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Game: **AVP: THE HUNT BEGINS (2nd Edition)**

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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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SETUP

Choose to play a **basic** (skipping force creation) or **advanced** (expanded force rosters) game.

Basic game: Each player chooses a **faction**. Collectively choose or randomly decide on a **mission**. Set up tiles, doors, mission tokens, and *Ping!* tokens. Each player draws 5 **strategy cards** from their faction deck. You may discard your entire hand and replace it, but you must keep your second hand.

Marines use all 5 available models. **Aliens** use either 5 stalkers and 9 infant warriors, or 3 stalkers and 10 infant warriors. **Predators** use either 1 warrior with smart-disc, 1 hunter and 1 vocal mimicry token; or 1 warrior with smart-disc, 1 warrior with combi-stick and 2 vocal mimicry tokens; or 1 warrior with combi-stick, 1 hunter and 3 vocal mimicry tokens.

Advanced game: Agree on a point limit. Each player creates an army within this limit. Roll a D20/2, and setup tiles, doors, and *Ping!* tokens from that mission. Alternatively, if both players agree, place the tiles as desired. Each player then draws a **mission card** and places mission tokens. Each player draws 5 **strategy cards** from their faction deck. You may discard your entire hand and replace it, but you must keep your second hand.

All rules apply unless otherwise specified by a special rule.

TURN SEQUENCE

INITIATIVE PHASE

Each player rolls a D20. Players take turns in descending order of results. On a tie, reroll until one player wins the roll. The winner may choose to give the initiative to an opponent.

For 3+ players, if the winner gives their initiative to another player, they then take that player's initiative as their own.

CARD AND TOKENS REFRESHMENT PHASE

The player with the initiative draws an **environmental card**, reveals it and puts it into play.

All players draw enough cards from their strategy decks to have **5 cards in hand**. You may not have more than 5 cards.

Remove all activation tokens from the board.

MODEL ACTIVATION PHASE

The active player must nominate 1 model to activate and use at least 1 **action point** (AP). After the model finishes its activation, put an **activation token** next to it. Play then moves to the next player.

Continue this process until all of models have been activated once this turn. If one player has more models than their opponent, they must activate the extra models in any order at the end of the activation phase.

The last model activated in the previous turn for each player may not be activated first in the new turn. Ignore this rule if you have only 1 model left.

Each player may play up to 2 strategy cards at any time during each turn.

Once there are no more unactivated models on either side, players take turns by initiative and may use **sentry tokens** on their models. Once all sentry tokens are removed from play or players choose not to use them, the turn ends.

VICTORY CONDITIONS CHECK PHASE

Deactivate all models and remove all sentry tokens. Check to see if they fulfilled their victory conditions; if someone has, the game ends immediately and that player wins.

END OF GAME TURN PHASE

You may discard up to 1 strategy card from your hand. Start a new game turn with the initiative phase.

ACTIONS

Each model in the game has 2 APs, unless specified otherwise. **Each action can only be used once by a model in a turn.** Once a model has used all of its APs, it counts as deactivated for the rest of the turn.

To pass a **skill test**, roll equal to or less on a D20 than the test value of the skill.

MOVEMENT

A model can be positioned anywhere within a tile.

A model cannot travel through a tile that is **fully occupied** (no occupation points left) by friendly or enemy models.

Each model may perform only 1 move or run action per turn, unless specified otherwise. Once a model finishes its move or run action, it may not be moved between tiles without making another move or run action in a following turn, being displaced by an engaging model, or as an effect of any strategy card.

A marine or predator must spend 1 **AP to activate a door**, and must be on the tile adjacent to it. Once activated, the door is permanently removed from the board.

Any model may pick up an appropriate token by using an interact action while occupying the same tile. The token is placed on the base of the model and moves with it. If the model is removed from play, drop the token on the tile. Tokens may be dropped at any time by performing another interact action. Each token may be picked up only once per turn.

A model carrying any kind of token may *never* move more than 2 tiles in each of its activations.

AIR VENTS

Air vents are treated like corridor tiles, however only models on small bases can move through them, and you cannot draw LOS on or through them.

Models may move through air vents if they have enough movement, but only models with the *Tiny* skill may finish their activation on an air vent tile, and while a *Tiny* model remains there, enemy models may not move through the tile.

Marine faction models standing on a tile adjacent to an air vent tile may use the *Ping!* skill to target the tile using the *Burning Inferno* action or the *Grenade!* strategy card.

Predator faction models standing on a tile adjacent to an air vent tile may use the *Smart-disc Throw* action to target models only on the air vent tile.

COMBAT

RANGED COMBAT

A model making any kind of shooting action requires a **ranged weapon** and **LOS** to the target. Range is unlimited.

1. Spend an AP to perform a *Shooting* action.
2. Target an enemy model in LOS of the shooting model.
3. The shooting model must pass a **ranged skill** (RS) test with relevant modifiers (unless the weapon causes autohits).
4. If the RS test is unsuccessful, the shot misses. If the test is passed, the targeted model must pass an **armour test** with relevant modifiers, or lose a wound. A model reduced to 0 wounds is instantly removed from play.
5. If the activated model's weapon has a RoA higher than 1, continue the process from #2 until all of the model's RoA dice are used.

A model may target an opponent's model(s) engaged in close combat, but receives -10 RS. A model shooting through engaged tiles receives -2 RS for every engaged tile occupied by at least 1 enemy model between the shooter and the target tile. A ranged attack made from an engaged tile counts as if it is shooting through an engaged tile.

CLOSE COMBAT

Close combat (CC) requires that the fighting models be **engaged**. Models are engaged if they occupy an engaged tile.

