





**BOUNTY HUNTER**

4  
5

Predator • Lethal • Brave  
Adaptable

9 honor. +1 to hit with any Predator item that uses Binding. May carry up to 2 Captured characters at no penalty. May only gain honor through capturing, not killing.

He understands the *TRUE* value of the prey.

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MAIN CHARACTER: PREDATOR

**BREATH ANALYZER**

Pressure Doors  
Marine

Permanent. Play on Pressure Doors: Pressure Doors are now Barrier +2, and only characters that you control may pass freely through the targeted Pressure Doors. No more than 1 Breath Analyzer may be played on a single Pressure Doors Barrier.

Thank you General Persh.

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EVENT

**CALL**

4  
4

Synthetic • Rogue • Pilot

Rotate Call at a location that has the Communications resource to gain 1♦. Call may use events that require Computers resource for 1♦ per use.

She's just a little girl playing pirates.

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MAIN CHARACTER: HUMAN

**CALLING IN THE FAVORS**

Unique. Play at the start of the Movement round. All Rogues beginning the Movement round in any Entry location may rotate to download data, evacuate hostages, or both. In addition to the cost of 3♦, the player of this card loses all remaining ♦.

You owe me.

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EVENT

**CHAPEL**

Communications  
Confined

Rotate Chapel and a character you control here to gain 1♦.

Don't tell me you're programmed for that.

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LOCATION

**CHRISTIE**

3  
3

Human • Rogue • Tactics  
Marksman

+2 to hit with Prohibited Ranged weapons. If Christie rolls an unmodified 6 to hit with a Prohibited Ranged weapon, he does +4 damage.

I don't trust anyone.

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MAIN CHARACTER: HUMAN

**CLEAR US A PATH**

Main Character • Computers or Communications

Discard any one barrier in play. May not be played by Aliens player.

What do you mean we've only got 9 minutes?

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EVENT

**CLONED ALIEN WARRIOR**

4  
5

Alien • Lethal • Cloned

Cloned Warrior does Power +3 damage. Can only be used if the Aliens player began the game with a Cloned Queen.

The Bio-Weapons division should be pleased.

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MAIN CHARACTER: ALIEN

**CLONED QUEEN**

0  
7

Waste Tank 5 must be in play.  
Alien • Lethal • Cloned

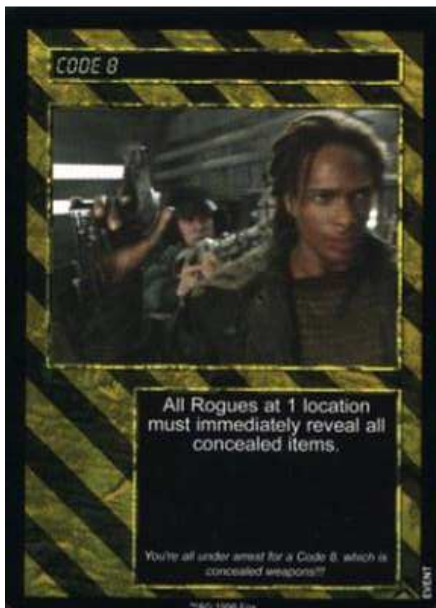
Can never move. Cloned Queen does Power +3 damage. (See *Resurrection* rules supplement.) May not mature into Warrior Queen.

Her Majesty, here, is the real payoff.

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MAIN CHARACTER: ALIEN







**DOCTOR GEDINN**



2  
2

**Infirmary or Hatchery or Alien Lab**  
Human • Marine • Medic

Singular. Rotate to cancel Alien Birth as it is played at his location. OR rotate to gain 1 research point. May not use Military Arms.

Can we keep her alive?

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SUPPORTING CHARACTER: HUMAN

**DOCTOR WREN**



2  
4

**Human • Marine • Medic**

Friendly characters who generate research points generate +1 research point at his location. Rotate Wren to spend 2 research points and gain 1+. May not use Military Arms.

Why does nobody listen to me?

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MAIN CHARACTER: HUMAN

**DRACO DOUBLE BURNER**



**Military Arms**  
Long-Range • Rifle

9 damage. When Draco is found, you may immediately search your draw deck for the first valid Rifle Attachment and add it to Draco. Grenade Launcher is considered a Rifle Attachment when used with Draco and may fire in Submerged locations.

Everything you need for a party.

