

THE HUNT BEGINS





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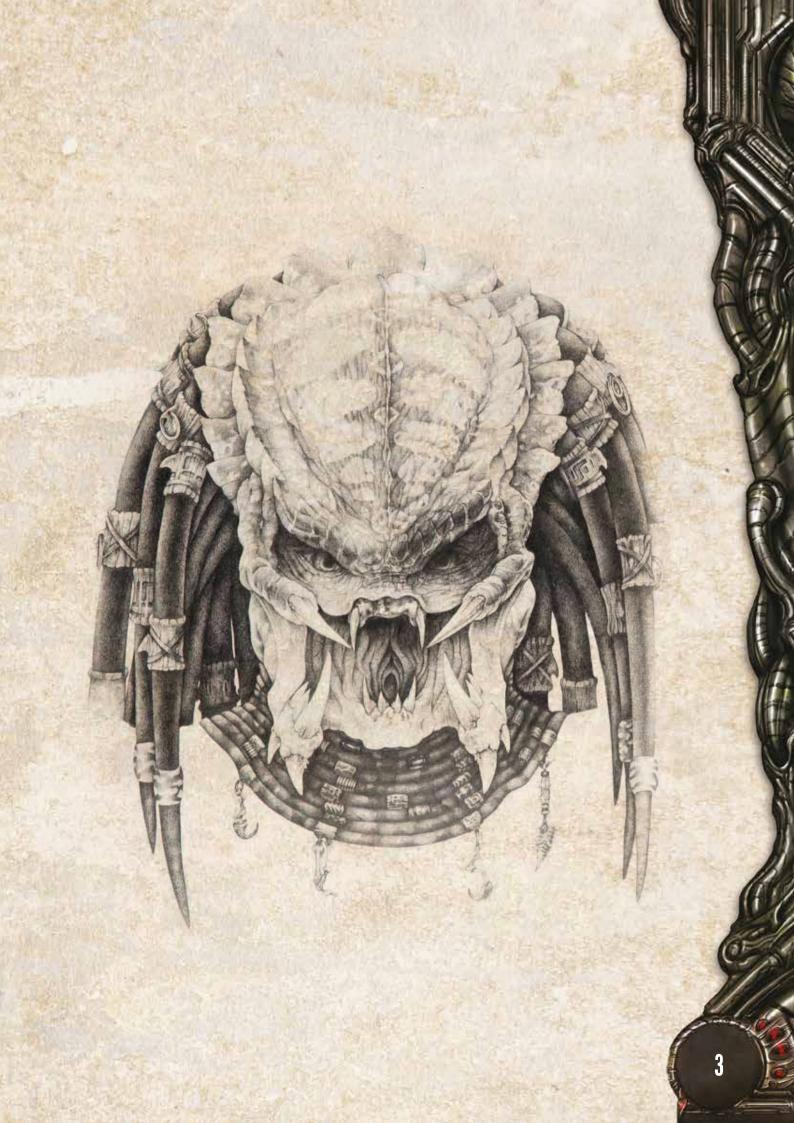


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INTRODUCTION

What is Alien vs Predator: The Hunt Begins?

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

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

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

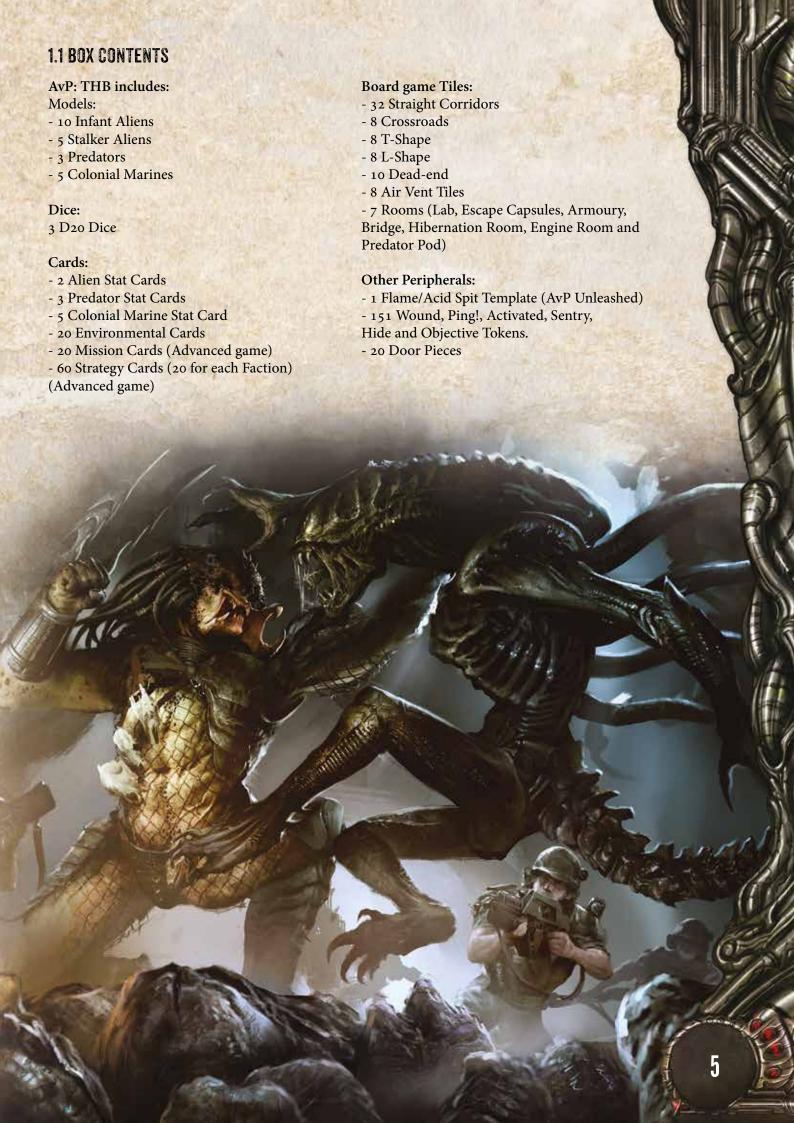
Each Force offers a unique set of skills to provide their own diversity to the gameplay of the Aliens vs Predator: The Hunt Begins board game. Whether you prefer to take control of a swarm of nightmarish Aliens flooding the dark corridors with numbers or command brave Colonial Marines to fight the terrors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

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

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

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





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1.2 ASSEMBLY 2. RULES INTRODUCTION

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

The miniatures included in AvP: THB have been specially designed by Prodos Games LTD.

1.3 MINIATURE DEFINITIONS

BASES

The AvP: THB rules are written with the assumption that the provided Models are mounted on the bases with which they are supplied. The Models base size has a variety of purposes in the rules of the game.

We use three types of base sizes:

- Small Bases are 30mm in diameter.
- Medium Bases are 40mm in diameter and are used, for example, as HQ/Elders and Alien Warriors.
- Large Bases are 50 mm or more in diameter and are used for Large Models and Light Vehicles.

Monsters often do not have a base or have a special base (Alien Crusher). These are regarded as a Large Base in the Game Rules, unless otherwise specified.

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

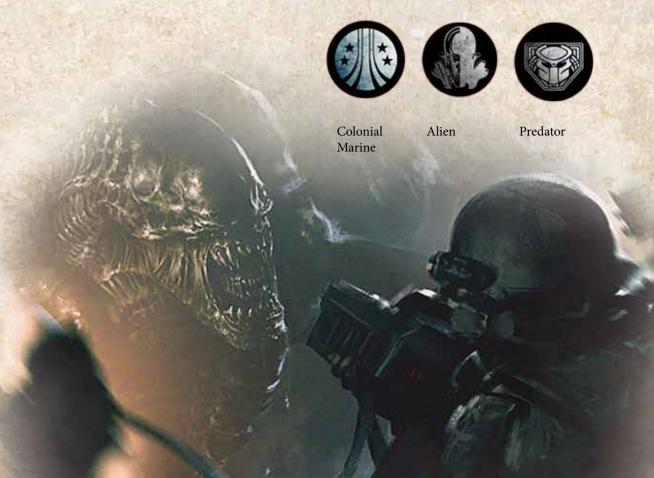
Basic rules and Stats apply to all of the Models in the game, unless stated otherwise. They include the rules for movement, shooting and close combat and are everything you need to play the game. Basic rules make for fast-paced, dynamic games.

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

2.1 HIDDEN IN DARKNESS -PING! TOKENS

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

Ping! Tokens:



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

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

Players may look under their own *Ping! Tokens* at any point in time to recall the positions of his or her undetected Models. You don't have to memorise your forces' positions!

2.2 GENERAL GAME CONCEPTS

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

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

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

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

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

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

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

Activated/Deactivated – A Model that is Activated may spend Action Points to complete Basic or Advanced Actions and use its Active Special Skills. Deactivated Models are Models that have been activated or are counted as having been activated in the Game Turn. Deactivated Models may not use any Actions in this Game Turn.

Autohit – If a Ranged or Close Combat Attack is described as being an 'Autohit', this means that the RS or CC Test is always successful.

Action Point – Points that allow Models to perform many different Actions. Each Model starts its activation with two Action Points. Each Action costs at least one Action Point, unless specified otherwise.

Reference to page 23

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

Reference to page 27

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

Reference to page 28

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

Deck - A deck of Cards of a certain type.

LVL - An abbreviation for Level.

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

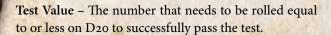
Displaced – A Model is Displaced when two or more Models swap their respective positions in a way that keeps the Engaged Tile legally fully occupied. More info about Displacing appears in the 5.2.1 Section of the Rulebook. Reference to page 29

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

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

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





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

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

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

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

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

Fully Occupied Tile - Tile with no remaining Occupation Points.

2.3 UNIT STATISTICS

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

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

M







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

CC





Close Combat. The higher the value of this skill, the better a Model is at fighting. This skill describes a Model's effectiveness in close combat as well as familiarity with close combat conditions and the ability to perform other Actions while Engaged in melee. This is the Test Value required to roll on a D20 to successfully pass a Close Combat Skill Test.

RS



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

St



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

Con



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

LD



Leadership. This is the skill describing the ability to act as a cohesive unit, a member of a squad or the strength of the Model's ego and natural instincts. This is the Test Value required to roll on a D20 to successfully pass a LD Skill Test.

W



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

A



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

ACTION POINTS

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



Example of Colonial Marine Stat Card.

Ranged Weapons logo

Close Combat Weapons logo



2.4 WEAPONS STAT VALUES

M56 SMART GUN		
ST	ROA	AVV
14	3	1

St - Strength. The Strength of a Model's Weapon will Modify the Armour Value of its target.

RoA - Rate of Attack. The amount of a Skill tests that can be made during a Ranged or Close Combat Attack. AVV - Anti Vehicle Value. This value will Modify the Vehicle Armour (VA) of targets with SP (Structure Points). (The Vehicle rules are not yet released).

2.5 CARDS

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

Stat Cards



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

Environmental Cards



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

Strategy Cards



Predator Strategy Card



Alien Strategy Card



Marine Strategy Card

Strategy Cards are Faction Specific Cards portraying the advantages, tactics or special manoeuvres for each Force. Before the game starts, each player draws five Strategy Cards from their deck. Each player may discard their entire initial hand to the discard pile, before the first Game Turn starts and replace it with a fresh hand from the top of their deck. They must keep their second hand. A player's hands are kept secret.

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

Strategy Cards can only be played between individual Model activations of any player, unless specified otherwise, on the Card. The player that activates the next Model may choose to play a Strategy Card before the enemy player. Unless otherwise specified, Strategy Cards are removed from play immediately after the effect on the Card takes place and added to the owning player's discard pile.

Mission Cards



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

2.6 GAME BOARD

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

2.6.1 Floor Tiles

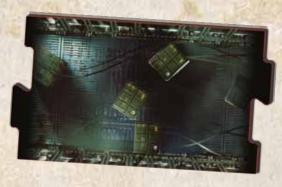
The individual pieces that make up the maps are called Tiles. Their edges are cut so that they interlock with each other, like puzzle pieces and won't slip apart in the heat of the game. The individual Tiles also have specific functions. AvP: THB uses five different types of Tiles:

Infested Corridor



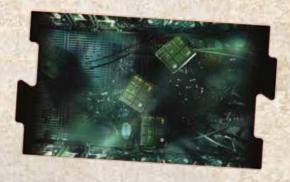
Any Model making a Shooting Action targeted at a Model of the Alien faction placed within the Infested Corridor receives a -4 modifier to Ranged Skill (RS) due to the Xenomorphs' natural ability to blend into their infested surroundings.

Normal Corridor



Any Model making a Close Combat Action targeted at a Model from the USCM faction receives a -4 modifier to Close Combat (CC) due to the Marines' extensive combat training, allowing them to use every available box, corner or niche to gain a tactical advantage.

Half Infested Corridor



Counts as both an Infested and a Normal Tile, providing modifiers for both Marines and Aliens as described above.



Rooms

Rooms follow the same rules as Normal Corridors Tiles, as described above, unless they are Infested Rooms, in which case they follow the rules of Infested Corridors Tiles. Unless specified otherwise, Room Tiles do not have any Special Rules.

Engine Room



Armoury



Bridge



Hibernation Room



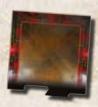
Escape Pod



Laboratory



Predators Pod



Docked Predator Pod. Entry point of Predator Faction.

Tokens

Ping! Tokens included in the game box.



Alien Stalker



Alien Infant Warrior



Marine Soldier



Predator Warrior with Combi-Stick



Predator Hunter



Predator Warrior with Smart-Disc





Alien Infant Warrior Back



Marine Soldier Back



Predator Warrior with Combi-Stick Back



Predator Hunter Back



Predator Warrior with Smart-Disc Back



Alien



Predator



Marines



2.6.2 Doors

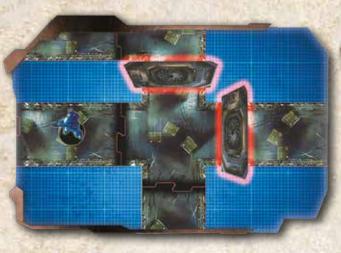
Door Pieces represent the airlocks and bulkheads of the USCSS Theseus. Hydraulic-powered heavy-metal slabs separating sections of the ship may often be the only thing keeping death at bay. Heavy-duty bulkheads are made to withstand a sudden loss of pressure, shrapnel, explosions and any amount of small-arms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

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

Seal the Bulkhead (A) (Marine Faction Unique Action)

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

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



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



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



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

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

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



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

Force the Doors Open (A) (Alien Faction Unique Skill)

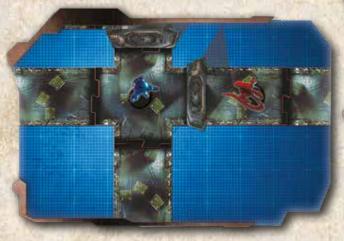
- Any Alien Model may try to force open a door by spending a Close Combat Attack Action and succeeds if D20 roll is equal to or lower than the following Test Values.

