

ADULT

TYPE: MELEE

PREY:

PREDATOR & PREY: IF TARGET AT MELEE RANGE, THEN TARGET MUST PASS MORALE TEST ELSE BECOME 'SHAKEN'.

STEALTHY: CANCEL 1 WOUND SUFFERED AT MELEE PER ROUND.

ACID BLOOD: IF KILLED IN MELEE GENERATE RN: 6+, ASSIGN 1 WOUND TO SQUAD.

F -

M3/5

#2

ADULT

TYPE: MELEE

PREY:

PREDATOR & PREY: IF TARGET AT MELEE RANGE, THEN TARGET MUST PASS MORALE TEST ELSE BECOME 'SHAKEN'.

STEALTHY: CANCEL 1 WOUND SUFFERED AT MELEE PER ROUND.

ACID BLOOD: IF KILLED IN MELEE GENERATE RN: 6+, ASSIGN 1 WOUND TO SQUAD.

F -

M3/5

#1

ADULT

TYPE: MELEE

PREY:

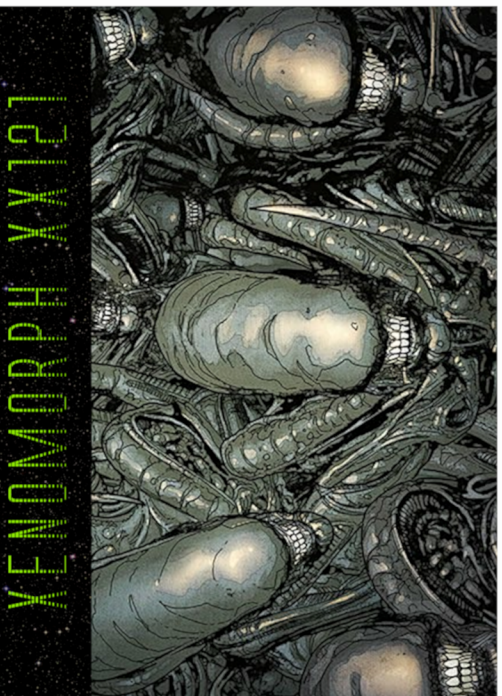
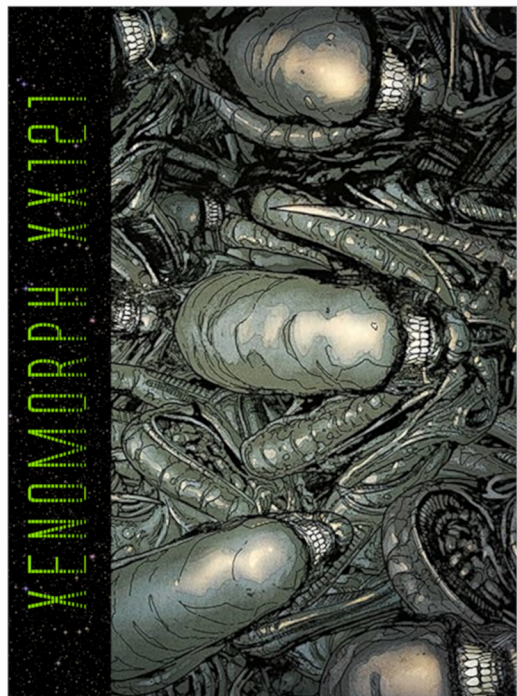
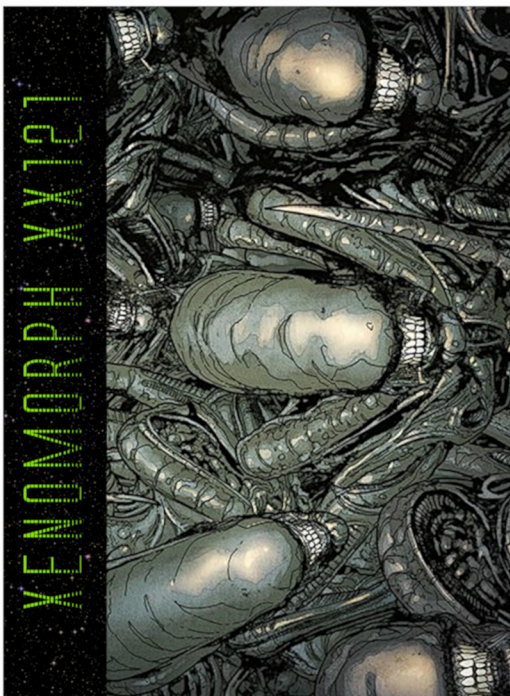
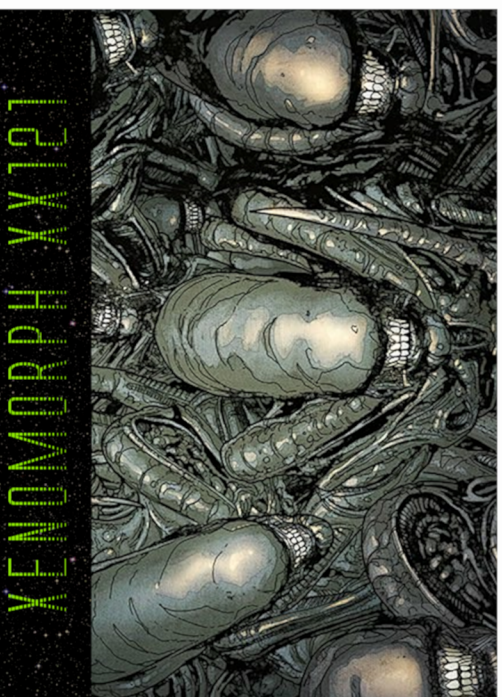
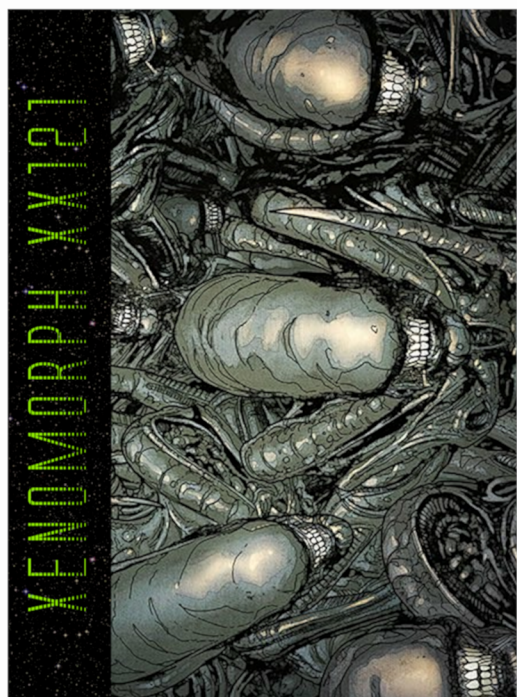
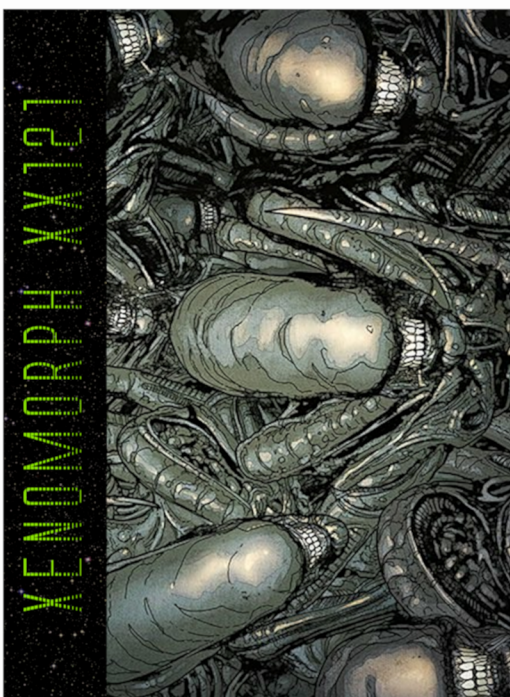
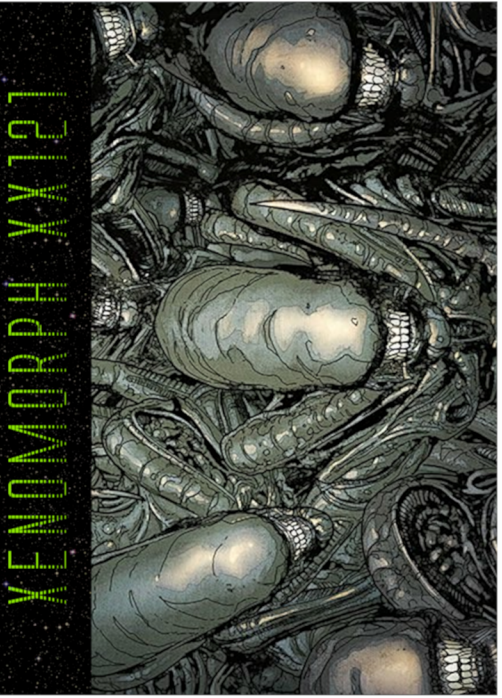
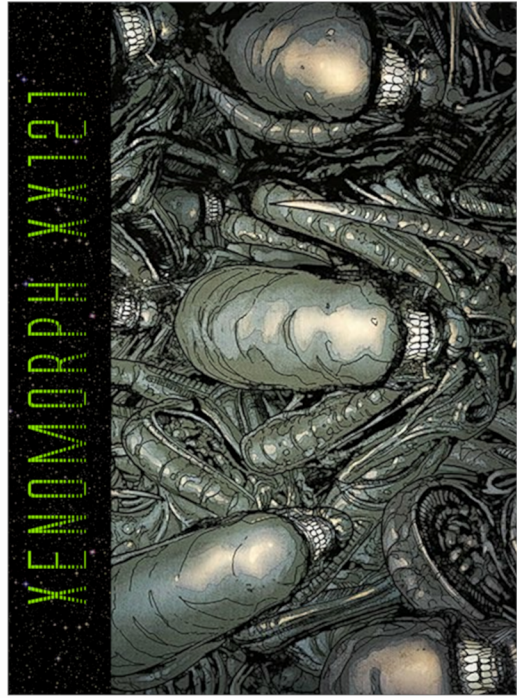
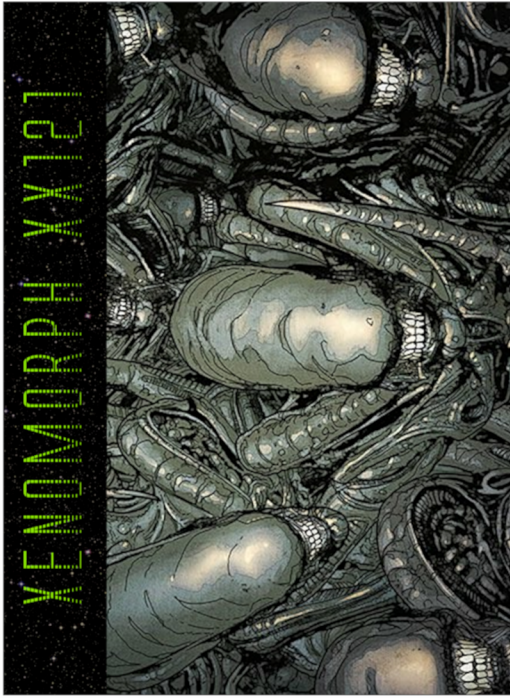
PREDATOR & PREY: IF TARGET AT MELEE RANGE, THEN TARGET MUST PASS MORALE TEST ELSE BECOME 'SHAKEN'.

