

CPL ACKELS

Marine • Marksman • Pilot
Tactics • Veteran

2
3



He says flying is an art. Right.

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CPL BROWN

Marine • Marksman
Scout • Sniper

3
3



Plus 1 to hit. If he rolls a 1 in combat, his weapon is Damaged.

22 confirmed kills...most were hostile.

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CPL HICKS

Marine • Brave • Marksman
Tactics • Veteran

3
4



Plus 1 to hit with Ranged weapons. Rotate to Ready any Manne at the same location.

All right people, let's move like we've got a purpose.

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CPL MYLER

Marine • Marksman • Scout
Tactics • Veteran

2
3




Plus 1 to hit with the M42-A Scope Rifle.

You can count on him to get the job done.

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CRAZED CIVILIAN



Permanent. Play immediately after a Supporting Character has been found. He will remain uncontrolled, and makes a free attack at every character who enters his location.

Sometimes they just break down from the stress.

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CROSSFIRE

Ranged



Play on 2 or more characters at the same location who are making a Ranged attack. Each gains +1 to hit (+2 if the character possesses Tactics).

Catch 'em right here. This will be our killing zone.

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CRUDE EXPLOSIVES

Machine Shop
Long-Ranged



Rotate owner to make a Long-Ranged attack on every character at a location. Attacks are at -1 to hit. Does 8 damage. Discard.

Probably seismic survey charges.

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CRYONICS CHAMBER

Cover • Cryonics



Rip Van Winkle would have loved this place.

TM&© 1997 Fox

CUNNING HUNTER

Predator • Adaptable • Lethal
Marksman • Veteran

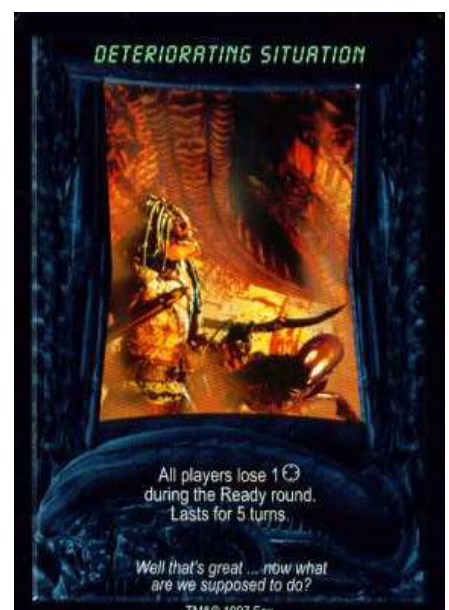
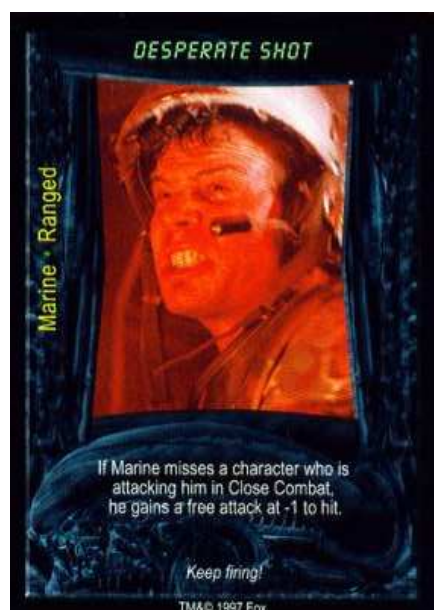
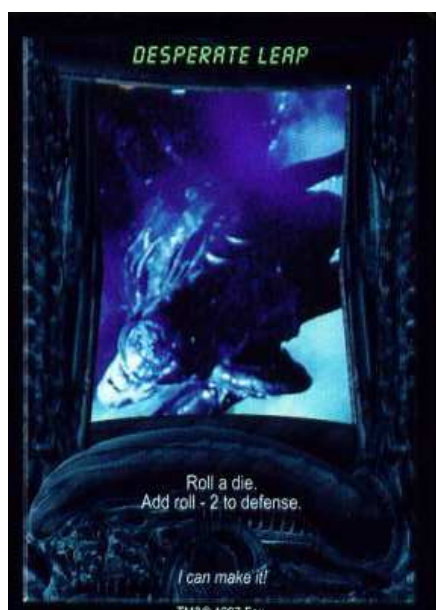
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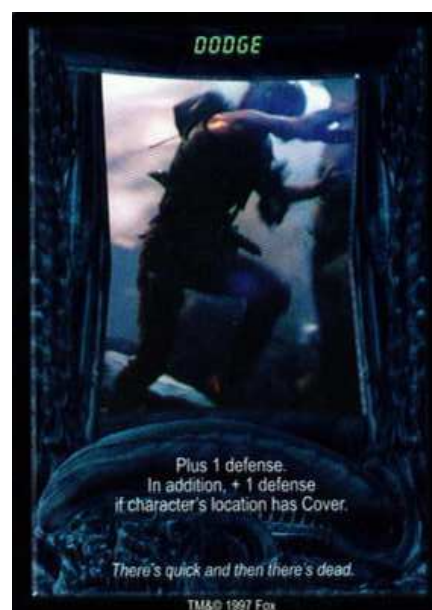
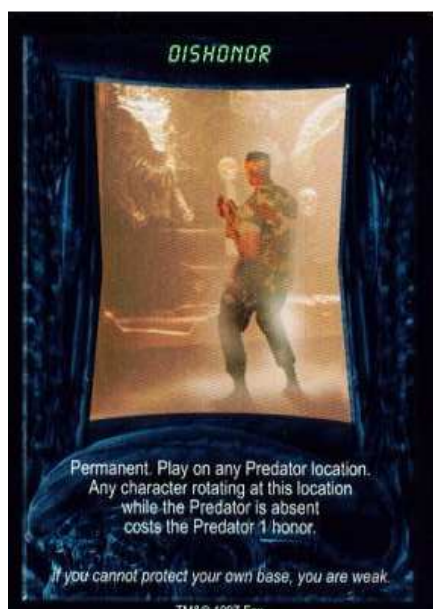


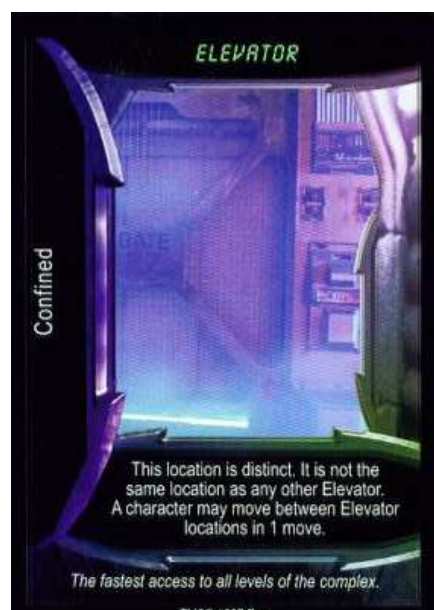
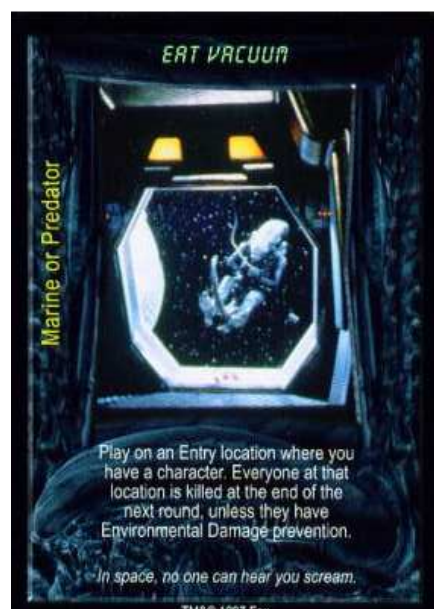
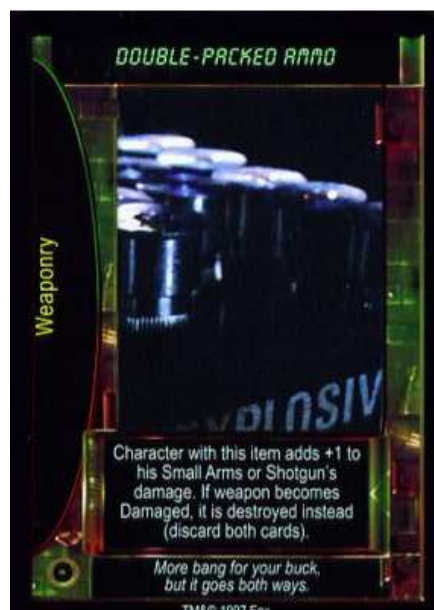
9 honor.

