

W
SYSTEM[®]

2PCG[®]

THE PREDATOR[™] BATTLES

RULE BOOK



“Only in the hottest years, this happens. And this year, it grows hot. We begin finding our men. We found them sometimes without their skins... and sometimes much, much worse. ‘El cazador trofeo de los hombres’ means the demon who makes trophies of men.” – Anna

The Story So Far...

For the past two years, players have fought epic battles, featuring comic book heroes and villains as well as horrifying aliens and their victims. Now the conflict has spilled over into the Predator Universe. Can Dutch, Harrigan, Royce and their teams survive being hunted by the best hunters in the galaxy?

What is the Vs. System® 2PCG®?

The Vs. System® 2PCG® is a card game where 2-4 players each build a deck of Characters, Plot Twists, Locations, and Equipment to try to defeat their opponents. This Vs. System® 2PCG® product comes with a full playset of cards so you'll have everything you need to play the full game right out of each box.

Game Contents

- 200 Cards
- Assorted Counters
- This Rulebook

If you're familiar with the Vs. System® 2PCG®...

If you've already played the Vs. System® 2PCG®, most of these rules will be familiar to you. We suggest you check out: What's New with The Predator™ Battles on page 24.

Gameplay Overview

Each player starts with a Main Character, such as Dutch, Harrigan or the Jungle Hunter. The following will happen during the game:

- Play resources and recruit Supporting Characters like Blain, Billy or Dillon.

- Organize your formation between your Front and Back Rows.
- Make solo and team attacks against your enemies in order to stun and KO them.
- Play Plot Twists to enhance your team or hurt your opponents'.
- Outfit your squad with powerful Equipment.
- Use your Locations to activate your team's powers.
- Your Main Character will earn Experience Points and Level Up to dominate the battlefield.
- KO your opponent's Main Character (or they'll KO yours).

The Card Types

Main Characters



You start the game with a Level 1 Main Character. When it Levels Up during the game, you'll switch it with its Level 2 Version.

Supporting Characters

During your turn, you can recruit Supporting Characters into your Front or Back Row.



Main Characters and Supporting Characters work the same way. They can attack, defend, get stunned, and take wounds. The only exceptions are some cards that specifically refer to Main Characters or Supporting Characters.

Plot Twists

During your turn, you can play Plot Twists from your hand. Plot Twists always say when during the turn you can play them. You can only play a Plot Twist if you have a face-up character with the matching Team Affiliation.

Any Turn Symbol

Name

Team Affiliation



Game Text

Equipment

During your turn, you can put Equipment cards onto your characters. Equipment cards have a cost just like characters. You can play Equipment only if you have a face-up character with the matching Team Affiliation.

Cost

Name

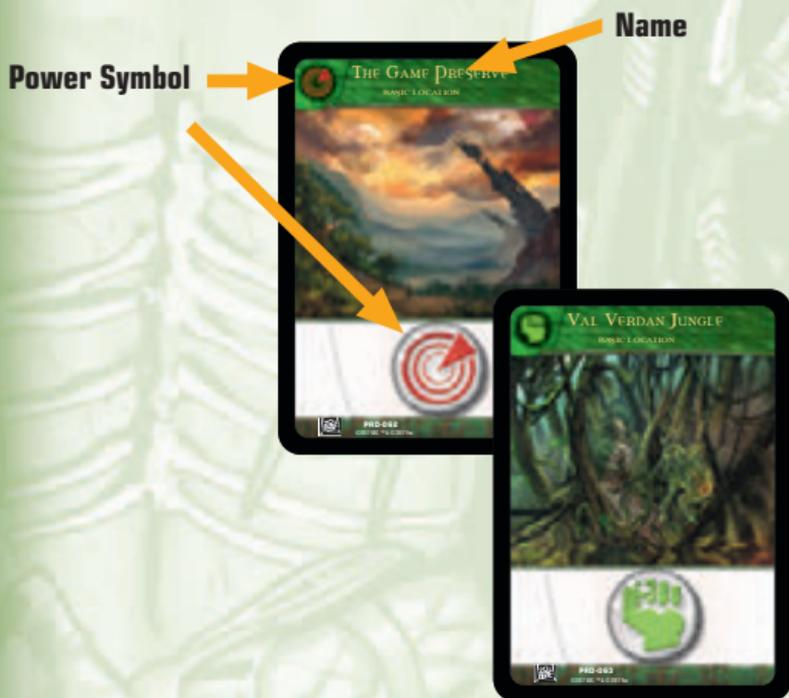
Team Affiliation



Game Text

Locations

Each turn, you can play a card face down as a resource. But if it's a Location, you can play it face up instead. Each Location has a Power Symbol. During the game, you can turn a Location face down in order to activate a Super Power that requires that symbol. (You may also discard a Location from your hand to generate that Power Symbol.)