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

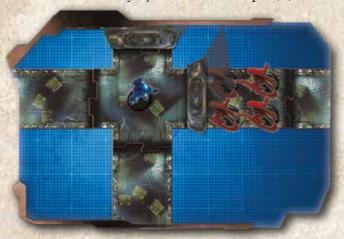
Assisting in Force the Doors Open (A)

(Aliens Faction Unique Rule)

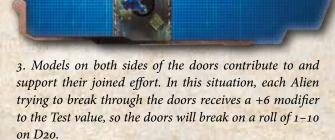
Each Alien Model, with exception of Models with the Tiny (P) Special Skill, occupying Tiles adjacent to a door, whilst it is being forced open, counts as assisting, even if it was activated in the current Game Turn. Friendly Models located on both sides of the doors count as assisting. The Model trying to break down a door receives a +1 modifier to the required Test value for each assisting Model. Models on adjacent Engaged Tiles can assist in a Forcing the Doors Open (a) Action.



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



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





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



Powerloader painted by Prodos Games Studio
This Model is available separately and is not included in AvP:THB



TURN SEQUENCE

ROLL A D20 FOR INITIATIVE THE HIGHEST ROLL WINS

PLAYER WITH THE INITIATIVE DRAWS AN ENVIRONMENTAL CARD

ALL PLAYERS DRAW STRATEGY CARDS TO 5 IN HAND REMOVE ALL ACTIVATION TOKENS FROM THE BOARD

> PLAY STRATEGY CARDS

ACTIVATE A MODEL NO MORE MODELS TO BE ACTIVATED

SPEND THE MODEL'S AVAILABLE ACTION POINTS

AVAILABLE ACTION POINTS =0

THE OPPONENT TAKES THE INITIATIVE

CHECK VICTORY CONDITIONS -

END OF THE GAME

←YES-

- NO →

START OF THE NEW GAME TURN INITIATIVE PHASE

CARD AND TOKEN REFRESHMENT PHASE

MODEL ACTIVATION PHASE

VICTORY CONDITIONS CHECK PHASE

3. HOW TO PLAY

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

AvP: THB is played by one or more players on a game board made up of cardboard Tiles. Players take control of a chosen faction and try to lead it to victory, whether by slaying all of the enemies or by completing Mission objectives. Completing your Mission and, at the same time, preventing opponents from completing theirs will require the ability to predict the enemy's movements, making long-term plans and a dose of luck.

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

- Move their models
- Fight an enemy model
- Open a door
- Use Special Skills

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

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

Once all of the models on the board have been activated, the next Game Turn starts.

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

3.1 STARTING A GAME

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

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

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

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

3.1.1 Basic Game Preparation

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

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

3.1.2 Advanced Game Preparation

- Agree with the opponent on the point limit for the game. Each player creates an army using AvP: THB Add-ons or the Models supplied with the AvP: THB board game within the agreed point limit.
- 2. Set up a game board. Roll D2o/2, copy the map layout from the appropriate Mission (as described in the Mission section) and use the relevant Tiles to set-up the board. Alternatively, if both players agree, place the game Tiles as desired. Each player then draws a Mission Card and places Mission Tokens according to the Placing Mission Tokens rule.
- 3. Place all of the *Ping! Tokens* on the Tiles as per the Mission description.
- 4. Each player draws five Strategy Cards from the appropriate faction deck.

3.1.3 Turn Sequence

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

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

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

INITIATIVE PHASE

Each player rolls a D2o. The highest roll wins. In case of a tie, reroll until one player wins the roll. The winner may choose to give the Initiative to an opponent.

CARD AND TOKENS REFRESHMENT PHASE

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

MODEL ACTIVATION PHASE

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

Activation Tokens: Marine, Predator, Alien







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

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

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

VICTORY CONDITIONS CHECK PHASE

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

END OF GAME TURN

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

3.2 LINE OF SIGHT (LOS)

A *Ping! Token* or a Model has Line of Sight (LOS) of an opposing player's *Ping! Token* or Model if any of the players can draw a straight, unblocked line between the centres of two occupied by a *Ping! Token* or Model Tiles. In the heat of battle the exact position of a Model on a Tile is irrelevant, we assume that Models dodge and duck, moving around the Tile as they see fit while sneaking up on or fighting against their enemies.

Air Vent Tiles cannot be used to draw LOS.

Ping! Token conversion to a Model

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

- Voluntary—The controlling player may decide at any point in the game to replace the *Ping! Token* with the relevant Model, following the rules of token conversion below.
- Mandatory—Both Players reveal their Ping! Tokens once both tokens gain LOS. If the Ping! Token has not yet been activated during that Phase, then all of the newly placed Models can be activated as normal. If the Ping! Token has already been activated, then the Model cannot be activated until the next Game Turn.



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



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



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

Each faction in the AvP: THB has its own Special Rules for converting tokens into Models:

Aliens:

Once the token is revealed, it must be replaced with the Alien Model shown on the token. However, if the *Ping! Token* has not yet been activated and is located on an Infested Tile, then the Alien Player may decide to keep any number of Models with LOS of opposing Models in Hide, sacrificing their activation for the turn in which they were spotted. Place a Hide Token on top of the Models *Ping! Token* which decides to use Hide as a reaction to being spotted; each of them then counts as Deactivated for the Game Turn. While in Hide, an Alien *Ping! Token* is not revealed when spotted.

Colonial Marines:

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

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

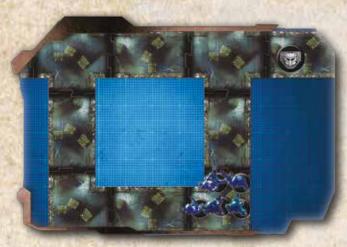
Predators:

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

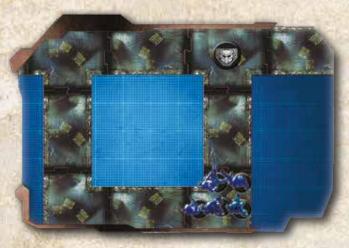
Vocal Mimicry (P) – Predators use their advanced technology to deceive and bait enemies to exactly where they want them. To represent this, a Predator force always starts each Mission with two extra *Ping! Tokens*. The only Actions available to those Tokens are Move and Run. When any one of the Tokens granted by Vocal Mimicry (P) is revealed or is forced to take a damage from any source, remove it from play immediately.



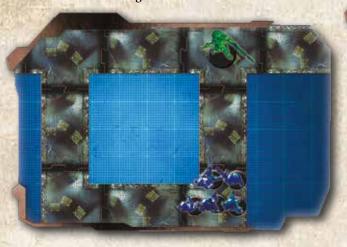
Predator's Vocal Mimicry Token



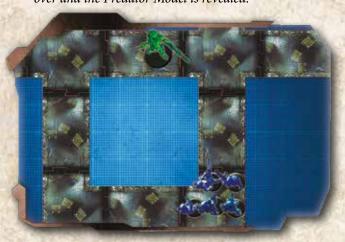
1. Marines are getting ready for a Predator by assuming a defencive formation.



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



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



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

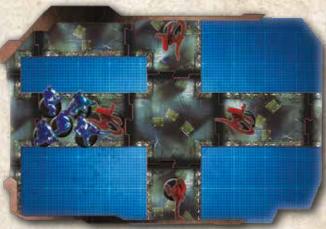
3.3 TILE OCCUPATION RULES

Each Tile has its own limit of Models that can occupy it, which is referred to as Tile Occupation.

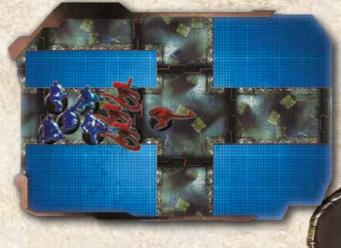
Each Tile in the game has a capacity of eight Occupation Points. Depending on its base size, each Model reduces the number of Occupation Points on a Tile by a certain number of Occupation Points. Once the Occupation Points of a Tile are reduced to zero, no more Models can pass through or be placed on that Tile.

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

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



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



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

ACID DAMAGE TOKEN

Acid Damage Token – This token represents structural damage to the construction of the ship's deck. Whenever a Model with the Acidic Blood Special Skill loses a wound, roll a D20. On a roll of 1–5, the lost wound is accompanied by a jet of extremely dangerous molecular acid. If you are able, place an Acid Damage Token on a Tile occupied by the Model that lost a wound. Even if a token cannot be placed, additionally, one Model (friendly or foe) on this Tile chosen by the Alien faction player receives a St10 Autohit. The Tile's Occupation Points are reduced by one for each Acid Damage Token on a Tile. Up to two Tokens can be placed on each Tile, unless specified otherwise and their effect is cumulative.



Acid Damage Token

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

4. MOVEMENT

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

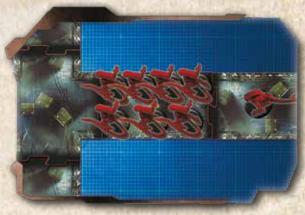
In the game we have two Movement Actions from which a player can choose:

Basic Action - Move (A)

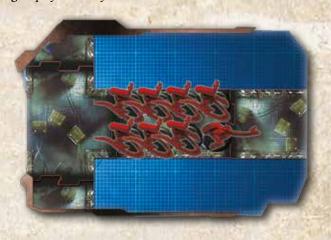
A Model can travel up to a number of Tiles equal to its Movement value. The Model can be positioned anywhere within the footprint of the Tile.

A Model cannot travel through a Tile that is fully occupied (no Occupation Points left) by friendly or enemy Models, unless stated otherwise.

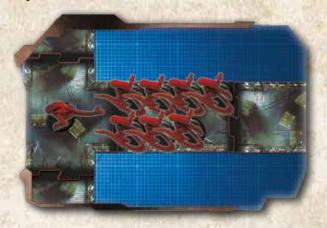
Each Model may perform only one Move Action (including Run Action) per Game Turn, unless specified otherwise.



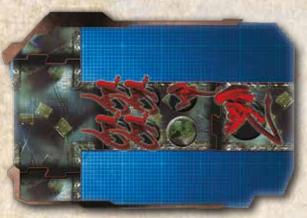
1. The active Alien Stalker would like to pass through the group of Alien Infant Warriors.



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



3 ...the Stalker may pass through.



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

Extended Action - Run (A)

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

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

4.1 CARRYING AN OBJECTIVE TOKEN

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

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

A Model carrying any kind of Token is considered encumbered and, therefore, may not move more than two Tiles in each of its activations, which cannot be increased by any means.

5. ACTIONS

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

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

5.1 GENERAL BASIC ACTIONS (ONE ACTION POINT)

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

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

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

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

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

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

Sentry Action (A) – A Model may use one Action to enter Sentry. Place a Sentry Token next to a Model to indicate its status. Models in Sentry can hold off one Action Point (which cannot be increased by any means) to be used as a reaction during the enemy's Activation Phase. The following Basic Actions may be used during a Sentry Action: Shooting, Close Combat and Move. Sentry Actions can be used between the activation or Actions of enemy Models. Sentry Tokens not used up as a reaction to opponents' Actions must be used before the end of the Game Turn. The Sentry Action lasts until the end of the Game Turn.





For Example: Mark activates his Model. Chris can now use a Model in Sentry mode before Mark can use any Action Points of the activated Model.

For Example: Mark activates his Model. Chris decides not to use their Model(s) in Sentry at that point, so Mark issues a Move Action, Engaging a Model in Sentry. Chris can choose to use the Models Sentry Action at this point

Sentry Tokens



5.1.1 Marine Faction Unique Basic Actions:

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

Burning Inferno (A) (Requires: Marine Faction Models with a Flame thrower or a Powerloader) – Every Model on a target Tile within a range of up to two Tiles receives one Autohit for each RoA of the weapon with St and/ or AVV equal to the Weapon's St and AVV. A Marine armed with a Flame thrower may use his or her Shooting Action to target a Tile located around a corner without the need for LOS if the target Tile is within three Tiles of a Marine Model with the Ping! Special Skill. Burning Inferno (A) counts as a Shooting Action.

Shotgun! (A) (Requires: Marine Faction Models with a Shotgun) – Choose a target Tile within LOS and within a range of two Tiles of the Marine Model using the Shotgun! (A) Special Skill. Make an RS Test for every enemy Model on the target Tile and all enemy Models located on the Tile between the target Tile and the Tile occupied by the Model using the Shotgun! Special Action. Each Model that is hit receives a St 8 Autohit. Shotgun! (A) Counts as a Shooting Action.

Point Blank Shot (A) (Requires: Marine Faction Models with a Shotgun) – A Model armed with a shotgun may perform a Point Blank Shot (A) Special Action. Nominate up to three enemy Models Engaged with the Model using a Point Blank Shot. The targeted Models receive an Autohit with St and AVV equal to weapons St and AVV. A Point Blank Shot counts as a Close Combat Action.

5.1.2 Alien Faction Unique Basic Actions:

Hide (A) (Requires: Infested Tiles) – Any Alien Model on an unengaged Infested Tile may spend one Action Point to be placed in Hide. The Model is immediately replaced with a *Ping! Token* and a Hide Token is placed on top of the Model's *Ping! Token* to indicate its status; however, the Model can still be targeted with a Ranged Attack with a -10 modifier to RS. Any further Actions initiated by the Model or being Engaged remove its Hide status and the *Ping! Token* is immediately replaced with the appropriate Model. The -10 RS modifier overrides the -4 modifier for shooting at Alien faction Models

located on Infested Tiles. Skulking Advance (A) and Pass are the only Actions that a Model may perform without losing its Hide status.

Hide Tokens







5.2 GENERAL EXTENDED ACTIONS (TWO ACTION POINTS)

Performing a complex or challenging task sometimes requires more time, preparation or assistance to succeed. Some Actions require full focus or extended duration to complete and, as such, take more than one Action Point from Models' Action Point pool. Taking some time on the battlefield may be the only way in which to ensure that a task is done correctly with a significant and lasting effect.

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

5.2.1 Marine Faction Unique Extended Actions:

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

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

Grenade Launcher (A) – Models equipped with the M41A Pulse Rifle may spend two Actions to shoot the M40 under-barrel Grenade Launcher instead of the M41A Pulse Rifle. Use the M40 stat line for this attack. If a wound is inflicted by the Grenade Launcher (A) Special Action, the target Model receives two wounds instead of one. The Grenade Launcher (A) counts as a Shooting Action.

Rapid Fire (A) (Requires: Marine Faction Model with Pulse Rifle or Smartgun) – A Model completing a Rapid Fire Shooting Action gains a +1 modifier to its Ranged Weapon's RoA and a -4 modifier to its RS for this Action. Template weapons cannot use Rapid Fire. Rapid Fire (A) counts as a Shooting Action.