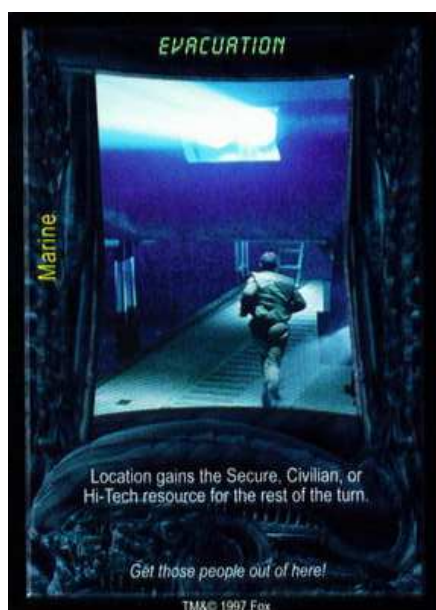
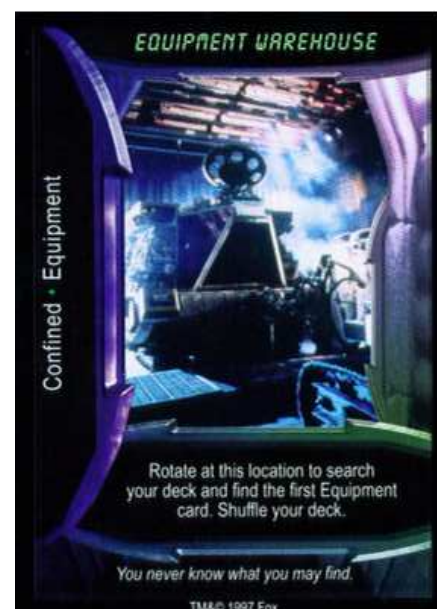
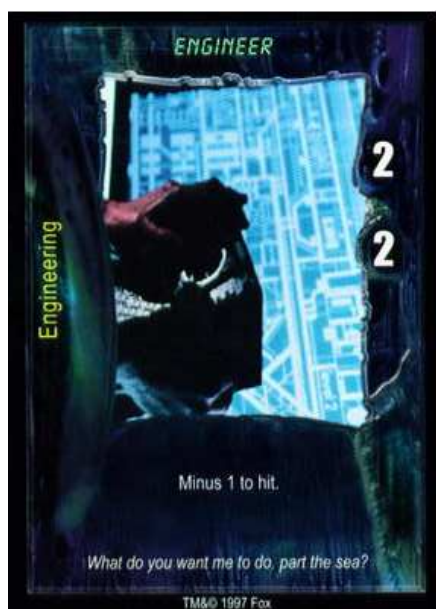
A powerful opponent under all conditions.

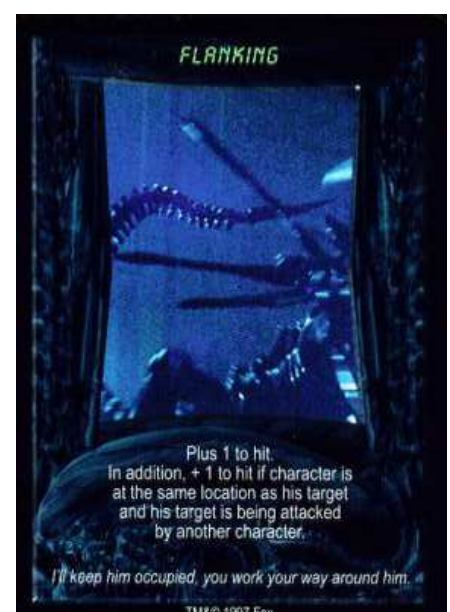
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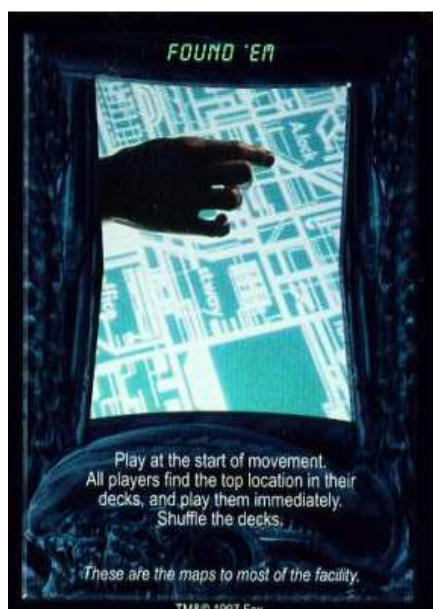
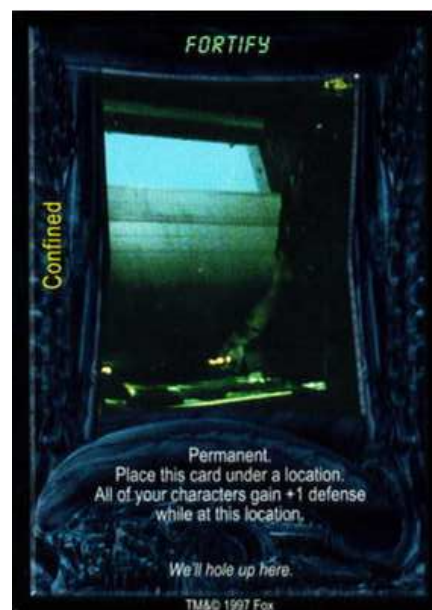
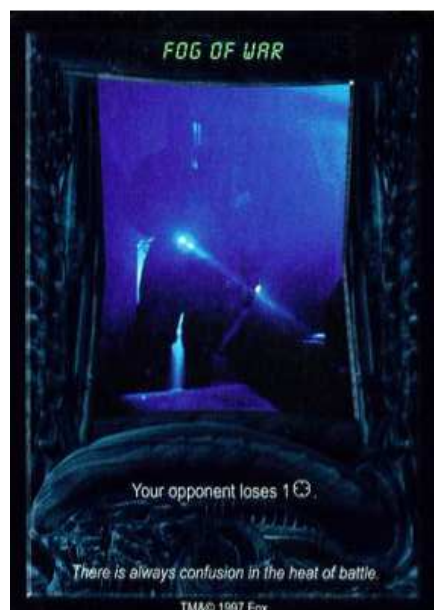


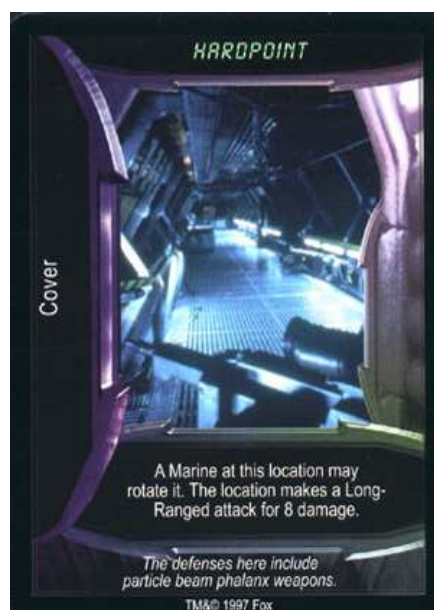
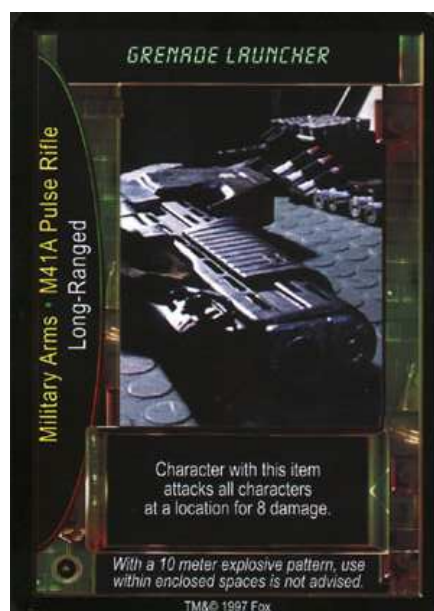
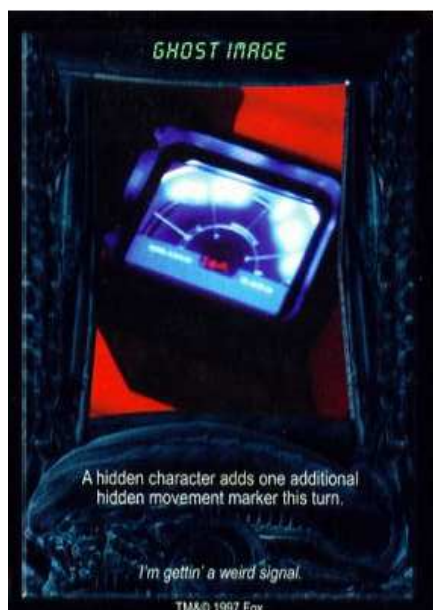


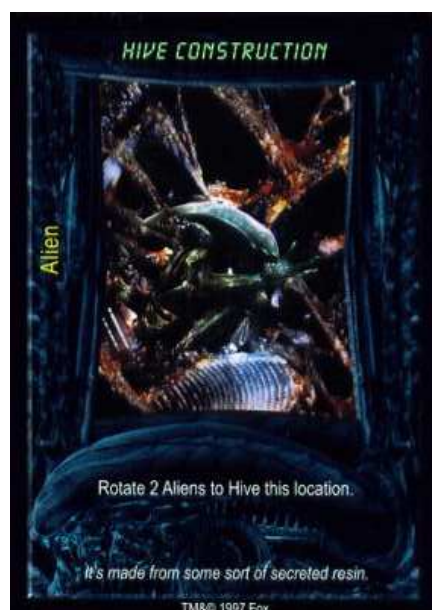
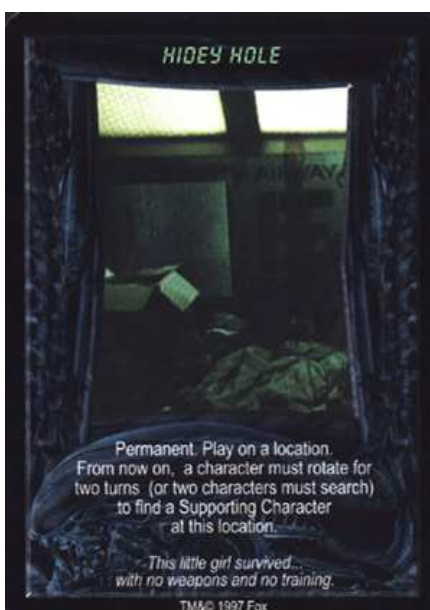
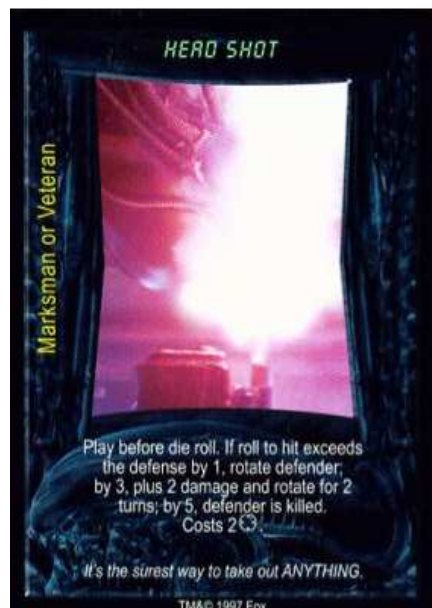


