CHIGG STAFF

AS RF PW RN MAL
8 0 6 RE -

14

“I can hear the Father…
I hear Him in my blood…”

Special Abilities
-Bio-Gen (2)
-Commander
-Consume Brood
-Never Panic
-Regeneration

COMMANDER*(5)

Special Abilities
-Bio-Gen (2)
-Commander
-Consume Brood
-Never Panic
-Regeneration

COMMANDER*(5)

AG#1

CLAWS
-Paralysis
-Rend

“To me, drone! Serve your queen!”

Special Abilities
-Bio-Gen (5)
-Commander
-Elusive
-Mental Link (Brood)
-Regeneration
-Vigilance

COMMANDER*(5)

Special Abilities
-Bio-Gen (1)
-Regeneration
-Commander
-Sadistic
-Deflection
-Guerilla Tactics

COMMANDER*(5)

HELEXA

QUEEN OF THE DELTA

AS RF PW RN MAL
8 0 6 RE -

“Look not in closets or under the bed…
it is in the swamp where Murtros comes for your head!”

Frontier Nursery Rhyme

Special Abilities
-Bio-Gen (1)
-Regeneration
-Commander
-Sadistic
-Deflection
-Guerilla Tactics

COMMANDER*(5)

MURTROS

DEADLY PREDATOR

AS RF PW RN MAL
8 0 6 RE -

“Devastating Charge
Aim to hit 3 or more models
charge attack.

Extreme Damage
When used as a charge attack.

PARALYSIS:
This model automatically passes the PS Check in order to Evade while On Hold.

DEFLECTION:
This model is prone and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

RADIANT:
This model possesses (x) Brood Bio-Gens, chosen before the beginning of the game. Some models will have specific Bio-Gens named as the (x).

COMMANDER: This model counts as having all Squadlink Keywords.

ELUSIVE: This model automatically passes the PS Check in order to Evade while On Hold.

DEFLECTION: When this model is targeted by a non-template ranged attacks, after attack rolls are made, this model may make an AS Check. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

GUERRILLA TACTICS: Models with Guerilla Tactics may Squadlink from up to 8” away.

Mental Link (Brood): All friendly (x) models may use this model’s PS in place of their own PS for all PS Checks, taking into effect all current modifiers on both models.

PARALYSIS: Models hit by this attack gain 1 Paralyzed Counter.

On Hold: When this model activites, roll a D6. On a 1 or greater it loses 1 AP and must roll again, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.

REGENERATION: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

VIGILANCE: This model ends its activation unengaged it automatically goes On Hold.

SADISTIC: This model’s melee attacks gain +2 PW when targeting a model with a Strider special ability may not be used against this attack.

VICTIMIZE: Models hit by this attack gain 1 Panic Counter.

PRODIGAL SPAWN

AS RF PW RN MAL
8 0 6 RE -

VICTIMIZE: This model spends 1 AP to automatically remove a friendly model in contact with it from play as a casualty. If it does so, this model heals 1 HP.

DEVASTATING CHARGE: This attack gains Extreme Damage when used as a charge attack.

NEVER PANIC: This model may never gain Panic Counters.

REGENERATION: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

VICTIMIZE: Models hit by this attack gain 1 Panic Counter.

DEADLY PREDATOR

AS RF PW RN MAL
6 1 4 RE -

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

6 1 4 RE -

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.

Frontier Nursery Rhyme

SEER: Models hit by this attack gain 1 Toxic Counter.
**Howler**

<table>
<thead>
<tr>
<th>Model</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>AG#1</td>
<td>8</td>
<td>oo</td>
<td>8</td>
<td>RE</td>
<td>-</td>
</tr>
<tr>
<td>AG#2</td>
<td>10</td>
<td>1</td>
<td>5x2</td>
<td>SP</td>
<td>20</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Defiance
- Immune (Knockback, Knockdown)
- Never Panic
- Regeneration
- Shockwave

**Bio-Gen(s):**
- Bio-Gen (1)
- Bio-Gen (2)

**Traits:**
- Claws
- Burst
- Sunder Armor

**Other:**
- Sonic Shriek
- Venom Shriek

**Regeneration:**
At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. **Regeneration Counter:** This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Shockwave:**
This model may spend 1 AP to give all enemies within 2” 1 Stun Counter in addition, enemies with a smaller size are also knocked prone. Enemies at least two sizes smaller are automatically pushed directly away 6” as well.