There are six Power Symbols:



Might



Intellect



Skill



Energy



Humanity



Alien

Each team also has a Special Location which grants any Power Symbol that team uses. (Each team only cares about four of the Power Symbols.)



Basic Game Concepts

- **Deck:** Your deck must include exactly 60 cards, not including your Main Character.
- **Hand:** You start the game with seven cards and draw two cards each turn. There is no limit to the number of cards you can have in your hand at one time. If an effect tells you to discard a card, that means from your hand.
- **KO Pile:** When a card gets KO'd or discarded, it goes into your KO pile, which is next to your deck. The KO pile is face up, and any player can look through it at any time.
- **Three Rows:** Each player has three rows, consisting of Front, Back, and Resource.
 - When you recruit a character, it can go into your Front or Back row. Characters in front are your Melee fighters. They also protect characters in your Back Row. Characters in your Back Row are safer, but they can only attack if they have the  symbol.
 - Each turn you may place a Location or a face-down card from your hand into your Resource Row. Your resources give you recruit points each turn which you'll use to play your Supporting Characters and Equipment.

- **Ready/Exhausted:** A card in play is either ready (upright) or exhausted (turned on its side). Only ready characters can attack. Cards enter play ready.
- **Stun:** When a character is defeated in combat, it becomes stunned. Turn it face down, exhaust it, remove all +1/+1 and -1/-1 counters from it, KO any Equipment on it, and put a wound counter on it. Stunned characters can't be attacked, and they lose their powers until they



recover. Some effects can cause a character to become stunned directly (without it being in combat).

- **KO:** When a character has as least as many wounds as its health, it's KO'd. (Put it into the KO Pile.)
- **Recover:** When a character recovers, turn it face up. It keeps its wounds.

STUNNED



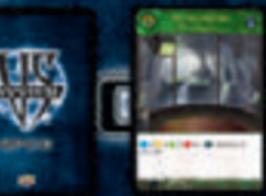
← WOUND



DECK



KO PILE



Setting Up the Game

- Each player needs a deck that has one Main Character and exactly 60 game cards. (See pages 29-30 for which cards to include in your first deck.)
- Put the wound, XP, +1/+1, and -1/-1 counters nearby.
Note: The color of the wound counters has no effect on gameplay, but we recommend to use the red ones for humans and the green ones for Predators.
- Randomly determine who gets to choose which player goes first.
- Starting with the first player, each player puts their Level 1 Main Character into either their Front or Back Row. Then, they put the Level 2 version off to the side where all players can see it.
- Each player should set their deck down next to where their Back Row will be.
- Each player shuffles their deck and draws seven cards.
 - Starting with the first player, each player may mulligan one time if they don't like their hand. Shuffle your hand into your deck and draw seven new cards. (It's usually a good idea to mulligan if you don't have any Locations or any Supporting Characters that you can play in the first few turns.)

Turn Sequence

Each turn, you'll go through the following four phases in order. Then, the next player takes a turn. (In a 3 or 4 player game, the next player is the player to your left.)

1. Draw Phase
2. Recovery Phase
3. Build Phase
4. Main Phase

1. Draw Phase

During this phase, any “At the start of your turn” effects happen first. Then, you draw two cards. (If you’re the first player and this is the first turn of the game, **you don’t draw any cards.**)

2. Recovery Phase

During this phase, if you have any stunned characters, they all recover. Then ready all of your characters.

3. Build Phase

During this phase, perform the following three steps in order:

Resource Step

You may choose any one card in your hand and place it face down into your Resource Row. (It is now a resource.) If you play a Location as a resource, you may place it face up. (It’s still a resource.) Locations are not unique; you can have more than one with the same name. (Playing a resource is optional.)

Recruit Step

You now gain 1 Recruit Point for each resource you have, regardless if the resource is face up or face down. You can spend any or all of your Recruit Points to play Supporting Characters and Equipment from your hand. When you play a character, put it into your Front or Back Row. When you play an Equipment, put it onto one of your face-up characters. (We suggest you place the Equipment card partially beneath the character card.)

Note: If you have any Recruit Points left over, they go away after this step.



Example: During Max's Resource Step, he plays the Los Angeles Location face up as a resource. Because he now has four resources, during his Recruit Step he gains 4 Recruit Points. He spends them to play Hawkins (who costs 1) into his Front Row and Poncho (who costs 2)

into his Back Row. He has 1 Recruit Point remaining but nothing to spend it on, so it goes away.