A tile is engaged if the tile is occupied by at least 2 models of opposing factions, or the tile is adjacent to a fully occupied and engaged tile occupied by models from at least 2 factions. Models without bases automatically engage occupied and all surrounding tiles.

Models on tiles adjacent to a tile fully occupied by one faction may perform CC actions as if they were engaged with that tile (for other purposes, these models do not count as engaged).

1. Spend an AP to perform a *Close combat* action.
2. The target must be engaged with the attacking model.
3. The attacking model must pass a **CC test** with relevant modifiers (unless the weapon causes autohits).
4. If the CC test is unsuccessful, the attack misses. If the test is passed, the targeted model must pass an **armour test** with relevant modifiers, or lose a wound. A model reduced to 0 wounds is instantly removed from play.
5. If the activated model's weapon has a RoA higher than 1, continue the process from #2 until all of the model's RoA dice are used. You may allocate all of the model's RoA to any number of engaged models and roll off simultaneously.

MODIFIERS

Power shot: Natural dice rolls of 1 are always successful and armour or *Heal* rolls cannot be made.

Fumble: Natural dice rolls of 20 are always a failure. A model that rolls a natural 20 for any skill test may spend no further APs that turn. You cannot use the model's experience level bonus to re-roll a roll of 20.

Autohit: If a RS or CC attack is an **autohit**, the test is always successful. No dice are rolled, and autohits can never cause power shots or fumbles.

Weapons with special actions: Weapons with a special action and no separate profile may only be used with that action.

TERRAIN MODIFIERS

Normal corridor: A model making a CC or shooting action targeting a marine faction model receives a -2 CC or RS.

Infested corridor: A model making a shooting action targeting an alien faction model in the infested corridor receives a -4 RS.

ARMOUR

Once a model has been hit, either as a result of successful CC or RS tests or by an autohit, it must pass an **armour test**. Modify the armour value by the strength of the attack:

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

Impenetrable armour: Armour cannot be reduced below the value in brackets by any means.

ENGAGING BY DISPLACING

If you move a model with a medium, large or no base to engage a tile (or it is on an already engaged tile) with at least 1 occupation point left free, but there are not enough occupation points left for it to legally move into, calculate the **occupation value** of all models in the tile (including the moving model).

Then, the engaging model's owner **displaces** a number of models. Choose models, beginning your own other models, and if the remaining models still exceed the tile occupation limit, choose another player to select and continue displacing from their own models so that the tile becomes fully occupied. If, by engaging by displacing with your model, you could not create a fully occupied tile, then that model may instead perform normal or special close combat actions as if it were engaged with the target tile.

The models being displaced must be moved to an adjacent empty tile or an adjacent tile containing only friendly models, and if this is not possible, to any adjacent tile.

STRATEGY CARDS

Active cards are played immediately at the beginning of a player's turn, and/or after a model completes an action.

Conditional cards interrupt a model's action and are played when a specific condition on the card is met.

Unless otherwise specified, strategy cards are removed from play immediately after their effect takes place and added to the owning player's discard pile.

When you play a card, first announce your intention. Then the other players announce if they will be using a card or not. If more than 1 player announces that they will play a card then, following initiative order, they either play 1 card or pass. After all players play 1 card or pass, a second window for playing a card takes effect. However, players who passed in the initial window have passed on all opportunities to play a card.

TILES

Each tile has a number of **occupation points**: rooms have 12, dead ends 4, and every other tile, including predator rooms, 8.

Each model reduces the number of occupation points on a tile by a number of occupation points according to its base size. Once the occupation points of a tile are reduced to 0, no more models can pass through or be placed on that tile.

Base/Ping! token size	Occupation point value
Small (30mm)	1
Medium (40 mm)	2
Large (50 mm)	3
Models without bases	6
Acid damage token	1

Acid tokens: Reduce a tile's occupation points by 1 for each acid damage token on it. Up to 2 acid damage tokens can be placed on each tile. They cannot be placed on fully occupied tiles, but damage is still dealt to an enemy model.

PING TOKENS

Players place and move their *Ping!* tokens around the board facedown. You may choose at any point to replace one of your *Ping!* tokens with the relevant model. Players *must* reveal their *Ping!* tokens when at least 2 enemy tokens gain LOS.

Whenever you intend to use a specific ability of a *Ping!* token, you must first voluntarily reveal the token and replace it with the corresponding model.

Each newly placed model retains its activation status.

Each faction has special skills relating to revealing their *Ping!* tokens:

Marines (Team Tactics): When a marine *Ping!* token is revealed, replace it with any unrevealed marine model of that unit entry, chosen by the marine player.

Aliens (Hide): When an alien faction *Ping!* token is revealed, replace it with the alien model shown.

If the token has not yet been activated and is on an infested tile, the alien player may choose to place in **hide** any number of the models revealed this way, sacrificing their activation for the turn in which they were spotted.

For each of these, place a hide token and an activation token on top of the relevant model, and it counts as being activated.

When spotted, an alien *Ping!* token in **hide** is not revealed, but all enemy tokens are revealed as normal. However, when models in **hide** are the targets of a CC or ranged attack, the alien player must reveal the targeted *Ping!* token and use the relevant stat card for abilities and stats, retaining the hide status and token.

Predators (Seasoned Hunter): When a *Ping!* token with the *Seasoned Hunter* skill is revealed, that predator model can be placed anywhere within 1 tile from the point of reveal, but not in LOS of any enemy model.

Predators (Vocal Mimicry): A predator force may include a number of vocal mimicry *Ping!* tokens. The only actions available to those tokens are move, run and pass.