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ITEM: HUMAN

**EGG CLUTCH**



**Hive**

Permanent. Owner of this card may rotate Egg Clutch at any time to make a free attack at -2 to hit on any non-Alien character at its location. If target is hit, it takes no damage, but gains the Infected resource. Only one Egg Clutch per Hive location.

They laid a trap for us!

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EVENT

**ELGYN**



3  
3

**Human • Rogue • Tactics Pilot • Leader • Veteran**

Elgyn may use any Ranged items that he takes from opponent characters, regardless of their normal restrictions. (This effect involves picking up items that an opponent has dropped for whatever reason, voluntarily or involuntarily; e.g. death, disarmed, etc.)

I will cut your throat and leave you here to die.

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MAIN CHARACTER: HUMAN

**ENHANCED CUNNING**



**Alien • Cloned**

Rotate Cloned Alien that you control. Gain 1+ for every two tokens on that Alien. Round down.

How did it know to do THAT?

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EVENT

**ESTABLISH THE HIVE**



**Alien**

Permanent. 3 Cloned Aliens may have a location, rather than 4. Cloned Alien tokens count towards the required total. Discard this card after 5 turns.

Build. Kill. Breed. It's all they know.

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EVENT

**EXPERIMENTAL RESEARCH**



**A Lab location must be in play.**

Permanent. Place all your research points (RPs) on this card when it is played. During the Ready round, you may remove 2 RPs to increase your hand size for this turn by +1 (cumulative). Discard this card when its RPs are depleted and roll a die: 1-4 no effect, 5-6 permanent -1 to your hand size.

This is very delicate work.

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EVENT

**FACE BURSTER**



**Infected**

Permanent. Play on Infected character. When Infected character bursts, Face Burster makes a free attack at -1 to hit against one random non-Alien character present for 6 damage. Characters killed by Face Burster attack are considered killed, not captured.

There's an alien inside you. A particularly nasty one.

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EVENT



**FACE HUGGER**



**3**  
**1**

**Alien**

+1 defense. May not enter locations which do not have the Hive resource. May not attack during the Combat round, but may rotate to make a free attack at -2 to hit during the Movement round. If this attack is successful, target gains the Infected resource and Face Hugger is discarded.

*Magnificent, isn't it?*

MAIN CHARACTER: ALIEN

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**FIGHT OR FLIGHT**



Target a Main Character or a hidden marker at same location as an opposing Main Character. The targeted character/marker must immediately move to an adjacent location. The owner of this card determines which adjacent location.

*Better make up your mind. FAST.*

EVENT

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**FLECHETTE ROUNDS**



**Weaponry • Ammo**

Weaponry Ammo. Flechette Rounds add +3 to the current weapon's damage against targets without Armor. Weapons using Flechette Rounds do no damage against targets with Armor. Discard this card after 6 uses.

*Not your standard issue.*

ITEM: HUMAN

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**FLOODED**



**Low • Submerged**

Permanent. Target Low location gains the Submerged resource.

*Someone must have opened the cooling valves.*

EVENT

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**Low • Submerged**

**FLOODED CORRIDOR**



This location is distinct. It is not the same location as any other Flooded Corridor.

LOCATION: CROSS

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**FORCE NET**



**Predator Item • 2 Honor Ammo**

Dart Ammo. Binding strength 12. Darts do no damage, but a character hit is considered bound (see Resurrection rules supplement). This character may not move or be moved in any way. Discard this card after 6 uses.

*Now you know how the fly feels.*

ITEM: PREDATOR

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**Low • Kitchen**



Child may be found at this location.

LOCATION: CROSS

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**GENERAL PEREZ**



**Human • Marine • Veteran Leader**

+1 Speed for all of your characters with Speed stat greater than zero at his location.

*Oh BOY am I thinking termination!*

MAIN CHARACTER: HUMAN

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**GENETIC EXPERIMENT, ACCELERATED METABOLISM**



**A Lab location must be in play**

Singular. Permanent. All Cloned Aliens in play gain +1 Speed.

*They grow faster, they move faster, they kill faster.*

EVENT

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GENETIC EXPERIMENT: ARMORED EXOSKELETON



A Lab location must be in play

Singular. Permanent. All Cloned Aliens in play gain Armor 1.

*This new breed developed bony ridges after repeated exposure to physical trauma.*

EVENT

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GENETIC EXPERIMENT: INTRINSIC FLAW



A Lab location must be in play.