SHOOTING AND CLOSE COMBAT ACTION

CLOSE COMBAT ACTION CAN BE ISSUED IF A MODEL IS ENGAGED

SHOOTING ACTION CAN BE ISSUED IF A MODEL IS WITHIN LOS

SPEND AN ACTION POINT TO ISSUE A CLOSE COMBAT OR SHOOTING ACTION

CHOOSE A TARGET MODEL 🔸

—MAKE A CC OR RS TEST WITH APPROPRIATE MODIFIERS-

IF FAILED AND NO MORE ROA TO BE ALLOCATED

IF 20 IS ROLLED

IF PASSED -

IF FAILED AND MORE ROA TO BE ALLOCATED

MODEL MAKING CC OR RS TEST CANNOT MAKE ANY OTHER ACTIONS IF 1 IS ROLLED

ALLOCATE ANOTHER ROA

TARGETED MODEL Cannot Make an Armour or Heal Rolls

THE MODEL ENDS ITS ACTION TARGET MODEL MUST PASS AN ARMOUR TEST WITH APPROPRIATE MODIFIERS OR RECEIVE A WOUND

NO MORE ROA To be allocated

5.2.2 Alien Faction Unique Extended Actions:

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

5.2.3 Predator Faction Unique Extended Actions:

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

6. COMBAT

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

Marines, armed with state-of-the-art firepower and drilled and trained in advanced squad tactics, are willing to sacrifice themselves for their squad mates if the situation calls for it and go the extra mile to complete their Mission.

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

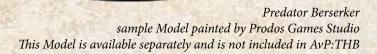
Fearsome Yautja hunters known as Predators, towering above even the tallest of humans, are supported by advanced technology they use as weapons and tools of the hunt. Physically very powerful and resistant, they follow the honourable Code of the Hunt, driving them to gain standing within their clan and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

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

6.1 ARMOUR

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

An Armour Value is modified by the Strength of the attack, as shown in the table below:



Weapon Strength and respective Armour Test value modifiers:

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

Example: The Predator's Armour Value is 18 (14), meaning that if the Predator needed to take an unmodified Armour Test, then a D20 roll of 18 or less would be required. If there were modifiers, then their cumulative value could never reduce the Predator's Armour Value below 14.

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

6.2 WOUNDS

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

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



Predator's Wound Token

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

6.3 RANGED COMBAT

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

Unless specified otherwise, every Model requires a ranged weapon and LOS of the Target to use any Shooting Action.

The range of a Models Ranged Weapon, unless stated otherwise, is unlimited.

The Ranged Attack can be described in five steps:

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



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



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



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

Making a Ranged Attack at Engaged Models

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

Shooting through Engaged Tiles

While making a Ranged Attack, the attacker receives a -2 modifier to the RS Test for every Engaged Tile occupied by at least one enemy Model between the shooter and the target Tile.

6.4 CLOSE COMBAT

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

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

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

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

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

The Close Combat Attack process flow:

- The Activated Model must spend an Action point to make a Close Combat Action.
- 2. The targeted enemy Model must be Engaged with the Model making the Close Combat Action.
- 3. To Hit the target Model, the attacking Model must pass a Close Combat Test with relevant modifiers or the target Model(s) is automatically hit in the case of weapons causing Autohits.
 - 4. If the CC Test is unsuccessful, then the attack misses. If the player's Model passes the CC Test,

- then the targeted Model must pass an Armour Test with relevant modifiers or lose a wound.
- 5. If the Activated Models weapon has an RoA (Rate of Attack) higher than one, then continue the process from point 2 until all RoA dice of the Activated Model's weapon(s) have been used.

Fast Dice — Experienced players

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



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



2. The Alien player proceeds to roll the required Armour Tests. Strength of a Combi-Stick is 14, so the Alien Infant Warrior Armour value of 13 is modified by -4 to a final Test Value of nine. The Alien faction player rolls a die and gets 13 and 10. An undeveloped exoskeleton is not hard enough to protect Aliens from massive blows and both Alien Infant Warriors lose a wound. The player tests for an Acid Splash and rolls seven and 19, failing to generate any Acid Damage Tokens. The last Engaged Alien Model, the Alien Stalker, receives a hit as well from the Predator, tests his Armour on the final Test value of six (10 - 4 = +6) and fails, turning into a pile of acidic goo (Acid Splash Test result is 16).

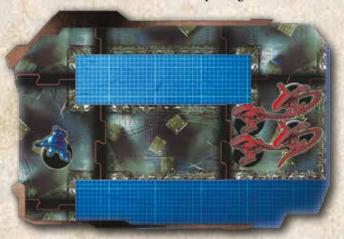
6.5 SPECIAL COMBAT ACTIONS

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

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

Flame thrower

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



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

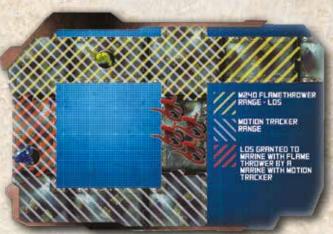


2. Each of the Alien Infant Warriors needs to roll 11 or less (13-2=11) to avoid a wound and each Alien Stalker, in turn, needs a roll of eight or less to avoid damage. The dice are rolled, with one Alien Infant Warrior and one Alien

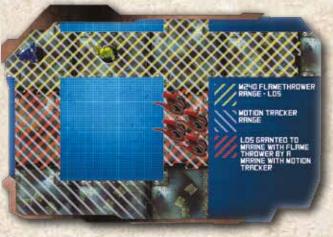
Stalker dying. Two Acid Splash Tests are rolled and none roll a result of 1–5, so no Acid Splash takes place.

Burning Inferno (A) (Requires: Marine Faction Model with a Flame-thrower or a Powerloader) – Every Model on a Target Tile within a range up to two Tiles receives one Autohit for each RoA of the weapon, with St and/or AVV equal to the Weapon's St and AVV. A Marine armed with a Flame thrower may use his or her Shooting Action to target a Tile located around a corner without the need for LOS if the targeted Tile is within three Tiles of a Marine Model with the Ping! Special Skill. Burning Inferno (A) counts as a Shooting Action.

Burning Inferno (A) and a Ping! interaction.



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



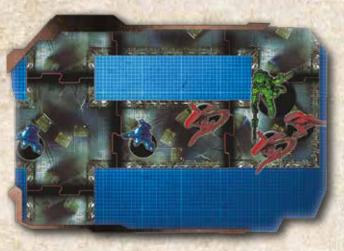
2. When his squad member (blue) quipped with a Motion Tracker now moves up to assist, the group of Aliens is within range of the Ping! Special Skill and counts as being within LOS for using the Burning Inferno Special Action and Grenade! Strategy Card.

Shotgun

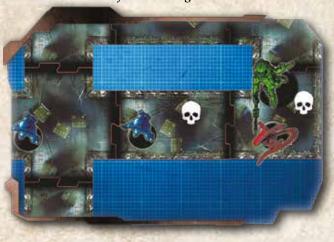
A Weapon used by Marines for centuries, though not as versatile as their signature Pulse Rifles, the usefulness of this weapon is its ability to stop groups of enemy right in their tracks, which cannot be underestimated. The

different environments in which USCMC fights require different weapons. Shotguns shine like no other weapon when military Action takes place in urban areas. Clouds of pellets with the potential to cover the whole width of a corridor are fired with each pull of a trigger giving Shotguns truly destructive capabilities in tight fighting conditions. Very deadly up close, their effectiveness drops off quickly with distance. Trading precision of assault rifles for pure, condensed destructive force is something that many Colonial Marines prefer when embarking on Missions taking place on the confined decks of spaceships or claustrophobic ground installations.

Shotgun! (A) (Requires: Marine Faction Model with a Shotgun) – Choose a Target Tile within LOS and within range of two Tiles of the Model performing this Action. Roll an RS test for every enemy Model on the Target Tile and all enemy Models located on the Tile between the Target Tile and the Tile occupied by the Model using the Shotgun! Special Action. Each Model hit receives a St 8 AVV 1. Shotgun! Counts as a Shooting Action.



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



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

Point Blank Shot (A) (Requires: Marine faction Model with a Shotgun) – A Model armed with a shotgun may perform a Point Blank Shot (A) Special Action. Nominate up to three enemy Models Engaged with the Model using a Point Blank Shot. The targeted Models receive an Autohit with St and AVV equal to the weapon's St and AVV. A Point Blank Shot counts as a Close Combat Action.

Smart-Disc

The Predator Smart-Disc is an extremely sharp, circular cutting device that is typically thrown like a discus and returns to the user like a boomerang. It also features a hand grip for use as a melee slashing weapon. Computer-controlled gyros guarantee that the Smart-Disc returns to its wielder when thrown and also give the weapon a degree of auto-guidance, allowing it to alter its course in mid-air and follow a moving target if necessary. It is also capable of tracking multiple targets during a throw, giving it capabilities against large groups of enemies that most other Yautja weapons do not possess. Its devastating razor edges are capable of cutting through most materials with ease — a Smart-Disc has been seen to cut through a half-dozen cattle carcasses and a man in quick succession without effort.

Smart-Disc Throw (A) (Requires: Predator Faction Model armed with Smart-Disc) – Choose a Target Tile up to two Tiles away; no LOS is required for this Special Action. Roll 2D20 for every occupied Tile between the Target Tile and the Tile occupied by the Model using the Smart-Disc Throw (A) Special Action. Each roll of 1–10 deals one wound with no Armour test allowed for any enemy Model on this Tile. Wounds are allocated by the the Predator player. One Model may receive a maximum of one wound as a result of each Smart-Disc Throw (A) Special Action. A Smart-Disc Throw (A) counts as a Shooting Action.



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



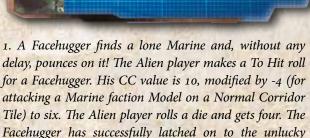
2. The Predator player rolls 2D20 for each occupied Tile affected by the Smart-Disc throw. Scoring three and eight for the first Tile, the Predator player allocates the first wound to the Marine Force (and the Marine player chooses which Model to remove) and the second wound to an Alien Infant Warrior, which loses a wound, removing both affected Models from the game. D20 rolls for the second Tile are eight and 12, which means one wound that the Predator player allocates to an Infant Warrior occupying the second Tile.

Facehugger

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

Facehug (P) – Models hit in Close Combat must pass a Con Test, rather than an Armour Test or become infected and subsequently removed from play. For each Model removed from play by the Facehug (P) Special Skill, the Alien player may instantly place one of his own Alien faction Models as long as the appropriate Model is available. Models deployed in such a way are placed on any, not Engaged, Infected Tile and count as already activated for this Game Turn. After successfully removing any Model from play by the means of Facehug (P), remove the Facehugger Model as a casualty.

MODEL REMOVED BY FACEHUG (P)	MODEL ALIEN FACTION PLAYER MAY DEPLOY
Any Troop Type Marine Model on a small base	- Alien Infant Warrior
Predator Faction Hell Hound	- Alien Stalker
Any Predator Faction Model	- Predalien





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

Acid Spit

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

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

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



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

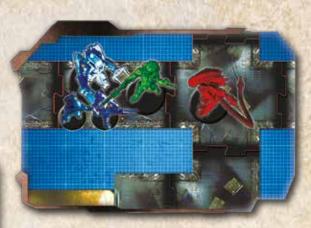


2. The Alien Warrior's RS is 10, so the Alien player rolls three D20 — one for each potential target. Each roll of 10 or less (Alien Warrior RS value) means that a Marine Model has been hit and must take an Armour Test or lose a wound. The Alien player rolls three, 9 and 12, scoring two hits with St 12 against the Marine's Armour of 13. The Final value for the Armour Test is 11 (13 – 2 = 11). The Marine player rolls a 14 and 17, failing both Armour tests and losing two Models.

6.6 ENGAGING BY DISPLACING

If, at any time, an active Model on a medium, large or no base would like to join and engage a Tile that is already occupied in such a way that there are no Occupation Points left for the engaging Model to move onto it legally and the destination Tile isn't fully occupied, then the active Model may swap positions with enough Models so that the newly Engaged Tile is legally fully occupied. The player must choose to Displace his own Models first and then, only when no friendly Models remain, enemy Models may be displaced.

The owner of an Engaging Model decides which faction's forces he chooses to Displace. The owner of the chosen Faction then decides which exact Models are being Displaced.



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



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



3. The Royal Guard may choose to Displace the Marine forces. The Marine player then chooses to Displace two Colonial Marines. The main attacked Tile is still counted as Engaged because it's fully occupied and may be Engaged from all adjacent Tiles. As a result, all Models involved may still participate in Close Combat.





7. SKILLS

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

There are four ways in which a Model can be granted a skill:

- A Model gets skills listed for its unit type in the reference section of the Rulebook.
- A Model gets skills listed for the equipment it's using.
- A Model gets skills purchased during Hero creation using the Make Your Own Hero rules in section 11.3 of the Rulebook.
- A Model may be granted skills as a result of a Strategy Card.

Skills can be divided into two categories:

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

Designer Note: Skill description always overrides this rule.

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

7.1 MARINE FACTION PASSIVE SKILL LIST

Auto-Sentry (P) – Models with the Auto-Sentry Skill always receive a Sentry Token at the beginning of a new Game Turn before any other Models are activated.

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

Electric Shock (P) – Models hit with a Close Combat Attack by a Model equipped with an Overcharged Stun Prod must pass a Con Test, instead of an Armour Test or receive a wound.

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

Gun Emplacement (P) – Models with the Gun Emplacement Special Skill may only use the Sentry and the Basic Shooting Actions.

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

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

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

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

7.2 ALIEN FACTION PASSIVE SKILL LIST

Climbing Claws (P) – A Model with the Climbing Claws Special Skill may move through fully occupied unengaged Tiles. The Model may not finish its move on a fully occupied Tiles.