Formation Step

You can now rearrange any or all of your characters between your Front and Back Rows. Any character (including your Main Character) can go into either row.

It doesn't matter if a character is to the left or right of another character. All that matters is who's in the Front and who's in the Back.

4. Main Phase

This is the longest phase of the turn. During this phase, you can make any number of attacks, one at a time, until you choose to stop attacking or all of your characters are exhausted.

Your Front Row characters can make Melee attacks.

Your Back Row characters that have the  icon can make Ranged attacks.

Note: You can put a  character in your Front Row to have it make a Melee attack if you want.

Making a Melee Attack

Starting a Combat

- Exhaust one of your ready Front Row characters to become the attacker and choose a face-up Front Row enemy to be the defender. If an opponent has no face-up Front Row characters, you can attack his Back Row characters.
- Characters that have  may fly over your opponent's Front Row to attack a Back Row character unless your opponent has their own  character in their Front Row.

During Combat

- Once combat has begun, you can play one "Combat" Plot Twist or use one "Combat" Super Power or you can pass. Then, your opponent can do the same. Then, you go again, and so on, until both of you pass in a row. (If a player passes but the other player plays something, the first player can still play something.) Then, resolve the combat.
- **Note:** When a player plays a Plot Twist or uses a Super Power, **it resolves immediately** before the next player has a chance to play their own Plot Twist or Super Power.

Resolving Combat

- To resolve the combat, the attacker now "strikes" the defender, and the defender simultaneously "strikes back" against the attacker.
- Compare the attacker's ATK to the defender's DEF. If the ATK is greater than or equal to the DEF, the defender will be stunned. Also compare the defender's ATK to the attacker's DEF. If the ATK is greater than or equal to the DEF, the attacker will be stunned.

- So there are four possible results to a combat: No one gets stunned, the attacker gets stunned, the defender gets stunned, or both characters get stunned.
- When a character becomes stunned, turn it face down, exhaust it, remove all +1/+1 and -1/-1 counters from it and put a wound counter on it. You also KO any Equipment on it.

Making a Ranged Attack

Ranged attacks work the same way as Melee attacks with the following exceptions:

- You choose one of your Back Row characters with  to be the attacker.
- The defender only gets to strike back if it also has the  icon.

Note: If your character attacks from the Front Row, it is always a Melee attack whether or not your character has the  icon.

Flight and Ranged

- If your character has  and , then it can attack from your Back Row AND fly over your opponent's Front Row (if they have no  characters in their Front Row) to attack a Back Row character. The defender will still only strike back if it has .

Team Attacks

Two or more characters that have the **same Team Affiliation and are in the same row** can make a Team Attack against a single defender. Team Attacks work just like solo attacks with the following exceptions:

- You choose two or more Front Row characters to make a **Melee Team Attack**.
- You choose two or more Back Row characters that have  to make a **Ranged Team Attack**. (Just like in a regular Ranged attack, the defender gets to strike back only if it has .

- In both cases, if all of your attackers have , they can fly over your opponent's Front Row to attack their Back Row (unless your opponent has a Front Row  character).

Resolving a Team Attack works like this:

- Add up the ATK of all your attackers and compare them to the defender's DEF to see if the defender will get stunned.
- The defender then chooses **exactly one** attacker to strike back against, and compares the defender's ATK to that character's DEF to see if it will get stunned.

Example: Let's say three different 2/2 characters attack a 6/6 defender. When the combat resolves, the total ATK of the attackers is 6, which is enough to stun the defender. The defender picks one of the 2/2s to strike back at, compares its 6 ATK to the attacker's 2 DEF and stuns it. The other two 2/2s survive.

After each combat resolves, you can make another attack. Once you're done attacking (either by choice, because you have no ready characters left, or because all enemy characters are stunned) and you're ready to be done with your Main Phase, your turn ends. Resolve any "at the end of your turn" effects, and then the player to your left gets to take a turn.

Ending the Game

The game ends when you KO your opponent's Main Character or they KO yours. If you're playing 3 or 4 players, then it ends when only one Main Character is left. If the final two Main Characters would get KO'd at the same time (either because they're in combat with each other or through some card effect), the player whose turn it is wins the game.

In a 3 or 4 player game, when a Main Character gets KO'd, remove all cards that player owns from the game.

Additional Rules

+1/+1 and -1/-1 counters

Many effects put +1/+1 or -1/-1 counters on characters. These numbers alter a character's ATK and DEF until something removes the counters.

If a character ever has +1/+1 and -1/-1 counters at the same time, they cancel out. Remove one of each until the character only has one type.