STEALTHY: CANCEL 1 WOUND SUFFERED AT MELEE PER ROUND.

ACID BLOOD: IF KILLED IN MELEE GENERATE RN: 6+, THEN ASSIGN 1 WOUND TO A SQUAD UNIT.

F -

M3/4



FACEHUGGER — TYPE: FIRE



F -
M 4

LEAP:
IF ACTIVATED WITH 5+ THEN TARGET IS GRAPPLED.

IMPLANT EMBRYO:
IF THIS ENEMY WOUNDS A GRAPPLED TARGET THEN TARGET IS OOA, THEN KILL THIS ENEMY.

SMALL TARGET:
CANCEL 1 WOUND SUFFERED AT FIRE RANGE PER ROUND.

#1

FACEHUGGER — TYPE: FIRE



F -
M 4

LEAP:
IF ACTIVATED WITH 5+ THEN TARGET IS GRAPPLED.

IMPLANT EMBRYO:
IF THIS ENEMY WOUNDS A GRAPPLED TARGET THEN TARGET IS OOA, THEN KILL THIS ENEMY.

SMALL TARGET:
CANCEL 1 WOUND SUFFERED AT FIRE RANGE PER ROUND.

#2

ADULT — TYPE: MELEE



F -
M 3/5

PREDATOR & PREY:
IF TARGET AT MELEE RANGE, THEN TARGET MUST PASS MORALE TEST ELSE BECOME 'SHAKEN'.

STEALTHY:
CANCEL 1 WOUND SUFFERED AT MELEE PER ROUND.

ACID BLOOD:
IF KILLED IN MELEE GENERATE RN: 6+, ASSIGN 1 WOUND TO SQUAD.

#3

ADULT — TYPE: FIRE



F -
M 3/5

PERFECT ORGANISM:
GENERATE RN, 5+ CHANGE RANGE TO MELEE BEFORE COMBAT SKILL CHECK.

LEAP:
IF THIS CARD ACTIVATES WITH 5+, THEN TARGET UNIT IS GRAPPLED.

ACID BLOOD:
IF KILLED IN MELEE GENERATE RN: 6+, ASSIGN 1 WOUND TO SQUAD.

#4

ADULT — TYPE: FIRE



F -
M 3/5

PERFECT ORGANISM:
GENERATE RN, 5+ CHANGE RANGE TO MELEE BEFORE COMBAT SKILL CHECK.

LEAP:
IF THIS CARD ACTIVATES WITH 5+, THEN TARGET UNIT IS GRAPPLED.

ACID BLOOD:
IF KILLED IN MELEE GENERATE RN: 6+, ASSIGN 1 WOUND TO SQUAD.

#5

ADULT — TYPE: FIRE



F -
M 3/5

PERFECT ORGANISM:
GENERATE RN, 5+ CHANGE RANGE TO MELEE BEFORE COMBAT SKILL CHECK.

LEAP:
IF THIS CARD ACTIVATES WITH 5+, THEN TARGET UNIT IS GRAPPLED.

ACID BLOOD:
IF KILLED IN MELEE GENERATE RN: 6+, ASSIGN 1 WOUND TO SQUAD.

#6

QUEEN — TYPE: -



F -
M 4

SENSE VULNERABLE:
PREFERS TO TARGET DOG TEAMS, THEN SPECIALISTS, ELSE PLAYER DECIDES.

AMBUSH

ACID BLOOD:
IF KILLED IN MELEE GENERATE RN: 6+, ASSIGN 1 WOUND TO SQUAD.

PRAETORIAN — TYPE: -



F -
M 2

ACID BLOOD:
IF KILLED AT MELEE RANGE THEN RN, IF 5+ THEN ASSIGN 1 WOUND TO A SQUAD UNIT.

SHIELD QUEEN:
ALL WOUNDS ASSIGNED TO QUEEN THIS ROUND ARE INSTEAD ASSIGNED TO THIS ENEMY.

FACEHUGGER — TYPE: -



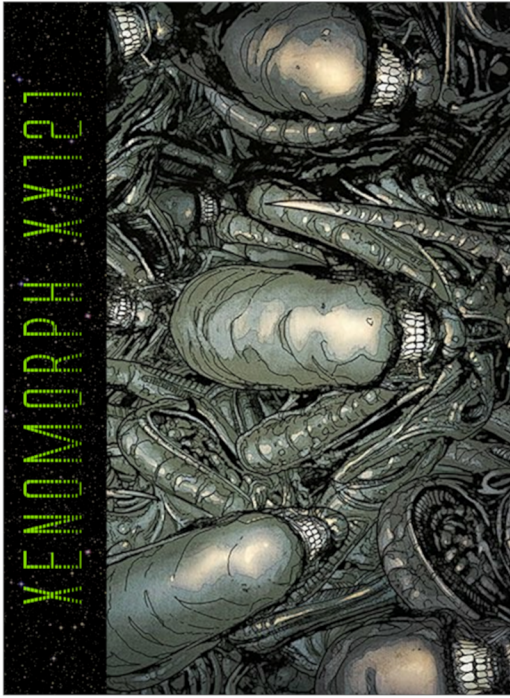
F -
M 4

LEAP:
IF ACTIVATED WITH 5+ THEN TARGET IS GRAPPLED.

