**Broodswarm Benefits**

**Description**
Before Deployment, every Brood force must pick one Broodspawn type from the list below. Regardless of the possible sub-faction the force these models join with, all Brood models from the The Swarm list that are of Size L or larger gain the special ability for their choice.

- Broodspawn: Awakened — model gains Masochist (+4 PS)
- Broodspawn: Eradicect — model gains Masochist (+2 PW on melee and Bio-Gen Attacks)
- Broodspawn: Quile — 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 (A). If it does so, it loses 1 HP at the end of this activation.

---

**Murtros**

**Deadly Predator**

**Card:**

- **Type:** Broodswarm
- **AS:** 8
- **RF:** 7
- **PN:** RE
- **MAL:**

**Special Abilities:**

- Bio-Gen (1)
- Commander
- Deflection
- Never Panic
- Order(Ratchet)+(2AS)

**TOUGH AS NAILS:** This model ignores critical hits.

---

**Numbskull**

**Card:**

- **Type:** Broodswarm
- **AS:** 8
- **RF:** 7
- **PN:** RE
- **MAL:**

**Special Abilities:**

- Consume Brood
- Deflection
- Shockwave
- Swarm (3)
- Tough as Nails

---

**Mandible**

**Card:**

- **Type:** Broodswarm
- **AS:** 6
- **RF:** 6
- **PN:** RE
- **MAL:**

**Special Abilities:**

- Bio-Gen (1)
- Commander
- Regeneration
- Sidestep
- Swarm (2)

---

**Brood Swarm Rules**

**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).

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

**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.

**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.

**Regeneration Counter:**

- 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.

**Stun Counter:**

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

- Once per activation, this model may spend 1 AP to automatically remove a Stun Counter from itself.

- The next time this model activates, it immediately loses 1 AP, and then loses 1 HP. When this model is killed, it is removed.

- 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.

**TOUGH AS NAILS:**

- This model ignores Critical AR Failure.

---

**The Swarm**

**Description**

The following models are available for use in any Brood force, regardless of sub-faction (if any):

- Murtros,
- Deadly Predator
- Numbskull
- Mandible
- Pud Swarm
- Sawblade

**Sawblade:**

- Grabs a model
- CA +3

**Pound Roamer:**

- Suffers no damage

**Murtros, Deadly Predator:**

- Pud Roamer
- Pod
- Pod Thrower
- Ratchet
- Ratchet

**Pud Roamer:**

- Grist
- Pod
- Pod Thrower
- Ratchet

**Pud Thrower:**

- Grist
- Pod
- Pod Thrower
- Ratchet

**Ratchet:**

- Grist
- Pod
- Pod Thrower
- Ratchet

---

**Murtros,**

**Deadly Predator:**

- Murtros, Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Murtros:**

- Murtros
- Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Grist:**

- Pod
- Pod Thrower
- Ratchet

**Pod:**

- Pod Thrower
- Ratchet

**Pod Thrower:**

- Pod
- Pod Thrower
- Ratchet

**Ratchet:**

- Grist
- Pod
- Pod Thrower
- Ratchet

**Pud Roamer:**

- Grist
- Pod
- Pod Thrower
- Ratchet

---

**Murtros,**

**Deadly Predator:**

- Murtros
- Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Murtros:**

- Murtros
- Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Grist:**

- Pod
- Pod Thrower
- Ratchet

**Pod:**

- Pod Thrower
- Ratchet

**Pod Thrower:**

- Pod
- Pod Thrower
- Ratchet

**Ratchet:**

- Grist
- Pod
- Pod Thrower
- Ratchet

**Pud Roamer:**

- Grist
- Pod
- Pod Thrower
- Ratchet

---

**Murtros,**

**Deadly Predator:**

- Murtros
- Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Murtros:**

- Murtros
- Deadly Predator
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**Pod:**

