to a Model

There are two ways of converting *Ping!* Tokens into the relevant Model:

- **Voluntary**—The controlling player may decide at any point in the game to replace the *Ping!* Token with the relevant Model, following the rules of token conversion below.
- **Mandatory**—Both players reveal their *Ping!* Tokens once at least two enemy tokens gain LOS. Each newly placed model retains its activation status (Activated/Unactivated)



1. Models are represented as *Ping!* Tokens as there is no direct LOS between opposing Factions.



2. One Marine is Activated and moved to a corner Tile. Now, a straight line can be drawn, connecting the Marine occupied Tile with the Tiles occupied by the Xenomorphs, so the Aliens are spotted.



3. The Xenomorph *Ping!* Tokens in LOS of the Marine must be instantly flipped over and replaced with the appropriate Models.

Each Faction in AvP: THB has its own Special Rules for converting *Ping!* Tokens into Models:

Aliens:

Once a token is revealed, it must be replaced with the Alien Model shown on the token. However, if the *Ping!* Token has not yet been Activated and is located on an Infested Tile, then the Alien player may decide to place in Hide any number of his Models with LOS to opposing Models, sacrificing their activation for the turn in which they were spotted. For each Model that decides to use Hide as a reaction, place a Hide Token and an Activation Token on top of the relevant *Ping!* Token. Each of them counts as having been Activated for the Game Turn and receive an Activation Token and a Hide Token. When spotted, an Alien *Ping!* Token in Hide is not revealed, but all enemy tokens are revealed as normal.

However, when Models in Hide are the targets of a Close Combat or Ranged Attack, the Alien player should reveal the targeted *Ping!* Token and use the relevant Stat Card for abilities and Stats, retaining the Hide status and Token.

Colonial Marines:

Team Tactics (P) - Due to their tactical combat training, once a Colonial Marine *Ping!* Token is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

Designer note: Team Tactics (P) - This is the name of a skill available to all Colonial Marines.

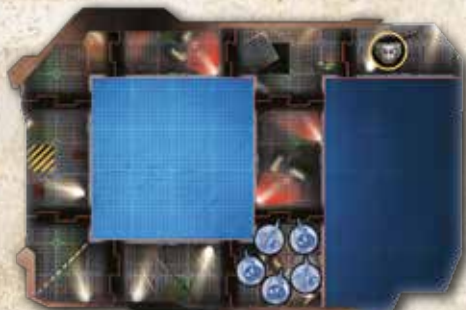
Predators:

Seasoned Hunter (P) - Predators are master huntsmen, using a highly tuned set of skills and hi-tech equipment in their hunts. When a *Ping!* Token with the Seasoned Hunter Special Skill is revealed, the respective Predator Model can be placed anywhere within one Tile from the point of reveal; however, the Model cannot be placed on any Tile located towards any enemy Model with LOS of the Predator.

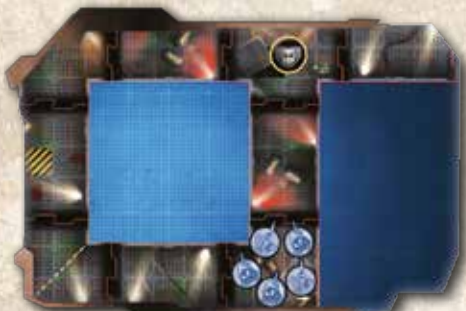
Vocal Mimicry (P) – Predators use their advanced technology to deceive and bait enemies to exactly where they want them. To represent this, a Predator Force may include a number of *Vocal Mimicry Ping! Tokens* as is described in “9.0 Campaign Missions”, or “10.0 Advanced Game Rules”. The only actions available to those *Ping! Tokens* are Move, Run and Pass. When any one of the *Ping! Tokens* granted by Vocal Mimicry (P) is revealed or is forced to take a point of damage from any source, remove it from play immediately. Vocal Mimicry *Ping! Tokens* do not reveal enemy *Ping! Tokens*.



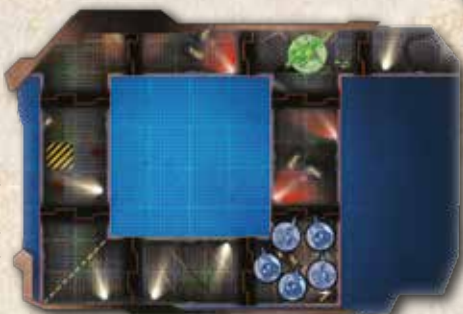
Predator's Vocal Mimicry Token



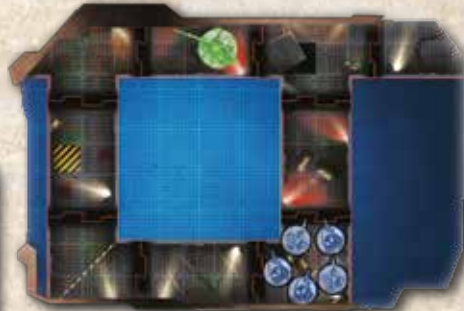
1. Marines are getting ready for a Predator by assuming a defensive formation.



2. The Predator *Ping! Token* moves into the Marine's LOS.



3. Being in a Marine's LOS, the *Ping! Token* is flipped over and the Predator Model is revealed.



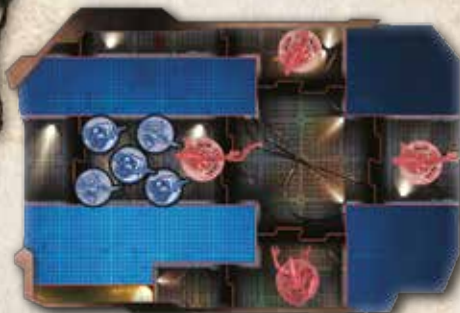
4. Using the Predator *Ping! Token* conversion rules, the Predator player is allowed to place his freshly revealed Model on any Tile adjacent to the one on which he was spotted, apart from the Tile leading towards the enemy that spotted him. Thanks to that, the Predator leaves the Marines in doubt as to whether they have seen something or if it is the darkness playing a trick on their eyes.

3.3 TILE OCCUPATION RULES

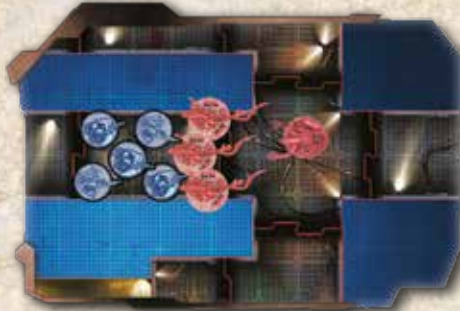
Each Tile in the game has a given capacity of available Occupation Points: Rooms have twelve (12), Dead Ends have four (4), and every other tile has eight (8) Occupation Points. Predator tiles (sold separately) have the same Occupation Points as their counterparts, with the exception of Predator Rooms which have only eight (8) Occupation Points due to the confined space therein. Each Tile in the game has a capacity of eight Occupation Points. Depending on its Base size, each Model reduces the number of Occupation Points on a Tile by a certain number of Occupation Points. Once the Occupation Points of a Tile are reduced to zero, no more Models can pass through or be placed on that Tile.

Depending on the Model's base or *Ping! Token* size, the Occupation Points are as follows.

BASE/PING! TOKEN SIZE	OCCUPATION POINT VALUE
Small (30mm)	1
Medium (40 mm)	2
Large (50 mm)	3
Models without Bases	6
Acid Damage Token	1



1. The Marines are trying to fight off a single Alien while more are coming to fight (the Tile occupied by the Marines and Alien takes up 6 Occupation Points)



2. Once the Alien player moves two of his Models using a Run Action to get them onto the Tile occupied by the Marine, there is no room left on it to accommodate the last Alien. All 8 Tile Occupation Points are taken.

ACID DAMAGE

Acid Damage Token/Acidic Blood – This token represents structural damage to the construction of the ship's deck. Whenever a Model with the Acidic Blood (P) Special Skill loses a Wound, roll a D20. On a roll of 1–6, the lost Wound is accompanied by a jet of extremely dangerous molecular acid. If you are able, place an Acid Damage Token on a Tile occupied by the Model that lost a Wound. Additionally, one model from the Predator or Marine Factions on this Tile, chosen by the player controlling the Alien being removed from play receives a St 10 Autohit. The Tile's Occupation Points are reduced by one for each Acid Damage Token on a Tile. Unless specified otherwise, up to two Acid Damage Tokens can be placed on each Tile. Acid Damage Tokens cannot be placed on Fully Occupied Tiles, but damage is still dealt to an enemy model.



Acid Damage Token

Designer Note: Acid Damage Tokens take up Occupation Points preventing you from moving through! Be mindful of them when planning the moves of Models on medium or large Bases.

4. ACTIONS

Each Model in the game has two Action Points (unless specified otherwise). To perform an Action the Model needs to spend one or more Action Points, depending on the Action. For simplicity the Action Points value is not included on the Stat Lines or Stat Cards. Once a Model has used all of its Action Points, it counts as Deactivated for the rest of the Game Turn.

Actions are divided into two Groups — Basic or Extended — and each Action can only be used once by a Model in a Game Turn, unless specified otherwise.

4.1 GENERAL BASIC ACTIONS (ONE ACTION POINT)

Requiring only a short burst of energy, Basic Actions are the most common ones in AvP: THB.

Move Action (A) – Models can make a Movement up to their Movement Value in Tiles.

Shooting Action (A) – A Model can spend one Action Point to make a Ranged Attack at a target. When making a Shooting Action, the Model will make a number of RS tests equal to the RoA of the weapon they are firing. The target must be in LOS of the Model that is performing the Shooting Action.

Close Combat Action (A) – A Model can spend one Action Point to perform a Close Combat Attack. When making a Close Combat Action, the Model will make a number of CC tests equal to their weapon's RoA. The target must count as Engaged with the Model using the Close Combat Action.

Pass Action (A) – The Model may spend one Action Point to end its activation.

Interact Action (A) – The Model may spend one Action Point to interact with objectives/doors or to use Special Skills described on the Model's Stat Card, unless specified otherwise. Interact Actions cannot be performed on Engaged Tiles.

4.1.1 Marine Faction Unique Basic Actions:

Aim (A) – A Model may spend one Action Point to gain a +4 modifier to RS. The modifier is added only to their first Ranged Attack if a Model's weapon has a RoA higher than one.

Burning Inferno (A) (Requires: Marine Faction Models with a Flamethrower or a Powerloader) – Choose a Target Tile one or two Tiles away. Every Model on the Target Tile receives one Autohit for each RoA of the weapon with St and/or AVV equal to the weapon's St and AVV. A Marine armed with a Flamethrower may use his or her Shooting Action to target a Tile located in an adjacent Air Vent Tile or around a corner without the need for LOS if the Target Tile is within three Tiles of a Marine Model with the Ping! Special Skill (see page 35). Burning Inferno (A) counts as a Shooting Action.

Shotgun! (A) (Requires: Marine Faction Models with a Shotgun) – Choose a Target Tile within LOS and within a range of two Tiles of the Marine Model using the Shotgun! (A) Special Skill. Make an RS Test for up to four enemy Models on the Target Tile and up to four enemy Models located on the Tile between the Target Tile and the Tile occupied by the Model using the Shotgun! Special Action. Each successful roll causes the Model to receive a St 8 hit. Using Shotgun! (A) counts as a Shooting Action. Shotgun (A) cannot be used in the same Game Turn as Point Blank Shot (A).

Point Blank Shot (A) (Requires: Marine Faction Models with a Shotgun) – A Model armed with a Shotgun may perform a Point Blank Shot (A) Special Action. Nominate up to three enemy Models Engaged with the Model using a Point Blank Shot (A) and make a Close Combat Test for each targeted Model. Each Model successfully hit receives a Hit with St and AVV equal to weapons St and AVV. A Point Blank Shot counts as a Close Combat Action. Point Blank Shot (A) cannot be used in the same Game Turn as Shotgun! (A).

4.1.2 Alien Faction Unique Basic Actions:

Hide (A) (Requires: Infested Tiles) – Any Alien Model on an unengaged Infested Tile may spend one Action Point to be placed in Hide. The Model is immediately replaced with a Ping! Token and a Hide Token is placed on top of the Model's Ping! Token to indicate its status; however, the Model can still be targeted with a Ranged Attack with a -10 modifier to RS. Any further Actions initiated by the Model or being Engaged remove its Hide status and the Ping! Token is immediately replaced with the appropriate Model. The -10 RS modifier overrides the -4 modifier for shooting at Alien Faction Models located on Infested Tiles. Skulking Advance (A) and Pass (A) are the only Actions that a Model may perform without losing its Hide status.

Hide Tokens



4.2 GENERAL EXTENDED ACTIONS (TWO ACTION POINTS)

Performing a complex or challenging task sometimes requires more time, preparation or assistance to succeed. Some Actions require full focus or extended duration to complete and, as such, take more than one

Action Point from a Models' Action Point pool. Taking some time on the battlefield may be the only way in which to ensure that a task is done correctly with a significant and lasting effect.

Run Action (A) - Models can make a Movement up to their Movement Value in Tiles +1.

Sentry Action (A) - Place a Sentry token next to the model and end the model's activation. Immediately after a model completes a basic or extended action, you may choose to use any Sentry tokens you have previously placed on your models. Discard a sentry token on one of your models in order to allow that model to use one of the following actions: Move, Shooting, Close Combat, Pass. If more than one Model is chosen to expend their Sentry tokens, then Players take turns based on Initiative expending one Model's Token at a time. After the chosen Models complete using their Sentry Tokens, the Model whose activation was interrupted may continue as normal.

Sentry Tokens



4.2.1 Marine Faction Unique Extended Actions:

Tactical Move (A) – Any Marine Model can spend two Action Points to perform a Tactical Move (A). When a Model completes a Tactical Move (A) Action, first put a Sentry Token on its Base and then move the Model one Tile. The active Model may instantly use up a Sentry Action after moving, but before any other Models that may want to respond to a Tactical Move (A) with their own Sentry Actions.

Weld It Shut! (A) – Any Marine Model can spend two Action Points to remove one Air Vent Tile from the game permanently. The Air Vent Tile must be adjacent to the Tile occupied by a Model using this Action. The Weld It Shut! (A) Action may not be performed on Engaged Tiles. Models with the Tiny (P) Special Skill located on the removed Air Vent Tile are removed from the game as a casualty. Up to four Air Vent Tiles can be removed from the game in this way.

Grenade Launcher (A) – Models equipped with the M41A Pulse Rifle may spend two Action Points to shoot the M40 under-barrel Grenade Launcher instead of the M41A Pulse Rifle. Use the M40 Stat Line for this attack. If a Wound is inflicted by the Grenade Launcher (A) Special Action, the target Model receives two Wounds instead of one. Using the Grenade Launcher (A) counts as a Shooting Action.

Rapid Fire (A) (Requires: Marine Faction Model with Pulse Rifle or Smartgun) – A Model completing a Rapid Fire Shooting Action gains a +1 modifier to its Ranged Weapon's RoA and a -4 modifier to its RS for this Action. Rapid Fire (A) counts as a Shooting Action.

Skulking Advance (A) – Any Alien Faction Model may perform Skulking Advance by spending two Action Points. The Model is replaced with its *Ping! Token* and gains the Hide status in the same way as a Model using the Hide (A) Special Skill and the Token is placed on an unengaged, adjacent Infested Tile. The Model does not lose its Hide status during a Skulking Advance move. Skulking Advance (A) and Pass (A) are the only Actions that a Model may perform without losing its Hide status.