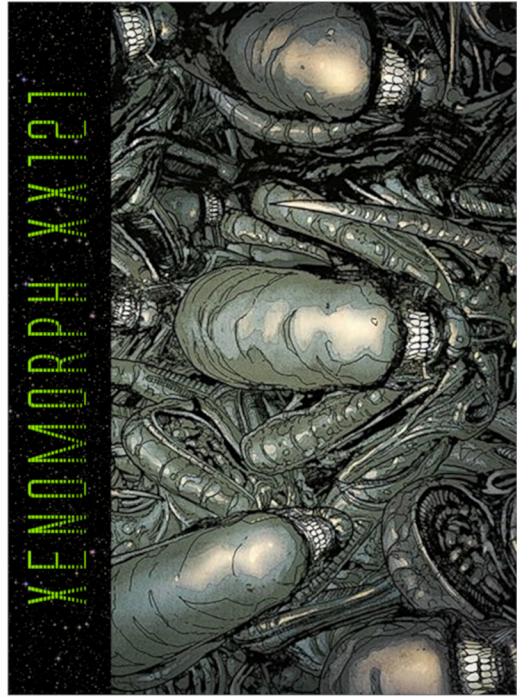
IMPLANT EMBRYO:
IF THIS ENEMY WOUNDS A GRAPPLED TARGET THEN TARGET IS OOA, THEN KILL THIS ENEMY.

SMALL TARGET:
CANCEL 1 WOUND SUFFERED AT FIRE RANGE PER ROUND.

