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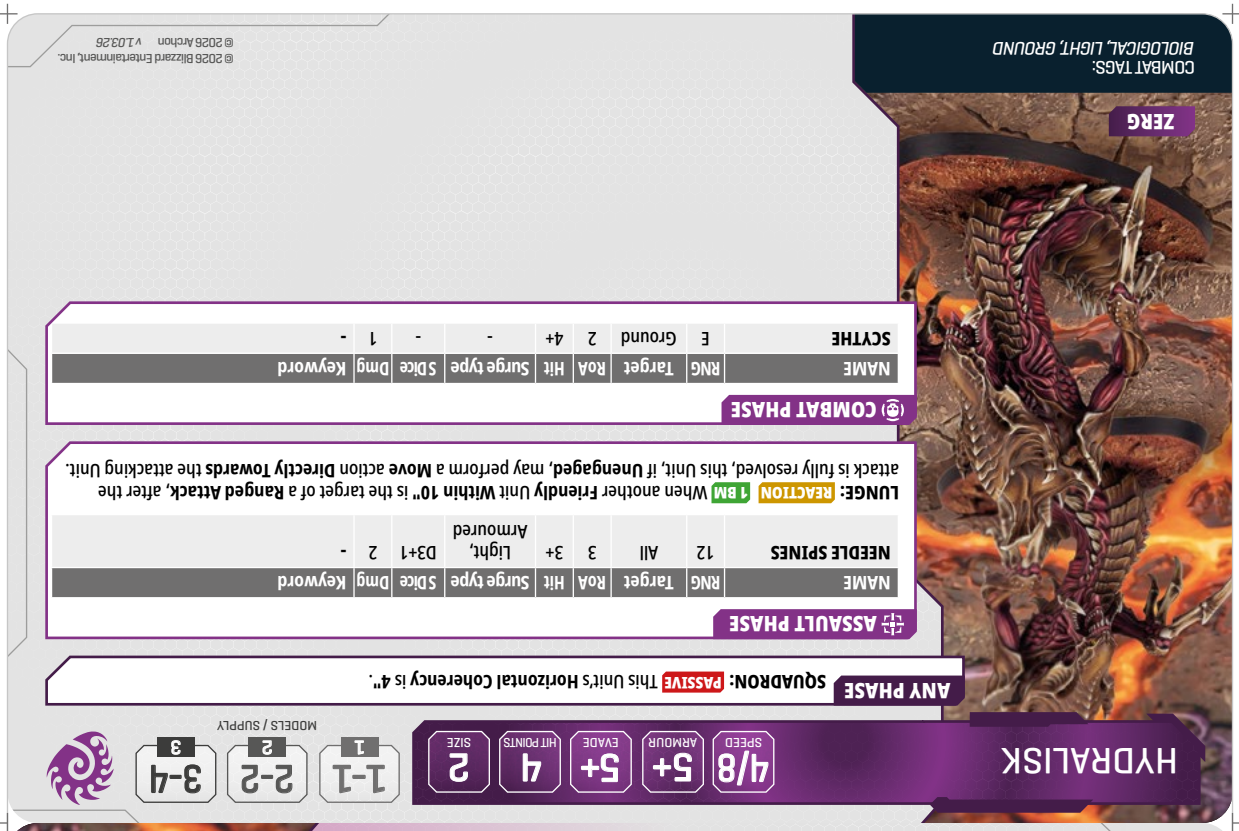


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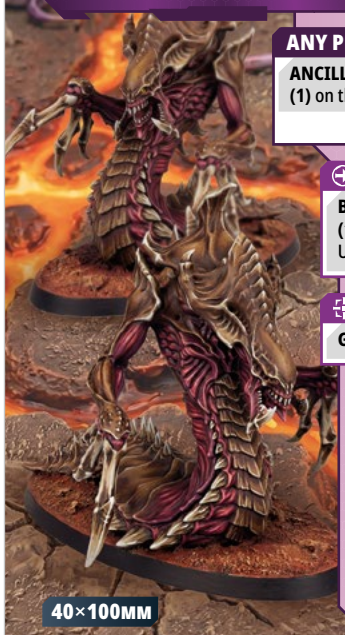
# HYDRALISK

CLOSE COMBAT / RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **ELITE**




## ANY PHASE — UPGRADE

**ANCILLARY CARAPACE:** PASSIVE This Unit gains **TOUGH (1)** on the first **Armour Roll** of each **Activation**.

**LURKING:** PASSIVE If this Unit has **Stationary Status**, it is eligible to make an **Evade Roll** against the first **Ranged Attack** targeting it this Round. If this Unit is **ON CREEP**, it gains **+1 Modifier** to this **Evade Roll**.

## MOVEMENT PHASE — UPGRADE

**BURROW AMBUSH:** PASSIVE 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.

## ASSAULT PHASE — UPGRADE

**GROOVED SPINES:** PASSIVE This Unit's **Needle Spines** ranged weapon gains **LONG RANGE (16")**.

## UPGRADE

COST: 2 models: 140 / 4 models: 260

| | | | |
|---|---|---|---|
| Ancillary Carapace | +20 / +30 | Lurking | +10 |
| Burrow Ambush | +20 / +40 | Grooved Spines | +20 / +30 |

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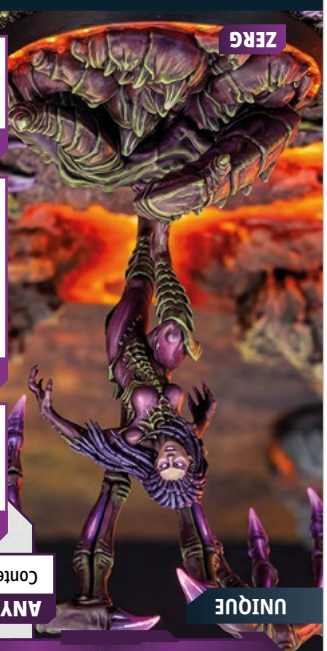
# KERRIGAN

| SPEED | ARMOUR | EVADE | HIT POINTS | SIZE |
|---|---|---|---|---|
| 7 | 5+ | 6+ | 9 | 2 |

MODELS / SUPPLY: 1-1 / 1

UNIQUE



ZERG

COMBAT TAGS: *BIOLOGICAL, PSIONIC, GROUND*

**ANY PHASE**

**COMMANDER:** PASSIVE Treat this Unit's **Supply** characteristic as increased **by 1** for Controlling and Contesting **Mission Markers**, completing objectives, and resolving **Disengage** checks.