5.2.3 Predator Faction Unique Extended Actions:

Field Wound Treatment (A) – A Predator Model may use two Action Points to roll a D20. On a roll of 1–10 the Model regains one Wound lost earlier in the game. On a roll of 11–20 the Wound is not regained and the Action Points are lost. Field Wound Treatment cannot be performed on Engaged Tiles. Each Predator Model may regain only one Wound with this Action per game.

5. MOVEMENT

Movement and position are important factors often guaranteeing success in AvP: THB. The ability to predict an opponent's movements, set traps and create encounters in favourable conditions is a sign of a good Force commander. Keeping your Units one step ahead and out of reach for the enemy is the best way in which to assure victory. Movement of the Units on the decks of the USSCS Theseus is portrayed by moving Models between the floor Tiles.

In the game we have two Movement Actions from which a player can choose:

Basic Action - Move (A)

A Model can travel up to a number of Tiles equal to its Movement value. The Model can be positioned anywhere within the footprint of the Tile.

A Model cannot travel through a Tile that is fully occupied (no Occupation Points left) by friendly or enemy Models, unless stated otherwise. Also, a model cannot pass through a Tile occupied by one or more enemy Models (it must end its movement on that Tile).

Each Model may perform only one Move Action (including Run Action) per Game Turn, unless specified otherwise.



1. *The active Alien Stalker would like to pass through the group of Alien Infant Warriors.*



2. *As there is one Occupation Point left on the Tile occupied by the Alien Infant Warriors and it's exactly the number of Occupation Points that the Stalker requires to be allowed to move onto it...*



3. *...the Stalker may pass through.*



6. COMBAT

Whenever three groups of creatures, each being a formidable fighting Force, find themselves stranded together on the decks of the same spaceship, conflict is bound to happen and all actors of this game of war are more than suited to take centre stage.

1. An Alien Royal Guard may not move through a Tile occupied by his lesser allies, as there are not enough Occupation Points left on it to accommodate him. The Tile is occupied by six small Alien Models, each taking up one Occupation Point and also an Acid Damage Token, which takes up another Occupation Point. Added together it creates seven Occupation Points on the Tile, which has an occupation limit of eight points; therefore, the Royal Guard (a large Base creature taking up two Occupation Points) must wait for his soldiers to leave and make room for him to pass through.

Extended Action – Run (A)

Run (A) follows the same rules as a Move (A) Basic Action with an additional +1 modifier to the maximum number of Tiles that the Model can move.

Once a Model finishes its Move or Run Action, the Model may not be moved between the Tiles without making another Move or Run Action in a following Game Turn or by being Displaced by an Engaging Model or as an effect of any Strategy Card.

5.1 CARRYING AN OBJECTIVE TOKEN

Fulfilling a Mission objective often means transporting an item, be it a wounded Marine, Alien Egg or Nuclear Device. These items are always bulky and require effort to actually move them through the tight corridors. To represent this, every Model that wants to or is considered to, be carrying a token obeys the following rules:

Carrying a Token - Any Model may pick up an appropriate token using an Interact Action (A) while occupying the same Tile as a token. Place the token on the Base of the Model which performed the Interact Action. The token moves with the Model carrying it. If the Model carrying the token is removed from play, drop the token on the Tile where the carrying Model was removed from play. Tokens may be dropped any time by the Model carrying it by performing another Interact Action. Put the token on the Tile occupied by the Model dropping it. Each token may be picked up only once per Game Turn.

A Model carrying any kind of token will struggle with the heavy load and may not move more than two Tiles in each of its activations. This number cannot be increased by any means.

Marines, armed with state-of-the-art firepower and trained in advanced squad tactics, are willing to sacrifice themselves for their squad mates if it means that it would allow them to successfully complete their Mission.

The parasitic Xenomorph are the stuff of nightmares; evolved in the cold dark of deep space into the galaxy's most terrifying killing machines. Living weapons armed with amazing speed, razor-sharp claws and spiked tails, they are ready to capture any careless creature and drag it into the Hive to create more of their kind.

Fearsome Yautja hunters known as Predators, towering above even the tallest of humans, are supported by advanced technology they use as weapons and tools of the hunt. Physically very powerful and resistant, they follow the honourable Code of the Hunt, driving them to fight for trophies and improve their standing within their clan by proving their hunting skills.

Conflict means inevitable combat and rules for simulating combat between the best warriors in the galaxy are described in this section of the book.

6.1 ARMOUR

Once a Model has been hit, either as a result of successful CC or RS tests or by an Autohit, it must pass an Armour Test to see if the Models Armour is tough enough to avoid damage. The Armour Value represents the effectiveness of the wearer's Armour and ability to shrug off the damage. The higher the Armour Value, the better the Armour is. Some Armour Values have a second number in brackets representing the minimum number an Armour Value can be modified to by Weapon Strength, which is referred to as Impenetrable Armour. An Armour Value is modified by the Strength of the attack, as shown in the table below:

WEAPON STRENGTH	MODIFIER
1...	+9
7	+3
8	+2
9	+1
10	0
11	-1
12	-2
13	-3
14	-4
15	-5
16	-6
17	-7
18	-8
19	-9
20	-10

Weapon Strength and respective Armour Test value modifiers:
Example: The Predator's Armour Value is 18 (14), meaning that if the Predator needed to take an unmodified Armour Test, then a D20 roll of 18 or less would be required. If there were modifiers, then their cumulative value could never reduce the Predator's Armour Value below 14. Also, note that Close Combat Weapon Strength is calculated by applying the relevant Weapon's modifier to the Model's Strength Stat.

Unless otherwise specified, if an attack states that no Armour Test can be taken, then the Model cannot make any Armour Test, regardless of whether it has Impenetrable Armour or not.

6.2 WOUNDS

When a Model fails to pass an Armour Test, it loses one Wound (unless otherwise specified).

When a Model is reduced to zero Wounds, it is instantly removed from play.



Predator's Wound Token

Some Missions require the Predator and the Alien players to collect trophies. In Missions where collecting trophies is one of the victory conditions, do not remove Models with zero Wounds from play; instead, put them on the side or next to a Tile on which they died. This indicates that trophies may be collected from this Tile by appropriate Models.

6.3 RANGED COMBAT

Any kind of combat allowing Models to attack one another over the distance of a couple of Tiles is called Ranged Combat and requires a successful Ranged Skill (RS) Test. The higher the RS Value, the better shot the Model is. RS Values may be modified by many different factors, such as the type of Tile on which the target is located, Active and Passive Skills used by attacking or defending Models and Environmental and Strategy Cards.

Unless specified otherwise, every Model requires a Ranged Weapon and LOS of the target to use any Shooting Action.

The range of a Model's Ranged Weapon, unless stated otherwise, is unlimited.

The Ranged Attack can be described in five steps:

1. The Activated Model must spend an Action Point to perform a Shooting Action.
2. Target an enemy Model. The targeted enemy Model must be in LOS of the Model performing the Shooting Action (unless otherwise specified).
3. To Hit the target Model, the shooting Model must pass an RS Test with all relevant modifiers or the targeted Model(s) automatically hit in case of weapons causing Autohits.
4. If the RS Test is unsuccessful, then the shot misses. If the active Model passes the RS Test, then the targeted Model must pass an Armour Test with all relevant modifiers or lose a wound.
5. If the Activated Model's weapon has a RoA higher than one, then continue the process from point 2 until all of the Model's RoA dice are used.



1. A Marine armed with a Pulse Rifle has four Alien Models in LOS. The Marine player decides to shoot at the group of Aliens. The RoA of a Pulse Rifle is one, so the player chooses one Alien Model to shoot at and rolls one D20. The result is 8, compared to the 14 of the Marine's RS Value, which means that the shot hits the Alien Infant Warrior.



2. After being hit by the Marine, the Alien Infant Warrior takes an Armour Test. The Strength of a Marine's Pulse

Rifle is 12, which reduces Aliens' Armour by two. The Armour value of an Alien Infant Warrior is 13, reduced by two points of Pulse Rifle Strength, which gives us a final Test value for this Armour Test of 11. The Alien player rolls a die, gets 14 and, as a result, the Alien Infant Warrior loses a Wound and is removed from the game.

Making a Ranged Attack at Engaged Models

A Model may target an opponent's Model(s) Engaged in Close Combat. If it does, then it receives a -10 modifier to its RS Test value.

Shooting through Engaged Tiles

While making a Ranged Attack, the attacker receives a -2 modifier to the RS Test for every Engaged Tile occupied by at least one enemy Model between the shooter and the Target Tile. If a Ranged Attack is made from an Engaged Tile at another Tile, it counts as if it is shooting through an Engaged Tile.

6.4 CLOSE COMBAT

Any kind of combat that allows Models to fight and attack one another while being Engaged with one another is called Close Combat and requires a successful Close Combat Skill Test. The higher the value of CC, the better fighter the Model is. The CC value may be modified in the game by many different factors, e.g. the type of Tile on which the target is located, Active and Passive Skills used by attacking or defending Models and Environmental and Strategy Cards.

To successfully perform a Close Combat Attack, the active Model and its target must count as Engaged.

Engaged Model – Models count as Engaged if they occupy an Engaged Tile.

Engaged Tile – Any game Tile is considered to be Engaged if one of the two following conditions is met.

- A Tile is Engaged if it's occupied by at least two Models of opposing Factions.
- A Tile is Engaged if it is adjacent to a Fully Occupied and Engaged Tile occupied by the Models from at least two Factions.
- Models without Bases automatically Engage occupied and all surrounding Tiles.

In larger games, players will often find themselves in situations where one player's Models fully occupy a tile. For the purposes of resolving Normal and Special Close Combat Actions, enemy Models on adjacent Tiles count the Fully Occupied Tile as Engaged.

The Close Combat Attack process flow:

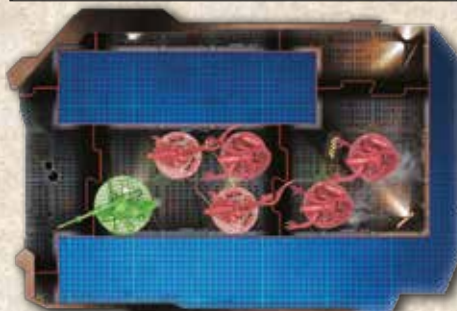
1. The Activated Model must spend an Action point to make a Close Combat Action.
2. The targeted enemy Model must be Engaged with the Model making the Close Combat Action.
3. To Hit the target Model, the attacking Model

must pass a Close Combat Test with relevant modifiers or the target Model(s) is automatically hit in the case of weapons causing Autohits.

4. If the CC Test is unsuccessful, then the attack misses. If the player's Model passes the CC Test, then the targeted Model must pass an Armour Test with relevant modifiers or lose a Wound.
5. If the Activated Model's weapon has an RoA (Rate of Attack) higher than one, then continue the process from point 2 until all RoA dice of the Activated Model's weapon(s) have been used.

Fast Dice – Experienced players

It is not always necessary to allocate a model's RoA one at a time. You can choose to allocate all of the model's RoA to any number of Engaged Models and roll off simultaneously, as shown in the example below.



1. A Predator Warrior finds itself chased down by a group of Aliens. Armed with a deadly Combi-Stick, he decides to attack before trying to move away from the enemies. The RoA of a Combi-Stick is four, which means that the Predator may roll four dice when attacking in Close Combat. The Predator's CC value is 17, so the player rolls a die, attacking each Model once and gets 4, 12, 15 and 18, hitting three times.



2. The Alien player proceeds to roll the required Armour Tests. Strength of a Combi-Stick is 14, so the Alien Infant Warrior Armour value of 13 is modified by -4 to a final Test Value of nine. The Alien faction player rolls a die and gets 13 and 10. An undeveloped exoskeleton is not hard enough to protect Aliens from massive blows and both Alien Infant Warriors lose a wound. The player tests for an Acid Splash and rolls 7 and 19, failing to generate

any Acid Damage Tokens. The last Engaged Alien Model, the Alien Stalker, receives a Hit as well from the Predator, and after failing his Dodge save tests his Armour on the final Test value of six ($10 - 4 = +6$) and fails by rolling 16, turning into a pile of acidic goo.

6.5 SPECIAL COMBAT ACTIONS

Some specialised weapons have their own unique rules for combat. As a general rule, rules listed next to a weapon entry always override general rules. Flamethrowers, Shotguns, Predator Smart-Discs and Facehuggers' deadly embrace — all of those weapons are unique in the way in which they deal destruction to enemies and, as such, all have their own Special Rules for combat.

Each Action, if not stated otherwise, cost a Model an Action Point to use.

Flamethrower

Flamethrowers are very destructive weapons, spraying a burning fuel mixture on everything that finds itself on the wrong side of the nozzle and within short range. Flamethrowers are not precision weapons — they don't need to be; all it takes is to point the nozzle roughly in the general direction of the target and to squeeze the trigger to cover it and everything nearby in a sea of fire. When making a ranged attack, a Flamethrower can leave a great portion of a corridor in flames and hit multiple targets in one Action.



1. A Marine armed with a Flamethrower sees a good opportunity to cover a group of enemies in burning gel. The Marine player chooses a Target Tile occupied by Aliens. Every Model on the Target Tile receives an Autohit with a Strength of 12.



2. Each of the Alien Infant Warriors needs to roll 11 or less ($13 - 2 = 11$) to avoid a wound and each Alien Stalker, in turn, needs a roll of eight or less to avoid damage. The dice are rolled, with one Alien Infant Warrior and one Alien Stalker dying. Two Acid Splash Tests are rolled and none roll a result of 1-6, so no Acid Splash takes place.

Burning Inferno (A) (Requires: Marine Faction Model with a Flame-thrower or a Powerloader) – Every Model on a Target Tile within a range up to two Tiles receives one Autohit, with no Dodge saves allowed, for each RoA of the weapon, with St and/or AVV equal to the Weapon's St and AVV. A Marine armed with a Flamethrower may use his or her Shooting Action to target a Tile located around a corner without the need for LOS if the targeted Tile is within three Tiles of a Marine Model with the Ping! Special Skill. Burning Inferno (A) counts as a Shooting Action.

Designers Note: The concept of Friendly Fire does not exist in this game, and is rather interpreted by an RS penalty for Engaged tiles, as Models from the same Faction miss opportunities to make sure they do not hit their own. Also, when a Model armed with a Flamethrower shoots at a Target Tile, any intervening Tiles between the firer's and the target's are not hit by the flame. Imagine that friendly models respond to a warning shout and move away from the cone of flame, hugging the walls or hitting the deck. Only where the flame hits in full force the Models (friend or foe) have no chance to respond or get away.

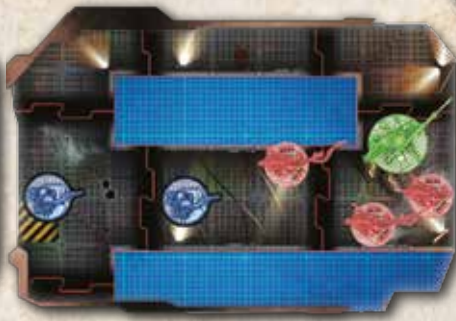
Burning Inferno (A) and a Ping! interaction.



1. A Marine armed with a Flamethrower (yellow) has no LOS of a group of Aliens lurking around the corner and, as such, he cannot target them with the Burning Inferno (A) Special Skill.



2. When his squad member (blue) quipped with a Motion Tracker now moves up to assist, the group of Aliens is within range of the Ping! Special Skill and counts as being within LOS for using the Burning Inferno Special Action and Grenade! Strategy Card.