Singular. Permanent: spend 5 research points to bring this card into play. All Cloned Aliens are -1 to hit when attacking any of your Human or Synthetic characters.

*This genetic flaw was built into them.*

EVENT

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GENETIC EXPERIMENT: NATURAL CAMOUFLAGE



A Lab location must be in play

Singular. Permanent. Whenever Cloned Aliens at Hive locations move, they may use 1 hidden movement marker each. An Alien's hidden marker is revealed when it enters a non-Hive location. Any player may spend 5 research points during the Search round to cancel and discard this event.

*Keep your eyes on that one.*

EVENT

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GENETICS LAB



Cover

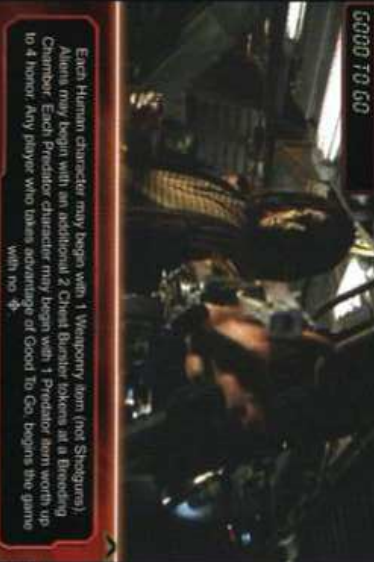
May be played adjacent to Waste Tank 5 location. Lab Workers may be found here.

*This is where we make miracles happen.*

LOCATION

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GOOD TO GO



Each Human character may begin with 1 Weaponry Item (not Shotgun). Aliens may begin with an additional 2 Chest Burster tokens at a Breeding Chamber. Each Predator character may begin with 1 Predator Item worth up to 4 honor. Any player who takes advantage of Good to Go begins the game with no ♣.

CONDITION

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HALOGEN ATTACHMENT



Weaponry Attachment

Shotgun or Rifle Attachment. The character carrying this item is unaffected by penalties from Low Light Levels and the Dark resource. A hidden owner must declare his attacks at the same time as unhidden characters.

*Just the thing for low-light environments.*

ITEM: HUMAN

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HATCHERY



Confined • Hive

Rotate a character during the Search round to bring a Face Hugger character into play at this location. Characters may not use Hive movement to and from this location.

*These people sold your cryptobes for experimentation.*

LOCATION

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HILLARD



Human • Rogue • Pilot

When Hillard and Elgyn are at the same location, Hillard and Elgyn gain +1 to hit when attacking with Prohibited Ranged Items.

*Best copilot anyone could ask for, or pay for.*

MAN CHARACTER: HUMAN

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HIT BELOW THE BELT



All characters at this location gain +1 to damage. In addition, each Rogue at this location must roll a die: 1: this attack misses, 2-5: +1 damage, 6: +2 damage and 1 random item on their target becomes permanently damaged.

*That's GOTTA hurt!*

EVENT

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**HUMAN CARGO**



Play on a location. During the Search round, Human Supporting Characters may be found at this location regardless of their individual restrictions (ie: where they are normally found), but come into play Infected.

*Ship? What ship? Where am I?*

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EVENT

**HUNTER'S CASTER**



Predator Item • 7 Honor  
Long-Range

8 damage. Cannot run out of Ammo. Damaged while at Submerged locations and Water Processing.

*Smaller and lightweight but with plenty of punch.*

ITEM: PREDATOR

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**HUNTER'S CLOAK**



Predator Item • 3 Honor  
Attachment

Camouflage Suit Attachment. Owner may use an additional hidden marker when using hidden movement.

*Someone just shoot that cat!*

ITEM: PREDATOR

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**IF HE DIES, YOU DIE**



Rogue

⌚ Play on any Medic or Lab Worker you control at a Lab or Infirmary. Remove Infected from any one character at that location.

*Listen here, I'll make you a deal...*

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EVENT

**I'M OKAY**



Infected

Permanent. Play on an Infected character. Immediately discard this card following a failed Infected roll. You must re-roll a failed Infected roll this character just made.

*Really. I feel good.*

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EVENT

**INTO THE TUNNELS**



Low

+1 defense. In addition, +1 defense if hidden, +1 defense if Scout.

*What's to like?*

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EVENT

**INVASIVE SURGERY**



Permanent; spend 5 research points to bring this card into play. Rotate any Medic or Lab Worker that you control at any Lab or Infirmary to remove Infected from any one character at that location. May not be played or used by the Rogue player or Predator player.