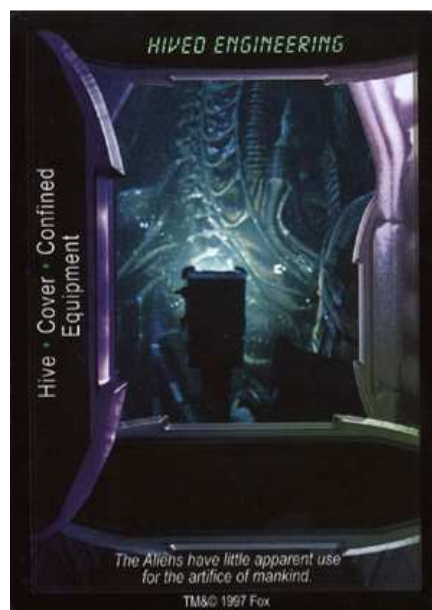
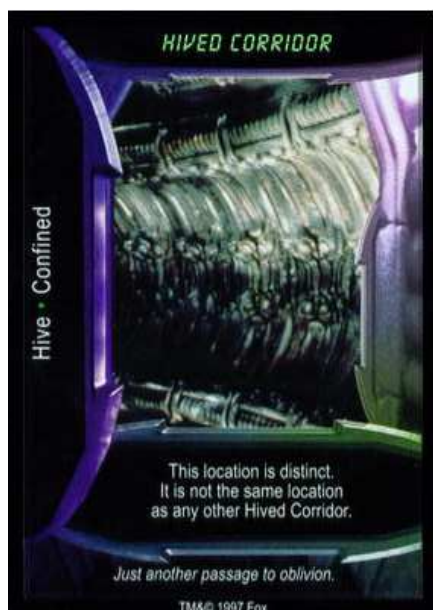


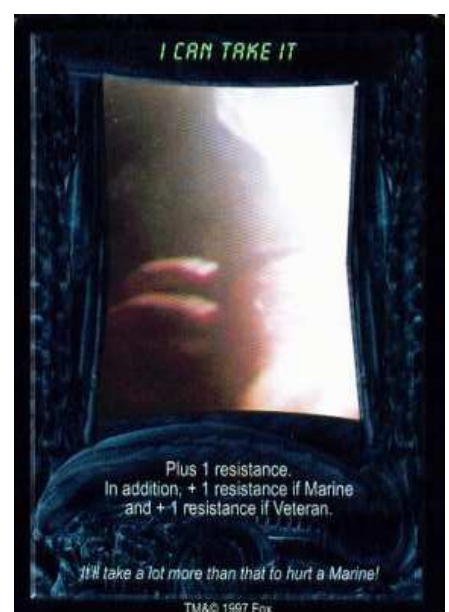
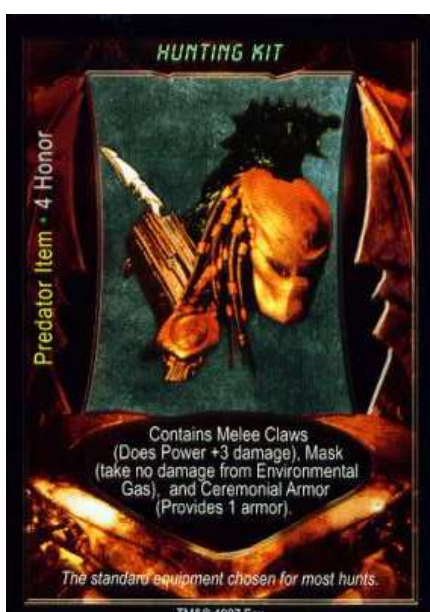
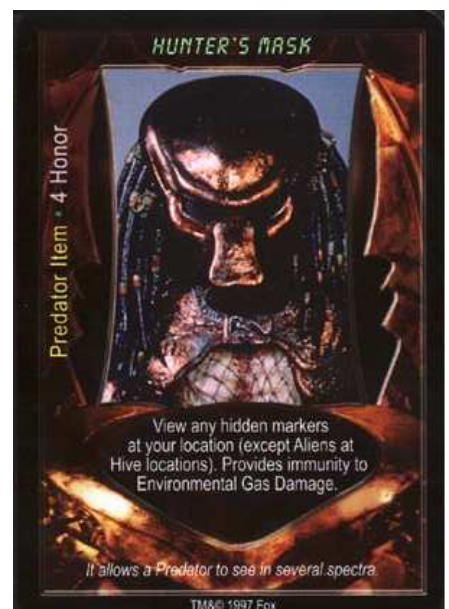


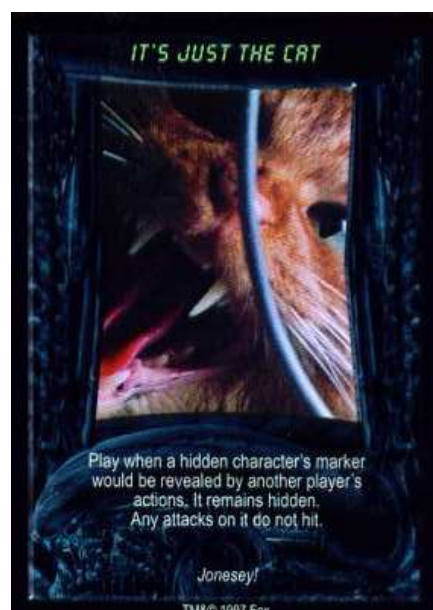
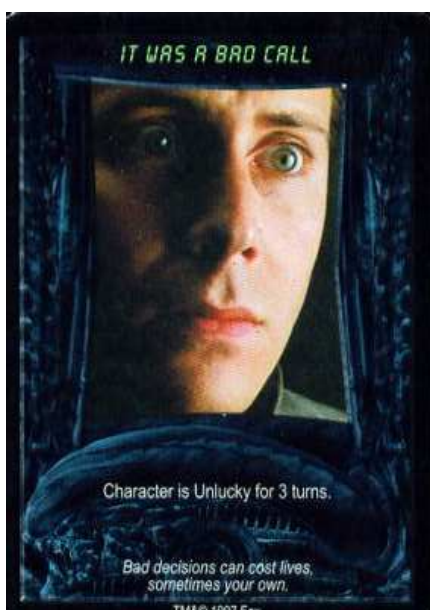
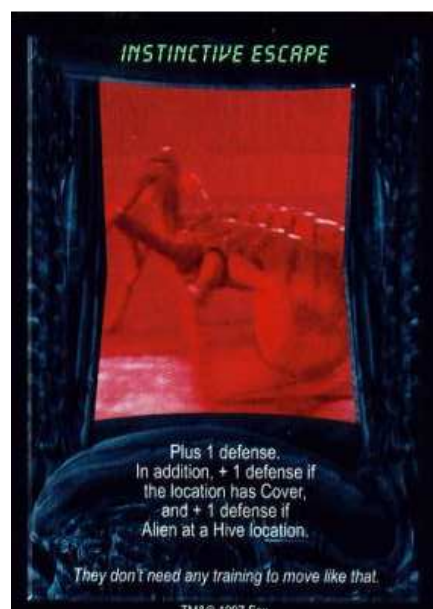
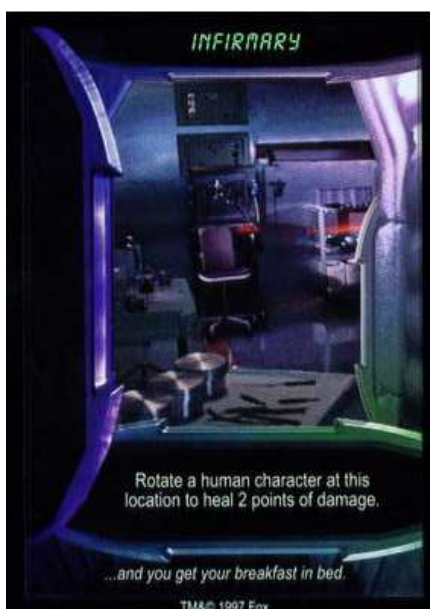


