

ZERG FOUNDERS EDITION STARTER

KERRIGAN'S SWARM · SKIRMISH · 4 BIOMASS · 23 MODELS · 6 UNITS

The canonical 1,000-point Zerg Founders Edition army from section 12.12 of the manual.

UNITS — COST	SLOT	SUP.	MODELS	
Zergling (12)	CORE	1	12	180
Kerrigan Swarm Raptor (Zergling)	ELITE	1	6	250
Roach	CORE	1	3	170
Queen	SUPPORT	1	1	150
Kerrigan	HERO	1	1	250

TOTAL1000/1000

CARDS — COST	CORE	ELITE	SUPPORT	HERO	
Kerrigan's Swarm	3	2	0	1	—
Malignant Creep	0	0	0	0	10
Evolution Chamber	1	0	0	0	30
Overseer	0	0	1	0	25
Spawning Pool	1	0	0	0	25

TOTAL90/100

GLOSSARY

BUFF [CHARACTERISTIC] (X)

The Unit gains a bonus of X to the specified characteristic until the End of the Round. • Target Number characteristic (e.g. Armour, Hit): reduce the value by X (easier to roll). • Value characteristic (e.g. Speed, RoA): increase the value by X.

BURROWED

• BURROWED is classified as a Status. • A BURROWED Unit has the HIDDEN Status. • Its Size is treated as 0 for all purposes • Its Current Supply Value is treated as 0 for Disengage checks. • A BURROWED Unit cannot Control or Contest Mission Markers (overrides Parts 6.2 and 8.9.1). • While BURROWED, the Unit [...]

CONTROLLING PLAYER

The player who commands a specific Unit, model, or Token. They make all decisions and roll all dice. Certain abilities (e.g., Neural

Parasite) can transfer control; the new controller then acts in every respect as though the Unit were their own.

CRITICAL HIT (X)

Move X dice from the Armour Pool directly to the Damage Pool, bypassing Armour. CRITICAL HIT can never move more dice than are in the Armour Pool.

CURRENT SUPPLY VALUE

The Current Supply Value of a Unit is its Supply Value at this moment, based on the number of models remaining in the Unit as shown on the Supply Profile (Part 6.1). [...]

DEBUFF [CHARACTERISTIC] (X)

The Unit suffers a penalty of X to the specified characteristic until the End of the Round. • Target Number characteristic: increase the

GLOSSARY (CONT.)

value by X (harder to roll). • Value characteristic: decrease the value by X (minimum 0).

DISPLACEMENT

The Leading Model may end a move overlapping this Token or Unit (overrides Part 7.3.1). If the Leading Model ends any Move, Deploy, Run, Charge, Disengage, Close Ranks or Special Ability move overlapping this Token or model, the controlling player of the Leading Model immediately sets it in Base-to-Base [...]

ENEMY

All Units, Tokens, and cards belonging to the opponent are Enemies. In team games, all opposing players' Units, Tokens, and cards are Enemies. A Unit may never target a Friendly Unit with an attack unless a rule explicitly states otherwise. [...]

ENTRY EDGE

The table edge assigned to a player by the Deployment Card. Units enter the battlefield from this edge when deploying from Reserves.

FLYING

Flying Units trade board control (no Mission Markers, no melee) for mobility and immunity to terrain. • A Flying Unit ignores all terrain for movement purposes. The Leading Model moves point-to-point, measuring horizontally. [...]

FRIENDLY

All Units, Tokens, and cards belonging to the Controlling Player are Friendly to one another. In team games, all teammates' Units, Tokens, and cards are also Friendly. A Unit's own models are always Friendly to it. [...]

GROUND LEVEL

One of the elevation levels. Model is on the GROUND LEVEL when it is standing directly on the playmat. Models on GROUND LEVEL cannot Engage models on HIGH LEVEL, and vice versa. Models on GROUND LEVEL can Engage models on MID GROUND only if both models are adjacent to the same ACCESS POINT connecting [...]

HEAL (X)

Remove X points of accumulated Damage from the Unit (reduce its Damage Marker accordingly). HEAL cannot return Destroyed models - it only reduces existing Damage. See also: RESPAWN.

HIDDEN

This Unit cannot be selected as the target of a Ranged Attack or any LoS-requiring Special Ability unless the acting model is Within 4" of it. A HIDDEN Unit is immune to the IMPACT keyword. A HIDDEN Unit may make an Evade Roll against every attack targeting it. • HIDDEN is classified as a Status. >

IMPACT (X) Y

Immediately after this Unit completes a successful Charge, check every model in the Fighting Rank or Supporting Rank. For each eligible model, generate X Impact Dice: • If the model is in the Fighting Rank or Supporting Rank against only one Enemy Unit, all X dice go to that Unit. • If the model is in [...]

