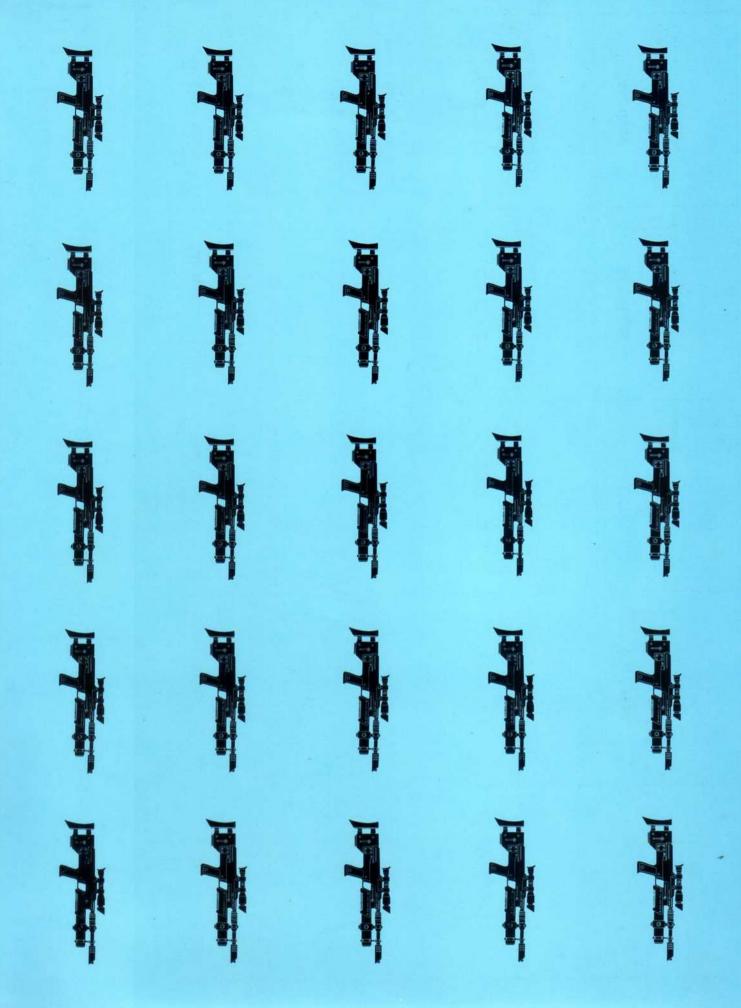
	The weapon has no effect at all against the Pred.	The weapon has no effect at all against the Pred.	The weapon has its standard effect.	The weapon has its standard effect.
	No Effect	No Esta	Stondard	Standard
Standard The weapon has its standard effect.	CRT +4 All attacks with weapon are resolved with +4 dice modifier.	CRT +3 All attacks with weapon are resolved with +3 dice modifer.	CRT +2 All attacks with weapon are resolved with +2 dice modifier	CRT +1 All attacks with weapon are resolved with +1 dice modifier
CRT +1 All attacks with weapon are resolved with +1 dice modifier.	CRT -4 All attacks with weapon are resolved with -4 dice modifier.	CRT-3 All attacks with weapon are resolved with -3 dice modifier.	CRT -2 All attacks with weapon are resolved with -2 dice modifier.	CRT -1 All attacks with weapon are resolved with -1 dice modifier.
CRT -1 All attacks with weapon are resolved with -1 dice modifier.	All Results = Panic Any combat result with weapon becomes unmodified panic check.	All Results = Panic Any combat result with weapon becomes unmodified panic check.	All Results = K Any combat result with weapon becomes automatic K.	All Results = I Any combat result with weapon becomes automatic I.
All Results = W Any combat result with weapon becomes automatic W.	Stun Any combat result with weapon becomes automatic stun.	Stun Any combat result with weapon becomes automatic stun.	Enrage If attack with weapon has any effect, Pred immediately moves full movement allowance and attacks nearest human.	Enrage If attack with weapon has any effect, Pred. immediately moves full movement allowance and attacks nearest human.





Pred makes an immediate hand-to- hand attack when a human moves adjacent.	Pred has 12 movement points.	During Recovery phase, injured Pred recovers on die roll of six: W becomes healthy, I becomes W.	Pred can move its full movement allowance when performing Quick Move and Attack.	Draw random weapon effect card for each weapon the first time it is used against a Pred.
Snap Attack	Speed	Regeneration	Reflexes	Random Weapon Effects
Effects Draw random weapon effect card for each weapon the first time it is used against a Pred.	During the End phase, human injury becomes one step worse on a die roll of six: W becomes I, I becomes K.	Reshuffle the Predator Power deck and draw all new powers during the next Preservation Interphase.	Pred can pick up and use human weapons with -1 dice modifier.	New Pred hatches from wounded or incapacitated human during End phase on die roll of six.
Random Weapon	Poisonous	Metamorphosis	Intelligent	Infectious
Humans must check for panic upon seeing Pred.	The Pred has a hand-to-hand rating of +4.	The Pred has a hand-to-hand rating of +3.	The Pred has a hand-to-hand rating of +2.	The Pred has a hand-to-hand rating of +1.
Horrid	Hand-to-Hand +4	Hand-to-Hand +3	Hand-to-Hand +2	Hand-to-Hand +1
Draw one new power card during every Preservation Interphase.	Shuffle this card back into deck and draw two more cards.	Shuffle this card back into deck and draw two more cards.	Result of W, I, or K attacks everything within three hexes with a firepower of 5.	Add one Pred to play during every Preservation Interphase. Swarms add four Preds.
Growth	Extra Power	Extra Power	Corrosive Blood	Clone
Clone Add one Pred to play during every Preservation Interphase. Swarms add four Preds.	Carapace × 4 Natural armor gives a defense multiple of 4. Swarms have a multiple of 2.	Carapace × 3 Natural armor gives a defense multiple of 3. Swarms have a multiple of 2.	Carapace × 2 Natural armor gives a defense multiple of 2.	Anaerobic Unaffected by vacuum or hostile atmosphere.