**MOVEMENT PHASE**

**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**.

**ASSAULT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | S Dice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| **ENERGY BLAST** | 8 | All | 5 | 3+ | Light, Armoured | D3 | 1 | - |

**LEAPING STRIKE:** ACTIVE 1 BM If **Unengaged**, resolve the **PLACE (6)** effect.

**DEVASTATING CHARGE:** PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (4) 4+** effect.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | S Dice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| **BLADES** | E | Ground | 6 | 4+ | - | - | 2 | **CRITICAL HIT (2)** |

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# KERRIGAN

CLOSE COMBAT RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **HERO**



Ø 40MM

UPGRADE COST: 250

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# OMEGA WORM

CLOSE COMBAT | RANGED COMBAT

COMBAT ROLE: **TACTICIAN**



Ø 80MM

UPGRADE

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# OMEGA WORM

| SPEED | ARMOUR | EVADE | HIT POINTS | SIZE |
|---|---|---|---|---|
| - | 5+ | - | 10 | 3 |

MODELS / SUPPLY: 1-1 | 0

**ANY PHASE**

**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**.



ZERG | KERRIGAN'S SWARM

COMBAT TAGS:
*ARMOURED, BIOLOGICAL, GROUND*

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# KERRIGAN SWARM RAPTOR [ZERGLING]

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **ELITE**




**UPGRADE** COST: 230

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# KERRIGAN SWARM RAPTOR (ZERGLING)

| SPEED | ARMOUR | EVADE | HIT POINTS | SIZE |
|---|---|---|---|---|
| 5/9 | 5+ | 4+ | 2 | 1 |

MODELS / SUPPLY

| 1-3 | 4-6 |
|---|---|
| 0 | 1 |



**UNIQUE**

**ZERG** — **KERRIGAN'S SWARM**

COMBAT TAGS:
*BIOLOGICAL, LIGHT, GROUND*

**ANY PHASE**

**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**.

**ASSAULT PHASE**

**LEAP:** ACTIVE 1 BM When determining **Charge Distance** for this Unit, add **2** to the **Charge Distance**.

**DEVASTATING CHARGE:** PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (2) 5+** effect.

**ADRENAL OVERLOAD:** ACTIVE 1 BM This Unit gains a **+1 Modifier** to all **IMPACT Hit Rolls**.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | keyword |
|---|---|---|---|---|---|---|---|---|
| **CLAWS** | E | Ground | 2 | 3+ | Light, Armoured | D6 | 1 | **INSTANT** |

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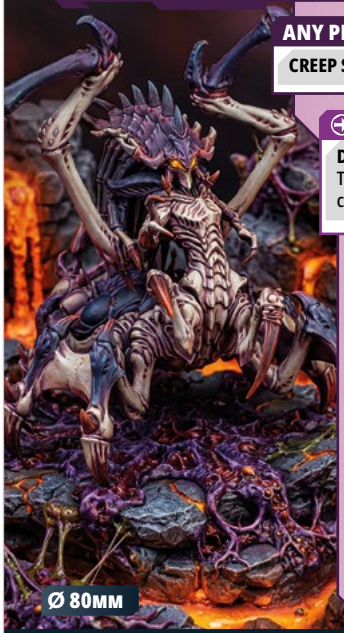
# QUEEN

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: LIFESAVER

ARMY SLOT: SUPPORT




**ANY PHASE** — **UPGRADE**

**CREEP SPEED:** PASSIVE While this Unit is **ON CREEP**, increase this Unit's **Speed** characteristic **by 2**.

**MOVEMENT PHASE** — **UPGRADE**

**DOMINEERING PRESENCE:** ACTIVE 1 BM Select another **Friendly** Unit **Within 6" (Line of Sight** is not required). That Unit's **Supply** characteristic is increased **by 1** for Controlling and Contesting **Mission Markers** and completing objectives.

UPGRADE — COST: 140 Creep Speed — +10 Domineering Presence — +10

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QUEEN

| SPEED | ARMOUR | EVADE | HIT POINTS | SIZE |
|---|---|---|---|---|
| 4 | 4+ | - | 9 | 3 |

MODELS / SUPPLY: 1-1 (1)

**ANY PHASE**

**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**.

**ASSAULT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| TALONS | 6 | Ground | 4 | 4+ | Light | D3 | 2 | - |
| ACID SPINES | 12 | Flying | 4 | 4+ | Light, Armoured | D3 | 2 | - |

**DEVASTATING CHARGE:** PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (4) 3+** effect.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| TALONS | E | Ground | 3 | 4+ | - | - | 1 | - |

ZERG

COMBAT TAGS: *ARMOURED, BIOLOGICAL, PSIONIC, GROUND*

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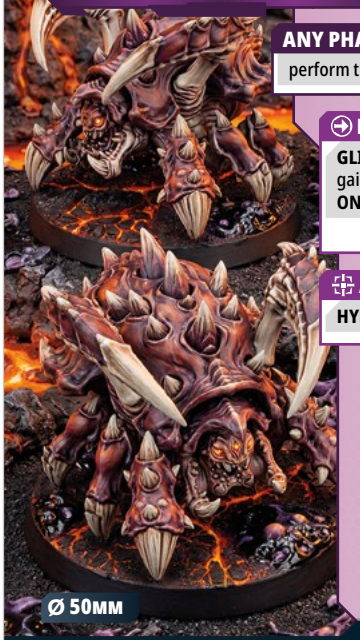
## ROACH

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: TANK

ARMY SLOT: CORE



Ø 50MM

**ANY PHASE** — UPGRADE

**TUNNELING CLAWS:** PASSIVE 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.

**MOVEMENT PHASE** — UPGRADE

**GLIAL RECONSTITUTION:** ACTIVE 1 CP This Unit gains **BUFF SPEED (1)**, or **BUFF SPEED (2)** if the Unit is **ON CREEP**.

