AVP™
UNLEASHED

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PRODOS GAMES

20TH CENTURY FOX | FOX

TABLE OF CONTENTS

Keller tapped the pen against the side of his cheek as he stared at the screen. The dull green glow of the screen washed over his face in the darkness of the control room. As a synthetic, he didn't need to breathe, but he gave a heavy, audible sigh anyway. It was just one of the programs Weyland-Yutani had programmed into his kind to appear more life-like. He studied the message again, and even though his cerebral drive had saved all of the information upon his first glance at it, he liked to double check the data anyhow.

Leaning back in the reclining chair, he processed the information and accessed files that had been locked until now. Initiative 10125. Scanning its contents, he came to understand what the true nature of this mission was. It wasn't hauling of prisoners and supplies to LV-669, it was to investigate this world along their route, LV-501. Three years ago, a small independent scout craft had come across some strange readings originating from this planet and set down to investigate. While they were careful not to disturb anything, they documented what they saw, sold the info to the Weyland-Yutani Corporation for a tidy profit, and then disappeared. The rest of the Initiative document was orders for the synthetic crew of the Theseus, as the humans could not be trusted to carry such a delicate matter out objectively.

He felt a hand on his shoulder, breaking his contemplation. Looking up, he stared into the hazel-green eyes of his subordinate. "Jillian," he murmured.

The woman smiled down at him, her soft voice barely audible over the hum of the star drives, "You look uneasy Keller, what's wrong?"

"New orders," He said with a slight twinge in his throat as he leaned forward, getting to his feet. "We have been tasked with Initiative 10125 and the Corporation will not tolerate failure."

She paused, her mind accessing the unlocked file, and her eyes went wide. "They can't mean it. This is..."

"Do we have a problem ensign?" Keller snapped.

"N-no sir..." Jillian's voice trailed off.

He looked at her coldly, "You have always had a soft spot, make sure you are not a liability in this endeavor as I would hate to have to report you to the Corporation."

She gulped and nodded, "Yes sir."

He pressed a button on the console, opening up ship-wide communications, "All staff please report to the medical facility for briefing."

GENERAL RULES

PRIORITY

If two or more in-game effects, abilities, or rules are triggered or applied at the same time (for example, at the beginning of squad's activation), the player whose squad is currently activated decides the order in which they are to be resolved. If no squads are activated, the player who has won the initiative this turn decides.

COLLIDING RULES

Specific rules override general rules. Thus, when the rulebook and a squad entry contradict each other, the squad entry is correct. The only exception to this rule is "Slow to Reload". Weapons that have this can never increase their ROA, even if a specific rule says so.

CUMULATIVE

Rules are normally non-cumulative. If a model or weapon would be affected by the same ability twice, you can only choose him to be affected once. If two different abilities or card effects have the same effect on the model (e.g. SP(+2)), then the model will be affected by both abilities / card effects.

DICE ROLLS

A 20 sided die, referred to as 'D20' throughout the rules, will be used for all tests, rolls, and rerolls in the game.
If there is a number in front of 'D20', then that is the number of 20-sided dice that should be rolled (i.e. '2D20' = Roll 2 20-sided dice).

REROLL

If a rule allows or forces a player to reroll a die, the die may only be rerolled once (players may not reroll a reroll). If the die is rerolled, the second result must be kept, even if it is worse than the first result.

POWER SHOT

Dice rolls which result in an unmodified result of a 1 are always successful. If the roll was an RS, CC, or WP test, no saving rolls are allowed.

FUMBLE

Dice rolls which result in an unmodified result of a 20 are always a failure. If a model rolls a natural 20 for any attribute test (except Saving Rolls) during its activation, it may spend no further action points in the game turn and is deactivated after completing the action in which the fumble happened.

IN-GAME EFFECT

An effect triggered by a model's or squad's ability, a card played by either player, or by an action performed by a Model.

MODIFIERS

Modifiers follow the mathematical principle: first multiply/divide, then add /subtract (i.e. 3x2+2= 8). Any change made to a value is considered a modifier.
Where modifiers are a result of a model's ability or any other in-game effect, they are described as follows:
RES(1): RS(+2) should be read as 'Spend 1 resource. The model's RS is modified by (+2) until the end of the turn'.
RES(3): Squad ranged weapons' R(x0.5) should be read as 'Spend 3 resources. The R of all target squad's ranged weapons is reduced by half'.
All modifiers triggered by an in-game effect apply until the end of the turn.

MEASUREMENT

Players may measure any distance at any time during the game. Models and terrain pieces are measured from the nearest point of the model´s base to the target´s base or footprint.
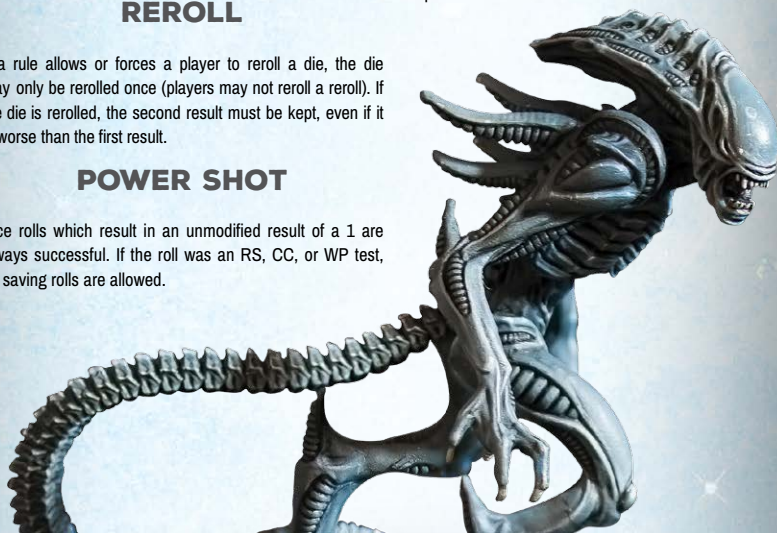
ATTRIBUTES ON MODELS

A model's stat line represents the attributes of the model. Attributes can be temporarily or permanently modified during a game. Most attributes represent the target number when taking an attribute test on a D20:

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	10/0	10	8	8	13	13	1	20	0	10

No attribute value can be modified below a value of 1, except for the Wound value. No attribute value can be modified above a value of 20, except for Armour value.

If an attribute value is represented by a '-' symbol on a model's profile, it means the attribute cannot be used. A model with such an attribute cannot perform actions or use abilities which require a test based on that attribute. A model that is forced to perform a test based on that attribute is considered to pass the test automatically.

SP – This value is used to define how far a model can travel (in inches) when performing a movement action, as well as a model's total movement allowance for a turn.

CC – Close Combat. Used when performing a Close Combat test. The second value (DEF) describes how well a model can defend itself in close combat.

RS – Ranged Skill. Used when performing a Ranged Skill test.

ST - Used when performing a Strength test. This value is also added to a melee weapon's strength when a model attacks with it.

CON – Constitution. A model's resilience when resisting factors such as poison or gas, or falling from height. Used when performing a Constitution test.

WP – Will Power. Used when performing a Will Power test.

LD – Leadership. Used when performing a Leadership test.

W – Wounds. This value indicates the number of wounds a model can suffer before it is killed. If a model's Wound value is reduced to '0' or less, it is removed from the board as a casualty.

A – Armour. Used when performing an Armour test to shrug off a successful hit. If an Armour value includes a second number in brackets e.g. A:18(12) this is the Impenetrable Armour value and represents the minimum value the Armour can be reduced to by any attack. Occasionally an attack will state that no Armour test may be taken, but an Impenetrable Armour test may still be taken. In this case, the model may perform an Impenetrable Armour test using the number in brackets.

SZ – Size. An approximation of the model's size. Added as a positive modifier to close combat and shooting attacks. Also used to determine which screen should be used if there is doubt when establishing line of sight.

PTS - Points. This value represents how much the model is worth and is used by the players to produce balanced opposing army lists.

ATTRIBUTES ON WEAPONS

Weapons also have stat lines representing the attributes of a weapon

ASSAULT RIFLE			
R	ST	ROA	TYPE
24	10	1	A

R - 'Range'. The effective range of a weapon, measured in inches. For close combat weapons, this is also referred to as the Close Combat Weapon Range (CCWR).

ST - 'Strength'. For ranged weapons, this is a modifier to the attribute the target is using to resist the attack (Armour for most attacks, Constitution for Poison and Gas attacks. For close combat weapons, this value is instead added to the attacking model's Strength and the resulting value is a modifier to the attribute the target is using to resist the attack.

ROA – Rate of Attack. This value represents the number of attacks the model can make using this weapon during a single ranged combat or close combat action. How these attacks may be distributed amongst enemy models will be described later in the appropriate section of this rulebook.

Type - This characteristic describes a broad category this weapon falls into.

ATTRIBUTE TESTS

In order to pass an 'attribute test', roll equal to or less than the relevant attribute value of the model.

BASES

Models in this game are mounted on bases in different sizes:

Small bases:	30mm diameter
Medium bases:	40mm diameter
Large bases:	50mm diameter
Huge bases:	80mm diameter
Giant Bases:	120mm diameter

For models that have no base, consider instead the 'footprint' of the model.

MODEL FACING

All models have two facings: front and rear. The two facings split a model's base or 'footprint' into two equal 180° parts. We encourage players to mark the bases of their miniatures to show the front / back facing. As vehicles may only travel straight ahead or backwards and are limited in how much they might pivot, it is also recommended that players mark their vehicle bases to show the direction of forward and reverse movement. These markings can help indicate 'left' and 'right' facings of a vehicle if a rule specifically requires them.

If not marked, the front facing will be in the same direction as the model's chest, or the front of the vehicle with the direction of forward and reverse travel perpendicular to that. Models only have Line of Sight (LOS) in their front facing.

LINE OF SIGHT

Every model has a clear view over the whole battlefield unless something like terrain pieces block the view. Models up to SZ(3) may obscure line of sight (LOS) and thus grant cover but they can never completely block the line of sight (LOS) to a target, even if the model appears to do so. Terrain pieces, as well as models of SZ(4) or above, may obscure and can completely block the LOS to a target.

MODELS OF SIZE (0) (2)

Regardless of their pose, soldiers on the battlefield are constantly moving around, trying their best not to get shot. Players often use scenic bases or special poses for their miniatures. Crouching snipers seem cool until you find out the sniper miniature can't actually look over a small wall!

To support this idea, every model has a size-dependent screen that represents the whole area 'occupied' by a model. If LOS is in doubt, hold the respective screens directly behind the bases of the models involved. If you can see the target model´s screen from any point of your model´s screen, then a LOS is established. Line of sight is mutual, so if your model can see another, then so can the other model see yours.

MODELS OF SIZE (3) AND HIGHER

These models represent big monsters or vehicles. As tanks normally don't crouch, a screen is not required so true line of sight may be established. If a smaller model (using the screen, if necessary) can see any part of the monster or tank, you have line of sight. Line of sight is mutual here, too.

Macen studied the small alien creature intently, the tip of the surgical probe corroding moments after piercing the soft flesh of the open wound. He had already lost one saw blade as he cut into the hard chitin of its body to expose it. His eyes focused and catalogued the speed at which its blood melted the steel down to the nanosecond. Acting quickly, he sucked some of the thick, yellow-greenish acid out of the xenomorph through the metal tube and into a specially prepared vial that appeared to withstand the toxic nature of the substance. The console to the right of him chimed after a few moments.

"Extraction complete," he said in a clinical tone. He regarded the probe and watched as the rest of it turned to slag and dripped onto the steel table, corroding that as well.

"What do you make of it?" he heard Helen's voice inquire from behind him.

"Some kind of molecular acid… It appears to share some traits with some insects native to Earth. Highly destructive," Macen mused as he examined the puddle of metal that was once a medical instrument, "but seems to oxidize when exposed to oxygen, quickly rendering it to a neutral state. This is fascinating," he paused, "even dead, they pose a significant risk to safety".

Ignoring her counterpart, Helen picked up a datapad and tapped it several times. "Subject Eight is prepped for incubation," her voice took on a stern quality to it, "so if you are done with your experiment, I may need a hand. We cannot afford another incident like the last one."

Even though he was a synthetic, Macen looked suitably admonished by her words. They still had not recovered the parasitoid that had escaped after withdrawing it from the tank they were keeping it in. Though they were small, he remembered well just how strong the aliens are.

Nodding, he walked over to a steel cylinder and pressed several buttons at the base of it. There was a hiss of cold steam and he lifted the top. Carefully, he pulled another of the hand-shaped aliens from it and carried it over to the table, holding onto the creature tightly. Even slowly thawing from a half-induced cryo, the thing whipped its tail around trying to get a hold on him. Helen grabbed a hold of the other side of it, and the two of them positioned it above a man's prone body. He was wearing the drab outfit of a convict and he appeared to have been anesthetised. As they applied the creature to his face, its claw-like appendages began to contract around his head, and its tail coiled tightly about his neck.

Helen stepped back from the body and tapped a few more keystrokes on the datapad. "Subject Eight has been incubated and is ready to be placed back into cryo," she said to no one in particular.

Macen grabbed a handle on the side of the table, flipped a switch, and unlocked it from its position. Wheels folded down, allowing him to move it like a gurney; he easily pushed it into an adjoining room, where he surveyed a long row of cryo-tubes. Some of them were occupied, others were not. Wheeling it in front of an empty one, he disengaged the lock and it slid open with a pneumatic hiss. Lifting the unconscious body of the convict, he easily placed him into the small chamber and then sealed it. It bore the number eight on it. He patted the steel casing of the tube and then pushed the cart out to go retrieve the next patient.

DEFINITIONS

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

ACTIVATED/DEACTIVATED – A squad that is activated can use abilities and/or roll tests described as occurring during the squad's activation. While models belonging to an activated squad carry out their individual activations, the squad is still considered to be activated. A model that is activated may spend action points (AP) and use its abilities (which may require spending AP or resources). A model's activation ends when its owning player declares that this model has finished its activation or activates another model.

Deactivated models and squads are those which have been activated earlier in the game turn and finished their activation or which count as having been activated earlier in the game turn (due to an in-game effect). A squad's activation ends when the last model from this squad finishes their activation.

ABILITIES – Most models have abilities. If the ability is not spelled out in the unit description, it can either be found in the army special rules or the abilities chapter of this book. Some abilities need to be enabled by paying a resources or AP cost before they take effect; these last until the end of the game turn. Abilities that have no cost are always considered to be enabled.

'AT THE BEGINNING OF SQUAD'S ACTIVATION' – Some abilities can be used and some tests must be taken 'at the beginning of squad's activation', which is the period from the player's declaring an activation of the squad, but before the activation of individual models from the squad.

AUTOHIT - This term describes a hit which is automatically inflicted on the target model, bypassing an attribute test to see whether or not the target model is hit. In case of attacks, it means no CC/RS/WP test is needed and the attack is always successful, but cannot result in a power shot. Autohits are always resolved in the front facing of the target.

B2B - An acronym for 'base to base'. When two model's bases are touching one another.

CLOSE COMBAT ATTACK - (also referred to as 'CC attack') - An action, ability, or in-game effect which requires a model to make one or more CC tests to inflict a number of hits on a number of target models.

COUNTS AS - Any action which is described as "counts as X action" follows the same rules as the 'X action' described in the rulebook. For example, an action described as 'counts as a Shooting Action' requires spending AP(1) and its target must be within the model's LOS. If models 'counts as' another squad, it does not automatically have that squad's rules, but count as models of that squad for purposes of abilities and squad special rules.

If any model or squad is described as 'counts as X-type squad', it means it is affected by all in-game effects affecting the X-type squad (but does not necessarily have all the X-type squad's rules and abilities).

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

DESTROYED - A destroyed model always counts towards the body count value, regardless of whether the model is physically removed from the table or not. Once destroyed, models cannot regain wounds, be activated, use any abilities, or perform actions and are immune to all effects.

ELEVATION – Elevation describes the relative position of two models above the table level / gaming board surface level. Two models are standing on different elevations if the vertical distance between those models bases is larger than 'X' (where 'X' the size of either model modified by (+1) in inches). X can never be higher than 3.

Two Soldiers - SZ(0) - are only on the same elevation if the height difference between their bases is no more than 1". The same soldier is considered to be on the same elevation as a Monster of SZ(2) if the height difference between their bases is no more than 3".

ENGAGED- In order for two or more models to be considered engaged, they must be on the same elevation as each other and within any combatant's CCWR.

HIT – The result of a successful attack .For each failed saving roll against a hit, a model reduces its wound value by 1. Whether a model passes an armour test or not, it is always classed as having "received a hit".

MARKER – Markers are game aides that cannot be attacked, moved, removed or otherwise interacted with via in-game rules; They are either a point of reference on the gaming table or a reminder to indicate a certain game state. Examples would be 'sentry marker' or 'stalk marker'. The former would be placed beside the model as an aid to show he is in sentry mode, the latter is moved around on the battlefield until the squad is spotted or reveals itself.

RANGED ATTACK - An action or ability which requires a model to make one or more RS tests to inflict a number of hits on a number of target models.

RECALL – Models may be 'recalled' due to a special ability. When they are, they drop all objective markers they are carrying and are then removed from the board to the Reserve. Make a note to remember how many wounds a recalled model already lost.

RELOCATE - If a model is relocated, the player causing the relocation can place it anywhere within the defined distance where it could be placed legally. He also chooses the model´s new facing.

REMOVED AS A CASUALTY/REMOVED FROM THE GAME - any model 'removed as a casualty' or 'removed from the game' counts towards the body count value (see the Missions Section) and must be physically removed from the table.

RESERVE – Models held in 'reserve' have not yet deployed on the battlefield as a result of a special deployment option or have returned from the battlefield due to a special ability. They do not provide resources, nor are they affected by any effect until they enter the game by being deployed. If they are in Reserve at the end of the game, they count as destroyed.

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

TARGET PRIORITY - Any action made against an enemy model must be directed at either the closest or largest (SZ) enemy within 12" and LOS. If there are multiple enemies that are equally the closest, the player performing the action may choose which of those models will be the target. Engaged enemy models are ignored for target priority. Models may ignore Target Priority by passing a LD test. If the test is failed, the action point is lost, although the same action could be attempted again, targeting a different model.
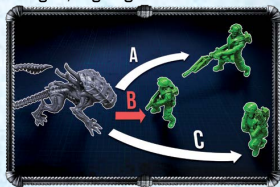
TOKENS – Some cards, abilities or rules may ask to place a 30mm round token as a point of reference. There are two types of tokens:

1. Permanent Tokens - These tokens have wounds, count as difficult Terrain and cannot be placed on Impassable Terrain. They stay in play until destroyed. For purposes of making attacks against these tokens, they count as structures. Permanent token created by abilities have A(24), W(3) and SZ(0).

2. Temporary Tokens - These tokens do not have wounds and are placed as a point of reference and can be placed anywhere on the battlefield including impassable terrain. These are always removed from play in the following end phase.

TOWARDS/AWAY - When a model must travel towards or away from a specific point, use a tape measure to define a line from the centre of the model´s base and the centre of the specific point. The model must then move along this line either towards or away from the specific point.

'TURN' – Some abilities may 'turn' a model, causing it to transform in some way and perhaps switch sides! When a model is turned, replace it with the stated other model, equipped with the standard weapons for that model type. When you turn one of your own models, it rejoins its original squad. When you turn an enemy model, it joins the squad of the model who turned it. In both cases, the new model can be activated normally this turn.

WITHIN – A model is described as being 'within' a measured distance when any part of its base or footprint touches or is inside the measured distance. A model is described as being 'within' a template, base or footprint when its base or footprint partially or fully overlaps the template, base or footprint.

The yautja mothership scanned the planet below, a lush tropical paradise dotted with mountain ranges that broke through the verdant landscape. Set-thwei, or Deadly-Blood in the yautja native language, ran his lithe fingers over the holographic map, spinning the projected globe with expert precision. Something was wrong here. He clicked his mandibles questioningly, tracing a line along the axis of the planet and the scan picked up the faint vapor trail of a starship's engine drive. Leaning forward in his chair, he studied the signature it had left behind.

"Ooman..." he murmured aloud to no one in particular as the computer finished its analysis. So, it had been the primitives from one of their hunting grounds. He wondered if they knew exactly what they had done or the danger they had released. One of his sharp claws idly fingered a long scar that ran the length of the right side of his face. Swiveling his command chair, he keyed a sequence into the navigation computer and slid a finger along to activate it. He felt the engines kick and the ship bank to follow the course he set in to intercept the human vessel.

Catching the Theseus was effortless. Human ships were bulky and crude, while the yautja possessed much faster and sleeker craft. Where it took the Theseus weeks to cross the distance it had, the Kjuhte-Bhu'ja, or Void Ghost, caught up to it in mere days. Approaching cloaked, Set-thwei scanned the ship. It was listing slowly now, venting fuel into space from a damaged engine. It was as he predicted; the humans had taken kiande amedha on board. Whether knowingly or by accident, it did not matter, they had become infested. Xeno life-forms echoed on his scanners from all across the ship. Crimson targeting reticles flashed on the large view screen, and he moved to power up the main cannon. It would easily eradicate the Theseus and its tainted cargo. His finger hovered over the firing button and then strangely, he paused, mandibles clicking as he thought. Looking out at the drifting vessel, he had a sudden inspiration.

He keyed a few buttons and opened up a comm channel across the Kjuhte-Bhu'ja, his deep voice speaking to into it, "Edge, Fire, Jackal... prepare for your Blooding."

Meeting the three Youngbloods in the arming chamber, he hefted a box up and opened it. Inside were three expertly crafted plasma casters, each one a slightly different design. The three young yautja in the room looked into the crate, but each remained silent. He closed the lid and the locks re-engaged on it. Lifting the box again, he strode over to the open seat of an insertion pod and placed the box inside. Turning back to the three, he spoke, his mandibles clicking.

"It can only be unlocked by the blood of your kills".

The three nodded to him as one and finished their arming preparations. Several other yautja were also present, but none interfered with the proceedings. The three neophytes lined up and Set-thwei walked in front of them, his head tilting to inspect their chosen weaponry. He raised an ancient, blood stained spear in front of them.

"Hunt well or die well," he said to them.

"We hunt for honour. We die for honour," the three replied as one. In turn, each donned their bio-mask, a pressurised hiss escaping as they did. They crossed an arm over their chests in a salute and Set-thwei lowered the spear.

"You will take the Kilkrath and board the human ship. Return blooded or do not return at all". The three walked from the arming room and towards the hangar their scout ship was berthed in. Set-thwei returned to the bridge and prepared to oversee the Hunt.

THE GAME TURN

BEFORE THE GAME

1. OOC AND OPTIONAL RULES

Agree with your opponent on...
... the offensive organization chart (OOC) you would like to use
... the point level of your armies
... the optional rules you´d like to use

2. PREPARE THE BATTLEFIELD

It is recommended that games are played on a 4'x4' or 6'x4' area. At least 50% terrain coverage is advised so that models have plenty of cover and ample opportunities to advance up the table. Roughly half of that terrain should be large enough or solid enough to block Line of Sight. Place the three standard Objective Markers on the board (see Mission section).

3. INITIAL INITIATIVE / MISSIONS

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

4. DEPLOYMENT

Players deploy their armies according to the mission, with the player who has the initiative deploying first. See the Chapter 18: Deployment for details. They then set their Resource Cards aside.

GAME TURN OVERVIEW

CONTROL PHASE

Each game turn starts with a control phase, in which players roll for the initiative and refresh their resources. In the following activation phase, both players will take alternating turns activating their squads until all squads have been activated.

The following steps are performed in the control phase:
1. Except for turn 1 (because the initial initiative is used), roll for initiative: Each player rolls a D20. The player with the highest roll may choose to keep the initiative or pass it to the opponent.
2. Reset Resource cards

ACTIVATION PHASE

The player with the initiative for this turn has the first activation phase. He must perform the following steps:
1. Select a squad to be activated
2. If that squad if pinned or broken, it must pass a morale test to recover (see Chapter 15: Morale) before making any other actions.
3. Activate any ability that is activated at the 'beginning of the squad activation'.
4. If the squad is in Reserve, deploy it using the respective rules.
5. Check for squad coherency. If any model is out of coherency, you must restore coherency first.
6. Activate models from the squad one after the other

Once all models in a squad have been activated, that squad is deactivated and play moves to the next player, who then activates their chosen squad in the same way. Each squad can only be activated once per game turn.

Players continue this process until all of their squads have been activated for this game turn. If one player has more squads in play than their opponent, they may activate the remaining squads in any order once it is no longer possible to alternate squad activation.
The last squad activated by each player in the previous game turn may not be the first squad to be activated by that player in the next game turn, unless that player only has one squad left. Once there are no more squads left to be activated on either side, proceed to the end phase.

END PHASE

The following steps are performed in the end phase:

1. Check for victory conditions as per mission rules.
2. Remove temporary tokens and end the effects of any abilities activated this turn.

SET UP

1. DECIDE WHAT SIZE AND STYLE OF GAME WILL BE PLAYED (BASIC / ADVANCED, OOC AND POINTS VALUE).
2. BOTH PLAYERS ASSEMBLE AN ARMY AND DECK IN ACCORDANCE WITH SIZE AND STYLE OF GAME.
3. SET UP THE TABLE AND PLACE TERRAIN, THEN REVEAL ARMY LISTS.
4. ROLL FOR THE MISSION AND PLACE ANY ADDITIONAL TERRAIN / OBJECTIVE MARKERS REQUIRED FOR THE MISSION.
5. BOTH PLAYERS ROLL FOR THE INITIAL INITIATIVE. WINNER MAY PASS THE INITIATIVE TO ANOTHER PLAYER.
6. PLAYER WITH THE INITIATIVE SELECTS A TABLE EDGE ACCORDING TO THE MISSION RULES AND DEPLOYS ALL SQUADS WITH REGULAR DEPLOYMENT, FOLLOWED BY THE OPPONENT.
7. STARTING WITH THE PLAYER WITH THE INITITIVE, ALTERNATE DEPLOYING SQUADS WITH STALK, FOLLOWED BY INFILTRATION, FOLLOWED BY PRE-EMPTIVE STRIKE. BOTH PLAYERS NOTE ARRIVAL POINTS OF SQUADS USING FLANK DEPLOYMENT.

TEXT IN YELLOW IS FOR THE ADVANCED GAME ONLY.

CONTROL PHASE

ROLL INITIATIVE IF THIS IS NOT THE FIRST GAME TURN

ALTERNATE ANNOUNCING WHICH SQUADS WITH FLANK / RAPID DEPLOYMENT WILL DEPLOY OR DELAY THIS TURN.

RESET RESOURCE CARDS

DRAW CARDS FROM THE DECK UNTIL ALL PLAYERS HAVE 5 CARDS IN THEIR HAND.

PLAYER WITH THE INITIATIVE MAY HAVE THE FIRST ACTIVATION PHASE AND ALLOW THE OPPONENT THE OPPORTUNITY TO PLAY A STRATEGY CARD FIRST, OR HAVE THE OPPORTUNITY TO PLAY A STRATEGY CARD FIRST AND LET THE OPPONENT HAVE THE FIRST ACTIVATION.

ACTIVATION PHASE

ACTIVATE A SQUAD. THIS CAN NOT BE THE LAST SQUAD ACTIVATED BY THIS PLAYER THE PREVIOUS TURN.

PLAY A TACTICAL OR GEAR CARD

IF THE SQUAD IS BROKEN OR PINNED, PERFORM A MORALE TEST TO RECOVER.

DEPLOY THE SQUAD IF IT IS CURRENTLY IN RESERVE.

CHECK COHERENCY OF MODELS IN SQUAD. MODELS OUT OF COHERENCY MUST BE ACTIVATED FIRST!

IF THERE ARE MODELS IN THE SQUAD THAT HAVE NOT ACTIVATED YET, NOMINATE ONE.

BURN 1 RESOURCE CARD, IF REQUIRED, TO GIVE THIS NON-VEHICLE MODEL +1 AP.

ACTIVATE THE NOMINATED MODEL FROM THE SQUAD.

SPEND AP TO PERFORM AN ACTION. ← MORE AP TO SPEND

ANNOUNCE MODEL ACTIVATION COMPLETE. DEACTIVATE THE MODEL

IF ALL MODELS HAVE BEEN DEACTIVATED, SQUAD ACTIVATION IS COMPLETE. DEACTIVATE THE SQUAD.

THE OTHER PLAYER NOW GETS AN ACTIVATION PHASE. IF ONE PLAYER HAS RUN OUT OF SQUADS TO ACTIVATE, THE OTHER PLAYER GETS ALL REMAINING ACTIVATION PHASES. ONCE BOTH PLAYERS HAVE RUN OUT OF SQUADS TO ACTIVATE, PROCEED TO THE END PHASE.

END PHASE

PLAYERS MAY DISCARD ANY NUMBER OF CARDS FROM THEIR HAND.

CHECK FOR VICTORY CONDITIONS ACCORDING TO THE MISSION RULES TO SEE IF THE GAME HAS ENDED. IF NOT, REMOVE ANY TEMPORARY TOKENS FROM THE TABLE AND START A NEW GAME TURN WITH A NEW CONTROL PHASE.

TRIGGER FOR "BETWEEN SQUAD ACTIVATIONS" – – – – –
TRIGGER FOR "AT BEGINNING OF SQUAD ACTIVATION" – – – – –
TRIGGER FOR "BETWEEN MODEL ACTIVATIONS" – – – – –
TRIGGER FOR "BETWEEN MODEL ACTIONS" – – – – –

Tensions were high as the three Youngbloods slowly moved through the trees towards the downed ooman ship. Ka'Torag watched as the other two moved. They were nearly silent, but he knew nearly would not be good enough for this prey. Halkrath seemed too high in the trees to him. From that height, he might miss the Serpent on the ground entirely. Lar'jaluar-ke in contrast was too close to the ground; close enough that a lunging Serpent could catch his foot and drag him away to his death. Ka'Torag did not correct either of them. He would not. First, as a Youngblood, he had no right; he was their equal, not their better. Second, they must learn from their own mistakes, or die repeating them.

The motion was fast. In a blur of darkness, the Serpent moved from its hiding place in the bushes. Lar'jaluar-ke had spotted him first, and thrown his blade nearly before Ka'Torag had even taken notice. The Serpent moved with the grace expected of the highest of prey, and bent lithely out of the way of the weapon. Halkrath took that as his moment to act. He leapt in silence from the height of the trees, coming down hard upon the Serpent; or, that had been his intention. The creature stepped just outside of his reach, and bounded back in upon him as he landed. The Serpent raked four quick claw strikes into Halkrath's side, and he fell forward clutching his intestines. 'One needs accuracy as much as speed,' Ka'Torag heard his master remind him in his head.

Lar'jaluar-ke jumped down now, engaging the Serpent. The duel sprung and whirled in a strange mixture of balance and barbarism, with both the Yautja and the Serpent cutting and slicing at one another. As Lar'jaluar-ke lunged, the creature would evade and swipe back. As the creature dove in for the kill, Lar'jaluar-ke would dodge under it, but never positioned himself well for the return blow. All the while, Ka'Torag watched, and learned the moves of his enemy. Lar'jaluar-ke dodged just a fraction of a second too slowly, but it was all it took for the Serpent to get a claw against his throat, tearing his windpipe from his body. Lar'jaluar-ke fought with the ferocity of a dead man for a few more seconds, which gave Ka'Torag time to close in.

The Serpent was wounded, but not so much as to not be dangerous. In fact, it was more so. As it moved and spun, droplets of acidic blood were sprayed from wounds. Every punch, every slice of a wristblade, every kick opened Ka'Torag up to injury from the very wounds he inflicted. The Serpent knew its blood was deadly, and pressed in tighter, using its body as a weapon. It came up high for a raking slice to Ka'Torag's face. He dropped, spinning, and tore his wristblade through the creature's knee. As it slumped to the side, he quickly rose up with a back strike of the blades through the Serpent's neck. The tempered metal of the blade hissed as the corrosive blood began to devour it. The Serpent snapped at him with both sets of jaws, the second pair scraping against his visor is a futile attempt to blind him. He no longer needed to see his prey, it was already defeated. With a final twist of his arm, the Serpent's head was severed.

Ka'Torag took only a second to collect his breath before sending a message to his master. The hunt was completed. He would return with the bodies of his Youngblood friends. He would return a Warrior.

SQUAD RULES

A 'squad' can consist of one model, such as a character, or a number of models. This will be indicated on the squad's profile. Also present on the profile will be the squad type and additional information such as the affiliation to a certain sub-faction or if the squad has special rules that affect building your army. Each squad will also have its own name and its faction´s name as a type, in addition to any types already listed. If an ability or effect affects one of those types, it affects all units with that type equally.

Example: All Blooded units count as Blooded, as well as Predators, so if an ability affects Blooded, it would affect them. It would also affect any other squad with the Blooded Type listed.

SQUAD TYPES

There are 4 different squad types:

1. INFANTRY

Most units are infantry. There are no special rules common to infantry squad types. Monsters are another type of infantry that simply take up a different slot in your army organization.

2. VEHICLES

Vehicles have special rules described in the vehicles section. They are divided into light and heavy categories and have further sub-types (walkers, tanks, bikes etc.) that have special rules also described in the vehicle section. While some rules or abilities may allow you to field vehicles as support or even troop choices, they are still part of a vehicle squad and must follow the rules for vehicles.

3. FLYERS

Once per turn, a flying model can choose to take off and fly or land as part of a movement action. Use a suitable marker to indicate whether or not the model is flying this turn. Flyers may start the game either flying or landed. As long as a model is flying, it…

- Ignores movement penalties for terrain
- Can move over impassable terrain
- Never counts as engaged
- Cannot enter intact structures.
- Cannot use F type weapons.
- Cannot contest objectives

While flying, opposing models do not receive a negative modifier due to cover when targeting them with a shooting action. When checking for LOS, assume the model(s) hover 4" above the ground. Range to the model is calculated to the base on the ground.

Flyers may be engaged as normal when they land at the end of any movement action. They can leave an engagement by taking off, but receive a Free Slash as normal.

COMMANDERS AND CHARACTERS

SQUAD COMMANDERS

Each squad has a squad commander. Nominate any model equipped with the squad's standard weapons and equipment and clearly mark it before the game starts. In squads comprising a single model, this model is the squad commander. The squad commander cannot be upgraded with special or additional weapons, equipment, or abilities unless the entire squad is upgraded.

In some cases, the squad commander can be upgraded to or replaced with another model. In this situation, the new model retains its own abilities and standard equipment (which may be different from the rest of the squad) and cannot use any of the main squad's options or upgrades.

If the squad commander is removed from play, nominate any model from the remaining squad to be the new acting squad commander (even a model with a special weapon). Also, the squad suffers LD(-2) for the rest of the game. Place a marker next to the squad to remind you they lost their Squad commander. Any special gear on the squad commander, or acting squad commander, is lost when it is removed from play. The acting squad commander is nominated only for squad coherency purposes. If this model is lost, a new acting squad commander is allocated. If any acting squad commander is removed from the game, the squad does not take any further (-2) modifiers to LD for losing a squad commander.

Squad commanders are 'Guarded' within 2" of a friendly model from the same squad.

CHARACTERS

Characters can act independently or be part of another squad. One character can be attached to a squad at any given time. Characters are 'guarded' if attached to a squad and are within 2" of a friendly model from the same squad.

ATTACHING AND DE-ATTACHING A CHARACTER:

Before the game starts, the player may choose to attach characters to a squad (one per squad). They then count as part of the squad. Squads lose any special deployment option if a character is attached, unless that model has the same deployment option.