When a character gets stunned, remove all +1/+1 and -1/-1 counters from it.

If a character's DEF is ever reduced to 0 (whether from -1/-1 counters or some other effect), it's immediately stunned.

Stunned Characters

When a character becomes stunned, remove all +1/+1 and -1/-1 counters from it, KO any Equipment on it, turn it face down exhausted, and put a wound counter on it. If it now has wounds greater than or equal to its health, it's KO'd. Put it into its owner's KO pile. **Note:** If a character only has 1 health, don't bother putting the wound on it. Once it gets stunned, it's immediately KO'd, and you can put it directly into your KO pile.



If a character gets stunned by an effect during combat, it is removed from combat.

A stunned character can't attack, doesn't protect anyone behind it, loses its powers, and can't gain or have +1/+1 or -1/-1 counters. It still keeps its other information like Name and Team Affiliation.

Some effects say to “Daze” a character. This stuns the character except it doesn’t gain a wound. (It works like the character getting stunned in **all** ways except for no wound.)

Some effects say to “Wound” a character. This puts a wound on the character but does not stun it. (If the character has wounds greater than or equal to its health, it is KO’d.)

Recovering Characters

Your stunned characters automatically recover during your Recovery Phase. (You can’t choose to leave them stunned.)

Some card effects can also recover a character. When a character recovers, turn it face up but leave it exhausted.

Note: Recovering a character does NOT heal any wounds from it.

Playing Equipment

You can play Equipment cards during your Recruit Step by paying Recruit Points equal to the Equipment’s cost. Put the Equipment onto a face-up character on your side. (It doesn’t matter if the character is Main or Supporting, ready or exhausted.) The Equipment gives the character new powers.

The Equipment will stay with that character until the character becomes stunned or otherwise leaves play. At that point, the Equipment gets KO’d.

A character can have only one Equipment at a time. If you play a new Equipment on a character that already has one, the older Equipment gets KO’d.

If an Equipment has a Team Affiliation Symbol, you may play it only if you have a face-up character with that Team Affiliation Symbol on your side (including your Main Character).

However, you can play it on any character on your side. For example, if a face-up character with  is on your side, you can play a Smart Disc on any character on your side, even if they don't have .

Equipment is not unique unless it says otherwise.

Playing Plot Twists

Each Plot Twist will say when you're allowed to play it. If it says "Build", then you can only play it during your Build Phase.

If it says "Main", then you can only play it during your Main Phase while there isn't a combat going on.

If it says "Combat", then you can only play it during a combat on your turn. And if the word "Combat" has the **Any Turn** symbol  next to it, then you can play it during a combat on any player's turn. (Most "Combat" Plot Twists can be used on any player's turn.)

Unless it says otherwise, you can use a "Combat" Plot Twist only to affect a character in the combat.

When you play a Plot Twist, follow its instructions, and then put it into your KO pile.

Some Plot Twists have one or more Team Affiliation symbols on the top right of the card. That means you may play it only if you have that many face-up characters with that Team Affiliation symbol on your side (including your Main Character). However, you can use it to affect any character regardless of Team Affiliation symbol.

Character Powers

There are three types of character powers: Keyword Powers, Super Powers, and Level Up Powers.

Keyword Powers

Keyword Powers are powers that often show up on more than one character. When a character has a Keyword Power, just follow the instructions in its text. **Note:** Some common or older keywords might not have their text displayed. In that case, you can look up their definition in this Rulebook.



Flight and **Ranged** are the two most common Keyword Powers. They are represented by these icons instead of the actual words:  and .

Super Powers

All Main Characters and some Supporting Characters have Super Powers. A Super Power looks like this:



The Demon Who Makes Trophies of Men = Name

Main = When you can use the Power

 = The cost to use the Power

Remove a character... = The effect



An Epic Duel = Name
 = You may use this power on another player's turn.

Combat = When you can use the Power

 = The cost to use the Power

When Falconer strikes a character..... = The effect

Each Super Power has a different name and a different effect. The words “Build” or “Main” or “Combat” tell you when you can use the Super Power (just like how Plot Twists work).

Example: Jungle Hunter’s “The Demon Who Makes Trophies of Man” power can be used only during your Main Phase while there isn’t a combat going on.

Falconer’s power “An Epic Duel” can be used only while he’s in combat. Because it has the  symbol next to “Combat,” you can use it on your turn or another player’s.

You can use a character’s “Combat” Super Power only if *that character* is in the combat. But if the power says “Any Combat,” then you can use it during a combat even if that character isn’t part of it.