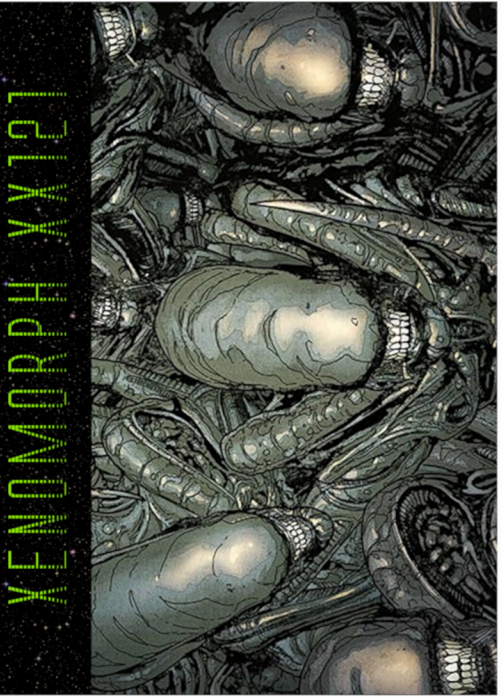
#9



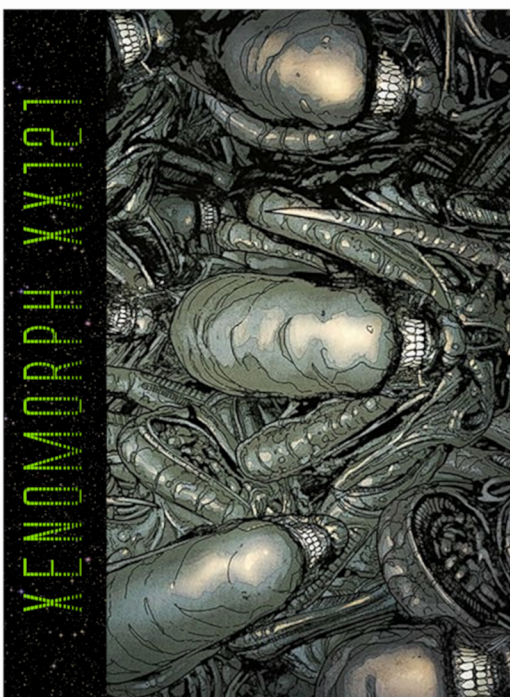
XENDMORPH XX121



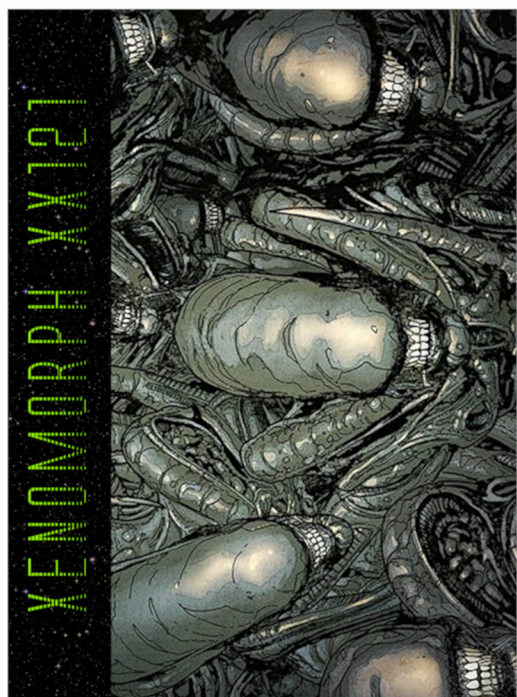
XENDMORPH XX121



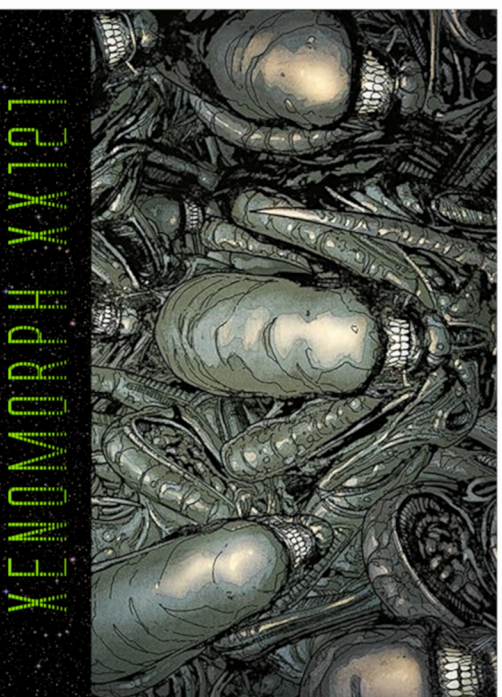
XENDMORPH XX121



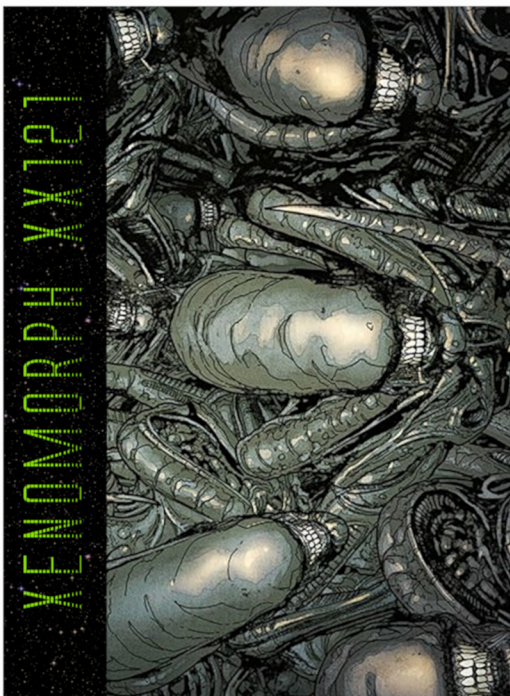
XENDMORPH XX121



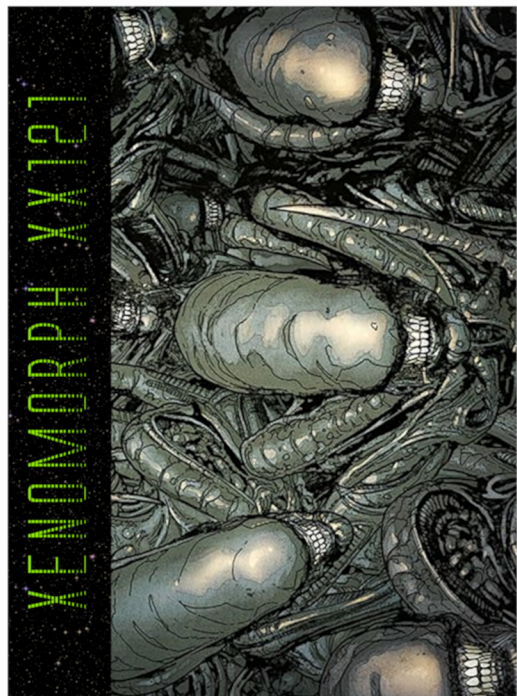
XENDMORPH XX121



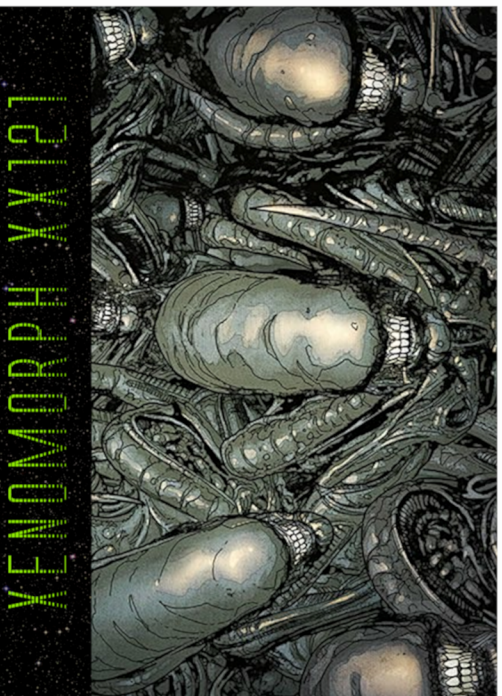
XENDMORPH XX121



XENDMORPH XX121



XENDMORPH XX121



XENDMORPH XX121

OVOMORPH TYPE: -



F -
M -

#1

PETALS OPEN:
 IF ALIVE AT END OF COMBAT ROUND THEN REMOVE FROM COMBAT EVENT AND ADD ONE FACE-HUGGER ENEMY UNIT TO THE SHADOWS DECK.
Now opened the egg itself is not the problem...