**BURROW AMBUSH:** PASSIVE 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.

**ASSAULT PHASE** — UPGRADE

**HYDRIODIC BILE:** PASSIVE This Unit's **Acid Saliva** weapon gains **Surge Type: Light**, and **S Dice: D3+1**.

UPGRADE

COST: 170

Tunneling Claws
Burrow Ambush

+10 Glial Reconstitution
+20 Hydriodic Bile

+10
+10

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## ROACH

SPEED 4/7 | ARMOUR 3+ | EVADE 5+ | HIT POINTS 4 | SIZE 2

MODELS / SUPPLY: 1-1 (0) | 2-3 (1)

COMBAT TAGS: ARMOURED, BIOLOGICAL, GROUND

ZERG

**ANY PHASE**

**BURROW:** ACTIVE 2 BM If this Unit is **Unengaged**, it gains or loses the **Burrowed Status**.

**ASSAULT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | S Dice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| ACID SALIVA | 8 | Ground | 3 | 3+ | - | - | 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 (2) 4+** effect.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | S Dice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| CLAWS | E | Ground | 2 | 4+ | - | - | 1 | - |

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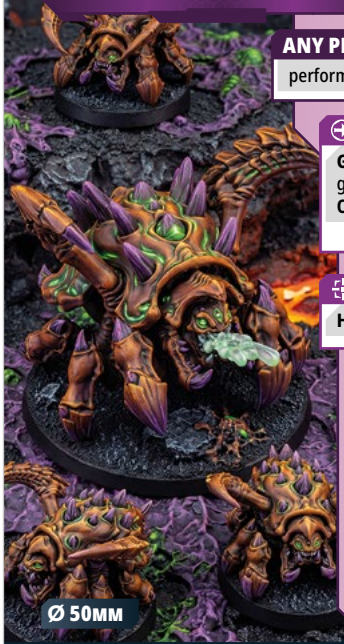
# CORPSER (ROACH)

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: TANK

ARMY SLOT: CORE



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**ANY PHASE** — UPGRADE

**TUNNELING CLAWS:** PASSIVE 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.

**MOVEMENT PHASE** — UPGRADE

**GLIAL RECONSTITUTION:** ACTIVE 1 CP This Unit gains **BUFF SPEED (1)**, or **BUFF SPEED (2)** if the Unit is **ON CREEP**.

**BURROW AMBUSH:** PASSIVE 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.

**ASSAULT PHASE** — UPGRADE

**HYDRIODIC BILE:** PASSIVE This Unit's **Acid Saliva** weapon gains **Surge Type: Light**, and **S Dice: D3+1**.

UPGRADE

COST: 220

Tunneling Claws — +10

Burrow Ambush — +20

Glial Reconstitution — +10

Hydriodic Bile — +10

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SIZE 2 | HIT POINTS 4 | EVADE 5+ | ARMOUR 3+ | SPEED 4/7

MODELS / SUPPLY: 1-1 → 0 | 2-3 → 1

**ANY PHASE**

**BURROW:** ACTIVE 2 BM If this Unit is **Unengaged**, it gains or loses the **Burrowed Status**.

**MOVEMENT PHASE**

**ROACHLING INFESTATION:** ACTIVE 2 BM **Once Per Game**. Resolve the **SUMMON** (Roaching) effect.

**ASSAULT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| ACID SALIVA | 8 | Ground | 2 | 3+ | - | - | 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.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| CLAWS | E | Ground | 3 | 4+ | Light | D3+1 | 1 | - |

ZERG

COMBAT TAGS: ARMOURED, BIOLOGICAL, GROUND

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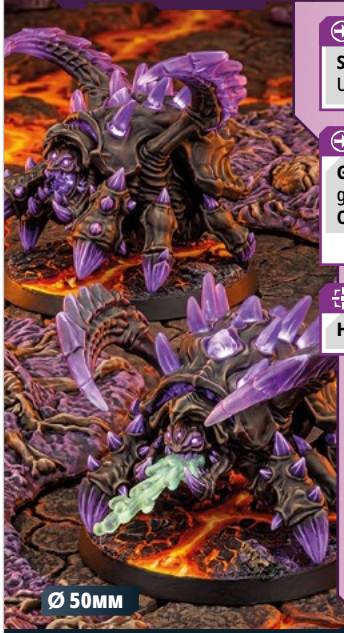
# VILE (ROACH)

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: TANK

ARMY SLOT: CORE



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**MOVEMENT PHASE** **UPGRADE**

**TUNNELING CLAWS:** PASSIVE 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.

**MOVEMENT PHASE** **UPGRADE**

**GLIAL RECONSTITUTION:** ACTIVE 1 BM This Unit gains **BUFF SPEED (1)**, or **BUFF SPEED (2)** if the Unit is **ON CREEP**.

**BURROW AMBUSH:** PASSIVE 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.

**ASSAULT PHASE** **UPGRADE**

**HYDRIODIC BILE:** PASSIVE This Unit's **Acid Saliva** weapon gains **Surge Type: Light**, and **S Dice: D3+1**.

**UPGRADE**

COST: 190

Tunneling Claws
Burrow Ambush

+10 Glial Reconstitution
+20 Hydriodic Bile

+10
+10

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# VILE (ROACH)

| SPEED | ARMOUR | EVADE | HIT POINTS | SIZE |
|---|---|---|---|---|
| 4/7 | 3+ | 5+ | 4 | 2 |

MODELS / SUPPLY

| 1-1 | 2-3 |
|---|---|
| 0 | 1 |

COMBAT TAGS:
*ARMOURED, BIOLOGICAL, GROUND*

ZERG

**ANY PHASE**

**BURROW:** ACTIVE 2 BM If this Unit is not **Engaged**, it gains or loses the **Burrowed Status**.

**DEBILITATING SALIVA:** REACTION 1 BM Use when an **Enemy** Unit **Within 8"** of this Unit declares a **Ranged Attack**. Apply **DEBUFF Hit (1)** to each of that Unit's **Ranged Weapons**.