*Okay, you got it. Now what're we DO with it?*

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EVENT

**IT'S TOO LATE**



Infected

⌚ Play on an Infected character. This character must immediately make an Infected burst roll (see *Resurrection* rules supplement).

*Anytime now that little monster will burst through your ribcage and you'll die.*

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EVENT

**JOHNER**



3  
4

Human • Rogue • Lethal  
Veteran

Rotate Johner during the Rogues' Close Combat declaration to force any one non-Veteran character at his location to drop a Ranged item of Johner's choice immediately. Johner may use a Draco Double-Burner.

*I mostly just hurt people.*

MAIN CHARACTER: HUMAN

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**KEEP 'EM DOWN**



**Marine or Predator**

Play this card immediately after a character hits but does not kill his target; this character gains a free attack at -2 to hit against the same target.

*I said, STAY down!*

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**LACRIMA 99**



**Military Arms**  
**Long-Range • Rifle**

+1 to hit if owner is a Scout or Sniper. 9 damage. When Lacrima is found, you may immediately search through your deck for a Halogen Attachment and add it to Lacrima.

*The Pulse Rifle of the future.*

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**LAST STAND**



**Marine • Brave**

Play when you only have one Marine Main Character in play. Remove all Damage tokens from this Marine. This character gains +2 to hit and +2 damage. In addition, this character may declare one additional attack with the same weapon during the Combat round, while at locations with Cover or Confined. Discard this card after 5 turns.

*Who wants some?*

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**LEARN BY DOING**



**Predator**

Play after all attacks (including normal and free attacks) are resolved. If all characters targeted by characters you control were killed, gain 3 ♦ per target.

*You want something done right.*

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**LET THE ARMY GUYS DEAL**



While in play, Retreat event card allows all Rogues and Hostages to rotate and move at no ♦ costs. Discard this card after 5 turns.

*We've got our OWN problems.*

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**LOCK THE DOOR**



**Main Character • Computers or Communications**

Target a location with Hi-Tech or Communications or Computers at beginning of Movement round. Characters may not enter or leave that location until the following turn. May not be played by Aliens player and does not impede Hive movement.

*Don't you leave us, you bastard!*

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**LOOSE TUSK**



**Predator • Lethal • Brave**

6 honor. If Loose Tusk attacks in Close Combat, all Predators gain +1 to hit his target for this turn.

*He sets the prey up, the others take it down.*

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**Low • Civilian • Confined**



**LOWER LEVEL LIVING QUARTERS**

Pet may be found at this location.

LOCATION: CROSS

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**LOW LIGHT LEVELS**



Subtract 1 from all to hit rolls. This penalty does not affect Predators with Masks, Aliens at Hive locations, Sentry Guns, or Humans with Infrared Binoculars or Halogen Attachments.

CONDITION

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**M91 FLAMER UNIT**



**Military Arms • Attachment**  
Short-Range • Flame Thrower

Rifle Attachment. Rifle does 7 damage, +1 damage to Alien groups for each Alien token. This attachment is considered damaged while in Submerged locations.

*Things are about to get nasty!*

ITEM: HUMAN

**M220 URANIUM GRENADE**



**Military Arms**  
Short-Range • Grenade

Rotate owner to activate Grenade during the Marines' combat declaration. Roll a die. That number of characters at same location must immediately take 1 point of Environmental Gas damage (Grenade owner's choice). Discard Grenade after use. Not cumulative with other M220 Gas damage.

*Grenadaaaaaaade!!!!*

ITEM: HUMAN

**MEDICAL LAB**



**Physician**

Rotate a Medic or Lab Worker that you control at this location to remove all damage from 1 character present. You may find Physician here.

*It takes a very steady hand....*

LOCATION

**MIRROR IMAGE**



Play at the end of Predator Movement segment. A Predator may have 2 hidden markers from the same Predator in 1 location until the end of this turn.

*I think I hit it!*

EVENT

**NEURO TOXIN**



**Predator Item • 1 Honor**  
Ammo

Dart Ammo. A target hit by Neuro Toxin has its Speed reduced by 2 for 2 turns. Discard Toxin after 5 uses.

*Silent, swift, and deadly...*

ITEM: PREDATOR

**NEUBORN**



**5**  
**8**

**Alien • Lethal • Cloned**

+2 damage. May replace the Cloned Queen during Aliens' Maturity step. Must consume any Aliens at same location (see Resurrection rules supplement).