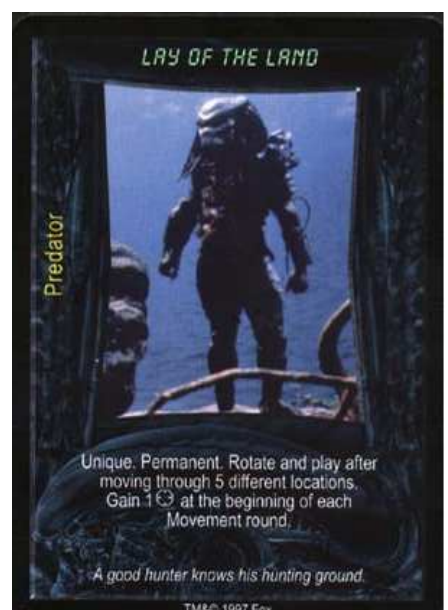
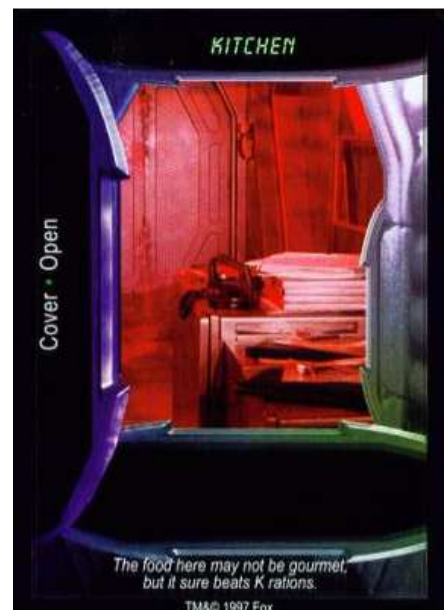


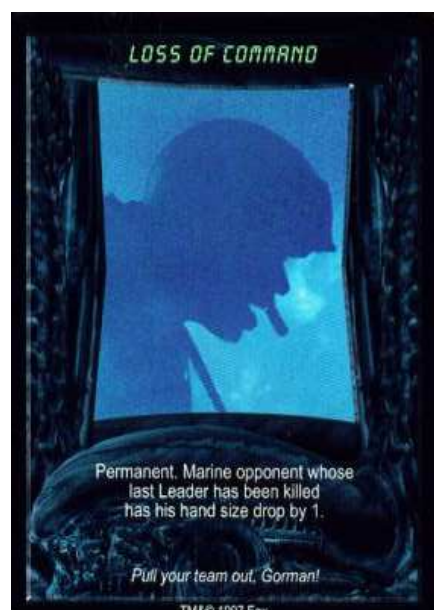
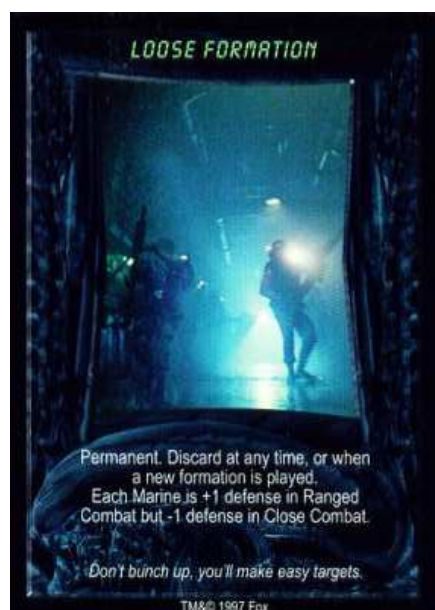
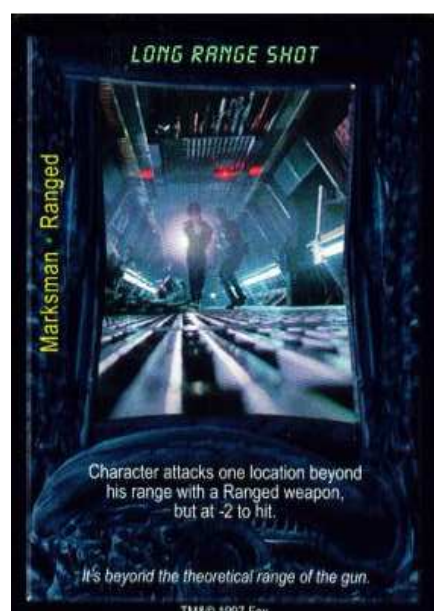
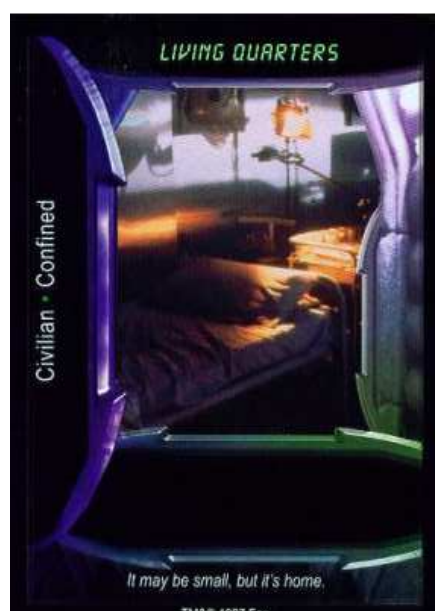
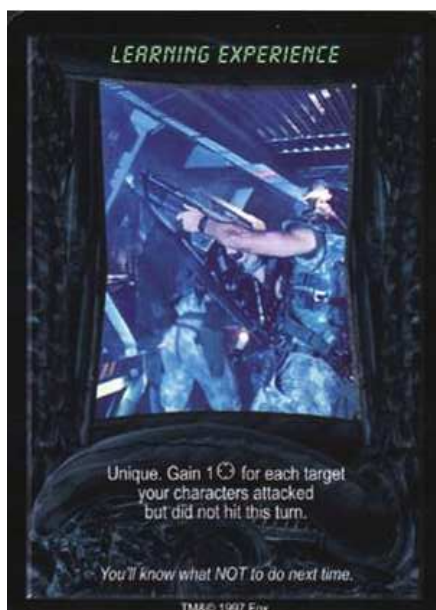


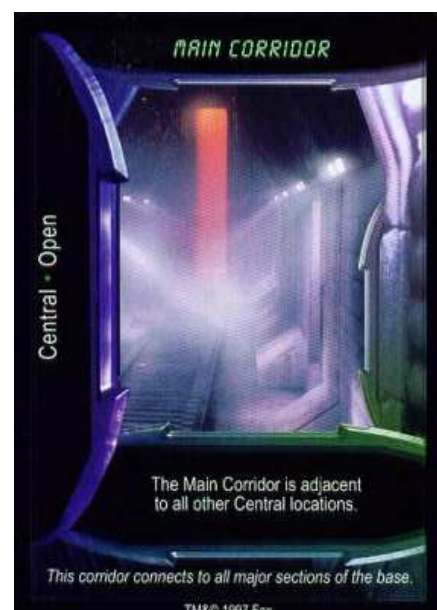
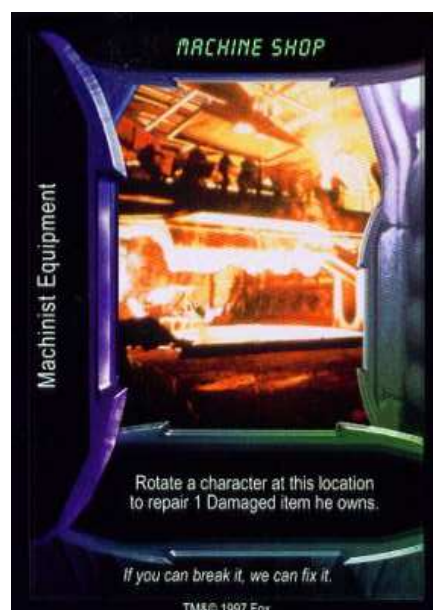
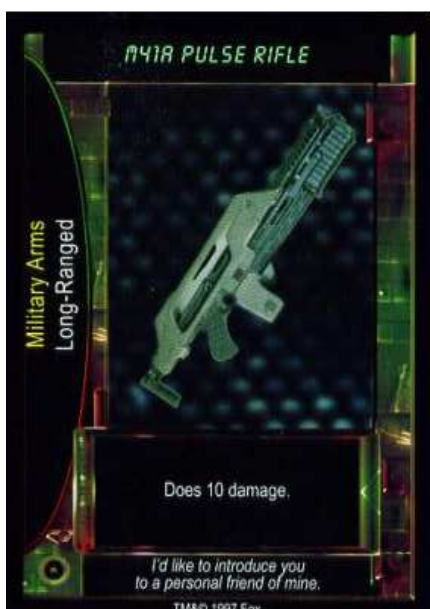
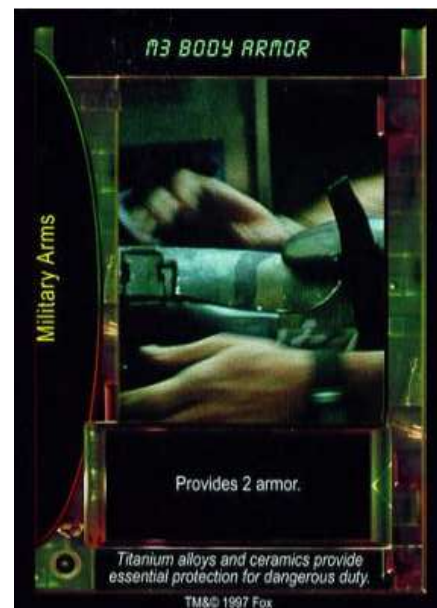
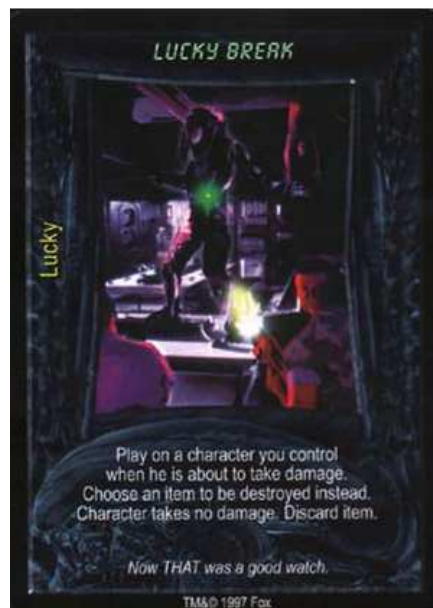
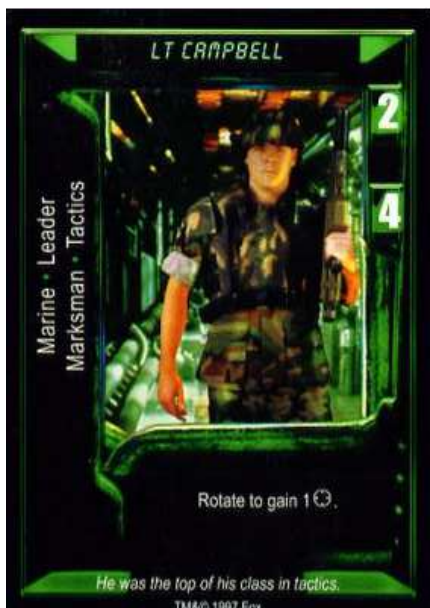


