The Progeny

Description

The following models are available for use in a The Progeny Brood force:

- Progeny Prime, Avatar of the Progenitor
- MJB-4, Prodigal Spawn
- Death Harvester
- Twilight Stalker
- Basilisk
- Berserker
- Gorgon
- Marsh Leaper
- Scavenger Leech

The Progeny Subfaction Bonus

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.

Mental Link:

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.

Psychogenic Master:

Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

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.

Stun:

Models hit by this attack gain 1 Stun Counter.

Stun Counter:

Whenever this model’s attack(s) inflicts 1 or more HP of damage upon an enemy model it is engaged with, it may attempt a PS Check. If successful, it may heal 1 HP or gain 1 Energize Counter. If it does so, this model heals 1 HP.

Stun Counter:

A model may only have 1 Stun Counter at any time.

MJB-4

Prodigal Spawn

AG#1

80mmG

AG#2

20050mm

Special Abilities

- Bio-Gen (1)
- Incite
- Commander
- Never Panic
- Consume Brood
- Burrow
- Regeneration
- Devastating Charge
- Furious Charge

The Progeny

Description

A Brood force from The Progeny sub-faction has the Father is Watching unique bonus. Models from The Progeny sub-faction that possess the Never Panic special ability grant its effects to all friendly models within 8". Additionally, a Progeny model that possesses a Panic Counter that comes within 8" of a friendly Progeny model with Never Panic may discard the counter immediately.

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 (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.

Mental Link:

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.

Psychogenic Master:

Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

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.

Stun:

Models hit by this attack gain 1 Stun Counter.

Stun Counter:

Whenever this model’s attack(s) inflicts 1 or more HP of damage upon an enemy model it is engaged with, it may attempt a PS Check. If successful, it may heal 1 HP or gain 1 Energize Counter. If it does so, this model heals 1 HP.

Stun Counter:

A model may only have 1 Stun Counter at any time.

Death Harvester

AG#1

Princes

AG#2

Deathroll

Special Abilities

- Bio-Gen (Resin Spinneret)
- Burrow
- Metabolize
- Never Panic
- Stoneskin

Death Harvester

Description

A Brood force from The Progeny sub-faction has the Father is Watching unique bonus. Models from The Progeny sub-faction that possess the Never Panic special ability grant its effects to all friendly models within 8”. Additionally, a Progeny model that possesses a Panic Counter that comes within 8” of a friendly Progeny model with Never Panic may discard the counter immediately.

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

Mental Link:

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.

Psychogenic Master:

Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

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.

Stun:

Models hit by this attack gain 1 Stun Counter.

Stun Counter:

Whenever this model’s attack(s) inflicts 1 or more HP of damage upon an enemy model it is engaged with, it may attempt a PS Check. If successful, it may heal 1 HP or gain 1 Energize Counter. If it does so, this model heals 1 HP.

Stun Counter:

A model may only have 1 Stun Counter at any time.
**GORGON**

- **As:** 4
- **Re:** 4
- **Pw:** 2
- **En:** 4
- **Mu:** 2
- **Mal:** 2

**1/50mm [1] 500**

**1/125 [1] 500**

**1/250 [2] 500**

**40mm [3] 500**

**100mm [1] 500**

**Assassination:** This model does not deploy at the start of the game. During any Preparation Phase after round 1, this model may be deployed. When deployed, choose any point on the battlefield and place this model on that point.

**Backstab:** This model gains +2 As and +2 Pw to all attacks made against a model that has not activated this round.

**Burrow:** For 1 AP this model may gain 1 Burrow Counter.

**Burrow Counter:** This model has -4 DF and +2 AR, but cannot make attacks. You may remove all Burrow Counters at the start of this model's activation. A model may only have 1 Burrow Counter at any time.

**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 Parried.

**Regeneration:** Whenever this model's attack(s) inflicts 1 or more HP of damage upon an enemy model it is engaged with, it may attempt a PS Check. If successful, it may heal 1 HP OR gain 1 Energize Counter. Energize Counter is automatically discarded at the beginning of a model's activation to give it +1 AP.

**Paralysis:** Models hit by this attack gain 1 Paralyzed Counter.

**Paralyzed Counter:** This model is prone, and may not activate or perform attacks. If this model is ever healed, all Paralyzed Counters are immediately discarded. A model may only have 1 Paralyzed Counter at any time.

**Regeneration Counter:** This model gains +1 AS, +1 PW, +1 AP to all attacks made against a model it is engaged with, it may not make a PS Check. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Masochist:** 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.

**Fueled By Combat:** Once per round, when this model wins an activation, it may make a PS Check. On a success, it may heal 1 HP.

**Exhaustion Counter:** This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

** Berserker:** This model may spend 1 AP to gain 1 Berserker Counter. A model may only have 1 Berserker Counter at any time.

**Berserk Counter:** This model gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which this model did not make a melee attack they gain an Exhaustion Counter.

**Exhaustion Counter:** This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

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

**Masochist:** 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.

**Fueled By Combat:** Once per round, when this model loses an activation, it may make a PS Check. On a success, it may heal 1 HP.

**Burrow:** For 1 AP this model may gain 1 Burrow Counter.

**Burrow Counter:** This model has -4 DF and +2 AR, but cannot make attacks. You may remove all Burrow Counters at the start of this model's activation. A model may only have 1 Burrow Counter at any time.