When any one of them is revealed or forced to take a point of damage from any source, remove it from play immediately. Vocal mimicry *Ping!* tokens do not reveal enemy *Ping!* tokens.

MISSION SPECIAL RULES

Deliver to vent: The model carrying 1 or more tokens must be on an unengaged tile next to an air vent and spend an interact action to place any number of the tokens it is carrying inside the adjacent air vent.

This action does not count towards the rule of 'using each action only once each turn' (you can use another interact action).

Trophy collection: Trophies can only be collected from models killed in close combat. Instead of removing the model from the game, put it on its side on the tile on which it died.

In any of the following turns, a model can spend an interact action to remove 1 of the models viable for trophy collection that is already on its side from the board and take 1 **trophy token**. Trophy collection cannot take place on engaged or combat tiles.

Carrying a token: Any model may pick up an appropriate token by using an interact action while occupying the same tile. The token is placed on the base of the model and moves with it. If the model is removed from play, drop the token on the tile. Tokens may be dropped at any time by performing an interact action. Each token may be picked up only once per turn.

A model carrying any kind of token may *never* move more than 2 tiles in each of its activations.

Damaging a room: Any model (apart from a facehugger) can spend an interact action to roll D20. On 1-10, put a relevant mission objective token in the room; that mission objective token cannot be picked up by any means. On 11-20, the action is lost. This mission objective is fulfilled when 2 mission objective tokens are placed in the room.

Launching a pod: Any model located on the predator pod tile while the tile is unengaged and not counted as a combat tile, can spend an interact action to launch the pod.

Imminent destruction: Starting from the beginning of turn 2, the player who won initiative rolls a die for each collapsing tile. On 1-10, the player removes this tile from play; on 11-20, nothing happens to the tile in this turn.

Both the escape pod tile and laboratory tile are counted as collapsing tiles as long as they are in play. Each tile not fully connected on each viable side counts as a collapsing tile.

Collapsing tile: Any tile that is not connected on all viable sides at the start of a round is a collapsing tile. When a tile collapses using the *Imminent destruction* mission special rule, all models located on that tile are removed from play and do not award any frags.

Kill models/gain frags: Each model removed from play as a casualty rewards the player who caused the removal with a number of **frags** (model kills) based on model base size: small (1 frag); medium (2 frags); or large (5 frags).

The number of models that need to be removed from play to complete this objective is in the campaign mission description. If you are using the advanced rules and building your own forces, the number of kills is modified: 200pts or lower: 5 kills; 201 to 400pts: 10 kills; 401pts+: 15 kills.

EXPERIENCE LEVELS

In a campaign, select your units and keep them throughout a series of missions.

Each squad starts with an **experience level (LVL)** of 1, and can reach an maximum experience Level of 4.

For each enemy model removed from the game, a model or squad gains a number of **frags**, tracked on your force organization spreadsheet. The number of frags allocated is dependent on the base size of the removed model:

Small base (30 mm): 1 frag x LVL of the removed model.

Medium Base (40 mm): 2 frags x LVL of the removed model.

Large Bases and above (50 mm): 5 frags x LVL of the removed model.

Unless otherwise noted, all frags are discarded after applying the level increase (if any) at the end of the mission.

GAINING EXPERIENCE

Each race gains experience in a different way:

MARINE FACTION (USCM)

When your marines gain frags, make a note of which squad caused the casualty and add the appropriate frags to that squad. At the end of the mission, each squad not completely removed from play gains 2 frags. Then, each squad gains a level for every 10 frags it has gained.

When a squad advances a level, it gains the relevant upgrade/s at the beginning of the next mission. These are cumulative and are maintained throughout the campaign. A squad's level can't be increased past the maximum level allowed.

Sentry guns may never gain frags and levels.

ALIEN FACTION

You only take notes of the number of frags your force acquires. At the end of the mission, all alien models gain a single level if the following frag total has been achieved for their base size:

Small: 7

Medium: 10

Large or no base: 15

The hive may never gain more than 1 level per mission. Regardless of the number of frags, if you achieve victory by completing your mission objective, the hive achieves 15 frags.

Facehuggers gain frags as normal, but do not gain any level bonuses.

PREDATOR FACTION

When the predators gain frags, make a note of which squad caused the casualty and add the appropriate frags to that squad. At the end of the mission, each squad gains a level for every 10 frags it has gained. Then discard the frags used to level up, and keep all remaining frags belonging to that squad for the next mission.

Hellhounds do not gain frags and levels.

LEVEL UPGRADE BONUSES

Level 2: +1 bonus to either a RS or CC skill (select one)

Level 3: 1 reroll of a single die per turn (use spare tokens on the unit's card to denote these re-rolls).

Level 4: The unit can now attempt to ignore non-power shot wounds with *Heal*, relevant to its base size:

Small: *Heal (4)*

Medium: *Heal (5)*

Large or no base: *Heal (6)*

Models which already have the *Heal* skill instead increase that skill by 1 point (unless the number in the list is better).

CUSTOM VICTORY CONDITIONS

1. SET UP A MISSION MAP

Use a mission map from the rulebook or create one by taking turns (each player rolls D20 and takes turns in descending order) and adding tiles to any viable interlocking tile edges. Always start from the cross-section, building up the map in any of the 4 directions. Completed maps must have all interlocking edges closed by a tile. Players agree on a total number of tile placement turns, which cannot be less than 5 or the minimum number in tiles required to legally place all alien faction models (whichever is greater), and place tiles until that turn limit is reached.

Players then agree on a total number of air vent tiles (at least 2) to be placed, and take turns placing air vent tiles connecting any tiles except marine and predator starting areas.

