**MJB-4 Prodigal Spawn**

**AG#1**
- [1] Chigg Staff
  - Brutal
  - Devastating Charge

**AS**
- 8

**RF**
- 0

**PW**
- 7

**RN**
- 8

**MAL**
- 8

**Special Abilities**
- Bio-Gen (1)
- Incite
- Commander: Never Panic
- Consumption
- Regeneration
- Furious Charge

**Huntress of the Mire**

**SCION (1)**

**Queen of the Delta**

**HELEXA**

**Tentacles**

**Claws**

**AS**
- 8

**RF**
- 0

**PW**
- 6

**RN**
- 0

**MAL**
- 8

**Special Abilities**
- Bio-Gen (3)
- Regeneration
- Commander: Vigilance
- Elusive
- Mental Link (Brood within 12")
- Never Panic

**Vigilance**

**Regeneration**

**Strider**

**Parting Blow**

**Paralysis**

**Rend**

**Huntress of the Mire**

**Huntress of the Mire**

**SCION**

**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).

**Brutal:**
- The Parry special ability may not be used against this attack.

**Commander:**
- This model counts as having all Squadlink Keywords.

**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 it does so, this model heals 1 HP.

**Devastating Charge:**
- This attack gains Extreme Damage when used as a charge attack.

**Extrem Damage:**
- Models that fail an AS Save caused by this attack lose 3 HP.

**Furious Charge:**
- This model gains an additional +1 AS and +1 PW to charge attacks.

**Incite:**
- When this model squadlinks with all other non-character models in that link gain +2 AS to melee attacks this activation.

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

**Registration:**
- 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 Registration 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.

**Rend:**
- If all attacks from this assault group hit the same target, they gain 1 additional power multiplier.

**Toxic:**
- If all negatives are cumulative.

**Toxic Counter:**
- Remove this Counter if this model is ever healed.

**Vigilance:**
- If this model ends its activation unengaged it automatically goes On Hold.
**Hydrogen Vent**

- **AS**: 8
- **RF**: 8
- **PW**: 8
- **RN**: 6
- **MAL**: -

**Attacks**
- Scythe Claws
- Scythe Armor

**Special Abilities**
- Bio-Gen (1)
- Commander
- Regeneration
- Sidestep
- Swarm (2)

**Bio-Gen(s)**: 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.

**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. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Sidestep**: When this model is hit by a non-critical hit from a melee or template attack, and is not prone, roll a d20. On a result of 12 or less remove the Stun Counter. The next time this model activates, it immediately loses 1 AP, and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**Victrimize**: Models hit by this attack gain 1 Victrimize.

**Tough as Nails**: This model ignores Critical AR Failure.

**Shockwave**: 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 hit by a non-critical hit from a melee or template attack, this model may make an AR Check. If the check is successful you may disregard any non-critical hit against this model from those attacks.

**Defensive Charge**: This attack gains Extreme Damage when used as a charge attack.

**Extreme Damage**: The Template: Models that fail an AR Save caused by this attack lose 2 HP.

**Knockdown**: 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 -7 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.

**Sunder Armor**: Models hit by this attack lose 1 Sunder Counter. A model may only have 1 Sunder Counter at any time.

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

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

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

**Extremely Impervious**: This model suffers -2 AR.

**Autonomous Shield**: A model may only have 1 Autonomous Shield at any time.

**Bio-Gen(s)**: This model possesses (x) Brood Bio-Gens, named as the (x).

**Brutal**: This Parry special ability may not be used against this attack.

**Defensive Charge**: This attack gains Extreme Damage when used as a charge attack.

**Extreme Damage**: Models that fail an AR Save caused by this attack lose 2 HP.

**Knockdown**: 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 -7 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.

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

**Extremely Impervious**: This model suffers -2 AR.

**Autonomous Shield**: A model may only have 1 Autonomous Shield at any time.

**Bio-Gen(s)**: This model possesses (x) Brood Bio-Gens, named as the (x).

**Commander**: This model counts as having all Squadlink Keywords.

**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. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Sidestep**: When this model is hit by a non-critical hit from a melee or template attack, and is not prone, roll a d20. On a roll of 12 or less the attack roll is discarded.