To attach a character to a squad during the game, simply move the character into coherency range of the target squad and declare the character is now attached to the squad. The new squad is activated immediately after the character's activation ends unless the squad has already been activated this game turn. In either case, the character is not activated again. You cannot attach a character during a sentry action or if the character is the first squad you activated this turn.

The character does not gain the abilities of the squad he is attached to. A squad can use a character's LD if they are attached to the squad. A character may never become the squad commander of a squad he is attached to. If an unbreakable character is part of a squad when it fails its break test, the character will travel together with the broken squad until it recovers again.

To de-attach a character from a Squad, activate him on this own (the squad they have been attached to is not activated). It may now move freely on the battlefield.

A character can only join or leave one squad per game turn. A character may never attach to squads composed only of other characters.

In some circumstances, a character may be joined by other non-character models, making him the de facto squad commander. In such a scenario, the character's entire squad may still be attached or de-attached to another squad.

THE ARMY COMMANDER

The character in your army roster with the highest LD value belonging to your chosen faction or army is considered to be the commander of your force. If two or more characters have the highest LD, the player may choose which one will lead his army. All squads may use the army commander's LD if at least one model from the squad is within 10" of him.

ADVISORS

Each squad listed with the keyword 'Advisor' in the Type may, for the points stated, be taken in the appropriate OOC slot or may join a Support or Troop type squad before the game begins (in so doing, the advisor does not take up its own slot in the OOC but may not leave that squad during the game). Models which are both Characters AND Advisors may be attached to a squad before the game begins as an Advisor, or may be attached before or during the game as a Character. While attached, the squad counts as having an attached Character even if the model was attached to the squad as an Advisor and thus the squad may not be joined by a second Character. The advisor keeps their own weapons and abilities and does not gain those of the squad. He is affected by anything that affects the squad as a whole. When the squad takes pinning or break test, the advisor does not roll separately but accepts the result rolled by the squad.

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

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

OTHER SQUAD RULES

SQUAD COHERENCY

Squads have to stick together, otherwise individual models become scattered and the squad loses its ability to work as an effective fighting force.

All models in a squad must start their activation within (X) inches of the squad commander where (X) is the squad coherency distance defined in the squad' entry. Measure the shortest distance from the squad commander's or acting squad commander's base to the other model's base.

At the start of the squad activation, if any model in the squad is out of coherency, those models must be the first in the squad to be activated and must first complete any movement action that will return them to squad coherency or bring it as close to coherency as possible. If the model is not in squad coherency after completing the movement action it is deactivated immediately. If more than 1 model is out of squad coherency, activate all of these models in turn and before any other models in the squad.

Models that begin their activation out of coherency whilst engaged in close combat ignore the squad coherency rule, but suffer a modifier to their CC value which reduces it by half. If a squad does not state a coherency value, use a default value of 10".

GUARDED

If this model receives one or more hits from a ranged attack, other models in the squad within 3" of the guarded model may be nominated by the controlling player to receive the hit(s) instead. Resolve all hits from the same attack against non-guarded models first as only surviving models may be nominated to 'guard'. Resolve one hit at a time. A nominated model may receive as many hits as he survives. Vehicles and monster type models may not 'guard' or be 'guarded'. A model may only 'guard' another that is up to SZ(+2).

'GET THE GUN'

When a non-vehicle model is removed from play, any unengaged model from the same squad within 3" (except the squad commander or a character attached to the squad) may try to pick up any one of the removed model´s ranged weapons and exchange it for one he is carrying. You may attempt this roll only once per weapon.

Roll a D20. On a roll of…

1-10 The weapon is saved. The model now has the weapon instead of his old weapon. Make a note that the model is carrying the recovered weapon now. Alternatively, replace the recovering model with another model of the same type carrying the appropriate weapon.

11-20 The weapon is damaged and cannot be recovered.
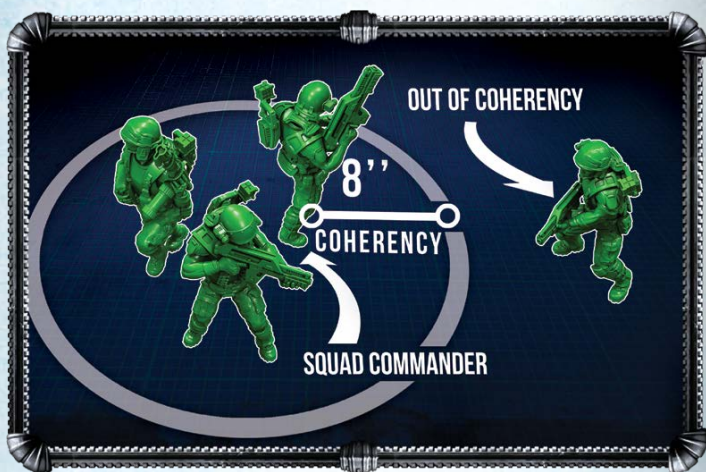
ACTION RULES

ACTION POINTS

Each non-vehicle model in the game has 2 action points or AP. Vehicle models have 3 AP.

Activated models that begin their activation already 'engaged' with enemy models have only 1 action point to spend, unless the SZ value of those models is at least 2 lower.

For example, a SZ(3) Monster engaged with SZ(0) and SZ(1) models begins its activation with full AP.

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

The owning player can choose to deactivate an activated model for the rest of the game turn before or after any action, forfeiting any remaining AP.

FREE ACTIONS (0 ACTION POINTS)

ORIENTATE ACTION

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

MELEE MOVE ACTION

If a model is engaged at the beginning of its activation, it may perform a 'melee move' move action before spending any action points. That move action allows the model to move around in close combat.

A melee move does not cost AP but still counts against the models movement allowance for the turn.

A   The Melee move must be done within the facing of the nearest enemy model.

B   The model performing the melee move must stay engaged with the closest model (or all if tied).

C   A melee move may allow to bring other models into the engagement or leave others unengaged.

LIST OF ACTIONS

WALK ACTION – AP(1)

The model moves up to their SP value in inches. This measurement is made from the base edge or footprint of the model.

CHARGE ACTION – AP(1)

The model must have LOS to the target model it wants to Charge. A Charge action can only be made if the model can finish the movement engaged with the targeted model. Target an enemy within LOS that could be reached by moving up to SP value x2 in inches such that the two models are engaged. Move the charging model up to its SP value x2 in inches until it is engaged with the targeted enemy. The model needs to end the movement in the same facing in which the charge action began. If the charging model fails to reach the target, it is immediately deactivated. If the charging model fails to engage the target, it is immediately deactivated. A Charge action cannot be declared if the target is already engaged with the model wishing to charge.

BATTLE FOCUS ACTION – AP(1)

This turn, the model gains (+2) to RS, CC and to it's weapon's ST for the next single attack roll against the primary target. Additionally, if this is an attack at a vehicle, before rolling, the player may choose the hit location for this single hit instead of rolling for it.

If he does, the model does not get the modifier due to SZ to his roll.
Nominate the roll before you take it.

EVADE ACTION – AP(1)

Place an 'evade' marker next to the model. Any ranged attack against that model suffers an additional (-2) RS or WP as appropriate. Remove the marker at the start of the model's next activation.

SHOOTING ACTION – AP(1)

The model makes a ranged attack at a target as described in the ranged combat section.

CLOSE COMBAT ACTION – AP(1)

The model makes a close combat attack as described in the close combat section.

SPOT – AP(1)

The model tries to 'spot' a stalking squad as described in the deployment rules.

RUN ACTION – AP(2)

The model moves up to its SP value x2 in inches. This measurement is made from the base edge or footprint of the Model.

RAPID FIRE – AP(2)

The model performs a ranged attack, gaining ROA(+1) and ST(+1) to their (A) type ranged weapon's and RS(-4). This action counts as a shooting action.

SENTRY ACTION – AP(2)

Place a sentry marker next to the model and end its activation. The model enters sentry, allowing it a chance to act before or after the actions of an activated enemy model. To react, remove the sentry marker and make a LD test. If successful, the sentry is temporarily activated and may:

1. Use abilities
2. Perform one AP(0) or AP(1) action. This does not have to target the model the sentry is reacting to.

No more than 50% of the models in a squad can be placed into sentry (round up). Models remain on sentry until their next activation. Models in sentry are still limited to performing each action once per game turn.

Example: A soldier went in sentry in the last game turn. The opponent has the initiative this turn and activates a squad. The soldier passes his LD test, uses his sentry action for shooting, resulting in a dead opposing model. The same soldier cannot perform any shooting action later this turn.

The yautja landing pod crashed through the foliage and buried itself into the ground with a shuddering impact, scattering the earth in a large cloud of dust and debris. High above the landing site, the large hole the pod had burned through the thick canopy of the trees could be seen and allowed a shaft of bright light to illuminate the dim jungle floor around the craft as the smoke settled. Steam rose around the area and the hatch slid open silently. A bulky, yet lithe figure slipped smoothly from the interior to take stock of the surroundings.

H'chak's head swiveled around and her bio-mask cycled through several modes until it settled on one. Her vision took on a red haze as she scanned the area. No Serpents in the vicinity. Raising her right arm, she extended her wrist blades and examined them before retracting them back into their housing. She opened the panel on her left arm wrist gauntlet and tapped in several buttons. A hologram of the area hovered above her forearm showing where the crash of the human ship was in relation to her landing spot. She turned the image to look at it top-down and plotted the shortest distance to it from where she was.

Satisfied, she flipped her gauntlet shut and the hologram disappeared. Reaching behind her, she pulled her trusty ki'cti'pa, a versatile staff weapon, and gripped it tight. Both ends of it extended swiftly and wicked hooked barbs locked into position on the tips of the spear. Taking several large strides forward, the air crackled with electricity and the very light bent around her causing her to vanish from sight. She was finally on the hunt and nothing would stop her.

RESOURCES

Resources, or RES, are assets that can be used each game turn in multiple ways. While many squads and their weapons have powerful and unique abilities that can be activated by spending RES, you can also use your RES to help individual models with a boost from the generic pool below. Each player has a number of resource cards at his disposal that will generate RES, supplied by the commander and the troop squad commanders.

• The army commander provides 4 resource cards.
• Each troop type squad provides 1 resource card.

Resource cards are not normally removable, however if the army commander is removed from play, 2 resource cards are lost and removed from play. If a troop type squad is completely eliminated, 1 resource card is also removed from play.

It is the controlling player's choice which resource cards they remove (even cards that have been used this turn). Resource cards cannot be returned to the game once they have been removed.

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

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

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

C. The model may gain ROA(+1) for a single weapon before performing a shooting or close combat action. Also, some abilities, weapon abilities or equipment require the use of resources.

To spend a RES, the player must turn the resource card upside down. Each resource card grants 1 RES. All resource cards that have not been removed from play are reset during the Control Phase of each turn, ready to be used again.

RESOURCE CARD

From the darkened observation room, Set-thwei watched the Hunt progressing. So far all three of the Youngbloods were making an impressive tally of kills with Yen'sha in the lead. The other two were very close as well, having accorded themselves honorably against both other races of the ooman vessel. He had been tracking the ship; course had altered and it was now headed towards the closest planet. He had scanned the planet for sentient life, but found none. It was jungle-like and hot, the perfect hunting ground for their kind. It would provide excellent sport.

He scanned the holographic map of the ship, noting where each of the newly-blooded yautja was located. Yen'sha hunted the lower decks, easily dispatching anything he came across. Ku'dlak's beacon faded in and out from time to time; his tracker must have been damaged. Of R'ka's marker, it flashed and Set-thwei leaned forward to examine it. He took a sharp breath. Fire had been infected by a serpent egg-layer!

He tapped his wrist-gauntlet and the entire Kjuhte-Bhu'ja turned to engage the Theseus, the main cannon powering up to obliterate the craft. He could not allow such an abomination to run free. Pausing, he looked back at the hologram, and the two other yautja signals still aboard; his sons. His finger lingered over the firing button for long moments, before he disengaged the attack run. Yen'sha and Ku'dlak were strong; they could handle it. And if they couldn't, he would deal with it personally.

ABILITIES

The following abilities appear on many squads and models.

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

ABILITY LIST

BODYGUARD – Hits can be transferred to this model using the guarded rule even if they are inflicted by a close combat attack or made by a model with Sniper.

BOOST (X/Y) – RES (X): The model gains SP(+Y).

BRUTAL – When this model reduces an enemy model to 0 or less wounds with a CC attack, the victim's squad must immediately take a pinning test.

CAMOUFLAGE (X) – If an enemy model receives a cover modifier when making a ranged attack at this model, the cover modifier is increased by (X).

CANNON FODDER – Friendly models can target the model with CC and RS attacks, and can use template attacks where this model would be hit by the template before scattering. All friendly fire rules still apply.

CONTEMPT (X) – This model may reroll pinning, break and fear tests if caused by a model of the type (X).

CRACKSHOT (X) – When the model performs a battle focus action, it gains an additional RS(+X) for that roll.

DISSENTION (X) – All enemy models within 12" of one or more models with this ability receive a LD(-X). The effects are not cumulative, use the highest dissention value if a Model is within range of more than one model with this ability.

DISPOSABLE – A squad whose squad commander or acting squad commander has this ability always passes break tests.

DODGE (X) – A saving roll. Roll a d20 every time the model receives a hit but before any other saving roll would be made. If 'X' or less is rolled, the attack has no effect on the model. This ability cannot be used against hits transferred to the model due to the guarded rule. Power shots cannot be dodged.

DUELIST – Once per turn, this model may re-roll a single failed CC test.

DURABLE – The model ignores the effects of critical force.

EAGLE EYE (X) – The Model can ignore negative modifiers to shooting to its RS up to an amount of (X)for all of its ROA if it performs the 'battle focus' action prior to shooting.

ENHANCED UNBLINKING EYE – This model may ignore any effects that reduce its Ranged Weapons' Range. Additionally, this model may reroll one unsuccessful RS test per turn, except if the roll is a fumble.

ESPIONAGE – Once per turn, the model can use AP(1) to perform an espionage action. Select an opposing player, then this model must pass a LD test. If successful, the selected player must announce which squad they will activate next.

EXECUTION – The model can spend AP(1) to remove another friendly model within 6" from the game. If that model belongs to a squad that is currently broken or pinned, that squad immediately recovers.

FEAR (X) – If a model wants to attack a model with the Fear (X) ability in close combat, it must make a LD(-X) test. If the test is failed, the model's CC value is halved. The test is only made once per opposing model and a model can only fail an LD test to resist Fear once per turn.

FEARLESS (X) – Models with this ability add LD(+X) when testing against models with the Fear ability. If the value of the Fearless ability is at least equal to the Fear ability, the model does not need to make the LD test.

FEROCITY (X) – This model adds ST(+X) in a turn where it performs a charge action.

FOLLOW UP – At the end of this model's activation where it performed a close combat action and is no longer engaged, it can move up to 3" towards the nearest enemy model ignoring the movement allowance for this turn.

FRENZY – When performing a charge action, this model gains an ROA(+1) to each of its close combat weapons.

GUARDSMEN – The model may perform the 'sentry' action for AP(1).

GUNSLINGER – The model can select secondary targets within 5" of the primary target when performing shooting attacks.

HARD TO HIT (X) – All models targeting this model with a shooting action receive an additional RS(-X).

HEAL (X) – A saving roll. Roll a d20 every time the model is about to lose a Wound (after other saving rolls have failed, if they were allowed). If (X) or less is rolled on the d20, the model does not lose the wound. Multiple rolls will be required if the attack had Critical Force(X). Heal cannot be used if the wound is a result of a Power Shot. (X) can never be higher than (8), regardless of any modifiers. This only applies to non-vehicle models.

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

HURRICANE OF DESTRUCTION – This model´s CCWR is viable in its front and rear facing.

INITIATIVE (X) – This squad adds a modifier of (X) to the initiative roll at the start of each turn. This modifier also applies to the initial initiative roll made before the game. If multiple squads in your army have this skill, count only the highest modifier.

LEADER (X/Y) – If this model is your commander, you may take (X) of squad (Y) as Troop types. All other limitations remain.

LEAP (X) – This model can be placed without any negative movement modifiers within (X) inches. This counts as a Walk action but cannot be used to pass impassable terrain higher than (X/2)" with a minimum of 2".

MEDIC (X) – Any friendly model within 5" inches of this model count as having the Heal (X) ability.

PAIRED WEAPONS (X) – The model can use up to two of its equipped weapons of the (X) type in the same action. In ranged combat, both weapons have the same primary target. (X) can be a specific weapon, e.g. (combat knife), or a weapon type, e.g. (HG) or (CC).
Example: a model has 2 combat knives and the ability "paired weapon (combat knife)". He can thus attack with both combat knives in one close combat action.

PREDATOR SENSES – The model does not need LOS to make a charge action.

RANGER – This model can ignore movement penalties from difficult terrain.

REGENERATION (X) – At the start of this model´s activation, roll a D20. On a result of (X) or lower, the model gains W(+1) up to the starting number of W. In case of vehicles, you may choose the location in which the wound is restored.

RELENTLESS – The model can ignore stun effects.

REPAIR (X) – A saving roll. Roll a D20 every time the model is about to lose a Wound (after other saving rolls have failed, if they were allowed). If (X) or less is rolled on the d20, the model does not lose the wound. Multiple rolls will be required if the attack had Critical Force(X). Repair cannot be used if the wound is a result of a Power Shot. (X) can never be higher than (8), regardless of any modifiers. This only applies to vehicle models.

SNIPER – When performing a battle focus action, the target of the whole shooting action may not be 'Guarded'.

STAY FROSTY – The squad does not suffer LD(-2) as a result of losing its squad commander.

SWARM – Gain ST(+1) for every other friendly model with this ability in Close Combat with the same enemy model to a maximum of (+2).

TARGET IDENTIFIER (X) – The model receives a LD(+X) when performing the target Priority test or when trying to "spot" a stalking squad.

TARGET SENSE – The model ignores the target priority rule.

UNBLINKING EYE – This model may ignore any effects that reduce their ranged weapon's Range.

UNBREAKABLE – This model always passes pinning and break tests. If broken or pinned, this model recovers automatically at the start of the squad activation.

ARMOURY

WEAPON CLASSIFICATIONS

Each weapon in the game has one or more classifications. Many weapons also have special abilities.

AUTO (A)
(A) type weapons do not have special rules.

CLOSE COMBAT (CC)
Weapons listed as close combat weapons can be used in close combat. Close combat weapons cannot be used in ranged combat.

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

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

HANDGUN (HG)
A handgun can be used both as a ranged and a close combat weapon. In close combat, use the ST, ROA, and Type from the handgun´s stat line. The CCWR for this attack is 1.5". Models firing a handgun do not receive negative modifiers to RS due to range.

HEAVY (H)
(H) type weapons do not have special rules.

MISSILE LAUNCHER (ML)
All missile launchers have Slow to Reload.

PSYCHIC (PSY)
Saving rolls against this weapon require a WP test and not an Armour test and thus ignore IA. If an RS test is required, WP is used instead.

RAIL (R)
If the RS test is successful, draw an imaginary line from the model making the ranged attack towards each target(s), extending out to the maximum weapon range. Any other model, token and structure within this line (except the shooter) receives a hit on a d20 roll of 1-10 at the weapon's ST.
When targeting terrain pieces with a ranged attack, other models within the rail do not get hits.

SHOTGUN (SG)
Shotguns use the shotgun template as described in the ranged combat section.

SCOPED (S)
When performing a battle focus action, the weapon gains R(+6), ROA(1) and 'Slow to Reload'. Any modifiers due to cover are ignored.

WEAPON ABILITIES

If any weapon has a resource cost in their abilities, those abilities are gained when the cost is paid. Sometimes the ST value of the weapon is changed, too.

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

- **ARMOUR PIERCING (X)** – X is the modifier to weapon's ST against vehicles and structures.
- **CONCUSSIVE (X)** – any model up to size x that receives a hit with this weapon must pass a CON test or receive a stun effect.
- **CRITICAL FORCE (X)** – Each hit with this weapon inflicts (X) wound losses on the target. Roll for A only once per hit. Other save rolls (heal etc.) are taken separately for each wound loss.
- **DEADLY** – Heal rolls cannot be made against hits caused by this weapon
- **EXPLOIT** – Any successful A/IA, CON or WP test made by the wounded model must be rerolled.
- **HEADSHOT** – Powershots with this weapon have Critical Force (2)
- **GAS** – Saving rolls against this weapon are a CON test, and not an Armour test. If a model does not have a CON stat, it is tested off of its Armour stat as normal. IA is ignored.
- **MORTAR** – This weapon may be fired indirectly without LOS. If you do, make a RS to see if you 'fumble'. If you don't, scatter the Template d20/2 regardless if you hit. This skill may not be used inside Structures with an intact ceiling.
- **PINNING** – When a model is reduced to 0 wounds or less due to a hit from this weapon, the respective squad must take a pinning test.
- **POISON** – Saving rolls against this weapon require a CON test and not an Armour test and thus ignore IA.
- **PRECISION (X)** – X is the modifier to weapon's ST against non-vehicle models.
- **SHORT-RANGED BURST** – This weapon has ROA(+1) when the shooter´s primary target is within 12".
- **SLOW TO RELOAD** – The ROA of this weapon cannot be increased by any means.
- **SMOKE** – Place a temporary 'Smoke' token at the point where the weapon hits. If the LOS of a ranged attack passes within 3" of the Smoke token, the attacker suffers RS(-4). Effects of multiple Smoke tokens are not cumulative.
- **STRAFE** – After primary and secondary targets have been nominated, the RoA of this weapon must be distributed as evenly as possible between all targets, with no target having more than 1 shot allocated in excess of any other target.
- **SWEEP** – Roll to hit each model once per ROA within the CCWR of this weapon.
- **TURRET** – Attacks with this weapon can be made in both the front and rear facing. When attacking with this weapon, the model has LOS in the front and rear facing.
- **WEAPON MODE** – The weapon has multiple firing modes. A model can only choose one of these when making a shooting action.

EQUIPMENT LIST

GAS MASKS:
This model can re-roll unsuccessful CON tests against weapons with the gas ability.

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

TRAPS (X/Y/Z):
There are a multitude of traps that can be found on the battlefield. All traps are placed the same way, but may have different effects on models tripping them.
After deployment, but before infiltrators have been placed, you may place your traps on the board. A trap is always represented by (X) 30mm markers. Place them anywhere, but not within 12" of an enemy model.
If an enemy model moves or activates within a certain distance to the trap (Y), it goes off! Immediately suspend play and roll:
On a roll of 1-15, remove the trap from the board and the tripping model receives the described hit (Z).
On a 16-20, nothing happens. Leave the trap in play.
After resolving the trap, the surviving model may continue its activation.
If a trap goes off and there are multiple targets, the trap´s owner chooses the order in which models are affected.
ALL TRAPS HAVE 3 ATTRIBUTES:
(X) - Amount: This is the number of traps you may place per squad equipped with these traps.
(Y) - Tripping Range: If an enemy model moves within this range, the trap goes off.
(Z) - Hit Strength: The tripping model receives a hit with this ST if the trap owning player rolls a 1-15.

TERRAIN

GENERAL TERRAIN RULES

TERRAIN AREA

Every terrain feature occupies a specific area on the battlefield; this is referred to as its 'footprint'. To avoid confusion, the players should agree upon the exact footprint of each piece of terrain before the game starts. If the base or 'footprint' of a model is within the footprint of a terrain feature it is considered to be 'within' the terrain.

TERRAIN DIFFICULTY

When moving through a terrain piece, a model may be slowed. Players should agree which pieces are:

There are 3 types of Terrain. Players should agree what their scenery represents before the game starts.
OPEN – e.g. flat plains, or light hills. Open terrain does not modify movement.
DIFFICULT – e.g. shallow water, bushes, rubble. Difficult terrain modifies movement actions by -3".
IMPASSABLE – e.g. deep water, solid rock, pools of acid, etc. Models cannot deploy in or travel through or into this type of Terrain. Models are also considered to be impassable (i.e. you cannot move through your own models)

TERRAIN FEATURES

Players should also agree which features of a terrain piece constitute:

RAMPS / STAIRS – These allow models to access the upper level of a terrain piece via normal movement, treating the ramps / stairs as open terrain and without requiring a CON test to climb.

LADDERS – These allow non-vehicle models to access the upper level of a terrain piece via normal movement, treating the ladder as open terrain and without requiring a CON test to climb.

ACCESS POINT – These allow a model to access the interior of an intact structure.

Players should agree which size (SZ) models can use the above terrain features.

AREA COVER

Some terrain are only representatives of something different. Imagine a large footprint with rubble with 4 trees on it. Players can agree to treat this terrain piece as area terrain. Models that are wholly within area terrain pieces always count as being in cover. Also, those models treat their targets in ranged combat as being in cover unless the attacking model is shooting through 1 inch (or less) of area cover.

RUINED STRUCTURES

These structures could be city ruins, open entrenchments or buildings with no roof. Every structure without a roof is classified as a ruined structure. Each piece of ruined structure terrain counts as difficult terrain.

INTACT STRUCTURES

Structures such as bunkers or buildings with an intact roof classify as intact.
Intact structures can be occupied as long as the models can be physically placed inside the building via an access point. The access point is an entrance to the intact structure such as doors, windows or cracks in the building structure through which a model may pass.

Structures which do not have any access points for models to be physically placed cannot be occupied. Ranged attacks can still be made through access points by models on either side as long as LOS can be established.

MOVEMENT IN TERRAIN

Models that start their activation within difficult terrain or enter any number of difficult terrain pieces during movement have their movement action modified by -3" (see chapter 10). The modifier is only applied once.

Models may not be deployed in or move through Impassable Terrain.

Models must also consider terrain features to be impassable during movement as a model cannot occupy the same space as a tree, the wall of a building or even other models. Instead the model must move around or over (if possible) the terrain feature.)

MAKING ATTACKS AT STRUCTURES

TARGETING TERRAIN AND STRUCTURES

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

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

MAKING A RANGED ATTACK AGAINST TERRAIN PIECES

1. The player selects a terrain piece as a primary target. A model targeting a terrain piece ignores the target priority rule. If the weapon used has a ROA higher than 1, all shots must be allocated to the same target.
2. The test to hit is successful on a roll of 1-16 regardless of any modifiers and the models RS.
3. If the player´s model passes the test(s) to hit, resolve the hit(s) as normal.
4. Consult the 'W and A values of terrain pieces' section.

TARGETING TERRAIN PIECES WITH TEMPLATE WEAPONS

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

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

STRUCTURE TYPE	A VALUE	W VALUE
Concrete bunker	32	6
Brick wall or building	30	6
Wooden wall or building	24	5
Wooden crates / trees	16	2

COLLAPSING INTACT STRUCTURES

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

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

MOVEMENT

GENERAL MOVEMENT RULES

MOVEMENT ALLOWANCE

The maximum movement allowance (i.e. the maximum distance a model can travel in inches in one game turn) is twice its SP value. Vehicles have a movement allowance of thrice its SP value. Any movement or relocation or placement within (X)" counts against the model´s movement limit if initiated by the owning player. Movement allowance is not relevant when the model is moved by an ability or card controlled by the opponent.

A model's minimum movement distance can never be reduced below 2".
Movement does not have to be made in a straight line.

MOVEMENT IN TERRAIN

If a model begins its movement in difficult terrain or passes through difficult terrain during movement, the movement action is modified by -3". It does not matter how many pieces of difficult terrain the model moves through; it only ever receives a single -3" modifier.
Example: A model with SP(5) wants to perform a 'walk' action through difficult terrain. Instead of 5", it may only move 2" during this 'walk' action.

Small obstacles and changes in terrain height may be ignored when moving across the battlefield, without requiring the model to attempt to climb over them, as long as the height is…
1" OR LESS – Applies to models of SZ(1) or lower.
2" OR LESS – Applies to models of SZ(2) and higher. Vehicles must treat this as difficult terrain.
In these cases, don't measure the vertical distance as the model is just stepping or vaulting over the obstacle although if the terrain piece itself is already difficult terrain, modify the movement distance as normal.

If it is higher, the model must use climbing rules to cross this terrain piece. As vehicle cannot climb, they cannot move through or ignore such obstacles unless they are flying, or get on top of them unless there is a ramp.

As described in the terrain section, players should agree, which access point is suitable for models of which size. Models can pass through these access points without penalties.
In a similar fashion, especially large models could move under a bridge or overpass if there is enough room for the model to be placed on the other side. We suggest that large infantry models and walkers can "duck through" under these bridges.

JUMPING AND FALLING FROM HEIGHT

A model which falls from height takes an autohit with ST equal to the vertical distance in inches that the model has fallen, with an additional ST(+6).
Any model which falls from height is always placed in B2B with the piece of terrain it has fallen from.

Jumping or Driving from height
Free Jump:
As part of any movement action a model or vehicle may jump downwards from height. Without suffering the damage resulting from 'falling from height', the model may jump down up to…

2" for models of SZ(0) and lower.
3" for models of SZ(1) and higher.

When a model makes a 'free jump' it does not count the vertical distance as part of its movement. When the 'free jump' is completed, place the model at its landing point as if it is in base contact with its last position before it jumped.

If a model chooses to travel further downwards than its 'free jump' distance, it must use its movement to make the additional distance. Additionally, apply the rules for 'falling from height', but reduce the 'distance fallen' modifier by an amount equal to their 'free jump' distance.

Jumping across gaps
As part of a movement action, models can 'Jump across gaps' between two pieces of terrain. Models can jump across gaps, if the gap distance is no wider than 2".

CLIMBING

When an obstacle on the battlefield is higher than what a model can pass over without climbing, a non-vehicle model may climb as part of any movement action.

To climb and reach the desired height on the battlefield (up or down), add the vertical height to the movement distance already crossed by that model. . Climbing can only be performed if the resulting distance is less than the model's movement allowance. A model may not climb and end it's movement half way up the side of a building!

If climbing is part of a run or charge action, the climbing model must take a CON(+4) test.

If failed, the model is treated as falling the full distance it was supposed to climb up/down. After calculating any falling damage (without 'free jump'), the model is immediately deactivated. Place the model at the bottom of the vertical position.

Vehicle Models can only pass over obstacles as described in "Movement in Terrain". Otherwise, they have to use ramps or similar terrain features to reach the upper levels of a terrain piece.

Reyes didn't know why he was out of the freezer before making it to the mining planet. He also couldn't care less. All he knew was that he was awake, alert, alive, and not many people were yet. Coming out early had given him an edge. He knew someone would be coming to check on him soon. They always check.

It took him all of ten minutes outside of the cryo chamber to fashion himself a weapon. Reyes had not had an easy life, but he had learning that if you don't get the drop on people, people will get the drop on you. So, he waited. Waited to get the drop on whatever came to check on him. They always check.

The sanguine light of the emergency system made the entire room eerily bloody, and it was giving Reyes an uneasy, queasy sensation in his stomach. He shook it off. This wouldn't be the first person he stabbed in the back- if it was a person at all. Synths don't really count as murder anyway, just destruction of company property. Oddly, you get less time for murder. He'd never felt sick like this after stasis before, but he'd heard about it. Nausea and vertigo, a little like deep sea divers used to get. He needed to shake himself clear before the guards arrived. The sudden pain in Reyes' chest made him scream against his own volition. He dropped his shiv and clutched his torso. Was there something moving, clawing inside of him? What had they done? And where were the guards! They always come to check! Reyes dropped to his knees in pain, as the xenomorph ripped its way free of his chest. He stared at it, staring at him, as the sanguine emergency lights dimmed to total darkness.

RANGED COMBAT

A model's ability to shoot is defined by its ranged skill (RS). Terrain and intervening models will affect the Line of Sight (LOS) which may impede the model´s ability to hit a target. For further explanation of LOS, see the respective entry in Chapter 1.

You may never choose a friendly model as the target of a ranged attack nor may you place a template over a friendly model when performing a ranged attack (though the template may scatter on to a friendly model). Engaged models may not perform shooting actions.

If any ability states that "no LOS is needed", do not apply the cover modifier that might otherwise have reduced RS because of intervening models or terrain, or abilities that work if the target is in cover (such as Camouflage(X)). These attacks still must be made in the models front facing and any target is hit in the facing directed at the shooter.

RANGED ATTACKS AND TERRAIN

Models can take advantage of intervening terrain when seeking protection from their enemies' ranged attacks. If the view of a target model is partially obscured such that at least 25% of it is hidden by terrain or an intervening model, the terrain feature or intervening model is considered to be cover and the firing model's RS receives a cover modifier of (-4), regardless of the number of additional pieces of cover that may lie between the shooter and target.

If no part of the target is visible because it is entirely hidden behind terrain, the attacker does not have LOS and the attack can not be made unless no LOS is needed. If no part of the target is visible because some or all of it is hidden behind a non-vehicle model, the attacker still has LOS but will treat the intervening model(s) and terrain as cover as usual.

The attacker decides from which point of his model (or size screen) the view of the defender (and thus his cover) is checked. If there is reasonable doubt, the defender decides if there is cover.

CLAIMING COVER

If the shooting model is within 1" of a model or terrain feature that would otherwise count as cover for the target, it does not suffer the cover modifier to shoot through that particular piece of cover. This is referred to as 'claiming' cover.

LUCKY SHOT

A model cannot make a shooting action at a target which is behind more than 3 pieces of cover unless a 'lucky shot' attempt is declared. On a D20 roll of natural 1 a lucky shot attempt is successful and the target model receives a hit. This is not an RS test and as such the 'power shot' rule is not in effect.

RANGED ATTACK AND RANGE

Weapons lose accuracy at longer ranges and this is represented by an RS(-2) modifier when shooting at targets beyond half their weapon's range.

MAKING A RANGED ATTACK

1. Select a primary target within range and LOS of the shooter.

1.1 For each ROA > 1, you may nominate a secondary target, which must be within 3" of the primary target and within range and LOS of the shooting model. The primary target must always be allocated at least one shot, any secondary targets may receive a maximum of 1 shot.

As all targets are conceptually shot at the same time, the cover modifier for all targets is checked before rolling any dice and it applies for the duration of the attack.

2. Make an RS test for each ROA with the appropriate modifiers:

• SZ: Modify the shooters RS by (+X) where (X) is the target´s SZ

• Cover: If the target is in cover, the shooter suffers RS(-4)

• Range: If the target is beyond half of the weapon´s range, modify the shooter's RS(-2)

• Battle Focus: If the model used the battle focus Action, modify the Shooters RS(+2) for the chosen attack.

• Abilities may also modify the die roll (example: Camouflage)

• Engaged: If the target is engaged, modify the shooter's RS by (-8)

3. For each RS test that is passed, the targeted model receives a hit.

RANGED ATTACKS

PERFORM A RANGED ATTACK ACTION (SHOOTING, RAPID FIRE, ETC)

NOMINATE A PRIMARY TARGET WITHIN RANGE AND LOS. IS THERE AN UN-ENGAGED ENEMY WITHIN 12" THAT IS CLOSER OR LARGER (SZ)?

YES →

MAKE AN LD TEST TO IGNORE TARGET PRIORITY FOR THIS ATTACK.

FAILED — **PASSED**

NO, OR THIS MODEL HAS THE TARGET SENSE ABILITY

ALLOCATE ONE POINT OF ROA TO THE PRIMARY TARGET.

ROA = 1 — **ROA > 1**

ALLOCATE REMAINING ROA TO PRIMARY TARGET AND / OR SECONDARY TARGETS WITHIN 3" (OR 5" IF THE ATTACKER HAS THE GUNSLINGER ABILITY) OF THE PRIMARY TARGET THAT ARE WITHIN RANGE AND LOS. ONLY ONE POINT OF ROA MAY BE ALLOCATED TO EACH SECONDARY TARGET.