1. The Marine Sergeant to the left shoots his Shotgun while aiming at the Tile with the Predator on it, covering it and the Tile between with pellets. Every enemy Model on those two Tiles is subject to a Shotgun attack.

Shotgun

A Weapon used by Marines for centuries, though not as versatile as their signature Pulse Rifles, the usefulness of this weapon is its ability to stop groups of enemy right in their tracks, which cannot be underestimated. The different environments in which USCMC fights require different weapons. Shotguns shine like no other weapon when military action takes place in urban areas. Clouds of pellets with the potential to cover the whole width of a corridor are fired with each pull of a trigger giving the Shotgun truly destructive capabilities in tight fighting conditions. Very deadly up close, their effectiveness drops off quickly with distance. Trading precision of assault rifles for pure, condensed destructive force is something that many Colonial Marines prefer when embarking on Missions taking place on the confined decks of spaceships or claustrophobic ground installations.

Shotgun! (A) (Requires: Marine Faction Models with a Shotgun) – Choose a Target Tile within LOS and within a range of two Tiles of the Marine Model using the Shotgun! (A) Special Skill. Make an RS Test for up to four enemy Models on the Target Tile and up to four enemy Models located on the Tile between the Target Tile and the Tile occupied by the Model using the Shotgun! Special Action. Each successful roll causes the Model to receive a St 8 hit. Using Shotgun! (A) counts as a Shooting Action. Shotgun (A) cannot be used in the same Game Turn as Point Blank Shot (A).



2. The Marine player makes a to hit roll (Test value = Marine Sergeants RS of 16) for every enemy Model on those Tiles, scoring hits on all Aliens, but only one Alien Infant Warrior and one Alien Stalker fail their following Armour Tests and are removed from the game.

Point Blank Shot (A) (Requires: Marine Faction Models with a Shotgun) – A Model armed with a Shotgun may perform a Point Blank Shot (A) Special Action. Nominate up to three enemy Models Engaged with the Model using a Point Blank Shot (A) and make a Close Combat Test for each targeted Model. Each Model successfully hit receives a Hit with St and AVV equal to weapons St and AVV. A Point Blank Shot counts as a Close Combat Action. Point Blank Shot (A) cannot be used in the same Game Turn as Shotgun! (A).

Smart-Disc

The Predator Smart-Disc is an extremely sharp, circular cutting device that is typically thrown like a discus and returns to the user like a boomerang. It also features a hand grip for use as a melee slashing weapon. Computer-controlled gyros guarantee that the Smart-Disc returns to its wielder when thrown and also give the weapon a degree of auto-guidance, allowing it to alter its course in mid-air and follow a moving target if necessary. It is also capable of tracking multiple targets during a throw, giving it capabilities against large groups of enemies that most other Yautja weapons do not possess. Its

devastating razor edges are capable of cutting through most materials with ease — a Smart-Disc has been seen to cut through a half-dozen cattle carcasses and a man in quick succession with little effort.

Smart-Disc Throw (A) (Requires: Predator Faction Model armed with Smart-Disc) – Choose a Target Tile up to two Tiles away (into Air Vents is allowed, but not through them) (no LoS is required). Make a Ranged Attack with RoA 2 on that Tile. If between the Target Tile and your Model's Tile is an intervening Tile, you may then make a Ranged Attack with RoA 2 against Models on that intervening Tile. One Model may receive a maximum of one Wound as a result of each Smart-Disc Throw (A) Special Action. A Smart-Disc Throw (A) counts as a Shooting Action.



1. Seeing so many targets, the Predator decides to launch his deadly Smart-Disc, choosing a Tile occupied by two Aliens. On its way the Smart-Disc will also affect the Tile occupied by the Marines, causing potential destruction to both Alien and Human forces.



2. The Predator player performs a Shooting Attack for each occupied Tile affected by the Smart-Disc throw. The Predator player decides to assign one attack against the Marines and one against the Infant Warrior, rolling separately. Despite the negative modifiers, the Predator manages to roll a natural 1 against the Marines and a 2 against the Infant, and scores hits against both targets. The Marine player removes a Model due to the Power Shot, and the Alien Player fails his save and removes the targeted Infant. The Predator then scores 8 and 13 for the second Tile, which results into one Hit that the Predator player allocates to an Infant Warrior occupying the second Tile.

Facehugger

Facehuggers are the parasitoid form of the species Xenomorph XX121 hatching from eggs. It is the second stage in the Xenomorph's life cycle and exists solely to implant a Chestbuster embryo within a host creature via their mouth. As such, it has no real offensive capabilities and must rely on stealth, surprise or its victims being previously immobilised by other Xenomorphs to achieve implantation. Once the victim is successfully grappled, only its immediate reaction or outside help can leave any chances to pry the creature off before its victim is impregnated.

Facehug (P) – Models hit in Close Combat must pass a Con Test instead of an Armour Test, or lose one Wound. For each Model removed from play by the Facehug (P) Special Skill, the Alien player may instantly place one of his own Alien Faction Models as long as the appropriate Model is available. Models deployed in such a way are placed on any not Engaged, Infested Tile and count as having been Activated for this Game Turn. After successfully removing any Model from play by the means of Facehug (P), remove the Facehugger Model as a casualty.

MODEL REMOVED BY FACEHUG (P)	MODEL ALIEN FACTION PLAYER MAY DEPLOY
Any Troop Type Marine Model on a small Base, apart from Sentry Gun	- Alien Infant Warrior
Any Marine HQ or Power Loader Model	- Alien Warrior
Predator Faction Hell Hound	- Alien Stalker
Any other Predator Faction Model	- Predalien (with one wound remaining)



1. A Facehugger finds a lone Marine and, without any delay, pounces on it! The Alien player makes a To Hit roll for a Facehugger. His CC value is 10, modified by -2 (for attacking a Marine faction Model on a Normal Corridor Tile) to 8. The Alien player rolls a die and gets 4. The Facehugger has successfully latched on to the unlucky Marine!



2. Now, to protect himself from a horrible demise, the Marine needs to take a Con Test. His Con Value is 9, so this is his Test Value. The Marine player rolls a die and fails! The Marine Model is removed from the game as a casualty and the Alien player instantly gets to place his newly created Alien Model on any Infested Corridor Tile, after which the Facehugger Model is removed from the game as well.

Acid Spit

Xenomorph acidic blood is primarily a passive defence mechanism; while it does not pose a threat directly, killing or harming an Alien with any attack piercing its skin will cause the acid to spill, potentially harming the attacker or, as would be the case on a starship, breaching the vessel's hull.

Despite its typically passive nature, certain castes of Xenomorphs have evolved to use their acidic blood in a more offensive manner. Drones, for example, have developed a highly pressurised bloodstream that can cause them to physically explode if sufficiently damaged, showering the surrounding area in acid. Warriors have the ability to spit their blood at targets, although the quantity is small; consequently, this attack is normally used to wound and disable targets rather than to kill them.

Acid Spit (A) – When using Acid Spit (A), choose the Target Tile adjacent to the Tile occupied by the Model making the attack. For every enemy Model on the targeted Tile, make an RS test. If successful, the targeted Model receives a hit with St 12 and AVV 0. Acid Spit (A) counts as a Shooting Action.



1. Instead of joining an uneven combat with three Marines, an Alien Warrior chooses to spit its acid on the Tile occupied by them.



2. The Alien Warrior's RS is 10, so the Alien player rolls three D20 — one for each potential target. Each roll of 10 or less (Alien Warrior RS value) means that a Marine Model has been hit and must take an Armour Test or lose a Wound. The Alien player rolls 3, 7 and 12, scoring two hits with St 12 against the Marine's Armour of 13. The Final value for the Armour Test is 11 ($13 - 2 = 11$). The Marine player rolls a 14 and 17, failing both Armour tests and losing two Models.

Paroxysm

When a Queen's imperative comes with urgency, the Xenomorphs strive to dispatch their opponents with a flurry of strikes, using their flexible tails as weapons to complement their already lethal nature.

Paroxysm (A) – Models with the Paroxysm Special Skill may spend two Action Points in order to use the Paroxysm (A) Skill. The Model attacks Engaged Models using the full RoA of both its Claws and Tail Strike weapons. Paroxysm (A) counts as a Close Combat Action.

6.6 ENGAGING BY DISPLACING

If a player moves a Model on a medium, large or no Base in order to engage a Tile (or at an already Engaged Tile) with at least one Occupation Point left free, but there are not enough Occupation Points left for it to legally move into, calculate the Occupation Value of all Models in the Tile (including the Model making the move). Then, the engaging Model's owner moves out (displaces) a number of Models in such a manner that the Tile becomes fully occupied. The engaging player chooses Models beginning with his own other Models, and if the remaining Models still exceed the Tile Occupation Limit the engaging player chooses another player to select and continue Displacing from his own Models so that the tile becomes fully occupied. If by "Engaging by Displacing" with your Model you could not create a Fully Occupied Tile, then that Model may instead perform Normal or Special Close Combat Actions as if it were Engaged with the Target Tile. The Models being Displaced must be moved to an adjacent empty Tile or an adjacent Tile containing only friendly Models, and if this is not possible they must then be moved to any adjacent Tile.

In a situation where a Model's potential Movement in a Tile would result into an illegal Displacement or would cause the Target Tile to no longer be Engaged, that Model may instead perform Normal or Special Close Combat Actions as if it were Engaged with the Target Tile.



1. The Tile occupied by the Marines and a Predator isn't fully occupied (three points for the Marines, two for the Predator and two for the Power Loader makes seven), thus the adjacent Tiles don't count as Engaged Tiles. At the same time, there are not enough Occupation Points left to fit the Royal Guard (one Occupation Point left; the Royal Guard takes up two). For him to fight, some Models need to be Displaced.



2. The Royal Guard may move onto a Tile by Displacing the Predator player's Model. This swaps the Alien Royal Guard for the Hellhound Model. Now, the Tile occupied by the Marines is fully occupied and, therefore, may be Engaged from adjacent Tiles. As a result, each of the involved Models, including the Hellhound, counts as Engaged and may participate in Close Combat.



3. The Alien may choose to Displace the Marine forces. The Marine player then chooses to Displace one Colonial Marine. The main attacked Tile is still counted as Engaged because it is fully occupied and may be Engaged from all adjacent Tiles. As a result, all Models involved may still participate in Close Combat. A Fully Occupied Tile must stay fully occupied after Engaging by Displace.



4. An Example of an illegal move. The Marine player would like to Displace the Power Loader. The Occupation Points on the Tile that the Royal Guard moved onto would drop to seven (two for the Marines, two for the Predator one for the Hellhound and two for the Royal Guard) and the Tile wouldn't be an Engaged Tile anymore. As a result of this move, the Power Loader wouldn't be able to participate in Close Combat, so the Marine player must instead move one of his Colonial Marine Models.

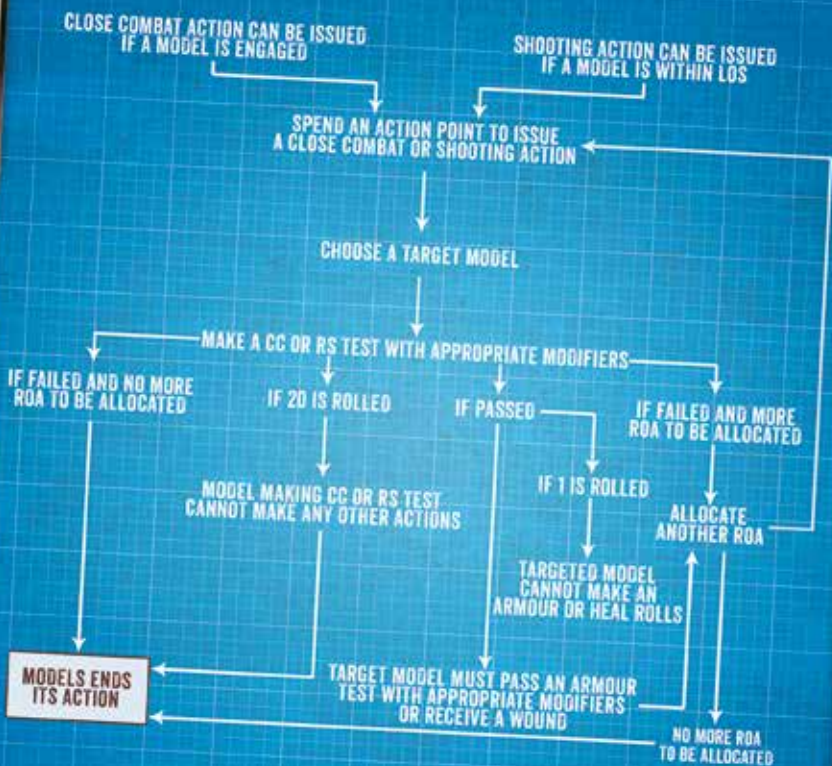
6.6.1 Disengaging from Engagement.

A Model can try to Disengage from combat and to do so it must spend one Action Point and pass a Close Combat Skill Test. If the Test is successful, the Model may be moved away from the enemy onto an adjacent Tile as long as it is not occupied by an enemy Model.

If the Test is failed, then the Model loses its Action and must continue to fight.

Disengaging counts as a Movement Action.

SHOOTING AND CLOSE COMBAT ACTION





7. SKILLS

Every Model available in AvP: THB brings a unique set of skills and abilities to play. These skills are what make a Model stand out from any others, representing special feats that a Model may perform, thanks to specialised training, advanced technology or evolutionary adjustments.

Skills can be divided into two categories:

Active Skill or (A) – (A) next to a skill name means that this is an Active Skill. Unless specified otherwise, Active Skills require at least one Action Point to activate the skill.

Designer's Note: Skill description always overrides this rule.

Passive Skill or (P) – next to a skill name means that this is a Passive Skill. Passive Skills are always in effect, unless specified otherwise by skill description and often modify or affect other Active Skills or Actions.

7.1 MARINE FACTION SKILL LIST

Auto-Sentry (P) – A model with Auto-Sentry automatically receives a Sentry Token and an Activation Token at the beginning of each Game Turn, and counts as having been Activated during that turn.

Dodge (P) – After a Model with Dodge (P) is hit by an attack roll D20, on a roll of 1–5 the Model dodges and the attack has no effect. On 6–20 the dodge fails. The Model must then continue as if it had been hit as normal. Dodge rolls cannot be made to avoid hits from Flamethrower Attacks.

Burning Inferno (A) - See page 28

Shotgun! (A) - See page 29

Seal the Bulkhead - See page 14

Point Blank Shot (A) - See page 29

Guided Fire (P) – Allows a Model to re-roll any failed RS Tests.

Gun Emplacement (P) – Models with the Gun Emplacement (P) Skill never count for any Mission Objectives and may not benefit from the Heal and Medic special rules. Also, they automatically pass all “St, Con” checks they are required to take due to a card or game effect, and do not benefit from any Faction abilities (such as the Clear Corridor perk for the Marines Faction).

Heal (X) (P) – When a Model with the Heal (X) (P) Special Skill loses a Wound, take a Heal (X) Test with a Test value equal to X. If the Test is passed, then ignore the Wound. Heal rolls may not be made against Wounds suffered as a result of a Power Shot.

Infiltration (P) – Before the first round, but after all players have deployed their tokens, choose any of your Deployment Tiles that is out of line of sight from any opponent's token. Up to one Sentry Gun from your Force may begin the game deployed in that tile. You may set up this way up to one Sentry Gun per Squad. For each Sentry Gun not deployed this way, place a Sentry Gun Token on your Sentry Gun Reference Card.