Each Super Power has at least one Power Symbol. To activate a Super Power, you must pay for it by turning one of your Locations with that symbol face down OR by discarding a Location with that symbol from your hand.

Example: It’s your Main Phase. You decide to use Jungle Hunter’s “The Demon Who Makes Trophies of Man” power, so you turn a Space Location face down to pay the  cost. You could also have discarded a Space card from your hand to pay the  cost.

You can use any number of different Super Powers each turn, as long as you can pay for them. However, you can’t use the same Super Power more than once each turn.

Some Super Powers are **Reactions**, which trigger when a certain condition is met. When that happens, you can pay the cost and if you do, you get the effect.

Example: Royce has a Super Power called “But I’m Fast.” It reads, “**Reaction** : When an enemy player plays a Plot Twist, cancel it.” So his controlling player can pay a  to cancel an enemy Plot Twist (the enemy player just discards it instead).

Some Super Powers have more than one Power Symbol. You have to pay for all of them by turning matching Locations face down, discarding them from your hand, or a combination of both.

Amplify is an ability found on some Super Powers. If you discard a Location (instead of turning one face down in your Resource Row) to use a Super Power, you get its Amplify text.

Level Up Powers

Every Level 1 Main Character has a Level Up Power.

**4= How much XP
Jungle Hunter
needs to Level Up**



**When a character
on your side... =
XP Condition**

When you meet the XP (experience) condition, put XP counters on the Level 2 version of your Main Character. Once you have XP equal to the number next to "Level Up," remove the XP counters from the Level 2 version of your Main Character and replace the Level 1 version of your character with its Level 2 version.

The Level 2 version should retain the same orientation as the Level 1 version (ready/exhausted and face up/face down). Put each wound, +1/+1 or -1/-1 counter, and Equipment that was on the Level 1 version onto the Level 2 version.

Level 2 characters work just like Level 1 characters except Level 2 versions are more powerful and they have an additional Super Power.

Note: While your Level 1 character is stunned, its Level Up Power is turned off.

Main Characters vs. Supporting Characters

Main Characters work like Supporting Characters with the following exceptions:

- Main Characters start in play and don't have a cost.
- Main Characters can level up.
- If your Main Character gets KO'd, you're out of the game.
- Some effects say they work only on Main Characters or on Supporting Characters.

Other than that, treat Main Characters exactly the same as Supporting Characters. They attack, defend, team attack, get +1/+1 or -1/-1 counters, have Equipment, get stunned, use powers, etc.

Uniqueness

You can have only one character with a specific name on your side at one time. If you play a second copy of a character that you already have on your side, then you must KO the first one. If they both enter play simultaneously, then you must pick one to KO. If the second one ends up on your side through some special effect (e.g. Mind Controlling an enemy character), then you still must KO the first character.

The only exception to all of this is your Main Character. You may never control a character with the same name as your Main Character. If an effect would cause that, ignore that effect. You can't play a Supporting Character with the same name as your Main Character.

Note: You are only allowed to have more than one character with a specific name if it has the **Swarm** keyword.

Power-Ups

If you have a card in hand with the same name as a Main or Supporting Character on your side, you may discard it to Power Up that character. Put a +1/+1 counter on the Powered-Up character. You can Power Up a character either as a **Main** action or as an  **Combat** action.

Example: You attack with your Main Character, Dutch. During combat, you decide to Power Up Dutch, so you discard a Dutch Supporting Character from your hand and put a +1/+1 counter on your Main Character.

Resources and Locations

Cards in your Resource Row count as Resources whether they're face up or face down. Once a Location turns face down, it will stay face down unless an effect turns it face up. You can look at your own face-down resources at any time. You can't look at enemy face-down resources.

You can rearrange your Resource Row if you like as long as your opponent can see how many you have and which Locations you have. Resources don't exhaust.

There are six basic Locations, one for each of the six Power Symbols. Also, each team has one Special Location that has a Team Affiliation Symbol on the top right of the card. These Locations can produce any of the Power Symbols that team uses, but only for a member of that team on your side, in your hand, or in your KO pile. (That matters when you're building your own decks and mixing teams together. See page 31 for more info.)

You may use a Location (by turning it face down or discarding it) to pay for a Super Power. But you may not use the same Location card to pay for multiple Super Powers. Each Super Power must be paid for separately.

Basic Locations with Different Names

In different universes (like comic or space adventure), basic Locations may have different names. However, they still count as being the same basic Location (for example, one that makes ). Your deck can include up to four copies of a specific basic Location, and all copies of it must have the same name.