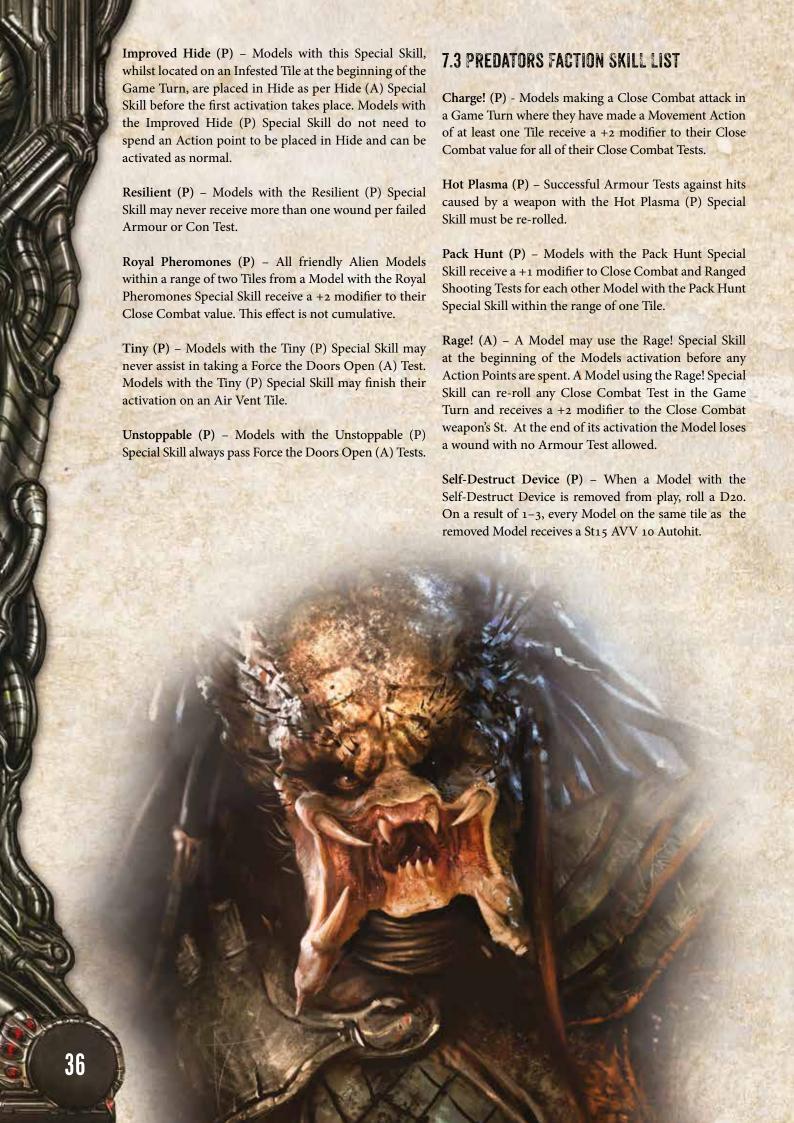
Dodge (P) – After a Model with Dodge (P) is hit by an attack roll on a D20, on a roll of 1–5 the Model dodges the attack and the attack has no effect on this Model and on 6–20 the dodge fails. The Model must then continue as if it has been hit as normal. Dodge rolls cannot be made to avoid hits from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

Egg Injection (P) – Models removed from play as a result of a Close Combat Attack must take a Con Test. For every Model that failed their Con Test, the Alien Faction player may instantly place one of his own Alien Faction Models, if the appropriate Model is available. Models deployed in such a way count as already activated for this Game Turn.

MODEL REMOVED BY THE	
EGG INJECTION (P) SPECIAL SKILL	PLAYER MAY DEPLOY
Any Marine Model on a small base	Alien Infant Warrior
Predator Faction Hell Hound	Alien Stalker
Any Predator Faction Model	Predalien

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

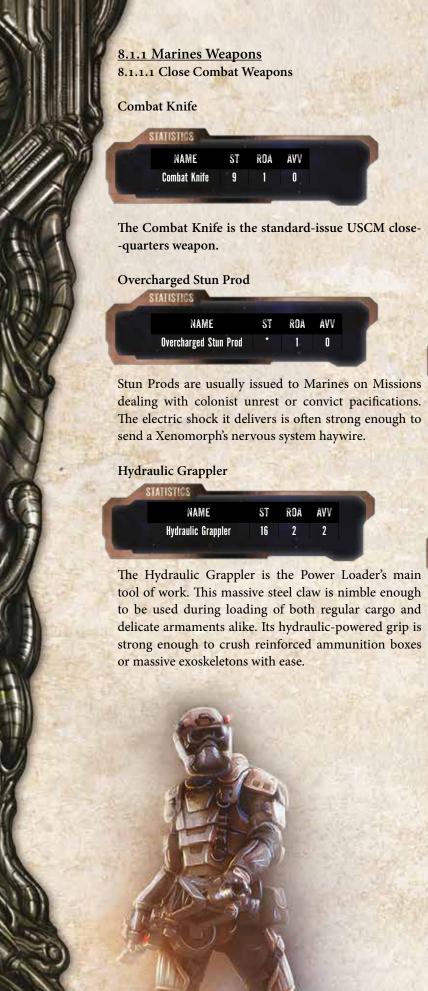
Improved Dodge (P) - After a Model with Improved Dodge (P) is hit by an attack roll on a D20, on a roll of 1–10 the Model dodges and the attack has no effect. On 11–20 the dodge fails. The Model must then continue as if it has been hit as normal. Dodge rolls cannot be made to avoid hits from a Flame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



8.0 REFERENCE

8.1. MARINES STAT LINES

NAME	TYPE	M	CC	RS	ST	CON	LD	W	Å	TYPE	WEAPON NAME	ST	ROA	AVV	SKILLS
		MIS		10/		-144		900		CC	Combat Knife	9	1	0	
Colonial Marine - Pulse Rifle	I	ol	12	14	9	9	19	1	13	RS	M41A1 Pulse Rifle	12	1	0	Team Tactics (P),
r uiso kiiio	800				S. I			115	TALL	RS	M40 Grenade Launcher	16	1	0	Granade Launcher (A)
Colonial Marine -			F-10	THE C			450		GIT			9	1	0	Team Tactics (P),
Smart Gun	Ī	-1	12	14	9	9	19	1	13	CC	Combat Knife	14	3	1	Guided Fire (P)
		1760			T.A.		471		100 100	RS	M56 Smart Gun	9	1	0	Team Tactics (P),
Colonial Marine - Flame Thrower	I	1	12	14	9	9	19	1	13	CC	Combat Knife	12	17.0	217	Burning Inferno (A),
	S			at V		500				RS	M240 Flame Thrower	IZ	1	0	Medic! (P)
Colonial Marine -						100		1125	Pa.	CC	Combat Knife	9	1	0	Team Tactics (P),
Motion Tracker	I	1	12	14	9	9	19	-1	13	RS	M41A1 Pulse Rifle	12	1	0	Ping! (P), Grenade
			063	10		A				RS	M40 Grenade Launcher	16	1	0	Launcher (A)
Colonial Marine -	ī		14	16	9	9	19	2	13	CC	Combat Knife	9	1	0	Team Tactics (P), Shotgun! (A), Poin
Sergeant			14	10	J	3	13	2	13	RS	M37A2 Shotgun	12	1	0	Blank Shot (A)
				7e\$			HO.			CC	Combat Knife	11	į.	0	Team Tactics (P),
Weyland - Yutani Com-	T	46	14	16	-11_	11	19	11	13 (10)	RS	M41A1 Pulse Rifle	12	1	0	Perimeter Secured!
mandos - Pulse Rifle				SIN	Book				(10)			16	1	0	(P), Grenade Launcher (A)
W 1 1 V 1 · 0				0.00	WX:	400		WILE	10	RS	M40 Grenade Launcher	11	1	0	Team Tactics (P),
Weyland -Yutani Com- mandos — Smart Gun	ī	1	14	16	11	11	19	1	13 (10)	CC	Combat Knife	14	3	1	Perimeter Secured!
				50.5U5				MINIO	200	RS	M56 Smart Gun				(P), Guided Fire (P) Team Tactics (P),
Weyland -Yutani Commandos — Flame	I	1	14	16	11	11	19	1	13	CC	Combat Knife	11	1	0	Perimeter Secured!
Thrower			10		m sa				(10)	RS	M240 Flame Thrower	12	1	0	(P), Burning Infer- no (A), Medic! (P)
Wayland Vytani				151/	THE		Ket K		1	CC	Combat Knife	11		0	Team Tactics (P),
Weyland -Yutani Commandos — Motion	ī	1.	14	16	11	11	19	#1	13		M41A1 Pulse Rifle	12		0	Ping! (P), Grenade Launcher (A),
Tracker	W4.								(10)	RS		16	1	0	Perimeter Secured!
		167								RS	M40 Granade Launcher	16	2	2	(P)
Power Loader	S	1	14	14	9	9	19	4	14 (12)	CC	Hydraulic Grappler	12	1	0	Burning Inferno (A)
						61	100			RS	M240 Flame Thrower			U	Auto-Sentry (P),
Sentry Guns	S	T.V.	Take.	14				1	10	CC	-			-1.99	Gun Emplacement
	WE.	300		12	30		TIN	500	POR.	RS	M30 Autocannon	14	4	1	(P)



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8.1.1.2 Range Weapons

M41A1 Pulse Rifle/M40 Grenade Launcher



The standard-issue rifle of the USCM is the M41A1 Pulse Rifle with the M40 under-barrel Grenade Launcher attachment. This weapon is commonly used in every theatre of war, thanks to its reliability. The M40 Grenade Launcher increases the rifle's utility and destructive power whenever a situation calls for it.

M240 Flame Thrower



The M240 Flame Thrower is one of the standard-issue USCM support weapons. Able to shoot burning pyro-gel up to 30 metres far, it is one of the most formidable tools of war available to the Marines.

M₃₇A₂ Pump Action Shotgun



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

M56 Smart Gun



The M56 is the Colonial Marines primary heavy support weapon. Due to its high-tech auto-targeting system, its relentless torrent of bullets almost never misses its target.

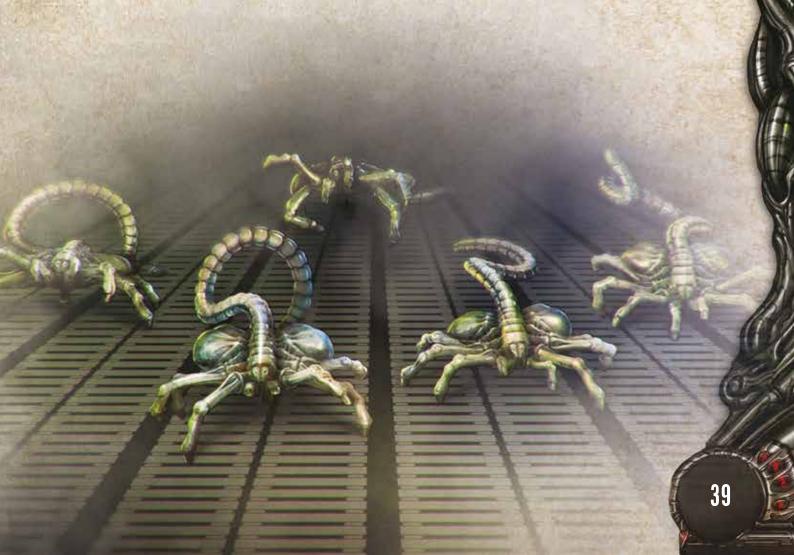
M30 Autocannon



M30 Autocannons are the main weapons fitted on Sentry Guns. These deployable fixed-weapon emplacements are the USCM's main tool used for area denial and securing a perimeter.

8.2 ALIENS STAT LINES & WEAPONS

NAME	TYPE	M	CC	RS	ST	CON	LD	W	Â	TYPE	WEAPON TYPE	ST	ROA	AVV	SKILLS
Face Human	100	14.4	10	11/00			10		10	CC	Facehug	*	1	0	Facehug (P), Improved
Face Hugger	I	1	10	6	5	5	19	WE.	10	RS		-	The state of	-	Dodge (P), Tiny (P), Acidic Blood (P)
Allen Obeller	Curb	1/4	9	la!	10	10			10	CC	Claws	10	1	0	Hive Bloodhounds (P), Climb
Alien Stalker	I		10		10	10	19	m1	10	RS		- 1	W. j		ing Claws (P), Dodge (P), Acidic Blood (P)
Alien Infant			15	1000			10	XS.	10	CC	Infant Claws	10	2	0	Improved Hide (P), Acidic
Warrior	497		15		9	9	19		13	RS		4.		4	Blood (P)
Alian Wannian			17	10	10	10	10		15/10)	CC	Warrior Claws	16	4	2	Acid Spit (A), Acidic Blood
Alien Warrior	S	1	17	10	13	13	19	2	15(12)						(P)
DI 0I	DOE	1211			10	10			15/10)	CC	Royal g. Claws	16	4	2	Royal Pheromones (P), Acid
Royal Guard	S		17		13	13	19	3	15(12)	RS	-		.0		Blood (P)
0		Coll.	10		00	00	10	W.	SEX	CC	Crusher Claws	16	4	10	Actific Discal (D)
Crusher	S	1	13		20	20	19	1	14	RS	-				Acidic Blood (P)
Praetorian (Royal		THE		-10	10	10		6/37	15(10)	CC	Warrior Claws	16	4	2	Royal Pheromones (P), Acidi
Guard upgrade)	HQ		17	100	13	13	19	3	15(12)	RS	-			100	Blood (P)
Duadalian	ш	1533	17	SWV	14	14	10		15/10\	CC	Predalien Claws	16	5	3	Egg Injection (P), Acidic
Predalien	HQ		17	B	14	14	19	4	15(12)	RS			1		Blood (P)
				前	138				48.44	CC	Queen Claws	16	5	3	Royal Pheromones (P),
Queen	HQ		19		19	19	19	6	15(14)	RS					Unstoppable (P), Resilient (P), Acidic Blood (P)



8.3 PREDATORS STAT LINES

											A STATE OF THE PARTY OF THE PAR				THE RESERVE OF THE PARTY OF THE
NAME	TYPE	14	CC	RS	ST	CON	LD	M	Â	TYPE	WEAPON TYPE	ST	ROA	AVV	SKILLS
Predator Warrior with	P		17	12	14	14	10	1	15/19\	CC	Smart - Disc CC	15	3	3	Seasoned Hunter (P), Smart-Disc
Smart-Disc	r		17	12	14	14	19	3	15(12)	RS	Smart - Disc Throw			3	Throw (A)
Predator Warrior with			17		.,	100	10		15/10)	CC	Combi Stick	14	4	3	0
Combi Stick	P		17	12	14	14	19	3	15(12)	RS	Wrist Dart	12	1	0	Seasoned Hunter (P)
			10						45/46	CC	Wrist Blades	14	2	0	Seasoned Hunter (P), Hot
Predator Hunter	P		12	17	14	14	19	3	15(12)	RS	Plasma Caster	12	3	3	Plasma (P)
						I.E.	-10		45/46	CC	Combi Stick	14	4	3	0 111 1 72
Female Predator	P		17	12	14	14	19	3	15(12)	RS	Wrist Dart	12	1	0	Seasoned Hunter (P)
Decidence Version Disease			15	15	10		H-		10/11\	CC	Wrist Blade	14	2	0	Seasoned Hunter (P), Pack
Predator Young Bloods	P		15	15	12	12	19	2	13(11)	RS	Plasma Caster	12	3	3	Hunt (P), Hot Plasma (P)
Doodston Hallboom	3	-31	10	10	10	10	15	1313	10	CC	Bite	12	2	0	Observed (D) Produce (D)
Predator Hellhounds	P		13	13	10	10	15		12	RS		10	J		Charge! (P), Dodge (P)
	701			W.		8	er e L		erie:	CC	Combi Stick	14	5	3	Seasoned Hunter (P), Rage! (A)
Predator Berserker	P	1	17	10	14	14	19	4	14(12)	RS	Gatling Plasma Caster	14	3	3	Hot Plasma (P)
Elder Predator Warrior	НО	1	17	12	14	14	19	3	15(12)	CC	-			-	Seasoned Hunter (P)
Liao, Fronucor marrior	II4				-	7			10(12)	RS	-	•	-	2.00	Couconou nuntor (1)
Elder Predator Hunter	HQ	1	12	17	-14	14	19	3	15(2)	CC RS	-				Seasoned Hunter (P)
Elder Predator Berzerker	HQ	1	17	10	14	14	19	4	14(12)	CC		-			Seasoned Hunter (P), Rage! (A)

8.3.1 Predator Weapons

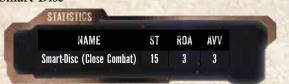
8.3.1.1 Predator Close Combat Weapons

Wrist Blade



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

Smart-Disc



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

Combi-Stick



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

Hellhound Bite



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

8.3.1.2 Predator Ranged Weapons

Wrist Dart



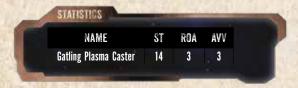
A wrist-mounted short-range Dart Gun. Capable of piercing a Marine's armour and a Xenomorph's skull with equal ease.

