



# ALIEN QUEEN

## XENOMORPH MIND LINK

After revealing an Order Marker on this card, instead of taking a turn with Alien Queen, you may take a turn with up to 2 other Xenomorph Heroes you control. Figures taking a turn with Xenomorph Mind Link add 1 to their Attack number for that turn.



XENOMORPH

EVENT HERO

Matriarch

TERRIFYING

HUGE 8

## PIERCING TAIL STRIKE SPECIAL ATTACK

Range 3, Attack 5.

If you rolled more skulls than your opponent rolled shields, the defending figure receives one additional wound. This special attack can only be used if the targeted figure's base is no more than 3 levels higher than Alien Queen's height or 3 levels below Alien Queen's base.

## ACIDIC BLOOD

Whenever Alien Queen receives one or more wounds, before placing Wound Markers, you must immediately choose an adjacent figure that is not an Xenomorph for each wound received. Roll 1 unblockable attack die against each chosen figure. You cannot choose the same figure more than once.



10 LIFE

MOVE 6

RANGE 1

ATTACK 7

DEFENSE 5

400

POINTS