**Stun Counter:**
When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is Knocked Prone. Melee attacks suffer -2 to the TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

**Blast:**
This model may spend 1 AP to give all enemies within 2” 1 Stun Counter in addition, enemies with a smaller size are also knocked prone. Enemies at least two sizes smaller are automatically pushed directly away 6” as well.

**Stun Counter:**
When this model is targeted by a non-template ranged attacks, after attack rolls are made, this model may make an AS Roll. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

**Blast:**
This model may spend 1 AP to automatically remove a friendly model in contact with it from play as a casualty. If it does so, this model heals 1 HP.

**Deflection:**
When deployed, (x) Pud Roamer models are also deployed for free within 6” of this model. Some models will have specific Bio-Gens named as the (x).

**SWARM:**
When deployed, (x) Pud Roamer models are also deployed for free within 6” of this model.

**Regeneration:**
At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. **Regeneration Counter:** This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Regeneration Counter:**
At the start of this model’s activation, it heals 1 HP. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Never Panic:**
This model may never gain Panic Counters.

**Sunder Armor:**
Models hit by this attack gain 1 Sunder Counter. **Sunder Counter:** Models hit by this attack gain 1 Sunder Counter at any time.

**Victimize:**
Models hit by this attack gain 1 Panic Counter.

**Tough as Nails:**
This model suffers -2 AR.

**Shockwave:**
This model may spend 1 AP to give all enemies within 2” 1 Stun Counter in addition, enemies with a smaller size are also knocked prone. Enemies at least two sizes smaller are automatically pushed directly away 6” as well.

**Deflection:**
When this model is targeted by a non-template ranged attacks, after attack rolls are made, this model may make an AS Roll. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

**Blast:**
This model may spend 1 AP to automatically remove a friendly model in contact with it from play as a casualty. If it does so, this model heals 1 HP.

**Deflection:**
When this model is targeted by a non-template ranged attacks, after attack rolls are made, this model may make an AS Roll. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

**Blast:**
This model may spend 1 AP to automatically remove a friendly model in contact with it from play as a casualty. If it does so, this model heals 1 HP.

**Deflection:**
When this model is targeted by a non-template ranged attacks, after attack rolls are made, this model may make an AS Roll. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

**Blast:**
This model may spend 1 AP to automatically remove a friendly model in contact with it from play as a casualty. If it does so, this model heals 1 HP.

**Deflection:**
When this model is targeted by a non-template ranged attacks, after attack rolls are made, this model may make an AS Roll. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.

**Blast:**
This model may spend 1 AP to automatically remove a friendly model in contact with it from play as a casualty. If it does so, this model heals 1 HP.

**Deflection:**
When this model is targeted by a non-template ranged attacks, after attack rolls are made, this model may make an AS Roll. If the check is successful you may disregard 1 non-critical hit against this model from those attacks.
**CONSUME BROOD**: Once per activation, this model may spend 1 AP to automatically remove a friendly model in contact with it from play as a casualty. If so does, this model heals 1 HP.

**HORRIBLE DEATH**: If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**IMMUNE(x)**: This model may never be affected by (x).

**PACK ATTACK**: This model’s melee attacks roll a number of dice to hit equal to their current remaining HP.

**REGENERATION**: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. **Regeneration Counter**: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. **Remove this Counter if this model is ever healed.**

**SWARM(x)**: When deployed, (x) Pud Roamer models are also deployed for free within 6" of this model.

---

**BIO-GEN(x)**: This model possesses (x) Brood Bio-Gens, chosen before the beginning of the game. Some models will have specific Bio-Gens named as the (x).

**AS Check**: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. **Regeneration Counter**: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. **Remove this Counter if this model is ever healed.**

**BIO-GEN( x)**: If the number rolled is equal to or under (x) then the target is removed from play as a casualty. If it does so, this model gains 1 Toxic Counter. **Toxic Counter**: Models hit by this attack gain 1 Toxic Counter. **Toxic Counter**: | This model suffers penalties based on the number of Toxic Counters on it.

