



I THOUGHT YOU WERE DEAD



Unique: During the Search round, pay 10¢ to bring your Main Character who was killed back into play with one damage counter, at a location with any other characters that you control. (Only pay 5¢ if character is Lucky, or is any Ripley.) May not be played by the Aliens player or on a character who is Unlucky. Remove this card from the game when used.

Yeah, I got that a lot.

TM&C 1986 Fox

INFRARED BINOCULARS



Equipment

Owner views all hidden markers at his location, except hidden Aliens at Hive locations.

High ambient temperatures impair their effectiveness.

TM&C 1997 Fox

M237 ENHANCED SILENCER



Military Arms Attachment

Scope Rifle Attachment. If the character using this attachment is a hidden Sniper, he may remain hidden while attacking with the Scope Rifle at -2 damage. He may attack with the Scope Rifle from any of his hidden movement marker positions, regardless of her/his true position.

Stealth can save your life.

TM&C 1986 Fox

ROGUE ASSASSIN



Human • Rogue • Sniper Veteran • Marksman Scout

Assassin may use Camouflage, Scope Rifle, and Rifle Attachments (regardless of normal restrictions).

When you want the job done right, get a professional.

TM&C 1986 Fox

SMALL ARMS



Weaponry Short-Range

Does 7 damage.

Old-fashioned projectile weapons. Some things never go out of style.

TM&C 1997 Fox

UNDER ITS GAZE



Alien

Supporting Character at a location with Aliens becomes uncontrolled for this turn.

Snake-like, they can immobilize a victim with their gaze.

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