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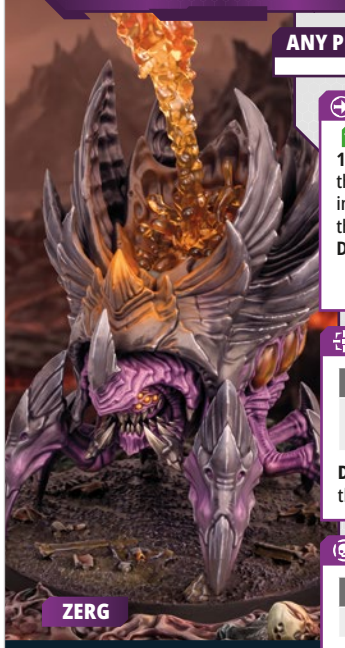
RAVAGER

4/8	5+	5+	9	3
SPEED	ARMOUR	EVADE	HIT POINTS	SIZE

1-1 (1) 2-2 (2) MODELS / SUPPLY



ZERG

COMBAT TAGS:
ARMOURED, BIOLOGICAL, GROUND

ANY PHASE

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

MOVEMENT PHASE

DEEP TUNNEL: ACTIVE 1 BM Set a **Ravager Burrow** token **Wholly Within 12"** of any model in this Unit. At the **End of the Round**, the controlling player may set all models of this Unit in **Coherency**, treating the **Ravager Burrow** token as the **Leading Model**. The **Ravager Burrow** token has **DISPLACEMENT**.

CORROSIVE BILE: ACTIVE 1 BM For each model in this Unit, set one **Corrosive Bile** token on the battlefield **Within 14"** of that model. These tokens are not removed if this Unit is Destroyed. At the **End of the Assault Phase**, each Unit suffers **HITS 5 (1)** effect for each of this Unit's **Corrosive Bile** tokens it is **Within 1"** of. Then, remove all of this Unit's **Corrosive Bile** tokens from the battlefield. If multiple effects trigger at the **End of the Assault Phase**, resolve them in the order specified in **Part 8.9.4**.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
PLASMA DISCHARGE	12	Ground	4	3+	Light	D3+1	1	-

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	SDice	Dmg	Keyword
CLAWS	E	Ground	2	4+	-	-	1	-

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COCOON

TACTICAL CARD

UNIQUE

ZERG

SUPPLY: 1 × *ELITE*

COCOON

MOVEMENT PHASE **SPAWN LARVA:**
ACTIVE The active **Friendly non-Unique Biological** Unit with a **Size Characteristic** of **1** resolves the **RESPAWN (2)** effect.

MOVEMENT PHASE **RAVAGER MORPH:**
ACTIVE **Once per Game.** The active **Friendly Roach** Unit performs **MORPH (Ravager) 1.**

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