Medic! (P) – A Model with the Medic! (P) Special Skill grants Heal (4) to every friendly Model on the same and adjacent Tile(s).

Perimeter Secured! (P) - For every door successfully opened by any Model from the Alien and/or Predator factions, while at least one Model with Perimeter Secured! (P) remains alive in the friendly force in the game roll a D20, on a roll of 1–5 all Models located on Tiles adjacent to the doors receive an St 8 AVV 2 Autohit.

Ping! (P) - Provides LOS to all Tiles within a range of up to three Tiles for the Burning Inferno (A) Special Skill and the Grenade! Strategy Card only.

Sentry Gun Set-up (A) - Any Marine Faction Model may spend two Action Points to set up one Sentry Gun Model from your Force on the same Tile it occupies. Spend two Action points to remove a Sentry Gun Token from your Sentry Gun Reference Card and place a Sentry Gun Model on the same Tile as the model using the Set-Up Action (a Power Loader has the option to remove one of the Sentry Gun Tokens from the Power Loader card instead of the Sentry Gun Card). Place and Activation Token next to that Sentry Gun, and it counts as having been activated for this game turn. This action may only be used if the occupation limit for the tile allows to legally place the model.

A Power Loader may expend an Interact Action to pick up a Sentry Gun from the same Tile. Remove the Sentry Gun (and any sentry/activation tokens it may have) from the game and place a face-down Sentry Gun Token on the Power Loader's stat card. If a Power Loader is removed from play as a casualty, remove all Sentry Tokens from the Power Loader Card and they count as having been destroyed.

7.2 ALIEN FACTION SKILL LIST

Climbing Claws (P) – A Model with the Climbing Claws (P) Special Skill may move through Fully Occupied Tiles. The Model may not finish its move on a Fully Occupied Tile.

Dodge (P) – After a Model with Dodge (P) is hit by an attack roll on a D20, on a roll of 1–5 the Model dodges the attack and the attack has no effect on this Model and on 6–20 the dodge fails. The Model must then continue as if it has been hit as normal. Dodge rolls cannot be made to avoid hits from Flamethrower Attacks.

Egg Injection (P) – Models removed from play as a result of a Close Combat Attack must take a Con Test. For every Model that failed their Con Test, the Alien Faction player may instantly place one of his own Alien Faction Models, if the appropriate Model is available. Models deployed in such a way are placed on any, not Engaged, Infested Tile and count as having been Activated for this Game Turn.

MODEL REMOVED BY EGG INJECTION (P)	MODEL ALIEN FACTION PLAYER MAY DEPLOY
Any Troop Type Marine Model on a small Base, apart from Sentry Gun	- Alien Infant Warrior
Any Marine HQ or Power Loader Model	- Alien Warrior
Predator Faction Hell Hound	- Alien Stalker
Any other Predator Faction Model	- Predalien (with one wound remaining)

Hide (A): See page 23

Hive Bloodhounds (P) – Models with this Special Skill receive +1 to their Movement value when using a Run Action.

Improved Dodge (P) - After a Model with Improved Dodge (P) is hit by an attack roll on a D20, on a roll of 1–10 the Model dodges and the attack has no effect. On 11–20 the dodge fails. The Model must then continue as if it has been hit as normal. Dodge rolls cannot be made to avoid hits from a Flamethrower.

Improved Hide (P) – Models with this Special Skill, whilst located on an Infested Tile at the beginning of the Game Turn, are placed in Hide as per Hide (A) Special Skill before the first activation takes place. Models with the Improved Hide (P) Special Skill do not need to spend an Action point to be placed in Hide and can be Activated as normal.

Resilient (P) – Models with the Resilient (P) Special Skill may never receive more than one wound per failed Armour or Con Test.

Royal Pheromones (P) – All other friendly Alien Models within a range of two Tiles from a Model with the Royal Pheromones Special Skill receive a +2 modifier to their Close Combat value. This effect is not cumulative.

Skulking Advance (A): See page 24

Tiny (P) – Models with the Tiny (P) Special Skill may never assist in taking a Force the Doors Open (A) Test. Models with the Tiny (P) Special Skill may finish their activation on an Air Vent Tile. Models with the Tiny (P) Special Skill may never count for Mission Objectives or Frags, and may never carry any Mission Objective Tokens.

Unstoppable (P) – Models with the Unstoppable (P) Special Skill always pass Force the Doors Open (A) Tests.

Force the Doors Open (A) - See page 15

Facehug (P) - See page 30

Acid Spit (A) - See page 31

Acidic Blood (P) See page 22, Acid Damage

Paroxysm (A) - See page 31

7.3 PREDATORS FACTION SKILL LIST

Charge! (P) - Models making a Close Combat attack in a Game Turn where they have made a Movement Action of at least one Tile receive a +2 modifier to their Close Combat Skill value for all of their Close Combat Tests.

Dodge (P) – After a Model with Dodge (P) is hit by an attack roll on a D20, on a roll of 1–5 the Model dodges the attack and the attack has no effect on this Model and on 6–20 the dodge fails. The Model must then continue as if it has been hit as normal. Dodge rolls cannot be made to avoid hits from Flamethrower Attacks.

Field Wound Treatment (A): See page 24

Hot Plasma (P) – Successful Armour Tests against Hits caused by a weapon with the Hot Plasma (P) Special Skill must be re-rolled.

Pack Hunt (P) – Models with the Pack Hunt Special Skill receive a +1 modifier to Close Combat and Ranged Shooting Tests for each other Model with the Pack Hunt Special Skill within the range of one Tile. Also, when revealing a Ping! Token with the Pack Hunt (P) Skill, it may be replaced by any unrevealed Model with the Pack Hunt (P) Skill, chosen by the Predator player.

Rage! (A) – A Model may use the Rage! Special Skill at the beginning of the Model's activation before any Action Points are spent. A Model using the Rage! Special Skill can re-roll any Close Combat Test in the Game Turn and receives a +2 modifier to the Close Combat weapon's St. At the end of its activation the Model loses a wound with no Armour Test allowed.

Self-Destruct Device (P) – When a model armed with a Self-Destruct Device loses its last Wound, roll a die. On a 1-5, every model (friend or foe) on the same tile takes a S15 AVV10 Autohit. Every model (friend or foe) on each adjacent Tile receives a S11 AVV3 Autohit.

Seasoned Hunter (P): See page 20

Smart-Disc Throw (A) - See page 30

Spiked Nightmare (P) – A model with this skill automatically passes any disengage rolls it is required to take.

Force the Doors Open (A) - See page 15

8.0 REFERENCE

8.1. MARINES STAT LINES

NAME	TYPE	M	CC	RS	ST	CON	W	A	ABILITIES	TYPE	WEAPON NAME	ST	ROA	AVV	ABILITIES	
Colonial Marine - Pulse Rifle	T	1	12	14	9	9	1	13	Team Tactics	CC	Combat Knife	+0	1	0		
										RS	Pulse Rifle	12	1	0		
										RS	Grenade Launcher	16	1	0	Grenade Launcher	
Colonial Marine - Smartgun	T	1	12	14	9	9	1	13	Team Tactics	CC	Combat Knife	+0	1	0		
										RS	Smartgun	14	3	1	Guided Fire	
Colonial Marine - Motion Tracker	T	1	12	14	9	9	1	13	Team Tactics	CC	Combat Knife	+0	1	0		
										Ping!	RS	Pulse Rifle	12	1	0	
											RS	Grenade Launcher	16	1	0	Grenade Launcher
Colonial Marine - Flamethrower	T	1	12	14	9	9	1	13	Team Tactics	CC	Combat Knife	+0	1	0		
										Medic	RS	Flamethrower	12	1	0	Burning Inferno
Weyland - Yutani Commando - Pulse Rifle	T	1	14	16	11	11	1	13(10)	Team Tactics	CC	Combat Knife	+0	1	0		
										Perimeter Secured	RS	Pulse Rifle	12	1	0	
											RS	Grenade Launcher	16	1	0	Grenade Launcher
Weyland - Yutani Commando - Smartgun	T	1	14	16	11	11	1	13(10)	Team Tactics	CC	Combat Knife	+0	1	0		
										Perimeter Secured	RS	Smartgun	14	3	1	Guided Fire
Weyland - Yutani Commando - Motion Tracker	T	1	14	16	11	11	1	13(10)	Team Tactics	CC	Combat Knife	+0	1	0		
										Perimeter Secured	RS	Pulse Rifle	12	1	0	
											Ping!	RS	Grenade Launcher	16	1	0
Weyland - Yutani Commando - Flamethrower	T	1	14	16	11	11	1	13(10)	Team Tactics	CC	Combat Knife	+0	1	0		
										Medic	RS	Flamethrower	12	1	0	Burning Inferno
											Perimeter Secured	CC	Hydraulic Grapppler	+7	2	2
Power Loader	S	1	14	14	9	9	4	14(12)		RS	Flamethrower	12	1	0	Burning Inferno	
										CC	Combat Knife	+0	1	0		
Colonial Marine Sergeant	T	1	14	16	9	9	2	13	Team Tactics	CC	Combat Knife	+0	1	0		
										RS	Shotgun!	12	1	0	Shotgun! Point Blank Shot	
Lynn	HQ	1	17	14	10	10	3	12(12)	Dodge	CC	Katana	+2	4	1		
										RS	Rapid Fire Pistol	12	2	0		
Dutch	HQ	1	14	17	12	12	4	12(12)	Guided Fire	CC	Hydraulic Arm	+2	2	3		
										RS	Smartgun	14	3	1		
Sentry Gun	S	-	-	12	-	-	1	10		Auto-Sentry	RS	Autocannon	14	4	1	
										Gun Emplacement						
										Infiltrate						
										Sentry Gun Set-Up						
Marine Captain	HQ	1	15	17	10	10	3	15(11)	-	-	-	-	-	-	-	-
Marine Major	HQ	1	15	17	10	10	4	15(12)	-	-	-	-	-	-	-	-
Marine Colonel	HQ	1	15	17	10	10	5	15(13)	-	-	-	-	-	-	-	-
W/Y Captain	HQ	1	15	17	12	12	3	15(12)	Perimeter Secured	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	CC	Knife	+0	1	0		
-	-	-	-	-	-	-	-	-	-	CC	Serrated Combat Knife	+1	2	0		
-	-	-	-	-	-	-	-	-	-	CC	Composite Machete	+3	3	1		
-	-	-	-	-	-	-	-	-	-	RS	Pulse Rifle	12	1	0		
-	-	-	-	-	-	-	-	-	Grenade Launcher		16	1	0	Grenade Launcher		
-	-	-	-	-	-	-	-	-	-	RS	Shotgun!	12	1	0	Shotgun! Point Blank Shot	
-	-	-	-	-	-	-	-	-	-	RS	M41A2 Heavy Pulse Rifle	13	2	4		

8.1.1 Marines Weapons

Close Combat Weapons

Combat Knife

NAME	ST	ROA	AVV
Combat Knife	+0	1	0

The Combat Knife is the standard-issue USCM close-quarters weapon.

Hydraulic Grapppler

NAME	ST	ROA	AVV
Hydraulic Grapppler	+7	2	2

The Hydraulic Grapppler is the Power Loader's main tool of work. This massive steel claw is nimble enough to be used during loading of both regular cargo and delicate armaments alike. Its hydraulic-powered grip is strong enough to crush reinforced ammunition boxes or massive exoskeletons with ease.

Ranged Weapons

Pulse Rifle/Grenade Launcher/HPR

NAME	ST	ROA	AVV
Pulse Rifle	12	1	0
Grenade Launcher	16	1	0

The standard-issue rifle of the USCM is the Pulse Rifle with the M40 under-barrel Grenade Launcher attachment. This weapon is commonly used in every theatre of war, thanks to its reliability. The M40 Grenade Launcher increases the rifle's utility and destructive power whenever a situation calls for it. The M41AE2 HPR has the Grenade Launcher removed and the gun modified with a replaceable barrel which offers greater rates of fire.

Flamethrower

NAME	ST	ROA	AVV
Flamethrower	12	1	0

The Flamethrower is one of the standard-issue USCM support weapons. Able to shoot burning pyro-gel up to 30 metres away, it is one of the most formidable tools of war available to the Marines.

M37A2 Pump Action Shotgun

NAME	ST	ROA	AVV
M37A2	12	1	0

The M37A2 is another standard-issue USCM weapon. This Pump Shotgun is commonly used as a side weapon for sergeants in the USCM and, due to its smaller size, is often used in preference to the M41A1 in close-quarters combat.

Smartgun

NAME	ST	ROA	AVV
Smartgun	14	3	1

Smartgun is the Colonial Marines primary heavy support weapon. Due to its advanced auto-targeting system, its relentless torrent of bullets almost never misses its target.

Autocannon

NAME	ST	ROA	AVV
Autocannon	14	4	1

Autocannons are the main weapons fitted on Sentry Guns. These deployable fixed-weapon emplacements are the USCM's main tool used for area denial and securing a perimeter.

8.2 ALIENS STAT LINES

NAME	TYPE	M	CC	RS	ST	CON	W	A	ABILITIES	TYPE	WEAPON NAME	ST	ROA	AVV	ABILITIES
Facehugger	T	1	10	-	5	5	1	10	Improved Dodge	CC	Facehug	*	1	0	Facehug
									Tiny						
									Acidic Blood						
Stalker	T	1	10	-	10	10	1	10	Dodge	CC	Stalker Claws	+0	1	0	
									Hive Bloodhounds						
									Climbing Claws	CC	Tail Strike	+1	1	0	Paroxysm
									Acidic Blood						
Infant Warrior	T	1	15	-	10	10	1	13	Improved Hide	CC	Infant Claws	+0	2	0	
									Acidic Blood	CC	Tail Strike	+1	1	0	Paroxysm
Warrior	T	1	16	10	13	13	1	15	Acidic Blood	CC	Warrior Claws	+0	3	0	
										CC	Tail Strike	+1	1	0	Paroxysm
									RS	Acid Spit	12	1	0	Acid Spit	
Royal Guard	S	1	17	-	15	15	3	15(12)	Royal Pheromones	CC	Guard Claws	+0	4	2	
									Acidic Blood	CC	Tail Strike	+1	1	0	Paroxysm
Crusher	S	1	14	-	16	16	7	14	Acidic Blood	CC	Crusher Claws	+0	4	10	
										CC	Tail Strike	+1	1	0	Paroxysm
Queen	HQ	1	18	-	16	16	6	15(14)	Royal Pheromones	CC	Queen Claws	+0	5	3	
									Unstoppable						
									Resilient	CC	Tail Strike	+1	1	0	Paroxysm
									Acidic Blood						
Predalien	HQ	1	17	-	14	14	4	15(12)	Egg Injection	CC	Predalien Claws	+0	5	3	
									Acidic Blood	CC	Tail Strike	+1	1	0	Paroxysm
Evolved Warrior	HQ	1	17	11	14	14	2	15(10)	Acidic Blood	CC	Evolved Warrior Claws	+0	4	0	
										CC	Tail Strike	+1	1	0	Paroxysm
									RS	Acid Spit	12	1	0	Acid Spit	
Praetorian	HQ	1	18	-	16	16	4	15(13)	Royal Pheromones	CC	Praetorian Claws	+0	5	2	
									Acidic Blood	CC	Tail Strike	+1	1	0	Paroxysm

8.2.1 Alien Weapons

Close Combat Weapons

Claws

NAME	ST	ROA	AVV
Claws	+0	Various	Various

The primary weapon of the final stage Xenomorph, in whichever form it takes at full maturity. They reside on the hands and feet and are incredibly adaptable tools for ripping and shredding, with some types of Xenomorph being able to tear open heavily armored Colonial Marine vehicles with ease.

