

Scenario 1: MEDDLING HUMANS . . .

Background

Predators arrive on Earth to take part in their rite of passage, only to find the surrounding area crawling with bags of fragile flesh known as humans. As a precursor to their initiation, they decide to tidy up the intruding scientists.

OBJECTIVE: Each player aims to defeat the other.

ARMY SIZE: Two-player game; 300-point armies; three actions per turn.

TIME LIMIT: 60 minutes

MAP: Whaling Station (AVP: Predators Collector's Set)

SETUP: When placing objects, each player can place up to three portals on the map.

SPECIAL SCENARIO RULES

1. I'm Unarmed! Or Am I . . . ?

When a victim is about to be slain, roll a d6. On a result of 3 or 4, the slaying attempt fails and the opposing player moves the victim 3 spaces. On a result of 1 or 2, the slaying attempt fails and the monster is dealt 1 damage.

2. Close-Quarters Kill

Victims slain on a space inside the boundary of a yellow line are worth 25 extra victory points.

Scenario 2: COLLECTING PREY

Background

With such a bonanza of prey, competing groups of Predators work to be the first to gather enough researchers to return to their home planet.

OBJECTIVE: The first player to bring four captives back to his or her starting area wins. If no player brings four captives back to his or her starting area before the game ends, the winner is the player with the most captives in his or her starting area. If there is a tie, the winner is the player with the most victory points.

ARMY SIZE: Two-player game; 300-point armies; three actions per turn.

TIME LIMIT: 60 minutes

MAP: Whaling Station (AVP: Predators Collector's Set)

SETUP: Each player can include one additional card in his or her crypt. In this scenario, a victim can be given an action token (see Special Scenario Rule #1). Only captives and monsters can enter a player's starting area.

SPECIAL SCENARIO RULES

1. You're Coming with Me

A monster that begins its turn adjacent to a victim can make that victim a captive as a free action. Give the victim an action token to show that it is a captive. When a monster adjacent to a captive is given a move action, at the end of the monster's movement place the captive in an unoccupied space adjacent to the monster. If a captive occupies a space in a player's starting area, it can't move or have its action token removed (even via Special Scenario Rule #2).

2. No, He's Coming with ME

If a monster successfully attacks an opposing monster that is adjacent to a captive, the monster's controller removes the action token from that captive (which becomes a victim again) and then moves the victim 4 spaces.