MATURE QUEEN TYPE: -



F -
M 4

FEAR:
 CRUSH:
 SUCCESSFUL MELEE ATTACK DEALS 2 WOUNDS INSTEAD OF ANY SL GENERATED.
HEAVY ARMOUR:
 STRUCTURE POINT ARMOUR 3+
 A-V[Pen 0]..... 6

YOUNG QUEEN TYPE: -



F -
M 5

FEAR:
 CRUSH:
 SUCCESSFUL MELEE ATTACK DEALS 2 WOUNDS INSTEAD OF ANY SL GENERATED.
 A-V[Pen 0]..... 6

CIVILIAN TYPE: -



F -
M -

IF KILLED:
 -2 VP, & MORALE TEST OTHERWISE SHAKEN.
IF ALIVE:
 AT END OF COMBAT ROUND REMOVE THIS CIVILIAN FROM COMBAT AND DISTRIBUTE +2 EXP TO ANY SINGLE SQUAD UNIT.

CIVILIAN TYPE: -



F -
M -

IF KILLED:
 -2 VP, & MORALE TEST OTHERWISE SHAKEN.
IF ALIVE:
 AT END OF COMBAT ROUND REMOVE THIS CIVILIAN FROM COMBAT AND DISTRIBUTE +2 EXP TO ANY SINGLE SQUAD UNIT.

SURVIVOR TYPE: -



F -
M -

IF KILLED:
 -2 VP, & SHAKEN.
IF ALIVE:
 AT END OF COMBAT ROUND REMOVE THIS CIVILIAN FROM COMBAT AND DISTRIBUTE +2 EXP TO ANY SINGLE SQUAD UNIT.

TERRORISTS TYPE: -



F 5
M 5

RANGE:
 RN: 0-4 MELEE, 5+ FIRE.
TAKE HOSTAGE:
 WOUNDS ASSIGNED TO TERRORISTS ARE TRANSFERRED TO FACE-UP CIVILIANS IF POSSIBLE. SQUAD LEADER MAY SPEND 1 CP TO NEGATE THIS EFFECT.

TERRORISTS TYPE: -



F 5
M 5

RANGE:
 RN: 0-4 MELEE, 5+ FIRE.
TAKE HOSTAGE:
 WOUNDS ASSIGNED TO TERRORISTS ARE TRANSFERRED TO FACE-UP CIVILIANS IF POSSIBLE. SQUAD LEADER MAY SPEND 1 CP TO NEGATE THIS EFFECT.