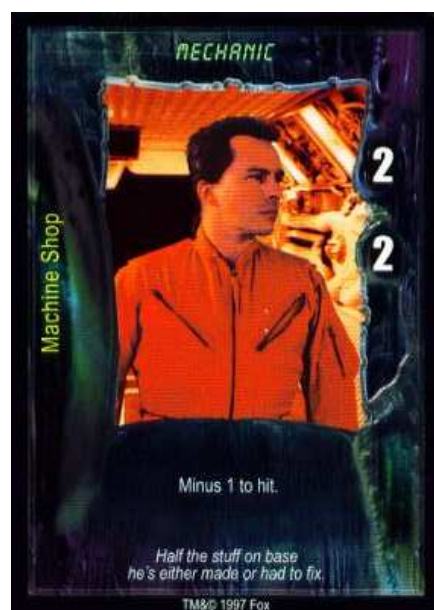
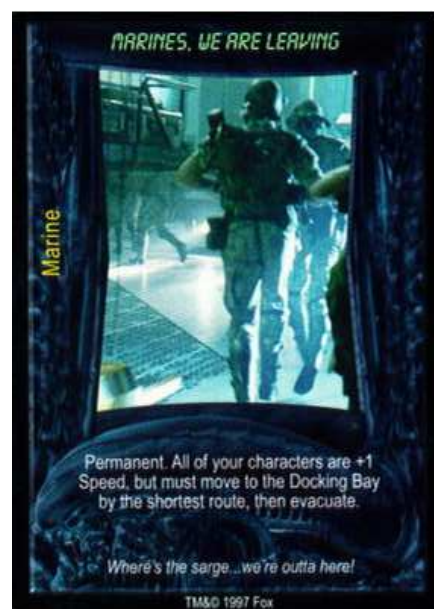
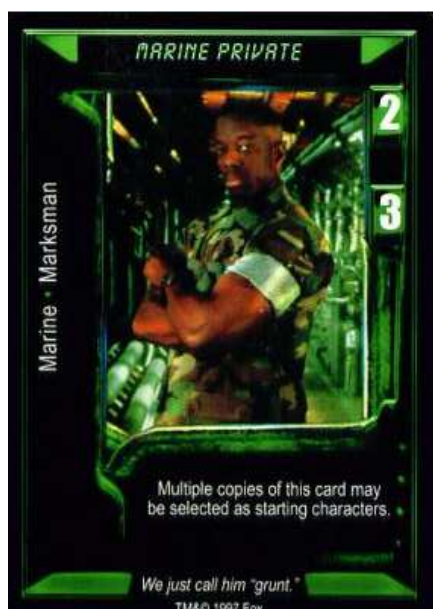
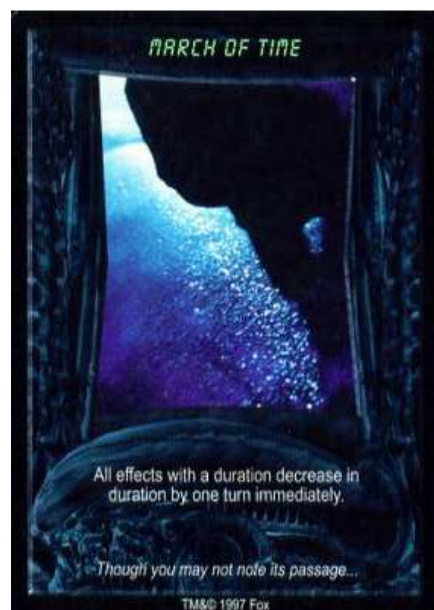


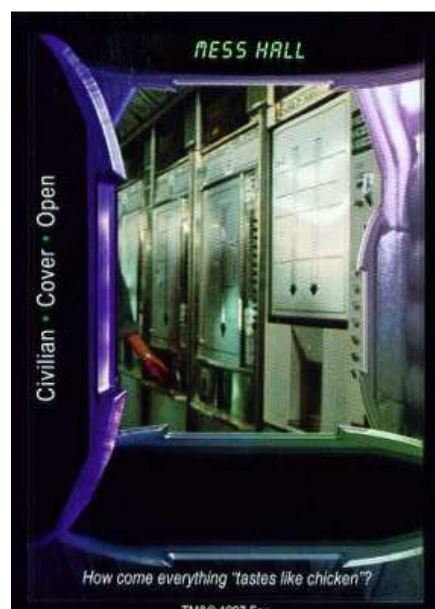
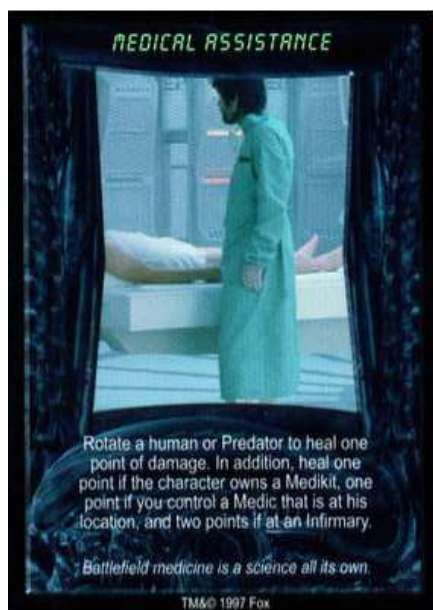


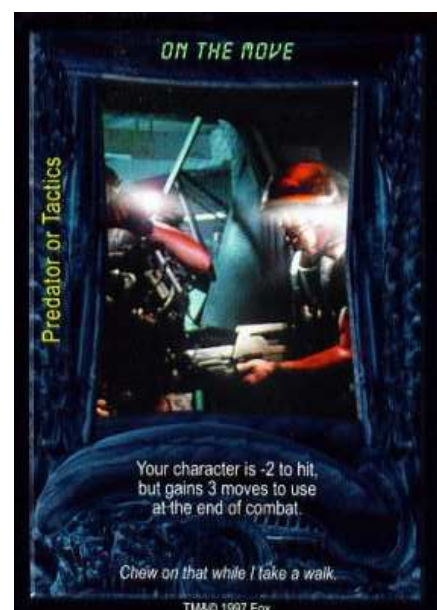
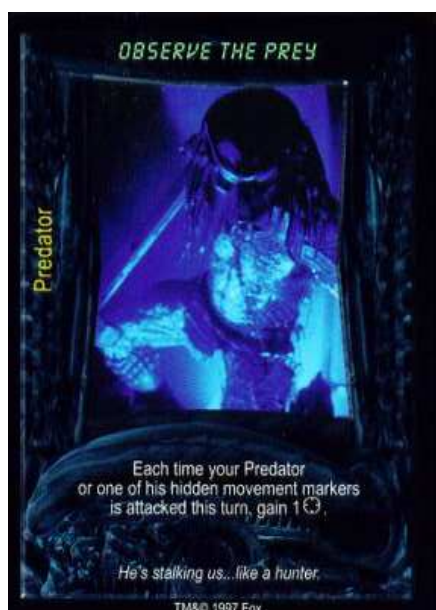
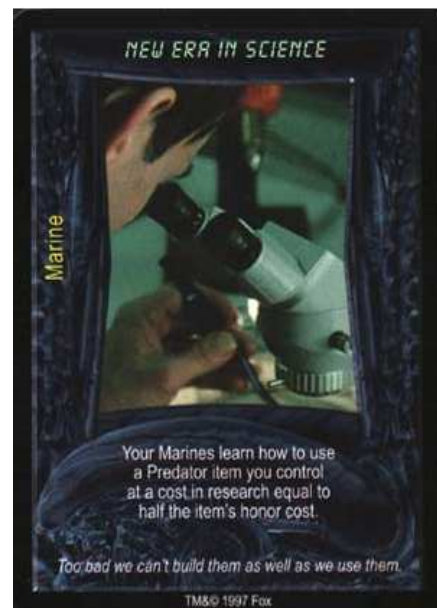