Finally, players agree on a number of extra door tiles (at least 2) to be placed and take turns placing doors on any tiles except marine and predator starting areas.

2. CHOOSING A DEPLOYMENT AREA

MARINES:

Before setting up tiles, take as your starting area 1 room tile and extra tiles as follows:

Up to 12 occupation points: 1 room (no extra tiles).

Up to 20 occupation points: 1 room (1 straight tile).

Up to 32 occupation points: 2 rooms (1 T-intersection tile).

Up to 44 occupation points: 3 rooms (1 X-intersection tile).

Connect the rooms and extra tile together, and add a door to the side of the extra tile not connected to a room. At any point, instead of placing a tile during tile placement, you may connect your starting area tile(s) to any tile already placed, as long as they fit. If the starting area will not fit any position, you must place an extra normal straight tile so that it does.

ALIENS:

Before setting up tiles, take a number of infested tiles (not dead-ends) equal to the number of tile placement turns. You may only deploy infested tiles from your reserve.

PREDATORS:

Before setting up tiles, take as your starting area a number of predator pod or predator ship tiles with total occupation points greater than the total number of occupation points your initial force has (including vocal mimicry tokens), and connect them together.

If you do not possess enough tiles, you may instead use normal straight tiles. At any point, instead of placing a tile during tile placement, you may connect your starting area tile(s) to any tile already placed, as long as they fit.

If on the last placement turn you have not yet placed your starting area, you must place it instead of a tile. If the starting area will not fit any position, you must place an extra normal straight tile so that it does.

3. DRAW MISSION CARDS

Each player (starting with the one with initiative) draws 2 mission cards, reads their own objectives to the other players, and sets up their mission objectives.

If you draw a second identical objective, draw new cards until you have a different one. Shuffle the unused mission cards back into the deck.

Mark appropriate tiles with the objective token(s) of your faction where needed.

Carry back to the starting position: This token has to be retrieved and transported back (a model carrying a token may *never* move more than 2 tiles in each of its activations) to the faction deployment tile.

Deliver: One or more friendly models of the troop type start the game in possession of an objective token that has to be delivered to the designated target tile. Only troop type models may carry this token. Once the model enters the target tile while in possession of an objective token, the token is considered completed and is automatically placed on the tile without the need to use an action, and cannot be picked up again. When all objective tokens are placed on all target tiles, this victory condition is fulfilled.

Damage: 2 extra mission objective tokens must be placed on the target tile (see the *Damaging a Room* mission special rule).

Evacuate: When at least 50% (round up) of the models from your initial force reach the target tile and the target tile is not occupied by any opponent's models, this victory condition is fulfilled. If you are using advanced rules and extra models, you may also fulfill this victory condition when the target tile becomes fully occupied by models of your own force.

Gain X frags: When X frags have been collected by your models, the victory condition is fulfilled.

Gain X trophies: When X trophies have been collected by your models, the victory condition is fulfilled.

Interact: A model must spend an interact action while on a target tile (not an engaged tile).

Target a room: One randomly chosen opponent selects a room tile to become the target of this mission. The room may not be located closer than 5 tiles from the deployment tile of the faction who drew the Mission Card.

Target rooms: One randomly chosen opponent selects a room tile to become one of the targets of this mission. You choose a second target room tile. Target rooms may not be located closer than 5 tiles from the deployment tile of the faction who drew this mission card.

Target a tile: One randomly chosen opponent selects a corridor tile to become the target of this mission. A target corridor tile may not be located closer than 5 tiles from the deployment tile of the faction who drew this mission card.

Target tiles: One randomly chosen opponent selects a corridor tile to become one of the targets of this mission. You choose a second corridor tile. Target corridor tiles may not be located closer than 5 tiles from the deployment tile of the faction who drew this mission card.

Remove tile(s): Remove an air vent tile from play using the *Weld it shut!* skill.



COMBAT

RANGED COMBAT

Shooting requires a **ranged weapon** and **LOS** to the target. Range is unlimited.

1. Spend an AP to perform a *Shooting* action.
2. Target an enemy model in LOS of the shooting model.
3. Pass a **ranged skill** (RS) test (unless the weapon autohits).
4. If the test is passed, the targeted model must pass an **armour test** or lose a wound.
5. If the weapon has a RoA higher than 1, continue the process from #2 until all RoA dice are used.

Targeting enemy model(s) engaged in close combat: -10 RS.

Shooting through or from engaged tiles: -2 RS for every engaged tile occupied by at least 1 enemy model between the shooter and the target tile.

CLOSE COMBAT

Close combat (CC) requires that the fighting models be **engaged**. Models are engaged if they occupy an engaged tile.

A tile is engaged if the tile is occupied by at least 2 models of opposing factions, or the tile is adjacent to a fully occupied and engaged tile occupied by models from at least 2 factions. Models without bases automatically engage occupied and all surrounding tiles.

1. Spend an AP to perform a *Close combat* action.
2. The target must be engaged with the attacking model.
3. Pass a **CC test** (unless the weapon causes autohits).
4. If the test is passed, the targeted model must pass an **armour test** or lose a wound.
5. If the weapon has a RoA higher than 1, continue the process from #2 until all RoA dice are used.

MODIFIERS

Power shot: Natural dice rolls of 1 are always successful and armour or *Heal* rolls cannot be made.

Fumble: Natural dice rolls of 20 are always a failure. A model that rolls a natural 20 for any skill test may spend no further APs that turn. You cannot use the model's experience level bonus to re-roll a roll of 20.