Running Out Of Cards

If a player needs to draw a card but his deck is empty, he skips those draws. Play continues as normal. But if all players are out of cards and no one is willing or able to attack to put wounds onto Main Characters, then the player with the fewest wounds on his Main Character wins the game. If two or more players are tied for the fewest wounds, the game ends in a tie between those players.

Searching and Shuffling

Whenever you need to search through your deck, shuffle it after you've finished.

Token Characters

Token Characters are set aside at the start of the game as opposed to in your deck. But some effects can put them directly into play. A Token Character works just like a regular character except that if it ever gets put into a KO pile or otherwise leaves play, set it aside as it is no longer part of the game.

Timing

When you play a Plot Twist or use a Super Power, it resolves before anyone can play another Plot Twist or use another Super Power. When an effect "triggers," it resolves before anyone can play a Plot Twist or use a Super Power. If multiple triggers happen at the same time, the player whose turn it is decides the order.

Base ATK and DEF

Some effects refer to a character's Base ATK and DEF. This means a character's stats before any effects or counters modify them. A character's Base ATK and DEF are usually the same as their printed ATK and DEF. The only difference is that some effects might temporarily change a character's Base stats.

Good and Evil

Some effects refer to Good and Evil characters. A Good character is anyone on a Good team, and an Evil character is anyone on an Evil team. In Predator Battles our heroes, the  team, is Good and the vicious killers, the  team is Evil.

The Golden Rules

Whenever a card contradicts a rule in this rulebook, the card is correct. And if one effect says you can do something and another says you can't do something, can't beats can.

What's New With The Predator™ Battles

Two New Teams

Predator Battles introduces two new teams:

The Prey

Humans from a variety of violent walks of life, these resourceful Prey have provided challenges for the Yautja for centuries ... all over the galaxy.

The Predators

An aggressive species whose ultimate goal is to better themselves through honorable hunts, the Yautja have learned to respect their human prey.

Bond

Some characters have a Bond with another character. This allows them to be discarded from your hand to generate a Power Symbol for that other character's Super Powers. You can do this for that character's Main or Supporting Character. Example: You want to use the Falconer Supporting Character's "Bait and Switch" Super Power, which costs . You may discard a Falcon Drone from your hand to pay for the Super Power. If a character with Bond is used to generate a Power Symbol for a Super Power with **Amplify**, the **Amplify** text will apply.

Death Trap

While this card is face down in your Resource Row, you can play it as if it was in your hand. If you do, put it into your KO pile as normal, then replace it with the top card of your deck, face down. If you have no cards in your deck, you can still play it, you just won't be able to replace it.

Edwin

Each copy of Edwin is Good until he uses "I Like it Here" (even if a previous one has become Evil).

Each copy of Edwin can only use "I Like It Here" if that copy of the card has used "I Wouldn't Do That."

Enhanced Bio-Mask

Mr. Black's super power allows him to attack a face-down (hidden or stunned) character. Treat it as a regular attack (both players can play Plot Twists, Power-Up, etc.), but keep in mind the face-down character's powers are turned off and its Team Affiliation is not available for things like playing a Plot Twist.

When Mr. Black and the defender strike each other:

- Mr. Black can get stunned as normal.

- A hidden character can get stunned as normal. (Wound it and change its orientation from ready to exhausted.)
- If Mr. Black's strike would stun an already-stunned character, wound it instead.

Note: A stunned character can't be stunned (including by having its DEF reduced to 0 or a direct "stun" effect).

Falconer (Main Character)

Falconer starts the game with a Falcon Drone from your deck on his side. The Falcon Drone still counts toward your 60 cards when you build your deck.

His Level Up Power, "We're the Game," triggers whenever an enemy player reveals one or more cards. Some effects that would grant 1 XP this way are when a player reveals their hand, when a player reveals one or more cards from the top of their deck, or when a player reveals the cards they draw (due to a Falcon Drone).

It Wants Us to Run

Tracker has a keyword that says: "Tracker has +1/+1 for each different basic Location type on all sides." There are six basic Location types, one for each Power Symbol (even though there are more than six different names for these six types): , , , , , and .

No Autographs

While in play, Lambert has every Good Team Affiliation. This does a variety of things. For example, he can team attack with any other Good characters, and while he is face up, he helps you play any Good Plot Twists.

Sniper Nest

Isabelle's supporting character has this keyword. Enemy players can turn down any Location with an , including their "wild" Location, to turn off this effect for a turn.

Vocal Mimicry

Currently, there are only 3  **One of a Kind** Plot Twists that it can copy: “Any Time.”, “Over Here.” and “Turn Around.”