Tail

NAME	ST	ROA	AVV
Tail Strike	+1	1	0

One common trait featured in all Xenomorph strains is the long tail. After eruption from the host and after the softer skin falls off, the tail develops into a slender, segmented weapon. The end grows a barbed "stinger" that the Alien uses to either impale its prey, or use as a whip. Each class of Xenomorph has a tail that evolves to better suit the final form it takes.

Embryo Implantation

NAME	ST	ROA	AVV
Facehugger Facehug	Special	1	0

The only means for Xenomorph reproduction is either through the Facehug or Egg Injection* method. While the starting mechanics differ slightly, the results are the same. The terrifyingly efficient system guarantees that the host will certainly die while giving birth to a new form of Xenomorph.

*Note that Egg Injection is a Passive Skill, mentioned in page 33.

Ranged Weapon

Acid Spit

NAME	ST	ROA	AVV
Acid Spit	12	1	0

Some Xenomorph classes develop an ability to launch a controlled burst of acid at an enemy. It is not known if this is a purely offensive weapon or a means of keeping enemies at bay, either due to being in a vulnerable state, or in as a means to incapacitate a potential host without killing it, while at range. Regardless, it has proven to be an effective weapon in the Xenomorph's naturally occurring arsenal.

8.3 PREDATORS STAT LINES

NAME	TYPE	M	CC	RS	ST	CON	W	A	ABILITIES	TYPE	WEAPON NAME	ST	ROA	AVV	ABILITIES
Warrior w/Disc	P	1	17	12	14	14	3	15(12)	Seasoned Hunter	CC	Smart - Disc	+1	3	3	Smart - Disc Throw
										RS		+1	*	3	
Male/Female Warrior w/Stick	P	1	17	12	14	14	3	15(12)	Seasoned Hunter	CC	Combi - Stick	+0	4	3	
										RS		Wrist Dart	12	1	
Hunter	P	1	12	17	14	14	3	15(12)	Seasoned Hunter	CC	Wrist Blade	+0	2	0	
										RS		Plasma Caster	12	3	
Hellhound	P	1	13	-	10	10	1	12	Charge!	CC	Bite	+2	2	0	
									Dodge						
									Spiked Nightmare						
Berserker	P	1	17	10	14	14	4	14(12)	Rage!	CC	Twin Feral Blades	+0	5	3	
									Seasoned Hunter	RS		Catling Plasma Caster	10	6	
Youngblood w/ Stick	P	1	15	11	12	12	2	13(11)	Pack Hunt	CC	Combi - Stick	+0	4	3	
									Seasoned Hunter	RS		Wrist Dart	12	1	
Youngblood w/ Blade	P	1	15	11	12	12	2	13(11)	Pack Hunt	CC	Wrist Blade	+0	2	0	
									Seasoned Hunter	RS		Wrist Dart	12	1	
Vocal Mimicry Token	-	1	-	-	-	-	-	-	Vocal Mimicry	-	-	-	-	-	-
Warrior Elder	HQ	1	18	13	15	15	4	15(13)	Seasoned Hunter	-	-	-	-	-	-
Hunter Elder	HQ	1	13	18	15	15	4	15(13)	Seasoned Hunter	-	-	-	-	-	-
Berserker Elder	HQ	1	18	11	15	15	5	14(13)	Rage!	-	-	-	-	-	-
									Seasoned Hunter	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	CC	Wrist Blade	+0	2	0	-
-	-	-	-	-	-	-	-	-	-	CC	Combi - Stick	+0	4	3	-
-	-	-	-	-	-	-	-	-	-	CC	Twin Feral Blades	+0	5	3	-
-	-	-	-	-	-	-	-	-	-	CC	Relic Combi - Stick	+1	5	4	-
-	-	-	-	-	-	-	-	-	-	CC	Smart - Disc	+1	3	3	
										RS		+1	*	3	
-	-	-	-	-	-	-	-	-	-	CC	Relic Smart - Disc	+2	4	4	
										RS		+2	*	4	
-	-	-	-	-	-	-	-	-	-	RS	Wrist Dart	12	1	0	-
-	-	-	-	-	-	-	-	-	-	RS	Plasma Caster	12	3	3	Hot Plasma
-	-	-	-	-	-	-	-	-	-	RS	Catling Plasma Caster	10	6	3	Hot Plasma
-	-	-	-	-	-	-	-	-	-	RS	Plasma Cannon	16	1	6	Hot Plasma
-	-	-	-	-	-	-	-	-	-	-	Self - Destruct Device	*	*	*	Self - Destruct Device

8.3.1 Predator Weapons

Close Combat Weapons

Wrist Blade

NAME	ST	RDA	AVV
Wrist Blade	+0	2	0

Even from their youth, Wrist Blades are the Predator's main tool for Close Combat.

Smart-Disc (Close Combat)

NAME	ST	RDA	AVV
Smart-Disc (Close Combat)	+1	3	3

The Predator's Smart-Disc is a powerful medium-range device and a formidable Close Combat weapon.

Combi-Stick

NAME	ST	RDA	AVV
Combi-Stick	+0	4	3

The fearsome Predator version of a spear. Made from unknown alloys, totally resistant to the Alien's acidic blood and able to pierce solid steel with ease.

Hellhound Bite

NAME	ST	RDA	AVV
Hellhound Bite	+0	2	0

Predator Hellhounds, bred especially for their size and aggression, are formidable opponents. Their massive jaws and bone spikes protruding from their bodies make them very deadly creatures, which are often used as bloodhounds and hunting dogs by Predators.

Ranged Weapons

Gatling Plasma Caster

NAME	ST	RDA	AVV
Gatling Plasma Caster	10	6	3

A slightly modified Plasma Caster design that employs a revolving Action to fire multiple plasma bolts at any time, similar to a Gatling Gun.

Wrist Dart

NAME	ST	RDA	AVV
Wrist Dart	12	1	0

A wrist-mounted short-range Dart Gun. Capable of piercing a Marine's armour and a Xenomorph's skull with equal ease.

Plasma Caster

NAME	ST	RDA	AVV
Plasma Caster	12	3	3

Capable of guiding armour-penetrating plasma bolts towards distant targets, the Plasma Caster is arguably the most powerful and technologically advanced offensive tool at the Predator's disposal. The bolts fired by the weapon explode in a burst of plasma shrapnel upon striking a target, causing grievous wounds and potentially damaging other enemies near the point of impact.

Plasma Cannon

NAME	ST	RDA	AVV
Plasma Cannon	16	1	6

A more powerful hand-held version of the standard Predator Plasma Caster. It fires more destructive plasma charges at the cost of a slower rate of fire.

Smart-Disc (Ranged)

NAME	ST	RDA	AVV
Smart-Disc (Ranged)	+1	*	3

The Predator's Smart-Disc is a powerful medium-range device and a formidable Close Combat weapon.

9.0 CAMPAIGN MISSIONS

Presented below are 10 Missions portraying events taking place on the USCSS Theseus. When played out in order, they show three groups of creatures struggling to survive and destroy their enemies. Missions may be played in any order, but keep in mind that later Missions grow in size and complexity regarding the objectives required to complete. We advise you to start from Mission 1, especially if you are just starting your adventure with AvP: THB.

Until you have mastered the game concepts and before expanding your collection, we recommend that you play your first games with the forces provided in this boxed set, using the following options:

Marines use all 5 available models.

Aliens start with either 5 Stalkers and 9 Infant Warriors, or 3 Stalkers and 10 Infant Warriors.

Predators one of the three available Model 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

All Mission Rules can be found on page 51

Designer's Note: Feel free to change, modify and take inspiration from Campaign Maps when playing Custom Games!

MISSION 1

A Xenomorph infestation has caused damage to the USCSS Theseus, waking a squad of Marines from hypersleep. As they begin to investigate, an unauthorized boarding alarm sounds, placing the ship on lockdown. Predators have boarded in search of "Hard Meat" (Xenomorphs) to hunt.

Briefing:

Marines:

Rise and shine Marines! It seems that the cargo has gotten loose and has begun causing damage to the ship. It also seems we have just taken on intruders. When it rains, it pours! Get out there and see what's going on.

Aliens:

The weak we destroyed to build our hive have damaged the ship, alerting the hosts. We must rush to limit their ability to resist us and allow us to grow our numbers. We must feed!

Predators:

We have found a damaged ship adrift, with evidence of good prey aboard. Assault the craft and trap them there for the hunt!

Victory Conditions:

Marines:

- Move to the BRIDGE and secure the command codes to gain control of the ship by spending one Interact Action.
- Slow aggressive species advance by removing the vent near the HIBERNATION ROOM by using "Weld it shut!".
- Recon the boarders by spending an Interact Action on a Tile adjacent to the PREDATOR POD.

Aliens:

- Destroy the human's access to weapons by destroying their ARMOURY. Use the Damaging a Room Mission Special Rules.
- Infect sleepers in the HIBERNATION ROOM by spending three Interact Actions while inside.
- Kill 5 Models.

Predators:

- Move to the ENGINE ROOM and disable it by destroying vital components. Use the Damaging a Room Mission Special Rules.
- Gain glory for your Clan by earning four (4) trophies in battle. Use the TROPHY COLLECTION Mission Special Rules.
- Optional – Prevent escape by ejecting the ESCAPE POD. Spend 1 Interact Action on the tile adjacent to the ESCAPE POD.



MISSION 2

The Marines are scrambling to get a grip on the developing situation aboard the now drifting USCSS Theseus. Some organism has broken free in the lower levels of the ship and is spreading like a disease. A new faction seems to have arrived in search of it, but also willing to engage the Marines, for what seems like sport.

Briefing:

Marines:

I'm not sure what's going on here, but we need to get a toe hold on this situation FAST! Whatever broke free down below has run of the ship now and these new players seem to know what's going on but are not too friendly. I guess we need to clean them both out!

Aliens:

The hosts are resisting. If the hive is to grow we must grow our numbers. Our Queen has instructed us to find suitable places to expand the hive and locate the sleeping hosts.

Predators:

The prey is attempting to regroup. Good! Prepared prey is better prey! We will allow them a chance to prepare then hunt, trap, and skin their bodies! Perhaps there is a worthy warrior among them who will provide a challenge!

Victory Conditions:

Marines:

- Move to the ARMOURY. Get enough ammo for the men by spending four Interact Actions while in the ARMOURY.
- Attempt to restart the ship's reactor by spending two Interact Actions while in the ENGINE ROOM.
- Investigate the spreading Alien threat by entering an Infested Tile and spending one Interact Action.
- Kill 5 models.

Aliens:

- Successfully enter the ENGINE ROOM, ARMOURY, and HIBERNATION ROOM and spend one Interact Action in each to investigate.
- Infect sleeping humans in the HIBERNATION ROOM by spending three Interact Actions.

Predators:

- Go to the ESCAPE POD and destroy the human's ability to escape. Use the Damaging a Room Mission Special Rules.
- Kill and collect trophies from any 5 Models (use the TROPHY COLLECTION Special Rules).



MISSION 3

Scanning the large, darkened room, the Predator swept his thermal vision over the large tanks holding the humans in suspended animation. All of them had been infected and were playing host to new monsters. "Excellent, more prey to hunt," he thought to himself as he heard the Human's weapons fire in a distant corridor, followed by the screams of the Xenomorph. Smiling under his mask, he thought, "It is time to collect skulls!"

Briefing:

Marines:

Those CREATURES are going to kill us all! They are smashing up the control system for the reactor's coolant and she's about to melt down. If we don't stop it we're all dead! Get down there and link the system remotely to the Bridge so we can control it from here.

Aliens:

We must destroy the host's ability to resist us. Go, destroy their ship's weak spots to occupy them while our young gestate. By the time they are able to repair the damage to the ship our numbers will have grown and we can then end their menace to the hive for good!

Predators:

Xenomorphs have infected the human cryochamber. Dozens of new chrysalides are waiting to burst out of their hosts. Your objective is to create a diversion behind unsuspecting enemy lines by proceeding to the HIBERNATION ROOM and start the unfreezing procedure by hacking the controls. Gather more trophies to bring greater glory to the Clan.

Victory Conditions:

Marines:

- Before the game starts, place a Mission Objective Token on the BRIDGE. Carry a Remote Command Relay (Mission Objective Token) module from the BRIDGE to the ENGINE ROOM (use the CARRYING A TOKEN Special Rules) to repair the reactor.
- Spend an Interact Action to place the Remote Command Relay (Mission Objective Token) inside the ENGINE ROOM.
- Seal the door to the ENGINE ROOM by successfully performing a Seal the Bulkhead Special Action.

Aliens:

- Cause havoc in each of the following rooms: ARMOURY, ENGINE ROOM and BRIDGE (use the DAMAGING A ROOM Special Rules). Once all of the tokens are in place, the Mission is complete.

Predators:

- Unfreeze the infected humans sleeping in the HIBERNATION ROOM by spending an Interact Action while inside.
- Kill and collect trophies from any five Models (use the TROPHY COLLECTION Special Rules).



MISSION 4

The Predator woke bound in a dark area, his mask removed and his throat sore. His last memory was hunting the hard meat in the bowels of this ship. He knew all too well what was to happen next, the best he could do was warn his comrades. With a sudden burst of strength he ripped his arm free and sent a message that he was infected, but before he could finish a Xenomorph's tail sliced through his left arm and right hand, severing both. The last thing he saw before passing out was his arms being secured back into the hive.

Briefing:

Marines:

The medical monitoring system on the Cryosleep Pods has indicated that the humans inside are now incubating those Alien creatures. That must be how they are spreading so fast! We have to stop any more from coming out to buy us time to learn if any others can be saved. For now, we have to destroy those pods!

Aliens:

Our Queen hungers for new genotypes! The hive needs new hosts to create warriors to protect its corridors and drones to transform the ship into a womb for new generations. Your objective is to capture three intruders.

Predators:

Our Clan Brother has warned us of his infection but was then cut off. Our Hunting Pod's scanners show him alive but hurt. He deserves better than to succumb to that prey. We will go and destroy his body – give him a warrior's death, and retrieve his mask to honor his legacy!

Victory Conditions:

Marines:

- Put the hapless victims out of their misery by shooting them in the HIBERNATION ROOM (use the DAMAGING A ROOM Special Rules)
- Spend one Interact Action to scan the PREDATOR POD while inside.

Aliens:

- Capture any three Models. Capturing Models follows the TROPHY COLLECTION Special Rules. Move all Trophy Tokens to the Air Vent Tiles (use the CARRYING A TOKEN Special Rules). Once all three Trophy Tokens are moved onto the Air Vent Tiles, the Mission is complete. Tokens trapped in a sealed Air Vent Tile are lost.

Predators:

- Locate the lost Predator and give him an honorable death. Retrieve his mask (using the CARRYING A TOKEN Special Rules) and return it to the PREDATOR POD Tile.



MISSION 5

"They just keep coming," the panicked Marine yelled over the cacophony of gun fire. "Shut up and do your job," the Smartgunner replied, a burst of fire, ripping two of the Xenomorphs in half. A shadow seemed to slip past a corridor in the distance. Not one of the giant bugs, no something else. Wait! Where did it go? "OK, we're set," someone said bringing the heavy gunner's attention back, "Fall back to the next location!" And the fighting continued.

Briefing:

Marines:

We are losing the ship Marines. The situation is getting out of control, and if we don't stop it the best we can hope for is a quick death. If we can destroy key parts of this deck maybe we can start to turn this thing around. Good hunting Marines!