**ASSAULT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | keyword |
|---|---|---|---|---|---|---|---|---|
| ACID SALIVA | 8 | Ground | 4 | 3+ | - | - | 1 | - |

**DEVASTATING CHARGE:** PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (1) 4+** effect.

**REGENERATION:** PASSIVE When this Unit becomes **Activated**, if it has the **Burrowed Status**, resolve the **HEAL (2) effect**.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | keyword |
|---|---|---|---|---|---|---|---|---|
| VILE CLAWS | E | Ground | 2 | 4+ | - | - | 1 | - |

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# ZERGLING

| SPEED | ARMOUR | EVADE | HIT POINTS | SIZE |
|---|---|---|---|---|
| 4/8 | 6+ | 4+ | 1 | 1 |

MODELS / SUPPLY

| 1-6 | 7-12 | 13-18 |
|---|---|---|
| 0 | 1 | 2 |

**ANY PHASE**

**SQUADRON:** PASSIVE This Unit's **Horizontal Coherency** is **4"**.

**ASSAULT PHASE**

**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.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | keyword |
|---|---|---|---|---|---|---|---|---|
| CLAWS | E | Ground | 2 | 4+ | Light | D3 | 1 | - |




COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

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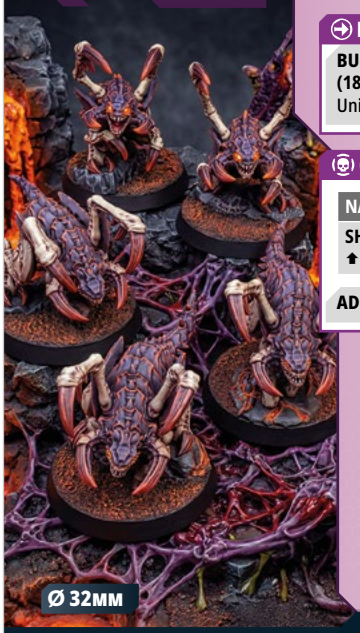
# ZERGLING

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **CORE**




**MOVEMENT PHASE** **UPGRADE**

**BURROW AMBUSH:** PASSIVE 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.

**COMBAT PHASE** **UPGRADE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| **SHREDDING CLAWS** ⬆ *FOR* **CLAWS** | E | Ground | 2 | 4+ | Light, Armoured | D3 | 1 | - |

**ADRENAL GLANDS:** PASSIVE This Unit's **Claws** and **Shredding Claws** weapons gain **PRECISION (2)**.

**UPGRADE**

COST: 12 models: 150 / 18 models: 210
Burrow Ambush +20 / +30
Adrenal Glands +20
Shredding Claws +10

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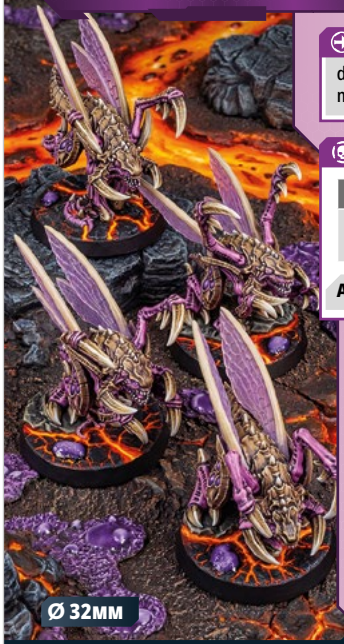
# RAPTOR (ZERGLING)

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **ELITE**




**MOVEMENT PHASE** **UPGRADE**

**BURROW AMBUSH:** PASSIVE 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.

**COMBAT PHASE** **UPGRADE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| **SHREDDING CLAWS** ⬆ *FOR* **CLAWS** | E | Ground | 2 | 4+ | Light, Armoured | D3 | 1 | - |

**ADRENAL GLANDS:** PASSIVE This Unit's **Claws** and **Shredding Claws** weapons gain **PRECISION (2)**.

**UPGRADE**

COST: 12 models: 210 / 18 models: 260

Burrow Ambush +20 / +30

Adrenal Glands +20

Shredding Claws +10

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COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

# RAPTOR (ZERGLING)

| SPEED | ARMOUR | EVADE | HIT POINTS | SIZE |
|---|---|---|---|---|
| 5/9 | 6+ | 4+ | 1 | 1 |

MODELS / SUPPLY

| 1-6 | 7-12 | 13-18 |
|---|---|---|
| 0 | 1 | 2 |

**ANY PHASE**

**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**.

**ASSAULT PHASE**

**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 (1) 5+** effect.

**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.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| **CLAWS** | E | Ground | 2 | 4+ | Light | D3 | 1 | - |

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## SWARMLING (ZERGLING)

CLOSE COMBAT / RANGED COMBAT

COMBAT ROLE: DAMAGE DEALER

ARMY SLOT: CORE



Ø 32MM

**MOVEMENT PHASE** **UPGRADE**

**BURROW AMBUSH:** PASSIVE 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.

UPGRADE

COST: 210

Burrow Ambush

+20

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## SWARMLING (ZERGLING)

| SPEED | ARMOUR | EVADE | HIT POINTS | SIZE |
|---|---|---|---|---|
| 4/8 | 6+ | 5+ | 1 | 1 |

MODELS / SUPPLY

| 1-6 | 7-18 |
|---|---|
| 0 | 1 |

**ANY PHASE**

**SQUADRON:** PASSIVE This Unit's Horizontal Coherency is 4".

**MOVEMENT PHASE**

**ZERGLING RECONSTITUTION:** ACTIVE 1 BM Resolve the **RESPAWN (2)** effect, or **RESPAWN (3)** if the Unit is **ON CREEP**.