We're Going to Kill Them All

Royce's supporting character has this Super Power. It allows him to move a wound from an enemy character (even an enemy Main Character) to an enemy Supporting Character. The characters must be different. The first character counts as being healed and the second character counts as being wounded.

Multiplayer Game Modes

Free for All - 3 or 4 players

When you play with three or four players, all of the usual rules apply with a few exceptions:

- You win when all other Main Characters are KO'd.
- The player who goes first draws no cards on their first turn. The player who goes second only draws one card on their first turn.
- During your Main Phase, you can have your characters attack any other player's characters using the normal combat rules. You can make all of your attacks against one player or spread them out against multiple if you want.
- During combat, each player (including players who don't have an attacker or defender) can play Plot Twists to influence the combat.
- When a Main Character is KO'd, all the cards that player owns are immediately removed from the game. (This doesn't count as those cards getting KO'd.)

2 vs. 2

You can also play 2 vs. 2. In this case, you win when both enemy Main Characters are KO'd.

- Teammates should sit so the turn order goes Team A, Team B, Team A, Team B.

- The player who goes first draws no cards on their first turn. The player who goes second only draws one card on their first turn.
- You can't attack your teammate's characters.
- When a Main Character is KO'd, all the cards that player owns are removed from the game.

Optional Rule: When you recruit a character, you may put it into your teammate's Front or Back Row (they control it now).

2-Headed Teammates

This is a variation of 2 vs. 2.

- Teammates sit next to each other, and they share one giant Front Row and one giant Back Row.
- They don't share a Resource Row.
- Each team takes one shared turn. Both players Recruit separately during their Recruit Step. (You can't share Recruit Points.)
- Then they arrange their single Formation together.
- Then they do their Attacks together.
- They both count as controlling all characters on their side.
- Each player on the team that takes the first turn does not draw cards on that turn.
- The game ends when both Main Characters on a team are KO'd. When your Main Character is KO'd, you continue to play on.



Building Your First Decks

For your first few games, we recommend building the following decks. You can use any of a team's Main Characters with those decks, but some Main Characters will be much more powerful once you build a new deck for them.

Prey

Supporting Characters

- 2 Anna
- 3 Hawkins
- 2 Billy
- 2 Edwin
- 3 Poncho
- 2 Blain
- 3 Lambert
- 2 Keyes
- 2 Mac
- 2 Dillon
- 2 Isabelle
- 2 Royce
- 2 Harrigan
- 3 Dutch

Equipment

- 3 M134 Minigun

Plot Twists

- 3 Death Trap
- 3 He Couldn't See Me
- 3 S*** Happens

Locations

- 4 Headquarters
- 3 Earth
- 3 The Game Preserve
- 3 Val Verdán Jungle
- 3 Los Angeles

Predators

Supporting Characters

- 3 Falcon Drone
- 3 Primeval Hunter
- 2 Yautja Prisoner
- 3 Tracker
- 3 Falconer
- 2 Greyback
- 3 Hell Hound
- 2 Gunslinger
- 2 Mr. Black
- 3 Ghost
- 3 Jungle Hunter

Equipment

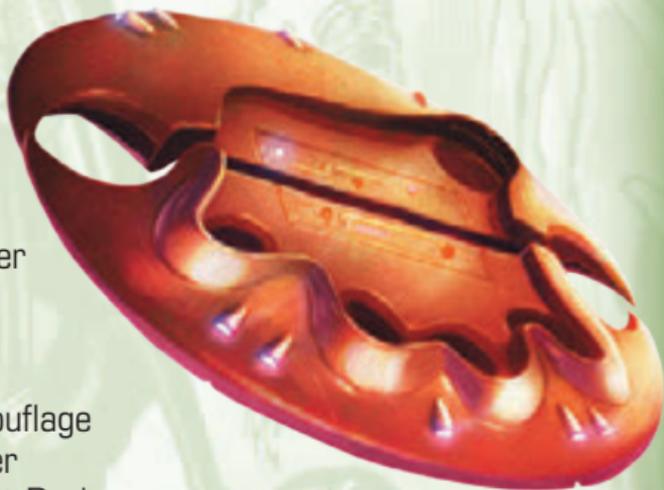
- 3 Combistick
- 2 Smart Disc
- 2 Active Camouflage
- 2 Net Launcher
- 1 Self-Destruct Device
- 1 Medikit

Plot Twists

- 1 "Any Time."
- 1 "Over Here."
- 1 "Turn Around."
- 1 Vocal Mimicry

Locations

- 4 Trophy Area
- 3 Space
- 3 The Game Preserve
- 3 Val Verdán Jungle
- 3 Predator Ship



Deck Building Rules

Once you've played a few games, you might want to build your own deck. Here are the rules:

- Your deck must include a Main Character and exactly 60 cards.
- You can only have up to four copies of any one card in your deck.
 - Exception: You can't include cards that are the same basic Location but have different names.
- You can put any Supporting Characters, Plot Twists, Equipment, and Locations in your deck. Just remember the following:
 - Characters can only Team Attack if they share a Team Affiliation (on the top right of the card).
 - If a Location has a Team Affiliation, it can only be used for a Super Power for a member of that team.
 - If an Equipment or Plot Twist has a Team Affiliation, it can only be played if you have a face-up member of that team.