**ABILITY COST**

- 2: +1 damage or movement
- 3: +1 to hit or hand size
- 6: may declare an additional Close Combat attack
- 2: +1 defense or resistance (not permanent, lasts until the end of turn)

*A beautiful, beautiful butterfly!*

MAIN CHARACTER: ALIEN

**NIGHT SHADE**



**4**  
**6**

**Predator • Lethal • Medic**

6 honor. May rotate to heal 1 damage from any Predator(s) at same location. (This effect may be used upon multiple Predators at once.)

*Painful but effective.*

MAIN CHARACTER: PREDATOR

**NON-HUMAN PRESENCE DETECTED**



**Main Character • Computers**

Roll a die. You may view up to that number of non-Human hidden markers at any connected locations. May not be played by Aliens player.

*Your attention, please. This is not a drill.*

EVENT

**NOT THAT WAY**



**1**

Play at beginning of Movement round. Target one player and one location. The targeted player may not move his characters into that location this turn.

*It's a dead end!*

EVENT



**OUT OF BREATH**



**Submerged**

Character at Submerged location must immediately make a drowning roll. Subtract 2 from the number rolled, but if the character takes damage, it takes only 1 point of Environmental damage. (See *Resurrection* rules supplement.)

*Not how I'd want to go.*

EVENT

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**PACK TACTICS**



Play when one Predator hits its target in combat: a second Predator within range may immediately make a free attack at the same target at -1 to hit.

*You'll never see where the kill-shot came from.*

EVENT

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**Equipment**



Does not require the Driver resource. If owner is a Rogue, rotate P.T.V. to conceal one weapon. This does not cause the owner to rotate.

P.T.V. (Predator Transport Vehicle)  
Level 2 Expense 1 Level 3-3

VEHICLE: HUMAN

**PLASMA OVERCHARGE**



**Caster**

Permanent. Play immediately after an attack with a Caster weapon has been declared. That weapon is permanently damaged and its attack is canceled. Discard this card when weapon is repaired.

*Any technology would fail under these conditions.*

EVENT

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**POINTMAN IS HIT**



**Marine**

Play immediately after a Marine you control is killed. Rotate one character you control to search through your draw deck for the first Weaponry or Military Arms card. Add this card to the rotated character, regardless of the weapon's restrictions.

*Sarge won't be needin' that anymore...*

EVENT

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**PORTABLE DATA DRIVE**



**Equipment**

Character with Portable Data Drive may rotate at a location with Computers or Hi-Tech to gain 1 Data token on the Drive. Storage Capacity of 5 tokens. Data tokens are lost and Drive is permanently damaged if it is ever in a Submerged location or Water Processing.

*Dependable and fast. That's what we need.*

ITEM: HUMAN

**PRESSURE DOORS**



**Human or Synthetic**

Barrier 8. During Movement or Search rounds, rotate a Human or Synthetic character that you control to place Pressure Doors between character's current location and an adjacent location. Any Humans or Synthetics may move past this barrier freely.

*Seal that passage!*

8

BARRIER

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**PROHIBITED IMPORTS SCANNER**



**Equipment**

Rotate Scanner at any time to target 2 characters present. Targeted characters must immediately reveal any concealed items that they are carrying. This occurs before Rogues may make free concealed weapon attacks.

*There are no weapons allowed on board, sir.*

ITEM: HUMAN

**PURVIS**



2  
2

**Cargo Bay or Hatchery**  
Human • Corporate • Infected

Singular. Counts as 3 Supporting Characters for Marines.

*Inside me? What's inside me?*

SUPPORTING CHARACTER: HUMAN

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**PVT DISTEPHANO**

2  
4

Human • Marine • Scout  
Marksman

Distephano may be chosen as a Rogue starting character. In addition, if controlled by the Marines player, he may begin play with a Lacrima 99 by spending your starting ♦.

*Beggin' your pardon sir, but I--- you!*

MAIN CHARACTER: HUMAN

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**QUICK ESCAPE**



All Rogues present must move to a single adjacent location. The owner of this card chooses which single adjacent location.

*I always know where the nearest exit is.*

EVENT

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**RECALIBRATE GROUND LEVEL**



Synthetic

Unique. Play this card on location and rotate a Synthetic you control at that location. After the Search round, when this card's duration has expired, destroy this location and all connected locations and their contents. Lasts 3 turns. Costs 3 ♦ when used by the Rogue player and 6 ♦ when used by any other player.