- Pod Thrower
- Ratchet

**Pod Thrower:**

- Pod
- Pod Thrower
- Ratchet

**Ratchet:**

- Grist
- Pod
- Pod Thrower
- Ratchet

**Pud Roamer:**

- Grist
- Pod
- Pod Thrower
- Ratchet

---

**Murtros,**

**Deadly Predator:**

- Murtros
- Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Murtros:**

- Murtros
- Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Grist:**

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- Pod Thrower
- Ratchet

**Pod:**

- Pod Thrower
- Ratchet

**Pod Thrower:**

- Pod
- Pod Thrower
- Ratchet

**Ratchet:**

- Grist
- Pod
- Pod Thrower
- Ratchet

**Pud Roamer:**

- Grist
- Pod
- Pod Thrower
- Ratchet

---

**Murtros,**

**Deadly Predator:**

- Murtros
- Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Murtros:**

- Murtros
- Deadly Predator
- Pud Roamer
- Pod
- Pod Thrower
- Ratchet

**Grist:**

- Pod
- Pod Thrower
- Ratchet

**Pod:**

- Pod Thrower
- Ratchet

**Pod Thrower:**

- Pod
- Pod Thrower
- Ratchet

**Ratchet:**

- Grist
- Pod
- Pod Thrower
- Ratchet

**Pud Roamer:**

- Grist
- Pod
- Pod Thrower
- Ratchet

---
### PUD SWARM

<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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<tbody>
<tr>
<td>Wave of Teeth:</td>
<td>4</td>
<td>oo</td>
<td>3</td>
<td>0</td>
<td>-</td>
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<tr>
<td>Horrible Death:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

**Special Abilities**
- Consume Brood
- Pack Attack
- Fueled by Combat
- Immune (Knockback, Knockdown, Stun)

### SAWBLADE

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
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<th>MAL</th>
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<tr>
<td>Sawblade:</td>
<td>8</td>
<td>oo</td>
<td>6</td>
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<tr>
<td>Bleed:</td>
<td></td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

*“They are the swamp’s memoirs of wars long past. Memoirs made flesh.”*

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

### POD

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
<th>PW</th>
<th>RN</th>
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<tbody>
<tr>
<td>Claws:</td>
<td>5</td>
<td>oo</td>
<td>4</td>
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### AG#2

<table>
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<tr>
<td>Bio-Injector:</td>
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<td>oo</td>
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<td>0</td>
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<tr>
<td>Horrible Death:</td>
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<tr>
<td>Latch On (AG#1):</td>
<td></td>
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</table>

**Special Abilities**
- Regeneration
- Strider
- Swarm (3)

### PUD THROWER

<table>
<thead>
<tr>
<th>AG#1</th>
<th>AS</th>
<th>RF</th>
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<th>RN</th>
<th>MAL</th>
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<tbody>
<tr>
<td>Bash:</td>
<td>6</td>
<td>oo</td>
<td>5</td>
<td>RE</td>
<td>-</td>
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<td>Knockdown (10):</td>
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### AG#2

<table>
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<tr>
<th>AS</th>
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<th>RN</th>
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</thead>
<tbody>
<tr>
<td>Hurl Pud:</td>
<td>6</td>
<td>2</td>
<td>3×2</td>
<td>8</td>
</tr>
<tr>
<td>Horrible Death:</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Special Abilities**
- Quick Draw
- Regeneration
- Swarm (1)

---

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

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

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

**BIO-GEN:** 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. 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 make an additional automatic hits to the target with 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 it does 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:** This model may never be affected by (x).

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

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

**AG#1**
- 1 Bio-Regulator
- Bite (2)
- Knockdown (10)

**AS** 6
**RF** 4
**PW** 8
**RN** 19

“Guns! How is it okay they evolved into having guns!”

**Special Abilities**
- Regeneration

---

**RATCHET**

**AG#1**
- Collar
- Bite (2)
- Knockdown (10)

**AS** 6
**RF** 4
**PW** 0
**RN** -

**AG#2**
- Collar
- Bite (2)
- Knockdown (10)

**AS** 6
**RF** 4
**PW** 0
**RN** -

**Special Abilities**
- Regeneration

---

**BROODHOUND**

**AG#1**
- Claws (2)

**AS** 4
**RF** 0
**PW** 4
**RN** 0

**AG#2**
- Claws (2)
- Latch On (AG#1)

**AS** -
**RF** 0
**PW** 4
**RN** 0

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

---

**PUD ROAMER***

**AG#1**
- Rip and Tear

**AS** 2
**RF** 0
**PW** 3
**RN** 0

“Crunch, munch, slurp, schmack, gulp”

... hisssssss

**Special Abilities**
- Brood Mind
- For the Swarm!
- Never Panic
- Tider

---

**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.

**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.

**REGENRATION:** 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.

**TOKIC:** Models hit by this attack gain 1 Toxic Counter. Toxic Counter: Models suffer 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 suffers 1 automatic PW 2 hit before resolving those attacks

**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#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.

**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.

---

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

**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*
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*
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.

**Chameleonic Flesh**

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

**Metabolic Hunger**

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

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

**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.

**Lascher Tendril**

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

**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 Defiance special ability at all times.

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

**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).