Plasma Caster



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

Gatling Plasma Caster



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

Plasma Cannon



A hand-held, bigger version of the standard Predator Plasma Caster. It shoots larger, more destructive Plasma Charges at the cost of a slower cell recharge between each shot.



Predator Hunter with Plasma Caster painted by Prodos Games Studio

9.0 CAMPAIGN MISSIONS

Presented below are 10 Missions portraying events taking place on the USCSS Theseus. When played out in order, they show three groups of creatures struggling to survive and destroy their enemies. Missions may be played in any order, but mind that later Missions grow in size and complexity regarding the objectives required to complete.

We advise to start from Mission 1, especially if you are just starting your adventure with AvP: THB.

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

9.1 Mission 1

While investigating part of the lower decks, squad Charlie finds itself locked behind the thick bulkhead that leads back to the crew compartments, with motion detector signals going off all around them.

Briefing:

Marines:

The bulkhead leading towards the main decks has been automatically sealed. Your objective is to lead your squad towards the computer console located inside the computer room, override the emergency procedures and take the elevator down to the ship's lower levels.

Aliens:

After a long time on board, the Xenomorphs have realised that something has woken up. Little do the freshly awoken Colonial Marines know, they are no longer the sole inhabitants of the USCSS Theseus. . . Shortly after the Hive broke free, drones spotted two separate groups of intruders in the vicinity of the newly transformed section of the ship. Liquidate the threat and evolve by obtaining enough bio samples from unwelcome guests.

Predators:

After detecting multiple Xenomorph signatures on the human ship, board it, retrieve information about the origin of this particular strain and return to a landing pod.

Victory conditions:

Marines:

- Override the bulkhead control by using one Interact Action inside the ESCAPE POD.
- At least one Marine Model must reach the elevator located in the ENGINE ROOM.

Aliens:

• Kill five Models from the Marine and Predator forces combined. A Predator Model counts as two Models.

Predators:

- Scan the BRIDGE, ENGINE ROOM and HIBERNATION ROOM or download all of the ship schematics from the ESCAPE POD. Scanning a room takes one Interact Action performed inside the rooms listed above.
- At least one Predator Model must return to the PREDATOR POD Tile.



9.2 Mission 2

The lights in the hibernation chamber flicker eerily as the Xenomorphs cast long shadows on the cryosleep tubes housing still-sleeping humans. An unspoken command passes through the creatures and they move as one, seeking to expose the humans to be infected by the Facehuggers or to drag them back to the hive itself.

Briefing:

Marines:

Your objective is to put out fires by spending an Interact Action in each of the following rooms: ENGINE ROOM, ARMOURY and HIBERNATION ROOM.

Aliens:

The intruding forces are well armed and prepared for our resistance. On top of that, they are pushing deeper into our new home. We can't allow that to happen. Your objective is to bolster the hive's numbers by infecting all of the humans sleeping in the HIBERNATION ROOM by spending an Interact Action while in it. Keep collecting trophies to strengthen the hive.

Predators:

The hive is still weak and the humans are not fully aware of our presence. It's a great time to strike and collect some trophies for the clan.

SPECIAL MISSION RULES

Predators Missions Rules:

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

Victory conditions:

Marines:

Put out fires in the following rooms by spending an Interact Action inside each of them: ENGINE ROOM, ARMOURY and HIBERNATION ROOM.

Aliens:

- Make your way to the HIBERNATION ROOM and infect it by spending three Interact Actions while inside it.
- Kill and collect trophies from any three Models (use the TROPHY COLLECTION Special Rules described above).
- Bring at least three TROPHY Tokens to any Air Vent Tile.

Predators:

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





9.3 Mission 3

Scanning the large, darkened room, the Predator swept his thermal vision over the large tanks holding the humans in suspended animation. All of them had been infected and were playing host to new monsters. "Excellent, more prey to hunt," he thought to himself. Thawing the humans would result in activating the Chestbursters within the hosts. He then made his way towards the control room...

Briefing:

Marines:

An immediate Action must be taken to bring power back to the ship or it will turn into a cold and dark hulk drifting in space. Your objective is to collect spare parts from the ARMOURY and proceed to repair the generator located in the ENGINE ROOM.

Aliens:

Humans rely too much on the steel walls of the ship and its systems to make it habitable for them. The Hive doesn't have to worry about such details. Your objective is to damage the ARMOURY, ENGINE ROOM and BRIDGE.

Predators:

Xenomorphs have infected the human cryochamber. Dozens of new chrysalides are waiting to burst out of their hosts. Your objective is to create a diversion behind unsuspecting enemy lines by proceeding to the HIBERNATION ROOM and start the unfreezing procedure by spending an Interact Action while inside it. Keep collecting trophies to gain status within the Clan.

SPECIAL MISSION RULES

Marines Mission Rules:

CARRYING A TOKEN – Any Model may pick up an appropriate Token by spending an Interact Action while standing on the same Tile

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

Aliens Mission Rules:

DAMAGING A ROOM (ALIEN) – The room is considered damaged if there are two Acid Damage Tokens inside of it. Any Alien Model, apart from a FACEHUGGER, can spend an Interact Action to roll a D20. On a roll of 1–10, put an Acid Damage Token in the room with the Model performing a DAMAGING A ROOM Action. On a roll of 11–20, the Action is lost.

Predators Missions Rules:

TROPHY COLLECTION - As described in Mission 2.

Victory conditions:

Marines:

 Collect spare parts from the ARMOURY by spending an Interact Action while inside it. When the Model holding the Token/parts makes its way to the ENGINE ROOM (using the CARRYING A TOKEN Special Rules described above), spend an Interact Action to repair the generator.

Aliens:

 Put two Acid Damage Tokens in each of the following rooms: ARMOURY, ENGINE ROOM and BRIDGE.
 Once all of the Tokens are in place, the Mission is complete.

Predators:

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



9.4 Mission 4

Checking out the Medical Bay, the Marines noticed an alert beeping insistently on one of the nearby consoles. The unit's medic tapped the screen and then his face went white. The people still in cryo had been infected with something biological. There was only one thing to do before the situation went critical.

Briefing:

Marines:

The Med Computer indicates abnormal life functions in a few Cryotanks located in the HIBERNATION ROOM. Our worst fears have come true. Infected humans will give rise to a new generation of Xenomorphs. Your objective is to proceed to the HIBERNATION ROOM and destroy the infected Cryotanks.

Aliens:

The Queen hungers for new genotypes! The hive needs new hosts to become stronger and more diverse. The Hive needs new types of warriors to protect its corridors and the hive needs new drones to transform the entire ship into a womb for new generations. Your objective is to capture three intruders.

Predators:

Your ship's bio-scanner has detected a very rare strain of Xenomorph developing in one of the egg chambers. It may even be the next Queen! You cannot let the humans destroy it. It's too valuable for the clan. Make your way to the egg chamber and retrieve the egg.

SPECIAL MISSION RULES

Marines Mission Rules:

Damaging a Room (Marines) – The room is considered damaged if there are four Acid Damage Tokens inside it. Any Marine Model can spend an Interact Action to roll a D20. On a roll of 1–10, put an Acid Damage Token in the room with the Model performing the DAMAGING A ROOM Action. On a roll of 11–20, the Action is lost

Alien Missions Rules:

TROPHY COLLECTION - As described in Mission 2.

Predator Mission Rules:

CARRYING A TOKEN - As described in Mission 3.

Victory conditions:

Marines:

 Generate four Acid Tokens in the HIBERNATION ROOM (use the DAMAGING A ROOM (Marines) Special Rules described above).

Aliens:

- Capture any three Models. Capturing Models follows the TROPHY COLLECTION Special Rules described above. Move all trophy Tokens to the Air Vent Tiles (use the CARRYING A TOKEN Special Rules described above). Once all three trophy Tokens are moved onto the Air Vent Tiles, the Mission is complete. Tokens trapped in a sealed Air Vent Tile are lost.Predators:
- Locate and carry the Egg Token (using the CARRYING A TOKEN Special Rules) to the Predator Pod Tile.



SPECIAL MISSION RULES 9.5 Mission 5 The eggs are in danger as the humans press their attack. A Alien Mission Rules: command flows through the hive from the Queen to collect CARRYING A TOKEN - As described in Mission 3. the newly laid eggs and move them deeper into the hive, where Warriors can protect them. All who oppose the hive should be Victory conditions: killed or dragged back for infection. Marines: Any Marine Model can spend an Interact Action to **Briefing:** lay down a Mission Token (Sentry Turret) in any of the four Tiles shown on the map. Mission Tokens may only be placed on the Tile occupied by the Marines: Model performing an Interact Action. Once three The numbers of Xenomorphs are growing with each of four Tokens are placed on designated Tiles, the hour as the hive is growing stronger; if no Action is Mission is complete. taken, then the Marines will be overrun. Your objective is to set up Sentry Turrets around the perimeter in key Aliens: Locate and carry Egg Tokens (using the CARRYING locations. A TOKEN Special Rule) to the ENGINE ROOM. Once three out of four eggs are in the ENGINE Aliens: Intruders are getting dangerously close to the egg ROOM, the Mission is complete. Predators: chambers. The hive cannot allow that to happen. The eggs Make a note of which one of your Models is to be need to be transported deeper into the ship's levels. The new generation must be saved at all costs! Your objective escorted. The escorted Model starts with one wound is to collect and transport three out of four eggs to an to represent the Xenomorph inside his body. The escorted Model must reach the LABORATORY elevator shaft located inside of the ENGINE ROOM. and spend an Interact Action representing him getting ready for the extraction procedure. Once Predators: an Interact Action has been used by the escorted One of your Clan brothers was swarmed and severely Model, any other Predator Model located in the wounded near an egg chamber. What's worse, he was infected LABORATORY must spend an Interact Action to by Xenomorphs. Our ship lacks an advanced medical bay to perform the removal procedure. Once the escorted extract the parasite; therefore, we are forced to use the humans' Model reaches the PREDATOR POD, the Mission LABORATORY to perform the procedure. Your objective is to escort the wounded Predator to the LABORATORY (to is complete. cleanse his body from infection) and escort him back to the **OBJECTIVE MARKERS** PREDATOR POD. MARINE **FLIEN** PREDATOR DEPLOYMENT TILES MARINE **FLIEN** PREDATOR LABORATORY CORRIDORS/ROOMS NORMAL CORRIDOR HRLF INFESTED CORRIDOR INFESTED CORRIDOR DOOR5 **ENGINE ROOM** 46

9.6 Mission 6

The Predator slashed through the head of one of the Alien Warriors, with its body falling lifelessly to the ground as its blood hissed on the metal deck. "There are just too many," he thought to himself. Bringing up a holographic schematic of the ship, he noted the places that the aliens had taken over for breeding pods. He would need to destroy these to stop the ship from being flooded with the creatures.

Briefing:

Marines:

The infestation spreads at an alarming rate. It is clear that the Xenomorphs are using the ventilation shaft system to move quickly around the ship, avoiding our fortified positions. To secure our tactical advantage, we need to weld-shut the vents around the perimeter.

Aliens:

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

Predators:

Having retrieved the Queen's egg, the remaining infestation cannot be allowed to spill uncontrollably out of the hunting grounds. Your objective is to ensure that no Xenomorphs will leave the ship by planting tactical nukes in three out of four egg chambers.

SPECIAL MISSION RULES

Victory conditions:

Marines:

 The Mission counts as complete once four Air Vent Tiles have been removed from play. To remove an Air Vent Tile, any Marine Model must use the Weld It Shut! (A) Extended Action.

Aliens:

 Kill five Models from the Marine and Predator forces combined. A Predator Model counts as two Models.

Predators:

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



9.7 Mission 7

"Sergeant! You need to see this," the Private exclaimed, pointing at a vid-screen. The Sergeant peered at the monitor and saw a pair of figures in one of the storage rooms. One was a woman dressed in a convict's jumpsuit, who was badly wounded. The other, by the looks of it, appeared to be one of the ship's Synthetics, with his left arm missing as white fluid leaked down his overalls. "Marines," he said, chewing on his tobacco, "prepare for a rescue mission."

Briefing:

Marines:

The computer shows a couple of human life signatures deep inside the infested part of the ship. Those crew members, if still alive, can provide valuable intel as to the origin of the Xenomorphs on the ship. Your objective is to locate and retrieve intel from two out of four crew members captured by the Xenomorphs and transfer it to the BRIDGE.

Aliens:

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

Predators:

Make good use of the chaos in their lines and keep collecting Trophies for the Clan.

SPECIAL MISSION RULES

Marines Mission Rules:

CARRYING A TOKEN - As described in Mission 3.

Alien Mission Rules:

DAMAGING A ROOM - As described in Mission 3.

Predators Missions Rules:

TROPHY COLLECTION - As described in Mission 2.

Victory conditions:

Marines:

 Any Marine Model can spend an Interact Action while being located on a Tile marked on the Map to retrieve intel from a captured crew member in the form of a Token. Once two out of four Tokens (using the CARRYING A TOKEN Special Rule) have been moved to the BRIDGE, the Mission is complete.

Aliens:

 Kill five Models from the Marine and the Predator forces combined. A Predator Model counts as two Models AND put two Acid Damage Tokens in two out of three Tiles (using the DAMAGING A ROOM Special Rules) marked on the Mission Map.