Autohit: If a RS or CC attack is an **autohit**, the test is always successful. No dice are rolled, and autohits can never cause power shots or fumbles.

Weapons with special actions: Weapons with a special action and no separate profile may only be used with that action.

TERRAIN MODIFIERS

Normal corridor: A model making a CC or shooting action targeting a marine faction model receives a -2 CC or RS.

Infested corridor: A model making a shooting action targeting an alien faction model in the infested corridor receives a -4 RS.

ARMOUR

Modify the armour value by the strength of the attack:

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

Impenetrable armour: Armour cannot be reduced below the value in brackets by any means.

ENGAGING BY DISPLACING

If you move a model with a base larger than small to engage a tile (or it is on an already engaged tile) with at least 1 occupation point left free, but there are not enough occupation points left for it to legally move into, calculate the **occupation value** of all models in the tile (including the moving model).

Then, the engaging model's owner **displaces** a number of models. Choose models, beginning your own other models, and if the remaining models still exceed the tile occupation limit, choose another player to select and continue displacing from their own models so that the tile becomes fully occupied. If, by engaging by displacing with your model, you could not create a fully occupied tile, then that model may instead perform normal or special close combat actions as if it were engaged with the target tile.

The models being displaced must be moved to an adjacent empty tile or an adjacent tile containing only friendly models, and if this is not possible, to any adjacent tile.

PING TOKENS

You may choose at any point to replace one of your *Ping!* tokens with the relevant model. Players **MUST** reveal their *Ping!* tokens when at least 2 enemy tokens gain LOS. Each newly placed model retains its activation status.

Marines (Team Tactics): When a marine *Ping!* token is revealed, replace it with any unrevealed marine model of that unit entry, chosen by the marine player.

Aliens (Hide): When an alien faction *Ping!* token is revealed, replace it with the alien model shown. If the token has not yet been activated and is on an infested tile, the alien player may choose to place in **hide** any number of the models revealed this way, sacrificing their activation for the turn in which they were spotted. For each of these, place a hide token and an activation token on top of the relevant model, and it counts as being activated.

When spotted, an alien *Ping!* token in **hide** is not revealed, but all enemy tokens are revealed as normal. However, when models in **hide** are the targets of a CC or ranged attack, the alien player must reveal the targeted *Ping!* token and use the relevant stat card for abilities and stats, retaining the hide status and token.

Predators (Seasoned Hunter): When a *Ping!* token with the *Seasoned Hunter* skill is revealed, that predator model can be placed anywhere within 1 tile from the point of reveal, but not in LOS of any enemy model.

Predators (Vocal Mimicry): The only actions available to vocal mimicry *Ping!* tokens are move, run and pass. When any one of them is revealed or forced to take a point of damage from any source, remove it from play immediately. Vocal mimicry *Ping!* tokens do not reveal enemy *Ping!* tokens.



COMBAT

RANGED COMBAT

Shooting requires a **ranged weapon** and **LOS** to the target. Range is unlimited.

1. Spend an AP to perform a *Shooting* action.
2. Target an enemy model in LOS of the shooting model.
3. Pass a **ranged skill** (RS) test (unless the weapon autohits).
4. If the test is passed, the targeted model must pass an **armour test** or lose a wound.
5. If the weapon has a RoA higher than 1, continue the process from #2 until all RoA dice are used.

Targeting enemy model(s) engaged in close combat: -10 RS.

Shooting through or from engaged tiles: -2 RS for every engaged tile occupied by at least 1 enemy model between the shooter and the target tile.

CLOSE COMBAT

Close combat (CC) requires that the fighting models be **engaged**. Models are engaged if they occupy an engaged tile.

A tile is engaged if the tile is occupied by at least 2 models of opposing factions, or the tile is adjacent to a fully occupied and engaged tile occupied by models from at least 2 factions. Models without bases automatically engage occupied and all surrounding tiles.

1. Spend an AP to perform a *Close combat* action.
2. The target must be engaged with the attacking model.
3. Pass a **CC test** (unless the weapon causes autohits).
4. If the test is passed, the targeted model must pass an **armour test** or lose a wound.
5. If the weapon has a RoA higher than 1, continue the process from #2 until all RoA dice are used.

MODIFIERS

Power shot: Natural dice rolls of 1 are always successful and armour or *Heal* rolls cannot be made.

Fumble: Natural dice rolls of 20 are always a failure. A model that rolls a natural 20 for any skill test may spend no further APs that turn. You cannot use the model's experience level bonus to re-roll a roll of 20.

Autohit: If a RS or CC attack is an **autohit**, the test is always successful. No dice are rolled, and autohits can never cause power shots or fumbles.

Weapons with special actions: Weapons with a special action and no separate profile may only be used with that action.

TERRAIN MODIFIERS

Normal corridor: A model making a CC or shooting action targeting a marine faction model receives a -2 CC or RS.

Infested corridor: A model making a shooting action targeting an alien faction model in the infested corridor receives a -4 RS.

ARMOUR

Modify the armour value by the strength of the attack:

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

Impenetrable armour: Armour cannot be reduced below the value in brackets by any means.

ENGAGING BY DISPLACING

If you move a model with a base larger than small to engage a tile (or it is on an already engaged tile) with at least 1 occupation point left free, but there are not enough occupation points left for it to legally move into, calculate the **occupation value** of all models in the tile (including the moving model).

Then, the engaging model's owner **displaces** a number of models. Choose models, beginning your own other models, and if the remaining models still exceed the tile occupation limit, choose another player to select and continue displacing from their own models so that the tile becomes fully occupied. If, by engaging by displacing with your model, you could not create a fully occupied tile, then that model may instead perform normal or special close combat actions as if it were engaged with the target tile.