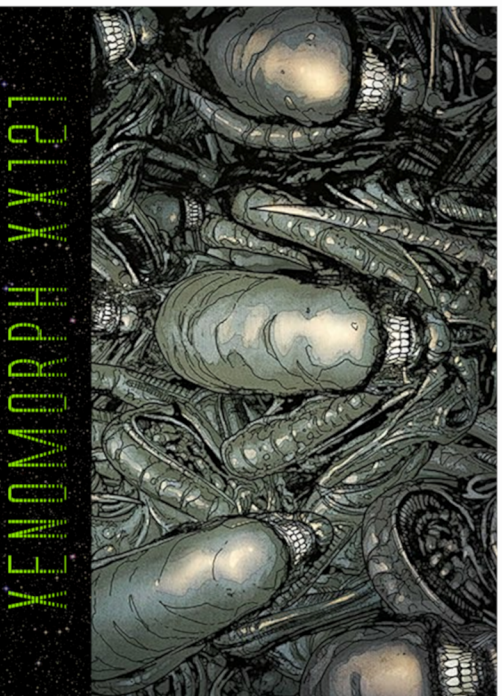
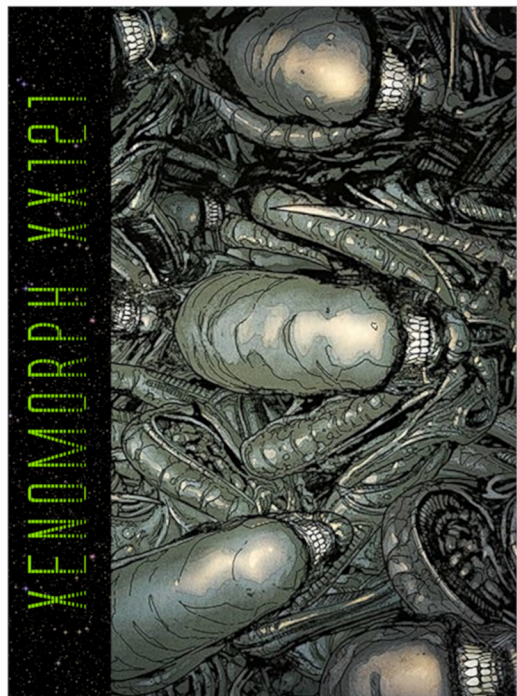
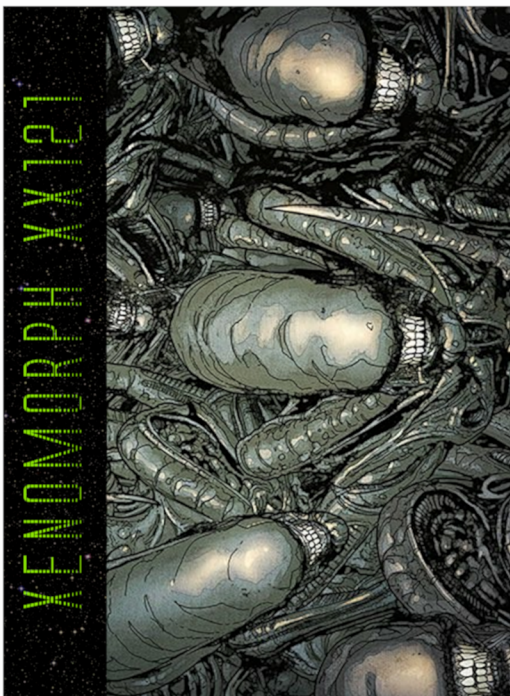
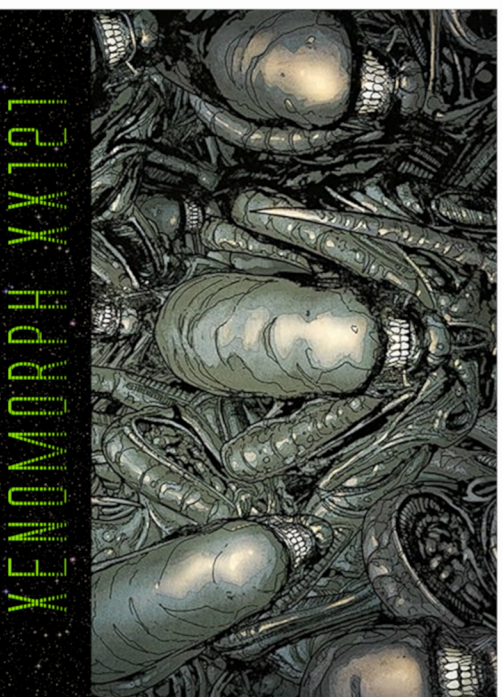
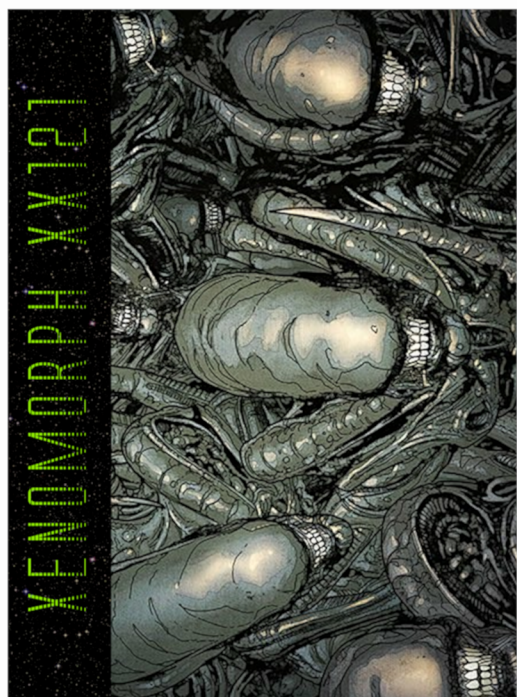
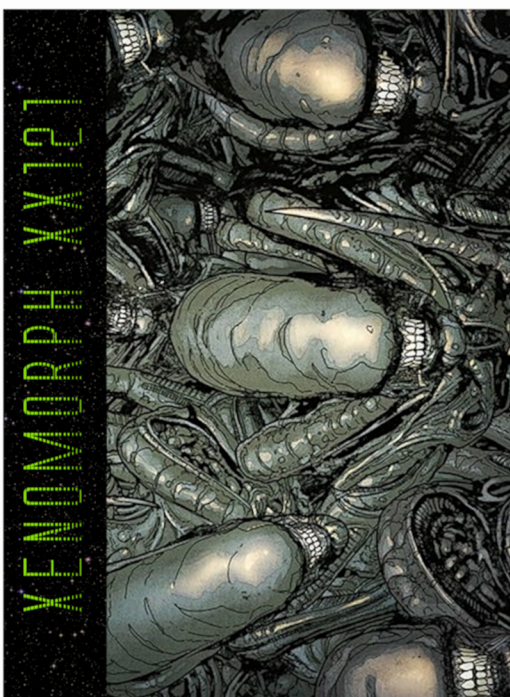
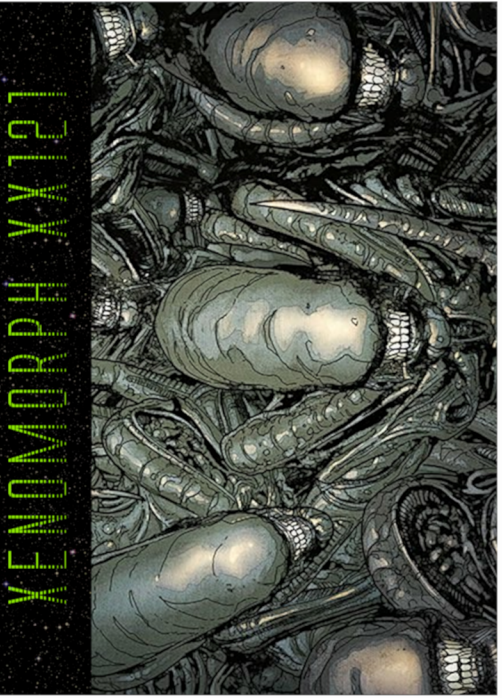
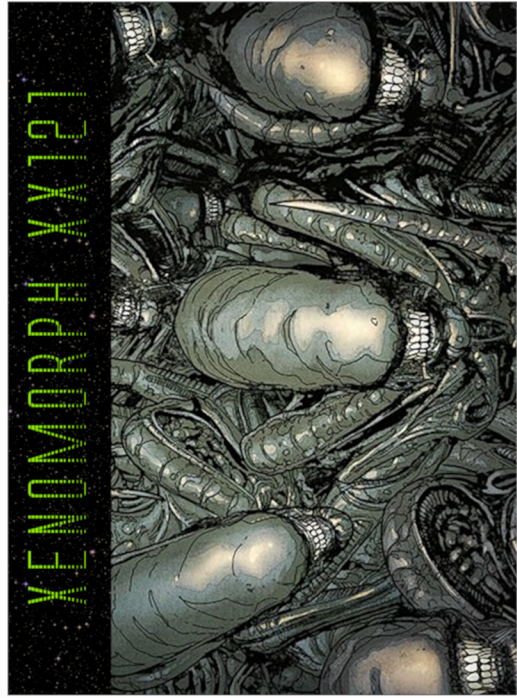
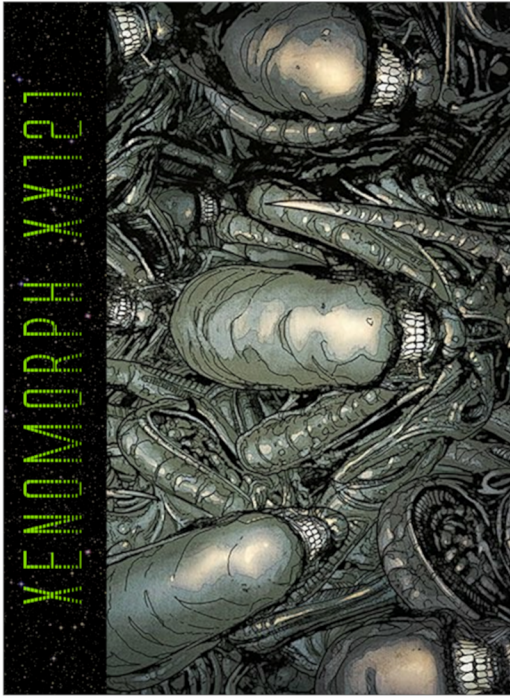
GUEST-BURSTER TYPE: -