Predators:

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



9.8 Mission 8

Creatures we cannot see are hurting the hive. We will hurt them. Strand them here with us. Break their machine so that they cannot escape. Swarm them, infect them, kill them. Show them that they cannot hurt the hive without paying for it.

Briefing:

Marines:

Alien activity on the ship's deck is reaching a terrifying level. Their attacks are unrelentingly pushing on our perimeter. We need to wipe out as many of them as possible before our positions are flooded by the swarm.

Aliens:

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

Predators:

The hive is becoming restless and the humans have

challenge for a Hunter has presented itself until now. Bask in the thrill of the hunt!

SPECIAL MISSION RULES

Alien Mission Rules:

DAMAGING A ROOM - As described in Mission 3.

Victory conditions:

Marines:

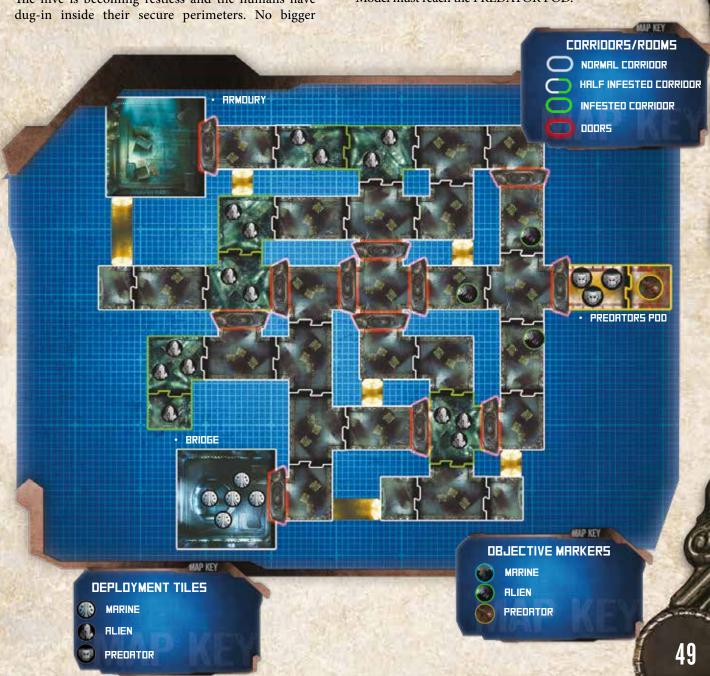
Kill five Models from the Alien and Predator forces combined. A Predator Model counts as two Models. Additionally, reach the ARMOURY with at least two Marine Models.

Aliens:

Kill five Models from the Marines and Predator forces combined. A Predator Model counts as two Models. Additionally, generate two Acid Damage Tokens in each of the Tiles marked on the Map (use the DAMAGING A ROOM Special Rule).

Predators:

Kill five Models from the Alien and Marine forces combined. Additionally, at least one PREDATOR Model must reach the PREDATOR POD.



9.9 Mission 9

The Aliens have proven to be more resourceful than they were given credit for. The Predator scanned the damage of the docked Predator's gunship. The Hunter went off and his head snapped up to look at them. A quick check showed him that the humans had activated the self-destruct! He would need to act fast if he was to get off the doomed vessel.

Briefing:

Marines:

Override the reactor's self-destruction system located in the Engine Room. Make your way back to the hangar lift located in the Escape Pod.

Aliens:

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

Predators:

The humans are helpless. The puny creatures are desperate to destroy the Xenomorphs, even at the cost of their own lives. They want to self-destruct the whole ship! With our ship being damaged in a recent swarm attack, we cannot let it happen before the repairs are made. Your objective is to collect spare parts needed to repair your spaceship from the Engine Room.

SPECIAL MISSION RULES

Aliens Mission Rules:

DAMAGING A ROOM - As described in Mission 3.

Predator Mission Rules:

CARRYING A TOKEN - As described in Mission 3.

Victory conditions:

Marines:

Any Marine Model must spend an Interact Action
while being in the ENGINE ROOM to override the
self-destruct terminal safety codes. Additionally, at
least one Marine Model must make it back alive to
the BRIDGE.

Aliens:

 Kill five Models from the Marines and Predator forces combined. A Predator Model counts as two Models. Additionally, generate two Acid Damage Tokens in each of the Tiles marked on the Mission Map (use the DAMAGING A ROOM Special Rules).

Predators:

 Any Predator Model must spend an Interact Action while being located on the ENGINE ROOM Tile. Additionally, kill five Models from the Alien and Marine forces combined.



9.10 Mission 10

Hallways were collapsing all around them as the remaining Marines raced to find an escape pod. An eerie red glow lighting up alien machinery came from ahead of them and the Corporal was the first to comment: "What the hell is that?" Without pause, the marine's Sergeant took stock of the situation: "I don't know Corporal, but I do know one thing: we are leaving!"

Briefing:

Marines:

The ship's hull is breaching! The computer reports a sudden loss of power and dropping oxygen levels. We need to evacuate NOW! The road leading to the hangar is cut off, with walkways burned by Aliens, so the only way in which to leave the exploding hulk is through the Predator's Pod.

Aliens:

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

Predators:

The human ship cannot take any more. The prey is scared; the scent of its fear fills the decks. Let them come. Let them come and give you the last challenge, the last opportunity to show what a great hunter you are and to become the leader of your Clan.

SPECIAL MISSION RULES

General Mission Rules:

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

IMMINENT DESTRUCTION – Starting from the beginning of Turn 2, the player who won Initiative rolls a die for each Collapsing Tile. On a roll of 1–10, the player removes this Tile from play; on a roll of 11–20, nothing happens to the Tile in this Game Turn. 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 is counted as a Collapsing Tile. Each of the adjacent Tiles next to the one that just collapsed needs to take a similar Test at the start of the next Game Turn.

COLLAPSING TILE – At the beginning of a Turn, the player who won Initiative roll a die for each Collapsing Tile. On a roll of 1–10 remove this Tile from play; on a roll of 11–20, nothing happens in this Game Turn. Each Tile not fully connected on each viable side is counted as a Collapsing Tile. Every Model located on a Tile when it collapses is removed from play.

Alien Mission Rules:

CARRYING A TOKEN - As described in Mission 3.

Predators Missions Rules:

TROPHY COLLECTION - As described in Mission 2.

Victory conditions:

Marines:

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

Aliens:

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

Predators:

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





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

Organisation chart

The Advanced game allows players to carefully choose their forces for each Mission. You decide what Models you will use and whether the situation calls for specialists, such as a Sergeant or a Hero or if you simply need more of the regular squads. Using the force list brings a whole new feel to the game. The potential for variation is enormous. You can replay every scenario several times, trying out different squad and weapon combinations each time. If you get beaten with one force, then pick a different one next time and try again!

When planning to play an Advanced game, players should agree on a point level that they wish to use. For the first few games we recommend using a small force of 300 points. Each Model has a Points Value that depends on the Models likely effectiveness in the game. Building your force using the points system makes for more personalised forces and more fun as a result!

To ensure a balance in the game, AvP: THB Begins follows an Organisation Chart approach. Each Faction has its own organisation chart.

10.1 FORCE LISTS

In this section of the Rulebook you will find all that is needed to create your own custom force for each Faction using AvP: THB Add-on Packs, together with a Points Value for each unit/Model and a list of available equipment and Special Skills that may be purchased for it

10.1.1 Marine Force List

- 1. Organisation Chart: Battle Group composition: 1 to 2 HQ + 2 to 5 Troop type squads, 0 to 3 Support.
- 2. Maximum number of Models per squad type:

Troop Type: 5-8 Models Support Type: 1-3 Models

HQ: 0-1 Models

3. Maximum squad Level (LVL): 4 (each Model in the squad must be at the same LVL, except for squad upgrades (HQ or Sergeant)

Troop Type:

Colonial Marine: 10 points per Model for LVL 1 + 10 points per additional LVL per Model.

Up to one squad with LVL 2 and above per Battle Group.

Free squad composition: up to one Heavy Weapo

Free squad composition: up to one Heavy Weapon (Smart Gun) and up to two Special Weapons (Flame Thrower, Motion Tracker).

Sergeant upgrade: 35 points per Model LVL 1 + 15 points per additional LVL.

Up to one Sergeant with LVL 2 and above per Battle Group. Only Colonial Marines may have a Sergeant upgrade and a squad may not contain more than one Sergeant upgrade.

Weyland-Yutani Commandos: 35 points per Model (always starts the game at LVL 1).

Free squad composition: up to three Heavy Weapons (Smart Guns) and up to two Special Weapons (Flame Thrower, Motion Tracker).

Example: seven Marines at LVL 1 = 70 pts. + Sergeant at 50 pts. (LVL 2) and five Weyland-Yutani Commandos at 175 pts. = 295 pts. in total.

Support Type:

Power Loader: 75 points for LVL 1 + 35 per additional LVL (limited to only one squad at LVL 2 and above).

Sentry Guns: 35 per Gun (cannot gain Experience or LVL), which may be carried by a Power Loader in the Advanced board game rules or set up using the Infiltrate rules during the Deployment Phase in AvP: THB Unleashed.

HQ Type:

Captain: (Make your Own Hero rules – between 75 and 100 pts. depending on the Hero's type).

Major: (Make your Own Hero rules – between 110 and 185 pts. depending on the Hero's type).

Colonel: (Make your Own Hero rules – between 195 and 250 pts. depending on the Hero's type).

10.1.2 Alien Force List

- 1. Organisation Chart: Hive: Troop types at least 50% of total hive points, 0–50% Support, 1–2 HQ.
- 2. Maximum number of Models per squad type: no restrictions.

Example: A squad can be constructed with: three Facehuggers, two Alien Infant Warriors and three Stalkers.

3. Maximum squad Level (LVL): 4

Hive Experience: The Aliens always start the game at LVL 1. For every 10 Frags gained, the Hive (every friendly Alien Model) Levels Up.

Troop Type:

Facehuggers: five pts per Model Alien Infant Warrior: 12 pts. per Model Stalker: 15 pts. per Model

Support Type:

Alien Warriors: 22 pts. per Model Alien Crusher: 175 pts. per Model Royal Guard: 100 pts. per Model

HQ Type:

Royal Guard (with Praetorian upgrade): 120 pts. per Model

Predalien: 175 pts. per Model

Queen: 275 pts. (max. of one per Hive)

Alien Warrior: (Make your Own Hero rules – between 75 and 100 pts.)

10.1.3 Predators Force List

- 1. Organisation Chart: Hunt Pack: 1–2 Elders + 2–6 Hunt Packs
- 2. Maximum number of Models per squad type: one Model per Hunt Pack (unless stated otherwise), 0–1 for HQ.
- 3. Maximum Level per Hunt Pack (LVL): 4

Hunt Pack:

Predator Warrior – 65 points per Model for LVL 1 + 45 pts. per additional LVL

Predator Hunter – 55 points per Model for LVL 1 + 40 pts. per additional LVL

Female Predator – 55 points per Model for LVL 1 + 40 pts. per additional LVL

Young Bloods (can take up to three Young Bloods per Hunt Pack) – 30 points per Model + 20 points per additional LVL per Model

Predator Hellhounds (can take up to six Hellhounds per Hunt Pack) – 20 per Model (cannot gain LVLs)

Berserker – 125 pts. per Model for LVL 1 + 60 per additional LVL

Elders:

Berserker (with Elder upgrade) (Make your Own Hero rules – between 150 and 250 pts. depending on the Hero's type, equipment).

Predator Warrior (with Elder Upgrade) (Make your Own Hero rules – between 100 and 250 pts. depending on the Hero's type, equipment).

Predator Hunter (with Elder Upgrade) (Make your Own Hero rules – between 100 and 250 pts. depending on the Hero's type, equipment).

Example of Force creation:

Michael and Steve want to play a fast game and have agreed to play an Advanced game with a 200-point limit. Michael decides to bring two big squads of Marines, one of which is led by an LVL 2 Sergeant.

Michael's Marine Force List:

Troop Type:

- 1 x 7 Marine squad (one Heavy Weapon, one Flame Thrower, one Motion Tracker) 70 pts.
- 1 x 8 Marine squad (one Heavy Weapon, one Flame Thrower, one Motion Tracker) – 80 pts.
- 1 x Sergeant LVL 2 Upgrade 50 pts.

Total = 200 pts.

Steve chooses the following Models for his Alien Force:

Steve's Alien Force List:

Troop type: Facehugger 6 x 5 pts. = 30 pts. Alien Stalker 6 x 15 pts. = 90 pts. Alien Infant Warrior 3 x 12 pts. = 36 pts.

Support Type: Alien Warrior 2 x 22 pts. = 44 pts. Total = 200 pts.

10.2 EXPERIENCE AND LVL

Each squad in the Advanced game starts with an Experience Level (LVL). The starting level of the squad is 1 and the player can increase the level of the squad, by spending more points before the game starts, to the maximum points limit agreed upon for the game. Each squad (or Independent HQ Model) gains Experience throughout the course of the game.

For each enemy Model removed from the game, a Model or squad gains a number of Frags. Keep tracking Frags gained for each squad on your force organisation spreadsheet.

The number of Frags allocated to the squad is dependent on the Base size of the Model removed as a casualty from the game.

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

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

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

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

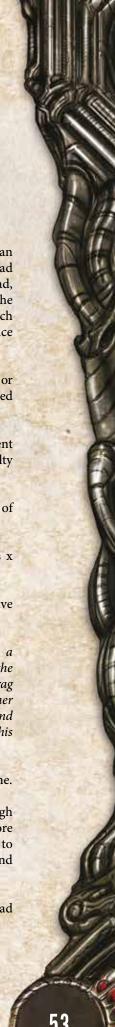
For every 10 Frags, the squad's LVL is increased by one.

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

The maximum number of LVLs available for the squad is described in the relevant Faction Rules.

A Level provides the following benefits to Models:

SQUAD LEVEL	RE-ROLLS/GAME TURN	HEAL VALUE
2	16 16 16	hie
3		Heal (6)
4	2	Heal (8)





This section of the Rulebook will enable you to design your own Hero to lead your chosen Faction into the dark corridors of the USCSS Theseus.

1. Choose the Faction and the type of Hero you would like to make.

A. From the tables below, choose the squad type on which you want to base your Hero. Your Hero will have all of the Faction and squad Special Skills listed for the chosen entry.

B. Upgrade the Model from a 30mm to 40mm base. (Models on a 40mm or larger base stay on their squad's designated base size. If no spare 40mm base is available, then mark the Model in another way to remind all that it is considered a 40mm base Model.)

C. The Total Custom Hero's cost (including all upgrades and equipment) may not exceed 50% of your total Force cost.

10.3.1 Marines

11.3.1.1 Choose a Troop Type you would like to upgrade to an HQ and note its initial Stat Line and points value

USCM	CAPTAIN	COLONEL	MAJOR
Marine	75 Pts.	110 Pts.	195 Pts.
Weyland-Yutani Commandos	100 Pts.	185 Pts.	250 Pts.