FOR EACH POINT OF ROA ALLOCATED, DETERMINE THE TARGET NUMBER FOR THE REQUIRED ATTRIBUTE TEST (RS OR WP), FACTORING IN RANGE, ABILITIES, COVER ETC. ATTACKS ARE SIMULTANEOUS SO IF ONE TARGET PROVIDES COVER FOR ANOTHER, THIS DOES NOT CHANGE DURING THIS ATTACK EVEN IF THE MODEL PROVIDING COVER IS KILLED.

1 RE-ROLL (IF APPLICABLE)

MAKE THE RS OR WP TEST FOR EACH POINT OF ROA ALLOCATED

PASSED — **FAILED** — **ALL TESTS PERFORMED**

THIS POINT OF ROA HITS THE TARGET. IF A 1 WAS ROLLED, THE HIT IS A POWERSHOT.

THIS POINT OF ROA MISSES THE TARGET.

WERE ANY OF THE ROLLS A FUMBLE (20)?

YES — **NO**

THE ACTION IS NOT PERFORMED AND THE ACTION POINT SPENT ON THIS ATTACK IS WASTED. THIS MODEL MAY REPEAT THE ACTION AGAIN THIS TURN IF IT HAS SUFFICIENT AP REMAINING BUT MUST SELECT A DIFFERENT PRIMARY TARGET.

THE ACTION IS COMPLETE AND THE MODEL IS IMMEDIATELY DEACTIVATED. SAVING ROLLS SHOULD NOW BE MADE FOR EACH HIT RECEIVED BY THE TARGET(S). RESOLVE HITS ON MODELS WITHOUT THE GUARDED ABILITY FIRST. EXCESS HITS ARE LOST.

THE ACTION IS COMPLETE. SAVING ROLLS SHOULD NOW BE MADE FOR EACH HIT RECEIVED BY THE TARGET(S). RESOLVE HITS ON MODELS WITHOUT THE GUARDED ABILITY FIRST. EXCESS HITS ARE LOST.

MAKING A RANGED ATTACK AT ENGAGED MODELS

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

RESOLVING HITS FROM RANGED ATTACKS

Hits may be resolved via saving rolls (see section 13) after all RS tests have been made, after all RS tests have been made for a particular model or individually, whichever is most convenient for the player. However the following rules should always be observed:

- Always resolve hits for a 'Guarded' model last. Only models that have survived their own hits may attempt to protect a model with the Guarded ability.
- Removing a model from play during a ranged attack does not negate the cover it may have provided to other models that were also targets of the same attack.

SHOOTING WITH TEMPLATE WEAPONS

Several weapons use a template. This is described in a ranged weapon's range value as follows:

ABBREVIATION	NAME	TEMPLATE FORM
SE	Small Explosion	3" diameter
LE	Large Explosion	5" diameter
SG	Shotgun	8" trapezoid
SFT	Small Flamer	3.5" teardrop
FT	Flamer	7" teardrop

Some of the weapons have a dual value in their range value. This is the range at which the SE or LE template must be centred or the narrow end of the SG, SFT or FT template must be placed. If a weapon has ST listed in the range value, use the attacking model's Strength as the range.

For Example: A grenade launcher may have a range of 18/SE. The first value under the range value is the effective distance of the weapon (18"). The second value (SE) denotes which template is centred up to the first value of 18". A hand grenade may have a range of ST/SE.

SPECIAL RULES FOR TEMPLATE WEAPONS

- All template weapons have 'Slow to Reload' (the ROA of template weapons cannot be increased by any means).
- Template weapons ignore the power shot rule.
- If relevant, treat all templates as being 2" high.
- If a model receives a hit from a template, the hit is resolved in the facing where the template hit, not in the direction of the attacker.
- Template Weapons do not have their ST modified when performing a battle focus action.
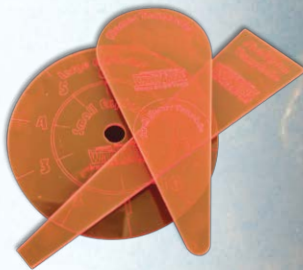
MAKING A RANGED ATTACK WITH WEAPONS THAT USE SE AND LE TEMPLATES

1. The player must select primary and secondary targets as normal.
2. RS tests are made as described above.
3. For each RS test that is passed, center the relevant template over the targeted model. Each model within a template receives a hit from each template it is within.
4. For each RS test that is failed, scatter the point of impact from the intended target then centre the template over this point.
5. Resolve armour tests as normal.

MAKING A RANGED ATTACK WITH GRENADE (GR) WEAPONS

Grenade-type weapons (GR) that use the SE or LE template follow the normal rules of making a ranged attack with a SE/LE weapon with the following exceptions:

- GR type weapons that use the FT or SFT template follow the above rules but instead of centering the template, the template must be placed with the narrow end touching the target point. The narrow end must also be the closest part of the template to the attacking model.
- Instead of nominating a target model, the player nominates any point on battlefield within range and LOS. The target point needs to be on the ground (including beneath models or on terrain features) of any elevation level.
  ### THROWN GRENADES
  In case of ST based Grenades, the throwing model may attack without LOS to that point by throwing over any intervening obstacles that are no more than 3" high. It must be possible to establish a vertical arc that does not double back on itself, however steep, between the attacker and the target as the attack cannot pass through a solid wall or roof.
  Example: A Marine Infantry can throw a grenade through a window of a house she is standing in front of but cannot throw the grenade into an enclosed bunker without windows nor can she throw a curve ball around a 4" column.
- Some grenades use the model's ST value to represent how far the grenade can reach in inches.
- For each RS test that is a fumble, the grenade explodes on the shooter. The Template is centered on this model and does not scatter. For GR that use the FT or SFT template instead, do not centre the template over the shooter. Instead, the shooter simply receives a hit.

SCATTERING OF AN EXPLOSION TEMPLATE

When a SE or LE template scatters, center the template over the nominated target with the number 1 on the template pointing towards the shooting model.

Roll a D20 and half the result. Refer to the template to see which direction the template will scatter.

Next, roll a D20 and half the result. Move the template a number of inches equal to the second result. Any model with its base or footprint within the template receives a hit.

Grenades scatter D20/4" instead of D20/2"

MAKING A RANGED ATTACK WITH FLAMER (F) WEAPONS

When making a shooting action with a flamer-type weapon (F), place the template so that the narrow end is in B2B with the shooting model and the whole template is entirely within the shooting model's front facing. Any model within the template or engaged by a model within the template receives a number of hits equal to the weapon's ROA at the flamer weapon's ST.

INTACT STRUCTURES AND FLAMER (F) WEAPONS

Flamer-type weapons (F) can be used against squads occupying intact buildings to great effect. If any part of the template reaches an access point of a structure, roll a D20 for each model in the structure, regardless of their location. On a roll of 1-8 the model receives a hit. Ignore this rule if the attack comes from within the building and the only models under the template are located outside the building

WALL OF FLAME

Any model with an F type weapon can perform a 'wall of flame' ranged attack for RES(2). This counts as a shooting action. Place two temporary tokens onto the battlefield up to 8" apart, both of which must be within 8" of the shooting model Any model that moves between or through the tokens during their activation or begins its activation there, immediately takes an autohit at the unmodified ST of the flamer weapon.

MAKING A RANGED ATTACK WITH SHOTGUN (SG) WEAPONS

Place the template so that the narrow end is in B2B with the shooting model and the whole template is entirely within the shooting model's front facing.

Make an RS test with 1D20 per ROA of the shotgun weapon for each model within the template . You may re-roll any failed rolls. Shotguns ignore negative modifiers for range.

CLOSE COMBAT

GENERAL CLOSE COMBAT RULES

CLOSE COMBAT WEAPON RANGE (CCWR)

Close combat weapon range is a distance measured in inches within which a model can make a close combat attack. CCWR is listed under the weapon's range. CCWR is only viable in the front facing. You may measure CCWR anywhere within the same elevation.


DEFENCE VALUE

Every model's CC attribute has a Defence (DEF) value after the dash, which rates his ability to defend himself in close combat. The Defence value is subtracted from the attacking model's CC value.

BEGINNING AN ENGAGEMENT

There are many ways for a model to end up in melee. If at any point a model has an enemy within its CCWR or that model is within at least one enemy´s CCWR, it counts as engaged as long as they are both on the same elevation. Models can be engaged through terrain gaps or access points narrower than either engaged models bases but only if their CCWR is sufficient.
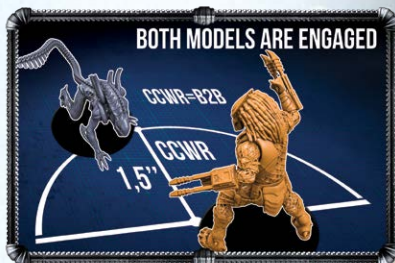
CHARGE ACTIONS MADE FROM HEIGHT

Models can declare a charge action from height, jumping on their poor victim from a high vantage point.

Models which charge from height gain ST(+4) for their first close combat test in the same game turn, must complete a charge action following the rules for 'jumping from height'.
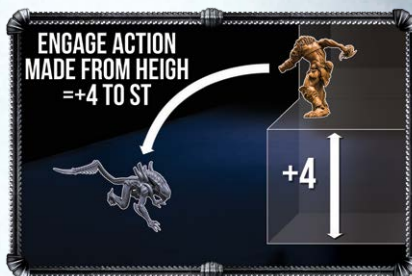
CLOSE COMBAT ATTACKS AGAINST IMPAIRED MODELS

CC attacks against pinned models gain CC(+4).

CC attacks against 'stunned` models automatically pass. A Model can be attacked in its rear facing if the attacker is completely within the rear facing of the targeted model. In this case the attacker gains CC(+4).

MAKING A CLOSE COMBAT ATTACK

A model must be engaged in order to perform a close combat action. Only CC and HG type weapons may be used in this attack.

1. Select one target in the attacking model´s CCWR.
2. Make a CC test with the following modifiers:
- DEF value: Modify your CC value by (-X), where (X) is the targets defence value.
- SZ: Modify your CC value by (+X), where (X) is the targets SZ.
- Abilities may also modify the die roll.
3. For each CC test passed, the target receives a hit.
4. Resolve the hit immediately by making the applicable saving rolls (see section 13) The ST of the hit is either equal to the attacking model´s ST plus the modifiers from the weapon (+X) and any other sources or a fixed value (X).
5. If the attacker uses a weapon with an ROA greater than 1, repeat this process again until the weapon´s entire ROA has been used. You may choose a new target for each attack roll.

CLOSE COMBAT ATTACKS

ENGAGED MODEL PERFORMS A CLOSE COMBAT ACTION.

ALLOCATE ONE POINT OF ROA TO A TARGET WITHIN THIS MODEL'S FRONT FACING AND CC WEAPON RANGE (CCWR). IF THE ATTACKING MODEL HAS THE HURRICANE OF DESTRUCTION ABILITY, THE TARGET MAY BE IN THIS MODEL'S FRONT OR REAR FACING.

1 RE-ROLL (IF APPLICABLE)

TARGET HAS FEAR (X)

TARGET DOES NOT HAVE FEAR (X)

MAKE A LD TEST REDUCED BY (X), WHICH IS COUNTERACTED BY FEARLESS (Y). IF Y NEGATES X, NO TEST IS NEEDED. IF TEST IS FAILED, CC IS HALVED.

DETERMINE THE TARGET NUMBER FOR THE CC ATTRIBUTE TEST, FACTORING IN ABILITIES, IMPAIRMENTS, TARGET'S DEF ATTRIBUTE ETC.

1 RE-ROLL (IF APPLICABLE)

MAKE THE CC TEST

PASSED

FAILED

THE TARGET RECEIVES A HIT AND MUST MAKE THE APPROPRIATE SAVING ROLL IMMEDIATELY. THE STRENGTH OF THE HIT IS EITHER THE STRENGTH OF THE CC WEAPON, OR THE SUM OF THE ATTACKING MODEL'S STRENGTH AND CC WEAPON STRENGTH. ALSO FACTOR IN ABILITIES (E.G. FEROCITY) AND ACTIONS (E.G. BATTLE FOCUS) ETC.

THE TARGET DOES NOT RECEIVE A HIT.

DOES THE ATTACKING MODEL HAVE ANY ROA LEFT TO ALLOCATE, INCLUDING BONUS ROA FROM ABILITIES SUCH AS FRENZY?

YES

NO

WERE ANY OF THE ROLLS A FUMBLE (20)?

YES

NO

THE ACTION IS COMPLETE AND THE MODEL IS IMMEDIATELY DEACTIVATED.

THE ACTION IS COMPLETE.

MODEL HAS THE FOLLOW UP ABILITY

IF THERE ARE NO ENEMIES IN THIS MODEL'S CCWR IT MAY MOVE UP TO 3'' AT THE END OF IT'S ACTIVATION.

DISENGAGING FROM CLOSE COMBAT

DISENGAGE

Models which move out of their opponent's CCWR for any reason are classified as disengaging. They may be subject to a Free Grab, and will (additionally, if the Grab attempt fails) be subject to a Free Slash. Only when that model is no longer in an opponent's CCWR and no opponent is in that model's CCWR is the model considered to be no longer engaged.

FREE GRAB

If a model is disengaging from an enemy with a bigger size value, the disengaging model must first pass a ST test. If the test is failed, the model moves along it's declared path but must end it's movement within the opponent's CCWR and is no longer considered to be disengaging. Ignore this rule if the 'disengage' is forced (i.e. failed break test).

FREE SLASH

If a model is disengaging from an enemy that otherwise has no enemies in his CCWR or moves through the CCWR of such a model, the disengaging model takes a 'free slash' autohit immediately from all enemy models whose CCWR the disengaging model leaves. The ST of the 'free slash' is equal to the St of the model/vehicle that is performing the 'free slash' plus their highest close combat weapon ST x2.

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

Free slash against Vehicles is made against a random location. A model can only be hit once per turn by each other model this way.

SAVING ROLLS

A model may have a variety of different options to prevent it from losing a wound. All models have an armour value as described in their attributes; some models may have Heal or Dodge.

ARMOUR TESTS

The armour value represents the strength of the wearer's armour. The higher the armour value, the better the armour is.

Some armour values have a second number in brackets. This bracketed number represents their Impenetrable Armour (IA). Instead of rolling the regular armour test, you can always choose to roll on the IA value. You can do this even if the regular armour is reduced to less than the IA value or an attack states that no armour test may be taken.
Impenetrable Armour cannot be used in situations where an attribute other than Armour is used to resist the attack, e.g. WP or CON.
Some attacks may state that the Armour is halved. In these instances, the Armour is halved before applying any additional modifiers.

CON AND WP TESTS

When the attack requires a model to save using a value other than it's armour, a model attempts a saving roll using that attribute instead. The Strength of the weapon / attack will still modify this attribute.

WEAPON STRENGTH

The strength (ST) of the weapon also modifies the armour value. When making an armour test, subtract the strength of the attack from the armour value. This is the target number a player must roll equal to or less than on 1D20 to prevent the model losing a wound(s). Weapon abilities such as Precision (X) or Armour Piercing (X) may modify the ST of the weapon depending on the nature of the target.

ORDER OF SAVING ROLLS

1. If the model has the Dodge (X) ability, roll for each hit to prevent receiving it.
2. Roll the armour test (or WP, or CON, depending on the nature of the attack) for each hit.
3. If the attack has the Critical Force (X) ability, each hit will inflict not one but (X) wound losses.
4. If the model has the Heal (X) ability and the attack does not have the Deadly ability, roll for each wound loss.

SAVING ROLLS

POWERSHOT

HIT RECEIVED. IF THIS CAME FROM A RANGED ATTACK (OR CC ATTACK IF OTHER MODELS IN SQUAD HAVE BODYGUARD) AND THIS MODEL IS GUARDED, THE HIT MAY BE IMMEDIATELY PASSED TO ANOTHER MODEL IN THE SQUAD WITHIN 2" WHO WILL SUFFER THE HIT INSTEAD.

NOT A POWERSHOT

MAKE A DODGE TEST (IF APPLICABLE)

PASSED

FAILED OR NO DODGE (X) ABILITY

DETERMINE WHICH ATTRIBUTE TEST IS REQUIRED; A (OR IA) FOR NORMAL ATTACKS OR CON FOR GAS / POISON ATTACKS.

ATTACK DOES NOT ALLOW ATTRIBUTE TESTS OF THIS TYPE (E.G. "NO ARMOUR TEST ALLOWED" AND MODEL DOES NOT HAVE IA)

MODIFY THE ATTRIBUTE (A, WP OR CON. NOT IA) USED FOR THE TEST BY THE TOTAL STRENGTH OF THE HIT. IF THE MODEL HAS IA, DO NOT REDUCE A BELOW THE MODEL'S IA VALUE.

1 RE-ROLL (IF APPLICABLE)

MAKE THE TEST. ATTRIBUTES WITH A VALUE OF - PASS AUTOMATICALLY.

PASSED

FAILED

THE MODEL IS GOING TO LOSE Y WOUNDS, WHERE Y IS EITHER 1 OR THE CRITICAL FORCE (X) RATING OF THE ATTACK. MODELS WITH DURABLE IGNORE CRITICAL FORCE (X). IF THIS NON-VEHICLE MODEL DOES NOT HAVE THE HEAL ABILITY YOU MAY BURN RES 1 NOW TO GIVE IT HEAL (3) FOR THE DURATION OF THIS HIT.

POWERSHOT-OR-MODEL DOES NOT HAVE REPAIR/ HEAL (X)-OR-MODEL HAS HEAL (X) BUT ATTACK HAS THE DEADLY ABILITY

MODEL HAS HEAL/REPAIR (X)

MAKE A NUMBER OF HEAL OR REPAIR (X) TESTS EQUAL TO Y.

ALL TESTS PASSED

THE EFFECTS OF THIS HIT HAVE BEEN RESOLVED AND THE MODEL DOES NOT LOSE ANY WOUNDS

1 OR MORE TESTS FAILED

THE EFFECTS OF THIS HIT HAVE BEEN RESOLVED AND THE MODEL LOSES Z WOUNDS, WHERE Z IS THE NUMBER OF WOUNDS NOT OTHERWISE PREVENTED. A MODEL CANNOT LOSE MORE WOUNDS THAN IT HAS; EXCESS WOUNDS CAUSED BY THIS HIT ARE LOST

RESOLVE ANY MODEL OR WEAPON ABILITIES THAT MAY APPLY, E.G. CONCUSSIVE, BRUTAL, PINNING ETC.

MORALE

Morale tests may be required at certain points within the game, such as when resisting the effects of Fear (X) or rally after suffering heavy losses. They are made by taking a LD test using the squad commander´s (or acting squad leader's) LD value with any applicable modifiers. If the test is failed, the model or squad will suffer a negative effect depending on the kind of morale test being taken:

FRIENDLY FIRE

If a model receives a hit from a source originating from their own army, they must take a pinning test immediately after resolving the hit.

PINNING

There are many weapons and effects in the game that force a squad to take a pinning test (e.g. weapon abilities) and a squad can only be forced to make one pinning test per game turn regardless of the source.

Pinned squads have A(+2) against ranged attacks, but are SP(0) and have their RS and CC halved until they have successfully 'recovered from pinning'. Close combat attacks made against a pinned model have CC(+4). A squad that is already Broken automatically passes pinning tests.

MORALE TEST TO RECOVER FROM PINNING

To recover from pinning, at the beginning of the squad's activation, the squad must attempt to 'recover from pinning' by taking a morale test. This attempt costs all models in the squad AP(1) and must be repeated if failed the first time. If both attempts fail, the squad is deactivated and remains pinned.

BROKEN

When a squad loses 60% or more of the squad members in one game turn (100% equals the number of models in the squad at the start of the game turn), a 'break test' must be taken. Take the test after the action that caused the last loss. If the test is failed, the squad is broken. Broken squads instantly recover from pinning and must immediately travel their SP value x2 in inches towards the nearest board edge, taking the shortest route possible. The forced movement ignores the regular movement allowance of the broken models and costs AP(0).

Broken models cannot complete any action except for 'recover from broken'. Broken models cannot interact with objective markers or hold table zones. Close combat actions made against a 'broken' model are passed automatically. Broken models will not voluntarily enter any opponents CCWR (they will try to move around that model).

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

MORALE TEST TO REGROUP FROM BROKEN

To regroup from being broken, at the beginning of the squad's activation the squad must attempt to 'regroup from broken' by taking a morale test with LD(-2). This attempt costs all models in the squad AP(1) and must be repeated if failed the first time. If both tests fail, the models continue their movement to the nearest table edge as described above.

Captain Hauser slammed a clip back into his pulse rifle, brought the gun up and fired in a short staccato burst, blowing large holes into the charging alien. Next to him, Private Davis opened up with a barrage from the M56 Smartgun he was carrying, killing another two of the creatures.

"Cease fire!" Hauser's voice boomed over the sounds of gunfire. The other three marines stopped shooting immediately. The smell of spent ammunition hung in the air and all that could be heard was the hiss of the blood melting the deck plating under the alien bodies and the slow, steady beeping of the motion tracker confirming no more inbound hostiles.

"Frak this, sir," Davis murmured, "How many of these things are there?"

"I don't know, but I'm going to get some answers," the Captain replied in a harsh tone. "Load up marines; we're going to the bridge."

VEHICLES

GENERAL VEHICLE RULES

VEHICLES AND MORALE

All vehicles are unbreakable.

ADDITIONAL ATTRIBUTES OF VEHICLES

In addition to the details normally found on a profile, vehicles have the following attributes on their stat line:

VEHICLE HIT LOCATIONS

Instead of having a single set of W and A values, vehicles have several hit locations (as indicated on the hit location table), each with their own W and A values. Unless an attack specifically targets a particular location (for example, via the Battle Focus action) hits will be randomly assigned to a location displayed on the vehicle's stat line. If a location is reduced to W(0), the location is disabled and this will either result in reduced functionality or the destruction of the vehicle itself! Further hits to that location will instead be allocated to the vehicle's 1-10 hit location. As long as the vehicle has not been destroyed, lost wounds can be repaired (up to the starting number of wounds) by certain abilities or cards, even if the hit location has been disabled. A location reduced to W(0) that has at least 1 wound repaired is no longer considered to be disabled.

REAR ARMOUR VALUE

All locations have their A value decreased by this amount when an attack hits the vehicle's rear facing.

DESTROYED HIT LOCATIONS

When a hit location is reduced to 0 wounds, the vehicle is either destroyed or heavily impaired:

LOCATION	EFFECT
1-10 (Hull, Body etc.):	The vehicle is destroyed, but remains in play as a piece of difficult terrain.
11-14 (Weapons etc.):	Disabled. The vehicle may no longer use its main weapons
15-18 (Driving System, Tracks etc.)	Disabled. The vehicle cannot move or pivot. Flying vehicles will suffer a 'crash landing'
19-20 (Engine, Core etc.):	The vehicle explodes. All models within D20/5" receive a ST(10) autohit. Remove the vehicle model from the game.

VEHICLE TYPES AND SPECIAL RULES

BIKES - Bikes must travel at least 1" as part of a move action in order to pivot. Bikes cannot 'Ram'.

JET BIKES - Jet Bikes must travel at least ½ of their SP every turn if they are not engaged and their drive system is not disabled.   Jet bikes can pivot at any time during a move action. Jet bikes are not slowed down by moving through difficult terrain. They cannot travel through impassable terrain, except if moving over friendly or enemy models on small or medium bases. Jet Bikes cannot 'Ram'.

WALKERS - In addition to a move action pivot allowance, the vehicle can pivot 90 degrees for AP(0) during its activation.

HEAVY WALKERS - In addition to a move action pivot allowance, the vehicle can pivot 45 degrees for AP(0) during its activation.

TANKS - Tanks may only pivot as part of a move action. A tank can pivot at any point during its move action. In close combat, opponents may choose the hit location for their hits instead of rolling for them. Tanks cannot perform the charge action.

'CRASH LANDING' - Models that perform a 'Crash Landing' perform a free 'ram' action, moving straight ahead D20/2" (ignoring vehicle type restrictions and movement allowance). At the end of the movement, randomly determine the models facing. The model receives a ST(18) hit on the hull location and cannot move or pivot while location 15 – 18 is disabled.
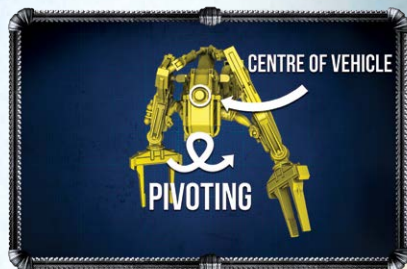
VEHICLE ACTION RULES

Action Points: All vehicles have 3 AP.

Vehicle can only complete the following regular actions:
- Close combat
- Battle focus
- Charge
- Spot
- Melee move action

In addition, they can perform the following types of vehicle actions:
- Vehicle shooting actions
- Vehicle move actions
- Vehicle special actions

VEHICLE SHOOTING ACTIONS

Only one type of shooting action described below can be performed per model activation.

FIRE – AP(1)

Perform a shooting action with any one ranged weapon the vehicle is equipped with following the rules in the ranged combat section.

TORRENT OF FIRE - AP(2)

Perform a shooting action with each of the model's ranged weapons simultaneously, following the rules in the ranged combat section. Each weapon can choose a different primary target.

VEHICLE MOVE ACTIONS

Only one type of move action described below can be performed per model activation.

TACTICAL MOVE - AP(1)

Move the vehicle up to SP value of the vehicle in inches. Pivot allowance: 45°. As a part of a tactical move, vehicles (except jet bikes and flyers) can reverse in a straight line.

COMBAT MOVE - AP(2)

Move the vehicle up to SP value of the vehicle in inches x2. Pivot allowance: 90°.

FAST MOVE – AP(3)

Move the vehicle up to SP value of the vehicle in inches x3. Pivot allowance: 180°

RAM – AP(3)

This action cannot be completed by Bikes or Jet Bikes. See below for the rules on Ramming.

FULL THROTTLE – AP(3)

Bikes and Jetbikes only.

Move the vehicle up to SP value of the vehicle in inches x3 + 6. Pivot allowance: 180° This may take the vehicle past its regular movement allowance. The vehicle takes an autohit with ST(15) on the 15-18 hit location.

PIVOTING

Vehicles may change their orientation by pivoting on their centre point. Pivoting does not reduce the vehicle's movement allowance. Depending on the type of vehicle, pivoting can cost action points or may be made as part of a vehicle move or charge action. When charging, vehicles have a pivot allowance of 45°.

RAMMING

Vehicles may try to ram any target. Measure straight ahead from the vehicle performing the ram action, up to SP x 2 in inches. Nominate a point along that line. Non-vehicle models in the vehicle's path on its way to that point must pass a CON test to avoid being rammed. If the test is passed, the model successfully dodges the ramming vehicle; move the dodging model the minimum distance needed to avoid the path of the ramming vehicle (ramming model´s player´s choice). Engaged models must stay engaged, if possible. Ignore the free slash rule for all models that are performing the 'ram' action.

If this move brings it into B2B with any model refer to the following rules:

RAMMING NON-VEHICLE MODELS OF LOWER SIZE:

If the CON test is failed, the rammed model receives an autohit at a ST equal to the distance the ramming model moved from the start of that action to that point it would collide with the model, with an additional modifier of (+5). After resolving the hit, the rammed model will be moved out of the way as described above if it was not removed from the game, then the ramming model continues its movement until the nominated point has been reached.

RAMMING VEHICLE MODELS OR MODELS OF EQUAL OR HIGHER SIZE:

If the CON test is failed, both models receive an autohit at a ST equal to the distance the ramming model moved from the start of that action to that point it would collide with the model, with an additional modifier of (+5). If ramming a vehicle there will be no CON test to dodge out of the way and both models suffer 1 additional autohit at the same strength for each full 6" moved by the ramming model then the ramming model is then halted.

Continue this movement until the nominated point has been reached or the ramming model is halted.

MOVING THROUGH TERRAIN

Walkers/ Heavy Walkers / Tanks / Bikes: These vehicles are not slowed down when moving through difficult terrain, but take a ST(12) autohit on their 15-18 Hit location at the end of their movement unless they have the Ranger ability.

COMBAT AGAINST VEHICLES

MAKING AN ATTACK AT A VEHICLE

When a vehicle is the target of an attack, make an attack roll as normal. Then, roll a D20 for each hit allocated to the vehicle and refer to the hit location table to see where the attacks have landed . If your attacking model has performed the battle focus action this activation, you may declare that one point of ROA may benefit from the action, trading the RS bonus due to the vehicle's SZ for the opportunity to pick the location, as long as that attack hits.

TRANSPORT VEHICLES

Troop and/or Support type models, as well as attached Infantry Characters, may be transported by friendly vehicles with the Transport (X) squad type. X denotes the capacity of the transport, calculated based on the SZ of the boarding models modified by (+1). Models of SZ(2) and higher cannot board transports. At any time, a transport vehicle or a squad of transport vehicles can transport models from a single squad only.

For example: A transport (6) vehicle may hold six models from the same squad with a SZ(0), three of SZ(1) or any combination of SZ(0) and SZ(1) models from the same squad not exceeding a total of (6).

Models cannot embark and disembark in the same turn. Transported models do not count the distance travelled while embarked towards their maximum movement allowance per turn.

ENTERING A TRANSPORT

Squads can be deployed already embarked if the transport vehicle does not use any special form of deployment as listed in the deployment section.

Alternatively, during the game, a model within 2" of a transport vehicle and within its rear arc may perform an Embark action for AP(1). It then immediately boards the vehicle and is deactivated. Remove the model from the board and place a marker next to the transport to show the model is embarked.

EXITING A TRANSPORT

A transport vehicle that has moved no more than 2x its SP earlier this activation can perform a disembark action for 1 AP. Place all transported models within 2" of the transport vehicle and within its rear arc. The transport vehicle then continues its activation if it has AP left.

All models in the disembarked squad start their activation with AP(1) less than normal and count as having moved the full distance of 1 move action in inches. This does not count as a walk action. If the models are placed engaged with any enemy model, they start their activation with 0 APs. However, they may still use a resource card to gain an extra AP.

DESTRUCTION OF THE TRANSPORT VEHICLE

If a vehicle transporting other models is destroyed (or explodes), place all transported models as close as possible to the vehicle before removing the vehicle or applying the effects of the explosion. Every transported model then receives a ST(16) autohit in addition to any hits from the normal effects due to the vehicle being destroyed. All surviving models receive a stun effect.

SQUAD COHERENCY AND ACTIVATION

Squad coherency for transported squads is measured from the transport vehicle squad commander.

While aboard, transported models start their activation with AP(1), regardless of whether the vehicle is engaged or not.

Except in the turn when they embark or disembark, the transported squad activates immediately after the transport vehicle (before the opponent´s activation). When the transporting vehicle performs the disembark action and the transported models are placed on the board again, the transported squad must be activated normally, later in the turn.

If a model in a squad which has other models on board a transport vehicle begins its activation outside a transport vehicle, they must either perform the embark action as the first action in their activation, or count as being out of coherency. Embarked models may not use abilities which require spending AP or RES.

TYPES OF TRANSPORTS

ENCLOSED TRANSPORTS

Models aboard an enclosed transport are immune to any damage and all in-game effects and cannot be targeted. In their activation they are deactivated immediately after their activation.

OPEN TRANSPORTS

Models aboard open transports can perform shooting actions with (HG) and (A) type non-template weapons and close combat actions, however they receive a (-4) modifier to CC and RS. Transported models use the vehicle's LOS for their attacks, and treat the vehicle's base as their own for the purposes of determining who they can attack in close combat (however, they still count as mounted on their own base size for all other purposes). Models within an open transport vehicle can be attacked in close combat instead of the vehicle, but the attacker receives CC(-4). They can be targeted with a ranged attack only if the attacker has first performed a battle focus action; the attacker also receives RS(-4).

Embarked models in open transports are vulnerable to template weapons as normal. If an open transport is hit by a rail line, roll separately for the transport and each transported model if they are hit. If an open transport is hit by a template, both the transport and transported models receive automatic hits. Transported models receive A(+2) against all attacks.

TRANSPORT SQUADS

While some transports are single vehicle squads, some transports are multiple vehicle squads (like bike squads). Each model from this squad has its own Transport (X) ability. All vehicle models in one squad of transport vehicles must transport models from the same squad. Place the transported model next to the transport as a reminder which transport carries whom.

FLYING TRANSPORTS

If a Transport model is Flying, it may not normally be Entered or Exited. Models with Rapid Deployment may Exit as normal and models with Flyer may Enter or Exit as normal. If a Transport model that is Flying is destroyed, all models being transported receive a ST(16), Armour-Piercing (9), Critical Force (3) autohit.

Slick was breathing heavy. Sweat dripped down the side of his face and his dark eyes flicked back and forth looking for any kind of immediate danger. How long had he been running aimlessly through these damned corridors? Everything looked the same to him and he had long since lost his bearings.

"What was that thing?" he whispered under his breath. He was alone and didn't really expect to get an answer.

Dark blood stained his ragged, bluish-grey coveralls. It wasn't his blood. He had been standing next to Lunk when the… the thing… had leaped on him, tearing into the poor guy. Arterial blood had sprayed everywhere, soaking Slick's arm and part of his chest. He had run then. He wasn't a coward by any means, but that was in prison. This was no longer the Yard. He could still hear Lunk's screams echoing in his head, a bloody gurgling, and then the eerie silence.

He got a hold of himself, his hand clenched around the short, heavy pipe he had picked up during his flight. His knuckles were white as he held onto it for dear life. He heard something and looked up. Directly above him, coiled in the pipeworks, was the creature! He narrowly rolled out of the way as it hit the metal deck with its razor-sharp talons. The size of a large dog, it was unlike anything Slick had ever seen and his blood ran cold as its eyeless head turned to regard him. It opened its mouth and a hiss spewed from its maw, rows of sharp teeth glinting in the dim light.

Slick gripped the pipe two-handed now, his mind urging him to turn and run. He knew that if he did, though, he was as good as dead. The beast paced back and forth in front of him and then sprang towards him with no warning. He swung the metal pipe like a baseball bat, catching the thing square in the left side of its head with a reverberating smash! The smooth shell covering its head cracked and thick, yellowish blood splashed on his arm. The acid of it burned through the cloth and bit into the flesh of his wrist, causing him to drop his weapon to the deck with a clatter.

Slick fell backwards and landed on his backside, scooting away from the creature as fast as he could while trailing his hurt arm limply behind him. The creature crouched to pounce once more. He closed his eyes, waiting for the end.

There was a mechanical whining in the air and the sound of something being sheered apart. His eyes snapped open and he saw the creature was still crouched, but unmoving. A moment later, the top half of its head slid off and the body crumpled to the floor.

Slick jerked his head around to see what had killed the beast when a trio of red beams stabbed out from the darkness and targeted the center of his chest. Breathing hard, he slowly raised his hands, wincing with pain as he lifted his right arm. The lasers tracked up his body and he could tell they were now locked on his forehead. His breathing stopped as he held his breath. Then, it was gone… leaving him alone in the darkness.

BUILD YOUR ARMY

BUILDING YOUR OFFENSIVE FORCE

Before the game, players should agree on a point level and the Offensive Organisation Chart they wish to use. For the first few games we recommend using a small force of 500 points which is equivalent to a Alien vs Predator: Unleashed starter force with 1 – 2 additional squads. Normal games will be in the 1000-1500 points range and can be played on a 4x4 or 6x4 foot board using the Standard Offensive Organisation Chart. The other Offensive Organisation Charts allow players to tailor the game to suit their preferred playstyle, scaling down for quick skirmishes or up to large battles with heavy vehicles on both sides.