**ASSAULT PHASE**

**DEVASTATING CHARGE:** PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (1) 5+** effect.

**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.

**COMBAT PHASE**

| NAME | RNG | Target | RoA | Hit | Surge type | SDice | Dmg | Keyword |
|---|---|---|---|---|---|---|---|---|
| CLAWS | E | Ground | 2 | 5+ | - | - | 1 | - |



ZERG

COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

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## EVOLUTION CHAMBER

BM: 1

**ANY PHASE** **CARAPACE:** REACTION
Use before a **Friendly** Unit makes an **Armour Roll**. That Unit gains **TOUGH (1)** for this roll.

**ASSAULT PHASE** **EXTENDED CLAWS:**
ACTIVE The active Unit gains a **+1 Modifier** to all **IMPACT Hit Rolls**.



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## EVOLUTION CHAMBER

TACTICAL CARD



ZERG

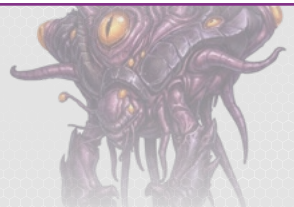
**SUPPLY:** 1 × *CORE*

## OVERSEER

BM: 1

**MOVEMENT PHASE** **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**.

**ASSAULT PHASE** **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**.



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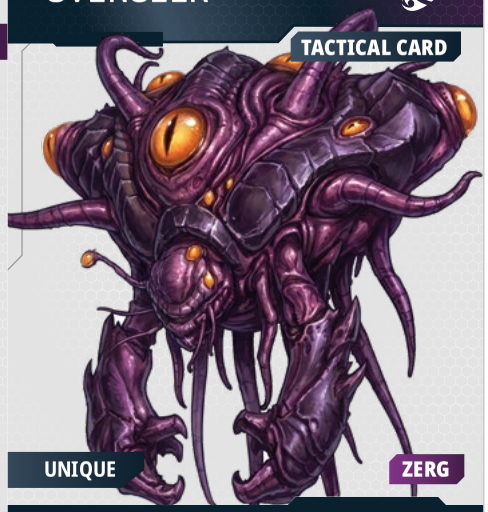
## OVERSEER

TACTICAL CARD



UNIQUE

ZERG

**SUPPLY:** 1 × *SUPPORT*

## ZERG SWARM

BM: 1

**ANY PHASE** **BROOD INSTINCT:** REACTION
Use before a **Friendly** Unit makes an **Evade Roll**. Apply a **+1 Modifier** to that roll.

**ANY PHASE** **ZERG CREEP:** PASSIVE During Army Building, select exactly one **Creep Card** and add it to their **Army List**, paying its listed cost (if any).

**MOVEMENT PHASE** **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.

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## ZERG SWARM

FACTION CARD



UNIQUE

ZERG

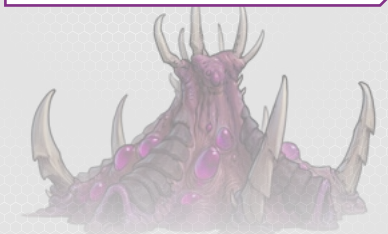
**SUPPLY:** 3 × *CORE*, 1 × *ELITE*, 1 × *SUPPORT*, 1 × *AIR*

## HATCHERY

BM: 1

**MOVEMENT PHASE** **LIE IN WAIT:** ACTIVE
The active, **Unengaged Ground** Unit gains the **Burrowed Status**.

**MOVEMENT PHASE** **CREEP SPREAD:**
ACTIVE Set a **Creep Tumor** token on the battlefield **Within 6"** (**Line of Sight** is not required) of either a **Friendly Entry Edge** or an existing **Friendly Creep Tumor** token.



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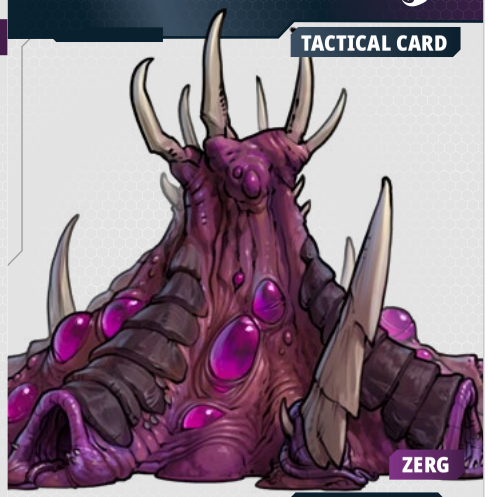
## HATCHERY

TACTICAL CARD



ZERG

**SUPPLY:** 1 × *SUPPORT*

TACTICAL CARDS

ZERG FACTION

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TACTICAL CARDS

## MALIGNANT CREEP

**ANY PHASE** **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.

**ANY PHASE** **LIVING GLOB OF TISSUE:** PASSIVE **Creep Tumor** tokens have **STAY IN PLAY** and **DISPLACEMENT**.

**ASSAULT PHASE** **MALEVOLENT MATRIARCH:** PASSIVE If the active **Friendly Zerg** Unit declares a **Charge** action while **ON CREEP**, it gains **+1 Modifier to IMPACT Hit Rolls**.

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## MALIGNANT CREEP

CREEP CARD



ZERG

UNIQUE KERRIGAN'S SWARM

**SUPPLY:** -

## HYDRALISK DEN

BM: 1

**ASSAULT PHASE** **MISSILE ATTACKS:** ACTIVE The active Unit's first **Ranged Weapon** used gains **PRECISION (1)**.



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## HYDRALISK DEN

TACTICAL CARD



ZERG

**SUPPLY:** 2 × *ELITE*

## KERRIGAN'S SWARM

BM: 1

**ANY PHASE** **WILD MUTATION:** ACTIVE If the active unit is **ON CREEP**, the unit gains **BUFF Speed (1)** and its first used **Weapon** gains **PRECISION (1)**.