Aliens:

The hosts are attempting to destroy this area of the ship, an area dangerously close to the egg chamber. The young must be moved to a safer location to prevent their death. Your objective is to collect and transport three out of four eggs to an elevator shaft located inside of the ENGINE ROOM.

Predators:

While returning to the Boarding Pod a Clan Brother was ambushed by a Facehugger. We don't have the means to extract the larva but the Humans might. Carry your Brother's Stasis Pod to the LABORATORY and attempt an extraction and containment of the fetus. Don't let his death be for nothing!

Victory Conditions:

Marines:

- Any Marine Model can spend an Interact Action to lay down a Mission Token (Explosive Charges) in any of the four Tiles marked on the map. Mission Tokens may only be placed on the Tile occupied by the Model performing an Interact Action. Once three out of four tokens are placed on designated Tiles, the Mission is complete.

Aliens:

- Locate and carry Egg Tokens (using the CARRYING A TOKEN Special Rule) to the ENGINE ROOM. Once three out of four eggs are in the ENGINE ROOM, the Mission is complete.

Predators:

- Using the CARRYING A TOKEN Special Rules, escort your Clan Brother's Stasis Pod to the LABORATORY to attempt an extraction of the young Xenomorph. The token must reach the LABORATORY and the Model carrying it must spend an Interact Action representing him getting ready for the extraction procedure.
- Once an Interact Action has been used by the model carrying the token, any Predator Model located in the LABORATORY must spend an Interact Action to perform the containment procedure. Once done the Mission is complete.



MISSION 6

The USCSS Theseus' alarm klaxon wailed as the Marines tried to repair the damage from the detonations down below. Running over to a panel on a distant wall the Medic keyed in a code to shut off the noise and find out what was going on now. "Oh no," she said, turning wide eyed to look at her squad.

Briefing:

Marines:

It seems our formerly drifting ship has been caught in a planet's gravity well and we are falling towards it. We need to get to the BRIDGE after we restart the reactor and try to get the computer to course correct us into a stable orbit before we turn into a giant lawn dart!

Aliens:

Intruders keep threatening the hive. Their numbers must be reduced if the brood is to survive. Your objective is to decimate the enemy forces and prevent their escape.

Predators:

Having secured a Xenomorph Larvae, the remaining infestation cannot be allowed to spill uncontrollably out of the hunting grounds. Your objective is to ensure that no Xenomorph can leave the ship by planting tactical nukes in three out of four egg chambers.

Victory Conditions:

Marines:

- Finish repairs on the reactor in the ENGINE ROOM by spending one Interact Action while inside.
- Then move as quickly as possible to the BRIDGE to engage the computers orbital alignment procedures by spending one Interact Action while inside.

Aliens:

- Kill 5 models.
- Move to PREDATOR POD and ESCAPE POD and use the DAMAGING A ROOM Special Rule to disable the enemies' means of escape.

Predators:

- Any Predator Model can spend an Interact Action to lay down a Mission Token (Traps) in any of the four Tiles marked on the map. Mission Tokens may only be placed on the Tile occupied by the Model performing the Interact Action. Once tokens are placed on three out of four designated Tiles, the Mission is complete.



MISSION 7

“Sergeant! You need to see this,” the Private exclaimed, pointing at a vid-screen. The Sergeant peered at the monitor and saw a pair of figures in one of the storage rooms. One was a badly wounded woman dressed in a convict’s jumpsuit. The other, by the looks of it, appeared to be one of the ship’s Synthetics. White fluid leaking down his overalls from a missing left arm. “Marines,” he said, biting down on his cigar, “grab your gear...”

Briefing:

Marines:

Since this nightmare began we finally have a chance to find out what’s going on. The computer shows human life signatures deep inside the infested part of the ship. Those crew members, if still alive, can provide valuable Intel as to the origin of the Xenomorph on the ship. Your objective is to locate and retrieve Intel from two out of four crew members captured by the Xenomorphs and transfer it to the BRIDGE.

Aliens:

Humans are encroaching deeper and deeper into the hive. Set up an ambush while cutting them off from their escape route. Your objective is to kill five of the intruders and damage corridors leading to their extraction point.

Predators:

Your prey is distracted by fighting among themselves. This is a good opportunity to learn how the Humans obtained Xenomorph prey. Kill any resistance there! Make good use of the chaos in their lines and collect more trophies for the Clan.

Victory Conditions:

Marines:

- Any Marine Model can spend an Interact Action while being located on a Tile marked on the Map to retrieve Intel from a captured crew member in the form of a Token. Use the CARRYING A TOKEN Mission Special Rules.
- Return any two Mission Objective Tokens to the Bridge.

Aliens:

- Kill five Models from the Marine and the Predator Forces combined.
- Cause irreparable damage in two out of the three Tiles marked on the Mission Map (using the DAMAGING A ROOM Special Rules).

Predators:

- Kill and collect trophies from any five Models (use the TROPHY COLLECTION Special Rules).
- Go to the BRIDGE and search for survivors and Intel by spending two Interact Actions while inside.



MISSION 8

Since the terror on the USCSS Theseus began, all three parties have been able to regroup and reassess. If the Marines had any hope of defending the ship they need to go on the offensive, and the Predators know this. The Xenomorph still reeling from the destruction of the lower decks are eager to return the anguish of loss to the "hosts". Unknown to any of the factions involved, the condition of the ship is deteriorating at a startling rate...

Briefing:

Marines:

Xenomorph activity on the ship's deck is reaching a terrifying level. Their attacks are unrelentingly pushing on our perimeter. We need to wipe out as many of them as possible before our positions are overrun by the swarm. Get out there and put a hurtin' on 'em Marines!

Aliens:

The Hunters are becoming a problem. The hive is losing more and more drones for their entertainment. This must stop! They might have intruded our home, but they won't leave it!

Predators:

The hive is becoming restless and the humans have dug-in inside their secure perimeters. No bigger challenge for a Hunter has presented itself until now. Bask in the thrill of the hunt!

Victory Conditions:

Marines:

- Kill five Models from the Alien and Predator Forces combined.
- Additionally, reach the ARMOURY with at least two Marine Models. (If you are using Advanced Rules, reach the Armoury with at least 25% of your Models, not counting Sentry Guns)

Aliens:

- Kill five Models from the Marines and Predator Forces combined.
- Additionally, cause enough damage in each of the Tiles marked on the Map (use the DAMAGING A ROOM Special Rule).

Predators:

- Hamper the Marines defense of the ship by deploying an explosive on the BRIDGE using the CARRYING A TOKEN Special Rule.
- Kill five Models from the Alien and Marine Forces combined.
- Additionally, at least one PREDATOR Model must return to the PREDATOR POD.



MISSION 9

The destruction on the Bridge now rendered the ship virtually uncontrollable, most of the displays shattered but one. It warned of imminent destruction in the upper atmosphere. The only hope to keep the ship aloft was to attempt to direct it manually from the Engine Room. All the while, the incessant Xenomorph continued their single minded pursuit of hosts and gathering the means to get those hosts. Then there were the "Hunters". They seemed to take pride in the level of violent death they caused. Did they even know about the ships decent toward the planet? Did they even care?

Briefing:

Marines:

Reroute control of the ship to the Engine Room and fire the adjustment thrusters to keep the ship in the sky. Without that adjustment and no way off this ship we will burn up on re-entry. Get to work!

Aliens:

The humans think that they are safe invading our home from different levels. Cut them off from their only means of escape. Your objective is to destroy the corridors leading to the BRIDGE.

Predators:

The humans resist being prey. Good. But can they resist without the ammunition for their weapons? Do they have the courage to face us as warriors or flee like cowards? We shall find out!

Victory Conditions:

Marines:

- Locate the control panel from the Personnel Terminal in the corridor and get Token to the ENGINE ROOM (use the CARRYING A TOKEN Special Rules)
- Spend two Interact Actions to connect the terminal junction to the ship's systems and attempt a course correction.

Aliens:

- Kill five Models from the Marines and Predator Forces combined.
- Additionally, cut the Humans' path to their goal by destroying the Tiles marked on the Mission Map (use the DAMAGING A ROOM Special Rules).

Predators:

- Destroy the ammunition supplies of the humans by wrecking the ARMOURY (use the DAMAGING A ROOM Special Rules).
- Additionally, kill five Models from the Alien and Marine Forces combined.



MISSION 10

"Anything?" the Marine asked. "Nope," his companion replied. "Dammit. Well at least we tried." The Squad looked at each other as the corridors began collapsing all around them. The remaining Marines raced to find an Escape Pod, then suddenly an eerie red glow lighting up alien machinery came from ahead of them. The Corporal was the first to comment: "What the hell is that?" Without pause, the Sergeant began pushing his Marines toward it. "I don't know Corporal, but I do know one thing: we're leaving!"

Briefing:

Marines:

Despite your best effort, the USCSS Theseus is beginning to break up. Explosive decompressions are going off all over the ship and one last opportunity to live lies ahead. The Predator's Boarding Pod. Get your Marines on that ship and out of this death trap!

Aliens:

Eggs! Precious eggs! Flames and explosions! The hive is collapsing! At least three eggs must be saved! Drones took care of the human hangar, so the only means of escape is the Hunter's Pod.

Predators:

The puny human vessel can take no more! They wish to flee the ship in our ship. LET THEM COME! Let them come and challenge you for the last opportunity to show what a great hunter you are and become the leader of your Clan!

Victory Conditions:

Marines:

- Launch a Pod (use the LAUNCHING A POD Special Rule) with at least one Marine Model located on the PREDATOR POD Tile.

Aliens:

- Launch a Pod (use the LAUNCHING A POD Special Rule) with at least one Egg Token located on the PREDATOR POD Tile.

Predators:

- Kill and collect trophies from any five Models (use the TROPHY COLLECTION Special Rules).

Mission Special Rules

This mission uses the Launching a Pod, Imminent Destruction, Collapsing Tile Mission Special Rules.



9.11. Mission Special Rules:

DELIVER TO VENT - The model carrying one or more tokens must be on an unengaged Tile next to an Air Vent and spend an Interact Action to place any number of the tokens it is carrying inside the adjacent Air Vent. This Interact Action does not count towards the rule of “using each action only once each turn” (you can use another Interact Action)

TROPHY COLLECTION – Trophies can only be collected from Models killed in Close Combat. Instead of removing the Model from the game, put it on its side on the Tile on which it died. In any of the following turns, a Model can spend an Interact Action to remove one of the Models viable for TROPHY COLLECTION that is already on its side from the board and take one Trophy Token. TROPHY COLLECTION cannot take place on Engaged Tiles.

CARRYING A TOKEN - Any Model may pick up an appropriate token by spending an Interact Action while standing on the same Tile as a token. Place the token on the Base of the Model which performed this Action. The token moves with the Model carrying it. If the Model carrying the token is removed from play, then drop the token on the Tile where the carrying Model was removed from play. A token may be dropped by the Model carrying it if that Model spends an Interact Action. Put the token on the Tile occupied by the Model dropping it. Any other Model may pick it up by spending an Interact Action. Each token may be picked up only ONCE per Game Turn.

DAMAGING A ROOM – Any Model (apart from a FACEHUGGER) can spend an Interact Action to roll a D20. On a roll of 1–10, put a relevant Mission Objective Token in the room with the Model performing the DAMAGING A ROOM Action; that Mission Objective Token cannot be picked up by any means. On a roll of 11–20, the Action is lost. This Mission Objective is fulfilled when two Mission Objective Tokens are placed in the Room.

LAUNCHING A POD – To launch a Pod, any Model that is located on the Predator Pod Tile, while the Predator Pod Tile is not counted as an Engaged Tile, must spend an Interact Action to slam a button and launch the pod away from the exploding ship.

IMMINENT DESTRUCTION – Starting from the beginning of Turn 2, the player who won Initiative rolls a die for each Collapsing Tile. On a roll of 1–10, the player removes this Tile from play; on a roll of 11–20, nothing happens to the Tile in this Game Turn. The ESCAPE POD / LABORATORY Tile is counted as a Collapsing Tile as long as it is in play. Each Tile not fully connected on each viable side is counted as a Collapsing Tile.

COLLAPSING TILE - Any tile that is not connected on all viable sides at the start of a round is considered to be a Collapsing Tile. When a Tile collapses using the IMMINENT DESTRUCTION Mission Special Rule, all models located on that Collapsing Tile are removed from play and do not award any Frags.

KILL MODELS/GAIN FRAGS – Each model removed from play as a casualty rewards the player who caused the removal with a number of Frags (Model Kills) based on Model Base size:

Small: 1 Frag

Medium: 2 Frag

Large: 5 Frags

The number of models that need to be removed from play in order to complete this objective is found in the campaign mission description. In case you are using “Advanced Game Rules” and “Build Your Own Forces”, then the number of kills is modified as such:

200pts or lower: 5 Kills

201 to 400pts: 10 Kills

401pts+: 15 Kills

9.12. Experience Levels:

If you and your friends decide to play a more narrative game, where the story matters more than winning or losing, then perhaps a Campaign is what you are looking for! In this Campaign System you will select your Units and keep them throughout. As you play the Missions (either the ones supplied in the AVP:THB Rule Book or of your own devising) your selected Units will advance in combat skill and experience! Each Squad in the Campaign game starts with an Experience Level (LVL) of 1, and can reach the maximum Experience Level of 4. Each Squad (or Independent HQ Model) gains experience throughout the course of the Campaign.

For each enemy Model removed from the game, a Model or Squad gains a number of Frags. Keep tracking Frags gained for each Squad on your Force Organization Spreadsheet. The number of Frags allocated to the Squad is dependent on the Base size of the Model removed as a casualty from the game:

For Models on small Bases (30 mm), one Frag x LVL of the removed Model.

For Models on medium Bases (40 mm), two Frags x LVL of the removed Model.

For Models on large Bases and above (50 mm), five Frags x LVL of the removed Model.

Example: An Activated Marine Model is making a Ranged Attack, removing a Facehugger LVL 1 from the game. The Marine Squad immediately gains one Frag (small base Model x LVL of the removed Model). Another Marine from the same Squad makes a Ranged Attack and removes an Alien Warrior (LVL 2) from the game and his Squad immediately gains two more Frags.

Unless otherwise noted, all Frags are discarded after applying the Level Increase (if any) at the end of the Mission.

Leveling up means that a Squad has gained enough experience and its combat effectiveness therefore increases. Veterans fight better and are more likely to survive no matter what the next encounter may demand of them.

Each race gains experience in a different way than the others, as explained below:

USCM

When the Marines gain Frags, the Marine player makes a note of which Squad caused the casualty and adds the appropriate Frags to that Squad. At the end of the Mission, each Squad not completely removed from play gains 2 Frags, to represent the tactical input and know-how they provide against combating these alien races. Then, each Squad gains a Level for every 10 Frags it has gained.

When a Squad gains enough Frags to advance a Level, it gains the relevant upgrade/s at the beginning of the next Mission. These upgrades are cumulative and are maintained throughout the Campaign. A Squad's Level can't be increased past the maximum Level allowed in the relevant Faction Rules.

Example: A Marine Unit manages to gain 21 Frags at the end of a game. That Squad has earned 2 Level upgrades and the Marine player attributes the relevant upgrades to that Unit, noting them to his Force roster. The extra Frag is lost.

Please note that for experience purposes, Sentry Guns may never gain Frags and Levels, by any means.