---

**VAULT**: Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains and additional +1 AS and +1 PW to the charge attack.

---

**REACTION STRIKE**: Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This free attack occurs before charge attacks are resolved.

**DEFIANCE**: This model may not be targeted or affected by Psychogenics.

**ELUSIVE**: The model cannot be targeted by ranged attacks or charged by melee attacks.

**HORRIBLE DEATH**: If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**PACK ATTACK**: This model’s melee attacks roll a number of dice to hit equal to their current remaining HP.

**REGENERATION**: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. **Regeneration Counter**: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. **Remove this Counter if this model is ever healed.**

**SWARM(x)**: When deployed, (x) Pud Roamer models are also deployed for free within 6" of this model.

---

**DEFIANCE**: This model may not be targeted or affected by Psychogenics.

**ELUSIVE**: The model cannot be targeted by ranged attacks or charged by melee attacks.

**HORRIBLE DEATH**: If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**PACK ATTACK**: This model’s melee attacks roll a number of dice to hit equal to their current remaining HP.

**REGENERATION**: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. **Regeneration Counter**: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. **Remove this Counter if this model is ever healed.**

**SWAMP(x)**: When deployed, (x) Pud Roamer models are also deployed for free within 6" of this model.
**PLIGHT**

AG#1

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>oo</td>
<td>4</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

AG#2

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>1</td>
<td>5</td>
<td>ST</td>
<td>18</td>
</tr>
</tbody>
</table>

Special Abilities

- Bio-Gen (Acid Blood)
- Regeneration

**POД**

AG#1

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>oo</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

AG#2

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>2</td>
<td>10</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

Special Abilities

- Field Order (Pud Roamer) (Furious Charge)
- Regeneration
- Strider
- Swarm (3)

**PUD THROWER**

AG#1

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>oo</td>
<td>5</td>
<td>RE</td>
<td>-</td>
</tr>
</tbody>
</table>

AG#2

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>2</td>
<td>3x2</td>
<td>10</td>
<td>20</td>
</tr>
</tbody>
</table>

Special Abilities

- Quick Draw
- Regeneration
- Swarm (1)

**ALPHA BROODLING**

AG#1

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>oo</td>
<td>4</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

AG#2

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>1</td>
<td>2</td>
<td>RE</td>
<td>-</td>
</tr>
</tbody>
</table>

Special Abilities

- Field Order (Broodling) (Distraction)
- Regeneration

BIO-GEN(x): This model possesses (x) Brood Bio-Gens, chosen before the beginning of the game. Some models will have specific Bio-Gens named as the (x).

REGENERATION: At the start of this model's activation, it heals 1 HP. If this model is reduced to 0 HP, it is not killed, but instead gains 1 Regeneration Counter. Remover Counter: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

SUNDER ARMOR: Models hit by this attack gain 1 Sunder Counter.

Sunder Counter: This model suffers -2 PW. A model may only have 1 Sunder Counter at any time.

FIELD ORDER(y):(y): This model has (y). While (y) is within 8" of this model, it gains (y).

HORRIBLE DEATH: If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

LATCH ON: Attacks from this assault group cannot be selected as normal. If all attacks from (AG#x) hit the same target with the same attack action, then Latch On is triggered. When Latch On is triggered, the target immediately suffers an automatic hit from this attack. Until the end of this model's activation, it may spend 1 AP to cause additional automatic hits to the target with this attack.

REGENERATION: At the start of this model's activation, it heals 1 HP. When this model is reduced to 0 HP, it is not killed, but instead gains 1 Regeneration Counter.

Regeneration Counter: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

STRIDER: This model ignores the Rough keyword of terrain pieces. This model may stand up from prone for no AP cost.

SWARM(x): When deployed, (x) Pud Roamer models are also deployed for free within 6" of this model.

HORRIBLE DEATH: If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

KNOCKDOWN(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is Knocked Prone. Melee attacks suffer -2 to the TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

QUICK DRAW: This model may spend 1 AP to make an Aimed ranged attack, or move up to their MV value and make a ranged attack.

