

AvP : THE HUNT BEGINS

2nd Editon Rulebook - List of Changes

The purpose of this document is to list all important changes made in AVP:HB 2nd Edition Rulebook, compared to final 1st Edition V2.0 Rulebook. For owners of the 1st Edition AVP:HB, this could provide some insight into changes of the rules in the 2nd Edition and help them decide whether it's worth it to buy the complete 2nd Edition or the 2nd Edition upgrade kit. However, this document doesn't list changes between 1st and 2nd Edition Strategy, Mission and Environmental cards.

The 2nd Edition Rulebook can be downloaded from :

http://prodosgames.com/sites/prodosgames.com/files/files/AvP_Second_Edition_manual.pdf

At this time I don't know where the 1st Edition v2.0 Rulebook can be downloaded from.

It is probably important to note that the 2nd Edition Rulebook is also marked as „V2.0“ on its page 4. Considering the number of changes, I wonder why the developers didn't update the version number to 2.5 or even 3.0... Well, so be it...

The following pages are divided into 2 columns. The left column lists rules in the AVP:HB 1st Edition Rulebook (if it's necessary for comparison and better understanding of the changes) and the right column lists the altered rules in the AVP:HB 2nd Edition Rulebook :

Text in black color is the same in both versions.

Text typed in italic is also typed in italic in the rulebook.

Red text in the left column (1st Edition Rulebook) was altered or deleted in the 2nd Edition Rulebook.

Green text in the right column is an altered or completely new (inserted) text in the 2nd Edition Rulebook.

The 1st Edition V2.0 Rulebook has an error in numbering of the pages – after pages 32 and 33, the next two pages were also numbered as 32 and 33. This has been corrected in the 2nd Edition Rulebook.



There are also a few more graphical changes in 2nd Edition Rulebook. The map diagrams show new tiles and models on them have different colors and tokens have differently colored rims. A few graphic elements have been moved or repositioned. These changes are mostly aesthetic and not vital for understanding of the new rules, so I didn't add them to this list.

I hope I noticed everything important... In some places whole blocks of text have been added (f.e. new skills "Infiltration" and "Sentry Gun Set-up"). Elsewhere changes are quite subtle, for example changes of single numbers (model statistics or rolled dice values). At least one change doesn't make sense to me – "Page 31 : Special Combat Actions : Acid Spit (A)" where an Alien player makes attack rolls - rolled value of 9 has been changed to value of 7. Both values are below 10, so his Alien model would score a hit in either case. Well, so be it.... Anyway, always look for red/green colored text, indicating changes.

You're welcome. =)

This document was prepared by Radomir B. (Rogue Keeper) on July 6th, 2017. For private, non-commercial purposes only. All graphical elements in this document are (c) Prodos Games Ltd., 2017

Page 13 : Rooms



Page 20 : Colonial Marines : Team Tactics (P)

Due to their tactical combat training, once a Colonial Marine *Ping! Token* is revealed, it must be replaced with any unrevealed Colonial Marine Model, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken off any other Troop Type Marine Model occupying the same Tile.

Page 22 : Acid Damage Token

(...) Whenever a Model with the Acidic Blood (P) Special Skill loses a Wound, roll a D20. (...)

Page 24 : Basic Action – Move (A)

A Model cannot travel through a Tile that is fully occupied (no Occupation Points left) by friendly or enemy Models, unless stated otherwise.

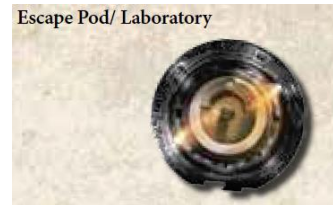
Page 6 : Bases

Medium Bases are 40mm in diameter and are used for basing Marine Powerloader, Predator Warriors, Alien Royal Guards and various others. Some Models come in scenic bases of varying size (between 31mm and 49mm); they are regarded as Models based on a medium 40mm Base in the Game Rules, unless otherwise specified.

Page 11 : Normal Corridor

Designer's Note: In previous versions, a Half-Infested Type of Tiles was also included for Straights which has been removed in order to simplify the types. If you own the first edition boxed game, treat these tiles as Infested Tiles instead. Alternately, you may House Rule it any way you like; your House, your Rules!

Page 13 : Rooms



Page 20 : Colonial Marines : Team Tactics (P)

Due to their tactical combat training, once a Colonial Marine *Ping! Token* is revealed, it must be replaced with any unrevealed Colonial Marine Model of that Unit entry, which is chosen by the player controlling the Colonial Marines Faction. Additionally, when any Troop Type Marine Model loses a Wound, it may be taken by any other Troop Type Marine Model of that Unit entry occupying the same Tile.

Page 22 : Acid Damage Token / Acidic Blood

(...) Whenever a Model with the Acidic Blood (P) Special Skill loses a Wound, roll a D20. (...)