IMPASSABLE TERRAIN

A terrain piece is Impassable if it has no Access Point connecting it to an adjacent elevation level. Models cannot move through, onto, or across IMPASSABLE TERRAIN, and no model may end its movement overlapping it. Models can move through Terrain of Sizes 0 and 1.

INSTANT

Enemy Units cannot declare or resolve Reaction abilities in response to attacks made with this weapon.

LEADING MODEL

The Leading Model is a temporary reference point used to execute a Unit's movement. Whenever a Unit performs a Move, Deploy, Run, Charge, Disengage, Close Ranks, or any action that instructs the Unit to nominate a Leading Model, the Controlling Player selects one model in the Unit. Move the Leading [...]

MISSION MARKERS

Numbered Markers are set on the battlefield during Setup at the coordinates shown on the

Deployment Card. Each Marker is 32mm in diameter and has two sides: Activated or Deactivated. [...]

MODIFIER

A Modifier adjusts the Target Number of a roll. Apply all Modifiers before rolling (Part 3.4). • +X Modifier: Makes the roll easier by reducing the Target Number by X. • -X Modifier: Makes the roll harder by increasing the Target Number by X. Modifiers from different named sources are cumulative unless [...]

ON CREEP

A Friendly or Enemy Ground Zerg Unit is considered to be ON CREEP while it is Within 6" of any Creep Tumor Token or any model designated as a Source of Creep. While satisfying this condition, the Unit gains the ON CREEP keyword. [...]

PLACE (X)

Choose a Leading Model. Remove it and set it Wholly Within X" of its starting position. Then remove and replace all other models in the Unit, maintaining Coherency (Part 4.4). PLACE ignores Gap Clearance, and elevation requirements. The Leading Model is removed and set directly, not moved along a path. [...]

PRECISION (X)

After rolling to Hit, move up to X failed Attack Dice directly into the Armour Pool. Treat them as successful Hits for all purposes, including Surge.

RESERVES

A holding area off the battlefield where Units remain until they are deployed. All Units begin the game in Reserves. While in Reserves, a Unit: • Cannot be targeted by attacks or abilities unless an ability explicitly states it affects Units in Reserves. • Cannot use Active Abilities, Passive Abilities, [...]

SPECIAL ABILITY

A Special Ability is any named ability printed on a Unit Card, Tactical Card, or Faction Card. Every Special Ability falls into one of three categories: Active Ability, Passive Ability, or

Reaction Ability (Part 2.7). • Active Abilities require the Unit to be Activated and are triggered immediately [...]

STATUS

A category of keyword representing a temporary or persistent operational mode, condition, or statistic modifier affecting a Unit (e.g. BURROWED, SIEGE MODE). Unless stated otherwise, Statuses aren't removed during the Scoring and Cleanup Phase. [...]

STAY IN PLAY

This Token, Marker or Ability Effect persists through Cleanup & Refresh (overrides Part 8.9.5). It remains until a specific condition removes it (e.g. destroyed or duration expires).

SUPPLY VALUE

The Supply Value of a Unit is the value shown on the Unit Card's Supply Profile corresponding to the Unit's current model count. A Unit's starting Supply Value is determined during Army Building by the Composition Option selected (Part 9.1.6) and defines how many Army Slots the Unit occupies. Supply [...]

TOUGH (X)

When this Unit resolves an Armour Roll, change up to X failed results into successes. Treat them as meeting or exceeding the Armour characteristic - discard them without moving to the Damage Pool.

UNENGAGED

A Ground Unit is Unengaged when none of its models is Within 1" of any Enemy Ground model, or when terrain restrictions (Part 7.2.1) prevent valid Engagement despite proximity. [...]

WITHIN

A model is Within a distance if any part of its base touches or crosses into that range. A Unit is Within a distance if at least one model in the Unit meets this condition. Within is a less restrictive requirement than Wholly Within. [...]