POINTS

Each model has a point value (PTS) which is influenced by the model's likely effectiveness in the game. A model must be taken a minimum number of times in order to make up a valid squad; A character 'squad' usually consists of a single model. A light vehicle squad might consist of 1 -3 models, while a squad of soldiers might consist of 5 – 10 models. In all cases the model(s) will form a squad that will take up the appropriate slot in the OOC. Additionally, a squad may be able to buy additional gear or abilities as part of their initial cost in the form of squad options. Once paid for in points, they are a constant part of the squad's characteristics.

UNIQUE SQUADS

Each squad listed with the keyword 'Unique' in the Type is 0-1 per force. A player can only have up to one copy of the uniquely named Squad regardless of the OOC slot it occupies.

SQUADS FROM OTHER FACTIONS

Some rules allow you to bring in models from other factions. These models and squads keep the faction rules from their parent faction and do not have access to any faction rules or upgrades of your chosen faction. Models from other factions may never be your army commander.

ADVISORS

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

OFFENSIVE ORGANISATION CHARTS (OOC)

To ensure balance in the game, an 'Offensive Organisation Chart' approach was chosen. There are five Offensive Organisation Charts available with a range of slots that can be filled depending on the size of game wanted. If a squad has multiple squad types, you may choose to include it as either. Characters always count against your character maximum though, even Advisors who join a squad at the beginning of the game and are thus part of the slot taken up by the squad they have joined.

Example: A squad has the types Light Vehicle and Transport (1). You may include him as a Light Vehicle choice in your army and add another Transport or do it the other way round.

THE SKIRMISH OOC

This OOC is specifically for small games, usually for beginners, although it is also the right OOC if you want to play a game during your lunchbreak. In this OOC, your army commander generates 1 resource card less.

1-2 CHARACTERS
2-4 TROOPS
0-1 SUPPORT

THE STANDARD OOC

The Standard OOC is appropriate for most games and with a points level of 500 it should take approximately 1.5 hours, with another half an hour per extra 250 points added. Every force must have at least one character to be the army commander. In the standard OOC game each player must also take two squads of troops. All other slots are optional.

1-5 CHARACTERS
2-4 TROOP
0-3 SUPPORT
0-1 MONSTER / LIGHT VEHICLE
0-1 TRANSPORT VEHICLE

THE HEAVY OOC

The Heavy OOC is very similar to the Standard OOC but with added flexibility when it comes to vehicles; The two 'Light Vehicle/ Monster' slots can be swapped for one additional 'Heavy Vehicle' slot and conversely, the 'Heavy Vehicle' slot can be swapped for two additional 'Light Vehicle/ Monster' slots.

1-5 CHARACTERS
2-4 TROOPS
0-3 SUPPORT
0-2 MONSTER / LIGHT VEHICLE
0-1 HEAVY VEHICLE/HEAVY MONSTER
0-2 TRANSPORT VEHICLE

THE MEGA OOC

In the Mega OOC the number of slots is double those available in the Standard OOC.

1-7 CHARACTERS
4-8 TROOPS
0-6 SUPPORT
0-2 MONSTER / LIGHT VEHICLE
0-2 TRANSPORT VEHICLE/HEAVY MONSTER

THE GARGANTUAN OOC

In the same way that the Mega OOC is the doubling of the Standard OOC, the Gargantuan OOC is double that of the Heavy OOC. The compulsory Troop requirement is doubled to four. Additionally, at least one Heavy Vehicle must be taken. Two (or four) 'Light Vehicle/ Monster' Slots can be swapped for one (or two) additional 'Heavy Vehicle' Slot(s) and conversely, the one optional 'Heavy Vehicle' Slot can be swapped for two additional 'Light Vehicle/ Monster' Slots.

1-7 CHARACTERS
4-8 TROOPS
0-6 SUPPORT
0-4 MONSTER / LIGHT VEHICLE
0-2 HEAVY VEHICLE
0-3 TRANSPORT VEHICLE

Jackal's ki'cti'pa punched through the xenomorph's chest, the spear pinning it to the metal shipping crate behind. Its claws still slashed at him, gouging a furrow in the side of his bio-mask. Stepping inside of its reach, he slammed his right fist upwards, his wristblades sheering through its neck and into its brain. He twisted his arm sideways and forcefully ripped the thing's head from its body. That would show his brother who the real hunter was.

Moments before, he had heard Yen'sha claim the first kill of the Blooding. His mandibles clicked angrily; he should have been the one to claim that honour. He picked up the head of the dead kiande amedha and affixed it to his belt, then shook its oozing blood from his dah'kte, sliding it back into his wrist sheath. Grabbing the center of his spear, he retracted the shaft and watched the headless body topple to the ground.

This entire hunt was so beneath him. Yen'sha must have just gotten lucky; either that or he deceitfully claimed the Jeh'twei in order to steal the honour. Ku'dlak despised his other brother for the fact that Edge always thought he was better than everyone else. And that little follower, R'ka... hopefully the kiande amedha will eat him so he doesn't have to hear that sycophant's voice again.

He pressed the comm stud on his wrist to report his kill, if only to have it confirmed, but he was met by sparks. He clicked with irritation, slamming his open palm into it again. There were several beeps and another larger spark, and then it went dead. He growled as his optical camouflage fizzled and shorted out.

He heard a sound several yards away and snapped his head in that direction, his laser targeter flaring to life. An Ooman stood frozen in fear, gawking at him with its jaw hanging open, a primitive weapon of some kind hung limply in its hand. Ku'dlak turned to face the little pink creature and advanced on him. It found its feet and spun around, running away. Bringing the spear back, he launched it down the hallway, catching the creature in its lower back. Advancing towards it, he could see the human trying to slowly push itself up onto its hands. He reached down, punched his claws into his prey's back, grabbed ahold of its spine, and yanked. Bone and sinew tore upwards in one smooth motion as Jackal ripped the spine out. The head came clean off as well, still attached to bloody vertebrae. Not the most exciting kill, but it was his first ooman. A kill from each of the prey on this ship; he doubted Yen'sha or R'ka had done better. Not even bothering to clean the trophies yet, he set off to find the insertion pod and claim his plasma caster.

The yautja named Yen'sha, or Edge, crouched in the darkness of the hallway. In his hand, his chakt-ra hummed softly, the edges of it lightly dripping the alien's blood he had just slain. Some distance away, the human sat still, slowly raising his arms as Yen'sha's laser targeter tracked up his body and rested on his forehead. The yautja's bio-mask registered the fear in the man, his heart rate spiking. He was injured, the kiande amedha's blood having burned into his wrist. Weaponless and hurt, he would not be an honourable kill.

Moving forward cloaked, Yen'sha swiped a sample of the xenomorph's blood that had spattered the wall. It was his first kill; it was a shame that he would not be able to take its head as a trophy. He looked over at the corpse, its skull sliced lengthwise by his disk. Turning off his targeter, he turned and ducked down a side corridor, leaving the human alone.

He sent a signal to the other two, indicating that he had claimed the honour of Jeh'twei, or first blood. R'ka sent back an affirmative signal, acknowledging his claim. From Ku'dlak, known as Jackal, there was no response. His brother was very hotheaded and would even now be pushing himself to hunt even more dangerous prey.

He paused in the tunnel, listening to his surroundings. Tilting his head, he flipped through several spectrums, searching for any danger. There, he saw them. Several of the kiande amedha were closing in on him. He let them come. Squeezing the disk still clutched in his hand, he waited patiently.

The first of the infants leaped into the air, claws outstretched as if to tear right through him. He spun on his heel, slashing upwards with the chakt-ra and expertly cutting off both of the xenomorph's claws. As it fell wounded to the deck, a second crouched low and swiped at his leg. He leapt into the air and brought his foot down hard on the thing's head, smashing it into the floor. It tried to rise, but he held it pinned underneath him. In one blurring motion, he swept his bladed disk in a downwards arc and severed its bulbous head from its shoulders.

Turning to face the first one as it staggered to its feet, he flicked his wrist and three darts shot from his gauntlet, striking the alien in its chest. Moments later, there were three miniature internal explosions that erupted from its chest cavity. It staggered forward once more and collapsed in a heap.

He signaled two more kills to the others, and again got a reply from Fire, who also had claimed his first kill. Like before, there was nothing from Jackal. This worried him. He knew his brother was competitive, but it was unlike him to maintain his silence. Bending down, he grasped the alien infant's severed head, hooking it to his belt. Likewise, he gathered up the other. He keyed in a button and a hologram of the ship's layout appeared above his gauntlet. His other hand traced the route he would need to get to the crate holding their sivk'va-tai. Armed with the plasma casters, they would be better prepared for the next evolution of the kiande amedha that was surely to come. These little ones were small game compared to their larger adaptations.

Fire signaled that he would meet him at the insertion pod and the two of them would claim their weapons. Edge clicked an affirmative and set off with his trophies in tow.

ARMY ROSTER

PLAYER:	ARMY:
FACTION:	TOTAL POINTS:
	PAGE NUMBER:

SQUAD/CHARACTER:	TYPE/NUMBER OF MODELS:	POINTS:

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS

RANGED WEAPON	CLOSE COMBAT WEAPON	UPGRADES AND ABILITIES

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

REMARKS:

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

SQUAD/CHARACTER:	TYPE/NUMBER OF MODELS:	POINTS:

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS

RANGED WEAPON	CLOSE COMBAT WEAPON	UPGRADES AND ABILITIES

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

REMARKS:

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

SQUAD/CHARACTER:	TYPE/NUMBER OF MODELS:	POINTS:

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS

RANGED WEAPON	CLOSE COMBAT WEAPON	UPGRADES AND ABILITIES

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

REMARKS:

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

SQUAD/CHARACTER:	TYPE/NUMBER OF MODELS:	POINTS:

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS

RANGED WEAPON	CLOSE COMBAT WEAPON	UPGRADES AND ABILITIES

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

REMARKS:

A	ST	ROA	TYPE	A	ST	ROA	TYPE

SPECIAL SKILLS: | SPECIAL SKILLS:

DEPLOYMENT

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

DEPLOYMENT ZONES

Each mission lists how the armies are to be deployed. It also lists which deployment options are valid for this mission. Units need to be deployed in coherency.

QUARTERS

In missions using Quarters deployment, the player with initiative chooses their table quarter first and the opponent has the opposite quarter.
Starting with the player with the initiative, the armies are deployed in the respective deployment zone, as shown in the Quarters diagram.
For 4x4 foot tables regular deployment is allowed in the 18" deployment zone.
For 6x4 foot tables and larger, regular deployment is allowed in the 24" deployment zones.
If squads cannot be deployed, hold them in reserve. They will enter play in turn 2 from either table edge of the deployment zone. Place the squad anywhere within 4" of the table edge but still within your deployment zone. If they cannot be deployed in turn 2, they count as casualties.
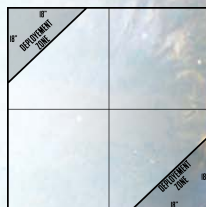
BATTLE LINE

In missions using Battle Line deployment, the player with the initiative chooses a long table edge, and the
opponent takes the opposite table edge.
Starting with the player with the initiative, the armies are deployed up to 6" away from the chosen table edge.
If squads cannot be deployed hold them in reserve. They will enter play in turn 2 from your table board edge. If they cannot be deployed in turn 2, they count as casualties.
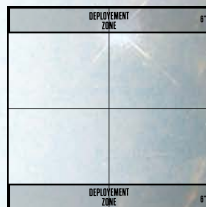
ESCALATION

In Escalation Missions all squads begin the game off of the table.
The player with the Initiative chooses their Primary table edge and the opponent takes the opposite table edge.
At the beginning of the first game turn, roll individually for each squad in a force. On a D20 roll of …
1-10: That squad will arrive in Game Turn 1.
11-20: That squad will arrive in Game Turn 2.

Set aside those squads which will arrive this turn and activate them normally during the activation phase. Once a squad is activated, roll on the following table to determine where they arrive.

D20 ROLL	TABLE EDGE
1	Any table edge - Player's choice.
2 - 6	The Player's Primary table edge.
7 - 12	The table edge left of the Player.
13 - 19	The table edge right of the Player.
20	Any table edge - opponent's choice, but the owning Player still decides where they deploy along that edge.

Now deploy it up to 6" from the table edge identified by the D20 roll. Squads may not be deployed within 10" of any enemy model. If a squad is unable to enter the game because of this restriction, deploy it on the table edge to the right of the one randomly chosen by the D20 roll. If all table edges are blocked, hold the squad in reserve until next turn where it can be deployed randomly once more.

Squads that can infiltrate may be placed up to 12" from the determined board edge and can be activated as normal. Squads that deploy via Stalk can deploy stalked as usual up to 6" away from the board edge.

AMBUSH

In missions where a player is using Ambush Deployment they must allocate one squad to each table edge and deploy fully within 5" of it. Extra squads above the first four are then deployed fully within 5" of any table edge or may be deployed using special deployment rules (infiltrate, Rapid Deployment etc.) if they have any. If a player has fewer than four squads, deploy the squads on the corresponding number of table edges as above.

THE CONVERGENCE

The Convergence is an area located in the middle of the table. Measure 6" from the centre point in all directions and if possible, mark the circular area this creates; this is the Convergence. The Convergence also counts as a 'table zone' for some mission objectives.

In missions where a player is using Convergence Deployment, each squad must have at least 2 models deployed within the Convergence, one of which must be the squad commander. All models from these squads must be deployed within 9" of the center of the table. Squads with 'Infiltrate' or 'Flank Deployment' may not use those deployment options. Squads using Rapid Deployment must deploy wholly within 12" of the centre point of the table and the deployment point can not scatter outside of the Convergence.
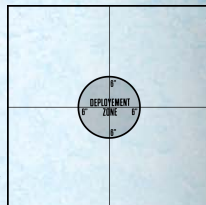
UNIT SPECIFIC DEPLOYMENT OPTIONS

Units may deploy in a multitude of different ways. While some missions dictate how the armies are set up, some units have their own special deployment rules which may or may not be allowed in the chosen mission.

Squads with special deployment rules deploy in this order. If both players have squads with this deployment option (not including Regular deployment), they take turn deploying their squads, starting with the player who has the initiative.

1. Regular deployment
2. Stalk
3. Infiltration
4. Redeploy squads with Preemptive Strike
5. During the game: Rapid deployment & flank deployment

REGULAR DEPLOYMENT

Squads with this deployment option can always choose to deploy in the deployment zone stated in the mission profile. If they do, they can still use the 'Stalk' and 'Preemptive Strike' Deployment options, if the mission allows these. Unless the mission rules state otherwise, the player with the initiative will deploy all of his or her squads with regular deployment. Then the opposing player will do the same.

STALK

Instead of deploying the actual models which represent the squad, you may instead place three markers each no more than 10" from the next. The markers have the same base size and size value as the stalking squad. Squads with mixed base sizes use the largest in the squad. Secretly mark one of the markers on the underside - this is the one representing the actual squad. If you have more than one squad with stalk, make sure the different unit markers can be distinguished from one another. For models with Regular and Stalk deployment, these must be placed within the deployment zone. For models with Regular, Stalk and Pre-emptive Strike deployment, the markers must be placed within the deployment zone but may move out of the deployment zone per the Pre-emptive Strike rules. For models with Infiltrate and Stalk deployment, all three markers must also comply with the rules for Infiltrating deployment.

The squad (in the form of markers) activates normally but can only perform walk or run actions at the stalking squad's normal SP. It cannot use any abilities except Ranger and does not provide any resource cards if it normally does so. Markers are immune to all in game effects and cannot be wounded.

Stalking squads can be revealed in three ways:

1. The controlling player may reveal their markers voluntarily before or after any action during the squad´s activation.
2. If, during its activation, a model has an enemy stalk marker within 6" and LOS it must be flipped. If it is not marked, nothing happens and the marker is removed. If it is marked, reveal the squad.
3. Enemy models can spend AP(1) to try to 'spot' a stalking marker. If the marker is within LD inches and the spotting model's LOS, take an LD(-5) test. If successful, flip the marker. If it is not marked, nothing happens and the marker is removed. If it is marked, reveal the squad.

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

If the squad has not yet activated this turn, once revealed, the models may activate normally with AP(2) or AP(1) if starting their activation engaged. If the squad was revealed during it's activation, models from the squad count as having moved the distance travelled by the marker this turn. The revealed models may activate normally, with AP(2) or AP(1) (if starting their activation engaged), minus the number of AP the marker spent this turn.

Example:
The marker performed a Run action and is then revealed voluntarily. All models are placed on the board and then start their activation with AP(0). If some of those models are also engaged, they count has having spent AP(3) and cannot increase their AP by spending RES this turn.

INFILTRATION

Infiltrators must be deployed within, or in B2B with, any terrain piece. They cannot be deployed within 12" of enemy models in their deployment zone or within 8" of enemy models or stalk markers outside of their deployment zone.
If it is impossible to deploy a squad with infiltrate, they must be deployed anywhere within the controlling player's deployment zone.

PREEMPTIVE STRIKE

Squads with preemptive strike may be redeployed from their deployment zone to anywhere within 6" of their original position. This may take them outside of their deployment zone.

RAPID DEPLOYMENT

Any squad with 'Rapid Deployment' may choose not to deploy via Regular deployment and instead be held in reserve to rapid deploy. Models in reserve are never affected by any effect, do not provide resource cards and cannot use any abilities. A squad held in reserve and not deployed on the board at the end of the game counts as destroyed for all game purposes including body count value.

At the beginning of each control phase, both players nominate which squad(s) held in reserve but with the rapid deployment option will arrive on the board this turn. From turn 2 onwards, each squad with rapid deployment that is to remain in reserve this turn must take a delay test. Roll a D20. If the result is….
1-10: The squad may remain in reserve this turn.
11-20: The squad must be deployed via rapid deployment this turn.

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

Make a 'rapid deployment test' by rolling a D20 using the squad commander's halved LD. If the result …
Is a 1:   the squad lands on the deployment point.
Is passed: the deployment point scatters D20/4 inches
Is failed: the deployment point scatters D20/2 inches
Is a 20:   the deployment point scatters D20 inches
Place the squad commander on the deployment point, then deploy the rest of the squad within 3" of him. If models cannot be placed legally they are removed as casualties.

If the deployment point scatters onto impassable terrain, off of the board or onto a model, roll D20:

…1-5: The squad is not deployed and remains in reserve this turn.
…6-10: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment.
…11-15: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment. All models in this squad receive a 'stun' effect.
…16-20: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment. All models in this squad receive a ST(10) autohit.

Models that arrive via rapid deployment start their activation with 1 AP (0 AP if they deployed engaged) and count as having moved a distance equal to their SP value, but not as having performed any movement actions.

FLANK DEPLOYMENT

Any squad with 'Flank Deployment' may choose not to deploy as normal and instead be held in reserve. Models in reserve are never affected by any effect, do not provide resource cards and cannot use any abilities.

A squad held in reserve and not deployed on the board at the end of the game counts as destroyed for all game purposes including body count value.

After all infiltrators are deployed, for each of your flanking squads secretly mark if they enter the battle from your left or right
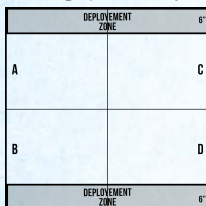
table edge and which half of this edge.
In scenarios where both players start in a corner, again, mark if the units enter from the left or right side of your deployment
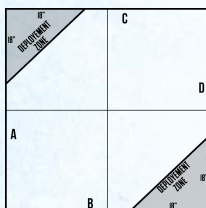
zone and which half they shall appear as above.
At the beginning of each control phase, both players nominate which squad(s) held in reserve but with the flank deployment option will arrive on the board this turn. From turn 2 onwards, each squad with flank deployment that is to remain in reserve this turn must take a delay test. Roll a D20. If the result is….

1-10: The squad may remain in reserve this turn.
11-20: The squad must be deployed via flank deployment this turn.

Activate the squad normally in the normal turn order, and then nominate any point in your chosen table edge section as the 'deployment point'. Place the squad commander on the deployment point and deploy the rest of the squad in coherency either along the chosen table edge or quarter. If all eligible deployment points on your chosen table edge are blocked by enemy models, you may choose to either keep the squad in reserve this turn or choose any other table edge to deploy from.

All deployed models have to touch the table edge they came from, begin their activation with 1 less AP, and count as having moved a distance equal to their SP value, but not as having performed any movement actions.

Keller stared blankly at the dim glow of the bridge monitor, his mind working on thousands of calculations a second. In the span of a half a dozen heartbeats, his head snapped up. To his left side, Captain Hauser wore a grave expression on his ichor, dirt and blood stained face. The two did not get along, but now was not the time for animosity.

"Well, how long do we have?" he asked somberly.

The android regarded him for a moment. "Six hours before atmospheric entry. Six hours, three minutes, and forty-two point nine seconds until the hull of the ship is compromised and explodes killing everyone aboard.

The marine captain looked out of the of command bridge's window at the looming blue-green-brown orb in the distance. The Theseus was listing due to the engine destruction they had sustained and was now caught in the gravitational pull of the planet.

Hauser crossed his arms over his chest. He hurt all over. He had been fighting those… things…for days, and now he was getting reports of something else lurking the ship's corridors, some kind of ghosts if the accounts were to be believed. "Well," he took a deep sigh before exhaling and shaking his head, "what can we do about this?"

The synthetic stood up. He was slightly taller than the marine, but slimmer. "If we can shunt the power from the damaged engine core in section A266, we should be able to redirect the energy into the remaining drives." His eyes unfocused for a split second and then returned to Hauser's, "Captain, we cannot escape the gravitational pull of LV-582, but we can regain some control to stabilize it for an emergency landing."

"Emergency crash is what you really mean, 'bot," Hauser thought to himself, but kept his mouth quiet, and instead simply nodded his head in agreement. The USCSS Theseus was not meant for planetary landings, and if any of them survived it would be an act of God.

They had scanned the planet, LV-582, and found it was hospitable, of a sort. It had a slightly higher concentration of nitrates in the air, but it appeared to be able to sustain life; more importantly, human life. There was water detected, and that meant there was most likely something edible down there, if not native wildlife. If they could set the Theseus down in mostly a complete piece, there was a chance they would survive long enough for a rescue team to pick up their distress signal and come for them. That was if the creatures or the crash didn't get them.

Hauser's eyes squinted at Keller, "What about the crew? It has been days now. Shouldn't they have been thawed out to take care of this?"

The android simply shook his head. "Captain Langston's pod was breached before he could be revived and First Mate Conner never woke up. Of the eight human crew of the USCSS Theseus, only two were able to be recovered successfully and they are in the medbay suffering from severe cryo-sickness and paranoia. In matters where the ship is concerned, I am afraid that makes you the ranking superior officer aboard this vessel, Captain."

Hauser rolled his eyes, "Great, just what I need…." Looking out of the pressurized glass windows towards the planet again, he caught his breath. "Are your people capable of repairing the damage without the aid of the crew?"

Keller nodded, "Yes Captain. I have already begun preparations to fix the conduits."

"I'll send two fire teams with your people for safety. Who knows how many of those things are out there. From what I hear, they can tear synths in half with a moment's notice.

"Very well, Jillian shall accompany the repair crew to direct them in what needs to be done." There was a sound of fidgeting behind them as the other android shifted her weight, her movement nervous. Hauser had never encountered a synthetic like her. It almost seemed like she was programmed for fear.

"Fine, let's just get this done. I'd rather not become a crater on some forsaken, backwoods planet," Hauser grimaced.

MISSIONS

GENERAL MISSION RULES

WINNING / ENDING THE GAME

There are three possible ways to end a Standard Game:

TARGET ACHIEVED: One player has achieved the primary mission as stated in the mission parameters.

DISENGAGE: The Game will end automatically at the end of Game Turn 8. Count mission point

ANNIHILATION: The Game ends if all your Opponents initial models have been removed from the game as casualties. If Annihilation occurs, the player with models on the board earns a partial victory for the priority mission automatically, unless they have actually completed the priority mission victory conditions.

BODY COUNT

Every model has a 'Body Count Value' (BCV) equal to its points value. At the end of the game, add the BCV for all Models from your force that have been destroyed or killed.

VICTORY CONDITIONS

For each Mission completed the Player earns Mission Points (MP). The player with the most MP at the conclusion of the game wins. In case of a draw, the player with the lowest BCV receives an additional mission point.
If still a draw the player who lost his army commander first loses the game.
If this still doesn't solve the question of who won, then the game results in a true draw.

CONDITION	MISSION POINTS
Primary Mission complete / partial completion	+10/+5
Secondary Mission complete	+5
Corporate Mission complete	+5
Completing all 3 missions	+10
Eliminate opponent´s Army commander with your own Army Commander	+5

OBJECTIVE MARKERS

After the table has been set up and deployment decided, place three objective markers on the table as follows:
Place one marker on the center point of the table. The remaining two markers are placed an equal distance from the Convergence marker and the table edge along a central axis measured through the remaining no-man's land (diagonally in a quarter's Deployment or across the center line otherwise). These markers cannot be placed in impassable terrain nor in terrain where there is no physical access for ground troops; in such cases move the marker to the nearest appropriate position closest to the intended position. Objective Markers cannot normally be interacted with or destroyed. Only certain missions / objective allow you that.

TARGET IDENTIFYING

Some missions require the forces to identify a mission objective marker. For this, the 'target identified' rule is used. When a Model is in base contact with an intact objective marker, in order to identify it, roll a D20.
First marker attempted:
1-10 identifies the marker as the correct target.
Second marker:
1-15 identifies the marker as the correct target.
Third marker:
automatic success.

If an objective marker must be 'destroyed' to fulfil a mission objective, do not remove it after doing so. It remains in play as it may be needed for a different mission. Additionally, any single objective marker may only be destroyed once per game, so if both players have the same mission, only the first player that destroys the marker may claim that mission a success. Only intact objective markers can be identified.

CONTROLLING OBJECTIVES

Many objectives require a model to be in control of them. A model counts as in control if it is within its CCWR distance from the Objective marker. If there is an enemy model within 3" the objective counts as contested. Heavy vehicles cannot hold or contest objectives.

BATTLE LEVEL

Before you start the game, the battle level needs to be determined. The battle level determines the number and type of the missions played. There are primary, secondary and corporate missions.

For tournament play, you will always play Beta level. The tournament organizer will choose the primary mission so that all players have the same mission to play. As to the secondary objectives, players each select six secondary objectives and choose one for each game they play. Each secondary objective can only be chosen once per tournament though.

Secondary and corporate objectives are chosen secretly. We encourage players to choose those secretly as it adds much to the fun of the game. Some players even create mission decks where you can randomly pick an objective card. This will also help you to remember your mission.

LEVEL	MISSIONS	D20 ROLL
Alpha	Primary	1 - 5
Beta	Primary, Secondary	6 - 10
Gamma	Primary, Faction	11 - 15
Delta	Primary, Secondary, Faction	16 - 20

PRIMARY MISSION LIST

Roll a D20 and consult the table to see which primary mission you will be playing.

D20 ROLL	MISSION NAME
1-2	The Advanced Base
3-4	Reconnaissance
5-6	Free for All
7-8	Ambush
9-10	Resource Gathering
11-12	Old Grudge
13-14	Retake the Field
15-16	F.U.B.A.R.
17-18	Human Resources
19-20	The Last Stand

MISSION 1: THE ADVANCED BASE

DEPLOYMENT: Battle Line

DEPLOYMENT OPTIONS: Regular, Flank Deployment, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Place an objective marker at the central point of the board and scatters it D20/4" randomly for final placement. Then roll for initial initiative as descripted in chapter 3.

MISSION PARAMETER:
Both players are attempting to claim that position as an advanced base. If at the end of any turn 4 or later any player has more than double the amount of models within 8" of the marker than their opponent, they score a major victory (10 MP).

If the game ends due to 'Disengage', the player with the most units within 8" of the objective marker earns a partial victory (5 MP).

MISSION 2: RECONNAISSANCE

DEPLOYMENT: Quarters

DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Set up the game as descripted in chapter 3.

MISSION PARAMETER:
Both players are attempting to control the 5 table zones (4 quarters + convergence).

A Player controls a table zone if they have more models in the particular zone at the end of the Game Turn than their opponent. A Table Zone is considered contested if there are an equal amount of models from both players in it.
To complete the mission (10 MP), a player must control three of the five zones at the end of game turn 4 or any game turn after that. If the game ends with disengage, a player is considered as partially completing the mission (5 MP) if they control three zones. Each squad may only claim up to two zones.

MISSION 3: FREE FOR ALL

DEPLOYMENT: Escalation

DEPLOYMENT OPTIONS: Regular, Stalk*, Infiltrate* (see escalation deployment)

Objective markers are set up as normal. Each Player secretly chooses and notes down an objective marker to be their rendezvous point. Then, set up the game as descripted in chapter 3.
Both players then reveal their choice before the Game starts.

MISSION PARAMETER:
To win the game, a player must have all their surviving models within 12" of their marker and no enemy models within 8" at the end of any game turn from game turn 3 onwards (10 MP). Should both players achieve this, both are awarded the 10MP.
If the game ends with disengage, a partial victory is won if a player ends the game with all surviving Models within 12" of their objective marker, regardless of the location of enemy Models (5 MP).

MISSION 4: AMBUSH

DEPLOYMENT: Ambush, Convergence
DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Set up the game as descripted in chapter 3.
The player with the initial initiative chooses whether to be the attacker or defender. The attacking player sets-up using ambush deployment and will go first. The defending player deploys next, using convergence deployment.

MISSION PARAMETER:
The attacking Player must reduce the enemy to a quarter or less of its starting number of squads by the end of game turn 4 (10 MP). The defending player must end the game with above a half of its starting number of squads to achieve their Objective (10 MP).

If the defending player is above a third (but below a half) of their starting number of Squads at the end of game turn 4, they win a partial victory (5 MP). If the defending Player is below a third (but above a quarter) of their starting number of squads at the end of game turn 4 the attacking player win a partial victory (5 MP).
Count only Troop and Support type Squads for this mission (both at start of game and for Victory conditions).

MISSION 5: RESOURCE GATHERING

DEPLOYMENT: Battle Lines
DEPLOYMENT OPTIONS: Regular, Flank Deployment, Stalk, Preemptive strike

Set up the game as descripted in chapter 3.
After table sides have been chosen, players alternate placing "resource nodes" on the opponent´s half of the table. The 'nodes' are 30mm markers. No marker can be placed within 8" of another 'node' or any table edge. Continue placing those nodes until each player has 4 nodes in his half of the table.

MISSION PARAMETER:
To win the game, a player must 'gather information' from all nodes that are in the opponent´s half of the table. To do so, a model needs to be within 2" of a node and spend AP(2). After information from a node has been gathered, remove the respective marker and place it next to your resource cards. For each node collected, your opponent must permanently discard 1 Resource card.

The game ends after turn 5 or at the end of a turn where a player doesn't have any node left on his side of the table. The player with the most nodes wins. In case of a draw, the player who has the most resources left in his resource pool wins. If you 'gather information' from 4 nodes, you score 10 MP or 5 MP if you gathered information from at least 2 nodes.

MISSION 6: OLD GRUDGE

DEPLOYMENT: Battle Lines
DEPLOYMENT OPTIONS: Regular, Stalk, Preemptive strike

Set up the game as descripted in chapter 3.

MISSION PARAMETER:
To win the game, both players must eliminate the opposing army commander (10 MP). The game ends after turn 5 or at the end of a turn where a player lost his army commander. If the game ends after turn 4 with both players having their army commanders still in play, the player wins (5 MP) whose army commander is further away from his own deployment zone.

MISSION 7: RETAKE THE FIELD

DEPLOYMENT: Quarters
DEPLOYMENT OPTIONS: Regular, Flank Deployment, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Set up the game as descripted in chapter 3.
The player with the initial initiative chooses whether to be the attacker or defender. The attacking player will go first. Both players note how many squads not comprised only of a single character they have in their army. Squads consisting of a single character do not count for the mission parameters. If both players would win this scenario, continue playing until only one player holds the victory condition.

MISSION PARAMETER:
The attacker wins if he at any point after Turn 4 has more than half their remaining squads in the Convergence (10 MP). If the game ends with 'Disengage', the attacking player earns 5 MP if one third of his remaining squads are in the Convergence.
The defender wins if at any point after Turn 4 he has killed more than half of the attacker's starting number of squads (10 MP). If the game ends due to 'Disengage', the defending player earns 5 MP if they kill more than one third of the enemy starting number of squads and contest the Convergence. Count only Troop and Support type Squads for the defender´s mission (both at start of game and for Victory conditions).

MISSION 8: F.U.B.A.R.

DEPLOYMENT: Convergence, Escalation
DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Stalk

Set up the game as descripted in chapter 3.
The player with the initial initiative chooses whether to be the attacker or defender. The attacking player will deploy using escalation deployment and will go first. The defending player deploys using convergence deployment.

MISSION PARAMETER:
The attacker wins if he has more than half of his starting number of squads in the Convergence in the End Phase of any Game Turn starting with Turn 3. (10 MP).
The Defender wins if he has more than half of his starting number of squads within 6" of any table edge in the End Phase of any Game Turn starting with Turn 3. (10 MP).

MISSION 9: HUMAN RESOURCES

DEPLOYMENT: Battle Line
DEPLOYMENT OPTIONS: Regular, Flank Deployment, Rapid Deployment, Stalk, Preemptive strike

Set up the game as descripted in chapter 3.
Place 2 'civilians' next to each objective marker. The civilians should be represented with any model on a small base. They have SP(-), CON/WP(8), A(15), W(1) and SZ(0). If no models are available, use empty small bases instead.

MISSION PARAMETER:
To win the game, a player must 'escort' the most civilians to his deployment zone. To do so, he must move one of his non-vehicle models in base contact with a civilian. Once in contact, it does not activate on its own. It stays in base contact with the model that escorts them, unless that model is eliminated, is broken or the civilian reaches any deployment zone. In each case the civilian will stop moving.

The escorting model cannot perform 'Run' or 'Charge' actions. A model can only ever escort one civilian.

The game will last 5 Game turns. For each civilian in your deployment zone at the end of the game, you receive 3 MP. For each civilian that is removed from the table by an action you initiated (including mind control effects), you lose 4 MP.

MISSION 10: THE LAST STAND

DEPLOYMENT: Ambush, Convergence
DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Set up the game as descripted in chapter 3.
The player with the initial initiative chooses whether to be the attacker or defender. The defending player deploys first, using convergence deployment. The attacking player then sets-up using ambush deployment. The defending player will go first. Defending squads may not use Rapid Deployment, Preemptive Strike or Flank Deployment.

MISSION PARAMETER:
Both players must try to end the game with as many models in the convergence as possible. At the end of turn 5, the player with the most BCV in the convergence wins (10 MP).

Captain Hauser sat in the briefing room, along with Keller and Jillian. To Keller, the man looked like he had not yet completely recovered from cryostatic shock yet. Either that, or like many career Colonial Marines, he wasn't fully active until he had at least two cups of coffee and a cigarette. Chemical dependencies were limited to softer substances in the Marines, but were completely pandemic.

"The Theseus received an Initiative 10125 Directive to recover alien specimens from LV-501," Keller began. "Once that had been completed, we rerouted back to LV-669. There was an incident while attempting to store specimens." Hauser noticed Jillian look away, but chose not to bring it up just yet. Keller continued. "That incident lead to damage to Theseus's principle drive, and initiated the revival of cryostasis stored personnel according to protocol."

"One day someone's going to explain to me why it's a Weyland-Yutani protocol to revive the guards after everyone they're supposed to be guarding," grumbled Hauser. "Obviously there's more to it. Records are showing at least fifteen confirmed fatalities, and almost twice that labelled as missing." Keller nodded. "The damage to the ship also cut power to the medical bay, which resulted in a loss of containment. The alien specimens escaped."