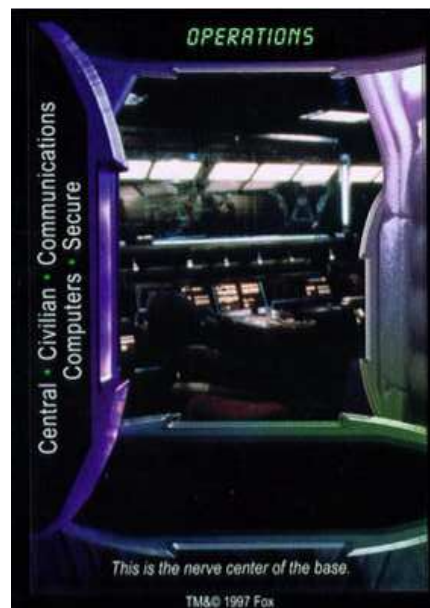
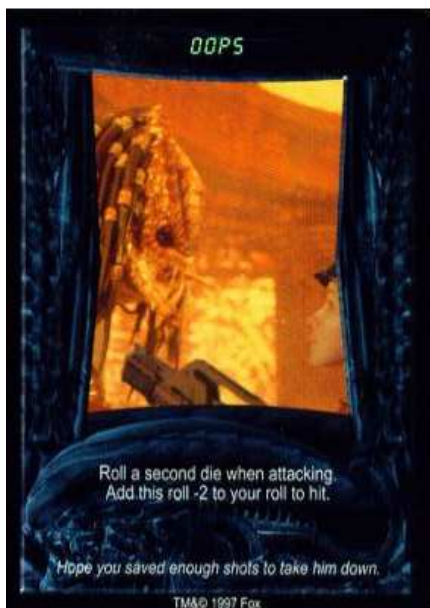


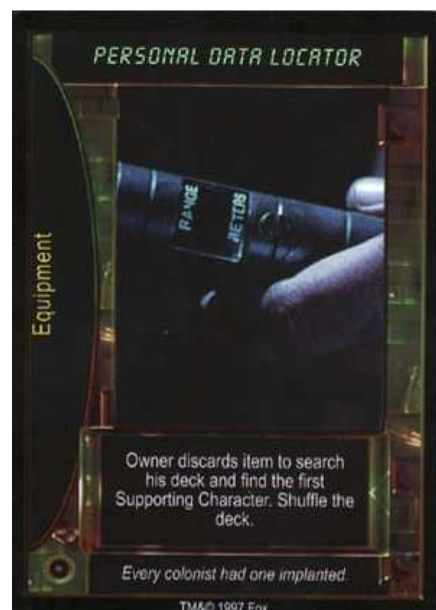
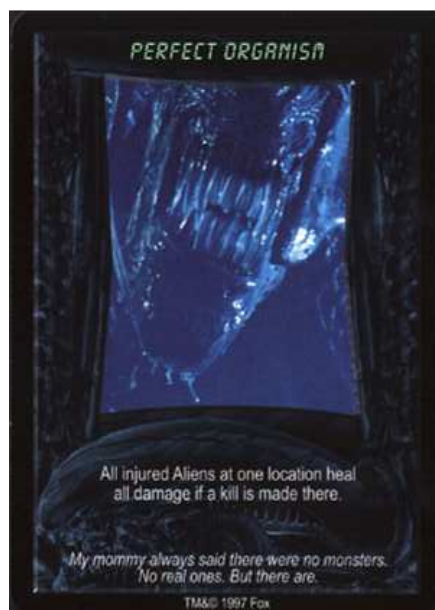


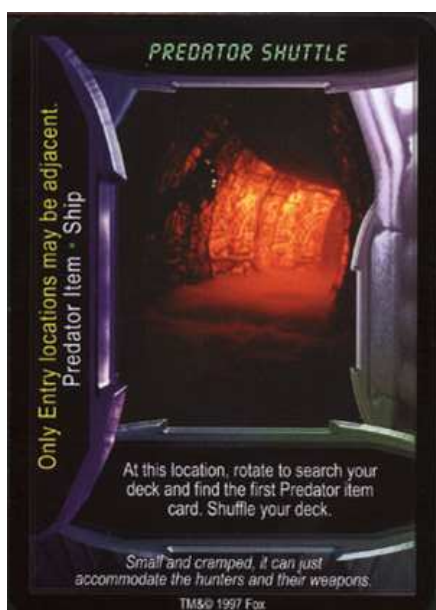
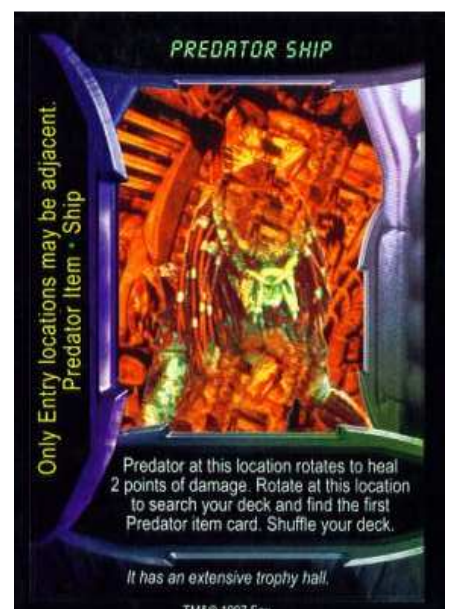
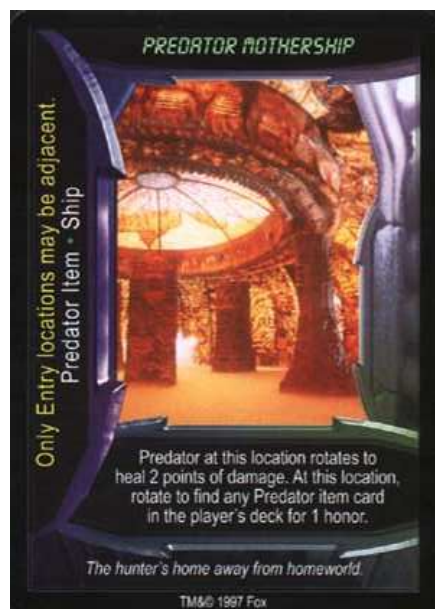
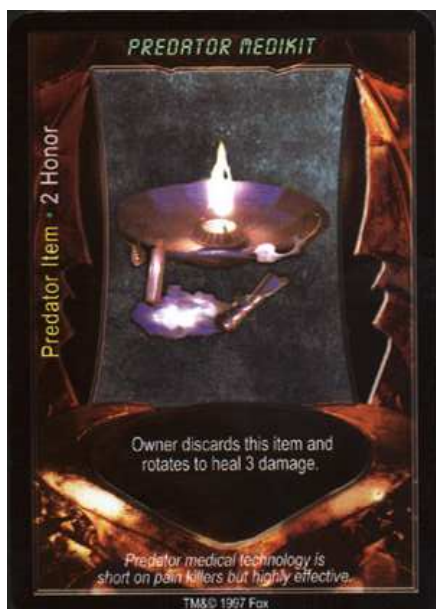


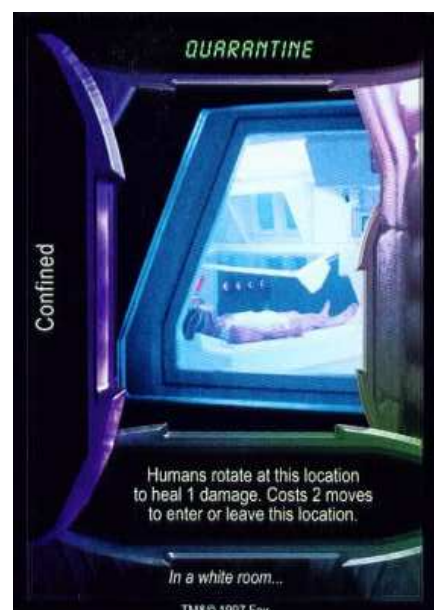


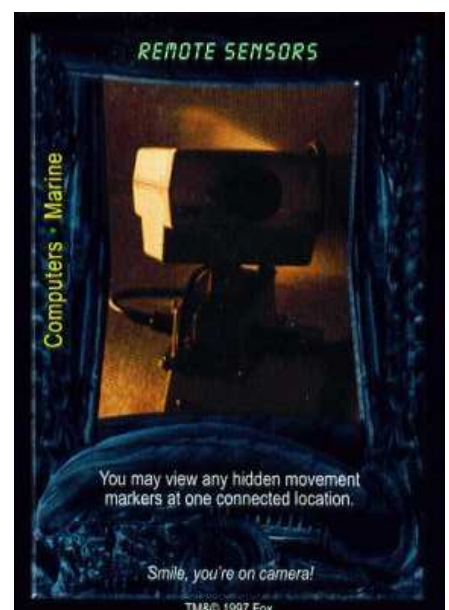
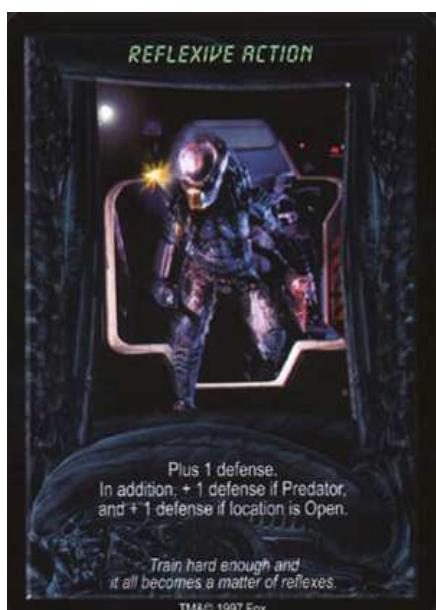
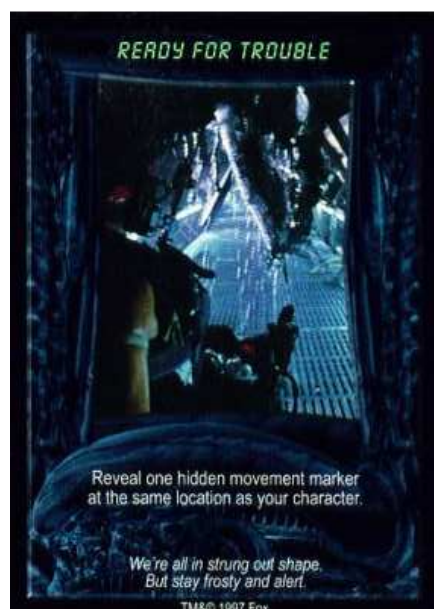