The models being displaced must be moved to an adjacent empty tile or an adjacent tile containing only friendly models, and if this is not possible, to any adjacent tile.

PING TOKENS

You may choose at any point to replace one of your *Ping!* tokens with the relevant model. Players **MUST** reveal their *Ping!* tokens when at least 2 enemy tokens gain LOS. Each newly placed model retains its activation status.

Marines (Team Tactics): When a marine *Ping!* token is revealed, replace it with any unrevealed marine model of that unit entry, chosen by the marine player.

Aliens (Hide): When an alien faction *Ping!* token is revealed, replace it with the alien model shown. If the token has not yet been activated and is on an infested tile, the alien player may choose to place in **hide** any number of the models revealed this way, sacrificing their activation for the turn in which they were spotted. For each of these, place a hide token and an activation token on top of the relevant model, and it counts as being activated.

When spotted, an alien *Ping!* token in **hide** is not revealed, but all enemy tokens are revealed as normal. However, when models in **hide** are the targets of a CC or ranged attack, the alien player must reveal the targeted *Ping!* token and use the relevant stat card for abilities and stats, retaining the hide status and token.

Predators (Seasoned Hunter): When a *Ping!* token with the *Seasoned Hunter* skill is revealed, that predator model can be placed anywhere within 1 tile from the point of reveal, but not in LOS of any enemy model.

Predators (Vocal Mimicry): The only actions available to vocal mimicry *Ping!* tokens are move, run and pass. When any one of them is revealed or forced to take a point of damage from any source, remove it from play immediately. Vocal mimicry *Ping!* tokens do not reveal enemy *Ping!* tokens.

MARINE ACTIONS

A model has 2 APs. Each action can only be used once per turn.

BASIC ACTIONS (1 AP)

Move (A): Make a move up to movement value in tiles.

Close combat (A): The model makes a number of CC tests equal to their weapon's RoA. The target must count as engaged with the model using the close combat action.

Disengage (A): Pass a CC test. If successful, the model may be moved away from the enemy onto an adjacent tile (as long as it is not occupied by an enemy model). If failed, the model loses its action and must continue to fight. Disengaging counts as a movement action.

Shooting (A): The model makes a number of RS tests equal to the rate of attack (RoA) of the weapon they are firing. The target must be in the shooter's LOS.

Interact (A): Interact with objectives/doors or use special skills described on the model's stat card, unless specified otherwise. Interact actions cannot be performed on engaged tiles.

Pass (A): End the model's activation.

SHOOTING:

Aim (A): Gain a +4 modifier to RS. Only add this to the first ranged attack if the weapon has a RoA higher than 1.

Using this skill and then obtaining a sentry token by any legal means would allow you to gain the bonus if you use a *Shooting* action with that sentry token.

Burning inferno (A): Requires a marine faction model with a flamethrower or a powerloader. Choose a target tile 1 or 2 tiles away. Every model on the target tile receives 1 autohit for each RoA of the weapon, using the weapon's ST and/or AVV. Intervening tiles between the firer and the target are not hit. A marine armed with a flamethrower may use their shooting action to target an adjacent air vent tile or a tile around a corner without LOS if the target tile is within 3 tiles of a marine model with the *Ping!* special skill.

Shotgun! (A): Requires a marine faction model with a shotgun. Choose a target tile within LOS and within a range of 2 tiles. Make an RS test for up to 4 enemy models on the target tile and up to 4 enemy models on the tile between the target tile and the tile occupied by the attacker. Each successful roll causes the model to receive a St 8, AVV 1 hit. *Shotgun!* cannot be used in the same turn as *Point blank shot*.

CLOSE COMBAT:

Point blank shot (A): Requires a marine faction model with a shotgun. Choose up to 3 enemy models engaged with the model and make a CC test for each. Each model successfully hit receives a hit using the shotgun's St and AVV. *Point blank shot* cannot be used in the same turn as *Shotgun!*

EXTENDED ACTIONS (2 APs)

Run (A): Make a move up to movement value in tiles +1.

Sentry (A): Place a sentry token next to the model and end its activation. Immediately after a model completes a basic or extended action, you may choose to use any sentry tokens you have previously placed on your models.

Discard a sentry token on to let that model use 1 of the following actions: *Move*, *Shooting*, *Close combat*, or *Pass*. If more than 1 model is chosen to expend their sentry tokens, players take turns based on initiative, expending 1 model's token at a time.

After the chosen models finish using their sentry tokens, the model whose activation was interrupted may continue as normal.

Tactical move (A): Put a sentry token on the model's base and then move the model 1 tile. The model may instantly use up a sentry action after moving, but before any other models that may want to respond to the tactical move with their own sentry actions.

Weld it shut! (A): Remove 1 air vent tile from the game permanently. The air vent tile cannot be engaged, and must must be adjacent to the tile occupied by this model. Models with the *Tiny* special skill located on the removed air vent tile are removed from the game as a casualty. Up to 4 air vent tiles can be removed from the game in this way.

SHOOTING:

Grenade launcher (A): Requires a marine faction model with *M41A pulse rifle*. The model may shoot the M40 under-barrel grenade launcher instead of the rifle. Use the M40 stat line for this attack. If a wound is inflicted by this action, the target model receives 2 wounds instead of 1.

Rapid fire (A): Requires a marine faction model with *pulse rifle* or *smartgun*. The model gains a +1 modifier to its ranged weapon's RoA and a -4 modifier to its RS for this action.