"Escaped? You mean to tell me there were live alien specimens collected? And we weren't awakened immediately?" Hauser watched Jillian glance away again. Operational protocols put Colonial Marines in command of any situation involving potential alien threats- and live samples on a prison ship constitutes a pretty big 'potential' in my book."

"Unfortunately Captain," Keller interrupted, "it does not in Weyland-Yutani's book. The specimens were collected off-ship. They were stored and sealed off-ship. By the time they arrived on the Theseus they were simply manifest. There was no reason to revive you."

Hauser wore the practiced expression of a man who wanted to declare what he had just heard as the worst form of bureaucratic bullshit known to mankind, but was aware it would do him no good. "Fine. So your 'simple manifest' got up and walked out of its cage. Then sabotaged the engines. Which released the rest of your 'simple manifest' before we could do anything about it. What does my team have to contend with?"

Keller pulled up a schematic. The multi-digit hand-shaped alien rotated in a three hundred and sixty degree view. "We had sixty of these specimens on hand, all about one meter across from tip to tip. Obviously, one did not survive the run-in with the engine, so that leaves 59 to be accounted for. Please also keep in mind that these specimens are Company property."

Hauser stifled the urge to laugh in the synthetic's face. "Well, I'll be sure to politely ask them to walk back to their cages, and only shoot them if they refuse to cooperate."

SECONDARY OBJECTIVES LIST

After deployment, roll on the following table to see which secondary objective you need to fulfil.

D20 ROLL	OBJECTIVE NAME
1-2	Choose any objective
3-4	Ammo Dump
5-6	Experimental Tech
7-8	Viral Intelligence
9-10	Communications Relay
11-12	Inspiring Leadership
13-14	Interrogation
15-16	Invasion
17-18	Sabotage
19-20	Controlled demolition

OBJECTIVE 1: Ammo Dump
One of the objective markers must be identified to be the 'ammo dump' using the Target Identified rules. If the 'ammo dump' is found, any of your models may spend AP(1) to set charges. It will explode in the next end phase. All models within D20/4" of the marker receive a ST(7) autohit. If the game ends with all objective markers having been 'destroyed', this mission is also a success.

OBJECTIVE 2: Experimental Tech
One of the objective markers must be identified to be the 'lab computer' using the Target Identified rules. In order to complete this objective, one of your models must end the game in control of this marker. If the objective is contested, the mission failed.

OBJECTIVE 3: Viral Intelligence
One of the objective markers must be identified to be the 'intelligence hub' using the Target Identified rules. In order to complete this objective, any of your models must be in B2B contact with marker and must remain in contact with it for one full Game Turn. If the model becomes engaged, the recovery fails for that game turn, but can be reattempted later.

OBJECTIVE 4: Communications Relay
When the game ends, one of your models must hold the highest non-impassable level of terrain on the table with no enemy models within 2". If two or more pieces of terrain are of equal height, the one with the largest footprint is the objective. If there is still a tie, choose one as the objective before the game starts. In the case that there is no high ground on the table, the center of the convergence is the objective.

OBJECTIVE 5: Inspiring Leadership
Your army commander must survive the game and either cause at least 4 Wound losses on enemy models OR end the game closer or as close to an enemy model than any friendly model.

OBJECTIVE 6: Interrogation
One enemy character must be eliminated in Close Combat. Choose the character secretly before the game starts.

OBJECTIVE 7: Invasion
You must have at least 1 squad in the opponent's deployment zone when the game ends. If the deployment for this is anything other than battle line or quarters, choose any other objective without rolling.

OBJECTIVE 8: Sabotage
The enemy communications nodes must be destroyed. They are represented by the three objective markers. The nodes have A(24) and W(3). The mission is a success if at the end of the game all 3 nodes are destroyed (regardless of who destroyed them)

OBJECTIVE 9: Controlled Demolition
Choose the intact structure that is as close to the center of the convergence as possible. This structure must be collapsed.

FACTION OBJECTIVES LIST

After deployment, roll on the following table to see which faction objective you need to fulfil.

D20 ROLL	OBJECTIVE NAME
1-2	Choose any objective
3-4	Cull the Weak
5-6	The Traitor
7-8	Glory Hunter
9-10	Blood Feud
11-12	Sniper Training
13-14	Veterans
15-16	Vital Information
17-18	Prisoner Grab
19-20	The Rising Star

OBJECTIVE 1: Cull the Weak
Choose one of your characters or squad commanders. The model must be eliminated in Turns 1-4.

OBJECTIVE 2: The Traitor
Choose one of the enemies' characters or squad commanders. The model must survive the game.

OBJECTIVE 3: Glory Hunter
Choose one of your Troop squad commanders. Keep record of each wound loss inflicted by all Troop squad commanders in your army. The chosen squad commander must cause more wound losses than any other squad commander. This objective can be completed even if the chosen model is eliminated during the game.

OBJECTIVE 4: Blood Feud
Choose one of your squad commanders. Keep record of the BCV of models eliminated by this squad commander. The chosen squad commander must eliminate three times its own BCV. This objective can be completed even if the chosen model is eliminated during the game.

OBJECTIVE 5: Sniper Training
Choose one of your Troop or Support Type squad commanders. The model must cause at least 2 wound losses while evading and performing a 'battle focus' action at the same time.

OBJECTIVE 6: Veterans
Choose one of your Troop or Support Type squads. More than 50% of the models in this squad must be in play at the end of the game.

OBJECTIVE 7: Vital Information
Choose one of the enemies' characters or squad commanders. The chosen model carries an important relic. The relic is dropped, when the model carrying it is eliminated. Place a 'relic' marker on the eliminated model´s position. It can be picked up by any non-vehicle model in base contact to the marker by spending AP(1).
One of your models must be carrying the relic at the end of the game.

OBJECTIVE 8: Prisoner Grab
Choose one of the enemies' characters or squad commanders. The model must be captured.
To capture the model, he must be successfully removed from play via a Close Combat attack while he is engaged with 2 enemy models.

OBJECTIVE 9: The Rising Star
Choose one of your opponent´s characters. The model must be eliminated by one of your characters.

Captain Hauser shuffled Keller and Jillian into a room, and made sure to lock the door behind them. "That... thing we just shot was a hell of a lot larger than one meter across. And walking on two legs. And capable of ripping through body armor. And its blood melted the gangplank. Would you care to explain a little further what is happening, Doctor Keller?"

"I would not. Weyland-Yutani Corporation has strict guidelines concerning these matters."

"These matters are killing my Marines!" Hauser snapped back. He thumbed the safety off on his rifle. "That was the polite request, Doctor. Don't make me become impolite."

Jillian intervened, talking to Hauser while simultaneously trying to lower the barrel of his weapon with her hand. "Captain... the 'hands' appear to be a reproductive device. It carries a parasite to a living host organism. Once there, the parasite incubates." She put her head down. "I can only assume the resulting form is what we just encountered."

"Wait just one number crunching minute... you had sixty living test tubes and one 'got loose?' Care to explain that in further detail, Doctor Keller?"

"There is no need. Your assumptions are correct. Uncertain if the delivery form could survive long-term cryostasis, some samples were placed into the bodies of convicts for partial gestation, then put back into cryostasis. During the procedure one escaped."

Hauser fought off the urge to shoot Keller in the forehead. Mostly because the synthetic was worth more to the Company than Hauser would make in a decade. "And after it has finished cooking, what? How do we get from parasite to six foot monster?"

"The larval stage incubates rapidly in the host body... then... tears its way out through the chest cavity."

"Hauser fought off that urge again. A synthetic was probably only worth about eight year's pay, not a whole decade... "I can see why the Company used a synthetic to do the dirty work. Anything flesh and blood would have to feel pretty bad about using human beings as unwilling guinea pigs in a likely fatal experiment." Hauser shot Jillian a dark look.

"Technically their consent was not required, Captain," retorted Keller. "The men are all lifetime sentence convicts being sent to a prison facility they will never leave alive. Literally, Weyland-Yutani owns what's left of their lives. What Weyland-Yutani decides to do with that lifetime is the Company's business, not yours or mine."

Seven and a half years, definitely. "Keller... when this is all over, and we clean up your little runaway lab rat problem, you and I are going to have a discussion about what a human life- or a synthetic one- is really worth."

ADVANCED RULES

THE ADVANCED COMBAT DECK

Players may agree to play with the Advanced Combat Deck. Using The Advanced Combat Deck adds another dimension of strategy to the game.

ADDITIONAL RESOURCES

As the regular Resource pool is not laid out for the additional RES requirements the cards present, your army commander will generate 8 resources instead of his regular 4. If the army commander is removed from play, 4 Resource cards are removed from play (instead of 2).

CARD DECK

Each player constructs his deck before the game with a minimum of 30 cards including Strategy, Tactical and Gear cards and cannot contain more than 3 copies of any card.

All decks must be well shuffled by the controlling player. The opponent then cuts the deck before the start of the game by the opponent. The player's hands are kept secret.

Cards that are discarded for any reason are placed in the Discard Pile. Continuation of play is unaffected if any player depletes their card deck and/or hand. Depleted card decks cannot be refreshed unless permitted by a card or ability.

TYPES OF CARDS

STRATEGY CARDS

These cards mostly have a global effect. They can only be played at the end of the Control Phase, before any squads are activated. The player with the Initiative can choose to either activate first or have the right to play a Strategy Card first. Only 1 Strategy card can be in play at any time. Strategy Cards are discarded from play at the end of the turn.

TACTICAL CARDS

These cards affect squads or single models. Only 1 Tactical Card can be allocated to a squad at a given time. The Tactical Cards can be played on any squad (friendly or foe). Tactical Cards are discarded at the end of the turn.

GEAR CARDS

These cards affect Squads or single models. Only 3 Gear cards can be in play at the same time per player. Gear cards can be played on friendly Squads only and are not discarded at the end of the game turn. A squad cannot be affected by the same gear card more than once at a time.

STRATEGY CARD

TACTICAL CARD

GEAR CARD

CARD UTILIZATION

Cards may have two effects. All abilities have a faction symbol attached to them, showing which faction may use the effect.

Every card features Cost Symbols. To play a card, you need to spend the appropriate amount of RES displayed at the effect you will use. Place the card next to the squad. Cards may only be played on non-stalking squads that are in play.

While Strategy Cards are played in the Control Phase, Gear and Tactical Cards can only be played at the start of Squad Activations. Before the first model from the Squad is activated, players alternate playing a Tactical and/or Gear card on any squad, starting with the Squad owning player.

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

CARD REMOVAL

You can always remove cards from your own squads by spending RES(3) per card.

DRAWING CARDS

In the Control Phase, players draw cards until they have 5 cards in hand.

Between squad activations and in the End Phase, players may draw additional cards if they spend 1 Resource per card drawn.

In the End Phase, players may discard any card they have in hand. Also any cards in excess of 5 must be discarded (player´s choice).

LARGE SCALE BATTLES

In order to allow for large scale battles without the game slowing down too much, players may use the rules presented here to streamline play. These rules are completely optional.

OVERVIEW

The core change to the mechanics for large scale battles is, that squads now act as a whole rather than a group of individuals. All models in a squad are now required to perform the same action (with certain exceptions). In order to translate, certain rules need to be adjusted. Changes are listed below in the same order as they appear in the Standard Rules.

GENERAL RULES

FUMBLE - While the roll of a natural 20 is still a failure, Models that Fumble do not lose any remaining AP.

ABILITIES - When a player wishes to use any model´s ability, all models in the squad must spend the AP and RES necessary to use it. See the Resource section for revised costs.

STUN EFFECT/STUNNED - If at the beginning of a squad´s activation less than 50% of the models in a squad are stunned, they recover from being stunned without spending AP. Otherwise, the whole squad must spend AP(1) to recover from being stunned.

TARGET PRIORITY - Normal Target Priority rules are ignored. Squads must direct their attacks at other Squads, and may only attack 1 enemy Squad with their main weapons. Missile Launchers and Snipers are exceptions to this rule, see Ranged Combat below.

SQUAD COHERENCY - Models may not leave Coherency voluntarily. If for some reason a model is out of coherency, the whole squad must make a Movement Action to return the squad to coherency.

ACTION POINTS - All models in a squad must use their AP to perform the same actions, if possible. If for some reason a model in the squad is unable to participate in an action (blocked LOS for Shooting, not engaged etc.), the model loses the AP.

CHARGE ACTION: A Charge Action may be completed by the entire Squad as long as 50% or more of the Squads members can reach CCWR. Those that do not reach CCWR are considered to have used a Run Action and therefore have no AP remaining. Models that do reach CCWR and have AP remaining may execute CC Attacks normally.

SENTRY ACTION: Not available in Large Scale Battles.

RESOURCES

Resource cards may be used as normal, however, the cost of doing so is modified in large scale battles by the number of models in a squad.

If a player wishes to Spend RES to gain an extra AP, Heal or increase ROA, they must do so for the entire squad.
The cost to do so is:When using RES to activate abilities, the cost is dependent on whether the ability affects the entire squad or just a specific model. Abilities that affect the entire squad have their normal cost, abilities that only affect 1 model must use the costs listed above and the ability must be activated for the entire squad, even if some models cannot use it.

NUMBER OF MODELS IN SQUAD	RES COST
Single model squad	1
Up to 5	3
More than 5	6

ABILITIES

Gunslinger: Not available in Large Scale Battles.

ARMOURY

WEAPON ABILITIES:
Critical Force, Deadly, Exploit, Headshot- Unless all weapons in the attacking squad have this ability on their weapons or the target Squad consists only of models with W(1), attack rolls with such weapons must be grouped together or made separately.

WEAPON MODE:
If some of the models in a squad opt to use an alternative weapon mode to the rest of the squad, their attack rolls must be made separately.

MOVEMENT

The normal rules for terrain and the maximum distance a Model may move is unchanged from the Standard Rules.

CLIMBING:
Instead of using Climbing rules, models may just cross the vertical distance in a Walk Action.
The rules for Falling from Height still apply if models are forced off an elevation they cannot climb down.

RANGED COMBAT

Each squad targets the same enemy squad together and inflicts casualties as a group. In order to make a Ranged Attack, a player selects one enemy squad.

Determine, which models in the attacking squad are in range and have LOS to the target squad. It is sufficient to have LOS and be within range to at least one model from that squad. Total up the ROA of the squad's weapons of those models, that have the same ST, this is the attacking Squads Primary Attack.

If there are other weapons, that have a different ST value or use templates, these weapons are grouped and are Secondary Attacks .

The rules for cover and long range penalty don't apply. Instead, apply a flat (-3) modifier to the attacker´s RS and add the size modifier. If the target squad has multiple sizes, use the one that is shared by the majority.

Roll a number of D20 equal to the ROA of the Primary Attack and add up the number of successful hits. Then do the same for the Secondary Attacks.

The defending player then rolls for defensive rolls as normal (dodge, Armour, Heal etc.). The remaining hits equal the number of Wounds lost by the defending squad.

Then do the same for any Secondary attacks.

When the total number of Wounds lost has been determined, remove the casualties. Wounds are lost and models are removed on a Front-to-Back basis. In other words: Models closest to the attacking squad and within LOS are removed first, models furthest away last. Only after all models have been removed may the defending player check to see if survivors are close enough to casualties to make 'Get the Gun' rolls.

Critical Force is handled in that it simply adds to the total number of Wounds inflicted, even if this means Wounds 'jump' from one Model to the next.

Models with the Sniper ability or Missile Launchers may shoot independent of their parent squad, Snipers may do so when targeting characters, Missile Launchers when targeting vehicles.

Wall of Flame: Not available in Large Scale Battles.

CLOSE COMBAT

Once a model finds itself engaged with another model(s) the procedure for resolving CC is very similar to that for Ranged Combat. Calculate the number of engaged models, total up the ROA of weapons of the same Strength and roll to hit for those, then for weapons of different Strength.

The defending player then rolls for defensive rolls as normal (dodge, Armour, Heal etc.). The remaining hits equal the number of Wounds lost by the defending squad.

Once the number of Wounds has been determined if there are sufficient to remove a model as a casualty, the ATTACKER determines which model in the Engagement is removed first.

Critical Force in CC is handled in the same way as Ranged Combat in that it simply adds to the total number of Wounds inflicted, even if this means Wounds 'jump' from one Model to the next.

VEHICLES

Squads of more than 1 Vehicle are subject to the same Squad rules as Infantry units.

Battle Focus against vehicles does not allow the targeting of specific locations except when Missile Launcher(ML) type weapons.

ESCALATION LEAGUE

In an AVP: Unleashed Escalation League (AVPEL), players will build and paint a small AVP: Unleashed army and pit it against others in a friendly club or store environment where they can learn the game and are encouraged to explore the hobby. As their experience grows, so too will their AVP: Unleashed army until they are ready to compete at the 'standard' level of 1000 points at the end of the league.

PLAYER RESPONSIBILITIES

Players participating in an AVPEL must have access to the current rules * as well as the army book for their faction * (either printed, or in PDF form on a tablet or smart phone), 1 AVP: Unleashed starter force that consists of one character, two Troop squads, and one optional minimum-sized Support/Light Vehicle/Monster squad totalling no more than 350 PTS, (including dice and unit / resource cards), tape measure, tokens and templates. For the later stages of the AVPEL, players will also need a deck comprised of cards from the Advanced Combat Deck, or cards printed from the Advanced Combat Deck PDF. *

Players should be aware that over time, errata or FAQ will be released and thus stat cards may have been updated. Each player is responsible for building their list and playing with the most current ruleset.

Some Event Organisers may be able to provide tokens and templates, minimising the initial investment required for players to enter the AVPEL. Please check with your Event Organiser to see if this is the case.

* free digital downloads of the rules, faction army books and cards can be found at

http://avp.prodosgames.com/downloads

ARMY LISTS

Armies are created using the faction army books - generally only one, unless that army is allowed to field 'allied' squads from another faction. An AVPEL should conform to the Standard OOC as this is representative of the type of game a player will likely participate in after competing in an AVPEL. Before the start of each league phase, players should provide a copy of their army list for that phase to the Event Organiser and be prepared to bring a copy of that same army list to each game.

ADVANCED GAME CARD DECKS

During phase 3 and 4 of the AVPEL, players will be required to construct decks to support their army list following the standard rules for deck construction.

MODELLING AND PAINTING

The AVPEL is not simply about learning how to play the game - it also aims to encourage players to build and paint their forces to a consistent level which improves the overall experience for all players involved. Although players are not required to paint their models, it is strongly recommended and there are additional league points available for those who do!

All models used in an AVPEL event should be from Prodos Games product lines. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. The use of non– Prodos Games models, unassembled miniatures, or inappropriately based models is not permitted.

MODEL CONVERSIONS

Conversions are a popular part of the hobby and players should be encouraged to do so in order to personalise their army. This is within the rules of the AVPEL as long as the majority (75%) of the converted model is from the Prodos Games miniatures range. The conversion must clearly represent the models weapons and gear.

If an AVP: Unleashed model is used as the basis of a conversion to represent a different AVP: Unleashed model, it should be appropriately based and easily distinguishable from the model it would otherwise have represented. For example, using a converted Major Dutch Schaefer model to represent a Squad Commander in a unit of Colonial Marines (Troops) would require the model to be placed on a 30mm base, and to be painted to match the other models in the Colonial Marines squad. Please check with the Event Organiser to see if your conversions are sufficiently recognizable.

SPORTSMANSHIP

A fair and honest in-game environment is required in order for everyone to have fun. Players accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The Event Organiser will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing he should tell the opponent about it and explain what the opponent can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behaviour continues the players should call the Event Organizer and explain the situation. The Event Organizer always has the final word on rules questions or debates. Players accept all rulings made by the Event Organizer whether or not they agree. Players present a mature and polite demeanour to their opponents and the Event Organizer. Failure to do so will result in consequences that could lead to disqualification. An Event Organizer can also disqualify a player for any incident that is deemed unsporting. This includes offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and may even be barred from further participation in the event or any other related events.

EVENT ORGANISER RESPONSIBILITIES

LOGISTICS

The Event Organiser will be responsible for setting the AVPEL start date and ensuring all players have registered by that date, and that all registered players have access to this document before phase one starts. Once phase one has commenced, the Event Organiser will be responsible for setting up the tables prior to each game, tracking the results of each game and the progress of each player throughout the AVPEL. The Event Organiser is also responsible for checking each player's army list which should be received prior to the commencement of each phase. This should be kept along with the record sheet for that player, which can be found at the end of this document.

HOW MANY GAMES

Each phase has a recommended number of games, resulting in a recommended minimum of 12 for the whole league. How long each league phase lasts is up to the Event Organiser and will be largely determined by factors such as the store opening hours / duration of each 'club night', the frequency with which the players meet, the number of players participating in the AVPEL and the number of tables available etc. Assuming the players meet once a week for 4 hours and there are sufficient tables for them all to be playing at once, it is recommended that each league phase lasts 2 weeks.

PAIRINGS, BYES AND ODD NUMBER OF PLAYERS

Because players are allowed to play more than the minimum number of games during each phase, it is not necessary to enforce pairings. However, due to the practical time constraints of playing games at a club or store, if there are an odd number of players but there are sufficient tables for all players to play, the Event Organiser should randomly select one player; He or she receives a bye worth 4 Game Points and this counts as a game 'played' for the purposes of playing the minimum number of games, plus any Hobby Points that would otherwise have been awarded. The Event Organizer should ensure that the same player does not receive a bye more than once per AVPEL across all four phases.

Alternatively, if the Event Organiser is not taking part in the AVPEL, he or she may bring a phase-appropriate force in order to even up the number of players on any occasion where there is an odd number of players but sufficient tables for everyone to play. In that case it will not be necessary to award a bye. The Event Organiser does not need to record the results of his or her games, although the player who is paired against the Event Organiser should do so as normal.

TERRAIN

Terrain is a key element in AVP: Unleashed games and should be relatively balanced on a table. Terrain pieces should present a meaningful choice for the player who wins the starting Initiative roll. For example, if one side of the table contains a forest, a hill, and a linear obstacle, the other side should contain terrain that provides concealment, elevation, and cover as well, but the terrain may be positioned in a more advantageous defensive position. As a general rule, an average table should have no less than 40-45% terrain coverage.

STARTING A GAME

Once a player has found an opponent and been assigned a table, the players should swap and review each other's army lists*. All models in each list must be presented to an opponent upon request.

Next, one player should roll a D20 and consult the mission chart for the league phase they are currently playing in to determine the Primary Objective. This should be observed and noted by the Event Organiser.

Next, both players should secretly chose (or roll for, depending on the league phase) a Secondary Objective for that mission (Phases 2, 3 and 4 only). Again, this should be observed and noted by the Event Organiser.

Next, the Event Organiser will award Hobby Points from the game.

Finally, players will roll Initiative and consult the Mission Briefing to determine how that affects their objective and mission deployment. From that point onwards, play will proceed as normal.

* A player can ask to see his opponent's lists at any time although a player must take care not to disrupt the flow of the game while doing this.

ENDING A GAME & GAME RESULTS

At the end of a game both players are required to reveal their Secondary Objectives and confirm their final score for the mission:

• The player with the most Mission Points (MP) wins the mission and scores 6 Game Points (GP)
• The losing player scores 2 GP
• In the event that both players have scored the same number of MP, the mission is a draw and both players score 4 GP. Do not refer to the other conditions (Body Count Value etc.) as a tie breaker.
• Players score 1 additional GP if they completed their Secondary Objectives (SO) during the mission.

The mission result should then be communicated to the Event Organiser and players are then free to find another game against a DIFFERENT opponent.

HOBBY POINTS

The Event Organiser should check and award the following Hobby Points (HP) to each player at the start of each game, or during the game if doing so at the start would delay the commencement of other games.

1 HP: The player is fielding a fully painted army .

2 HP: Completion of each non-vehicle or non-monster squad of up to 6 models, plus an additional 1 HP the first time the squad is increased to 7 models or more and is fully painted.

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

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

FINAL STANDINGS

At the end of the AVPEL, a player's overall ranking is determined by the sum of their Game and Hobby Points. In the case of ties, check the following criteria - in the order given - to determine ranking

The number of games won

• ..if that is still a tie, the number of Hobby Points
• ..if that is still a tie, the number of unpainted miniatures in the army (lower is better)
• ..if that is still a tie, the total number of painted miniatures in the army

REWARDS

The overall winner will receive the AVPEL exclusive miniature for that quarter (stock permitting).

The Event Organiser may also chose to award other prizes (that are not the AVPEL exclusive miniature) for achievements such as:

• For placing second or third overall in the final rankings
• For having the most Hobby Points (HP)
• For having the most Game Points (HP)

THE FOUR PHASES OF THE AVPEL

PHASE 1

Points: 400 PTS maximum

Forces: Each player will play with only the contents of a single AVP:Unleashed starter set and optionally, the separate purchase of a character to lead their army. If the cost to field the starter is in excess of 400 PTS, that force may still be used (but no additional character).

Not every model in the AVP:Unleashed starter set must be used.

Games: It is recommended that each player plays at least 4 games during Phase 1

Game time limit: 90 minutes

Mission Selection: At the start of each game, one player should roll a D20 to randomly determine which mission they will be playing from the choices below.

1-10	Ambush (p 47)
11-20	Advanced Base (p 46)

PHASE 2

Points: 600 PTS maximum

Forces: Each player will now have additional points to expand on their Phase 1 force, spent as the player wishes to increase their Phase 1 force up to a maximum of 600 PTS.

Games: It is recommended that each player plays at least 3 games during Phase 2

Game time limit: 120 minutes

Mission Selection: At the start of each game, one player rolls a D20 to randomly determine which mission they will be playing from the choices below. Then each player should secretly select a single Secondary Objective from the table on page 50.

1 – 6	Ambush (p 47)
7 – 13	Retake the Field (p 48)
14 – 20	Old Grudge (p 48)

PHASE 3

Points: 800 PTS maximum

Forces: Each player will now have additional points to expand on their Phase 2 force, spent as the player wishes to increase their Phase 2 force up to a maximum of 800 PTS. In addition:
1. At the start of Phase 3, a player may choose to swap the character acting as the army commander for a different character (LD value must be high enough to qualify).
2. At the start of Phase 3, a player is free to alter the Army Abilities used by each squad although individual model upgrades (such as weapon choices) must remain the same
3. At the start of Phase 3, a player should create a 30 card (minimum) deck assembled using the normal rules for deck construction.

Games: It is recommended that each player plays at least 3 games during Phase 3

Game time limit: 120 minutes

Mission Selection: At the start of each game, one player rolls a D20 to randomly determine which mission they will be playing from the choices below. Then each player secretly rolls D20/2 three times (round up) to see which Secondary Objectives are available from the table on page 50; Select one.

1 – 6	Ambush (p 47)
7 – 13	Human Resources (p 49)
14 – 20	Old Grudge (p 48)

PHASE 4

Forces: Each player is now free to build a new 1000 point force for their faction, using any legal models in their collection. The player is also free to rebuild their deck, following the normal rules for deck construction.

Games: It is recommended that each player plays at least 2 games during Phase 4

Game time limit: 150 minutes

Mission Selection: At the start of each game, one player rolls a D20 to randomly determine which mission they will be playing from the choices below. Then each player secretly rolls D20/2 twice (round up) to see which Secondary Objectives are available from the table on page 50; Select one.

1 – 6	Ambush (p 47)
7 – 13	Free For All (p 47)
14 – 20	Reconnaissance (p 47)

Capt. Hauser's voice came over the comm unit. "Rogers, report in."

Sgt. Rogers clicked his channel open. "Nothing yet, sir. Section Five clear. Section Three clear. Proceeding through Section Two now, sir."

"Good. Notify me of any changes."

Sgt. Rogers surveyed his detail. Franks was a hothead, and Rogers was concerned that he might just shoot convicts rather than detain them if they moved the wrong way. Jones was a man who was nearly the size of a bulkhead, and came by his heavy weapons duty honestly enough. Rodriguez was a sharp soldier, and Rogers knew she'd be given her own unit soon enough. She deserved it. She had earned it. The only reason she didn't have one yet was because it seemed women were moved to Command roles slowly. The Brass probably expected the testosterone-filled knuckleheads they churned out of Boot Camp wouldn't be ready to take orders from a woman. They'd be right. It wouldn't matter- she could arm wrestle anyone in the unit except for Jones, and she could probably beat him in a fistfight. The squad reached the hatch for Section Two, and the locks slide apart with a somewhat resistant sigh. The squad slide through the door taking firing positions, and paused. The soft amber glow of the lamps interacted with the vapor floating on the air, making strange wisps of color in their field of vision. Rogers squinted, and something in the center of his chest was trying to warn him of danger. He'd seen combat tours on more worlds than most people could count, and convicts didn't scare him one bit. So if he wasn't afraid of the cons, what had him on edge? A few dozen escaped spiders? Marine Issue Boots should take care of them, and if not caseless explosive ammunition was great for turning problems to paste. The ship was too quiet. There was no movement, and no sign of why there shouldn't be movement. No, Rogers didn't like it at all.

"Sarge," Rodriguez's voice drew him back to the moment. "Take a look at this." She gestured with the barrel of her rifle towards a...film...a streaky clear residue on a console. Rogers moved to her position, and scrapped at it with his combat knife. It was slick, but a little tacky, almost like egg whites. Roger's opened his comm channel. "Lieutenant, we've found something. Looks like the escaped bugs are leaving droppings. Clear, about two ounces. I'll reply back once we bag it."

"Affirmative Sergeant."

The squad focused their attention on the area. A one meter spider could be nearly anywhere. These ships had recesses and crawlspaces aplenty for something human sized to creep through. Something a tenth of that size, well, they were never finding them all. That's why they decontaminated these ships between duties and just flooded them with gas to kill off any vermin.

Franks called out, and swiveled his gun rapidly to the left. At nothing. "Franks," warned Sgt. Rogers, "Don't go squirrelly on me. Dead cons can't mine."

"Yessir. Sir, I saw something."

"You mean someone, Franks?"

"No sir. I mean sir, I saw something. It was just a quick movement out of the corner of my eye. Too large for a bug, but it didn't move like a convict."

Rogers was in no mood for word games. "Everyone eyes peeled. Consider the field hostile." The squad circled through the bowels of the ship, on alert for anything that posed a threat. The air was filled with tension. The shadows of pipes and cables gave the corridor the appearance of some artificial, industrial jungle at sunset. The world seemed frozen,

poised for danger. The only sounds cutting through the moment were those of boots on gangplanks, hands shifting nervously on weapon grips, and the soft hisses and clanks echoing through the ship. Rogers fought down the irrational fear that the ship was alive. Soldiers don't have time for superstition. Not in a hot zone.

One of the overhead pipes shifted. No, something shifted on it. Something that lashed out a barbed whip that struck Franks in the chest with such force it blew through his body armour. The three Marines heel pivoted to get a firing line and unloaded. Whatever it was scrambled up and away, never fully coming into view, pulling the body of Franks with it.

"Rogers to base. Rogers to base! Under attack!" He gave hand gestures to Jones and Rodriguez, who formed up immediately.

"From convicts, Sergeant?"

"This ain't no damned convicts, Captain. And it's no one meter spider neither." Rogers scanned the area as he spoke. "Something struck Franks in the chest and pulled him up into the pipes as it escaped."

"Something, Sergeant? That's all you've got?"

"That's all I saw, sir.'

"Then report back when you see something more."

"Yes, sir." Rogers nearly spat into the comm before closing the channel. He motioned for Jones to slide to where Franks had been and recon. The big man nodded, and silently crossed the room, the weapons of the remaining members of the unit trailing him. Jones crossed the room, and looked up. He yelled an expletive and backed away as a dark figure descended from the ceiling. Rodriguez opened fire as it came down, training her weapon for the center mass of the lanky creature as it fell. Three quick bursts struck the creature, whose body erupted with small explosions as each round impacted and detonated. The creature slumped to the wall of the corridor. Jones' body armor started hissing and smoking where the creature's blood had struck it, and he quickly stripped out of his standard issue. Roger's flicked the comm over. "Sir, Rogers. I have more information."

"Sitrep, Sergeant."

"One of my men is KIA. Tango is a two meter tall creature. Skin appears to be something almost metallic. Blood is acidic. This is no convict, sir, and no spider."

"Sergeant…. Repeat?"

Rogers poked at the corpse with his barrel. "You heard me, sir. Two meters. Hard, slick metallic skin. Blood appears to be acid. Came out of the ceiling…" a chilling thought struck Rogers, as he realized the whole unit had just spent the last thirty seconds looking down, standing right in the kill zone. He spun his head upwards. "Multiple Tangos! Open fire! Fire! FIRE!"

Captain Hauser tried to will his voice to overcome the cacophony on the comm unit. Rogers was barking orders, and over a hundred rounds had been fired. Yet Hauser knew nothing of what was happening… or at least nothing that made sense.

"Sergeant, report. Sergeant! Dammit Rogers, talk to me!"

"At least seven Tangos down. They're pouring out of the ceiling. Ten, Twelve. Jones is down. Evac to Section Three. Rodriguez…"

"Sergeant, sitrep!" Sergeant!"

The comm unit was open, but there was no more gunfire. The only sound was the shuffling of bodies, and a hissing noise that made Hauser's blood run cold.

TABLE 1

Player Name				Player Number
Contact Details				

Game	Result	SO	GB	HP
Phase 1 List Submitted				List Checked
Vs				
Vs				
Vs				
Vs				
Vs				
Vs				
Vs				
Phase 2 List Submitted				List Checked
Vs				
Vs				
Vs				
Vs				
Vs				
Vs				

TABLE 1

Player Name				Player Number
Contact Details				

Game	Result	SO	GB	HP
Phase 3 List Submitted				List Checked
Vs				
Vs				
Vs				
Vs				
Vs				
Vs				
Phase 4 List Submitted				List Checked
Vs				
Vs				
Vs				
Vs				
Vs				
	Wins	HA	GP	HP
Total				

Notes:

Final League Ranking:

QUICK REFERENCE SHEET

DEPLOYMENT ORDER

1. REGULAR DEPLOYMENT
2. STALK
3. INFILTRATION (AND STALKING INFILTRATORS)
4. REDEPLOY SQUADS WITH PREEMPTIVE STRIKE
5. DURING THE GAME: RAPID DEPLOYMENT & FLANK DEPLOYMENT

GAME TURN OVERVIEW

1.	CONTROL PHASE	▶	ROLL INITIATIVE, RESET RESOURCE CARDS
1.	ACTIVATION PHASE	▶	ALTERNATE ACTIVATING SQUADS
1.	END PHASE	▶	CHECK VICTORY CONDITIONS, REMOVE TEMPORARY TOKENS

ACTIONS:

EACH MODEL HAS 2 ACTION POINTS.
EACH ACTION CAN ONLY BE PERFORMED ONCE PER TURN PER MODEL.

0 AP	1 AP
ORIENTATE	WALK
MELEE MOVE	CHARGE
	BATTLE FOCUS
	EVADE
2 AP	SHOOTING
RUN	CLOSE COMBAT
RAPID FIRE	SPOT
SENTRY	

MOVEMENT:

EACH MODEL CAN MOVE UP TO SP VALUE X2 IN A GAME TURN

WALK ACTION	▶	MOVE UP TO SP IN INCHES.
CHARGE ACTION	▶	MOVE UP TO SPX2 IN INCHES, IF YOU CAN END YOUR MOVEMENT ENGAGED.
RUN ACTION	▶	MOVE UP TO SPX2 IN INCHES.

RESOURCES:

ARMY COMMANDER : 4 RES

TROOP SQUAD: 1 RES EACH

SPEND RES:

A. AP(+1) TO A NON-VEHICLE MODEL
B. 'HEAL (+3)' TO A MODEL FOR ONE HIT.
C. ACTIVATE CERTAIN ABILITIES
D. ROA(+1) TO ONE WEAPON BEFORE THE SHOOTING OR CLOSE COMBAT ACTION.
   EACH EFFECT CAN ONLY BE CHOSEN ONCE PER MODEL PER TURN.

