

ZERG STARTER

ZERG SWARM • SKIRMISH • 4 BIOMASS • 26 MODELS • 5 UNITS

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

UNITS — COST	SLOT	SUP.	MODELS	
Swarmling (Zergling)	CORE	1	18	260
Corpser (Roach)	CORE	1	3	280
+ Tunneling Claws, Burrow Ambush, Hydriodic Bile				
Hydralisk (4)	ELITE	3	4	300
+ Ancillary Carapace				
Queen	SUPPORT	1	1	160
+ Creep Speed				

TOTAL				1000/1000
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CARDS — COST	CORE	ELITE	SUPPORT	
Zerg Swarm	3	1	1	—
Accelerating Creep	0	0	0	—
Evolution Chamber	1	0	0	30
Overseer	0	0	1	25
Hydralisk Den	0	2	0	35

TOTAL				90/100
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GLOSSARY

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 may only perform Deploy, Move, Disengage, Run, Hold and Close Ranks actions. [...]

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.

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 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 contact with the Leading Model. If Base-to-Base is not possible, set it as close as possible.

GLOSSARY (CONT.)

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. Enemy is the opposite of Friendly and is referenced throughout the rules to determine valid targets, Engagement, and Mission Marker contests.

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. Other models may pass through a Flying model's base as if it were not there, and vice versa. • A Flying Unit is never Engaged. Ground models cannot Engage Flying models, and Flying models cannot Engage other Flying models. [...]

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. Friendly is the opposite of Enemy and is used throughout the rules to determine targeting restrictions, movement interactions, and ability eligibility.

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 the Fighting Rank or Supporting Rank against multiple Enemy Units, the controlling player may split the dice between those Units. Roll the allocated dice for each target Unit separately (this is the Impact Hit Roll). [...]

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 otherwise stated. A Target Number can never be modified below 2+ or above 6+. Modifiers adjust the Target Number, not the dice result. [...]

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. This allows the Unit to trigger specific Special Abilities or Upgrades that require this state.

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. However, they must end in a legal position and not Within the Engagement Range of any enemy model. Models using the PLACE effect during the Assault Phase may be set Within the Engagement Range of Enemy models (the Unit

becomes Engaged) unless stated otherwise.

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, or Reaction Abilities unless the ability explicitly states otherwise. • Cannot Control or Contest Mission Markers. • Does not contribute its Current Supply Value to the player's Total Current Supply on the battlefield. • Retains all equipment, upgrades, and weapon [...]

RESPAWN (X)

Return up to X Destroyed models to this Unit. • The return cannot increase the Unit's Current Supply Value. Do not return a model if doing so would push the Unit into a higher Supply bracket. • Set each returned model in Base-to-Base contact with an existing model in the Unit. Returned models cannot be set Within the Engagement Range of any Enemy Unit. • If a model cannot be set legally, it cannot be returned.

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 before or after an action. [...]

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. They stay on the Unit until they are removed by other means. A Unit's active Status is visually tracked using Status Markers set next to the Unit: • Modes: Use Plastic Markers to track operational shifts (e.g. SIEGE MODE, BURROWED). [...]

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).

SUMMON (UNIT NAME)

Set the Leading Model of the named Unit in Base-to-Base contact with the Parent Unit. Set remaining models in Coherency. Models cannot be set Within the Engagement Range of any Enemy Unit. Set an Activation Marker next to the summoned Unit - it cannot be Activated during the Phase in which it was summoned. [...]

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. Flying Units are always Unengaged. An Unengaged Unit may perform a standard Move, Run, Ranged Attack, or Charge without restriction. Only Unengaged Units may be selected to perform a Move action (Part 8.5.2).

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. When a rule specifies Within without the word "Wholly," partial overlap is sufficient.