UNITS																																																																		
UNITS	Bio.	Mech.	Psion.	Light	Arm.	Ground	Flying	SUP. 0	SUP. 1	SPD	ARM	EVD	HP	SIZE	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE																																																
 KERRIGAN SWARM RAPTOR (ZERGLING)	•			•		•		1-3	4-6	5/9	5+	4+	2	1	SQUADRON PASSIVE This Unit's Horizontal Coherency is 4". RAPTOR STRAIN PASSIVE This Unit can move through IMPASSABLE TERRAIN of Size 4 or less and change elevation without using ACCESS POINTS.		LEAP ACTIVE 1 BM When determining Charge Distance for this Unit, add 2 to the Charge Distance. ADRENAL OVERLOAD ACTIVE 1 BM This Unit gains a +1 Modifier to all IMPACT Hit Rolls. DEVASTATING CHARGE PASSIVE Immediately after this Unit completes a successful Charge, resolve the IMPACT (2) 5+ effect.	CLAWS <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>E</td><td>Ground</td><td>2</td><td>3+</td></tr><tr><td>SURGE</td><td>S DICE</td><td>DMG</td><td></td></tr><tr><td>Light, Arm.</td><td>D6</td><td>1</td><td></td></tr><tr><td>KEYWORD</td><td>INSTANT</td><td></td><td></td></tr></table>	RNG	TGT	ROA	HIT	E	Ground	2	3+	SURGE	S DICE	DMG		Light, Arm.	D6	1		KEYWORD	INSTANT																														
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 ROACH	•				•	•		1-1	2-3	4/7	3+	5+	4	2	BURROW ACTIVE 2 BM If this Unit is Unengaged, it gains or loses the Burrowed Status.		ACID SALIVA <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>8</td><td>Ground</td><td>3</td><td>3+</td></tr><tr><td>SURGE</td><td>S DICE</td><td>DMG</td><td></td></tr><tr><td>-</td><td>-</td><td>1</td><td></td></tr></table> REGENERATION PASSIVE When this Unit becomes Activated, if it has the Burrowed Status, resolve the HEAL (2) effect. DEVASTATING CHARGE PASSIVE Immediately after this Unit completes a successful Charge, resolve the IMPACT (2) 4+ effect.	RNG	TGT	ROA	HIT	8	Ground	3	3+	SURGE	S DICE	DMG		-	-	1		CLAWS <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>E</td><td>Ground</td><td>2</td><td>4+</td></tr><tr><td>SURGE</td><td>S DICE</td><td>DMG</td><td></td></tr><tr><td>-</td><td>-</td><td>1</td><td></td></tr></table>	RNG	TGT	ROA	HIT	E	Ground	2	4+	SURGE	S DICE	DMG		-	-	1																	
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 QUEEN	•		•		•	•			1-1	4	4+	-	9	3	SPAWN CREEP TUMOR ACTIVE 1 BM Set a Creep Tumor token in base-to-base contact with this Unit. TRANSFUSION REACTION 1 BM Use when another Friendly Biological Unit (including a Structure) suffers Damage Within 4". Reduce the Total Damage before allocation by 2. RESTORATION REACTION 1 BM Use when a Friendly Unit Within 4" receives a DEBUFF. Remove all DEBUFFS from it. PSIONIC LINK PASSIVE Once per Round, if there are at least 7 Friendly models Within 6" of this Unit, it may resolve its Special Ability with the BM cost reduced by 1.		TALONS <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>6</td><td>Ground</td><td>4</td><td>4+</td></tr><tr><td>SURGE</td><td>S DICE</td><td>DMG</td><td></td></tr><tr><td>Light</td><td>D3</td><td>2</td><td></td></tr></table> ACID SPINES <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>12</td><td>Flying</td><td>4</td><td>4+</td></tr><tr><td>SURGE</td><td>S DICE</td><td>DMG</td><td></td></tr><tr><td>Light, Arm.</td><td>D3</td><td>2</td><td></td></tr></table> DEVASTATING CHARGE PASSIVE Immediately after this Unit completes a successful Charge, resolve the IMPACT (4) 3+ effect.	RNG	TGT	ROA	HIT	6	Ground	4	4+	SURGE	S DICE	DMG		Light	D3	2		RNG	TGT	ROA	HIT	12	Flying	4	4+	SURGE	S DICE	DMG		Light, Arm.	D3	2		TALONS <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>E</td><td>Ground</td><td>3</td><td>4+</td></tr><tr><td>SURGE</td><td>S DICE</td><td>DMG</td><td></td></tr><tr><td>-</td><td>-</td><td>1</td><td></td></tr></table>	RNG	TGT	ROA	HIT	E	Ground	3	4+	SURGE	S DICE	DMG		-	-	1	
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UNITS (CONT.)

