THE DELTA BROODFOLK

Description
The following models are available for use in a Delta Broodfolk Brood force:

- Helexa, Queen of the Delta
- Myrmidon
- The Transformed
- Skinner

- Harponner
- Dive Gunner
- Dive Salvager
- Spearfolk Alpha
- Spearfolk

Delta Broodfolk Rules

DELTA BROODFOLK SUBFACTION BONUS

Description
A Brood force from the Delta Broodfolk sub-faction has the Children of the Swamp unique bonus. All hits caused by attacks with the Fire weapon ability or by Fire Counters themselves against Delta Broodfolk models suffer -1 PW. Additionally, all Broodfolk models may re-roll failed attempts to remove Bleed or Rot Counters.

HELEXA
QUEEN OF THE DELTA

AG#1
[2] Claws
- Paralysis
- Parting Blow
- Rend

AG#2
[1] Ink Projection
- Blind

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

Commander*(6)

“To me, drones! Serve your queen!”

MYRMIDON

AG#1
[1] Great Pincer
- Crush

AG#2
[1] Ink Projection
- Blind

Special Abilities
- Fueled by Combat - Strider
- Immune (Knockdown, Knockback)
- Never Panic
- Psychogenic Invoker
- Stoneskin

Delta Broodfolk Rules

“T_h ey are a kaleidoscope of horrors…”

Special Abilities
- Bio-Gen (1)
- Final Strike
- Psychogenic Neophyte (any Brood Psychogenic)
- Stoneskin

THE TRANSFORMED

AG#1
[1] Great Pincer
- Crush

Special Abilities
- Bio-Gen (1)
- Final Strike
- Psychogenic Neophyte (any Brood Psychogenic)
- Stoneskin

Delta Broodfolk Rules

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

COMMANDER: This model counts as having all Squaddik Keywords.

ELUSIVE: This model automatically passes the PS Check in order to Evade or On Hold. Additionally, enemy models may never target this model with an Aimed Ranged Attack.

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

NEVER PANIC: This model may never gain Panic Counters.

PARALYSIS: Models hit by this attack gain 1 Paralyzed Counter. Paralyzed Counter: When this model activates, roll a d20. On a 11 or greater it loses 1 AP and must re-apply, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.

PARTING BLOW: Enemy models that Break Free from engaging this model are automatically targeted and attacked using this attack type before they are allowed to move the model away.

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 gone, and may not perform attacks. If this model would ever lose HP, it is killed.

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

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

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ELUSIVE: This model automatically passes the PS Check in order to Evade or On Hold. Additionally, enemy models may never target this model with an Aimed Ranged Attack.

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

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PARTING BLOW: Enemy models that Break Free from engaging this model are automatically targeted and attacked using this attack type before they are allowed to move the model away.

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 gone, and may not perform attacks. If this model would ever lose HP, it is killed.

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

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PARTING BLOW: Enemy models that Break Free from engaging this model are automatically targeted and attacked using this attack type before they are allowed to move the model away.

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 gone, and may not perform attacks. If this model would ever lose HP, it is killed.

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

VIGILANCE: If this model ends its activation unengaged it automatically goes On Hold.
**SKINNER**

Bleed Counters: During the Longing Effects Phase roll a D3. On a result of 1+ this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**FURIOUS CHARGE:** This model gains an additional +1 AS and +1 PW to charge attacks.

**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 these attacks.

**PARTING BLOW:** Enemy models that Break Free from engaging this model are automatically targeted and attacked using this attack type before they are allowed to move the model away.

**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.

**UNSTOPPABLE:** This model is gone, 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. 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 a 1 automatic PW 2 hit before resolving those attacks.

**Special Abilities**
- Furious Charge
- Parry
- Regeneration

**HARPOONER**

**CRACK SHOT:** This model ignores Light Cover, and treats Heavy Cover as Light Cover.

**PARTING BLOW:** Enemy models that Break Free from engaging this model are automatically targeted and attacked using this attack type before they are allowed to move the model away.

**POINT BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy model this model is engaged with.

**PULL:** When this attack hits a model, all Pull Saves are made, roll a D3. If the number rolled is equal to or under (i) then the model is now treated directly toward this model until it is in base contact, or comes in contact with another model or a terrain piece it cannot cross. (ii) Reduce (i) by 2 for every size smaller the attacking model is than the target and increase (i) 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. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter.

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

**QUICK DRAW:** This model may spend 1 AP to make an Aimed ranged attack, or move up to 6” MV value and make a ranged attack.

**TOXIC:** Models hit by this attack gain 1 Toxic Counter. 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 a 1 automatic PW 2 hit before resolving those attacks.

**Special Abilities**
- Crack Shot
- Quick Draw
- Regeneration

**DIVE GUNNER**

**Burst:** All attacks made from this assault group must target the same model. Attacks with Burst may not be Aimed.

**FIRST GENERATION:** Once deployed, this model does not count as Brood or Broodfolk, yet remains a friendly model to its force for all other purposes.

