



ALIEN EGG MINION


Alien

5 POINTS +0 TWISTS

FACEHUGGER  If the attack succeeds, deal 1 unavoidable damage to the target. Additionally, if the target has zero or one action token, give the target an action token.

START

AVP001




ALIEN DRONE MINION

Alien

10 POINTS +0 TWISTS

LEAP/CLIMB This monster automatically breaks away and ignores the effects of monsters, victims, hindering terrain, and outdoor blocking terrain for movement purposes.

RAVAGE  If the attack succeeds, this monster can make another close combat attack as a free action.

EXOSKELETON (STAMINA) Damage dealt to this monster is reduced by 1.

START

AVP002



ALIEN QUEEN

Alien, Queen

450 POINTS +0 TWISTS

LEAP/CLIMB This monster automatically breaks away and ignores the effects of monsters, victims, hindering terrain, and outdoor blocking terrain for movement purposes.

HISSESSSSS . . . (TRAP) Opposing monsters that roll to break away from this monster must roll a 6 to succeed.

PIERCING TAIL (ASSASSIN)  Damage from the attack is penetrating damage.

RAMPAGE  If this monster kills a monster, it can make another close combat attack as a free action.

EXOSKELETON (STAMINA) Damage dealt to this monster is reduced by 1.

REFLEXES Modify this monster's defense value by +2 against close combat attacks.


ACID BLOOD (AREA) Once at the beginning of your turn as a free action, this monster deals 1 damage to each adjacent opposing monster.

MERCILESS (AGONY)  Modify this monster's damage value by +1 for each action token on the target.

SAVAGERY  Modify this monster's damage value by -2.

START


AVP009



CHAINED QUEEN DIAL

Alien, Queen

450 POINTS +0 TWISTS

FACEHUGGER  Instead of making a retaliatory attack, you may have a friendly Alien Egg minion make a single ranged combat attack as a free action against an opposing monster within a range of 6 spaces. If the attack succeeds, assign the target action tokens so that it has two action tokens. Remove the Alien Egg minion from the map after the action resolves.

INVULNERABLE Damage dealt to this dial is reduced by 2.

STAMINA Damage dealt to this dial is reduced by 1.

PIERCING TAIL (IMPALE) Damage this dial deals is penetrating damage.

START

AVP008



EGG SAC DIAL

Alien, Queen

0 POINTS +0 TWISTS


OFFSPRING At the beginning of your turn, place an Alien Egg minion from outside the game in an unoccupied space adjacent to the Egg Base.

CHESTBURSTER At the beginning of your turn, you may choose to remove from the game a victim token from the card of a friendly monster and flip over a friendly Alien Egg minion.

XENOGENESIS At the beginning of your turn, you may choose to flip over a friendly Alien Egg minion.

START

AVP008



HARNESS DIAL

Alien, Queen

0 POINTS +0 TWISTS

INVULNERABLE Damage dealt to this dial is reduced by 2.

METAL HARNESS (STAMINA) Damage dealt to this dial is reduced by 1.

WEAK POINT Increase damage dealt to this dial by 2.

ACID SPLASH At the beginning of your turn, deal 1 unpreventable damage to this dial.

START

AVP008

EACH SECTION OF THIS SHEET SURROUNDED BY A WHITE BORDER IS A SEPARATE MONSTER CARD FOR ELEMENTS DESCRIBED IN THE ALIEN QUEEN RULES.