CLOSE COMBAT

A MODEL MUST BE ENGAGED TO MAKE A CC ATTACK. ONLY HG AND CC WEAPONS CAN BE USED IN CC.

1. SELECT ONE TARGET IN THE ACTIVATED MODEL´S CCWR.
2. MAKE ONE CC TEST (REGARDLESS OF ROA) WITH THESE MODIFIERS:
   • DEF VALUE: CC(-X), WHERE (X) IS THE TARGETS DEF.
   • SIZE: CC(+X), WHERE (X) IS THE TARGETS SZ.
   • REAR: CC(+4) IF COMPLETELY IN REAR FACING OF TARGET.
   • ABILITIES MAY ALSO MODIFY THE DIE ROLL.
3. THE TARGETED MODEL RECEIVES A HIT PER SUCCESSFUL CC TEST.
4. IF ROA>1, REPEAT THIS PROCESS UNTIL THE WEAPON´S ROA HAS ALL BEEN USED. YOU MAY CHOOSE A NEW TARGET FOR EACH ATTACK ROLL.

CC ATTACKS AGAINST PINNED MODELS RECEIVE A CC(+4).
CC ATTACKS AGAINST 'STUNNED' MODELS ARE AUTOHITS.

RANGED COMBAT

1. SELECT PRIMARY / SECONDARY TARGET(S) WITHIN RANGE AND LOS OF THE SHOOTER.
   SECONDARY TARGETS MUST BE WITHIN 3" OF THE PRIMARY TARGET.

2. MAKE A RS TEST FOR EACH ROA WITH THE APPROPRIATE MODIFIERS:
   • SZ: RS (+X) WHERE (X) IS THE TARGET´S SZ
   • COVER: IF TARGET IN COVER: RS(-4)
   • RANGE: IF TARGET FURTHER AWAY THAN WEAPON´S R/2: RS(-2)
   • BATTLE FOCUS: IF BATTLE FOCUS USED: RS(+2) FOR THE CHOSEN ATTACK.
   • ABILITIES MAY ALSO MODIFY THE DIE ROLL (EXAMPLE: CAMOUFLAGE, HARD TO HIT...)

3. THE TARGETED MODEL RECEIVES A HIT PER SUCCESSFUL RS TEST.

R'ka's wristblade punched deep into the kiande amedha's chitinous head and its body slumped to the deck with a muffled thud. He looked around, his targeter moving with his head, sweeping the area. His new plasma caster shifted in synch with his vision. Three dead hard-meats; two of which still had smoking holes seared through their chests littered the area.

He heard movement behind him down the hallway, and he whirled around, his bio-mask picking up several heat signatures: Pyode amedha; soft meat. His targeter was tracking five humans and he lashed out with his sivk'va-tai, hearing the sweet, whip-crack sound of energy bolts as he blasted the first of them off its feet. The humans retaliated, their own weapons firing upon him. While the slug-throwers these primitives use are not usually enough to kill a yautja, enough of them working together have been known to damage his kind.

He felt several of the bullets strike home, slipping past his thick body armour and burying into the meat of his body, his green luminescent blood spraying the wall. Roaring in anger, his mandibles flared behind his mask and he raised his arm, firing a wide net down the corridor. It caught one of his opponents tight and pinned it against a wall, tightening fast as the razor thin mesh bit deep through its flesh.

The hail of bullets lessened and Fire took that moment to snatch two items from his belt. With a flick of his wrists, a pair of syakt-ta flew unerringly at his targets. Both shuriken sliced easily through the necks of the humans, their heads rolling lifelessly off their bodies with twin fountains of blood. The last of the pyode amehda stopped firing altogether and fled like a coward down one of the side passages. No matter, R'ka would find him in time.

Catching the small disks, he folded them up and placed them back onto his belt. He activated his camouflage to give chase just as something slammed into him from behind. Rolling forwards and springing to his feet, he came up face to face with a serpent. Off balance from the first strike, he swung his wristblade up to block the second attack, but was too slow. The thing's powerful claw latched onto his mask and ripped it off. R'ka kicked hard before his head was torn off with it. The atmosphere of the ship wasn't toxic to his kind, but the oxygen burned in his lungs. He felt a stab of agony as its other claw bit deep into his leg.

Fighting through the pain, he grabbed ahold of his attacker with his left hand and struck forcefully with his right. Chitin cracked, snapped, and then gave way as he brutally continued his assault. Rage filled his vision and he did not stop until all he was punching was a ruined mess. Staggering against the wall, he saw its blood slowly melting through the floor, his bio-mask along with it. Flipping open his gauntlet, he attempted to activate his cloak, but there was only an electrical discharge and then it sputtered uselessly.

Fire's eyes narrowed as he heard more skittering along the pipes in the ceiling. Steeling himself for more combat, he knew he was outnumbered, but he would take as many as he could. Out of the corner of his eye, he saw movement and he brought his claw up to block it, slicing an egg-layer neatly in half with his blade. Several more launched themselves at him and he killed these as well. More and more they came, latching onto him. He killed what seemed like a dozen until his sight went dark and he fought no more.

ALIENS

Xenomorphs, better known as Aliens, are hive-like extraterrestrial creatures. Predatory in nature, they have no technology to speak of and each caste has a specific function they carry out in order to propagate their species. It is not known if they evolved on their own or are the result of genetic tampering by another alien race. It is certainly feasible that the yautja could have had a hand in it, as they use the xenomorphs in their hunts.

Their appearance is dependent on the host creature they were hatched out of, but by and large they are humanoid. Covered in insect-like chitin typically black in color, the typical Alien stands roughly seven to eight feet tall, not including their long tail. Their heads are oblong in shape and more evolved castes have more elaborate crests and patterns. They do not appear to have eyes, so it is unknown how they sense their prey.

Extremely agile, Aliens have been seen scaling sheer walls and are even able to climb upside-down along ceilings to get to their quarry. In combat, they will try to subdue their foe with their clawed hands, get close, and then use a smaller, secondary set of jaws like a pneumatic hammer to punch a hole in the cranium of their enemy. They are also able to use their long whip-like tail as a secondary weapon, using the blade on the end like a stinger to stab and slash. Their blood is a highly corrosive acid that can even eat through multiple decks of starships.

The typical evolution of an Alien starts with the egg that has been laid by a Queen. When a suitable organism gets close enough, the egg opens and a Facehugger leaps from it to latch onto the head of the host and deposit a smaller egg. The Facehugger then dies. After gestating inside of the host creature, a Chestburster rips its way free, usually killing the unfortunate victim in the process. The Chestburster quickly grows usually into one of two roles, a Drone or a Warrior.

In the case of the Drones, it is they that begin creation of a hive by secreting a resin from their mouths that hardens into a thick substance that coats anything it touches. Warriors are the hive's primary defenders, killing or kidnapping other creatures for the gestation of new Aliens. Based on the need of the hive, experienced Warriors will then evolve into Praetorians that guard the hive itself and the Queen.

ARMY ABILITIES

Acid Blood: If an Alien is wounded, the model that it is engaged with that inflicted the wound takes a ST(X) autohit, where X is the CON value of the model that was wounded. Aliens are immune to Acid Blood.

Hive Mind: All Aliens gain Fearless (5) and Unbreakable.

Lurkers: All Aliens of SZ(2) and below may be deployed as Lurking. This deployment is similar to Stalk, but only a single marker is placed instead of three. This marker may be revealed the same way any standard Stalk marker would be. All Aliens count as having Grappling Hooks (6). Squads with more than 20 models may not Lurk.

Inner Jaw Strike: If an enemy is Stunned by the model's Tail Spike, immediately move the enemy model into B2B and it receives a ST(10) Exploit autohit. If a model cannot be moved to B2B, this is ignored.

Egg Pods: 1/2/- Trap. Unlike other traps, this is a permanent 'Egg Pod' token that has W(1). If an enemy model triggers the trap, immediately make one Close Combat Attack against it using the profile of a Facehugger. If the enemy model is killed, replace it with a friendly Infant model (no Implant roll is needed). The spawned Infant will join the nearest friendly squad.

MUTATIONS:

Each squad may be upgraded with a number of Mutations based on its Options. The first number is the cost per model for Troop and Support type models. The second number is the cost for Characters and Monster Type models. All models in the squad must purchase the same Mutations and each one can only be selected once by the squad.

Acid Coated (+2/+10): This model's Close Combat Weapons gain Armour-Piercing (+3).

Acid Spray (+2/+10): Acid Spit Ranged Weapons gain RES(1): Weapon Mode (Acid Spray). Concentrated Acid Spit Weapons gain RES(1): Weapon Mode (Concentrated Acid Spray) for (+20) PTS.

ACID SPIT (ACID SPRAY)			
R	ST	ROA	TYPE
SFT	13	1	F
Armour-Piercing (4)			

CONCENTRATED ACID SPIT (ACID SPRAY)			
R	ST	ROA	TYPE
FT	14	1	F
Armour-Piercing (6), Critical Force (2), Pinning			

Adrenaline Boost (+2/+10): The model gains SP(+1). Max SP of (6).

Armoured Plating (+2/+10): The model gains A(+2).

Bloodthirsty (+1/+5): The model gains Follow Up.

Burrowers (+3/NA): The model gains the Rapid Deployment Option. One squad per army.

Chameleon Carapace (+2/+10): The model gains Camouflage (+2).

Hive Collective (-/+10): The model gains Initiative (2). If the model already has Initiative, it gains Initiative (+2).

Keen Perception (+1/+5): The model gains Target Identifier (+3).

Obscuring Mist (+1/+5): Reduce enemy Ranged Weapons targeting this model by R(-6)

Powerful Hind Legs (+2/+5): The model gains Leap (6). If the model already has Leap, it gains Leap (+2).

Perfect Camouflage (+1/+5): Enemy models must reroll successful Spot checks when trying to reveal this model while in Stalk.

Pressurized Pulmonary Tract (+1/+5): Acid Blood autohits a number of additional engaged enemy models chosen by this model's controller equal to this model's SZ(+1). Each model may only take one autohit.

Rippers (+2/+10): This model's Close Combat Weapons gain Precision (+1).

Royal Jelly (+2/+10): The model gains Regenerate (5). If the model already has Regenerate, it gains Regenerate (+2).

Scouts (+1/+5): The model gains Espionage.

Scuttlers (+2/+10): The model gains Ranger.

Spatial Awareness (+3/+15): The model gains Hurricane of Destruction and Predator Senses.

Toughened Exoskeleton (+2/+10): The model gains Heal (3). If the model already has Heal, it gains Heal (+1). **Unnerving Presence (+1/+5):** The model gains Dissention (+2).

HIVE MOTHER

When a hive reaches a massive number of xenomorphs inhabiting it, a Queen will often grow into what is known as a Hive Mother. The ultimate transformation of the xenomorph species, this creature is able in control an entire world's population of the aliens. With a head larger than an industrial power loader, claws able to tear an M577 in half, and a tail tipped with a hardened, broad spike able to shear an entire fire team of marines into halves, this beast is the most cunning and dangerous of its kind.

Only a handful of such monsters are known to have been in existence. For the Yautja, they are the ultimate prize and entire clans have perished in the pursuit of these near-mythical aliens. They command legions of Royal Guard, thousands upon thousands of warriors, and limitless drones and other creatures.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	17/4	16	14	14	18	19	8	24(12)	4	200

TYPE: Character, Infantry, Unique, Huge Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: 4 Egg Pods
OPTIONS: The Hive Mother may select up to 3 Mutations.
This model may purchase up to 4 additional Egg Pods for (+5) PTS each.

RANGED WEAPONS:

CONCENTRATED ACID SPIT			
R	ST	ROA	TYPE
12	14	1	H
Armour-Piercing (6), Critical Force (2)			

CLOSE COMBAT WEAPONS:

MASSIVE CLAWS			
R	ST	ROA	TYPE
2	+4	3	CC
Deadly, Critical Force (2)			

MASSIVE TAIL SPIKE			
R	ST	ROA	TYPE
3	+5	1	CC
Armour-Piercing (5), Concussive (2), Critical Force (2), Deadly, Inner Jaw Strike			
RES(1): Sweep, Slow to Reload; Lose Critical Force (2) and Inner Jaw Strike			

ABILITIES: Brutal, Fear (5), Heal (6), Initiative (1), Leader (2/Royal Guard), Regeneration (5), Relentless, Paired Weapons (CC)

QUEEN

Leading an entire hive of xenomorphs, the Queen is the focus for which all of the other castes revolve. She has a superior intellect and her size is vastly larger than the standard Warriors, with a smaller pair of extra arms protruding from her chest and a larger head crest fanning from the back of her skull.

While more than capable of taking on almost any foe in close combat, the Queen tends to leave that to the lesser xenomorphs. Instead, she will most often be found at the heart of the hive, attached to a massive sac, laying the vast clutches of eggs containing the Facehuggers, the small aliens that propagate the species. Unable to move, the Queen must rely primarily on her royal guards for protection should she be attacked, however, the egg sac can be painfully detached should she need to escape or be forced to engage her foes directly.

Queens have massively thick, crown-like head plates that they can withdraw their faces into for protection. This large carapace makes her appear ungainly and off balance, as it is disproportional to the rest of her body. This is an illusion though, as she can move with great agility, and one theory is that the extremely long, barbed tail helps to offset this. She also has double-jointed hind legs, allowing for bursts of speed something that large should not be capable of.

With thickened armor body plates and a size easily twice that of a regular Warrior, the Queen can withstand most small-arms fire as well as possessing the fortitude to withstand being engulfed in fire for short periods of time. Her strength is also magnified and can easily shear a synthetic in half with her massive claws. Even a fully Blooded yautja is more than likely to perish if he tries to go face to face with a Queen.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	17/4	16	13	14	18	18	6	23(12)	3	145

TYPE: Character, Infantry, Unique, Large Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: None
OPTIONS: The Queen may select up to 3 Mutations.
This model may purchase up to 4 Egg Pods for (+5) PTS each.
May not be included in an army that contains a Hive Mother.

RANGED WEAPONS:

CONCENTRATED ACID SPIT			
R	ST	ROA	TYPE
12	14	1	H
Armour-Piercing (6), Critical Force (2)			

CLOSE COMBAT WEAPONS:

LARGE CLAWS			
R	ST	ROA	TYPE
2	+4	4	CC
Deadly			

LARGE TAIL SPIKE			
R	ST	ROA	TYPE
3	+6	1	CC
Armour-Piercing (3), Concussive (2), Critical Force (2), Deadly, Inner Jaw Strike			
RES(1): Sweep, Slow to Reload; Lose Critical Force (2) and Inner Jaw Strike			

ABILITIES: Brutal, Fear (4), Heal (6), Initiative (1), Leader (1/Royal Guard), Relentless, Paired Weapons (CC)

PRAETORIAN

When a new hive is on the rise, or when a Queen has been killed, a new adolescent Queen is evolved from the Royal Guard. Often referred to as a Praetorian, in this stage of mutation the creature is stronger and faster than a Royal Guard, but less destructive than a fully transformed Queen. Sometimes, several Royal Guard will evolve simultaneously to become Praetorians and the strongest of them will continue on to eventually grow into the Queen.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/3	16	12	12	16	16	4	23(9)	2	75

TYPE: Character, Infantry, Royal Guard, Medium Base
DEPLOYMENT OPTIONS: Regular, Flank Deployment
EQUIPMENT: None
OPTIONS: The Praetorian may select up to 2 Mutations.
This model may purchase up to 2 Egg Pods for (+5) PTS each.

RANGED WEAPONS:

ACID SPIT			
R	ST	ROA	TYPE
12	13	1	A
Armour-Piercing (4)			

CLOSE COMBAT WEAPONS:

BRUTAL CLAWS			
R	ST	ROA	TYPE
1	+3	4	CC
Deadly			

TAIL SPIKE			
R	ST	ROA	TYPE
1.5	+3	1	CC
Armour-Piercing (3), Concussive (1), Inner Jaw Attack			

ABILITIES: Fear (3), Frenzy, Heal (4), Leap (4), Royal Pheromones; As Royal Guard: Duelist, Ferocity (2), Paired Weapons (CC), Relentless

ROYAL PHEROMONES: RES(2): All models in this squad gain Frenzy.

"ARE YOU KIDDING? I'M NOT GOING BACK OUT THERE! THOSE THINGS WIPED OUT MY WHOLE SQUAD!"
- PRIVATE KENSINGTON.

EVOLVED

As a xenomorph hive grows in size, on occasion, a Warrior will mutate into a unique type of its own. Highly adaptable, these creatures are often mistaken for a standard Warrior until it is too late for their enemies. Some of them are able to spray acid at close range onto multiple enemies at once, others can camouflage their exoskeleton to blend into their surroundings to leap upon their foes, and some of them are even able to heal the most grievous of wounds almost instantly.

Classified as Evolved Warriors, company scientists believe they are an evolutionary dead-end and once their metamorphosis has finished, it will change no more after that. It is theorized that their evolution is due to an immediate need that the hive requires, but not as a long term creation. Whatever the reasoning is behind these monsters, they should be engaged with extreme caution, as each one is different and there is no way to determine what capabilities it has until it has displayed them.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/2	14	11	10	13	15	3	22	0	35

TYPE: Character, Infantry, Warrior, Medium Base
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
EQUIPMENT: None
OPTIONS: The Evolved may select up to 4 Mutations.
This model may purchase 1 Egg Pod for (+5) PTS.
May be deployed using Rapid Deployment for (+5) PTS.

RANGED WEAPONS:

ACID SPIT			
R	ST	ROA	TYPE
18	13	1	A
Armour-Piercing (4)			

CLOSE COMBAT WEAPONS:

DEADLY CLAWS			
R	ST	ROA	TYPE
1	+3	2	CC
Deadly			

TAIL SPIKE			
R	ST	ROA	TYPE
1.5	+3	1	CC
Armour-Piercing (3), Concussive (1), Inner Jaw Strike			

ABILITIES: Heal (4), Fear (3), Ferocity (2); As Warrior: Paired Weapons (CC), Predator Senses

PREDALIEN

Possessing the raw strength and power of the yautja, the speed and tenacity of the xenomorphs, and the cunning and intelligence of both races, a Predalien is one of the single most dangerous threats that can walk the stars. They are birthed when a yautja has become a host from an egg implanted by a Facehugger.

While the yautja have various means of preventing this, when it does happen, a terrifying creature if created. Standing slightly taller than a xenomorph Warrior, a Predalien possesses the mandibles and dreadlocks of a yautja, as well as the chitinous exo-skeleton and whip-like tail of a xenomorph. Its head has a translucent dome and sunken eye sockets, but whether it needs these to see is unknown. While most Xenomorphs have a black exo-skeleton, a Predalien is noted for its yellowish tinge to its body, a carry-over from its yautja host.

While its combat abilities are peer to even the most seasoned hunter, its true purpose is to spawn xenomorphs quickly. Equipped with a flexible inner jaw and an extendable proboscis similar to those found on Facehuggers, it latches onto a host's head and can lay multiple eggs into one victim. Erupting in a shower of gore from their host organism, these Chestbursters then mature rapidly into full grown xenomorphs.

Seen as an abomination within the eyes of the yautja, they stop at nothing to eradicate all traces of these creatures. The knowledge of a live Predalien is enough to summon even the most senior hunters to eliminate it. They do not see it as a worthy trophy or a righteous kill, but as anathema; to them, a Predalien should never exist.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	17/4	14	11	12	16	16	4	22	1	110

TYPE: Character, Infantry, Unique, Medium Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: None
OPTIONS: May be deployed using Rapid Deployment for (+10) PTS.

CLOSE COMBAT WEAPONS:

VICIOUS CLAWS			
R	ST	ROA	TYPE
1	+3	4	CC
Exploit, Headshot			

TAIL SPIKE			
R	ST	ROA	TYPE
1.5	+3	1	CC
Armour-Piercing (3), Concussive (1), Inner Jaw Strike			

ABILITIES: Camouflage (3), Fear (2), Heal (6), Hurricane of Destruction, Implant, Paired Weapons (CC), Predator Senses, Regeneration (5), Yautja Genetics

IMPLANT: If this model kills an enemy Infantry model in Close Combat, roll a die. On a result of 1-10, the enemy model is turned into an Infant model.

YAUTJA GENETICS: When this model activates, it gains AP(+1).

INFANT

These aliens are the most basic of all xenomorph hive creatures, similar to a worker bee. Also referred to as Drones, they are responsible for the construction of alien hives by using a strong resin-like material they secrete. Spawned from human hosts, they stand roughly seven feet tall and sport smooth, elongated heads. As they age and mature, the smooth carapace sloughs off, revealing the ridged structures that adult Warriors have. Another job the Drones have is to procure captives for the hive to birth more xenomorphs. In combat, they are able to wield their long tails with deadly accuracy, the bladed tips able to punch through marine combat armour. Like several other evolutions, they too are able to spit acid at their enemies and can do so with great ability. They also have enormous strength and they are able to easily subdue an adult human, or even fight a yautja head on. Drones often work alone, using stealth and waiting in ambushes to attack their prey. Their jet-black exo-skeleton allows them to blend into their environments; curiously well among the pipes and shrouded alcoves of starships. When they work together, a pack of them will often force their quarry directly into an ambush by chasing it around. Fear makes for a wonderful weapon.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	11/1	10	9	9	12	13	1	18	0	9

TYPE: Troop, Infantry, Small Base
COHERENCY: 12"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 10-30 Infants
EQUIPMENT: None
SQUAD OPTIONS: The squad may select up to 1 Mutation. The squad may add up to 2 Facehuggers per 5 Infants for (+9) PTS each.

CLOSE COMBAT WEAPONS:

SMALL CLAWS			
R	ST	ROA	TYPE
B2B	+2	2	CC

ABILITIES: Blinding Speed, Fear (0), Swarm

BLINDING SPEED: When making a Charge action, this model gains SP(+1).

STALKERS

Stalkers, also known as Dogs or Scouts, are small, quadruped xenomorphs. They are extremely quick and agile, able to slip into small tunnels and past many of the defenses their prey tries to hide behind. They are physically different from those xenomorphs spawned from human hosts, most notably by the hunched, animal-like posture and lack of dorsal tubes. They do, however, have the smooth domed head-carapaces that young Warriors exhibit. Physically, they are nowhere near as strong as a Warrior, instead relying on their speed and stealth in combat. Leaping onto its target with blinding speed, it is able to attack from seemingly nowhere. They are also able to spit acid quite a distance to strike at foes who do not expect such an attack. Their exo-skeleton is fairly weak and unlike their larger cousins, they do not explode when destroyed by bullets or fire.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
7	11/1	10	9	8	12	12	1	19	0	11

TYPE: Troop, Infantry, Small Base
COHERENCY: 12"
DEPLOYMENT OPTIONS: Regular, Stalk
SQUAD COMPOSITION: 5-20 Stalkers
EQUIPMENT: None
SQUAD OPTIONS: The squad may select up to 1 Mutation.
The squad may add up to 2 Facehuggers per 5 Stalkers for (+9) PTS each.

CLOSE COMBAT WEAPONS:

WEAK CLAWS			
R	ST	ROA	TYPE
B2B	+1	1	CC

ABILITIES: Dodge (5), Fear (0), Frenzy, Leap (6), Ranger, Swarm, Target Identifier (2), Where Did They Go?

WHERE DID THEY GO?: At the start of it's activation, if all of the models are unengaged and have no character attached, this squad may Recall. It may be redeployed as normal next turn.

WARRIORS

When one refers to xenomorphs, they are most likely referring to the Warrior strain, as they are by far the most numerous of all. The most recognizable shape of them is spawned from a human host. Eight feet tall and highly agile, they walk on two legs but can often move with blinding speed if they drop to all fours. They can be identified by their sleek, elongated head that is covered in rows of ridges and the set of four dorsal tubes on their back.

The agility of a Warrior allows it to scale sheer walls with ease, swiftly navigate through tight pipes and tunnels, and leap across chasms and long distances as if it were travelling on the ground. They are strong as well, able to lift a synthetic from the ground and tear it in half with little effort. Like many xenomorphs, they will use their strong skulls to bash enemies and doors alike. A Warrior will sometimes even use its whip-like tail to unbalance a foe before finishing it off with a strike from its claws or a bite from its secondary teeth.

The Warrior xenomorphs also appear to ignore pain inflicted upon them, as they have been seen fighting even while missing limbs or with massive holes blown through their bodies. Even in death they can kill, as weapons that inflict heavy trauma to them will cause their pressurized bloodstream to explode, raining acid down on anything within range. It should also be noted that it appears flamethrowers cause the same effect and should be used with caution against these creatures.

While many marines believe them to be dumb animals, Warriors possess a keen ability to learn and adapt. They will utilize stealth tactics to ambush their targets, flank their opponents from multiple angles (including from above and below), and even sacrifice one of their own to engage an enemy that thought they were safe behind a bulkhead.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	13/2	11	10	12	14	14	1	20	0	18

TYPE: Troop, Infantry, Small Base
COHERENCY: 12"
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
SQUAD COMPOSITION: 5-15 Warriors
EQUIPMENT: None
SQUAD OPTIONS: The squad may select up to 1 Mutation.
The squad may add up to 2 Facehuggers per 5 Warriors for (+9) PTS each.

RANGED WEAPONS:

ACID SPIT			
R	ST	ROA	TYPE
12	13	1	A
Armour-Piercing (4)			

CLOSE COMBAT WEAPONS:

DEADLY CLAWS			
R	ST	ROA	TYPE
1	+3	2	CC
Deadly			

TAIL SPIKE			
R	ST	ROA	TYPE
1.5	+3	1	CC
Armour-Piercing (3), Concussive (1), Inner Jaw Strike			

ABILITIES: Fear (2), Ferocity (1), Paired Weapons (CC)

SPITTERS

While most xenomorphs are vicious killers up close, the role of the Spitter is that of a ranged attacker.

Adapted by many hives to combat human and yautja forces, the acid they project is accurate and deadly at quite a distance compared to other xenomorphs that are known to spit at their foes. They have an organ that is wrapped in a thickly, corded muscle that contracts when the beast fires its lethal acid.

Should their opponents get in close, the Spitter is able to widen its acid into a short-ranged spray that can strike several opponents at once, melting armour, flesh, and bone alike. Physically, they are only about as strong as an Infant, which still means they are a deadly opponent to most.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	11/1	13	9	9	12	13	1	18	0	13

TYPE: Support, Infantry, Small Base
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 5-10 Spitters
EQUIPMENT: None
SQUAD OPTIONS: The squad may select up to 1 Mutation.

RANGED WEAPONS:

PRESSURIZED ACID SPIT			
R	ST	ROA	TYPE
18	13	2	A
Armour-Piercing (4), RES(1): Weapon Mode (Acid Spray)			

ACID SPIT (ACID SPRAY)			
R	ST	ROA	TYPE
SFT	13	1	F
Armour-Piercing (4)			

CLOSE COMBAT WEAPONS:

WEAK CLAWS			
R	ST	ROA	TYPE
B2B	+1	1	CC

ABILITIES: Camouflage (2), Crackshot (2), Eagle Eye (2), Fear (0)

A XENOMORPH'S BARBED TAIL
IS SHARP ENOUGH THAT
IT CAN PUNCTURE THROUGH
THE STRONGEST OF BODY ARMOURS.

FACEHUGGERS

The first stage of xenomorph evolution, the Facehugger appears as a pair of long, spindly fingers attached to a long spine-like tail with two fleshy sacs to form the rest of the body. Roughly around three feet in length, they lay coiled within their ovomorph (alien egg) until it is disturbed. As the egg's top flaps peel back, a Facehugger will launch itself towards the unsuspecting victim, using its digits to grasp and hold onto the prospective host's head. It will then wrap its tail around the throat, ensuring it stays in place long enough to deposit its egg through a long proboscis which it inserts down the creature's esophagus.

The Facehugger is very weak in combat on its own, and must instead rely on speed and stealth to accomplish its task of infesting a host creature. Once attached, it is almost impossible to remove. The victim is rendered unconscious and any external force trying to remove it runs the risk of killing the host. Cutting the creature off is impossible, as the same acid blood that courses through the larger xenomorphs is also contained within the Facehuggers. Once the egg has been implanted in the victim, the creature releases its grip, detaches itself, and dies shortly thereafter. Fortunately for most yautja, their medical techniques often allow them to expunge the parasite almost as quickly as it is injected.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	11/1	10	8	9	11	11	1	16	0	9

TYPE: Support, Infantry, Small Base
DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk
SQUAD COMPOSITION: 5-10 Facehuggers
EQUIPMENT: None
SQUAD OPTIONS: May not purchase Mutations.

CLOSE COMBAT WEAPONS:

CRAWLING MANDIBLES			
R	ST	ROA	TYPE
B2B	+0	1	CC
Exploit			

ABILITIES: Dissension (1), Dodge (5), Fear (0), Hard to Hit (2), Hidden Agenda, Implant, Leap (8), Ranger, Swarm

IMPLANT: If this model kills an enemy Infantry model in Close Combat, roll a die. On a 1-10, the enemy model is turned into an Infant and the Facehugger model is removed from play. If the model is removed like this, it does not count against its BCV.

ROYAL GUARD

Serving as a guard for the hive's Queen, these xenomorphs rarely venture very far from the hive proper. Vastly larger than a Warrior, they are among the most powerful of all of the strains. One of the final evolutions of the xenomorph lifecycle, these creatures are much more intelligent and cunning than typical aliens.

The most distinguishing feature they possess is that of a large head crest similar to that of a Queen, however they lack the smaller, extra set of arms a Queen has. Typically dark in color, their hues range from ebony to a deep blackish-blue. Their armoured skin is neigh on bullet proof, and they are able to continue fighting where lesser xenomorphs would have been cut down. Although dwarfing the smaller members of their species, they are nearly as quick and agile as them while being immensely stronger.

While they are exceptionally smart and devious, they often find that it is largely unnecessary and can simply take most enemies head on. Their claws end in long talons that can tear through armour as if it were paper, and their long bladed tails can piece even the toughest yautja's defenses. At range, they can spit large quantities of acid as well, making them a deadly foe at any distance.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	15/3	14	12	12	16	16	2	23(9)	2	32

TYPE: Support, Infantry, Medium Base
COHERENCY: 10"
DEPLOYMENT OPTIONS: Regular, Flank Deployment
SQUAD COMPOSITION: 1-6 Royal Guard
EQUIPMENT: None
SQUAD OPTIONS: The squad may select up to 2 Mutations.

RANGED WEAPONS:

ACID SPIT			
R	ST	ROA	TYPE
12	13	1	A
Armour-Piercing (4)			

CLOSE COMBAT WEAPONS:

BRUTAL CLAWS			
R	ST	ROA	TYPE
1	+3	3	CC
Deadly			

TAIL SPIKE			
R	ST	ROA	TYPE
1.5	+3	1	CC
Armour-Piercing (3), Concussive (1), Inner Jaw Strike			

ABILITIES: Bodyguard, Duelist, Fear (3), Ferocity (1), Heal (5), Paired Weapons (CC), Relentless

CRUSHER

A terrifyingly massive creature, the Crusher xenomorph is considerably larger than its smaller cousins of the Warrior caste. Its huge head is topped with a thick, armored crest that is impenetrable by most forms of weaponry, including the M56 Smartgun and the yautja plasma caster. It possesses an immense strength as well, as the bundled muscle fibers under its boney armored bodyplates allow it to move its great bulk at frightening speed.

When attacking, the Crusher will typically lower its head and charge is target, smashing anything in its path out of the way. The force of the attack is so destructive, it has been known to crumple a P-5000 power loader like a tin can and even toss a Colonial M577 APC sideways, mauling the vehicle before its crew can escape. Unfortunately, this type of assault leaves the alien blind during one of its charges. Should its target manage to avoid being hit by dodging out of the way, it leaves the Crusher vulnerable to attack from the sides and rear.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/2	10	14	14	13	16	6	23(10)	4	90

TYPE: Monster, Infantry, Huge Base
COHERENCY: 18"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1-2 Crushers
EQUIPMENT: None
SQUAD OPTIONS: The squad may select up to 1 Mutation.

CLOSE COMBAT WEAPONS:

REINFORCED HEADBUTT			
R	ST	ROA	TYPE
2	+7	2	CC
Concussive (3)			

HEAVY TAIL SPIKE			
R	ST	ROA	TYPE
3	+5	1	CC
Armour-Piercing (4), Critical Force (3), Slow to Reload			

ABILITIES: Bulletproof, Fear (4), Headlong Ram, Heal (6), Paired Weapons (CC), Regeneration (5), Relentless

BULLETPROOF: This model has A(+6) against Type (A/HG/H) Ranged attack hits its front arc.

HEADLONG RAM: RES(2): As part of a Run action, the Crusher moves directly forward its full movement allowance; it may not turn. Any model that would come into B2B with this model's front arc takes a ST(13) autohit and is moved out of its path by the shortest route possible. This model may move through walls as long as there is space to place the model on the other side of the wall. Any structure punched through loses W(1). If the Crusher comes into contact with Impassible Terrain or a model SZ(3) or higher, it's forward movement is stopped in B2B with that object.

MONSTROSITY

Among the largest, and most terrifying, biologics that an alien hive can bring to bear upon its enemies, is a creature dubbed the Monstrosity or "King" xenomorph. Towering several stories over its smaller brethren, this creature shakes the ground wherever it goes, causing small localized earthquakes in its wake. Near impervious to small arms fire, wounds dealt to it are regenerated almost instantly. It has been noted that when it eats its victims, its alien healing power actually speeds up, knitting even the most terrible wounds back together.

At range, it can project a huge ball of acid which if it hits even a target that is dug in, will melt them to little more than a puddle of matter. When it gets in close, it will unleash a screech, killing its initial enemies and then rush in with surprising speed for a creature of its size. Its gigantic claws and long tail are able to tear tanks and infantry to pieces in equal measure. Luckily, only a handful of such creatures found in the largest xenomorph hives, has ever been catalogued by human scientists.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/2	13	15	15	17	16	10	26(10)	5	240

TYPE: Heavy Monster, Infantry, Giant Base
COHERENCY: -
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1 Monstrosity
EQUIPMENT: None
SQUAD OPTIONS: The squad may select up to 2 Mutations.

RANGED WEAPONS:

ACID BLAST			
R	ST	ROA	TYPE
12/LE	15	2	ML
Armour-Piercing (7)			

SONIC SCREAM			
R	ST	ROA	TYPE
FT	3	1	F, PSY
Exploit			

CLOSE COMBAT WEAPONS:

MONSTROUS CLAWS			
R	ST	ROA	TYPE
3	+5	4	CC
Concussive (3), Deadly			

MONSTROUS TAIL SPIKE			
R	ST	ROA	TYPE
4	+4	1	CC
Armour-Piercing (4), Critical Force (3), Slow to Reload			

ABILITIES: Boost (1/2), Fear (5), Feast, Heal (8), Paired Weapons (ML/F), Paired Weapons (CC), Regeneration (10), Relentless, Shockwave

FEAST: RES(2): If this model kills any enemy models in CC, it may make a Regeneration test at the end of its activation.

SHOCKWAVE: RES(2): All enemy models within 3" must make a CON test. If they fail, they are pinned.

USCM

The Weyland-Yutani Corporation predates interplanetary flight, and has been at the forefront of humankind's technological advancement for over a century. A conglomerate of companies spanning multiple industries, The Weyland-Yutani Corporation is often simply referred to as Weyland-Yutani, Wey-Yu, or The Company. The industrial, commercial, and political might of Weyland-Yutani is massive on a scale never before realized in the human sphere of existence. The Corporation holds a major seat on the Interstellar Commerce Review Board, oversees the Extrasolar Colonization Administration, and indirectly has authority over the United States Colonial Marine Corps under the guise of "administrating to the peace and security of extrasolar Colonies."