F -
M -

IF ALIVE:
 IF LEFT ALIVE AT THE END OF THE COMBAT ROUND THEN REMOVE FROM COMBAT AND ASSIGN ONE WOUND TO A SQUAD UNIT. WHEN ASSIGNING, PRIORITY IS GIVEN TO SPECIALISTS, ELSE THE PLAYER DECIDES.

Kill me... Please...



FIRE TEAM

TYPE: I

SUPPRESSING FIRE:
WHEN AT FIRE RANGE,
IF ACTIVATES ON A 6+
THEN ADVANCE TIME BY
+1.

F 3
M 4

FIRE TEAM

TYPE: I

SUPPRESSING FIRE:
WHEN AT FIRE RANGE,
IF ACTIVATES ON A 6+
THEN ADVANCE TIME BY
+1.

F 3
M 4

FIRE TEAM

TYPE: I

SUPPRESSING FIRE:
WHEN AT FIRE RANGE,
IF ACTIVATES ON A 6+
THEN ADVANCE TIME BY
+1.

F 3
M 4

ASSAULT TEAM

TYPE: II

STORM POSITION:
IF AT FIRE RANGE AND
ACTIVATED ON A 5+,
THEN THE PLAYERS
SQUAD LOSES THE
BENEFIT GIVEN BY THE
'COVER' ORDER.

F 4
M 3

ASSAULT TEAM

TYPE: II

STORM POSITION:
IF AT FIRE RANGE AND
ACTIVATED ON A 5+,
THEN THE PLAYERS
SQUAD LOSES THE
BENEFIT GIVEN BY THE
'COVER' ORDER.

F 4
M 3

ASSAULT TEAM

TYPE: II

STORM POSITION:
IF AT FIRE RANGE AND
ACTIVATED ON A 5+,
THEN THE PLAYERS
SQUAD LOSES THE
BENEFIT GIVEN BY THE
'COVER' ORDER.

F 4
M 3

CQC SYNTHETICS

TYPE: III

TACTICAL PROGRAMMING:
THIS ENEMY PREFERS TO
ASSIGN WOUNDS FIRSTLY
TO SMARTGUNNERS OR
HEAVY WEAPONS.
OTHERWISE PLAYER
CHOOSES.

INHUMAN:
ARMOUR ROLLS
SUCCEED ALWAYS ON 3+

F 4
M 3/4

CQC SYNTHETICS

TYPE: III

TACTICAL PROGRAMMING:
THIS ENEMY PREFERS TO
ASSIGN WOUNDS FIRSTLY
TO SMARTGUNNERS OR
HEAVY WEAPONS.
OTHERWISE PLAYER
CHOOSES.

INHUMAN:
ARMOUR ROLLS
SUCCEED ALWAYS ON 3+

F 4
M 3/4

CQC SYNTHETICS

TYPE: III

TACTICAL PROGRAMMING:
THIS ENEMY PREFERS TO
ASSIGN WOUNDS FIRSTLY
TO SMARTGUNNERS OR
HEAVY WEAPONS.
OTHERWISE PLAYER
CHOOSES.

INHUMAN:
ARMOUR ROLLS
SUCCEED ALWAYS ON 3+

F 4
M 3/4

LASALLE BIONATIONAL



LASALLE BIONATIONAL



LASALLE BIONATIONAL



LASALLE BIONATIONAL



LASALLE BIONATIONAL



LASALLE BIONATIONAL



LASALLE BIONATIONAL



LASALLE BIONATIONAL



LASALLE BIONATIONAL