**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.

**RECONNAISSANCE:** This model may always choose to deploy using its Infilitrate special ability before any other models using the Infilitrate special ability. It will only be able to use engage this model are automatically targeted and attacked using this attack type before they are allowed to move the model away.

**BREAK FREE:** Models hit by this attack gain 1 Toxic Counter. 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 a 1 automatic PW 2 hit before resolving those attacks.

**Special Abilities**
- First Generation
- Infiltrate
- Reconnaissance
- Resourceful
- Unstoppable

**DIVE SALVAGER**

**CRUSH:** If this attack hits, all further attacks this model makes against the target automatically hit this activation unless a malfunction is rolled. These hits may not be cancelled.

**FIRST GENERATION:** Once deployed, this model does not count as Brood or Broodfolk, yet remains a friendly model to its force for all other purposes.

**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.

**RECONNAISSANCE:** This model may always choose to deploy using its Infilitrate special ability before any other models using the Infilitrate special ability. It will only be able to use;

**RESOURCES:** Once per round, while in contact with an Objective Marker, this model may make a PS Check. If this check is successful it gains 1 Scavenge Counter.

**UNSTOPPABLE:** Each time this model would be reduced to 0 HP, it may make a PS Check. On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter.

**Special Abilities**
- First Generation
- Infiltrate
- Reconnaissance
- Resourceful
- Unstoppable

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**Broodfolk (4)**

**DIVE SALVAGER**

"From the depths they rise, and with them comes the treasures from below."

**Special Abilities**
- First Generation
- Infiltrate
- Reconnaissance
- Resourceful
- Unstoppable

**Broodfolk (4)**

"What the hell are they shooting at us? Nails?!?"

**Special Abilities**
- First Generation
- Infiltrate
- Reconnaissance
- Resourceful
- Unstoppable
SPEARFOLK ALPHA

AG:1
(1) Trident Spear

AS RF PW RN MAL
5 0 4 RE -

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.

PSYCHOCgenic Neophyte(x): This model may spend 1 AP to cast the (x) psychogenic.

“Come... come and feel her gifts so bountiful!”

Special Abilities
- Distraction
- Psychogenic Neophyte (Any Brood Psychogenic)

SPEARFOLK

AG:1
(1) Trident Spear

AS RF PW RN MAL
5 0 4 RE -

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.

“... and jaws that snap!”

Special Abilities
- Distraction
**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**

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

**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).

**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**
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.

**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.

**FUELED BY COMBAT**

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

**AMBUSH**

**Description**
Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may heal 1 HP.

**LASHER TENDRIL**

<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>-</td>
</tr>
</tbody>
</table>

**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 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. 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 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".
**Bio-Gen (Brood)**

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

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**PUD HATCHERY**

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

**PROXIMITY STRIKE(x):** When this attack is selected, place the Blast(x) Template anywhere completely in range of this attack. Make 1 separate attack roll against each enemy model under the template. Only the initial attack roll may suffer Malfunction or gain the benefits of Aiming.

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**SYNAPTIC SHIELDING**

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

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

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**MIND BLAST**

**[1] Mind Blast**

**Description**
STUN: Models hit by this attack gain 1 Stun Counter. 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.

**MALFUNCTION:** As normal.

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**Resin Spinneret**

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

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**Resin Spinneret**

**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.

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**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).

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**Mind Control**

**[1] Mind Control**

**Description**
Enemies hit by this attack must make a PS Check. On a failure, gain control of that model and force it to perform 1 action. It may target friendly models with attacks during this action, and may Charge friendly models. This action does not count toward that model’s activation for the round.

**POINT BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy this model is engaged with.

**MALFUNCTION:** Caster suffers an automatic PW 6 hit.

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**Psychogenic**

**Description**
Until this model’s next activation, all hits upon this model that were generated from a source not currently in base contact with it suffer -3PW (minimum PW 1).

**MALFUNCTION:** As normal.

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**Telekinesis**

**[1] Telekinetic Strike**

**Description**
If this attack hits, you may move the target in any single direction a number of inches based on its Size. Size S models are moved up to 8", Size M models are moved up to 6", Size L models are moved up to 4", Size H models are moved up to 2", and Size G models are immune to this attack. This movement stops if the model touches terrain or other models of an equal or larger Size rating.

**POINT BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy this model is engaged with.

**MALFUNCTION:** Caster suffers an automatic PW 6 hit.
**TELEKINETIC SHOCKWAVE**

**Description**
When successful, 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:** 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.

**MALFUNCTION:** Caster suffers an automatic PW 6 hit.

<table>
<thead>
<tr>
<th>TN</th>
<th>RF</th>
<th>RN</th>
<th>MAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>1</td>
<td></td>
<td>19</td>
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