Page 23 : Marine Faction Unique Basic Actions : Shotgun! (A)

(...) Shotgun (A) cannot be used in the same Game Turn as Point Blank Shot (A).

Page 24 : Basic Action – Move (A)

A Model cannot travel through a Tile that is fully occupied (no Occupation Points left) by friendly or enemy Models, unless stated otherwise. Also, a model cannot pass through a Tile occupied by one or more enemy Models (it must end its movement on that Tile).

Page 28 : Special Combat Actions : Flamethrower
 2. (...) The dice are rolled, with one Alien Infant Warrior and one Alien Stalker dying. Two Acid Splash Tests are rolled and none roll a result of 1–5, so no Acid Splash takes place.

Page 29 : Special Combat Actions : Shotgun (A)
 (...) Choose a Target Tile within LOS and within range of two Tiles of the Model performing this Action. Roll an RS test for up to four enemy Models on the Target Tile and up to four enemy Models located on the Tile between the Target Tile and the Tile occupied by the Model using the Shotgun! Special Action. Each Model that is hit receives a ST 8 AVV 1 hit. Shotgun! (A) Counts as a Shooting Action. (...)

Page 30 : Special Combat Actions : Smart-Disc Throw (A)



2. The Predator player performs a Shooting Attack for each occupied Tile affected by the Smart-Disc throw. Despite the -10 modifier, the Predator's excellent roll of double two for the first Tile, allows him to allocate the first Hit to the Marine Force (and the Marine fails his save and chooses which Model to remove) and the second Hit to an Alien Infant Warrior, which fails its save and loses a wound, thus removing both affected Models from the game. The Predator then scores 8 and 13 for the second Tile, which means one Hit that the Predator player allocates to an Infant Warrior occupying the second Tile.

Page 31 : Special Combat Actions : Acid Spit (A)
 2. The Alien Warrior's RS is 10, so the Alien player rolls three D20 — one for each potential target. Each roll of 10 or less (Alien Warrior RS value) means that a Marine Model has been hit and must take an Armour Test or lose a Wound. The Alien player rolls 3, 9 and 12, scoring two hits with St 12 against the Marine's Armour of 13. The Final value for the Armour Test is 11 (13 – 2 = 11). (...)

Page 28 : Special Combat Actions : Flamethrower
 2. (...) The dice are rolled, with one Alien Infant Warrior and one Alien Stalker dying. Two Acid Splash Tests are rolled and none roll a result of 1–6, so no Acid Splash takes place.

Page 29 : Special Combat Actions : Shotgun (A)
 (...) Choose a Target Tile within LOS and within a range of two Tiles of the Marine Model using the Shotgun! (A) Special Skill. Make an RS Test for up to four enemy Models on the Target Tile and up to four enemy Models located on the Tile between the Target Tile and the Tile occupied by the Model using the Shotgun! Special Action. Each successful roll causes the Model to receive a St 8 hit. Using Shotgun! (A) counts as a Shooting Action. (...)

Page 30 : Special Combat Actions : Smart-Disc Throw (A)



2. The Predator player performs a Shooting Attack for each occupied Tile affected by the Smart-Disc throw. The Predator player decides to assign one attack against the Marines and one against the Infant Warrior, rolling separately. Despite the negative modifiers, the Predator manages to roll a natural 1 against the Marines and a 2 against the Infant, and scores hits against both targets. The Marine player removes a Model due to the Power Shot, and the Alien Player fails his save and removes the targeted Infant. The Predator then scores 8 and 13 for the second Tile, which results into one Hit that the Predator player allocates to an Infant Warrior occupying the second Tile.

Page 31 : Special Combat Actions : Acid Spit (A)
 2. The Alien Warrior's RS is 10, so the Alien player rolls three D20 — one for each potential target. Each roll of 10 or less (Alien Warrior RS value) means that a Marine Model has been hit and must take an Armour Test or lose a Wound. The Alien player rolls 3, 7 and 12, scoring two hits with St 12 against the Marine's Armour of 13. The Final value for the Armour Test is 11 (13 – 2 = 11). (...)

Page 35 : Marine Faction Skill List

Seal the Bulkhead – See page 14

Page 35 : Marine Faction Skill List

Infiltration (P) – Before the first round, but after all players have deployed their tokens, choose any of your Deployment Tiles that is out of line of sight from any opponent's token. Up to one Sentry Gun from your Force may begin the game deployed in that tile. You may set up this way up to one Sentry Gun per Squad. For each Sentry Gun not deployed this way, place a Sentry Gun Token on your Sentry Gun Reference Card.