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	KERRIGAN	•	•			•				1-1	7	5+	6+	9	2	COMMANDER PASSIVE Treat this Unit's Supply characteristic as increased by 1 for Controlling and Contesting Mission Markers, completing objectives, and resolving Disengage checks.	CRUSHING GRIP ACTIVE 1 BM Select one Enemy Unit Within 12". That Unit counts as Activated in this Phase (set an Activation Marker next to it). MUTATING CARAPACE ACTIVE 1 BM Select one Enemy Unit Within 18". This Unit is eligible to make an Evade Roll against all attacks made by the selected Enemy Unit, with a +2 Modifier applied to those Evade Rolls.	ENERGY BLAST <table><tr><th>RNG</th><th>TGT</th><th>ROA</th><th>HIT</th></tr><tr><td>8</td><td>All</td><td>5</td><td>3+</td></tr><tr><td colspan="2">SURGE</td><td>S DICE</td><td>DMG</td></tr><tr><td colspan="2">Light, Arm.</td><td>D3</td><td>1</td></tr></table>	RNG	TGT	ROA	HIT	8	All	5	3+	SURGE		S DICE	DMG	Light, Arm.		D3	1	BLADES <table><tr><th>RNG</th><th>TGT</th><th>ROA</th><th>HIT</th></tr><tr><td>E</td><td>Ground</td><td>6</td><td>4+</td></tr><tr><td colspan="2">SURGE</td><td>S DICE</td><td>DMG</td></tr><tr><td colspan="2">-</td><td>-</td><td>2</td></tr></table> KEYWORD CRITICAL HIT (2)	RNG	TGT	ROA	HIT	E	Ground	6	4+	SURGE		S DICE	DMG	-		-	2
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	OMEGA WORM [SUMMONED]	•			•	•			1-1		-	5+	-	10	3	DETECTION PASSIVE While Enemy Units are Within 6" of this Unit, they lose HIDDEN Status. SOURCE OF CREEP PASSIVE A Friendly or Enemy Ground Zerg Unit Within 6" of this Unit, counts as being ON CREEP. STRUCTURE PASSIVE This Unit cannot be Activated in any Phase and cannot perform actions. Additionally, its Current Supply Value is treated as 0, and it can never Control or Contest Mission Markers, ignoring the standard Zero Supply Exception. This Unit cannot be a target of an ability, unless stated otherwise. OMEGA NETWORK PASSIVE The base of the Omega Worm counts as an Entry Edge. Each Round, Friendly Units with a combined Supply cost of 2 or less may be Deployed via this Entry Edge. If a Friendly Leading model finishes a Move, Disengage, or Run action in base-to-base contact with the Omega Worm, the controlling player may remove that Unit from the battlefield and return it to Reserves.																																			

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	ZERGLING	•			•	•			1-6	7-12	4/8	6+	4+	1	1	SQUADRON PASSIVE This Unit's Horizontal Coherency is 4".		METABOLIC BOOST ACTIVE 1 BM When determining Charge Distance for this Unit, roll 2D6 instead of D6 and use the higher result to add to the Unit's Speed characteristic. DEVASTATING CHARGE PASSIVE Immediately after this Unit completes a successful Charge, resolve the IMPACT (1) 5+ effect.	CLAWS <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>E</td><td>Ground</td><td>2</td><td>4+</td></tr><tr><td>SURGE</td><td></td><td>S DICE</td><td>DMG</td></tr><tr><td>Light</td><td></td><td>D3</td><td>1</td></tr></table>	RNG	TGT	ROA	HIT	E	Ground	2	4+	SURGE		S DICE	DMG	Light		D3	1
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CARD		BM	ANY PHASE		MOVEMENT PHASE		ASSAULT PHASE		COMBAT PHASE																										
KERRIGAN'S SWARM FACTION		1	WILD MUTATION ACTIVE If the active unit is ON CREEP, the Unit gains BUFF Speed (1) and its first Weapon used gains PRECISION (1). ZERG CREEP PASSIVE During Army Building, select exactly one Creep Card and add it to their Army List, paying its listed cost (if any).		OMEGA NETWORK ACTIVE If there is no Friendly Omega Worm on the battlefield, set a Friendly Omega Worm Unit anywhere on GROUND LEVEL of the battlefield, more than 10" away from any Enemy model. This Round, the Omega Worm is not eligible to use its Special Abilities (excluding Structure).																														
MALIGNANT CREEP CREEP			LIVING GLOB OF TISSUE PASSIVE Creep Tumor tokens have STAY IN PLAY and DISPLACEMENT. CREEP REMOVAL PASSIVE If an Enemy Unit ends a Move, Deploy, Run, Charge or Disengage action Within 1" of a Friendly Creep Tumor token, remove that token from the battlefield.				MALEVOLENT MATRIARCH PASSIVE If the active Friendly Zerg Unit declares a Charge action while ON CREEP, it gains +1 Modifier to IMPACT Hit Rolls.																												
EVOLUTION CHAMBER TACTICAL		1	CARAPACE REACTION Use before a Friendly Unit makes an Armour Roll. That Unit gains TOUGH (1) for this roll.				EXTENDED CLAWS ACTIVE The active Unit gains a +1 Modifier to all IMPACT Hit Rolls.																												
OVERSEER TACTICAL		1			OVERSIGHT MODE ACTIVE Set a Faction Indicator anywhere on the battlefield. While Enemy Units are Within 6" of this Faction Indicator, they lose HIDDEN Status.		PNEUMATIZED CARAPACE REACTION Use after a Friendly Unit rolls a D6 for Charge Distance. Roll an additional D6 and use the higher result to calculate the total Charge Distance.																												
SPAWNING POOL TACTICAL		1							FERAL RAGE ACTIVE The active Unit's first Close Combat Weapon used gains PRECISION (2).																										