**ANY PHASE** **ZERG CREEP:** PASSIVE During **Army Building**, you must select exactly one **Creep Card** and add it to your **Army List**, paying its listed cost (if any).

**MOVEMENT PHASE** **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**).

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## KERRIGAN'S SWARM

FACTION CARD



ZERG

UNIQUE KERRIGAN'S SWARM

**SUPPLY:** 3 × *CORE*, 2 × *ELITE*, 1 × *HERO*

## OVERLORD

BM: 1

**MOVEMENT PHASE** **VENTRAL SACS:** ACTIVE Set a **Faction Indicator** anywhere on the battlefield more than **10"** away from any Enemy model. At the **End of the Round**, the controlling player may **Deploy** one **Ground** Unit from **Reserves** in **base-to-base** contact with this **Faction Indicator**.

**ASSAULT PHASE** **EXCRETE CREEP:** ACTIVE Set a **Creep Tumor** token on the battlefield **Within 6"** (**Line of Sight** is not required) of either a **Friendly Entry Edge** or an existing **Friendly Creep Tumor** token.

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## OVERLORD

TACTICAL CARD



UNIQUE ZERG

**SUPPLY:** 1 × *CORE*, 1 × *ELITE*, 1 × *HERO*

ZERG FACTION

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## ROACH WARREN

BM: 1

**ASSAULT PHASE** **NASTY SURPRISE:**
**ACTIVE** The active **Ground** Unit loses the **Burrowed Status**.



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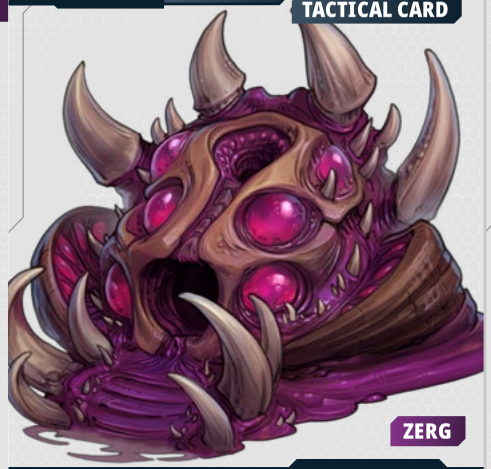
## ROACH WARREN

TACTICAL CARD



ZERG

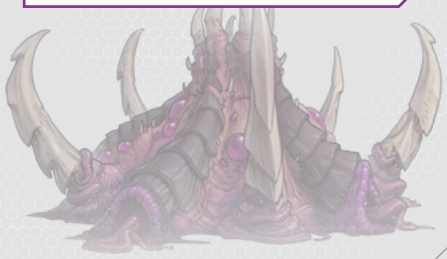
**SUPPLY:** 1 × *CORE*

## LAIR

BM: 1

**ANY PHASE** **PREDATION:** **ACTIVE** The active Unit's **Close Combat Weapons** gain **INSTANT**.

**MOVEMENT PHASE** **CREEP SPREAD:**
**ACTIVE** Set a **Creep Tumor** token on the battlefield **Within 6" (Line of Sight** is not required) of either a **Friendly Entry Edge** or an existing **Friendly Creep Tumor** token.



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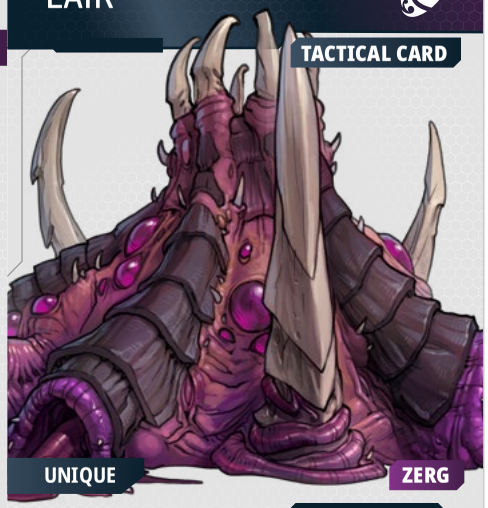
## LAIR

TACTICAL CARD



UNIQUE ZERG

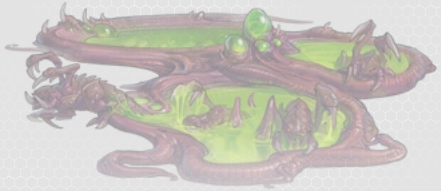
**SUPPLY:** 1 × *CORE*, 1 × *ELITE*

## SPAWNING POOL [SIX POOL]

BM: 2

**MOVEMENT PHASE** **TIMING PUSH:**
**ACTIVE** The active **Zergling** Unit **Deploys** from any table edge that is not a Player's **Entry Edge**. This action must end more than 10" away from any **Enemy** model.

**COMBAT PHASE** **FERAL RAGE:** **ACTIVE**
The active Unit's first **Close Combat Weapon** used gains **PRECISION (2)**.



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## SPAWNING POOL [SIX POOL]

TACTICAL CARD



UNIQUE ZERG

**SUPPLY:** 2 × *CORE*

## ACCELERATING CREEP

**ANY PHASE** **SPEED ON CREEP:** **PASSIVE** If the active **Friendly Zerg** Unit is **ON CREEP**, increase its **Speed** characteristic **by 1**.

**ANY PHASE** **LIVING GLOB OF TISSUE:**
**PASSIVE** **Creep Tumor** tokens have **STAY IN PLAY** and **DISPLACEMENT**.

**ANY PHASE** **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.

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## ACCELERATING CREEP

CREEP CARD



UNIQUE ZERG

**SUPPLY:** -

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## SPAWNING POOL

BM: 1

**COMBAT PHASE** **FERAL RAGE:** ACTIVE

The active Unit's first **Close Combat Weapon** used gains **PRECISION (2)**.