**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 Parried.

**Regeneration:** Whenever this model's attack(s) inflicts 1 or more HP of damage upon an enemy model it is engaged with, it may attempt a PS Check. If successful, it may heal 1 HP OR gain 1 Energize Counter. Energize Counter is automatically discarded at the beginning of a model's activation to give it +1 AP.

**Paralysis:** Models hit by this attack gain 1 Paralyzed Counter.

**Paralyzed Counter:** This model is prone, and may not activate or perform attacks. If this model is ever healed, all Paralyzed Counters are immediately discarded. A model may only have 1 Paralyzed Counter at any time.

**Regeneration Counter:** This model gains +1 AS, +1 PW, +1 AP to all attacks made against a model it is engaged with, it may not make a PS Check. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Masochist:** 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.

**Fueled By Combat:** Once per round, when this model wins an activation, it may make a PS Check. On a success, it may heal 1 HP.

**Exhaustion Counter:** This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

** Berserker:** This model may spend 1 AP to gain 1 Berserker Counter. A model may only have 1 Berserker Counter at any time.

**Berserk Counter:** This model gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which this model did not make a melee attack they gain an Exhaustion Counter.

**Exhaustion Counter:** This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

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

**Masochist:** 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.

**Fueled By Combat:** Once per round, when this model loses an activation, it may make a PS Check. On a success, it may heal 1 HP.

**Burrow:** For 1 AP this model may gain 1 Burrow Counter.

**Burrow Counter:** This model has -4 DF and +2 AR, but cannot make attacks. You may remove all Burrow Counters at the start of this model's activation. A model may only have 1 Burrow Counter at any time.

**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 Parried.

**Regeneration:** Whenever this model's attack(s) inflicts 1 or more HP of damage upon an enemy model it is engaged with, it may attempt a PS Check. If successful, it may heal 1 HP OR gain 1 Energize Counter. Energize Counter is automatically discarded at the beginning of a model's activation to give it +1 AP.

**Paralysis:** Models hit by this attack gain 1 Paralyzed Counter.

**Paralyzed Counter:** This model is prone, and may not activate or perform attacks. If this model is ever healed, all Paralyzed Counters are immediately discarded. A model may only have 1 Paralyzed Counter at any time.

**Regeneration Counter:** This model gains +1 AS, +1 PW, +1 AP to all attacks made against a model it is engaged with, it may not make a PS Check. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Masochist:** 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.

**Fueled By Combat:** Once per round, when this model wins an activation, it may make a PS Check. On a success, it may heal 1 HP.

**Exhaustion Counter:** This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

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

**Masochist:** 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.

**Fueled By Combat:** Once per round, when this model loses an activation, it may make a PS Check. On a success, it may heal 1 HP.

**Burrow:** For 1 AP this model may gain 1 Burrow Counter.

**Burrow Counter:** This model has -4 DF and +2 AR, but cannot make attacks. You may remove all Burrow Counters at the start of this model's activation. A model may only have 1 Burrow Counter at any time.

**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 Parried.

**Regeneration:** Whenever this model's attack(s) inflicts 1 or more HP of damage upon an enemy model it is engaged with, it may attempt a PS Check. If successful, it may heal 1 HP OR gain 1 Energize Counter. Energize Counter is automatically discarded at the beginning of a model's activation to give it +1 AP.

**Paralysis:** Models hit by this attack gain 1 Paralyzed Counter.

**Paralyzed Counter:** This model is prone, and may not activate or perform attacks. If this model is ever healed, all Paralyzed Counters are immediately discarded. A model may only have 1 Paralyzed Counter at any time.

**Regeneration Counter:** This model gains +1 AS, +1 PW, +1 AP to all attacks made against a model it is engaged with, it may not make a PS Check. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

**Masochist:** 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.

**Fueled By Combat:** Once per round, when this model wins an activation, it may make a PS Check. On a success, it may heal 1 HP.
"Oh, come on! Bad enough it killed him, but now it's wearing Jax's helmet!"

**Scavenger Leech**

**Marsh Leaper**

**Special Abilities**
- Scavenge

**Special Abilities**
- Regeneration
- Vault

**Scavenge**
While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them.

**Scavenge Counter**
This model gains +1 AR, +1 AS, and +1 PW to all attacks whenever it is contacted. If this model is killed or removed from play, place all Scavenge Counters it has in contact with it before it is removed.

A model may have up to 3 Scavenge Counters at any time.
**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).

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**ACID GLANDS**

**AG#1**
- Acid Globule
- Sunder Armor

<table>
<thead>
<tr>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
<th>MAL</th>
</tr>
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<tbody>
<tr>
<td>6</td>
<td>1</td>
<td>2x2</td>
<td>8</td>
<td>20</td>
</tr>
</tbody>
</table>

**Description**
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.

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**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).

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**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.

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**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.

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**Lasher Tendril**

**AG#1**
- Lasher Tendril

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>8</td>
<td>1</td>
<td>3</td>
<td>8</td>
<td>-</td>
</tr>
</tbody>
</table>

**Description**
PUBLIC(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 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.
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.

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**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.

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**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 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".
**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.

**Resin Spinneret**

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

**Resin Spinneret**

**Description**
Models hit by this attack gain 1 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.

**Pud Hatchery**

**Synaptic Shielding**

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

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

**Resin Spinneret**

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

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

**Pud Hatchery**

**Vascular Adaptability**

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

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

**Resin Spinneret**

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

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

**Pud Hatchery**

**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.

**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.

**PSYCHIC SHIELD**

**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.

**Telekinesis**

**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.
**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.