The Corporation's motto of "building better worlds" is often taken as suspect. Weyland-Yutani is however, responsible for a great deal of Mankind's expansion through the stars. Not only due to producing necessary trans-system spacecraft and the synthetic crewmembers needed for such long voyages, but for supplying the trillions of credits to fund operations so monumental in scope. Detractors claim these funds are swindled from their overworked at-risk employees, and that The Weyland-Yutani Corporation would not be spending anything if it did not open up new revenue streams. The Corporation counters that its primary goal has always been the desire to maintain humanity as the pinnacle species within the universe- the fact that to ensure humanity's fulfilled destiny requires the Company to be financially successful enough to direct that destiny is merely an added benefit.

To that end, the Company has maintained a number of secret, amoral, and sometimes even illegal projects throughout the galaxy. The fact that all this exists is the most openly kept secret in the universe. All of humanity is aware of Weyland-Yutani's transgressions; however they always seem to happen on a small enough scale and to "someone else" that little, if anything is said about it and nothing is done. In all fairness, they are not truly any worse than their competitors in that regard... just far, far more successful. Moreover, most planets are willing to turn a blind eye to the actions of the Company, because without Weyland-Yutani ships, technologies, and services, a great many worlds would all but stop turning.

The military arm of Weyland-Yutani is the USCM, the United States Colonial Marine Corps. The successor to the Terran United States Marine Corps, the USCM is responsible for the protection of human settlements and colonies outside of the Solar System. The USCM is technically the military division of the Extrasolar Colonization Administration, but the force Weyland-Yutani can exert on the ECA means that the Colonial Marines are more or less at the Company's beck and call.

The Colonial Marines are tasked with "defending humanity," a duty which has seen many different definitions. One thing remains a constant; the men and women of the Colonial Marines are rugged and up to the challenge. While they may not have the highest levels of technology (this is often reserved for Weyland-Yutani's elite corporate forces), the Colonial Marines have manpower and bullets- and more than enough of both. They are the last line of defence; the Colonial Marines.

ARMY ABILITIES

Well-Trained Soldiers: All Colonial Marine and Weyland-Yutani Type models gain Stay Frosty and Guardmen.

Resourceful: A USCM army gains RES(+1). If all Troop squads are destroyed, it loses this ability.

EQUIPMENT:

Motion Tracker: While a squad contains a model equipped with a Motion Tracker, all models in that squad gain Eagle Eye (+2). They also gain Target Identifier (5) when testing to spot Stalking squads.

M41A MK2 Pulse Rifle Attachments: Each M41A MK2 Pulse Rifle may have 1 Attachment. All models armed with M41A Pulse Rifles in a squad must have the same Attachment.

> **High-powered Scope (+2) PTS:** Changes "Type (A)" to "Type (S)"
>
> **Extended Clip (+2) PTS:** When making a Battle Focus action, gain ROA(+1).
>
> **Laser Targeting System (+1) PTS:** When making a Battle Focus action, gain Eagle Eye
>
> (+1). **Weapon Mode (U1 Grenade Launcher) (+1) PTS:** See entry below
>
> **Weapon Mode (U7 Tac Shotgun) (+1) PTS:** See entry below
>
> **Weapon Mode (U4 Firebomb Laucher) (+2) PTS:** See entry below

RES(1): A model armed with an M41A MK2 Pulse Rifle may use the purchased Weapon Mode (U1/U7/U4):

M41A MK2 PULSE RIFLE (U1 GRENADE LAUNCHER)			
R	ST	ROA	TYPE
18/SE	10	1	GR

M41A MK2 PULSE RIFLE (U4 FIREBOMB LAUNCHER)			
R	ST	ROA	TYPE
18	14	1	GR
Critical Force (2)			

M41A MK2 PULSE RIFLE (U7 TAC SHOTGUN)			
R	ST	ROA	TYPE
ST	10	1	SG

UA 571-C Sentry Gun: Sentry Guns are Permanent Tokens with W(1)" and are deployed using AP(1) by any model in the squad that purchased them, unless specified otherwise. They activate with AP(1) that may only be used for a Shooting action. They have an RS(10), enter sentry during the control phase, and must always choose the closest unengaged enemy model as a primary target.

UA 571-C SENTRY GUN			
R	ST	ROA	TYPE
18	13	3	H
Pinning			

MARINE DIVISIONS:

Each USCM army must choose the Division that it is part of before the start of the game. All Colonial Marine Type squads in the army gain the benefits of their Division.

> **Marine Space Force – Sol:** Models gain Crackshot (+1). One squad of Colonial Marine Infantry gains Rapid Deployment (this squad may not purchase U7 Tac Shotgun Attachments).
>
> **Marine Space Force – Eridani:** Models gain Hard to Hit (1). One unit of Colonial Marine Infantry gains Preemptive Strike.
>
> **Marine Space Force – Herculis:** Models gain Camouflage (2). One unit of Colonial Marine Infantry gains Stalk.
>
> **Colonial Marines Reserves:** Models gain DEF (+1). One squad of Colonial Marine Infantry gains Flank Deployment.

MAJOR DUTCH SCHAEFER

Dutch Schaeffer is a no-nonsense Major in the USCM and an experimental 'half-synthetic' cyborg developed by Weyland-Yutani Corporation after his arm was torn off in an off-world colonial resistance against a xenomorph hive. The only other known example of a cyborg in the USCM is Lieutenant Linn Kurosawa, who Dutch famously teamed up with after their supporting USCM squads were all but wiped out during a Xenomorph invasion of San Drad, California on Earth. Interestingly, Dutch and Linn also temporarily allied themselves with two yautja during that incursion, but that has since become highly classified and sensitive information, of which both Dutch and Linn have been programmed to forget about due to many suggestive rumours about Weyland-Yutani Corporation involvement.

Schaeffer is a heavy-set Olympian of a man, enhanced by bionics throughout his body and carries an impossible to ignore cybernetic arm which he uses to smash his foes into the ground, grapple them, throw them or simply blast them to pieces with the M56 Smartgun mounted within it. Without the physique Schaeffer has maintained for himself, using this device would be practically impossible for any human to utilize.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/3	16	12	13	15	17	4	24(12)	0	110

TYPE: Character, Infantry, Unique, Medium Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: Cybernetic Power Arm w/ Built-In M56 Smart Gun, Gas Mask, Motion Tracker, Custom M3 Pattern Personal Armour
OPTIONS: None

RANGED WEAPONS:

BUILT-IN M56 SMART GUN			
R	ST	ROA	TYPE
24	14	2	H
May reroll failed RS rolls			

CLOSE COMBAT WEAPONS:

CYBERNETIC POWER ARM			
R	ST	ROA	TYPE
1	+3	2	CC
Armour-Piercing (3), Concussive (2), Critical Force (2)			

ABILITIES: Durable, Enhanced Unblinking Eye, Fearless (5), Relentless, Unbreakable

LIEUTENANT LINN KUROSAWA

Linn Kurosawa is a petite, cyborg soldier, but her size is by no means indicative of her combat prowess. Where her counterpart Dutch is a wall of muscle and machine, Linn is a whirlwind of destruction armed with a pair of M7 heavy autopistols and a katana that has been honed to a mono-molecular edge, and able to cut through nearly any armour. Linn's armaments don't end there though, as she has an over-flowing arsenal of martial arts techniques which she applies in all kinds of combinations to deal a crushing, but utterly puzzling, blow to her adversaries. Since the xenomorph infestation incident of San Drad, Linn has continued to command the 13th USCM company and has seen far more off-world combat than Schaeffer, often in unexpected locations. To this day, Dutch and Linn team up in a variety of combat zones against all manner of foe.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	17/4	16	11	13	16	16	4	23(10)	0	120

TYPE: Character, Infantry, Unique, Medium Base
DEPLOYMENT OPTIONS: Regular, Rapid Deployment
EQUIPMENT: 2 M7 Heavy Autopistols, Monomolecular-Edged Katana, Gas Mask, Motion Tracker, Custom M3 Pattern Personal Armour
OPTIONS: None

RANGED WEAPONS:

M7 HEAVY AUTOPISTOL			
R	ST	ROA	TYPE
12	12	1	HG
Headshot, Short-Ranged Burst			

CLOSE COMBAT WEAPONS:

MONOMOLECULAR-EDGED KATANA			
R	ST	ROA	TYPE
1	+2	3	CC
Exploit, Precision (2)			

ABILITIES: Dodge (5), Enhanced Unblinking Eye, Fearless (5), Hurricane of Destruction, Paired Weapons (HG), Unbreakable

COLONIAL MARINE CAPTAIN

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/3	16	9	12	15	16	4	24(10)	0	70

TYPE: Character, Infantry, Colonial Marine Infantry, Medium Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: M41A MK2 Pulse Rifle, 88 Mod 4 Combat Pistol, M3 Pattern Personal Armour
OPTIONS: May purchase an Overcharged Stun Baton for (+5) PTS.
May replace its M41A MK2 Pulse Rifle with an M90 Minigun for (+15) PTS, or an M-6B Rocket Launcher for (+20) PTS.
May replace its M41A MK2 Pulse Rifle with an M41AE2 Heavy Pulse Rifle for (+10) PTS

RANGED WEAPONS:

M41A MK2 PULSE RIFLE			
R	ST	ROA	TYPE
24	10	1	A

M-6B ROCKET LAUNCHER			
R	ST	ROA	TYPE
24/SE	15	1	ML
Armour-Piercing (5), Critical Force (2)			

M90 MINIGUN			
R	ST	ROA	TYPE
24	12	3	H
Pinning			
RES(1): ROA(+2)			

88 MOD 4 COMBAT PISTOL			
R	ST	ROA	TYPE
12	11	1	HG
Headshot			

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

CLOSE COMBAT WEAPONS:

OVERCHARGED STUN BATON			
R	ST	ROA	TYPE
1	2	3	CC, PSY
Concussive (2)			

ABILITIES: Crackshot (2), Duelist, Eagle Eye (2), Fearless (3), Guardsman, I Love the Corps!; As Colonial Marine Infantry: Ranger, Stand Fast

I LOVE THE CORPS!: All Colonial Marine Type squads within 12" gain Disposable.

COLONIAL MARINE SERGEANT

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	15/3	15	9	11	14	15	3	21	0	40

TYPE: Character, Infantry, Colonial Marine Infantry, Small Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: M41A MK2 Pulse Rifle, 88 Mod 4 Combat Pistol, M3 Pattern Personal Armour
OPTIONS: This model may replace its M41A MK2 Pulse Rifle with an M37A2 Pump Shotgun for free

RANGED WEAPONS:

M41A MK2 PULSE RIFLE			
R	ST	ROA	TYPE
24	10	1	A

88 MOD 4 COMBAT PISTOL			
R	ST	ROA	TYPE
12	11	1	HG
Headshot			

M37A2 PUMP SHOTGUN			
R	ST	ROA	TYPE
SG	9	1	SG
Precision (3)			

ABILITIES: Every Formation a Parade, Fearless (1), Target Sense; As Colonial Marine Infantry: Crackshot (1), Ranger, Stand Fast

EVERY FORMATION A PARADE: If attached to a Colonial Marine Type squad, the squad gains SP(+1) and Fearless (2).

WEYLAND-YUTANI COMMANDER

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/3	16	9	12	15	16	4	24(10)	0	80

TYPE: Character, Infantry, Weyland-Yutani Commando, Medium Base
DEPLOYMENT OPTIONS: Regular, Infiltrate
EQUIPMENT: Scoped M41A MK2 Pulse Rifle, Serrated Combat Knife, Gas Mask, Apesuit Body Armour
OPTIONS: May purchase an Overcharged Stun Baton for (+5) PTS.
May replace its Scoped M41A MK Pulse Rifle for a P9 SHARP Rifle for (+15) PTS.

RANGED WEAPONS:

SCOPED M41A MK2 PULSE RIFLE			
R	ST	ROA	TYPE
24	10	1	S

P9 SHARP RIFLE			
R	ST	ROA	TYPE
24/SE	4	1	H
Critical Force (2), Deadly, Poison			

CLOSE COMBAT WEAPONS:

SERRATED COMBAT KNIFE			
R	ST	ROA	TYPE
B2B	+1	1	CC
Exploit			

OVERCHARGED STUN BATON			
R	ST	ROA	TYPE
1	2	3	CC, PSY
Concussive (2)			

ABILITIES: Brutal, Corporate Authority, Espionage, Leader (2/Weyland-Yutani Commandos). Unbreakable; As Weyland-Yutani Commando: Apesuit, Eagle Eye (2), Fearless (2), Heal (4), Target Identifier (5), Target Sense

CORPORATE AUTHORITY: All Weyland-Yutani Type squads gain Disposable.

SYNTHETIC ADVISOR

Known as androids, synthetics are biomechanical humanoids that are almost indistinguishable from living humans.

Once widely utilized in almost every facet of society, they were declared illegal after a violent rebellion ended in their defeat with almost all civilian units being destroyed. Despite this, the USCM and Weyland-Yutani Corporation employs them to assist in operations where their particular skills and talents may be of use. They are faster, stronger, do not suffer from fatigue or battle stress, and are capable of doing complex mathematics in mere moments while under fire. While they do not need air to breathe and gain no nutrients from food or drink they consume, they will often mimic these features to better blend in with their human counterparts, often making them "part of the squad".

Some synthetics are tasked with being a warden to prisoner details. Should a coup be attempted by the convicts, a synthetic will not hesitate to execute one or more of them to quell the others back into line. Unlike a human guard, they will also not feel the slightest bit of remorse for killing any such dissenters and will repeat this as often as necessary to get the point across that escape is non-negotiable.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/2	14	14	13	16	17	3	21	0	30

TYPE: Character, Infantry, Advisor, Small Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: M41A MK2 Pulse Rifle, Combat Knife, Overcharged Stun Baton, Gas Mask, Motion Tracker, M3 Pattern Personal Armour
OPTIONS: None

RANGED WEAPONS:

M41A MK2 PULSE RIFLE			
R	ST	ROA	TYPE
24	10	1	A

CLOSE COMBAT WEAPONS:

COMBAT KNIFE			
R	ST	ROA	TYPE
B2B	+1	1	CC

OVERCHARGED STUN BATON			
R	ST	ROA	TYPE
1	2	3	CC, PSY
Concussive (2)			

ABILITIES: Durable, Espionage, Fearless (5), Logic Circuits, Manufactured, Unblinking Eye, Unbreakable

LOGIC CIRCUITS: This model automatically passes all Target Identifying tests for Objectives.

MANUFACTURED: This model is immune to Implant.

COLONIAL MARINE INFANTRY

The USCM, or 'Colonial Marines' as they are better known, are the United Americas 'force in readiness'. Their specialism in fighting on far-flung planets for extended periods of time and their constant state of readiness means that wherever the fight is, they are prepared to meet it. Hardened more often by intense training rather than the battlefield, the Colonial Marines are still a force to be reckoned with due to a huge arsenal of weapons and a sizable space fleet in support. Irrespective of the cache of armaments the Colonial Marines are entitled to, it is the M41A MK2 pulse rifle that is synonymously associated with them due to their affinity for the weapon. Marine fire teams will often choose to augment their killing potential, often selecting M56 smartguns or M260B flamethrowers, to provide heavier firepower.

The duty of the Colonial Marine Corps is quite simple; they are expected to maintain security for the United Americas and all off-world colonies that fall under the United America's control.

This involves being the vanguard of any major combat operation, and quite often minor ones too. Fundamentally, when there is a crisis, the Colonial Marines are the first port of call.

Every platoon of Colonial Marines is a balanced force of combat, at its best consisting of 25 members including 2 Synthetics. It is usually asking a bit much to see a full fighting force of Colonial Marines, a concept hindered by the more fundamental concept of constant combat readiness. Every formation of Colonial Marines is a band of brothers, usually led by an officer. It is also held together by close bonds formed during extreme combat training exercises and strength of character. This comradeship can be seen in not only the way they fight together, but also in the graffiti adorning every soldier's multi-cam combat gear.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/1	13	9	9	12	13	1	21	0	14

TYPE: Troop, Infantry, Colonial Marine, Small Base
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 5-10 Colonial Marine Infantry
EQUIPMENT: M41A MK2 Pulse Rifle, 88 Mod 4 Combat Pistol, M3 Pattern Personal Armour
SQUAD OPTIONS: The squad commander may be equipped with a Motion Tracker for (+5) PTS.
The squad may purchase 1 UA 571-C Sentry Gun token for (+10) PTS.
1 in 5 models may replace their Pulse Rifle with an M56 Smart Gun for (+15) PTS.
1 in 5 models may replace their Pulse Rifle with a M260B Flamethrower (+5) PTS.
1 model per squad may gain Medic (4) for (+12) PTS.

RANGED WEAPONS:

M41A MK2 PULSE RIFLE

R	ST	ROA	TYPE
24	10	1	A

M260B FLAMETHROWER

R	ST	ROA	TYPE
FT	13	1	F

M56 SMART GUN

R	ST	ROA	TYPE
24	14	2	H

May reroll failed RS rolls

88 MOD 4 COMBAT PISTOL

R	ST	ROA	TYPE
12	11	1	HG

Headshot

ABILITIES: Crackshot (1), Ranger, Stand Fast

STAND FAST: If a Charge action is used against this model, this model gains DEF(+2).

COLONISTS

When the Corporation needs a new world settled, it will often send in researchers, scientists, and other essential personnel to establish a colony ahead of the bulk of new settlers. The dangers of colonizing a new world are many, and increasing incursions of alien lifeforms means that a new type of colonist is needed for the vanguard. While not military trained or soldiers, these people are highly capable in their own right.

At first, the cost to the Corporation of losing its initial colonies to other-worldly creatures was negligible, but as more and more have gone dark, it had become apparent that something needed to be done. Now, more often than not, those colonists are being issued an effective weapon to help combat those menaces.

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

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	10/0	11	8	8	12	12	1	18	0	8

TYPE: Troop, Infantry, Small Base
COHERENCY: 10"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 5-15 Colonists
EQUIPMENT: M4 Pistol, Combat Knife, Utility Clothing
SQUAD OPTIONS: Any model may replace their M4 Pistol for a Sonic Distortion Rifle for (+3) PTS.
2 in 5 Colonists may replace their M4 Pistol for an M37A2 Pump Shotgun for (+5) PTS
1 model per squad may gain Medic (3) for (+8) PTS.
The squad commander may be equipped with a Motion Tracker for (+5) PTS.

RANGED WEAPONS:

M4 PISTOL			
R	ST	ROA	TYPE
12	9	1	HG
Headshot			

SONIC DISTORTION RIFLE			
R	ST	ROA	TYPE
18	0	1	PSY
ST(+3) against Aliens and Predators			

M37A2 PUMP SHOTGUN			
R	ST	ROA	TYPE
SG	9	1	SG
Precision (3)			

CLOSE COMBAT WEAPONS:

COMBAT KNIFE			
R	ST	ROA	TYPE
B2B	+1	1	CC

ABILITIES: Research Project

RESEARCH PROJECT: RES(2): At the start of the squad's activation, place a marker on an enemy squad within 18" and LOS. Any friendly model targeting the enemy squad may make a Battle Focus action for AP(0).

PRISONERS

A cheap, expendable labor force. As time has gone on, the incarceration of hardened prisoners has cost the Corporation untold amounts of money. When a colony is lost to an unforeseen issue, it also costs money. At some point, an enterprising young executive came up with the idea of sending inmates, guarded by Colonial Marines, to establish initial colonies on worlds known to have a high probability of being hostile. If the prisoners were killed and the settlement lost, well, that was just the cost of doing a little business and in the end it would free up assets now that there were less bodies to take care of. On the off-chance they were successful, the Corporation would benefit from a thriving new colony, ready to send colonists and their families to support it. The prisoners would then be rounded up and shipped off to another world to start their work all over again.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/1	10	9	9	10	10	1	17	0	7

TYPE: Troop, Infantry, Small Base
COHERENCY: 10”
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
SQUAD COMPOSITION: 5-15 Prisoners
EQUIPMENT: Improvised Weapons, Prison Jumpsuit
SQUAD OPTIONS: A Synthetic Advisor may be added as an advisor for (+30) PTS. This model gains Execution. This ability may only be used against Prisoners.

CLOSE COMBAT WEAPONS:

IMPROVISED WEAPONS			
R	ST	ROA	TYPE
B2B	+0	2	CC

ABILITIES: Cannon Fodder, Contempt (All), Get Moving Scum, Illicit Goods, Scroungers, Swarm

GET MOVING SCUM: If the squad is affected by the Execution ability, Prisoners gain SP(+1), Ferocity (2) and Frenzy.

ILLICIT GOODS: At the start of the squad's activation, make an LD test. If successful, gain Initiative (+2) next round.

SCROUNGERS: May attempt a 'Get the Gun' test from any friendly model that is killed within 10”.

USCM SENTRY GUNS
Mounted on a tripod, the UA 571-C Automated Sentry Gun is too large to be fired by a marine. It is equipped with an M30 Autocannon that can be set to fire at any hostile within range. Assisting in this is an AI outfitted with thermal imaging and movement tracking capabilities able to target dozens of threats. The optic suit is even able to detect cloaked yautja, which can then be relayed back to nearby marines, allowing them to engage the creatures as if they were visible.
Each sentry gun weighs just over forty pounds and can be set up in firing position by a well-drilled team in two and a half minutes. The gun's fire arc can sweep a full 360°, though it is typically utilized to cover more narrow spaces, allowing two or more guns to overlap their fields of fire. Efficiency is the credo of the Corps, and the same ammunition used in the M56 Smartguns carried by marines is used in the M30 Autocannons. Its rate of fire is 1,100 rounds a minute and is air-cooled with an automatic cutoff to prevent any more ammo being loaded should the weapon overheat.
Each sentry gun has three operating modes. In auto-remote mode, the gun will query any targets in range of its sensor using an IFF (Identification Friend Foe) transponder. All USCM vehicles and personnel carry an identifier on their gear that transmits a coded signal when it is pinged. Manual override mode is used by the controlling marine to directly target any opponents. Semi-automatic mode is a combination of the two, allowing the controller to identify targets and choose whether or not they are hostile.

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. Those objectives are usually highly sensitive and often the means to a lucrative end.

When they are not on high-priority military missions, the Weyland-Yutani Commandos are expected to protect businessmen and managers from within the corporate structure against any threat, regardless of whether they are in the comfort of their offices, on a colonising expedition, or in a full-blown confrontation. In addition to this, some also provide security for the company's most secretive operations and regularly guard 'off-limits' spaces, guaranteeing that not only are there no infiltrators, but also that the researchers, inventors, engineers, manufacturers or scientists are working to the expected quota.

Given their experience with highly sensitive assignments, there is little the Weyland-Yutani commandos have not seen. Colonial Marines are considered by many to 'talk-the-talk' and not 'walk-the-walk', but by contrast, the Weyland-Yutani Commandos have come into contact with all manner of aliens and do not shy away from conflict even against the most terrifying opponents the universe could possible throw at them.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/2	15	10	12	13	14	1	23(10)	0	22

TYPE: Support, Infantry, Weyland-Yutani, Small Base
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular, Infiltrate
SQUAD COMPOSITION: 5-10 Weyland-Yutani Commandos
EQUIPMENT: M41A MK2 Pulse Rifle, Serrated Combat Knife, Gas Mask, Apesuit Body Armour
SQUAD OPTIONS: 1 in 5 models may replace their Pulse Rifle with an M56 Smart Gun for (+15) PTS.
1 in 5 models may replace their Pulse Rifle with a 260B Flamethrower (+5) PTS.

RANGED WEAPONS:

M41A M2 PULSE RIFLE			
R	ST	ROA	TYPE
24	10	1	A

M260B FLAMETHROWER			
R	ST	ROA	TYPE
FT	13	1	F

M56 SMART GUN			
R	ST	ROA	TYPE
24	14	2	A
May reroll failed RS rolls			

CLOSE COMBAT WEAPONS:

SERRATED COMBAT KNIFE			
R	ST	ROA	TYPE
B2B	+1	1	CC
Exploit			

"So we break through their lines, destroy the egg lair, and then rendezvous with the evac? Sounds easy, Sarge..."

– Private Folson, USCM, KIA

ABILITIES: Apesuit, Eagle Eye (2), Fearless (2), Heal (4), Target Identifier (5), Target Sense

APESUIT: This model is immune to Acid Blood. Acid Spit attacks are reduced by ST(-6).

COLONIAL MARINES HEAVY SUPPORT

When they need absolutely everything in the area cleared, the Marines call in their heavy support platoons. In addition to the standard M41A MK2 pulse rifles all Colonial Marines are issued, these fire teams are often outfitted in two configurations. The first is infantry suppression, and the marines are armed with M90 miniguns, weapons which are capable of laying out devastating fusillades of bullets. The second squad pattern carries the destructive M-6B rocket launchers, which can reduce large alien creatures to pieces or vehicles to slag in a single shot.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/1	13	9	9	12	14	1	21	0	14

TYPE: Support, Infantry, Colonial Marine, Small Base
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 5-10 Colonial Marine Heavy Support
EQUIPMENT: M41A MK2 Pulse Rifle, 88 Mod 4 Combat Pistol, M3 Pattern Personal Armour
SQUAD OPTIONS: The squad commander may be equipped with a Motion Tracker for (+5) PTS.
The squad may purchase up to 2 UA 571-C Sentry Gun tokens for (+10) PTS each.
1 model per squad may gain Medic (4) for (+12) PTS.
2 in 5 models must replace their Pulse Rifle with either an M90 Minigun (+15) PTS or an M-6B Rocket Launcher (+20) PTS.
Only one kind of weapon may be chosen per squad.

RANGED WEAPONS:

M41A M2 PULSE RIFLE			
R	ST	ROA	TYPE
24	10	1	A

M90 MINIGUN			
R	ST	ROA	TYPE
24	12	3	H
Pinning			
RES(1): ROA(+2)			

M-6B ROCKET LAUNCHER			
R	ST	ROA	TYPE
24/SE	15	1	ML
Armour-Piercing (5), Critical Force (2)			

88 MOD 4 COMBAT PISTOL			
R	ST	ROA	TYPE
12	11	1	HG
Headshot			

ABILITIES: Crackshot (1), Ranger

CATERPILLAR P-5000 POWER LOADER

The P-5000 Power Loader is a commercial mechanised exo-skeleton designed and patented by the Weyland-Yutani Corporation. The Power Loader multiplies the strength of its user's strength and lifting capacity several times and is capable of comfortably manipulating loads of up to 4,000kg. Quite simply, it is designed to be used as a slightly more elegant alternative for loading cargo onto vehicles and other general heavy lifting tasks than a conventional forklift, rig or crane. In no way is it designed to be a combat vehicle, but it is used extensively by the USCM Aerospace Corps for its traditional purpose, which means it simply cannot help but find itself in the field of battle at times.

As far as makeshift fighting machines go, the P-5000 is not too much of a poor choice. With a reinforced steel frame supplying a limited amount of further protection and simple to operate hydraulic fork-clamps offering some sluggish but strong close-quarters capability, the Power Loader is still a force to be reckoned with. The manufacturer claims the P-5000 will mimic your motions almost exactly and can traverse all but the most treacherous ground. It is also common for P-5000 Power Loaders used by the USCM to be fitted with M260B flamethrowers to further their ability as improvised fighting machines.

It is recorded that a Power Loader was used on an unidentified starship to engage and defeat a fully grown Alien Queen in dire circumstances. However, Weyland-Yutani Corporation has since restricted access to all records of the full events, but it is a story regularly told by almost all Colonial Marines who, due to the nature of the story, couldn't even attempt to embellish the story as they do with all the others they tell.

SP	CC/DEF	RS	WP	LD	DRIVER A/W	WEAPON CONTROL A/W	LEGS A/W	ENG A/W	A-REAR	SZ	PTS
6	14/2	13	12	14	25/3	25/3	25/3	25/3	-2	2	60

TYPE: Light Vehicle, Colonial Marine, Medium Base
COHERENCY: 10"
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
SQUAD COMPOSITION: 1-3 Caterpillar P-5000 Power Loaders
EQUIPMENT: M260B Incinerator, 2 Hydraulic Power Claws, Motion Tracker, Industrial Armour Plating
SQUAD OPTIONS: None

MAIN WEAPONS:

M260B FLAMETHROWER			
R	ST	ROA	TYPE
FT	13	1	F

CLOSE COMBAT WEAPON:

HYDRAULIC POWER CLAWS			
R	ST	ROA	TYPE
1.5	15	2	CC
Armour-Piercing (7), Critical Force (2)			

ABILITIES: Paired Weapons (CC), Predator Senses, Repair (5)

WEYLAND-YUTANI EXOSUIT

After discovering that a P-5000 Caterpillar Power Loader had been used in combat against a xenomorph Queen, the Weyland-Yutani Corporation began designing a military version. Coined as a "micro-scale" heavy armour solution, the Exosuit can be armed with weaponry normally reserved for larger combat vehicles. Used by both the USCM as well as private military contractors, the WY Exosuit is virtually impervious to a wide range of attacks, including radiation, fire, xenomorph blood, and most other biological warfare. It is also even resistant to the more virulent acid that xenomorphs are able to spit at range, but it cannot yet rival the apesuit used by Weyland-Yutani Commandos.

The standard armament of the Exosuit is a pair of M103 Torrent chainguns, which are able to shred massive numbers of advancing enemies in seconds using its caseless ammunition. Removing the chainguns, the anti-vehicle variant packs a pair of M310 rail guns that are easily capable of punching holes through any armoured target. The drawback of the Exosuit is its speed and lack of close-combat abilities. While able to fend off some attacks with its servo-powered strength, it is not built with up-close fights in mind.

SP	CC/DEF	RS	WP	LD	DRIVER A/W	WEAPON CONTROL A/W	LEGS A/W	ENG A/W	A-REAR	SZ	PTS
5	14/2	15	13	14	28/4	27/3	28/3	28/3	-3	3	145

TYPE: Light Vehicle, Weyland-Yutani, Large Base
COHERENCY: 10"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1-2 Weyland-Yutani Exosuits
EQUIPMENT: 2 M103 Torrent Chainguns, M259A Flamethrower, Motion Tracker, Compound Multi-Layer Armour
SQUAD OPTIONS: The Exosuit may replace both M103 Torrent Chainguns for 2 M310 Rail Guns for free.

MAIN WEAPONS:

M103 TORRENT CHAINGUN			
R	ST	ROA	TYPE
24	11	3	H
Pinning			
RES(1): ROA(+2)			

M310 RAIL GUN			
R	ST	ROA	TYPE
24	14	1	R
Armour-Piercing (6), Critical Force (2)			

SECONDARY WEAPONS:

M259A FLAMETHROWER			
R	ST	ROA	TYPE
FT	14	1	F

CLOSE COMBAT WEAPONS:

SERVO-ASSISTED PUNCH			
R	ST	ROA	TYPE
1	15	2	CC
Armour-Piercing (4)			

ABILITIES: Paired Weapons (H/R), Sealed Enviro-suit

SEALED ENVIRO-SUIT: Immune to Poison, Gas, and Acid Blood. Acid Spit attacks are reduced by ST(-2).

M577 ARMOURED PERSONNEL CARRIER

The M577 is designed to be a multi-role vehicle. Despite being well-armed and armoured, this lightweight vehicle can be deployed rapidly into any theatre of war. Its hull is comprised of sheets of bonded titanium able to withstand conventional ballistics, as well as laser and plasma fire. Its only real weakness is when confronted by dedicated anti-tank weaponry. It employs a sophisticated sensor array which assists ground troops to be more efficient with their tactics, relaying battlefield info to the ground commanders over their headsets.

The weaponry of the M577 can make it a very dangerous foe to get close to. On the top of it is a retractable Boyars PARS-150 phased plasma cannon turret. The barrels on this thermal kinetic cannon alternate their fire so as to not overheat, allowing the weapon to blast its enemies continuously if need be. A Republic Electric RE700 20mm gatling cannon is mounted in the front of the vehicle, which is able to switch between caseless HEAP rounds and what is affectionately known as "Beehive" Anti-Personnel Flechettes. Finally, it is also armed with an automatic light mortar which is mounted on the roof of the carrier to be used against foes that have dug into tough defensive positions.

The interior is very roomy and in addition to the driver and section commander, it can also carry weapons and other stowage, as well as up to thirteen additional personnel in yoke harnesses restraints, allowing for it to be used in orbital combat drops when carried by a UD-4L Dropship.

SP	CC/DEF	RS	WP	LD	HULL A/W	WEAPON CONTROL A/W	DRIVE SYSTEM A/W	ENG A/W	A-REAR	SZ	PTS
6	-/-	13	12	14	28/4	27/4	28/4	28/4	-4	5	200

TYPE: Light Vehicle, Enclosed Transport (13), No Base
COHERENCY: -
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1 M577 APC
EQUIPMENT: Boyars PARS-150 Phased Plasma Cannon, Dual RE RE700 Gatling Cannon, Motion Tracker, Bonded Armour Plating
SQUAD OPTIONS: May add an Automatic Light Mortar for (+25) PTS.

MAIN WEAPONS:

BOYARS PARS-150 PHASED PLASMA CANNON			
R	ST	ROA	TYPE
24	15	1	R
Armour-Piercing (5), Critical Force (3), Slow to Reload, Turret			

AUTOMATIC LIGHT MORTAR			
R	ST	ROA	TYPE
18/SE	10	1	GR
Mortar			

SECONDARY WEAPONS:

DUAL RE RE700 GATLING CANNON			
R	ST	ROA	TYPE
24	13	4	H
Weapon Mode (Beehive APF)			

DUAL RE RE700 GATLING CANNON (BEEHIVE APF)			
R	ST	ROA	TYPE
24	9	8	H

ABILITIES: Mobile Command, Ranger

MOBILE COMMAND: This model generates RES(+1) per turn.

UD-4L CHEYENNE DROPSHIP

Used primarily by the United States Colonial Marine Corps, the UD-4L is a combat utility spacecraft designed to deliver troops and equipment rapidly into combat zones. The cargo hold is specifically designed to hold an M577 APC with its turret stowed, but in some cases it could be utilized to carry large amounts of equipment, emergency supplies, or even entire companies of troops to the ground. It has the ability to take off and land vertically from almost any terrain type large enough to accommodate its size.

After it has deployed its cargo, the UD-4L will often adopt a gunship role in combat. With a crew of two, a pilot and a weapons officer, the Cheyenne is an efficient piece of hardware.

The two main weapon bays fold out to deploy missile pods containing sixteen 150mm Banshee 70 rockets, six 70mm Mk.10 Zeus rockets, and four 120mm anti-tank Mk.88 missiles each. Two missile pods on either side of the front fuselage often carry AIM-90E Headlock anti-aircraft missiles to deal with airborne threats. A GAU-113B gatling cannon is mounted directly under the cockpit which is typically used for strafing enemy infantry units.

The entire craft is coated in superplastic-formed diffusion-bonded metal matrix composites, or MMC armour for short. While it is able to withstand many ranged attacks, should even light damage occur, it would prevent the dropship from escaping to orbit until repaired.

SP	CC/DEF	RS	WP	LD	DRIVER A/W	WEAPON CONTROL A/W	DRIVE SYSTEM A/W	ENG A/W	A-REAR	SZ	PTS
8	-/-	13	12	14	30/8	30/4	30/6	30/6	-4	7	340

TYPE: Heavy Vehicle, Flyer, Enclosed Transport (60), No Base
COHERENCY: -
DEPLOYMENT OPTIONS: Regular, Rapid Deployment
SQUAD COMPOSITION: 1 UD-4L Cheyenne Dropship
EQUIPMENT: Mk.16 Banshee 70 Rockets, Mk. 10 Zeus Rockets, GAU-113B Gatling Cannon, AIM-90 Headlock Missiles, Motion Tracker, MMC Armour
SQUAD OPTIONS: This model may not be fielded in games that disallow Heavy Vehicles.