*If you can't blow it up, then make it crash.*

EVENT

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**RESIN BARRIER**



Alien • Hive

Barrier 8. During Movement or Search rounds, rotate an Alien Character you control to place Resin Barrier between character's current location and an adjacent location. Aliens may move past this barrier freely.

*Looks like some sort of secreted*

8

MAIN CHARACTER: ALIEN

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**RIG IT UP**



Mechanic

Permanent. Rotate a Mechanic you control to modify a weapon in your Mechanic's possession. Declare one permanent effect when played: weapon is +1 to hit, OR weapon is +1 damage. Each time the weapon is used, roll a die. On an unmodified 1, weapon is permanently damaged.

*See what you can do with this.*

EVENT

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**RIPLEY 8**

4  
5

Human • Rogue • Lethal  
Pilot • Cloned

At the start of every Ready round, remove 1 damage token from Ripley 8. Aliens can only attack to capture Ripley 8. Ripley 8 may use Lacrima 99. Ripley 8 is considered to have the Alien resource for the purpose of playing the Acid Splash and Acid Spray event cards.

*I can feel it...behind my eyes...I can hear it moving.*

MAIN CHARACTER: HUMAN

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**ROGUE MERCENARY**

3  
3

Human • Rogue  
Marksman • Hacker

Multiple Rogue Mercenary characters may be in play at the same time. Rogue Mercenary is +1 to hit with Prohibited Ranged weapons when at a location with another Rogue Mercenary. Not cumulative.

*Mercenaries are a pestilence on our society.*

MAIN CHARACTER: HUMAN

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**SHADOW BLADE**

4  
6

Predator • Lethal • Brave  
Lucky

7 honor. +2 damage with any Claws. Shadow Blade has -1 to hit with Ranged weapons. Gains 1 additional hidden marker when using hidden movement.

*The loss of an eye only sharpened his other senses.*

MAIN CHARACTER: PREDATOR

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**SHARE THE PAIN**



Play immediately after a Predator character is hit. -1 to a Predator's resistance. In addition, target player who just hit this Predator must immediately discard 3 cards at random from his/her hand.

*You really don't want to pass them off.*

EVENT

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**TRICK SHOT**



**Marksman • Ranged**

-1 to hit, but target uses only base defense. All defensive bonuses on target are ignored.

*Maybe one guy in a thousand could've made that shot.*

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EVENT

**UNDERWATER DEBRIS**



**Submerged**

Target character may not move from current location for the rest of this turn.

*This is bad. Very bad.*

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EVENT

**UNEXPECTED BENEFITS**



**A Lab location must be in play.**

Every player gains 1+. In addition, the owner of this card gains 2 research points if a character he/she controls is currently at a Lab location.

*Think of it as a gift.*

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EVENT

**VENOM CLOUD MODULE**



**Predator Item • 3 Honor**

Rotate character and discard Venom Cloud Module. All characters at this location take 2 Environmental Gas damage at the end of the next round. Predator gains no honor from characters killed by the Venom Cloud Module this turn. Effects of multiple Venom Cloud Modules in one turn are not cumulative.

*Dishonorable but effective.*

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ITEM: PREDATOR

**VRIESS**



**Human • Rogue Mechanic • Lucky**

May begin game with P.T.V. +2 damage with Collapsible Shotgun. Whenever Vriess searches for items, he may find 2 items instead of just one.

*Who were you expecting? Santa Claus?*

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MAIN CHARACTER: HUMAN

**WASTE TANK 5**



**Only Hive locations may be adjacent • Breeding Chamber Hive • Open**

Genetics Lab may be played adjacent to this location. Aliens may move to or from this and any other Hive location for 2 moves.

*It was the only place big enough for her...*

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LOCATION

**WRIST GUNS**



**Prohibited • Weaponry Concealable Short-Ranged • Small Arms**

When declaring an attack with Wrist Guns, character may declare two separate targets; roll to hit each target separately. 6 damage per hit.

*We "specify" any trouble?*

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ITEM: HUMAN

**ZIP GUN**



**Prohibited • Weaponry Concealable Short-Ranged • Small Arms**

6 damage. Zip Gun automatically reconceals at the end of any round, owner is not forced to rotate for this effect.

*Handy in emergency situations.*

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ITEM: HUMAN