

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





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