**Victrimize**: Models hit by this attack gain 1 Victrimize.

**Tough as Nails**: This model ignores Critical AR Failure.

**Shockwave**: 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 hit by a non-critical hit from a melee or template attack, this model may make an AR Check. If the check is successful you may disregard any non-critical hit against this model from those attacks.

**Defensive Charge**: This attack gains Extreme Damage when used as a charge attack.

**Extreme Damage**: The Template: Models that fail an AR Save caused by this attack lose 2 HP.

**Knockdown**: 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 -7 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.

**Sunder Armor**: Models hit by this attack gain 1 Sunder Counter. A model may only have 1 Sunder Counter at any time.

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

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

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

**Extremely Impervious**: This model suffers -2 AR.

**Autonomous Shield**: A model may only have 1 Autonomous Shield at any time.
**Pud Swarm**

**AG#1**

- Wave of Teeth
- Brutal
- Horrible Death

**Special Abilities**
- Consume Brood
- Pack Attack
- Fueled by Combat
- Swarm Attack
- Knockdown, Stun

*It is like quicksand... quicksand made of leather, scales, and teeth.*

**SAWBLADE**

**AG#1**

- Sawblade
- Blood

**Special Abilities**
- Bio-Gen (Acid Blood)
- Parry
- Regeneration

*They are the swamp's memoirs of wars long passed. Memoirs made of flesh.*

**Gazelle**

**AG#1**

- Kick
- Knockdown (12)

**AG#2**

- Double Kick
- Devastating Charge
- Knockback (12)

**Special Abilities**
- Elusive
- Masochist (+1 AP)
- Regeneration
- Vault

**Lasher**

**AG#1**

- Claws

**AG#2**

- Tentacles
- Reaction Strike
- Toxic

**Special Abilities**
- Bio-Gen (Chameleonic Flesh)
- Elusive
- Regeneration
- Strider

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**BIO-GEN(s)**: 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).

**PARRY** When this model is targeted by melee attacks, after attack rolls are made, this model may make an AS Check. If the check is successful it may discard 1 non-critical hit from those attacks.

**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.

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

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

**EXTREME DAMAGE**: Models that fail an AR Save caused by this attack lose 2 HP.

**KNOCKBACK(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 moved directly away (x)".

**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.

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

**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 (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

**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.

**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.

**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.

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**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: -3 AS to all attacks
2+ Counters: -2 PW to all attacks
3+ Counters: Each time this model spends AP on attacks, it suffer 1 automatic HP.

**BRUTAL**: The Parry special ability may not be used against this attack.

**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 you do so, this model heals 1 HP.

**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.

**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.

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

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
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<tr>
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**AG#2**

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<td>7</td>
<td>1</td>
<td>5</td>
<td>ST</td>
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**Special Abilities**

- Bio-Gen (Acid Blood)
- Regeneration

**POD**

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<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
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**AG#2**

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<td>-</td>
<td>oo</td>
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**Special Abilities**

- Regeneration
- Strider
- Swarm (3)

**PUD THROWER**

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<th>AS</th>
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<th>PW</th>
<th>RN</th>
<th>MAL</th>
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<td>5</td>
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**AG#2**

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<tr>
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<th>AS</th>
<th>RF</th>
<th>PW</th>
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<tr>
<td>- Horrible Death</td>
<td>6</td>
<td>2</td>
<td>3x2</td>
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**Special Abilities**

- Quick Draw
- Regeneration
- Swarm (1)

**ALPHA BROODLING**

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<th>AG#1</th>
<th>AS</th>
<th>RF</th>
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<tr>
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**AG#2**

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<td>1</td>
<td>2</td>
<td>RE</td>
<td>-</td>
</tr>
</tbody>
</table>

**Special Abilities**

- Field Order (Broodling/Regeneration)
- Human Shield
- Strider

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**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. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter.

**REGENRATION 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.

**REND:** If all attacks from this assault group hit the same target, they gain 1 additional power multiplier for this attack.

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

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

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

**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 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.

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

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

**HUMAN SHIELD:** When this model is hit by an enemy non-template attack, it may force 1 friendly model within 4” to be hit by the attack instead. That attack gains an additional power multiplier for this hit (Hits from Human Shield cannot trigger Human Shield).