Page 35 : Marine Faction Skill List

Sentry Gun Set-up (A) - Any Marine Faction Model may spend two Action Points to set up one Sentry Gun Model from your Force on the same Tile it occupies. Spend two Action points to remove a Sentry Gun Token from your Sentry Gun Reference Card and place a Sentry Gun Model on the same Tile as the model using the Set-Up Action (a Power Loader has the option to remove one of the Sentry Gun Tokens from the Power Loader card instead of the Sentry Gun Card). Place and Activation Token next to that Sentry Gun, and it counts as having been activated for this game turn. This action may only be used if the occupation limit for the tile allows to legally place the model.

A Power Loader may expend an Interact Action to pick up a Sentry Gun from the same Tile. Remove the Sentry Gun (and any sentry/activation tokens it may have) from the game and place a face-down Sentry Gun Token on the Power Loader's stat card. If a Power Loader is removed from play as a casualty, remove all Sentry Tokens from the Power Loader Card and they count as having been destroyed.

Page 33 : Alien Faction Skill List : Egg Injection

(P) (...) Models deployed in such a way count as already Activated for this Game Turn.

Model removed by Egg Injection (P)	Model Alien Player may deploy
Any Troop Type Marine Model on a Small Base	- Alien Infant Warrior

Page 36 : Alien Faction Skill List : Egg Injection

(P) (...) Models deployed in such a way **are placed on any, not Engaged, Infested Tile** and count as having been Activated for this Game Turn.

Model removed by Egg Injection (P)	Model Alien Player may deploy
Any Troop Type Marine Model on a Small Base, apart from Sentry Gun	- Alien Infant Warrior

Page 36 : Alien Faction Skill List

Hide (A) – See page 23

Page 36 : Alien Faction Skill List

Skulking Advance (A) – See page 24

Page 34 : Predators Faction Skill List

Pack Hunt (P) – Models with the Pack Hunt Special Skill receive a +1 modifier to Close Combat and Ranged Shooting Tests for each other Model with the Pack Hunt Special Skill within the range of one Tile.

Page 36 : Predators Faction Skill List

Dodge (P) – After a Model with Dodge (P) is hit by an attack roll on a D20, on a roll of 1–5 the Model dodges the attack and the attack has no effect on this Model and on 6–20 the dodge fails. The Model must then continue as if it has been hit as normal. Dodge rolls cannot be made to avoid hits from Flamethrower Attacks.

Page 36 : Predators Faction Skill List

Field Wound Treatment (A): See page 24

Page 36 : Predators Faction Skill List

Pack Hunt (P) – Models with the Pack Hunt Special Skill receive a +1 modifier to Close Combat and Ranged Shooting Tests for each other Model with the Pack Hunt Special Skill within the range of one Tile. Also, when revealing a Ping! Token with the Pack Hunt (P) Skill, it may be replaced by any unrevealed Model with the Pack Hunt (P) Skill, chosen by the Predator player.

Page 36 : Predators Faction Skill List

Seasoned Hunter (P) – See page 20

Page 36 : Predators Faction Skill List

Spiked Nightmare (P) – A model with this skill automatically passes any disengage rolls it is required to take.

Page 37 : Marines Stat Lines

Name	Abilities
Sentry Gun	Auto-Sentry
	Gun Emplacement
	Infiltrate
	Sentry Gun Set-Up

Page 37 : Marines Stat Lines

Type	Weapon Name	ST	ROA	AVV	Abilities
RS	MARSOC Variant Pulse Rifle	13	2	4	
	Grenade Launcher	16	1	0	Grenade Launcher

Page 37 : Marines Stat Lines

Type	Weapon Name	ST	ROA	AVV	Abilities
RS	M41AE2 Heavy Pulse Rifle	13	2	4	

Page 38 : Marines Weapons –

Pulse Rifle/Grenade Launcher/HPR

(...) The M41AE2 HPR has the Grenade Launcher removed and the gun modified with a replaceable barrel which offers greater rate of fire

Page 37 : Alien Weapons – Claws

Name	ST	ROA	AVV
Claws	As Model	Various	Various

Page 37 : Alien Weapons –Tail

Name	ST	ROA	AVV
Tail Strike	As Model +1	1	0

Page 38 : Predator Stat Lines

Type	Weapon Name	ST	ROA	AVV	Abilities
CC	Smart-Disc	+1	3	3	
RS		15	*	3	Smart-Disc Throw

Page 38 : Predator Stat Lines

Type	Weapon Name	ST	ROA	AVV	Abilities
CC	Relic	+2	4	4	
RS	Smart-Disc	16	*	4	Smart-Disc Throw

Page 39 : Predator Weapons – Wrist Blade

Name	ST	ROA	AVV
Wrist Blade	14	2	0

Page 39 : Predator Weapons – Smart-Disc (Close Combat)

Name	ST	ROA	AVV
Smart-Disc (Close Combat)	15	3	3

Page 39 : Predator Weapons – Combi-Stick

Name	ST	ROA	AVV
Combi-Stick	15	4	3

Page 39 : Predator Weapons – Hellhound Bite

Name	ST	ROA	AVV
Hellhound Bite	12	2	0

Page 39 : Predator Weapons – Smart-Disc (Ranged)

Name	ST	ROA	AVV
Smart-Disc (Ranged)	15	*	3

Page 40 : Campaign Missions

Predators use one of the three available Model combinations : (...)