REGENERATION: At the start of this model's activation, it heals 1 HP. When this model is reduced to 0 HP, it is not killed, but instead gains 1 Regeneration Counter.

Regeneration Counter: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

SWARM(x): When deployed, (x) Pud Roamer models are also deployed for free within 6" of this model.

DISTRACTION: While engaged with an enemy, other friendly models gain +1 AS and +1 PW to melee attacks against that enemy. Distraction is not cumulative.

FIELD ORDER(y):(y): This model has (y). While (y) is within 8" of this model, it gains (y).

REACTION STRIKE: Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This free attack occurs before charge attacks are resolved.

REGENERATION: At the start of this model's activation, it heals 1 HP. When this model is reduced to 0 HP, it is not killed, but instead gains 1 Regeneration Counter.

Regeneration Counter: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

TOXIC: Models hit by this attack gain 1 Toxic Counter. Toxic Counter: This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of this model's activation.

- 1+ Counters: -5 AS to all attacks
- 2+ Counters: -3 PW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.
### BROODHOUND

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>∞</td>
<td>4</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

**Special Abilities**
- Infiltrate
- Regeneration
- Vault

**LATCH ON(AG#x):** Attacks from this assault group cannot be selected as normal. If all attacks from (AG#x) hit the same target with the same attack action then Latch On is triggered. When Latch On is triggered, the target immediately suffers an automatic hit from this attack. Until the end of the model’s activation, it may spend 1 AP to cause additional automatic hits to the target with this attack.

**REGENERATION:** At the start of this model’s activation, it heals 1 HP. If this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. **Regeneration Counter:** This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. **Remove this Counter if this model is ever healed.**

**VAULT:** Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains and additional +1 AS and +1 PW to the charge attack.

### GRIST

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>1</td>
<td>4</td>
<td>8</td>
<td>19</td>
</tr>
</tbody>
</table>

**Bio-Regulor**
- Breat (2)
- Knockdown (10)

**Special Abilities**
- Infiltrate
- Regeneration

**Guns? How is it okay they evolved into having guns?**

### MUCOUS BLOATLING

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>∞</td>
<td>4</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

**Viscid Tongue**
- Immobilize
- Pull (10)

**Special Abilities**
- Infiltrate
- Regeneration
- Suppression (Fire)
- Vault

** EXTINGUISH:** This model may, during its activation, spend 1 AP to immediately remove all Fire Counters from itself and other models within 8”.

**IMMOBILIZE:** Models hit by this attack gain 1 Immobilized Counter. **Immobilized Counter:** This model suffers -1 MW per immobilized Counter. Remove all immobilized Counters at the end of a model’s activation.

**PULL:** When this attack hits a model, after All Saves are made, roll a d20. If the number rolled is equal to or under (x) then the model is moved directly toward this model until it is in base contact, or comes in contact with another model or a terrain piece it cannot cross. Reduce (x) by 2 for every size smaller the attacking model is than the target and increase (x) by 2 for every size larger the attacking model is than the target.

**REGENERATION:** At the start of this model’s activation, it heals 1 HP. If this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. **Regeneration Counter:** This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. **Remove this Counter if this model is ever healed.**

**VAULT:** Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains and additional +1 AS and +1 PW to the charge attack.

### RATCHET

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>∞</td>
<td>5</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

**Chitin Club**
- Knockdown (10)

**Special Abilities**
- Infiltrate
- Regeneration

**TOXIC:** Models hit by this attack gain 1 Toxic Counter. **Toxic Counter:** This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of this model’s activation.

- 1+ Counters: -2 PW to all attacks
- 2+ Counters: -1 MW to all attacks
- 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW 2 hit before resolving those attacks.
**BROODLING**

**AG#1**

- Maw

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

"Stomp 'em, slice 'em, burn 'em... just make sure the li'l buggers stay dead!"