MAIN WEAPONS:

MK.16 BANSHEE 70 ROCKETS

R	ST	ROA	TYPE
24/SE	12	4	ML

MK.10 ZEUS ROCKETS

R	ST	ROA	TYPE
24/LE	11	2	ML

Weapon Mode (Mk.88 SGW Missiles)

MK.10 ZEUS ROCKETS (MK.88 SGW MISSILES)

R	ST	ROA	TYPE
24/SE	12	2	ML

Armour-Piercing (10)

SECONDARY WEAPONS:

GAU-113B GATLING CANNON

R	ST	ROA	TYPE
24	10	8	H

Precision (3)

AIM-90 HEADLOCK MISSILES

R	ST	ROA	TYPE
32	16	1	ML

Armour-Piercing (6), Critical Force (2),
May only target Flyers

ABILITIES: APC Transport, Fireball of Doom, Targeting System

APC TRANSPORT: May transport multiple squads. May transport a single M577 APC. This counts as 50 slots of its Transport capacity. The APC may also carry squads while embarked on the Dropship.

FIREBALL OF DOOM: If the model is destroyed, scatter two LE templates 20/4" centered from the model's location. Any models within the template receive a ST(13) autohit as wreckage rains down on them.

TARGETING SYSTEM: When making a Battle Focus action, gain the bonus to all attack rolls of one Weapon.

PREDATORS

Predators, also known as yautja, are an alien race that is best known for their hunting of the most dangerous prey in the galaxy, including humans and xenomorphs. These Hunts, as they are known, are done for honor, sport, and as a rite of passage for young Predators looking to become adults in their own right.

They are a sentient race that is humanoid in appearance, but larger than most actual humans in size, standing well over seven feet tall and weighing 300 lbs or more in many cases. They breathe an atmosphere that is similar to Earth's, though with a higher degree of nitrogen. Their faces have been seen to have quill-like hair on their brows, cheeks, and chins. Their mouths have four mandibles they use to help communicate or to show emotion, several sharp teeth used to tear flesh, and a small, thin, snake-like tongue. Their elongated heads have a crown of thick bone and end in a mass of long appendages that have been nicknamed dreadlocks.

As with humans, their skin color can vary from light to dark hues, as well as striped and mottled patterns. While primitive and tribal in appearance, their technology is extremely advanced. Their armor and weapons are made from an alloy that is resistant to even the corrosive effects of a xenomorphs acid blood. Most of them mount a plasma caster on their shoulder; a powerful energy cannon able to kill most of their enemies in a single shot that utilizes a high-tech, triple targeting laser to track their foes. Other weapons include combi-sticks, which are collapsible spears, and smart-disks that can eliminate multiple enemies in a single throw.

On their left arm, each yautja wears a wrist-gauntlet which allows them to access many different systems. It controls their cloaking ability, access and remote piloting control of their ships, local terrain layouts, and even contains a miniature nuclear explosive to ensure that their technology doesn't fall into their enemy's hands. Some more evolved Predators even incorporate a second set of wrist-blades or even more weaponry packed into them.

The yautja as a whole seem to be governed by a set of rules they adhere to even during a Hunt. This code of honor centers around hunting the most dangerous species in existence. They don't use these Hunts as a means of finding food or conquest, but more as a means of proving themselves to others within their society and as a form of entertainment. Trophies of their worthy kills are taken and displayed either on their person or on a trophy rack typically found on their ships. It forbids them from killing children or adults that are incapable of defending themselves, as there is no sport or honor in such prey. Those that break these laws are cast out and marked as 'Bad Bloods', shunned by the rest of the yautja.

ARMY ABILITIES

Perfect Warriors: All non-vehicle Predators gain AP(+1) when they activate. They also gain Hurricane of Destruction, Paired Weapon (CC/HG), Paired Weapon (A/HG/SG), and Ranger.

Trophy-Hunting: When a Predator kills an enemy Character or Monster in Close Combat, the kill is worth an additional (+1) Mission Point.

PREDATOR ARMOURY

Each Predator may purchase the following Weapons as listed in their Squad Options. Each weapon may only be purchased once by a model, unless a Weapon is marked with an asterisk(*). If marked by an asterisk(*), a second Weapon of that name may be purchased as an additional Weapon choice:

Designer's note: Due to the various Weapon combinations each model may have, players are encouraged to do their own model conversions to represent their choices, as produced models may not come with all options.

CLOSE COMBAT WEAPONS:	RANGED WEAPONS:
CEREMONIAL DAGGER (0) PTS	GATLING PLASMA CASTER (20) PTS: BERSERKER ONLY
COMBI-STICK (10) PTS	PLASMA CASTER* (10) PTS
GLAIVE (10) PTS	SHURIKEN* (5) PTS
POWER GLOVE (10) PTS	SMART DISC (15) PTS
SCIMITAR* (5) PTS: REPLACES WRIST BLADES. DOES NOT TAKE UP A WEAPON SLOT OPTION.	SPEAR GUN (10) PTS
SWORD* (10) PTS	WRIST BLASTER* (5) PTS
WHIP (10) PTS	
WRIST BLADES* (5) PTS	
XENOMORPH SKULL SHIELD (5) PTS	

Bio-Mask: This model gains Predator Senses, Target Identifier (3), Target Sense, and Gas Mask.

Cloaking Field: This model gains Hard to Hit (3). This model also gains the Stalk deployment option.

Laser Trap (+5) PTS: Any Character or squad commander (limit 1 per model unless specified). (1/1/14) Deadly.

Med-Kit: This model immune to Implant. RES(1): Spend AP(2). Make a Regeneration (12) test.

Self-Destruct System: If the model is killed, roll a D20. On a 1-5, all models within 3" take a ST(13) autohit. A Predator reduced to W(1) may spend AP(3) to voluntarily activate it with no roll needed, but is killed automatically.

PREDATOR CLANS

Each Predator army may choose a single Clan if they wish:

Bad Blood: Gain Contempt (Predator) and Brutal. Gain +1 Mission Points for each enemy Predator squad that is 100% destroyed. Models lose the Trophy-Hunting ability and Elite lose Worthy Prey.

Berserker: May bring Berserker Yauja squads as Troops. May not bring Soldier squads.

Dark Blade: Armoury Weapons must gain the following for (+5) PTS: Glaive - ST(+1), Combi-Stick - DEF(+2), Plasmacaster – Armour-Piercing (+2), Smart Disc – (+1) Target. May not bring Trackers or Hellhounds.

Elite: Models in Blooded squads may purchase a 3'rd Weapon. May not bring Youngblood squads.

Jungle Hunter: Gain Grappling Hooks (4). May not bring Berserker squads.

Killers: May bring Alien Infant squads as Troops with a Squad Organization of 5-10 Infants. The Tracker's "Master of Hounds" ability applies to friendly Alien Infant squads. May not bring Hellhound or Soldier squads.

CLOSE COMBAT WEAPONS

CEREMONIAL DAGGER

R	ST	ROA	TYPE
B2B	+1	1	CC
Exploit			

WRIST BLADES

R	ST	ROA	TYPE
1	+2	2	CC
Deadly			

COMBI-STICK

R	ST	ROA	TYPE
2	+3	3	CC
Armour-Piercing (5), Critical Force (2)			

POWER GLOVE

R	ST	ROA	TYPE
B2B	+6	1	CC
Armour-Piercing (5), Critical Force (3), Slow to Reload			

GLAIVE

R	ST	ROA	TYPE
2.5	+2	1	CC
Sweep, Slow to Reload			

SCIMITAR

R	ST	ROA	TYPE
1.5	+3	2	CC
Deadly, The model gains DEF(+1)			

WHIP

R	ST	ROA	TYPE
3	3	2	CC
Concussive (1), Poison			

SWORD

R	ST	ROA	TYPE
1	+2	3	CC
May reroll misses			

XENOMORPH SKULL SHIELD

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

RANGED WEAPONS

GATLING PLASMA CASTER

R	ST	ROA	TYPE
24	14	3	H
Armour-Piercing (3)			
RES(1): ROA(+2), Slow to Reload			
RES(2): Critical Force (2)			

SMART DISC

R	ST	ROA	TYPE
18	12	1	HG
Deadly, Precision (3), Slow to Reload			
May hit up to 2 additional models within 5" of the Primary target of a Ranged Attack. Does not need LOS to Secondary Targets (Cover still applies).			

PLASMA CASTER

R	ST	ROA	TYPE
24	14	2	A
Armour-Piercing (3), Slow to Reload			
RES(1): Critical Force (2)			

SPEAR GUN

R	ST	ROA	TYPE
30	12	1	R
Concussive (2)			

SHURIKEN

R	ST	ROA	TYPE
18	9	2	HG
Precision (3), Short-Ranged Burst			

WRIST BLASTER

R	ST	ROA	TYPE
SG	10	1	SG
Precision (3)			

ELDERS

The leader of a clan is that warrior who is the most experienced and has lived through countless Hunts. Risen from the ranks of the Elite, often having several xenomorph Queen kills in their tally, his job is to oversee and train Youngbloods, administer and watch over Hunts and lead the clan in off-world matters in the matriarch's stead.

A single Elder can be found in command of an entire mothership of yautja. It is he that determines the location and targets for a Hunt. Should there be Youngbloods on board who need to prove themselves, he will watch the ritual from the command station to confirm success or failure of the participants. Such a position is highly sought, and should an elder die, only the strongest and most honored of the Elite may vie for the place of elder. When an Elder enters battle, he will be equipped with the finest weapons from the armoury. Each one has cultivated a unique combat style over countless years, and to come face-to-face with a yautja Elder most likely means a swift death and a new skull for the Elder's trophy wall.

ELDER YAUTJA

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	17/4	17	11	13	16	18	6	24(12)	1	190

TYPE: Character, Infantry, Elite, Unique, Medium Base
DEPLOYMENT OPTIONS: Regular, Preemptive Strike, Infiltrate, Flank Deployment
EQUIPMENT: Wrist Blades, Bio-Mask, Cloaking Field, Med-Kit, Self-Destruct System, Plate Armour
OPTIONS: The model may choose 4 Weapons from the Armoury for the listed costs.

ABILITIES: Duelist, Fearless (5), Initiative (3), Leader (1/Elite), Master of the Hunt, Unbreakable; As Elite: Fear (1), Follow Up, Heal (4), Worthy Prey

MASTER OF THE HUNT: Blooded models gain Heal (4) and Elite models gain Duelist.

ELDER BERSERKER

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	18/4	15	12	14	15	17	6	24(11)	1	160

TYPE: Character, Infantry, Berserker, Unique, Medium Base
DEPLOYMENT OPTIONS: Regular, Infiltrate
EQUIPMENT: Scimitar, Bio-Mask, Cloaking Field, Laser Trap, Plate Armour
OPTIONS: The model may choose 3 Weapons from the Armoury for the listed costs.
This model may not be taken in the same army as an Elder Yautja.

ABILITIES: Brutal, Contempt (All), Fear (3), Fearless (5), Ferocity (1), Follow Up, Leader (1/Berserker Yautja)

BATTLEMASTERS

Among the Elite, the fiercest of them are known as Battlemasters. These deadly warriors are those yautja who are called upon by the Elders for conquest or to fix situations that have gotten out of control. Whether it is hunting down rogue 'Bad Blood' Predators, scouring a xenomorph hive that has broken containment, or reclaiming stolen yautja technology, they are prepared to do what is necessary to make it right.

These yautja have mastered each and every weapon in the Predator arsenal and can use each item to wreak untold devastation upon their foes. They have claimed countless kill tallies and each one is allowed to maintain their own personal trophy wall on a mothership or on their home planet.

A Battlemaster is dedicated to his calling and as such will never compete to become the Elder of a clan. They are content to hunt where they please, many times taking a small group of Blooded or Elite with them to a populated world and scattering them around the planet, seeking the world's strongest foes to add to their trophy collection.

In times that call for extreme measures or conquering new worlds, the Battlemasters will lead those yautja of the military into war, cleansing all opposition from the face of the galaxy. Where they tread, death follows in their wake.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	16/5	16	11	13	16	16	5	24(10)	1	180

TYPE: Character, Infantry, Elite, Medium Base
DEPLOYMENT OPTIONS: Regular, Infiltrate
EQUIPMENT: Wrist Blades, Bio-Mask, Cloaking Field, Med-Kit, Self-Destruct System, Plate Armour
OPTIONS: The model may choose 4 Weapons from the Armoury for the listed costs.

ABILITIES: Death Walking, Fear (2), Fearless (5), Frenzy, Leap (4), Unbreakable; As Elite: Heal (4), Follow Up, Worthy Prey

DEATH WALKING: If this model kills an enemy model in Close Combat and engages another enemy model in Close Combat with the Follow Up ability, it may immediately make an ROA(1) attack with one of its CC weapons against the new target. If that enemy is killed, it may Follow Up again and make one final ROA(1) attack against the new enemy. These additional attacks have Slow to Reload.

THE YAUTJA CHAKT-RA IS A THROWN DISK THAT IS CAPABLE OF SHEARING THROUGH THE FLESH AND BONE OF MULTIPLE TARGETS WITH EASE.

MACHIKO NOGUCHI

A physically short and strong human, Machiko Noguchi was employed by the Chigusa Corporation to be the administrator in charge of the Prosperity Wells colony on the planet Ryushi. Well-trained in firearms and several martial arts styles, she had arrived only a few months before the planet had been selected as the target of a Blooding Hunt by a group of Youngblood yautja led by the Clan Leader known as Dachande, who unleashed a xenomorph infestation upon the unknowing colonists. In the end, the colony had been destroyed and the entire party of yautja was wiped out, Dachande succumbing to wounds sustained while in combat with the xenomorph Queen. Having proved herself by helping Dachande kill the Queen, Machiko's forehead was marked by the fallen warrior and he gave her the Predator name of Da'dtou-di, meaning "Little Knife" in their tongue.

Due to the mark given to her by Dachance, Machiko was allowed to live among the yautja and hunt with them. She did this for years, sometimes ridiculed or bullied because she was human. During this time she had earned enough honor to be given her own room aboard the Mothership, but she longed to rejoin humanity. At the conclusion of a Hunt on the human-occupied world of Bunda, Machiko chose her side after hearing that the yautja were attacking the colonists, betraying her clan and joining with the human survivors who then escaped in a yautja shuttle.

In time, a bored Machiko began to feel the pull of the Hunt again and accepted an offer by a man named Livermore Evanston to attend his private hunting planet as a safari guide, running her own business. When she received word of a group of Predators attacking a mining colony, the United States Colonial Marine Corps sought her help. At first she refused to even speak of her time with the yautja, but after watching footage of the colony, she identified the attackers as a group of Bad Bloods known as Killers, yautja who employ xenomorphs as controlled hunting beasts. Agreeing to help, she negotiated with another yautja clan that had been sent to deal with the Killers after killing one of their number in single combat. Throughout the conflict, Machiko found herself torn between returning to the yautja way of life or maintaining her human identity. In the end, she chose her people over the yautja, and the last Predator to leave the planet removed the mark Dachande had put on her forehead years before, using a sword dipped in xenomorph blood to sever her connection to them forever.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	15/4	15	9	10	17	16	3	24(9)	0	65

TYPE: Character, Infantry, Unique, Medium Base
DEPLOYMENT OPTIONS: Regular, Infiltrate
EQUIPMENT: Plasma Caster, Sword, Wrist Blades, Bio-Mask, Cloaking Field, Med-Kit, Plate Armour
OPTIONS: This model may be taken in a USCM army that includes at least 1 squad of Colonists, but loses Trophy-Hunting. May not be taken in Bad Blood or Killer Clans.

ABILITIES: Dodge (4), Duelist, Fearless (3), Follow Up, Apprentice

APPRENTICE: This model does not gain the AP(+1) from Perfect Warriors.

FEMALE YAUTJA

Female yautja are larger and stronger than their male counterparts. While many sport prominent mammary glands (not unlike human females), some have been encountered who have little distinction between them and the males of their species, with the exception of their size. Whether or not this is true for all female yautja, it has not been determined and is only based on the limited data accumulated on them.

As the yautja are of a matriarchal society, the females do not hunt for sport and conquest like the males of their species. Instead they typically stay on the homeworlds, ruling over the clans, providing for and raising young, and protecting their planets. It is rare to encounter one away from those worlds, but it is known to happen. A female will hunt for trophies, but the reasoning is different. Dominance, the ability to prove they can defend their worlds, or perhaps to attract a stronger mate are all reasons they would choose to venture out.

While male Predators are typically more skilled in the arts of hunting, a female can easily hold her own in combat. Armed similarly to one of the clan's warriors, they prefer to engage their enemies in close combat, where their sheer strength and power can be used to the maximum efficiency.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	17/3	17	12	14	15	17	5	24(10)	1	130

TYPE: Character, Infantry, Medium Base
DEPLOYMENT OPTIONS: Regular, Infiltrate
EQUIPMENT: Wrist Blades, Bio-Mask, Cloaking Field, Med-Kit, Self-Destruct System, Plate Armour
OPTIONS: The model may choose 2 Weapons from the Armoury for the listed costs.
The model may gain the Berserker Type for (+10) PTS. It gains Ferocity (1), Follow Up, and it replaces its Wrist Blades with a Scimitar, but loses Med-Kit and Self-Destruct System.

ABILITIES: Brutal, Contempt (All), Dodge (5), Durable, Fear (2), Fearless (5), Lone Wolf

LONE WOLF: This model may not join a squad.

A YAUTJA'S ARMOUR IS LIGHTWEIGHT AND FLEXIBLE,
YET STRONG ENOUGH TO WITHSTAND
THE ACIDIC BLOOD OF A XENOMORPH.

TRACKER

Those who follow the path of the Tracker travel the galaxy searching for the largest, most terrifying foes to slay and make trophies of. They will spend weeks studying their targets, planning out the most suitable way to eliminate their target, whether by range with weapons such as the plasmacaster or up close and personal with their wrist-blades. These predators are the embodiment of the Hunt made manifest.

They specialize in using other creatures to test and flush out their prey, determining their weaknesses and wearing them down before delivering the killing blow themselves. Hellhounds, Falcons, and various types of traps are used to track, lure and disorient their targets before dispatching them and claiming their trophy.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	15/3	15	11	13	15	15	4	24(10)	1	100

TYPE: Character, Infantry, Blooded, Medium Base
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
EQUIPMENT: Wrist Blades, Bio-Mask, Cloaking Field, Laser Trap, Med-Kit, Self-Destruct System, Plate Armour
OPTIONS: The model may choose 2 Weapons from the Armoury for the listed costs.

ABILITIES: Falconer, Master of Hounds; As Blooded: Disposable, Fear (1), Fearless (3), Follow Up

FALCONER: This model may deploy a permanent Falcon token within 1" of it. The Falcon token has AP(1), counts as Flying, and may only use the Walk action. The Tracker may make Target Identifier (+2) tests from the Falcon token's position. This model may only deploy 1 Falcon token per game.

SP	CON	W	LD	A
10	13	1	15	18

MASTER OF HOUNDS: Hellhound squads gain SP(+1), A(+1), and Ferocity (+1).

HELLHOUNDS

The alien creatures the yautja utilize to flush out their prey are commonly referred to as 'Hellhounds'. Controlled by a Predator using a high-pitched whistle, the Hellhounds can be called back to their master before they inflict too much damage or even kill their chosen prey. This would be counter-productive to what the yautja use them for, since they would not be able to claim the trophy of a target the dogs had mauled to death.

Predator's making use of these creatures wear armour plates on their legs to prevent being hurt by the animal's natural spikes and horns adorning its body. The skin of a Hellhound is thick; able to withstand gunshots from even heavy caliber weapons and requiring several well placed shots to take them down.

While they are commonly called 'hounds', the creatures are more reptilian in appearance, their skin being covered in scales and thick horned appendages. They also are able to somewhat shrug off the blood of Xenomorphs, as it has been witnessed that during one such hunt, they left no shred of their prey intact.

Throughout a hunt, the tracker will often order them to split up and attack from several angles to gauge how the prey reacts, all the while assessing the combat strength of target. While the tracker will often appear to callously send them to their death, their purpose is to find weaknesses and to wear down the prey. Their lives are nothing when measured against that of a yautja's.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
7	12/1	10	10	11	12	12	1	20	0	11

TYPE: Troops, Infantry, Small Base
COHERENCY: 12"
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
SQUAD COMPOSITION: 5-10 Hellhounds
EQUIPMENT: Spines, Toughened Hide
SQUAD OPTIONS: None

CLOSE COMBAT:

SPINES			
R	ST	ROA	TYPE
B2B	+1	1	CC

ABILITIES: Animal, Ferocity (2), Frenzy, Stay Frosty

ANIMAL: This model does not count as a Predator Type.

YOUNGBLOODS

Adolescent yautja comprise the ranks of the Youngbloods, those that have not yet been Blooded with their first kill. While still seen as predator children, a Youngblood is more than a match for a trained, human soldier. They are fully grown and ready to embark on their first Hunt to become fully accepted into the clan proper as an adult. Most yautja are Blooded during Hunts that are conducted against captured xenomorphs housed within a yautja pyramid, which the Predators see as an apex creature. Upon slaying their first xenomorph, they will ritually mark themselves and their bio-mask with the creature's acid blood, elevating their status to the ranks of the Blooded. They are also then permitted use of the powerful shoulder-mounted weapon known as the plasmacaster, in addition to rest of their personal arsenal.

Most often the Youngbloods are dispatched in teams of three to five into their first Hunt. In a society built upon the fiercest fighters in the galaxy, only the strong survive and those too weak to complete the trial are killed. Successful yautja go on to collect trophies all over the galaxy, hunting all manner of aliens and enemies.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	13/3	13	10	12	15	14	3	23(9)	1	40

TYPE: Troops, Infantry, Medium Base
COHERENCY: 15"
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
SQUAD COMPOSITION: 3-6 Youngbloods
EQUIPMENT: Wrist Blades, Bio-Mask, Cloaking Field, Light Plate Armour
SQUAD OPTIONS: The squad commander may be given a Self-Destruct System for free.
Each model may choose 1 Close Combat Weapon from the Armoury for the listed cost.

ABILITIES: Fear (1), Stay Frosty

BLOODED

Once a yautja makes his first kill and marks himself in the blood of that kill, they are immediately elevated to the ranks of the Blooded. Considered an adult in their society, they are allowed to hunt where they please, take trophies, and wield the devastating plasma caster, though not all choose to do so. Often hunting alone, the Blooded stalk the most dangerous prey they can find in the galaxy, most frequently that being xenomorphs or human beings.

There are several paths adult yautja walk, but all of them utilize some standard equipment. Bio-masks, cloaking devices, med-kits, and wrist gauntlets are used by all Predators, making them highly self-sufficient.

Other weapons and equipment are chosen based on the needs and desires of each individual Blooded.

Drawn by intense heat and armed conflict, Blooded will search for a particularly worthy adversary to hunt. They will systematically eliminate anyone close to the target that could pose a threat, often separating them and leading them away to be killed in an effort to demoralize their chosen target before challenging them to a final confrontation.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	15/3	15	11	13	15	15	4	24(10)	1	60

TYPE: Troops, Infantry, Medium Base
COHERENCY: 15"
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
SQUAD COMPOSITION: 1-6 Blooded
EQUIPMENT: Wrist Blades, Bio-Mask, Cloaking Field, Med-Kit, Self-Destruct System, Plate Armour
SQUAD OPTIONS: Each model may choose 2 Weapons from the Armoury for the listed cost.

ABILITIES: Disposable, Fear (1), Fearless (3), Follow Up

THE BOLTS FIRED FROM A PLASMACASTER ARE ABLE TO PENETRATE EVEN THE STRONGEST ARMOUR. DESPITE ITS ENORMOUS POWER, IT IS CONSIDERED THE LEAST HONORABLE WEAPON IN THE YAUTJA ARMOURY.

ELITE

The most seasoned hunters within a clan are known as the Elite. Veterans of many Hunts, these yautja are a feared adversary across the galaxy, and to join their ranks is a great honor. It is from their number that the clan's Elder is chosen when he falls. Masters of many forms of combat, Elites prefer to engage their target prey up close, seeking out the strongest creatures in the galaxy to test their prowess against. Each one is a fearsome warrior as well as a formidable hunter. In order to join the ranks of the Elite, one must kill several species of dangerous foes; River Ghosts, xenomorphs, humans, and Bad Blood yautja are among the top prizes for this list.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	16/3	16	11	13	15	15	4	24(10)	1	75

TYPE: Support, Infantry, Medium Base
COHERENCY: 15"
DEPLOYMENT OPTIONS: Regular, Infiltrate
SQUAD COMPOSITION: 1-3 Elite
EQUIPMENT: Wrist Blades, Bio-Mask, Cloaking Field, Med-Kit, Self-Destruct System, Plate Armour
SQUAD OPTIONS: Each model may choose 3 Weapons from the Armoury for the listed cost.

ABILITIES: Disposable, Heal (4), Fear (1), Fearless (3), Follow Up, Worthy Prey

WORTHY PREY: During the Control Phase of Turn 1, before Initiative is rolled, make a note of the highest PTS value enemy Character or Monster squad. If that Character or Monster squad is killed by this squad, and this squad inflicted 50% or more of the Wounds in Close Combat, you are awarded (+3) Mission Points. This replaces Trophy-Hunting for this squad.

BERSERKER YAUTJA

Physically larger than their cousins, the species of 'super predators' stand easily more than seven feet tall. Possessing elongated heads, their mandibles give them a snout-like appearance and are able to splay wider when they roar. Their dreadlocks are swept back on their heads and their scaly, reptilian skin gives them a darker pigmentation than other yautja.

In terms of armour and weaponry, the Berserkers use the same technology as their cousins, albeit some of it is more advanced. The first difference is the common use of a single wristblade known as a scimitar. It is longer than the usual blades of the yautja. They also make use of a gatling-style plasmacaster that can fire multiple bolts at a time. The armour worn by the Berserkers is sleeker; less metal and more leather in appearance and often incorporating parts of bones as decoration. Their bio-helmet also has a notable addition in that they are able to detect and monitor the heartbeat of their prey.

These yautja do not honor the code of the Hunt. Instead, they appear to value large amounts of trophies and kills to become better killers. Using traps, they enjoy inciting fear and panic into their targets, watching them flee. They will kill unarmed or injured prey that are unable to fight back without a moment's hesitation, savagely slaying their target as mercilessly as they can. They prefer to hunt other yautja, who they see as inferior in their eyes, pitting their brutality against the best hunters in the galaxy.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	15/3	13	12	14	14	15	4	24(10)	1	70

TYPE: Support, Infantry, Berserker, Medium Base
COHERENCY: 15"
DEPLOYMENT OPTIONS: Regular, Infiltrate
SQUAD COMPOSITION: 3-6 Berserker Yautja
EQUIPMENT: Scimitar, Bio-Mask, Cloaking Field, Plate Armour
SQUAD OPTIONS: The squad commander may be equipped with a single Laser Trap for free. Each model may choose 2 Weapons from the Armoury for the listed cost.

ABILITIES: Brutal, Contempt (All), Fear (2), Fearless (3), Ferocity (1), Follow Up

SOLDIERS

When the yautja species needs to go to war, it calls upon those of the military caste. Each of these fearsome warriors is clad in environmentally-sealed armour that can withstand punishment from all manner of weaponry, as well as being completely immune to xenomorph blood and toxins of all kinds. They can even survive in the vacuum of space for a time if needed. This special armour allows the Soldier to mount devastating weaponry accessible only to them, as to use such weapons during a Hunt would be considered dishonorable.

The Blazer is a shoulder-mounted energy cannon similar in design to the plasmcaster, but far more destructive. It projects a beam of energy that can burn through swathes of enemies as the yautja sweeps the weapon through as many targets as possible. Seen as far too destructive for normal Hunts, it is reserved for warfare or killing escaping xenomorph Queens when capture is impossible. Its power can be amplified by adding a second Blazer linked to the other shoulder, resulting in a truly terrifying weapon.

The other weapon employed by the military caste is the Hydra Multi-Missile System. Mounted on a Soldier's back to free up their hands for close combat, this weapon launches powerful plasma missiles that are effective against all prey, but especially against targets that utilize electronics. A second Hydra MMS can be added to maximize its damage output, allowing the yautja to blanket the entire battlefield in plasma fire.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	15/2	15	11	14	15	15	4	24(12)	1	130

TYPE: Support, Infantry, Medium Base
COHERENCY: 15"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1-3 Soldiers
EQUIPMENT: Blazer, Wrist Blades, Bio-Mask, Cloaking Field, Self-Destruct System, Yautja Military Armor
SQUAD OPTIONS: The model may replace its Blazer for a Hydra MMS for free.
A Soldier may be equipped with an additional Blazer or a Hydra MMS for (+30) PTS. It must be the same as the primary weapon it is equipped with. The model gains the appropriate Paired Weapon ability (Blazer or Hydra MMS). A Soldier may purchase 1 Close Combat Weapon from the Armoury for the listed cost.

RANGED WEAPONS:

BLAZER			
R	ST	ROA	TYPE
24	15	3	R
Armour-Piercing (7), Deadly			

HYDRA MMS			
R	ST	ROA	TYPE
24/SE	11	3	ML
Concussive (2), Mortar, Pinning			

ABILITIES: Durable, Heal (4), Fear (2), Fearless (4), Follow Up, Impervious, Relentless, Unbreakable

IMPERVIOUS: Immune to Poison, Acid Blood, and Implant. Type(A) attacks are reduced by ST(-2).

HUNTING BIKE

The Hunting Bike is an anti-grav vehicle used by small packs of Predators to harry prey into an area ripe for the picking. In addition to the rider, two more yautja can be carried on the small craft, ready to disembark at a moment's notice. The craft is coated in an armour that can repair itself over time down to the molecular level, making it very hard to destroy in battle.

In addition to the wrist blades all yautja are armed with, the rider also carries a long, deadly lance called a razor pike. This weapon is able to punch through most light armour with ease, stunning its target and allowing for an easier capture of the prey, if it still lives. Mounted under the front section of the bike is a larger version of the plasmacaster, known as a plasma cannon which has an alternate firing mode. If it is locked onto a target, an explosive ball of plasma can be fired to soften those foes in defensive positions.

SP	CC/DEF	RS	WP	LD	RIDER A/W	WEAPON CONTROL A/W	FLIGHT SYSTEM A/W	ENG A/W	A-REAR	SZ	PTS
8	15/3	15	15	16	26/4	26/4	26/4	26/4	0	2	130

TYPE: Light Vehicle, Flyer, Jetbike, Open Transport (2), Large Base
COHERENCY: 15"
DEPLOYMENT OPTIONS: Regular, Flank Deployment
SQUAD COMPOSITION: 1-3 Hunting Bikes
EQUIPMENT: Plasma Cannon, Razor Pike, Wrist Blades, Bio-Mask, Self-Repairing Molecular Armour
SQUAD OPTIONS: None

MAIN WEAPONS:

PLASMA CANNON			
R	ST	ROA	TYPE
24	15	2	H
Armour-Piercing (5), Slow to Reload, Weapon Mode (Blast) RES(1): Critical Force (2)			

PLASMA CANNON (BLAST)			
R	ST	ROA	TYPE
24/SE	15	1	ML
May reroll misses			

CLOSE COMBAT WEAPONS:

RAZOR PIKE			
R	ST	ROA	TYPE
2	14	2	CC
Armour-Piercing (4) RES(2): Concussive (2), ST(+2)			

WRIST BLADES			
R	ST	ROA	TYPE
1	13	2	CC
Deadly			

ABILITIES: Dismounted, Hard to Hit (3), Paired Weapons (CC), Repair (5), Regeneration (5), Scything Drive-By, Yautja Transport

DISMOUNTED: If the Hunting Bike Weapon Controls, Flight Systems, or Engines are reduced to W(0), the Predator may dismount. For the rest of the game, he uses the Blooded profile with no additional Equipment, his remaining W equal to the remaining Rider W at the time he dismounts. Replace the Hunting Bike model with a Blooded model and then complete the appropriate effect for losing its W in that location. Unless it exploded, it becomes terrain for the rest of the game.

SCYTHING DRIVE-BY: Any enemy model in B2B with this model as it makes any movement action takes a single Close Combat hit by the Razor Pike. Roll to hit as normal. This model is immune to Free Slashes and may disengage with no penalties.

YAUTJA TRANSPORT: Predators may be transported as if they are SZ(0).

YAUTJA GUNSHIP

A yautja Mothership often carries several smaller vessels with it, the Gunship being one of them.

About the same size as a Scout ship, but much more heavily armed and armoured, the Gunship is used in combat as fire support in engagements that have gotten too far out of hand and need to be utterly exterminated. Its main weapon is a scaled-down version of the core plasma beam employed by the Mothership. Thick, self-repairing armour allows it to weather even the strongest enemy attacks and its sensor suite is some of the most advanced equipment in existence.

In its hold, it can carry entire hunting parties of yautja warriors, as well as several racks for mounting squads of Hunting Bikes. These ships are most often used as mobile command centers and a base of operations for Hunts planetside. Should the Gunship be critically damaged, its self-destruct system will be engaged. Unlike other yautja self-destruct systems, a Gunship has two modes. If there are still friendly forces in the area, it will instead implode, removing all trace of it from existence. Should all be lost, the second mode is much more conventional, resulting in a thermonuclear detonation in which the resulting blast wipes out all life for tens of kilometers around the origin point.

SP	CC/DEF	RS	WP	LD	HULL A/W	WEAPON CONTROL A/W	WINGS SYSTEM A/W	ENG A/W	A-REAR	SZ	PTS
9	-/-	15	16	18	32/7	32/7	32/7	32/7	0	7	320

TYPE: Heavy Vehicle, Flyer, Enclosed Transport (30), No Base
COHERENCY: -
DEPLOYMENT OPTIONS: Regular, Rapid Deployment
SQUAD COMPOSITION: 1 Yautja Gunship
EQUIPMENT: Plasma Beam, 2 Missile Clusters, 3 Strafing Cannons, Self-Repairing Molecular Armour
SQUAD OPTIONS: This model may not be fielded in games that disallow Heavy Vehicles.

MAIN WEAPONS:

PLASMA BEAM			
R	ST	ROA	TYPE
30/SE	18	2	H
Deadly, Critical Force (2)			
RES(3): Weapon Mode (Core Laser)			

PLASMA BEAM (CORE LASER)			
R	ST	ROA	TYPE
30	18	1	R
Armour-Piercing (8), Critical Force (3), Deadly, Slow to Reload			

SECONDARY WEAPONS:

MISSILE CLUSTER			
R	ST	ROA	TYPE
24/LE	10	2	ML

STRAFING CANNONS			
R	ST	ROA	TYPE
18	10	4	H
Deadly, Precision (3)			

ABILITIES: Advanced Sensors, Hard to Hit (4), Repair (5), Regeneration (5), Transatmospheric, Yautja Transport

ADVANCED SENSORS: Does not need to roll to reveal Stalking squads. Main Weapons always count as Battle Focused. May reroll to hit once with each Main and Secondary Weapon.

TRANSATMOSPHERIC: Recall. When activated next turn, this model may use Rapid Deployment.

YAUTJA TRANSPORT: May transport multiple squads. Predators may be transported as if they are SZ(0). May carry up to 6 Hunting Bikes for 3 slots of its Transport capacity each.