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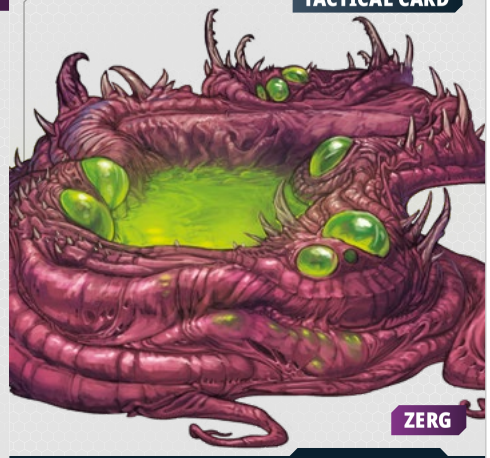
## SPAWNING POOL

TACTICAL CARD



ZERG

**SUPPLY:** 1 × *CORE*

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## SUPPLY DROP

6 SUPPLY | +2 PER ROUND

GAME LENGTH: 5

**MISSION PARAMETERS:**

All **Mission Markers** are **Deactivated**.

**START OF THE ROUND (1-4):** Randomly determine one **Deactivated Mission Marker (1-4)** and flip it to its **Activated** side.

**START OF THE ROUND 5: Mission Marker 5** is automatically **Activated**.

**SCORING CONDITIONS:** Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE FIRST ROUND:** For each activated Controlled **Mission Marker**, gain **VPs** equal to the Game Round number in which that **Mission Marker** was **Activated** and remove it.

**ADDITIONAL CONDITIONS:**

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 12+ VPs**.

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## SUPPLY DROP

4 SUPPLY | +1 PER ROUND

GAME LENGTH: 4

**MISSION PARAMETERS:**

All **Mission Markers** are **Deactivated.**

**START OF THE ROUND (2-4):** Randomly determine one **Deactivated Mission Marker (1,2,5)** and flip it to its **Activated** side.

**SCORING CONDITIONS:** Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE SECOND ROUND:** For each activated Controlled **Mission Marker**, gain **VPs** equal to the Game Round number in which that **Mission Marker** was **Activated** and remove it.

**ADDITIONAL CONDITIONS:**

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 8+ VPs**.

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## HOLD POSITION

6 SUPPLY | +2 PER ROUND

GAME LENGTH: 5

**MISSION PARAMETERS:**

All **Mission Markers** are **Activated**.

**SCORING CONDITIONS:**

Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE SECOND ROUND:**

Gain **1 VP** for each Controlled **Mission Marker** that is **Neutral** or associated with your colour.

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

**ADDITIONAL CONDITIONS:**

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 10+ VPs**.

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## HOLD POSITION

3 SUPPLY | +1 PER ROUND

GAME LENGTH: 5

**MISSION PARAMETERS:**

All **Mission Markers** are **Activated**.

**SCORING CONDITIONS:**

Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE SECOND ROUND**:

Gain **1 VP** for each Controlled **Mission Marker** that is **Neutral** or associated with your colour.

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

**ADDITIONAL CONDITIONS:**

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 8+ VPs**.

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# SCENARIO CARDS - MISSION & DEPLOYMENT

ZERG FACTION



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## FRONTLINES

6 SUPPLY | +2 PER ROUND

GAME LENGTH: 5

**MISSION PARAMETERS:**

All **Mission Markers** are **Activated**.

**SCORING CONDITIONS:**

Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE SECOND ROUND:**

Gain **1 VP** for each Controlled **Mission Marker**.

Gain an additional **2 VPs** for a Marker if you gained Control of it from the **Opponent** this Round.

**ADDITIONAL CONDITIONS:**

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 10+ VPs**.

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## FRONTLINES

3 SUPPLY | +1 PER ROUND

GAME LENGTH: 5

**MISSION PARAMETERS:**

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**FROM THE START OF THE SECOND ROUND:**

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Gain an additional **2 VPs** for a Marker if you gained Control of it from the **Opponent** this Round.

**ADDITIONAL CONDITIONS:**

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 8+ VPs**.

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## GATHER THE RESOURCES

6 SUPPLY | +2 PER ROUND

GAME LENGTH: 5

**MISSION PARAMETERS:**

All **Mission Markers** are **Activated**.

**SCORING CONDITIONS:**

Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE SECOND ROUND:**

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

**ADDITIONAL CONDITIONS:**

**ASSAULT PHASE:** If an **Unengaged** Unit is **Within 3"** of a Controlled **Neutral Mission Marker** or associated with the **Opponent**, this unit may perform the **Gather Action** instead of a standard action.

**GATHER ACTION:** Gain **1 VP**.

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 10+ VPs**.

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## GATHER THE RESOURCES

3 SUPPLY | +1 PER ROUND

GAME LENGTH: 5

**MISSION PARAMETERS:**

All **Mission Markers** are **Activated**.

**SCORING CONDITIONS:**

Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE SECOND ROUND:**

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

**ADDITIONAL CONDITIONS:**

**ASSAULT PHASE:** If an **Unengaged** Unit is **Within 3"** of a Controlled **Neutral Mission Marker** or associated with the **Opponent**, this unit may perform the **Gather Action** instead of a standard action.

**GATHER ACTION:** Gain **1 VP**.

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 8+ VPs**.

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# SCENARIO CARDS - MISSION & DEPLOYMENT

ZERG FACTION

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## DIVIDE AND CONQUER

8 SUPPLY | +2 PER ROUND

GAME LENGTH: 4

**MISSION PARAMETERS:**

All **Mission Markers** are **Activated**.

Split the Battlefield in four quarters as shown on the **Deployment Card**.

**SCORING CONDITIONS:**

Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE FIRST ROUND:**

Calculate **Total Current Supply** in each battlefield quarter.

Gain **1 VP** for each quarter where your **Total Current Supply** is higher than the **Opponent's**.

Only Units **Wholly Within** a quarter contribute their **Supply** to this check.

If a Unit controls a **Mission Marker**, that Unit is worth **1** extra **Supply** for controlling quarters.

Gain **2 VP** for Controlling **Mission Marker 5**.

**ADDITIONAL CONDITIONS:**

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 10+ VPs**.

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## DIVIDE AND CONQUER

4 SUPPLY | +1 PER ROUND

GAME LENGTH: 4

**MISSION PARAMETERS:**

All **Mission Markers** are **Activated**.