INTERACT:

Seal the bulkhead (A): Cannot be performed on engaged tiles. Spend 2 AP and pass a CC test to create a locked door. If the test is passed, place a new door piece on the interlocking border of the tile occupied by the model and any other adjacent corridor or room tile. If the test is failed, the model loses its remaining actions and is deactivated immediately. Up to 3 door pieces per game can be created in this way.

MARINE SKILLS

Auto-sentry (P): The model automatically receives a sentry token and an activation token at the beginning of each turn, and counts as having been activated during that turn.

Dodge (P): After this model is hit by an attack, roll D20. On 1-5 the model dodges the attack and it has no effect. On 6-20 the dodge fails; continue as normal. Dodge rolls cannot be made to avoid flamethrower hits.

Guided fire (P): This model may re-roll any failed RS tests.

Gun emplacement (P): This model never counts for any mission objectives and may not benefit from the *heal* and *medic* rules. They automatically pass all St and Con checks they must take due to a card or game effect, and do not benefit from any faction abilities.

Heal (x) (P): When this model loses a wound, take this test with a value equal to x. If the test is passed, ignore the wound. Heal rolls may not be made against *Power shot* wounds.

Medic! (P): This model grants *Heal (4)* to every friendly model on the same and adjacent tile(s).

Perimeter secured! (P): For every door successfully opened by any model from the alien and/or predator factions, while at least 1 model with this skill is in the friendly force, roll D20. On 1-5 all models located on tiles adjacent to the doors receive an St 8, AVV 2 autohit.

Ping! (P): Provides LOS to all tiles within a range of up to 3 tiles for the *Burning inferno* skill and the *Grenade!* strategy card only.

Team tactics (P): When a marine *Ping!* token is revealed, it must be replaced with any unrevealed marine model of that unit entry, chosen by the marine player. Additionally, when any *troop* type marine model loses a wound, it may be taken by any other *troop* type marine model of that unit entry occupying the same tile.

ALIEN ACTIONS

A model has 2 APs. Each action can only be used once per turn.

BASIC ACTIONS (1 AP)

Move (A): Make a move up to movement value in tiles.

Close combat (A): The model makes a number of CC tests equal to their weapon's RoA. The target must count as engaged with the model using the close combat action.

Disengage (A): Pass a CC test. If successful, the model may be moved away from the enemy onto an adjacent tile (as long as it is not occupied by an enemy model). If failed, the model loses its action and must continue to fight. Disengaging counts as a movement action.

Shooting (A): The model makes a number of RS tests equal to the rate of attack (RoA) of the weapon they are firing. The target must be in the shooter's LOS.

Interact (A): Interact with objectives/doors or use special skills described on the model's stat card, unless specified otherwise. Interact actions cannot be performed on engaged tiles.

Pass (A): End the model's activation.

MOVEMENT:

Hide (A): Requires infested tiles. Any alien model on an unengaged infested tile may spend 1 AP to be placed in *hide*. Immediately replace the model with a *Ping!* token and place a *hide* token on top. The model can still be targeted with a ranged attack with a -10 modifier to RS.

Any further actions initiated by the model, or being engaged, removes its *hide* status and the *Ping!* token is immediately replaced with the appropriate model. The -10 RS modifier overrides the -4 modifier for shooting at alien faction models located on infested tiles. *Skulking advance* and *Pass* are the only actions a model may perform without losing its *hide* status.

SHOOTING:

Acid spit (A): Choose the target tile adjacent to the tile occupied by the attacking model. For every enemy model on the targeted tile, make an RS test. If successful, the targeted model receives a hit with St 12 and AVV 0.

CLOSE COMBAT:

Facehug (P): Models hit in close combat must pass a Con test instead of an armour test, or lose 1 wound. For each model removed from play by this skill, the alien player may instantly place one of his own alien faction models as long as the appropriate model is available. Such models are placed on any unengaged and infested tile and count as having been activated for this turn. After successfully removing any model from play with *Facehug*, remove the *facehugger* model as a casualty.

Model facehugged Alien faction may deploy

Troop type marine model on a small base (not sentry gun)	Alien infant warrior
Marine HQ or power loader	Alien warrior
Predator HQ or power loader	Alien stalker
Predator faction hell hound	Alien stalker
Any other predator faction model	Predalien (1 wound)

EXTENDED ACTIONS (2 APs)

Run (A): Make a move up to movement value in tiles +1.

Sentry (A): Place a sentry token next to the model and end its activation. Immediately after a model completes a basic or extended action, you may choose to use any sentry tokens you have previously placed on it. Discard a sentry token to let that model use 1 of the following actions: *Move*, *Shooting*, *Close combat*, or *Pass*. After the chosen models finish using their sentry tokens, the model whose activation was interrupted may continue as normal.

Skulking advance (A): The model is replaced with its *Ping!* token and gains the *hide* status in the same way as a model using the *Hide* action. The token is placed on an unengaged, adjacent infested tile. The model does not lose its *hide* status during a *Skulking advance* move. *Skulking advance* and *Pass* are the only actions it may perform without losing its *hide* status.

CLOSE COMBAT:

Paroxysm (A): The model attacks engaged models using the full RoA of both its claws and tail strike weapons.

ALIEN SKILLS

Acidic blood (P): Whenever this model loses a wound, roll D20. On 1-6, if you are able, place an *acid damage token* on the model's tile. Additionally, 1 model from the predator or marine factions on this tile, chosen by the player controlling the alien being removed from play, receives a ST 10 autohit.

Climbing claws (P): This model may move through fully occupied tiles, but may not finish its move on one.