Basic Stat line:

USCM	M	CC	RS	ST	CON	L	W	A	SPECIAL SKILLS
Marine	1	12	14	9	9	19	1	13	Team Tactics (P)
Weyland-Yutani Commandos	1	14	16	11	11	19	1	13(10)	Team Tactics (P), Perimeter Secured! (P)

10.3.1.2 Modify the initial Stats according to the Rank Modifiers Table below.

USCM	Ħ	CC	RS	ST	CON		V	Å
Captain	3	0	0	E-7	+1	30	+1	14(10)
Colonel		+1	+1	+1	+1	5.0	+2	15(11)
Major		+2	+2	+2	+2		+3	15(12)

10.3.1.3 Modify the Stat Line.

below 75 points.

Each stat point costs five points (except for Wounds, which cost 15 points). You can add or remove to a maximum shown in the relevant Stat Box (e.g. +2/-1 means that the Hero's Stat can be increased by up to +2 for a total of 10 pts. or can be reduced by one, reducing the cost of the Hero by five pts.). A Hero cannot be reduced to below the initial cost listed in Section 11.3.1. For example, a Marine Captain HQ cannot be reduced

I	USCM	W	CC	RS	ST	CON		W	A
	Captain		0/-1	+1/-1	-/-	-/-	1	+1/0	+1/-1
	Colonel		+1/-1	+1/-1	+1/-1	+1/-1	1	+1/0	+1/-1
	Major		+2/-1	+2/-1	+2/-1	+2/-1	1	+1/0	+1/-1

10.3.1.4 Choose one ranged weapon for your Hero for the points listed below

USCM	M41A1 PULSE RIFLE/ M40 Grenade Launcher	M240 Flame Thrower	M56 SMART- GUN	WEYLAN- D-YUTANI MK221 Tactical Shotgun	ARMAT M37A2 Shotgun
Marine	O Pts.	30 Pts.	50 Pts.	Political Control	20 Pts.
Weyland-Yutani Commandos	O Pts.	30 Pts.	50 Pts.	20 Pts.	

Your Hero's Ranged Weapon will have all of the Weapon Special Skills listed for the chosen weapon.

Each Ranged Weapon grants the Model the following Special Skills:

M41A1 Pulse Rifle/M40 Grenade Launcher – Grenade Launcher (A)

M240 Flame Thrower - Burning Inferno (A)

M56 Smartgun - Guided Fire (P)

Weyland-Yutani Mk221 Tactical Shotgun/Armat M37A2 Shotgun – Shotgun! (A), Point Blank Shot (A)

10.3.1.5 Modify the Ranged Weapon Stat line.

A maximum of three upgrades and two downgrades may be applied to the weapon. A Ranged Weapon cost cannot be reduced below the initial cost of the weapon in Section 10.3.1.4. Each point of St costs 15 pts., RoA costs 10 pts. and AV points cost 15 pts.

ST	ROA	AV
+2/-2	+1/-1	+2/-2

10.3.1.6 Choose one Close Combat weapon for your Hero for the points listed below

Your Hero's Close Combat Weapon will have all of the Weapon Special Skills listed for the chosen weapon.

USCM	COMBAT KNIFE	CVERCHARGED STUN PROD
Marine	0 Pts	10 Pts
Weyland-Yutani Commandos	0 Pts	10 Pts

Each weapon grants the Model the following Special Skills:

Overcharged Stun Prod – Electric Shock (P)

10.3.1.7 Modify the Close Combat Weapon Stat line

A maximum of three upgrades and two downgrades may be applied to the Weapon. A Close Combat Weapon cannot be reduced below the initial cost of the weapon in Section 10.1.6. Each point of St costs 15 pts., RoA costs 10 pts. and AV points cost 15 pts.

St	RoA	AV
+1/-2	+1/-1	+1/-2

10.3.1.8 You may add up to three Special Skills to the HQ at the costs listed below.

Dodge (P) – 20 pts Perimeter Secured! (P) – 30 pts Heal (4) (P) – 20 pts

10.3.2 Aliens

10.3.2.1 Choose which unit type you would like to use as an HQ and note its initial Stat Line and points value

	D 100H
Aliens	HQ cost
Alien Warrior	75 Pts
Praetorian (Royal Guard Upgrade)	120 Pts
Predalien	175 Pts
Queen	275 Pts

Basic Stat Lines

Aliens	M	CC	RS	St	Con	LD	W	A	Special Skills
Alien Warrior	1	17	10	13	13	19	2	15(12)	Acid Spit (A), Acidic Blood (P)
Praetorian (Royal Guard upgrade)	1	17		13	13	19	3	15(12)	Royal Pheromones (P), Acidic Blood (P)
Predalien	1	17	Section 2	14	14	19	4	15(12)	Egg Injection (P), Acidic Blood (P)
Queen	1	19	N. ALEX	19	19	19	6	15(14)	Royal Pheromones (P), Unstoppable (P), Resilient (P), Acidic Blood (P)

10.3.2.2 Modify your Hero's Stat Line

Each Stat Point costs five points (except for wounds, which cost 15 points). You can add or remove to a maximum shown in the relevant Stat Box (e.g. +2/-1 means that the Hero's Stat can be increased by up to +2 for a total of 10 pts. or can be reduced by one, reducing the cost of

the Hero by five pts.). A Hero cannot be reduced to below the initial cost listed in Section 10.3.2.1.

For example, an Alien Warrior HQ cannot be reduced below 75 points in this section.

Aliens	M	CC	RS	St	Con	LD	W	A
Alien Warrior		+1/-1	+2/-1	0/-1	(811)	64	+1/0	+1/-1
Praetorian (Royal Guard upgrade)		+2/-0	-/-	+2/-0	+1/-1		+1/0	+1/-1
Predalien		+2/-0	-/-	+2/-0	+1/-1		+1/0	+1/-1
Queen	d.	+2/-0	-/-	+2/-0	+1/-1	135	+1/0	+1/-1

10.3.2.3 Choose one Ranged Weapon for your Hero for the points listed below

Aliens	None	Acid Spit
Alien Warrior		0 Pts
Praetorian (Royal Guard upgrade)	O Pts	30 Pts
Predalien	0 Pts	30 Pts
Queen	O Pts	10 Pts

Your Hero's Ranged Weapon will have all of the Weapon Special Skills listed for the chosen weapon.

Each weapon grants the Model the following Special Skills:

Acid Spit - Acid Spit (A)

10.3.2.4 Modify the Ranged Weapon Stat line

St	RoA	AV		
+2/-2	+1/-1	+1/-2		

A maximum of three upgrades and two downgrades may be applied to the Weapon. A Ranged Weapon cost cannot be reduced below the initial cost of the weapon in Section 10.3.2.3. Each point of St costs 15 pts., RoA costs 10 pts. and AV points cost 15 pts.

10.3.2.5 Note your Hero's Close Combat weapon Stat

Weapon Name	St	RoA	AV
Warrior Claw	16	4	2
Royal Guard Claw	16	4	4
Predalien Claw	16	5	3
Queens Claw	16	5	3

Your Hero's Close Combat Weapon will have all of the Weapon Special Skills listed for the chosen weapon.

10.3.2.6 Modify your Hero's Close Combat Weapon Stat line

St	RoA	AV		
+3/-2	+2/-1	+2/-2		

A maximum of three upgrades and two downgrades may be applied to the Weapon. Each St point costs 15 pts., RoA costs 10 pts. and AVV points cost 15 pts.

10.3.2.7 You may add up to three Special Skills to the HQ at the costs listed below

Dodge (P) – 15 pts. Hive Bloodhounds (P) – 25 pts. Improved Hide (P) – 10 pts. Royal Pheromones (P) - 30 pts. Unstoppable (P) – 20 pts. Resilient (P) – 20 pts.

10.3.3 Predators

10.3.3.1 Choose the Troop type you would like to upgrade to an HQ and note its initial Stat Line and points value Basic Stat Lines

Predators	HQ cost
Predator Warrior Elder	100 Pts.
Predator Hunter Elder	100 Pts.
Berserker Elder	150 Pts.

10.3.3.2 Modify your Hero's Stat Line

Predators	M	CC	RS	St	Con	LD	W	A	Special Skills
Predator Warrior Elder	1	17	12	14	14	19	3	15(12)	Seasoned Hunter (P)
Predator Hunter Elder	1	12	17	14	14	19	3	15(12)	Seasoned Hunter (P)
Predator Berserker Elder		17		14	14	19	4	14(12)	Seasoned Hunter (P), Rage! (A)

Each Stat Point costs five points (except for Wounds, which cost 15 points). You can add or remove to a maximum shown in the relevant Stat Box (e.g. +2/-1 means that the Hero's Stat can be increased by up to +2 for a total of 10 pts. or can be reduced by one, reducing the cost of the Hero by five pts.). A Hero cannot be reduced to below the initial cost listed in Section 9.3.1. For example, a Predator Warrior Elder HQ cannot be reduced below 100 points.

Predators	M	CC	RS	St	Con	LD	W	A
Predator Warrior Elder	Chr.	+2/-1	+1/-1	+2/-1	+1/-1	0	+1/0	+1/-1
Predator Hunter Elder		+1/-1	+2/-1	+1/-1	+1/-1	0	+1/0	+1/-1
Predator Berser- ker Elder	200	+2/-0	+1/-2	+3/-1	+1/-2	0	+1/0	+1/-1

10.3.3.3 Choose one ranged weapon for your Hero for the points listed below

Your Hero's Ranged Weapon will have all of the Weapon Special Skills listed for the chosen weapon.

į	Predators	Wrist Dart		Gatling Pla- sma Caster	
	Predator Warrior Elder	10 Pts.		40 Pts.	
	Predator Hunter Elder	10 Pts.	30 Pts.	40 Pts.	20 Pts.
	Predator Berserker Elder	9 - 1	V.		

Each Ranged Weapon grants the Model the following Special Skills:

Plasma Caster – Hot Plasma (P) Gatling Plasma Caster – Hot Plasma (P) Plasma Cannon – Hot Plasma (P)

10.3.3.4 Modify the Ranged Weapon Stat line

A maximum of three upgrades and two downgrades may be applied to the Weapon. A Ranged Weapon cannot be reduced below the initial cost of the weapon in Section 10.3.3.3. Each point of St costs 15 pts., RoA costs 10 pts. and AVV points cost 15 pts.

St	RoA	AV
+3/-2	+2/-1	+2/-2

10.3.3.5 Choose one Close Combat Weapon for your Hero for the points listed below

Your Hero's Ranged Weapon will have all of the Weapon Special Skills listed for the chosen weapon.

Predators	Wrist Blade	Combi-Stick	Smart-Disc
Predator Warrior Elder	O Pts.	30 Pts.	40 Pts.
Predator Hunter Elder	O Pts.	30 Pts.	40 Pts.
Predator Berserker Elder	O Pts.	30 Pts.	40 Pts.

10.3.3.6 Modify your Hero's Close Combat Weapon Stat line



A maximum of three upgrades and two downgrades may be applied to the Weapon. A Close Combat Weapon cannot be reduced below the initial cost of the weapon in Section 10.3.3.5. Each point of St costs 15 pts., RoA costs 10 pts. and AVV points cost 15 pts.

10.3.3.7 You may add up to three Special Skills to the HQ at the costs listed below.

Charge! (P) – 20 pts. Rage! (A) – 30 pts. Self-Destruct Device (P) – 30 pts.

10.4 CUSTOM VICTORY CONDITIONS

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

Setting up a Custom Victory Conditions:

- 1. Set up a Mission Map.
- 2. Choose a Deployment Tile for each Faction (see below).
- 3. Draw one Mission Card from the Mission Deck.
- 4. Repeat point 3 until every participating player has chosen Victory Conditions for their faction, marking the objective(s) with Objective Tokens when required.
- 1. Set up a Mission Map Feel free to use any Mission Map from the Rulebook or if all players agree, create one by taking turns (each player rolls a D20 and takes turns in descending order) and adding Tiles to any viable interlocking Tile edges. Always start from the cross-section, allowing players to build up a map in any of the four directions. Completed maps must have all interlocking edges closed by a Tile to be viable to play.
- **2.** Choosing a Deployment Tile depending on the player's Faction being chosen or predetermined:
- Marine Force Marines must always deploy on a Room Tile. Marines always choose their Deployment Tile first before other factions.
- Alien Force Aliens always deploy on an Infested Corridor Tile chosen by the Alien player. If the Mission objective for Aliens is to "Carry back to a starting position", the opponent (chosen by rolling a D20, with the highest roll choosing in the case of three Factions participating in a game) gets to choose which one of the Infested Corridor Tiles is

- considered a Deployment Tile for the Alien.
- Predator Force Predators always deploy on a Predator Pod Tile.
- 3. Draw one Mission Card from a Mission deck Read what type of Victory Condition your Mission requires you to achieve, following the extended description of Victory Conditions below and mark appropriate Tiles with the Objective Token(s) of your faction where needed.
- Objective Tokens:







Alien

Predator

Marines

Carry back to the starting position – This Objective Token has to be retrieved and transported back (following a Carrying a Token Special Rule described in the Mission section of the Rulebook (10.3)) to the Faction Deployment Tile, see Deployment above.

Deliver – One or more friendly Models of the troop or support type start(s) the game in possession of an Objective Token that has to be delivered to a designated Target Tile(s). Once the Model enters the Target Tile while being in possession of an Objective Token, the Objective Token is removed. When Objective Tokens are removed from all Target Tiles, this Victory Condition is considered to be fulfilled.

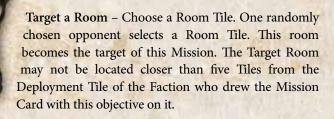
Damage – To fulfil this Mission, two Acid Damage Tokens must be placed on a Target Tile (follow the Damaging a Room Special Rule described in the Mission section of the Rulebook (9.3)).

Evacuate – When at least 50% (rounding up) of the Models from the player's initial force reach the Target Tile and the Target Tile is not occupied by any opponent's Models, this Victory Condition is considered to be fulfilled.

Gain X Frags – When the total amount of X Frags has been collected by Models from the faction who drew the Mission Card with this Objective, the Victory Condition is considered to be fulfilled.

Gain X Trophies - When the total amount of X Trophies has been collected by Models from the faction who drew a Mission Card with this Objective, the Victory Condition is considered to be fulfilled.

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



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

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

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

Remove Tile(s) – Remove a Target Tile(s) from play using the Weld It Shut! Special Skill.

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

10.5 SURVIVAL ARENA MODE

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

The Survival Arena game mode may be played as a single Survival Arena Mission or as a more complex Progressive Survival Arena by one or more players.