**Special Abilities**

- Regeneration

---

**PUD ROAMER**

**AG#1**

- Maw

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

"Crunch, munch, slurp, schnack, gulp*... hisssssssss"

**Special Abilities**

- Brood Mind
- For the Swarm!
- Never Panic
- Strider

---

**BROODLING**

**AG#1**

- Maw

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

**PUD ROAMER**

**AG#1**

- Maw

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

---

**BROODLING**

**AG#1**

- Maw

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

**PUD ROAMER**

**AG#1**

- Maw

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

---

**BROODLING**

**AG#1**

- Maw

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>

**PUD ROAMER**

**AG#1**

- Maw

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>
Broodspawn Benefits

Before Deployment, every Brood force must pick one Broodspawn type from the list below. All Brood models in the force that are of Size L or larger gain the following special ability.

- Broodspawn: Awakened – model gains Masochist (+4 PS)
- Broodspawn: Eradicate – model gains Masochist (+2 PW on melee and Bio-Gen Attacks)
- Broodspawn: Guile – model gains Masochist (+1MV)
- Broodspawn: Terrorize – model gains Masochist (+2 AS on melee and Bio-Gen Attacks)

MASOCHIST(x): At the start of this activation, this model may gain (x). If it does so, it loses 1 HP at the end of this activation.

ACID BLOOD

Description
Whenever this model takes 1 or more HP in damage from an attack, all models in base contact with it suffer 1 automatic PW 3 hit (count this hit as a Ranged Attack).

ACID GLANDS

Description

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Acid Globule</td>
<td>6</td>
<td>1</td>
<td>2x2</td>
<td>8</td>
<td>20</td>
</tr>
</tbody>
</table>

SUNDER ARMOR: Models hit by this attack gain 1 Sunder Counter. Sunder Counter: This model suffers -2 AR. A model may only have 1 Sunder Counter at any time.

CALCIFYING BLOOD

Description
Whenever this model does not currently possess its maximum number of HP, its AR stat is considered +2 higher (to a maximum of ARM 20).

CHAMELEONIC FLESH

Description
During regular deployment, this model may deploy up to 8" beyond its normal deployment zone, but it must be placed in contact with a marker or piece of terrain feature possessing at least one Terrain Keyword.

FOG OF VAPORS

Description
All ranged attacks targeting this model are considered to be made through Light Cover if not already modified for cover. If a ranged attack targeting this model is already modified by terrain with the Light Cover keyword, the Heavy Cover keyword is applied instead.

LASHER TENDRIL

Description

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] Lasher Tendril</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>8</td>
<td>8</td>
</tr>
</tbody>
</table>

PULL(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the model hit is moved directly toward this model until it is in base contact, or comes in contact with another model or a terrain piece it cannot cross. Reduce (x) by 2 for every size smaller the attacking model is than the target and increase (x) by 2 for every size larger the attacking model is than the target.

TOXIC: Models hit by this attack gain 1 Toxic Counter. Toxic Counter: This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of this model’s activation. All negatives are cumulative. 1+ Counters: -2 AS to all attacks 2+ Counters: -2 PW to all attacks 3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW 2 hit before resolving those attacks.
Metabolic Hunger

Description
This model possesses the Fueled by Combat special ability at all times.

Fueled by Combat: Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may heal 1 HP.

Ambush

Description
This model possesses the Ambush special ability at all times.

Ambush: Do not deploy this model as normal. During any Preparation Phase after Round 1 you may deploy this model by choosing a point on the battlefield and performing a scatter roll from that point. Placing this model as close as possible to the location of the scatter. Models with Ambush that share a squadlink value may deploy using 1 scatter roll, placing the first model on the point and the rest within 4".

Patagial Glider

Description
This model possesses the Swarm (3) special ability at all times.

Swarm (x): When deployed, (x) Pud Roamer models are also deployed for free within 6" of this model.

Resin Spinneret

Description
This model possesses the Defiance special ability at all times.

Defiance: This model may not be targeted or affected by Psychogenics.

Synaptic Shielding

Description
This model possesses the Immune special ability at all times.

Immune(Bleed, Rot, and Toxic): This model may never be affected by (x).

Vascular Adaptability

Description
This model possesses the Immune(Bleed, Rot, and Toxic) special ability at all times.

Immune(x): This model may never be affected by (x).