- 1 Warrior with Combi-Stick, 1 Hunter and 3 Vocal Mimicry Tokens

Page 38 : Alien Weapons – Claws

Name	ST	ROA	AVV
Claws	+0	Various	Various

Page 38 : Alien Weapons –Tail

Name	ST	ROA	AVV
Tail Strike	+1	1	0

Page 38 : Predator Stat Lines

Type	Weapon Name	ST	ROA	AVV	Abilities
CC	Smart-Disc	+1	3	3	
RS		+1	*	3	Smart-Disc Throw

Page 40 : Predator Stat Lines

Type	Weapon Name	ST	ROA	AVV	Abilities
CC	Relic	+2	4	4	
RS	Smart-Disc	+2	*	4	Smart-Disc Throw

Page 41 : Predator Weapons – Wrist Blade

Name	ST	ROA	AVV
Wrist Blade	+0	2	0

Page 41 : Predator Weapons – Smart-Disc (Close Combat)

Name	ST	ROA	AVV
Smart-Disc (Close Combat)	+1	3	3

Page 41 : Predator Weapons – Combi-Stick

Name	ST	ROA	AVV
Combi-Stick	+0	4	3

Page 41 : Predator Weapons – Hellhound Bite

Name	ST	ROA	AVV
Hellhound Bite	+0	2	0

Page 41 : Predator Weapons – Smart-Disc (Ranged)

Name	ST	ROA	AVV
Smart-Disc (Ranged)	+1	*	3

Page 42 : Campaign Missions

Predators use one of the three available Model combinations : (...)

- 1 Warrior with Combi-Stick, 1 Hunter and 2 Vocal Mimicry Tokens

Pages 41-50 : Missions 1-10



Page 51 : Mission Special Rules

Launching a Pod - To launch a Pod, any Model that is located on the Predator Pod Tile, while the Predator Pod Tile is not counted as a **Combat** Tile, must spend an Interact Action to slam a button and launch the pod away from the exploding ship. **Note that Launching a Pod may not be performed when the Predator Pod counts as an Engaged Tile.**

Page 54 : Advanced Game Rules

Marine Officer Weapons		
Weapon	Type	Points
*MARSOC Variant Pulse Rifle & Grenade Launcher	Ranged	9

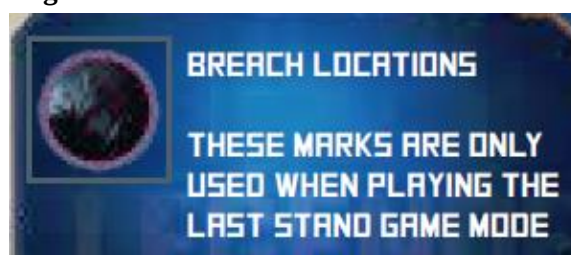
Page 56 : Predator Force List

**You may include up to one Hunter or Hunter Elder for each Warrior or Warrior Elder in your Force.*

Pages 43-52 : Missions 1-10



Pages 43-52 : Missions 1-10



Page 53 : Mission Special Rules

Launching a Pod - To launch a Pod, any Model that is located on the Predator Pod Tile, while the Predator Pod Tile is not counted as an **Engaged** Tile, must spend an Interact Action to slam a button and launch the pod away from the exploding ship.

Page 56 : Advanced Game Rules

Marine Officer Weapons		
Weapon	Type	Points
*M41AE2 Heavy Pulse Rifle	Ranged	5

Page 58 : Predator Force List

**You may include up to one Hunter or Hunter Elder for each Warrior or Warrior Elder in your Force. You may include up to one Hunter or Hunter Elder for each Warrior or Warrior Elder in your Force respectively. This means that you can only include a Hunter Elder if you have already included a Warrior Elder.*

Page 58 : Custom Victory Conditions – Predator Force

** You may include up to one Hunter or Hunter Elder for each Warrior or Warrior Elder in your Force respectively. This means that you can only include a Hunter Elder if you have already included a Warrior Elder.*

Page 57-61 : Survival Arena Mode

Page 59-62 : The Last Stand

Document author's note : The "Survival Arena" cooperative mode has been overhauled and its name has been changed to "The Last Stand". Because of the extensive changes to the game mode, this changelog doesn't list them.)