Aliens

Instead of being divided into Units, the hive instead gains experience relevant to each Model's Base size. The Alien player only takes notes of the number of Frags his Force has acquired. At the end of the Mission, all Alien Models in the Force gain a single Level if the following Frag total has been achieved for their Base size:

Small: 7

Medium: 10

Large or No base: 15

The hive may never gain more than one Level per Mission. Regardless of the number of Frags, if the Alien player achieves victory via completing his Mission Objective, then the hive is considered to having achieved 15 Frags.

Please note that Facehuggers gain Frags as normal, but do not gain any Level bonuses.

Example: A Hive manages to gain 14 Frags at the end of a game. All Models with a small or medium Base gain one Level, because their Frag requirement was met, and so the Alien player attributes the relevant upgrades, noting them to his Force Roster. The Models on large or no base do not gain a Level, because their Frag requirement was not met. Also note that, while double the number required for small Base Models to Level Up was scored, they still advance only one Level. The extra Frags are lost.

Predators

The Yautja use their advanced technology to store information in their ship's databank. When the Predators gain Frags, the Predator player makes a note of which Squad caused the casualty and adds the appropriate Frags to that Squad. At the end of the Mission, each Squad gains a Level for every 10 Frags it has gained. Then, the Predator player discards the Frags used to Level Up a Squad, and keeps all remaining Frags to that Squad for the next Mission.

Please note that for experience purposes, Hellhounds do not gain Frags and Levels, by any means.

Example: A Predator Unit manages to gain 13 Frags at the end of a game. That Squad has earned 1 Level upgrade and the Predator player attributes the relevant upgrades to that Unit, noting them to his Force Roster. The extra 3 Frags are kept and are added to any Frags this Unit gains at the next game.

Level Upgrade Bonus

A Level provides the following benefits to Models:

Level 2:

Allows a +1 bonus to either a RS or CC skill (select one)

Level 3:

Rewards 1 reroll of a single die per Game Turn (use spare tokens or Coins on the Unit's card to denote these re-rolls.)

Level 4:

The Unit can now attempt to ignore non power shot Wounds with Heal, relevant to its Base size:

Small: Heal (4)

Medium: Heal (5)

Large or no Base: Heal (6)

Models which already have the "Heal" skill instead increase that skill by one point, unless the number in the list is better.

At the beginning of the next Mission it is assumed that well informed reinforcements arrive or your heroic Models that were removed as casualties in the earlier mission were only wounded and are ready to fight again!

10. ADVANCED GAME RULES

The Advanced Game Rules section explains how to create your own Custom Force to fight dangerous enemies on the decks of USCSS Theseus.

The Advanced game allows players to carefully choose their Forces for each Mission. You decide which Models you will use and whether the situation calls for specialists, such as a Sergeant or an extra hero or if you simply need more of the regular Squads. Using the Force List brings a whole new feel to the game; the potential for variation is enormous. You can replay every Mission several times, trying out different Squad and weapon combinations each time. If you get beaten with one Force, just pick a different one next time and try again!

When planning to play an Advanced game, players should agree on a point level that they wish to use. Each Model has a Points Value that depends on the Model's likely effectiveness in the game. For the first few games we recommend using a small Force of up to 250 points, but there is no fixed maximum you can use. However, people wishing to field Platoons of Marines or full grown Hives of Xenomorphs should consider playing under the Wargaming Adaptable Ruleset – W.A.R. (see prodosgames.com).

Building your Force using the points system makes for more personalized Forces and more fun as a result! To ensure a balance in the game, AvP: THB follows an “Organization Chart” approach. Each Faction has its own organization chart in the form of Squad slots, as explained in detail next.

10.1 Force Lists

10.1.1. Marine Force List

A Marine player may organize his Force according to the following minimum and maximum restrictions:

Model Type	Available Slots		Models per Squad	
	Minimum	Maximum	Minimum	Maximum
Headquarters	1	2	1	1
Troop	1	5	5	8
Support	0	3	1	3

Head Quarters Options:

- Dutch (71 pts)** A Marine player may select Dutch to lead his Force. Dutch takes up one HQ Slot. If your Force also includes Lynn, Dutch and Lynn both take up a single HQ Slot.
- Lynn (55 pts)** A Marine player may select Lynn to lead his Force. Lynn takes up one HQ Slot. If your Force also includes Dutch, Dutch and Lynn both take up a single HQ Slot.
- Custom Hero** A Marine player may select any Officer from the following list to lead his Force. The Officer takes up one HQ Slot. The Officer must take one Close Combat and one Ranged Weapon from the Marine Officer Weapons list.

Rank	Points
*Captain	48
*Major	60
*Colonel	71
*Wayland-Yutani Commando Captain	52

Marine Officer Weapons		
Weapon	Type	Points
Knife	Close Combat	0
Serrated Combat Knife	Close Combat	2
*Composite Machete	Close Combat	5
Pulse Rifle & Grenade Launcher	Ranged	5
*M41AE2 Heavy Pulse Rifle	Ranged	5
Shotgun	Ranged	14

Note that you may have a maximum of one of each Model and/or Officer Weapon marked with an asterisk (*) in your Force.

Troops Options:

- Colonial Marines Squad (113 points)** The Squad consists of 1 Colonial Marine Medic armed with a Flamer, 1 Colonial Marine armed with a Smartgun, 1 Colonial Marine armed with a Pulse Rifle and Grenade Launcher and equipped with a Motion Tracker, and 2 Colonial Marines armed with a Pulse Rifle and Grenade Launcher. You may include up to 3 extra Colonial Marines armed with a Pulse Rifle and Grenade Launcher, for 19 pts each. The Squad takes up one Troop Slot. Each Colonial Marine Squad can also take up to one Colonial Marines Sergeant armed with a Shotgun for 38 points. 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).
- Wayland-Yutani Commandos Squad (168 points)** The Squad consists of 1 Wayland-Yutani Commando Medic armed with a Flamer, 1 Wayland-Yutani Commando armed with a Smartgun, 1 Wayland-Yutani Commando armed with a Pulse Rifle and Grenade Launcher and equipped with a Motion Tracker, and 2 Wayland-Yutani Commandos armed with a Pulse Rifle and Grenade Launcher. You may include up to 3 extra Wayland-Yutani Commandos, chosen from the following list:
 - Wayland-Yutani Commandos armed with a Pulse Rifle and Grenade Launcher, for 30 pts each.
 - Wayland-Yutani Commandos armed with a Smartgun, for 36 pts each (max 2 extra).

Support Options:

- Power Loader (67 points)**
A maximum of one Power Loader may be taken per Support Slot.
- Sentry Guns (9 Points)**
A Sentry Gun Squad consists of one Sentry Gun. You may take up to two extra Sentry Guns for 9 pts each. A maximum of one Sentry Gun Squad may be taken for each Colonial Marines Squad in your Force.

10.1.2. Alien Force List

An Alien player may organize his Force according to the following restrictions:

Model Type	Minimum	Maximum
	Slots/Percentage	Slots/Percentage
Headquarters	1 – N/A	2 – 50%
Troop	50%	N/A
Support	0%	25%

Headquarters Options:

- Alien Queen (97 pts)** An Alien player may select a Queen to lead his Force.
A Maximum of 1 Alien Queen may be included in any Alien Force. An Alien Queen takes up two HQ Slots.
- Alien Praetorian (73 pts)** If your Force includes an Alien Queen, you may take one Praetorian to assist her. The Praetorian does not use any Force Organization Slots, but otherwise counts as an HQ selection.
- Alien Predalien (70 pts)** An Alien player may select a Predalien to lead his Force. A Predalien takes up one HQ Slot.
- Evolved Alien Warriors (42 pts)** An Alien player may select Evolved Warriors to lead his Force. Up to two Evolved Warriors may be selected for each HQ Slot.

Troops Options:

An Alien player may choose any number of Models from the following list, adhering to any specific restrictions in each unit entry.

- Alien Infant Warriors (10 pts each)** A minimum of 5 Infant Warriors must be included in your Force.
- Alien Stalkers (6 pts each)** You may include Stalkers up to half the total number of Infant Warrior and Warrior Models in your Force, rounding fractions up.
- Alien Facehuggers (4 pts each)** You may include Facehuggers up to half the total number of Infant Warrior and Warrior Models in your Force, rounding fractions up.
- Alien Warriors (24 pts each)** No Restrictions.

Support Options:

You may include Models from this list, up to your allowed point limit for Support:

- Alien Royal Guard (57 pts each)**
- Alien Crusher (88 pts each)**

10.1.3. Predator Force List

A Predator player may organize his Force according to the following list:

Type	Minimum	Maximum
Elder	1	2
Hunt Pack	2	6

Unless specified otherwise, a Pack consists of a single Model and takes up one Slot.

Elder Options:

- Predator Warrior Elder (63 pts)**
- Predator Hunter Elder (63 pts)***
- Predator Berserker Elder (82 pts)** A Berserker Elder is armed with Twin Feral Blades and must select one of the Plasma Ranged Weapons from the following list. A Berserker Elder takes up two HQ Slots.

All Elders are 0-1 option. Up to one Elder Model in the Force may take a Self-Destruct Device for 15 pts. Additionally, each Elder must be armed with one Close Combat and one Ranged weapon, or a Smart - Disc taken from the following list:

Predator Elder Weapons List			
Name	Type	Points	Restrictions
Wrist Blade	Close Combat	2	Warrior or Hunter Only
Combi-Stick	Close Combat	6	Warrior or Hunter Only
Relic Combi - Stick	Close Combat	9	Warrior or Hunter Only
Smart - Disc	Dual Slot	15	Warrior Only
Relic Smart - Disc	Dual Slot	17	Warrior Only
Wrist Dart	Ranged	1	Warrior Only
Plasma Caster	Ranged	11	Hunter or Berserker Only
Gatling Plasma Caster	Ranged	14	Hunter or Berserker Only
Plasma Cannon	Ranged	15	Hunter or Berserker Only

Hunt Pack Options:

- Predator Warrior The Warrior** may be armed with either a Combi-Stick and Wrist Dart for 56 pts or a Smart - Disc for 63 pts.
- Predator Hunter (61 pts)*** The Hunter is armed with a Wrist Blade and Plasma Caster.
- Predator Berserker (78 pts)** The Berserker is armed with Twin Feral Blades and a Gatling Plasma Caster. A Berserker takes up two Hunt Pack Slots.
- Predator Youngblood Pack** A Youngblood Hunt Pack consists of 1 Youngblood armed with a Wrist Blade and Wrist Dart for 35 pts. You may add to the Hunt Pack up to one of each:
 - Youngblood with Wrist Blade and Wrist Dart (35 pts)
 - Youngblood with Combi-Stick and Wrist Dart (38 pts)
 The Predator Youngblood Pack takes up one Hunt Pack Slot.

5. **Hellhound Pack**** A Hellhound Hunt Pack consists of between 1 to 6 Hellhounds, for 9 pts each. The Hellhound Pack takes up one Hunt Pack Slot.

**You may include up to one Hunter or Hunter Elder for each Warrior or Warrior Elder in your Force. You may include up to one Hunter or Hunter Elder for each Warrior or Warrior Elder in your Force respectively. This means that you can only include a Hunter Elder if you have already included a Warrior Elder.*

***A maximum of 1 Hellhound Hunt Pack may be used for each Hunter or Hunter Elder included in your Force.*

Additionally, a Predator player may include in his Force up to one Vocal Mimicry Token for each Elder, Hunter, Warrior, Berserker and Youngblood Model included in the Force (2 pts each). Vocal Mimicry Tokens do not take up any Hunt Slots.

10.2 CUSTOM VICTORY CONDITIONS

Setting up Custom Victory Conditions is a simple three step process, which ensures that no two Missions will ever look the same. It is governed by only a few rules, which are described in more detail next to each type of Victory Condition below.

Setting up a Custom Victory Conditions:

1. Set up a Mission Map.
2. Choose a Deployment Tile for each Faction (see below).
3. Each player draws one Mission Card from the Mission Deck, and announces the Mission for his Faction. Each player marks his objectives with Objective Tokens when required.

1. **Set up a Mission Map** - Feel free to use any Mission Map from the Rulebook or if all players agree, create one by taking turns (each player rolls a D20 and takes turns in descending order) and adding Tiles to any viable interlocking Tile edges. Always start from the cross-section, allowing players to build up a map in any of the four directions. Completed maps must have all interlocking edges closed by a Tile to be viable to play. Players agree on a total number of Tile Placement Turns, which cannot be less than five or the minimum number in Tiles required to legally place all Alien Faction Models (whichever is greater), and place Tiles until that turn limit is reached.

Players then agree on a total number of Air Vent Turns to be placed, and likewise take Placement Turns placing Air Vent Tiles connecting any Tiles except Marine and Predator Starting Areas. The number of Air Vent Turns cannot be lower than two. Finally, players agree on a number of Extra Door Turns to be placed and likewise take Placement Turns placing doors on any Tiles except Marine and Predator Starting Areas. The number of Extra Door Turns cannot be lower than two.

2. **Choosing a Deployment Area** - Each Faction has its own deployment rules as presented below:

2.1. **Marine Force** - Before setting up Tiles, the Marine Player takes as his Starting Area one Room Tile and extra Tiles based on the following list:

Up to 12 Occupation Points: 1 Room - no extra Tiles

Up to 20 Occupation Points: 1 Room - One straight Tile

Up to 32 Occupation Points: 2 Room - One "T" intersection Tile

Up to 44 Occupation Points: 3 Rooms - One "Cross" intersection Tile

The Marine player connects the Rooms and extra Tile together, and adds a door to the side of the extra Tile not connected to a Room. At any point, instead of placing a Tile during Tile Placement, he may connect the Tiles allocated as his Starting Area to any Tile already placed, as long as they fit. In the rare occasion that the Starting Area will not fit any position on the Map, the Marine player must place an extra clear straight Tile so that it does.

2.2. **Alien Force** - Before setting up Tiles, the Alien player takes a number of Infested Tiles (apart from Dead-End Tiles) equal to the number of Tile Placement Turns agreed on Step 1. The Alien Player may only deploy Infested Tiles from his reserve.

2.3. **Predator Force** - Before setting up Tiles, the Predator player takes as his Starting Area a number of Predator Pod or Predator Ship Tiles with total Occupation Points greater than the total number of Occupation Points his initial Force has (including Vocal Mimicry Tokens), and connects them together. If you do not possess enough Predator Pod or Predator Ship Tiles, the Predator player may instead use normal Straight Tiles. At any point, instead of placing a Tile during Tile Placement, he may connect the Tiles allocated as his Starting Area to any Tile already placed, as long as they fit. If on the last Placement Turn the player has not yet placed his Starting Area, he is obligated to place his Starting Area instead of a Tile. In the rare occasion that the Starting Area will not fit any position on the Map, the Predator player must place an extra Normal straight Tile so that it does.

**You may include up to one Hunter or Hunter Elder for each Warrior or Warrior Elder in your Force respectively. This means that you can only include a Hunter Elder if you have already included a Warrior Elder.*

3. Draw one Mission Card from the Mission Deck - Read what type of Victory Condition your Mission requires you to achieve, following the extended description of Victory Conditions below and mark appropriate Tiles with the Objective Token(s) of your Faction where needed.

All Mission Special Rules are explained in detail on page 51 (9.11, Mission Special Rules)

Carry back to the starting position – This Objective Token has to be retrieved and transported back (following a Carrying a token Special Rule described in the Mission Special Rules section of the Rulebook (9.11)) to the Faction Deployment Tile, see Deployment above.

Deliver – One or more friendly Models of the Troop type start the game in possession of an Objective Token that has to be delivered to the designated Target Tile. Only Troop Type Models may carry this Token. Once the Model enters the Target Tile while being in possession of an Objective Token, the Objective Token is considered completed and the token is automatically placed on the Tile without the need to use an Action, and cannot be picked up again. When all Objective Tokens are placed on all Target Tiles, this Victory Condition is considered to be fulfilled.