UNITS																				
UNITS	Bio.	Mech.	Psion.	Light	Arm.	Ground	Flying	SUP. 0	SUP. 1	SUP. 2	SUP. 3	SPD	ARM	EVD	HP	SIZE	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE
HYDRALISK + Ancillary Carapace	•			•	•				1-1	2-2	3-4	4/8	5+	5+	4	2	SQUADRON PASSIVE This Unit's Horizontal Coherency is 4". ANCILLARY CARAPACE PASSIVE + UPGRADE This Unit gains TOUGH (1) on the first Armour Roll of each Activation.		NEEDLE SPINES RNG TGT ROA HIT 12 All 3 3+ SURGE S DICE DMG Light, Arm. D3+1 2 LUNGE REACTION 1 BM When another Friendly Unit Within 10" is the target of a Ranged Attack, after the attack is fully resolved, this Unit, if Unengaged, may perform a Move action Directly Towards the attacking Unit.	SCYTHE RNG TGT ROA HIT E Ground 2 4+ SURGE S DICE DMG - - 1
QUEEN + Creep Speed	•		•		•	•			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. CREEP SPEED PASSIVE + UPGRADE While this Unit is ON CREEP, increase this Unit's Speed characteristic by 2.		TALONS RNG TGT ROA HIT 6 Ground 4 4+ SURGE S DICE DMG Light D3 2 ACID SPINES RNG TGT ROA HIT 12 Flying 4 4+ SURGE S DICE DMG Light, Arm. D3 2 DEVASTATING CHARGE PASSIVE Immediately after this Unit completes a successful Charge, resolve the IMPACT (4) 3+ effect.	TALONS RNG TGT ROA HIT E Ground 3 4+ SURGE S DICE DMG - - 1
ROACHLING [SUMMONED]	•			•	•			1-3				4/7	6+	6+	1	1	UNDERDEVELOPED CLAWS PASSIVE This Unit cannot gain Burrowed Status.			CLAWS RNG TGT ROA HIT E Ground 2 4+ SURGE S DICE DMG - - 1

UNITS (CONT.)

UNITS																	Bio.	Mech.	Psion.	Light	Arm.	Ground	Flying	SUP. 0	SUP. 1	SUP. 2	SUP. 3	SPD	ARM	EVD	HP	SIZE	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE	
SWARMLING (ZERGLING)																	•			•	•			1-6	7-18				4/8	6+	5+	1	1	SQUADRON PASSIVE This Unit's Horizontal Coherency is 4".	ZERGLING RECONSTITUTION ACTIVE 1 BM Resolve the RESPAWN (2) effect, or RESPAWN (3) if the Unit is ON CREEP.	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 RNG TGT ROA HIT E Ground 2 5+ SURGE - - 1
CORPSER (ROACH) + Tunneling Claws, Burrow Ambush, Hydriodic Bile																	•			•	•			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. TUNNELING CLAWS PASSIVE + UPGRADE While this Unit has the Burrowed Status, it may perform the Move and Run actions without losing that Status. It may also move through other Units' bases.	ROACHLING INFESTATION ACTIVE 2 BM Once per Game. Resolve the SUMMON (Roachling) effect. BURROW AMBUSH PASSIVE + UPGRADE When this Unit is nominated to deploy from the Reserves, it may resolve the PLACE (18) effect from the controlling player's Entry Edge. No model may be set Within 10" of any Enemy model. This Unit's Activation ends.	ACID SALIVA RNG TGT ROA HIT 8 Ground 2 3+ SURGE - - 1 KEYWORD Surge Type: Light, S Dice: D3+1 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 (3) 4+ effect.	CLAWS RNG TGT ROA HIT E Ground 3 4+ SURGE Light D3+1 1

FACTION & TACTICAL CARDS

CARD	BM	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE
ZERG SWARM FACTION	1	BROOD INSTINCT REACTION Use before a Friendly Unit makes an Evade Roll. Apply a +1 Modifier to that roll. ZERG CREEP PASSIVE During Army Building, select exactly one Creep Card and add it to their Army List, paying its listed cost (if any).	RAPID BURROWING ACTIVE Select one Friendly, Unengaged Ground Zerg Unit on the battlefield. That Unit gains the Burrowed Status, even if it has already been Activated this Round.		
ACCELERATING CREEP CREEP		SPEED ON CREEP PASSIVE If the active Friendly Zerg Unit is ON CREEP, increase its Speed characteristic by 1. 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.			

Faction & Tactical Cards (Cont.)

CARD	BM	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE
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.	
HYDRALISK DEN TACTICAL	1			MISSILE ATTACKS ACTIVE The active Unit's first Ranged Weapon used gains PRECISION (1).	