**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.

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

**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 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.
**Chitin Blade**
- Special Abilities:
  - Infiltrate
  - Regeneration

**Chitin Club**
- Special Abilities:
  - Infiltrate
  - Regeneration

**Viscid Tongue**
- Special Abilities:
  - Infiltrate
  - Regeneration

**Bio-Repulsor**
- Special Abilities:
  - Infiltrate
  - Regeneration

**Bite**
- Special Abilities:
  - Infiltrate
  - Regeneration

**AG#1**
- AT: 6
- RF: 1
- PW: 4
- RN: 19
- MAL: 10

**AG#2**
- AT: 6
- RF: 1
- PW: 4
- RN: 10
- MAL: 10

**Ratchet**
- AT: 6
- RF: 1
- PW: 4
- RN: 10
- MAL: 10

**Bloatling**
- AT: 6
- RF: 1
- PW: 4
- RN: 10
- MAL: 10

**Broodhound**
- AT: 6
- RF: 1
- PW: 4
- RN: 10
- MAL: 10

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

**Grist**
- AT: 6
- RF: 1
- PW: 4
- RN: 10
- MAL: 10

**Mucous Bloatling**
- AT: 6
- RF: 1
- PW: 4
- RN: 10
- MAL: 10

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

**Infiltrate:** This model is only deployed after all non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12" from an enemy deployment zone.

**Latch On (AG#1):** Attacks from this assault group cannot be selected as normal. If all attacks from (AG#1) 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. If 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.

**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 additional +1 AS and +1 PW to the charge attack.

**Knockdown:** 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.

**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. 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.

**Pull:** 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 is moved directly toward the 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. 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.

**Immobilize:** Models hit by this attack gain 1 Immobilized Counter. Remove all immobilized counters at the end of a model's activation.

**Pull:** 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 is moved directly toward the 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.

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**Immobilize:** Models hit by this attack gain 1 Immobilized Counter. Remove all immobilized counters at the end of a model's activation.

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**Immobilize:** Models hit by this attack gain 1 Immobilized Counter. Remove all immobilized counters at the end of a model's activation.

**Pull:** 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 is moved directly toward the 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.

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**Immobilize:** Models hit by this attack gain 1 Immobilized Counter. Remove all immobilized counters at the end of a model's activation.

**Pull:** 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 is moved directly toward the 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. 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.

**Immobilize:** Models hit by this attack gain 1 Immobilized Counter. Remove all immobilized counters at the end of a model's activation.

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BROODLING

• Distraction
• Strider

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.

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

PUD ROAMER*

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

BROOD MIND: This model does not count for friendly Primary or Secondary Objective purposes, and cannot benefit from or count for Gang-Up bonuses. All Brood Mind models must activate as a single Squadlink when activated, ignoring the distance between them. They may not otherwise Squadlink in any way.

FOR THE SWARM!: This model may spend 1 AP when in contact with a wounded friendly model to heal 1 HP to that model. Remove this model from play immediately after.

NEVER PANIC: This model may never gain Panic Counters.

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

**Broodspawn Benefits**

**Bio-Gen (Brood)**

**Description**
Brood models that have the Bio-Gen (x) special ability selects (x) cards out of the available Brood Bio-Gen before each game and before any models deploy; adding the listed bonuses, abilities, and Attack Groups to the model for the duration of the game. Only one of each specific Brood Bio-Gen may be chosen in a force, the only exception being when a model's Bio-Gen (x) lists a specific Bio-Gen as the (x). When this is the case, it does not count as having chosen that card for the force.

**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**
Models hit by this attack gain 1 Sunder Counter.

**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.

**Chameleon Fles**

**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**
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 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: AP: 2 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.

**Patagial Glider**

**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. Place this model as close 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".

**Pud Hatchery**

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

*Swarm (3)*: When deployed, (x) Pud Roamer models are also deployed for free within 6" of this model.

**Resin Spinneret**

**Description**
If this model already possesses the *Swarm (x)* special ability, this Bio-Gen adds +1 to its listed (x) total.

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

**Synaptic Shielding**

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

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

**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).