Damage – To fulfil this Mission, two extra Mission Objective Tokens must be placed on the Target Tile (follow the Damaging a Room Special Rule described in the Mission Special Rules section of the Rulebook (9.11)).

Evacuate – When at least 50% (rounding up) of the Models from the player's initial Force reach the Target Tile and the target Tile is not occupied by any opponent's Models, this Victory Condition is considered to be fulfilled. If you are using the Advanced Rules and extra Models, you may also fulfill this victory condition when the target Tile becomes Fully Occupied by Models of your own Force. In case you fully occupy the Target Tile, the 50% requirement is waived.

Gain X Frags – When the total amount of X Frags has been collected by Models from the Faction who drew the Mission Card with this Objective, the Victory Condition is considered to be fulfilled. See more on Frags on the Mission Special Rules section (9.11)

Gain X Trophies - When the total amount of X trophies has been collected by Models from the Faction who drew a Mission Card with this Objective, the Victory Condition is considered to be fulfilled. See more on Trophy Collection on the Mission Special Rules section (9.11)

Interact – A Model is required to spend an Interact Action while located on a Target Tile. Keep in mind that an Interact Action may not be performed on Engaged Tiles.

Target a Room – Choose a Room Tile. One randomly chosen opponent selects a Room Tile. This room becomes the target of this Mission. The target room may not be located closer than five Tiles from the Deployment Tile of the Faction who drew the Mission Card.

Target Rooms – Choose two Room Tiles. One randomly chosen opponent selects a Room Tile. This Tile becomes one of the targets of this Mission. A second target Room Tile is chosen by the player who drew the Mission Card with this Objective on it. Target Rooms may not be located closer than five Tiles from the Deployment Tile of the Faction who drew the Mission Card.

Target a Tile – Choose a Corridor Tile. One randomly chosen opponent selects a Corridor Tile. This Tile becomes the target of this Mission. A Target Corridor Tile may not be located closer than five Tiles from the Deployment Tile of the Faction who drew the Mission Card.

Target Tiles - Choose two Corridor Tiles. One randomly chosen opponent selects a Corridor Tile. This Tile becomes one of the targets of this Mission. A second Corridor Tile is chosen by the player who drew the Mission Card with this Objective on it. Target Corridor Tiles may not be located closer than five Tiles from the Deployment Tile of the faction who drew the Mission Card with this Objective on it.

Remove Tile(s) – Remove an Air Vent Tile from play using the Weld It Shut! Special Skill. In such a Victory Condition, only Air Vent Tiles may be chosen as Target Tiles.

Designer Note: If all players would like to play a longer, more strategic game, especially when playing with additional Models, it may be a good idea to draw two Mission Cards per player. It will increase the complexity of the game and turn it into a massive battle of wits!

10.3 AVP: THE LAST STAND

Taking control of one of three Forces to guide it through the events unfolding on board of the USSCS Theseus isn't the only way in which to play and enjoy AvP: THB. Apart from ready-to-play single campaign Missions, which merge together in one story that can be replayed from each Faction's point of view as random Missions fully set up by the players, the game offers one more game type — The Last Stand, a mode that poses a challenge even for the best commanders.

The game mode may be played as a single Last Stand Mission or as a more complex Progressive Campaign by one or more players. In this co-operative mode, the players combine their Forces in order to defeat never-ending waves of Aliens, controlled by an automated set of rules called "Hive Instinct". The game caters to any player configuration, and the players decide amongst themselves on how to best split their Forces. The Last Stand mode works best in conjunction with the Advanced Game Rules, allowing players to customize the embattled Forces

and providing almost unlimited diversity between each game. Forces, being balanced by their point values, let you recreate many epic and movie-like encounters, while the never-ending numbers of the enemies pour forth. Would a meager few Marines, supported by a Power Loader, stand a chance against an Alien Queen and her brood? Can three Predators vanquish a massive Alien Crusher? Can two Alien Royal Guards protect the egg chamber from an invading Weyland-Yutani Xenon Retrieval Force? It's time to find out!

Designer's Note: While this game can be played using only the box contents, we recommend using add-on Models to increase the difficulty and the cinematic thrill of the game – especially Aliens!

10.3.1 Introduction

The Last Stand – A team of survivors tries to stay alive throughout the game rounds, resisting attacks from a horde of Aliens while at the same time pushing towards their objective. This game type allows for great heroes to emerge, gaining levels and skills as their enemies crumble to dust. While playing the The Last Stand, keep notes of the LVL and Frags collected by each Squad in the game. Veterans will be a really tough nut to crack for even the scariest hordes!

10.3.2. Setting up a Last Stand Game

1. Use all non-Alien Models included in the box to create what we call a “Combined Force”. Additionally, you may add to this Force any add-on Models in your collection (apart from Aliens).
2. Players then decide which Models each player controls, any way they like. Each player must control a minimum of 1 Model, and may control Models of different Factions.
3. Create an Alien Force using all Models included in the box. Additionally, add any add-on Alien Models in your collection.
4. Separate the Alien Models’ Tokens based on size, and create facedown pools of Alien Ping! Tokens.
5. Choose a Mission to play, or create your own Mission using the Advanced Rules in section 10. In custom Missions, you must add 4 Breach Locations by placing an Alien Mission Objective Token on each of four L-Shape and/or Room Tiles. Designer's Note: If you believe your Force is the toughest in the Galaxy, feel free to add extra Breach Locations. Your Force will be remembered as heroes, especially if they somehow manage to survive!
6. Players use a common Strategy Deck for each player Faction. Each player using Models from only one Faction, draws Strategy Cards as normal.
7. Each player using Models from more than one Faction, draws 2 Strategy Cards from each Strategy Deck corresponding to his Models’

Factions; that player has a maximum hand size of 2 for each of these Factions’ Strategy Decks. Otherwise, all rules related to playing Strategy Cards still apply.

8. 7. Determine difficulty level, as described in section 10.3.6. Game on!

10.3.3. Game Round description

A game round is completed when the following steps have been executed:

1. Spawning Phase
 - a. For each Breach Location, roll a die and consult the Spawning Table.
 - b. Spawn the relevant Tokens on the respective Breach Location (they can be activated as normal), using the Hive Spawn rules.
2. Initiative & Refresh Phase
 - a. Players decide the order in which they will play, or roll a die as normal.
 - b. Player with Initiative draws an Environmental Card and resolves it.
 - c. All players draw Strategy Cards back up to their relevant maximum hand size: 5 for players using a single Faction; 2 for each Faction for players using more than one Faction. This means that a player controlling a Predator and three Marines will always have 2 Predator and 2 Marine Strategy Cards.
3. Model Activation Phase
 - a. Active Player chooses a Model to activate as normal, and completes its activation.
 - b. Active Player chooses an Alien Model to activate following the Hive Instinct rules described in section 10.3.4, and completes its activation. In case of multiple eligible models, the Active Player chooses any of the tied Models.
 - c. Next Player continues from point 3.a until all Models on board have been Activated.
4. Gain Experience and Check Victory Conditions.
 - a. Instead of the end of the Game, in The Last Stand you check for experience gained for each Squad at the end of each Game Round. Each Squad that has gained enough experience, spends the necessary experience points to gain a Level, and keeps the rest (no experience is discarded). USCM Squads only gain their Faction's bonus experience once per game. Aliens do not gain experience in this game mode. If the players wish, they may start any following games with the same Force and retaining the experience they gained, exactly like a campaign.
 - b. Check if any Victory Conditions apply.

10.3.4 Hive Instinct

Hive Instinct is a simple set of rules that automates the Hive's actions, allowing even a single player to enjoy the challenges of The Last Stand Mode. Follow the list and check if the conditions for each particular Action (activation, movement, interaction) are fulfilled. If so, follow the description to determine whether the Model attacks, moves in a particular direction or performs other Actions, e.g. interacting with Tiles; if not, go down the list until all Models have been considered and a suitable Action has been taken.

- A. **Hive Activation** – This section describes the order in which Hive Models should be Activated. Hive Models activate in the following order:
 1. Engaged Models, starting with the Model with the highest RoA.
 2. Models next to Engaged Tiles, starting with Models with the highest RoA.
 3. Models which can make it to an Engaged Tile in one movement (walk or run), starting with Models nearest to the survivors.
 4. Models which can make a Ranged Attack at the survivors (are or can be within range).
 5. Models that are more distant from the survivors, and do not follow any of the above criteria.

- B. **Hive Movement** – This section describes how Hive Models decide if and where to move. Hive Movement is described by the following rules:
 1. Models move towards the nearest player's Model. Nearest means separated by the least number of Tiles. If two equally distant Tiles are occupied by the survivor Models, then the Hive Models will move towards the Tile with more Occupation Points taken by the survivors. If two equally distant Tiles are occupied by the same amount of survivors, then the route for the Hive must be randomized by a D20 roll. Air Vent Tiles can be used as normal.
 2. If the Model is Activated next to a door blocking the shortest way to the survivors, then the Model will spend an Action and try to Force the Doors Open (A), instead of a Run or Move Action.

- C. **Hive Attacks** – This section describes which kinds of Actions the Hive will use and when to engage and fight the survivors. Hive Attacks are described by the following rules:
 1. Models Engaged with survivors will attack during every activation where they are able to do so, using Paroxysm. If unable, they will use their highest RoA CC weapon performing a normal CC Action, and Pass.

2. Models with Ranged Attack capabilities and having enemies in range, will attack once during activation if they have LOS and are suffering no negative RS modifiers. If the Model is out of range, but an enemy which can be shot without any negative RS modifiers can be reached by performing a Move Action, then the Model will first move then make a Ranged Action. If there is no opportunity to make a Ranged Attack with no negative modifiers, then the Model will continue closing in to Engage. If a Hive Model makes a Ranged Attack, it will use any remaining actions closing in to Engage.

10.3.5. Hive Spawn

When you are required to spawn a new wave of Aliens, you roll a die and consult the following table:

Spawn	Normal	Alternate
Clear Scanners (1-5)	.	.
Multiple Signals (6-10)	2 Tokens 30mm	2 Tokens 30mm
They're in the walls! (11-15)	1 Token 40mm	3 Tokens 30mm
Game Over Man! (16-20)	1 Token 50mm	4 Tokens 30mm

The players then place the relevant Ping! Tokens of the "Normal" column, picked randomly from the correct Token pools. These Tokens are placed face down and are secret to the players. Any special abilities will be immediately effective once the Tokens are converted into Models. For example, a Token starts out of LOS and declares a Run Action, entering the LOS of a Marine. The Token is revealed to be a Stalker, and immediately applies the Stalker's special rule "Hive Bloodhounds" to move a third Tile.

In case you don't have enough available Ping! Tokens in a pool as required by the "Normal" column, you must instead consult the "Alternate" column. If you still do not have enough Ping! Tokens to spawn, instead spawn all remaining Tokens of that size, and all Alien Tokens/Models on board may move an additional Tile when using a Move or Run Action.

If the Ping! Tokens would be spawned in an occupied Breach Location where there is not enough space, instead place the Models using the "Engage by Displacing" rules, and treat them as having 1 available Action Point this round. This effect is not cumulative.

After each Alien Model is removed from play as a casualty, return its corresponding Ping! Token to the relevant Token Pool.

After the players barricade the second Breach Location (see 10.3.6. Victory Conditions), add one extra 30mm Token to the result of every table cell. After the players barricade the third Breach Location, add a second extra 30mm Token to the result of every table cell.

The table above has been designed taking into consideration the box contents, thus a total of up to 300 Combined Player Force Points. For every (even incomplete) extra 150 Combined Player Force Points, add one extra 30mm Ping! Token to the result of every table cell except for "Clear Scanners". So, for example in a 400 Combined Player Force Points list, a Normal result of "Multiple Signals" would be 3 30mm Tokens, while Normal result of "Game Over Man!" would be 1 50mm Token and 1 30mm Token.

10.3.6. Victory Conditions

When playing The Last Stand, players ignore any Mission Special Rules and Victory Conditions. Instead, victory is achieved by the Players' Models successfully barricading enough Breach Locations of the game board, marked by an Alien Mission Objective Token each. In order to barricade a Breach Location, the players need to remove the Alien Mission Objective Token from the Breach Location Tile using the „Damaging a Room/Tile" rules. Instead of placing an Acid Damage Token, a successful "Damaging a Room/Tile" roll removes an Alien Mission Objective Token.

The Last Stand has three difficulty levels, represented in the Victory Conditions the Players are required to meet to beat the game.

"I only need to know one thing": The players win if they manage to barricade all Breach Locations except two. This is a casual gaming mode, where players will more often than not achieve their objective and live to tell the tale.

"Every Formation a Parade": The players win if they manage to barricade all Breach Locations except one. This is the normal gaming mode, designed for experienced gamers and presents adequate threat, challenging players to work together if they mean to get the job done.

"I died": The players win if they manage to barricade all Breach Locations. You heard the man. No guts, no glory.

The players lose if all of their Models are removed as casualties.

Following these simple rules should guarantee an enjoyable game, with the Hive unrelentingly hunting for survivors. Nothing beats a duel of wits that only a live opponent can provide, so grab a friend or two and go through challenges offered by the cold, dark depths of the USSCSS Theseus together!

Designer's Note: If in any case you cannot decide what the Hive would do, roll a die or flip a coin — let fate decide!

AVP™

THE HUNT BEGINS

EXPANSION PACKS



ALIEN QUEEN

QUEEN, MONARCH, PROFANITIES, NO MATTER WHAT YOU CALL HER THE XENOMORPH QUEEN INSPIRES TERROR WHEREVER SHE GOES. INSPIRING DRONES AND SOLDIERS WITH HIVE INTELLIGENCE SHE CAN TURN A COLONY THOUSANDS STRONG INTO CHESTBURSTER FOOD IN MERE WEEKS. AND IF YOU ARE FOOLISH ENOUGH TO ENTER HER LAIR, YOUR SCREAMS AS SHE RIPS YOU APART WILL BE THE LAST SOUNDS YOU EVER MAKE.

MODEL COME UNPAINTED AND UNASSEMBLED.



ALIEN WARRIORS

THE WARRIOR OR SOLDIER IS THE PRIMARY ASSAULT CASTE OF THE XENOMORPH SPECIES. SPAWNED FROM HUMAN HOSTS MUCH LIKE THEIR DRONE COUNTERPARTS A WARRIORS PRIME ROLE IS TO SECURE FRESH HOSTS FOR THEIR SIBLINGS AND NEUTRALIZE THE THREATS TO THE HIVE. THEY HAVE THE STRENGTH TO RIP THROUGH STEEL BULKHEADS AND THE DURABILITY TO TAKE SEVERAL PULSE RIFLE HITS BEFORE FALLING TO THEIR WOUNDS.

MODELS COME UNPAINTED AND UNASSEMBLED.



WEYLAND-YUTANI COMMANDOS

THE WEYLAND-YUTANI COMMANDOS ARE AN ELITE SPECIAL FORCES FORMATION WHICH, UNLIKE THE COLONIAL MARINES, ARE PRIVATELY OWNED AND DIRECTED BY THE WEYLAND-YUTANI CORPORATION. A HEALTHY PAY-PACKET AND ACCESS TO AN EXTENSIVE ARSENAL OF WEAPONS ENSURES THAT THEY SHARE THE SAME INTERESTS AS THE CORPORATION AND NEVER SWAY FROM THE OBJECTIVES SET OUT BY THEIR BOSSES.

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