Split the Battlefield in four quarters as shown on the **Deployment Card**.

**SCORING CONDITIONS:**

Score **VPs** equal to **Enemy Supply** destroyed this Round.

**FROM THE START OF THE FIRST ROUND:**

Calculate **Total Current Supply** in each battlefield quarter.

Gain **1 VP** for each quarter where your **Total Current Supply** is higher than the **Opponent's**.

Only Units **Wholly Within** a quarter contribute their **Supply** to this check.

If a Unit controls a **Mission Marker**, that Unit is worth **1** extra **Supply** for controlling quarters.

Gain **2 VP** for Controlling **Mission Marker 5**.

**ADDITIONAL CONDITIONS:**

**SPECIAL WINNING CONDITIONS:** The game ends immediately if a **Player** leads **by 8+ VPs**.

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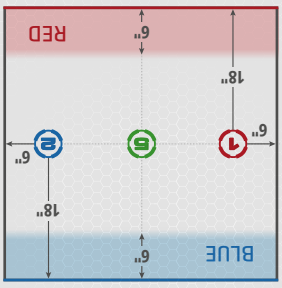
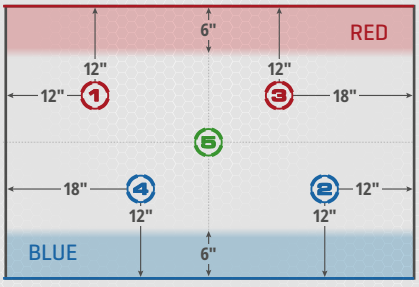
## ABANDONED CAMP

36×36″




## GAUNTLET

54×36″

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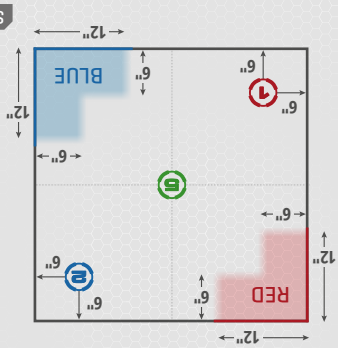
## AGRIA VALLEY

36×36″




## TYPHOON

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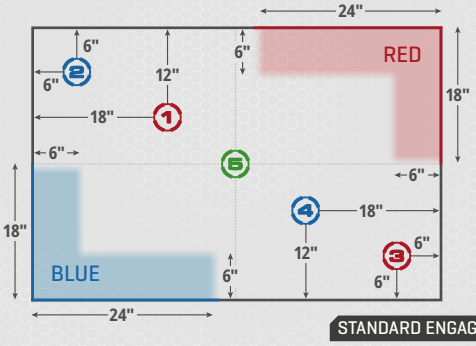


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# SCENARIO CARDS - MISSION & DEPLOYMENT

## ZERG FACTION

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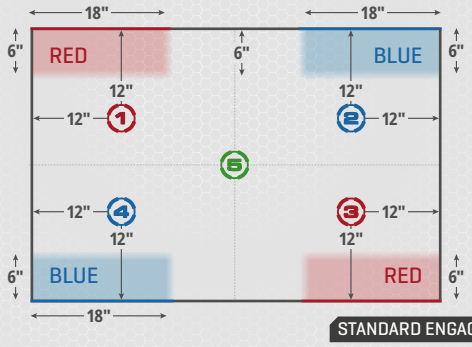
### ACROPOLIS

54×36″




STANDARD ENGAGEMENT

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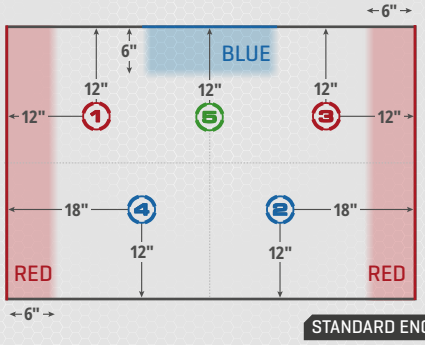
### PROVING GROUNDS

54×36″

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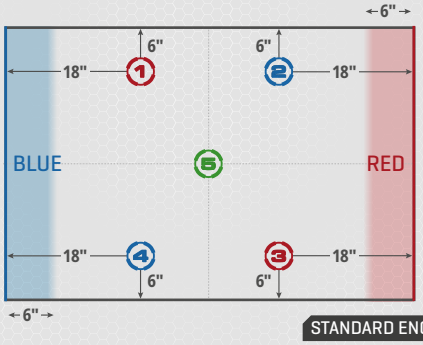
### BREACH

54×36″

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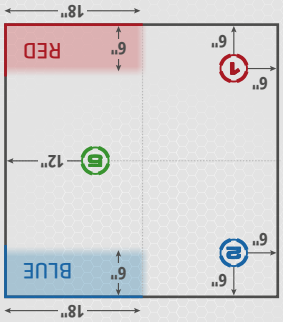
### CHAR PLAINS

36×36″




SKIRMISH LEVEL

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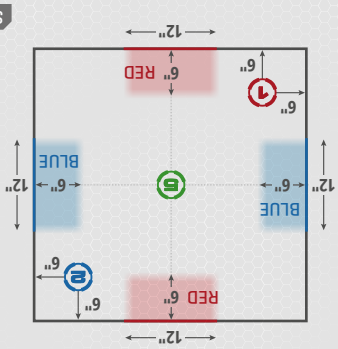
### FRONTIER

36×36″




SKIRMISH LEVEL

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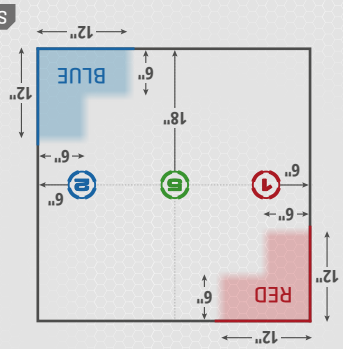
### DIRT SIDE

36×36″




SKIRMISH LEVEL

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