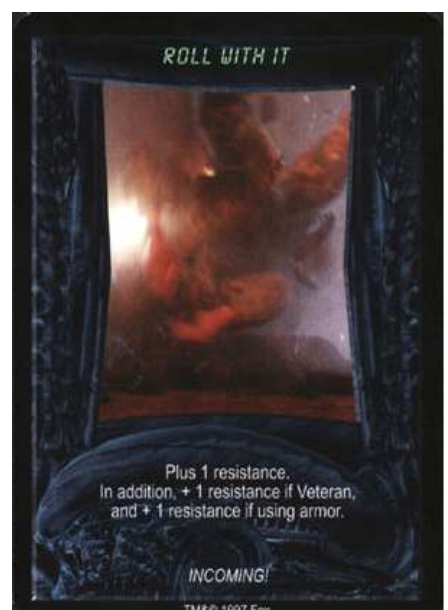
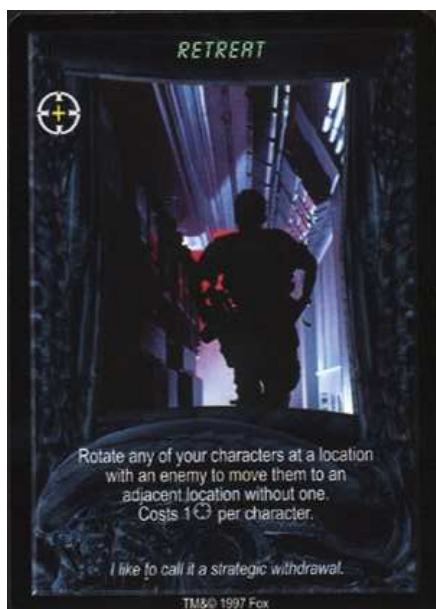
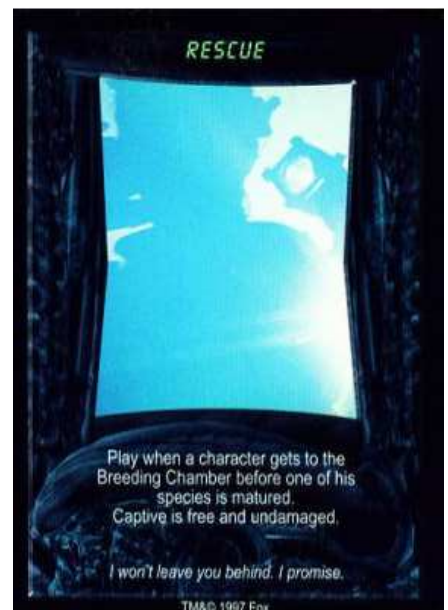


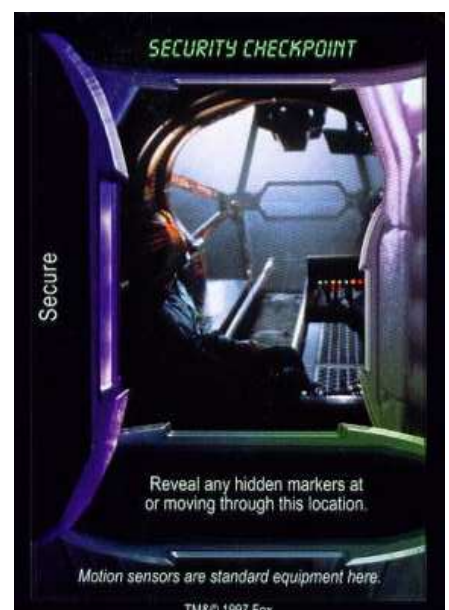
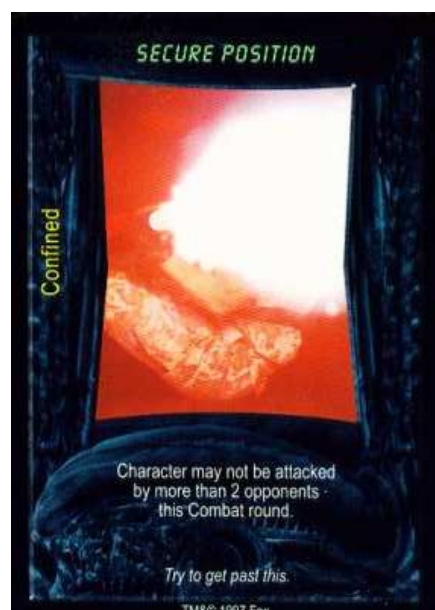


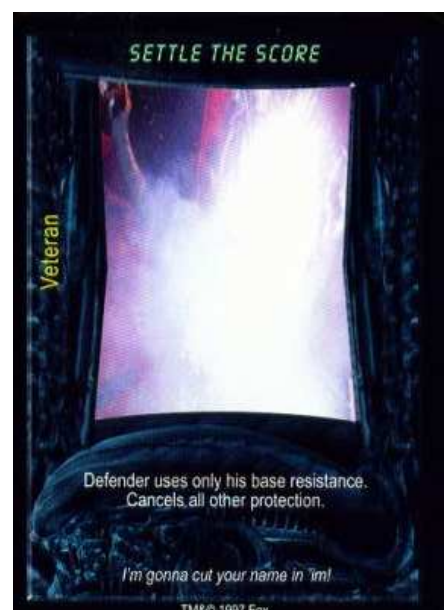
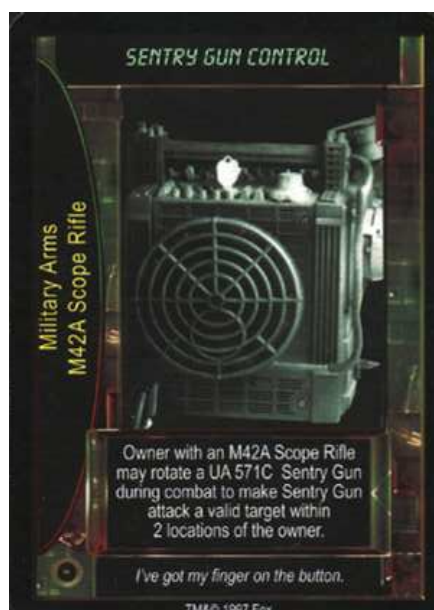
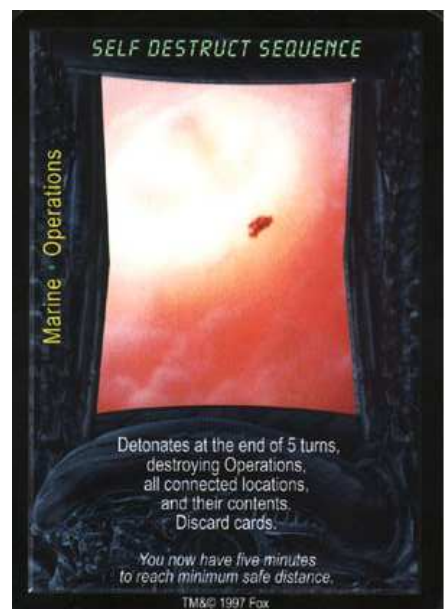
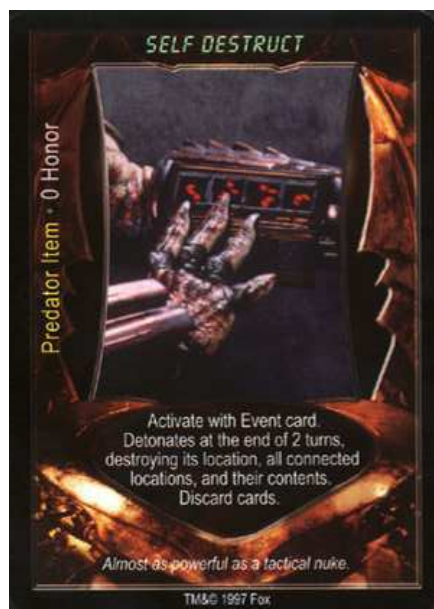
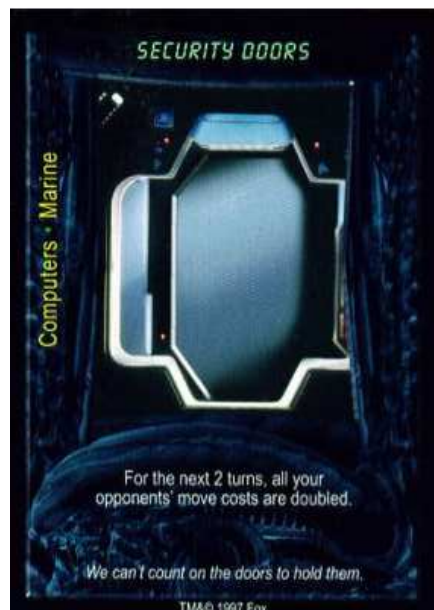












SGT BRASS

Marine • Leader • Marksman
Tactics • Veteran

2
4



Rotate to give all Marines at his location +1 to hit.

