

Acid Spew	Whenever this creature takes damage, all crewmembers within 2" take 2 dmg	Q37
Alpha-Predator	Always activates first	HE
Amphibious	Passes all swim rolls, water is normal ground, no penalties to fighting	SG
Animal	Cannot interact with Loot. Cannot carry gear	SG
Aquatic	Amphibious. Treat non-water as rough, and Will TN16 or 5 dmg, each activation.	SG
Automatic Shooting Attack and Drag	Crew within 3" immediately take shooting attack. If causes damage, end act and move to combat.	LP
Awkward on Land	Moves 1/2 speed on land	BE
Band Together	See creature description	BE
Bear Hug	If fights and wins by 10+, treat opponent as having A=9	BE
Beast Fighter	+1F when fighting, +1S when shooting (Pistol/Carbine/Shotgun) uncontrolled creatures.	Q37
Blend in with Vegetation	If within 6" of planet terrain, cannot be seen in LoS	BE
Body of Energy	Takes 1/2 damage (rnd down) from firearms and hand weapons (except Void Blades)	LP, BE
Bounty	Get reward when killing this creature.	SG
Bug	Stunned immediately if Queen killed. Also Never Wounded.	Q37
Burrowing	Move through terrain, but not end turn there. No penalty for rough ground.	SG
Chameleon	No LoS to this figure over 12". +3F when shot at (by Pistol, Carbine, Shotgun, Rapid-Fire)	SG
Counting Coup	If reduces crew to 0H, remove from table.	SG
Critical Hit Vulnerability	If suffers critical hit, Health = 0	LP
Divide at 0 Health	If reduced to 0 H, replace with 2 versions of itself at full H. These do not divide.	BE
Double Activation	Activates twice. See Creature description	LP
Ensnare	Figures in combat may only push back or move away if they do damage in combat.	SG
Expert Climber	No movement penalty for climbing	SG, Q37
Fire Vulnerability	Takes 2x damage from Fire attacks	BE
Flying	Ignore terrain when moving. Never takes dmg from falling. Can move over water.	SG
Grav-Sled	Levitate. Can only be targetted for combat by flying/levitating/etc opponents	LP
Hard to Target	+1F vs shooting attacks	LP
Hatred of Gunfire	If crewmember in LoS made shooting attack, target that crewmember for move actions	SG, Q37
High Pain Threshold	Never Wounded. Only stunned on 7+ dmg from shooting attack	Q37
Horns	If moves and fights in same activation, +2F for this attack	SG
Identify Weak Point	If wins combat round, opponent receives -2A, to min 9, for calculating damage	LP
Immune to (Power)	Immune to specific power. Can never be targeted or take damage from it.	SG
Immune to Critical Hits	No additional damage from critical hits	SG
Immune to Radiation	No dmg from Radiation	HE
Immune to Toxin	Never poisoned (SG p60)	SG
Large	-2F when shot at	SG
Lava Splash	If figure in combat rolls <=5 on Fight, it takes 2 dmg	SG
Levitate	No penalty for climbing or rough ground	SG
Limited Lifeforce	If it causes damage through attacks (inc shooting), suffers equal damage	LP
Master of Cover	Treat as always in light cover, from 6"+, unless in heavy cover	LP, BE
Might Contain Loot!	If at 0H, roll. On 12+ replace with unlocked physical loot token	BE
Multiple Shooting Attacks (X)	Make X shooting attacks as one action. All after first are -2S. Targets in descending distance.	SG
No Push Back	Cannot be pushed in combat. Other figure may step back	LP
Non-Lethal	Any figure reduced to 0H makes full recovery after game	HE
Pack Hunter	Place in base contact with others. Activate and move as one	SG
Plant Biology	Firearms do 1/2 damage. Full damage from templates. Never Stunned. Immune to Critical Hits	BE
Plasmonic Form	Moves through any gaps. Takes max 3 dmg from firearms/explosives. May shoot at any range with +0D	BE
Possess	If wins in combat, causing dmg, takes control. Moves together, cannot be shot. (SG p158)	SG
Potential Self-Immolation	If damaged, roll d20. on 11+, explodes, and all within 3" suffer +3S attack	Q37
Powerful	Does x2 damage	SG, Q37
Ranged Attack	Can attack up to given range	SG, Q37
Robot	Never wounded.	SG
Searing Touch	Any figure in combat, that activates, suffers 2 dmg unless also has Searing Touch	LP
Sharp Teeth	+1 dmg	SG, Q37
Ship Cost Discount	20% discount on upgrades and repairs, not cumulative.	LP
Stop to Eat	If reduces enemy to 0H, its next action is to eat it. -1 to survival rolls after game.	HE
Strafing Run	Automatic shooting attacks vs every figure moved over during activation	LP
Strong	+2 dmg	SG, Q37
Surprise Shot	Does not make shooting attacks, unless figure moves within 12". Once per figure per move.	SG
Terrifying Roar	Each activation, all crew in LoS must make Will roll TN14 or -2F until next activation.	HE
Toxic	All attacks are toxic (SG p60). Immune to Toxins	SG, Q37
Trophy-taker	Bounties from creatures +10cr	Q37
Two-gun Fighter	+1 dmg to shooting if using 2 unjammed pistols.	Q37
Two-hand Fighter	If has 2x Hand Weapons, or Hand Weapon and Knife, +1 dmg in combat	LP
Unaggressive	If at full health, only does random move. If moves to another figure, stop 1" away	SG, LP, Q37
Zombie Infection	Can infect wounded soldiers with Hastian's Plague (Q37: p22)	Q37
Zombie Terror	If activating while in combat with this creature, Will TN10 or lose actions. Robots immune.	Q37