In the case of only one player, the antagonist forces are being controlled by a simple set of rules that simulates an opponent's instinctual behaviour, called Horde Instinct. In the case of more than one player, players may freely decide who, if anyone, takes control of the horde and who will try to keep survivors alive. The game caters to any player configuration, but the only requirement is that one or more players control(s) survivors.

Survival Arena mode works best in conjunction with the Advanced Game Rules, allowing players to customise their force and providing almost unlimited diversity between each game. Forces, being balanced by their point values, let you recreate many epic and movie-like encounters, giving each side of the conflict a chance to be victorious. Would a meagre few Marines, supported by a Power Loader, stand a chance against an Alien Queen and her brood? Can three Predators vanquish a massive Alien Crusher? Can two Alien Royal Guardsprotect the egg chamber from invading Weyland-Yutani Xeno Retrieval Forces? It's time to find out!

10.5.1 Survival Arena.

Survival Arena – A team of Survivors tries to stay alive throughout multiple rounds, resisting attacks from a Horde of Aliens while gaining experience and resupplying gear, Cards and dead Models between game rounds. The Horde in this game type grows stronger from round to round, depending on how the battle goes. This game type allows for great Heroes to emerge, gaining levels and skills as their enemies crumble to dust. While playing the Survival Arena, keep notes of the LVL and Frags collected by each squad in the game. Veterans will be a really tough nut to crack for even the scariest hordes!

Designer Note: The Survival Arena was designed with brave Marines in mind, taking on the role of Survivors and with Aliens acting as the horde, but feel free to try out any combination of forces, including clan power struggles of mighty Predators, fights for domination between two hives of monstrous Aliens or any combination of which you can think!

10.5.2 Setting up a Survival Arena Game:

- 1. Choose which forces will take part in the Mission.

 Only two forces may participate in a Survival Arena Mission.
- 2. Decide which player controls which force. Only survivors must be controlled by a player and the horde may be controlled by a player or a set of general behaviour rules, called Horde Instinct.

Designer Note: Everything is more fun with friends! Grab a few and see which one of you is the true Survivor and which is the ultimate Horde Master.

3. Choose which map the game will be played on.

- 4. Once the map has been set up, players agree on a number of points allowed for their Forces and create their lists using the Advanced game Organisation Chart described in Section 10 of the Rulebook.
- 5. Players put their Models on the respective starting Tiles. Survivors always begin at the Core Tile. The Horde may set their Models up anywhere on any Infested Tile up to the Occupation Point limit.
- 6. Players roll for the initiative and take turns as described in the How To Play section 3.00f the book.
- 7. The round ends once all Models from one faction are removed. Players may decide to play another Round, keeping the Models LVL and Frags collected in the previous Round.

10.5.3 Survival Arena Mode maps.

The Survival Arena game can be played on many different kinds of maps, from Survival Arena Maps and Campaign Mission Maps to Custom Maps made by players.

Designer Note: Keep in mind that the confined decks of USCMC Theseus may not be the best place to fight against the ever-swarming hordes of enemies, but they may give players different tactical advantages. Use a map layout to your advantage!

An example of a Survival Arena - Small Map





10.5.4 Horde Instinct

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

A. Horde Activation – This section describes an order in which Horde Models should be activated.

Horde Models activate in the following order:

- 1. Engaged Models, starting with the Model with the highest RoA.
- 2. Models next to Engaged Tiles, starting with Models with the highest RoA.
- Models which can make it to an Engaged Tile in one movement (walk or run), starting with Models nearest to the Survivors.
- 4. Models which can make a Ranged Attack at the Survivors.
- 5. Models that are most distant from the Survivors.

B. Horde Movement – This section describes how Horde Models decide if and where to move.

Horde Movement is described by the following rules:

1. Models move towards the nearest Survivor Model. Nearest means separated by the least number of Tiles. If two equally distant Tiles are occupied by the Survivor Models, then the Horde Models will move towards the Tile with more Occupation Points taken by the Survivors. If two equally distant Tiles are occupied by the same amount of Survivors, then the route for the Horde must be randomised by a D20 roll.

. If the Model is activated next to a door blocking the shortest way to the Survivors, then the Model will spend an Action and try to Force the Doors Open (A), instead of a Run or Move Action.

Alien Stalker

painted by Prodos Games Studio

C. Horde Attacks – This section describes which kinds of Actions the Horde will use and when to engage and fight the Survivors.

Horde Attacks are described by the following rules:

- 1. Models Engaged with Survivors will attack during every activation where they are able to do so.
- 2. Models with Ranged Attack capabilities will attack once during activation if they have LOS and are suffering no negative RS modifiers. If there is no opportunity to make a Ranged Attack with no negative modifiers, then the Model will continue closing in to Engage. If a Horde Model makes a Ranged Attack, then it will stay and keep attacking every activation as long as it has viable targets in range.

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

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



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ALIEN FACTION ROSTER SHEET

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	NY TO				333				7.1						
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			- 4		190	130	1800		17.00			S. T. L.	THE		Y U
		15					CAS		处更		du pr				V. Lin
				1000			7	100		AND SECTION			1000		
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INAGO) E						83	9			They bu	1.43		- 1	
RE-ROLL	Miles.	E/A	F.EE	1	me.	1		2	90			X			
HEAL (X)			3		Hea	l (6)	Hea	(8)	1993		Section 201				A STALLAND

MARINE FACTION ROSTER SHEET

HQ	RANK:	NAN	E:	1	H				140		324 %				POINT VALUE:
MODEL	NR	V	CC	RS	ST	CON	LD	W	A	SQUAD WEAPONS	TYPE	ST	ROA	AVV	NOTES:
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	Level	1	Leve	el 2	Lev	el 3	Lev	el 4	W.,	The second second				N.,	
FB466						1400	384	120	talla		District.	الحالم	711/2		The state of
FRAGS			T.	4.5	3/8/	160	J E	45				200			
RE-ROLL	7	100	35		* 4	1		2	1871		10 Say	3753	071		
HEAL (X)	100	H	AST	9535	Heal	(6)	Hea	(8)	II'L	A STATE OF THE STA	1818	7403			

HQ	RANK:	NAN	E:	316	No.			ATR.		1000	1		The state of		POINT VALUE:
MODEL	NR	M	CC	RS	ST	CON	LD	W	A	SQUAD WEAPONS	TYPE	TZ	ROA	AVV	NOTES:
	1000	45		Mrs.	Sref.		erma.		23				12.5		Ralling of the
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ED 100	E Mark	18	216	20	7	100	BAT	8	-	The Extent of	32				
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RE-ROLL	1 73	1			345	83 1-	2		10		Dix		3.1/	ar.	
HEAL (X)	1000	町	236		Heal	(6)	Heal	(8)	mil	3	E IIVA	010	dillo	4.33	

HQ	RANK:	NAN	IE:		NA.				No.				CHIN		POINT VALUE:
MODEL	NR	M	CC	RS	ST	CON	LD	W	A	SQUAD WEAPONS	TYPE	ST	ROA	AVV	NOTES:
	1507					400									
	Level	1	Lev	el 2	Lev	el 3	Leve	4							
20402	0 H 3					16	4	M			150			3	
FRAGS	海魯山	68		or 5	7	1			100	13- 97.20	5757				
RE-ROLL	dusk	X	C	N.	84	1/2	2		VIII.		1910				
HEAL (X)	SELES.		18.16	-44	Hea	l (6)	Heal	(8)		ALC: VERTICAL	No. of Street, or other Persons and the Street, or other Persons a	P. S.		JF.	-1-27

HQ	RANK:	NAN	IE:		/ la						是外级	起产	TO SE	2	POINT VALUE:
MODEL	NR	W	CC	RS	ST	CON	LD	W	A	SQUAD WEAPONS	TYPE	ST	ROA	AVV	NOTES:
			982	566	2011			346	77	Valor Care	1948	188	633		
	Level	1	Leve	el 2	Levi	el 3	Leve	4			247			31	
EDAGO		3	37.5		经点			la le	43.		1123	19676	8	1	
FRAGS	88 DE	1		8			T W	XX		10000000000000000000000000000000000000	100				
RE-ROLL			West 1		XLO	1000	2		4			U(i		(0)	
HEAL (X)	1777		Page 1	3/6/	Heal	(6)	Heal	(8)	103	E Bernah	1	اواق		3	

PREDATOR FACTION ROSTER SHEET

HQ	RANK:	NAN	AE:				SEAS!						MI		POINT VALUE:
MODEL	NR	W	CC	RS	ST	CON	LD	W	A	SQUAD WEAPONS	TYPE	ST	ROA	AVV	NOTES:
7500			Berli			472	1		3.4						
	Level	1	Levi	el 2	Lev	el 3	Levi	el 4	Dec				Charle	100	and the
FB466	0.000				3 1	13-	28			WENT HE	W. He				THE REAL PROPERTY.
FRAGS				3				3			10250		3,75	200	
RE-ROLL					W	1	2	Mag.	1		10 11	V.)	2400	4.7	2
HEAL (X)				J.12.	Hea	(6)	Heal	(8)	UL CY	A SA SA SA	(Asset)	1/45		3/5	

НQ	RANK:	NAN	IE:		100				NO.	TO SLEEN	2			ATAL S	POINT VALUE:
MODEL	NR	M	CC	RS	ST	CON	LD	W	A	SQUAD WEAPONS	TYPE	ST	ROA	AVV	NOTES:
	196			18/			406		1	THE REAL PROPERTY.			CYLE THE		
	Level	1	Leve	el 2	Lev	el 3	Leve	l 4						W.	
FRAGG	10 10 10	(88)	301	130		1	95	SEE SEE		MILITAN CAN	U-B	-	1,100		
FRAGS	9		100	18	83	10	E No	200			77 -4	1	Sal		
RE-ROLL					Min	OR	2	ME	363	And the last	250	3/78	723	1	The same of
HEAL (X)	191	0.4	1965	Cortina .	Heal	(6)	Heal	(8)		THE RESERVE	401	Des	W 25	-	

НQ	RANK:	NAM	E:		50			96					668		POINT VALUE:
MODEL	NR	M	CC	RS	ST	CON	LD	W	A	SQUAD WEAPONS	TYPE	ST	ROA	AVV	NOTES:
	Au i					134		4			New	16	Juga.		
	Level	1	Lev	el 2	Lev	el 3	Lev	el 4	153		1	304			
FRAGS		OF CASE		10 8						Tanside.	5	100			
rraus						108		118	10			9437		T	
RE-ROLL	in i	19	71	1		1)		C. P. C. San	Mary 1	Line	THE R	1000	
HEAL (X)					Hea	(6)	Heal	(8)	220	THE TAXABLE				W	

HQ	RANK:	NAN	E:	Year.		300		SIST.	20		AV XI			113	POINT VALUE:
MODEL	NR	W	CC	RS	ST	CON	LD	W	A	SQUAD WEAPONS	TYPE	ST	ROA	AVV	NOTES:
The second			450				12		191			MIN.	383	8.3	
	Level	1	Levi	el 2	Lev	el 3	Lev	el 4	6			Alexander of the second	CAM		ALC: NO.
FRAGS	BITTE		900	100	3 8						201			1000	
rkaus			384		300	10	38		7 1		1	(S)		36	
RE-ROLL			VIII.			ne.		2	To T	Marie Charles		1000	The state of	600	Market William
HEAL (X)		5	- IL	Fil	Heal	(6)	Heal	(8)	17.93		Si Sala	Silly	Maga	1	Washing to

RULES REFERENCES

Converting Ping! Tokens:

Marines: Any model chosen by the controlling player.

Aliens: Models shown on the Ping! Token, not activated and with LOS to an enemy model can stay in Hide.

Predator: Vocal Mimicry: Revealed Vocal Mimicry tokens are removed from the game. Vocal Mimicry tokens do not reveal an enemy ping! Token.

Tiles Bonus:

Marines at Normal Corridor: -4 to CC when targeted. Aliens at Infested Corridors: -4 to RS when targeted. Predators: no bonuses.

Tile occupation points:

Maximum limit of a Tile occupation Points = 8

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.

Actions

- Every model has 2 Action Points
- No Action can be taken twice per activation

Basic Actions (1 AP each)

- Move. The model may move up to its Movement in Tiles.
- Aim. (Marines only) +4 to RS to first RoA.
- Hide (Aliens on Infested Tile only) Ping! Token not revealed, -10 to RS when targeted.
- Shooting. The model makes RS tests equal to the weapon's RoA
- Close Combat. The model makes CC tests equal to the weapon's RoA.
- Pass. The model's activation ends.
- Burning Inferno (Marines with Flamethrower). Shooting action, Range 2, target 1 Tile, Autohit with ST and AVV of the weapon.
- Interaction. Interaction with a mission objective, cannot be used on Engaged tiles.
- Sentry action. Hold off one Action Point, the action point can be used between other model actions or before the game turn ends.

Extended Actions (2 AP each)

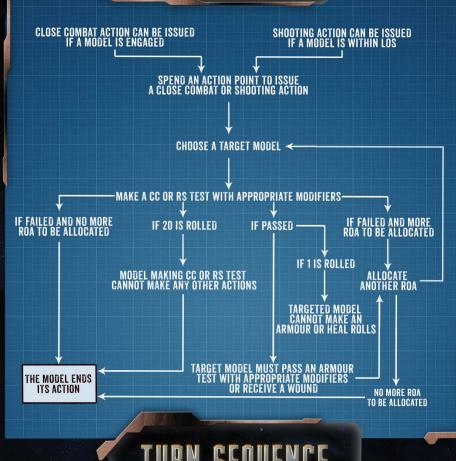
- Run. The model may move up to its Movement +1 in Tiles.
- Tactical Move (Marines only). A Move + Sentry combined, gives priority in using the Sentry Action.
- Weld it Shut! (Marines only) Remove an Air Vent Tile from the game, up to 4 can be removed. Models trapped on the tile are removed.
- Rapid Fire (Marines only). The model's ranged weapon RoA gains +1. Any ranged attacks are made at -4 RS.
- Grenade Launcher (Marines with M41A only). A ranged attack, inflicts 2 wounds instead of 1.
- Skulking Advance (Aliens only) Turn a model into Ping! Token and it gains the Hide status + move the token 1 Tile (infested tile only).
- Field Wound Treatment (Predators only) Roll a D20, on a roll 1-10 the model regains one lost wound. Only one wound can be regained during the game. Cannot be used on Engaged tiles.

Armour

- A model receives a Wound for each successful Ranged or Close Combat attack against it. For each Wound, the model must pass an Armour test or reduce its remaining Wounds by 1.
- If a model has o Wounds remaining, it is removed from play.
- The Armour test is modified by the attack's ST as follows:

ST OF ATTACK	ARMOUR MODIFIER
Less than 10	Armour bonus = 10 · ST
10	No modifier3
More than 10	Armour modifier = ST · 10

SHOOTNG AND CLOSE COMBAT ACTION



TURN SEQUENCE