He says these drops are shaving time off his 'afterlife duty'.

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SGT HART

Marine • Marksman
Scout • Sniper • Veteran

3
3



Plus 1 to hit. No cards using Combat Pool (C) may be played on him or on anyone attacking him.

One round, one kill.

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SHARP EYE

Predator • Brave
Marksman • Veteran

5
6



12 Honor. Plus 1 to hit with Ranged weapons.

Where he aims, he hits.

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SHORT, CONTROLLED BURSTS

Veteran



Permanent. This character's weapons cannot run out of ammo.

A 3-round burst is optimum.

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SHOTGUN

Weaponry
Ranged



Short-Ranged: +2 to hit and 8 damage. Long-Ranged: 5 damage. An Alien killed by a Shotgun does +2 Acid Splash Damage.

I keep this for close encounters.

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SITUATIONAL AWARENESS



Examine another player's hand. Costs 1C.

Pay attention and who knows, you may live through this.

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SLEEPER

Cryonics



Minus 1 to hit. Has no Speed for the first Movement round after he is found. May be found at Hive locations.

The joints take a while to warm up after some down time in cold sleep.

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SLOW MOTION



Any effects lasting more than 1 turn increase their duration by 1 turn immediately.

In times of stress, everything seems to go in slow motion.

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SNAPSHOT

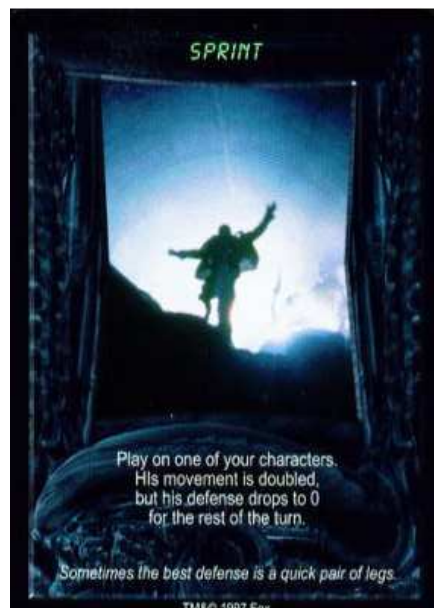
Ranged

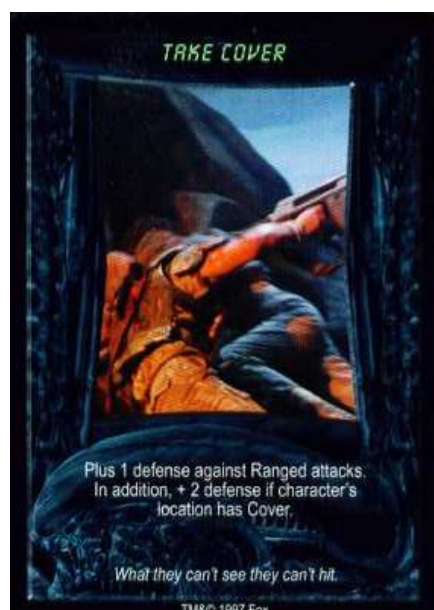


Play on a character during the Combat round. The character rotates immediately to attack at -1 to hit.


You don't always have time to aim. But you better make time to hit!

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TAKE NAMES



Gain 1 ☉ for each character or group your characters hit this turn. May only be played once per player per turn.

...and we're gonna kick some!

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TAKE THE INITIATIVE

☉-1



Attack at +1 to hit. You do no damage, but every point you roll above your target's defense reduces his Combat Pool by 1 ☉. Costs 1 ☉.

He who hesitates is lost.

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TAKEDOWN STRIKE




Plus 1 to hit in Close Combat. In addition, + 1 to hit in Close Combat if the attacker is Lethal.

Hit hard enough and they WILL fall.

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TAVERN

Civilian



Rotate a Marine at this location at the beginning of the Movement round to draw one card.

All the comforts of home.

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THE AREA IS SECURE



Play on a location with only your species present. No other players may move into or through the location until the next Movement round.

Looks clear...for the moment.

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THE HUNT

Predator



Choose a Marine or Queen. You gain double honor for killing it, but you cannot attack it unless its death would give you enough honor for victory. You may only play this card once per game.

They usually choose a worthy foe as their primary target on a hunt.

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THE STRONG SURVIVE



All but one Alien card you control at each location ignores Environmental Damage this turn.

Evolution has afforded them many defenses.

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THE WILL TO LIVE

☉-3



Play on a character who has just been killed. He actually survives, 1 damage short of death. Costs 3 ☉.

Put away your handkerchiefs, will ya?

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THERE'S SOMETHING IN HERE

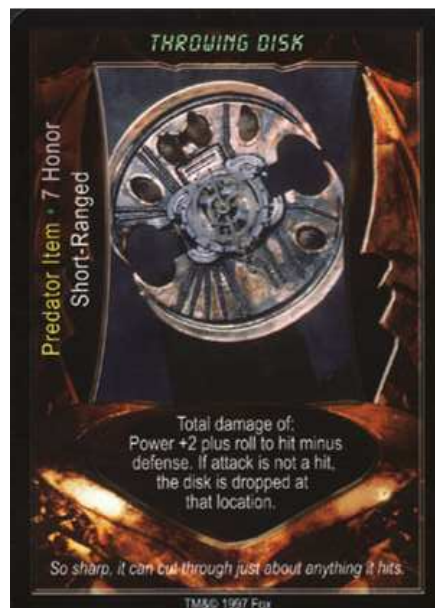
Breeding Chamber

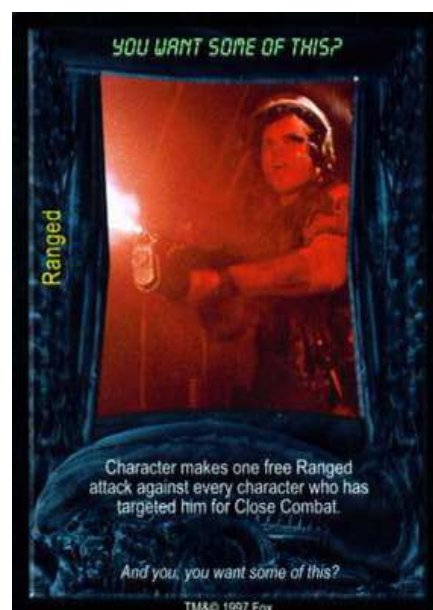
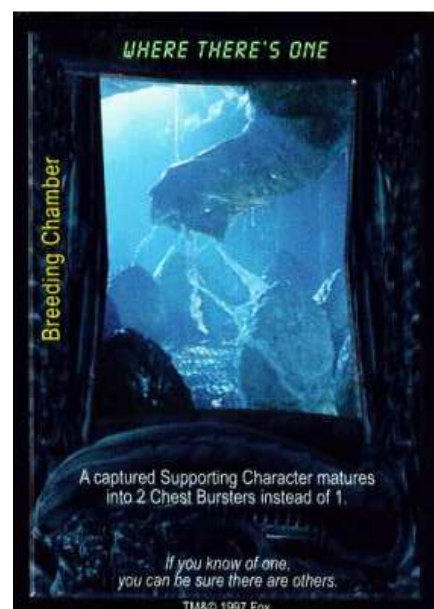
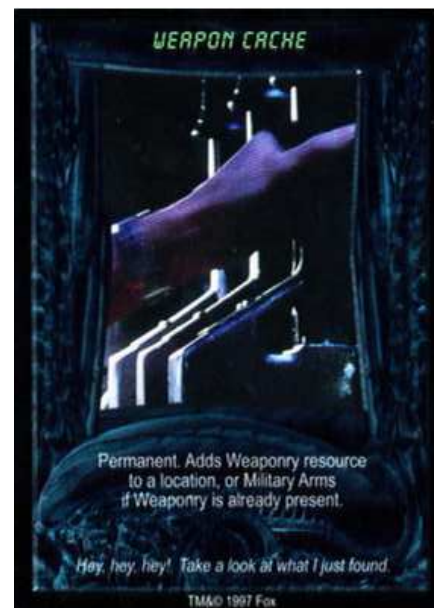
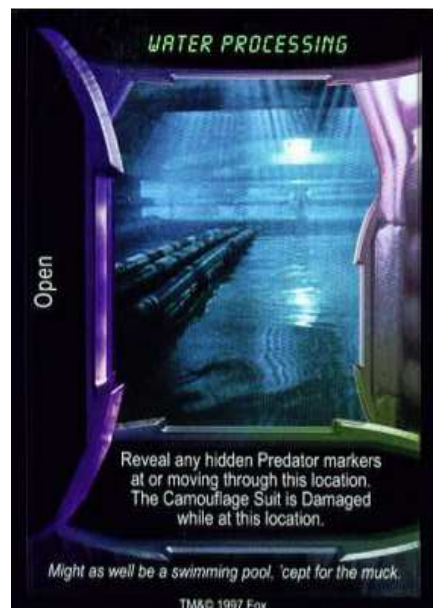


Play when an opponent enters one of your Hive locations. You immediately gain an Alien Warrior token on your Breeding Chamber.

They are everywhere in those hives.

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YOUNG TUSK

Predator • Brave
Lethal • Marksman



4

6

5 honor.

He is just gaining his reputation.

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