THE BROODMERE SPAWN

Description
The following models are available for use in a Broodmere Spawn Brood force:

- Scion, Huntress of the Mire
- Howler
- Blot
- Gazelle
- Lasher
- Alpha Brooding
- Murous Brooding

Special Abilities
- Regeneration
- Bio-Gen (1)
- Never Panic
- Immune (Knockback, Knockdown)

AG#1

[2] Claws
- Random

AS RF PW RN MAL
7 00 5 0 -

AG#2

[3] Tentacles
- Proximity Strike
- Toxic

AS RF PW RN MAL
7 1 4 RE -

AG#3

[3] Tentacles
- Proximity Strike
- Toxic

AS RF PW RN MAL
7 1 4 RE -

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

COMMANDER: This model counts as having all Squaddie Keywords.

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

EVADE: This model automatically passes the PS Check in order to Evasive while On-Hold. Additionally, enemy models may never target this model with an Aimed Ranged Attack.

NEVER PANIC: This model may never gain Panic Counters.

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 (1) Regeneration Counter. When any attack would reduce this model to less than 1 HP, it is killed. Remove this Counter if this model is ever healed.

NEVER PANIC: This model may never gain Panic Counters.

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

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

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 (2) Regeneration Counter.

REGENERATION Counter: 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.

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 2” as well.

STUN COUNTERS: 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.

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

SUNDER COUNTERS: This model suffers -2 PW to all attacks.

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

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

EXPLOSIVE END( x): When this model is killed, place a Blast(x) template anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

EXPLOSIVE END Template:
- Any model hit by this attack gains 1 Fire Counter.
- Fire Counter: This model may spend 1 AP to roll a 20d. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hits after the action is completed. A model may only have 1 Fire Counter at any time.

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

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

PROXIMITY STRIKE( x): When this attack is selected, place the Blast(s) 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.

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 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.

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

DEFIANCE: This model counts as having all Squaddie Keywords.

EVADE: This model automatically passes the PS Check in order to Evasive while On-Hold. Additionally, enemy models may never target this model with an Aimed Ranged Attack.

NEVER PANIC: This model may never gain Panic Counters.

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 (1) Regeneration Counter. When any attack would reduce this model to less than 1 HP, it is killed. Remove this Counter if this model is ever healed.

NEVER PANIC: This model may never gain Panic Counters.

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

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

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 (2) Regeneration Counter.

REGENERATION Counter: 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.

NEVER PANIC: This model may never gain Panic Counters.

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

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

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 (3) Regeneration Counter.

Regeneration Counter: 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.

NEVER PANIC: This model may never gain Panic Counters.

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

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

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 (4) Regeneration Counter.

Regeneration Counter: 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.
Gazelle

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<thead>
<tr>
<th>AG#1</th>
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<th>RF</th>
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<tr>
<td>[1] Kick</td>
<td>5</td>
<td>0</td>
<td>6</td>
<td>RE</td>
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<td>- Knockdown (12)</td>
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<tr>
<td>[1] Double Kick</td>
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<td>6</td>
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Special Abilities
- Defiance
- Masochist (+1AP)
- Regeneration
- Vault

Lasher

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<tr>
<td>[2] Claws</td>
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<td>4</td>
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<tr>
<td>[1] Tentacles</td>
<td>6</td>
<td>1</td>
<td>3</td>
<td>RE</td>
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Special Abilities
- Bio-Gen (Chameleon Flesh)
- Elusive
- Regeneration
- Strider

Plight

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<td>- Rend</td>
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<tr>
<td>[1] Acid Projectors</td>
<td>7</td>
<td>1</td>
<td>5</td>
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Special Abilities
- Bio-Gen (Acid Blood)
- Regeneration

Alpha Broodling

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<td>[1] Maw</td>
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<tr>
<td>[2] Tentacles</td>
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<td>2</td>
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Special Abilities
- Field Order (Broodling)/(Regeneration)
- Human Shield
- Strider

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

Devastating Change: 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 6".

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.

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.

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.
**Mucous Bloatling**

**AG#1**
- Claw Strikes

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**AG#2**
- Viscid Tongue
- Immobilize
- Pull (10)

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<td>6</td>
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**Special Abilities**
- Extinguish
- Immobilize
- Regeneration
- Vault
- Suppression (Fire)

**Mucous Bloatling (3)**

**Broodling**

**AG#1**
- Maw

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<td>4</td>
<td>3</td>
<td>0</td>
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"Stomp 'em, slice 'em, burn 'em... just make sure the lil' buggers stay dead!"

**Special Abilities**
- Distraction
- Strider

**Broodling (3)**
**Description**

A Brood force from the Broodmere Spawn sub-faction has the Adaptive Breeding unique bonus. This force is allowed to choose and possess two copies of each unique Bio-Gen card within their force, instead of the one normally allowed.

### Brood Subfaction Bonus

**BROODMERE SPAWN**

<table>
<thead>
<tr>
<th>Bio-Gen (Brood)</th>
<th>Description</th>
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<tbody>
<tr>
<td>ACID BLOOD</td>
<td>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).</td>
</tr>
<tr>
<td>ACID GLANDS</td>
<td><strong>AG#1</strong>&lt;br&gt;Acid Globule&lt;br&gt;-SL(7)&lt;br&gt;-Sunder Armor&lt;br&gt;<strong>AS</strong></td>
</tr>
<tr>
<td>Description</td>
<td>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.</td>
</tr>
<tr>
<td>CALCIFYING BLOOD</td>
<td>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)</td>
</tr>
<tr>
<td>CHAMELEONIC FLESH</td>
<td>During regular deployment, this model may deploy up to 8&quot; 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.</td>
</tr>
<tr>
<td>FOG OF VAPORS</td>
<td>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.</td>
</tr>
<tr>
<td>LASHER TENDRIL</td>
<td><strong>AG#1</strong>&lt;br&gt;[1] Lasher Tendril&lt;br&gt;-Pull (10)&lt;br&gt;-Toxic&lt;br&gt;<strong>AS</strong></td>
</tr>
<tr>
<td>Description</td>
<td>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 space 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 model 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. 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 3 hit before resolving those attacks.</td>
</tr>
<tr>
<td>METABOLIC HUNGER</td>
<td>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.</td>
</tr>
<tr>
<td>PATAGIAL GLIDER</td>
<td>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 choose a point on the battlefield and performing a scatter roll from that point. Placing this model as close as 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&quot;.</td>
</tr>
</tbody>
</table>
**PUD HATCHERY**

**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**

**Pud Spinneret**

**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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**SYNAPTIC SHIELDING**

**Pud Spinneret**

**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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**VASCULAR ADAPTABILITY**

**Pud 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.