Dodge (P): After this model is hit by an attack, roll D20. On 1-5 the model dodges the attack and it has no effect. On 6-20 the dodge fails; continue as normal. Dodge rolls cannot be made to avoid flamethrower hits.

Egg injection (P): Models removed from play as a result of a CC attack must take a Con test. For every model that fails, the alien faction player may instantly place one of his own alien faction models, if available (see *Facehug*). Models deployed in such a way count as already activated for this turn.

Hive bloodhounds (P): This model receives +1 to its movement value when using a *Run* action.

Improved dodge (P): After this model is hit by an attack, roll D20. On 1-10 the model dodges the attack and it has no effect. On 11-20 the dodge fails; continue as normal. Dodge rolls cannot be made to avoid flamethrower hits.

Improved hide (P): This model, while located on an infested tile at the beginning of the turn, is placed in *hide* as per the *Hide* skill before the first activation takes place. This model does not need to spend an AP to be placed in *hide* and can be activated as normal.

Resilient (P): This model can never receive more than 1 wound per failed armour or Con test.

Royal pheromones (P): All friendly alien models within a range of 2 tiles from this model receive a +2 modifier to their CC value. This is not cumulative.

Tiny (P): This model may never assist in taking a *Force the doors open* test. They may finish their activation on an air vent tile. They never count for mission objectives or frags, and may never carry any mission objective tokens.

Unstoppable (P): This model always passes *Force the doors open* tests.

INTERACT:

Force the doors open (A): As an interact action, roll D20:

Model's base size	Test succeeds on
Small	5 or less
Medium	10 or less
Large	15 or less
No base	Automatic success

Each alien model (except *Tiny* models) occupying a tile (even an engaged tile) on either side of a door being forced open counts as *assisting* (even if it was activated in the current turn). The active model receives +1 to the test value for each assisting model.

PREDATOR ACTIONS

A model has 2 APs. Each action can only be used once per turn.

BASIC ACTIONS (1 AP)

Move (A): Make a move up to movement value in tiles.

Close combat (A): The model makes a number of CC tests equal to their weapon's RoA. The target must count as engaged with the model using the close combat action.

Disengage (A): Pass a CC test. If successful, the model may be moved away from the enemy onto an adjacent tile (as long as it is not occupied by an enemy model). If failed, the model loses its action and must continue to fight. Disengaging counts as a movement action.

Shooting (A): The model makes a number of RS tests equal to the rate of attack (RoA) of the weapon they are firing. The target must be in the shooter's LOS.

Interact (A): Interact with objectives/doors or use special skills described on the model's stat card, unless specified otherwise. Interact actions cannot be performed on engaged tiles.

Pass (A): End the model's activation.

SHOOTING:

Smart-disc throw (A): Requires a predator faction model with a smart-disc. Choose a target tile within a range of 2 tiles (into air vents is allowed, but not through them). No LOS is required.

Make a range attack with RoA 2 on that tile. If there is a tile between the attacker's tile and the target's tile, you may then make a range attack with RoA 2 against models on that intervening tile. One model may receive a maximum of 1 wound as a result of each *Smart-disc throw* action.

EXTENDED ACTIONS (2 APs)

Run (A): Make a move up to movement value in tiles +1.

Sentry (A): Place a sentry token next to the model and end its activation. Immediately after a model completes a basic or extended action, you may choose to use any sentry tokens you have previously placed on your models.

Discard a sentry token on 1 of your models to let that model use 1 of the following actions: *Move*, *Shooting*, *Close combat*, or *Pass*. If more than 1 model is chosen to expend their sentry tokens, players take turns based on initiative, expending 1 model's token at a time.

After the chosen models finish using their sentry tokens, the model whose activation was interrupted may continue as normal.

INTERACT:

Field wound treatment (A): Roll D20. On 1-10 the model regains 1 wound lost earlier in the game. On 11-20 the wound is not regained and the APs are lost. This action cannot be performed on engaged tiles. Each predator model may regain only 1 wound with this action per game.

PREDATOR SKILLS

Charge! (P): Models making a CC attack in a turn where they have made a movement action of at least 1 tile receive a +2 modifier to their CC skill for all of their CC tests.

Hot plasma (P): Successful armour tests against hits caused by a weapon with this skill must be re-rolled.

Pack hunt (P): This model receives a +1 modifier to CC and ranged shooting tests for each other model with this skill within the range of 1 tile.

Rage! (A): A model may use this skill at the beginning of its activation, before any APs are spent. The model can re-roll any CC test in the turn, and receives a +2 modifier to the weapon's St. At the end of its activation the model loses a wound with no armour test allowed.

Seasoned hunter (P): When a *Ping!* token with this skill is revealed, that predator model can be placed anywhere within 1 tile from the point of reveal, but not on a tile in LOS of any enemy model.

Self-destruct device (P): When a model armed with a self-destruct device loses its last wound, roll D20. On 1-5, every model (friend or foe) on the same tile takes a S 15, AVV 10 autohit. Every model (friend or foe) on each adjacent tile takes a S 11, AVV 3 autohit.

Vocal mimicry (P): A predator force may include a number of vocal mimicry *Ping!* tokens. The only actions available to those tokens are move, run and pass. When any one of them is revealed or forced to take a point of damage from any source, remove it from play immediately. Vocal mimicry *Ping!* tokens do not reveal enemy *Ping!* tokens.

INTERACT:

Force the doors open (A): *Predator Hellhound only.* As an interact action, roll D20; the test succeeds if the result is equal to or lower than 5.

Each hellhound occupying a tile (even an engaged tile) on either side of a door being forced open counts as **assisting** (even if it was activated in the current turn). The active model receives +1 to the test value for each assisting model.