Game Terms

Any Turn Symbol : If a Plot Twist or Super Power has this symbol, you can use it on another player's turn.

Appears: When a card enters play, it "appears" whether you played it from your hand or some effect put it into play. (If a card changes sides or turns face up, that does not count as "appearing.")

ATK/DEF: These are the numbers on characters above the  and . During combat, you compare your character's ATK to its enemy's DEF to see if you stun it.

Cancel (the combat): If an effect cancels the current combat, the combat ends but no characters get stunned. Leave all the attackers and defender as they are. They don't ready.

Daze: An effect that stuns a character. However, the character won't gain a wound.

Enemy: This applies to anything opposing you. An enemy player is your opponent. An enemy character is one an opponent controls.

Health: How many wounds it takes to KO a character.

Hide: When a character hides, turn it face down but ready. Remove any +1/+1 or -1/-1 counters and Equipment from it. A hidden character can't attack or defend, doesn't protect anyone behind it, and loses its powers. It still keeps its other information like Name and Team Affiliation.

Keyword Power: A power on a character in bold text. Just follow the instructions on the card. Flight and Ranged count as Keyword Powers even though they're represented by icons.

KO: To put a character from play into its owner's KO pile. When a character has wounds equal to or greater than its health, it gets KO'd.

Melee Combat: A combat that involves Front Row attackers.

On Your Side: The cards you have in play are "on your side."

Owner: During the game you "own" your Main Character and all of the cards that started in your deck. (This only matters if a card references "owner.")

Power Up: You can Power Up a character you control by discarding a card with the same name as that character. Then, you put a +1/+1 counter on that character. You can Power Up as a Main action, or you can Power Up as an  Combat action while that character is in combat during your turn or another player's turn.

Ranged Combat: A combat that involves Back Row attackers that have . In a Ranged attack, the defender can't strike back unless it has .

Ready/Exhausted: A character is either Ready (upright) or Exhausted (on its side). Only ready characters can attack. If an effect “readies” a character that is already ready or exhausts a character that is already exhausted, just ignore that part of that effect (but do the rest of it).

Stunned: When a character is defeated in combat, it gets stunned. Turn it face down, remove any +1/+1 or -1/-1 counters, exhaust it, put a wound on it and KO any Equipment it has. A stunned character can't attack or defend, doesn't protect anyone behind it, and loses its powers. It still keeps its other information like Name and Team Affiliation.

Super Power: A power on a character that you activate by turning a Location face down or discarding a Location.

Wounds: When a character becomes stunned, it gains a wound. If it has as many wounds as its health, it gets KO'd. (Some card effects says to “wound a character.” In this case, put a wound counter on it, but it doesn't get stunned.)

Select Keyword Powers

Most Keyword Powers in this set have their game text explained on the cards. But the following are older keywords or are used so commonly that they are not always defined on the cards.

Angry: This character must be in your first attack each turn if able. (It can be a Team Attack.)

Combat Master: While this character is in combat, enemy players can't play Plot Twists.

Creature: This character can't have Equipment. This power can't be lost or turned off (even while the character is stunned).

Dodge: This character can't be Ranged attacked.

Durable: If this character would get stunned other than by getting struck in combat, it doesn't get wounded. When it gets stunned this way, you may recover it.

Ferocious: While in Melee combat, this character strikes before characters without Ferocious.

Invade: When this character is attacking a back row character, it can't get struck back against.

Invisibility: At the end of your turn, if this character is ready, you may hide it.

Leader: While this character is Team Attacking, you choose who the defender strikes back against.

Lethal: If this character wounds a defending Supporting Character, KO the Supporting Character.

Monstrous: While this character is defending against a Melee Team Attack, it strikes back against each attacker.

One of a Kind: You may have only one of this card in your deck.

Quick Draw: While this character is Ranged attacking, enemy characters can't strike back at it.

Stealth: This character can melee attack back row characters even while they're protected.

Swarm: You can have more than one character with this name on your side at the same time. This power can't be lost or turned off (even while the character is stunned).



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