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ZAGARA

SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
7	4+	6+	10	3

1-1 (1) MODELS / SUPPLY

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.

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**.

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**.

MOVEMENT PHASE

INFESTED DROP: PASSIVE The base of the **Zagara** counts as an **Entry Edge**. Each Round, **Friendly** Units with a combined **Supply** cost of **1** may be **Deployed** via this **Entry Edge**.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
ZAGARA'S TALONS	8	Ground	4	3+	Light, Armoured	D3	2	-
ZAGARA'S ACID SPINES	14	Flying	8	3+	Light, Armoured	D3	1	-

INDOMITABLE: PASSIVE While **Engaged**, this Unit may target and be targeted by **Unengaged Enemy** Units. In both cases, the defending Unit gains an **Evade Roll** against those attacks.

DEVASTATING CHARGE: PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (6) 3+** effect.

COMBAT PHASE

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

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DEFILER

7 SPEED	5+ ARMOUR	5+ EVADE	8 HIT POINTS	2 SIZE

1-1 (1) MODELS / SUPPLY



ZERG

COMBAT TAGS:
BIOLOGICAL, LIGHT, PSIONIC, GROUND

ANY PHASE

CONSUME: PASSIVE When this Unit resolves a **Special Ability** that costs **BM**, it can remove one model from a **Friendly** Unit **Within 4"** to generate **1 BM** to spend towards that ability's cost.

MOVEMENT PHASE

GESTATE DARK SWARM: ACTIVE 0 BM Set a **Dark Swarm** token in an unoccupied space **Within 4"** and **Line of Sight** of this Unit. The **Dark Swarm** token has **DISPLACEMENT**.

ASSAULT PHASE

DARK SWARM: REACTION 1 BM **REPEATABLE**. Use when a **Friendly** Unit **Within 4"** of a **Friendly Dark Swarm** token is selected as the target of an attack. If this Unit is **Within 4"** of the same token, the **Targeted Friendly** Unit is eligible to make an **Evade Roll** against that attack. If the targeted Unit is a **Size 1**, it gains a **+1 Modifier** to this **Evade Roll**.

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	SDice	Dmg	Keyword
CLAWS	E	Ground	4	3+	-	-	1	-

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DEFILER

COMBAT ROLE: LIFESAVER

ARMY SLOT: SUPPORT

CLOSE COMBAT RANGED COMBAT

MOVEMENT PHASE **UPGRADE**

BURROW AMBUSH: PASSIVE When this Unit is nominated to deploy from **Reserves**, it may resolve the **PLACE (18)** effect from the controlling player's **Entry Edge**. No model may be placed **Within 10"** of any **Enemy** model. This Unit's **Activation** ends.

ASSAULT PHASE **UPGRADE**

PLAGUE: ACTIVE X BM You may spend **1** to **3 BM** to activate this ability. Set a **Plague Blast Template Wholly Within 10"** and **Line of Sight** of this Unit. For each Unit that has at least one model whose base is partially covered by the template, roll **2** dice, plus **1** additional die for each model in that Unit whose base is partially covered. That Unit loses its **HIDDEN Status**, and, depending on the **BM** spent, it suffers **NON-LETHAL DAMAGE (1)** for:

1 BM : each result of **5+**.

2 BM : each result of **4+**.

3 BM : each result of **3+**.

COMBAT PHASE **UPGRADE**

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
CANCEROUS BITE	E	Ground	2	3+	-	-	2	CRITICAL HIT (1), SIDEARM

Ø 80MM

UPGRADE

COST: 130

Burrow Ambush
Cancerous Bite

+20 Plague
+20
+20

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UPGRADE COST: 180

VILELING (ZERGLING)

CLOSE COMBAT RANGED COMBAT

COMBAT ROLE: DAMAGE DEALER

ARMY SLOT: CORE

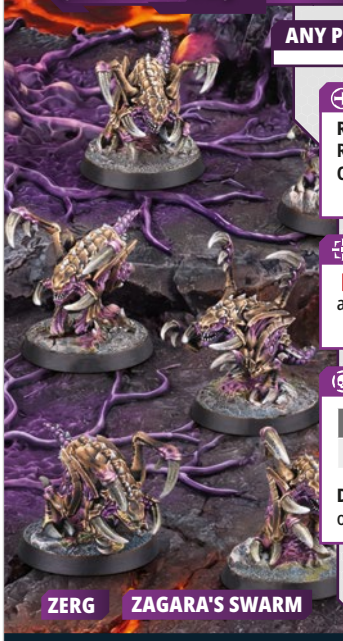
Ø 32MM

VILELING (ZERGLING)

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

1-6	7-18
1	2

MODELS / SUPPLY



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**.

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

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	-

DEBILITATING CLAWS: PASSIVE After an **Enemy** Unit suffers Damage from this Unit, apply **DEBUFF Hit (1)** to each of that Unit's **Weapons**.

ZERG ZAGARA'S SWARM

COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

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UPGRADE COST: 150

BILE LAUNCHER

CLOSE COMBAT RANGED COMBAT

COMBAT ROLE: DAMAGE DEALER SUPPORT

ARMY SLOT:

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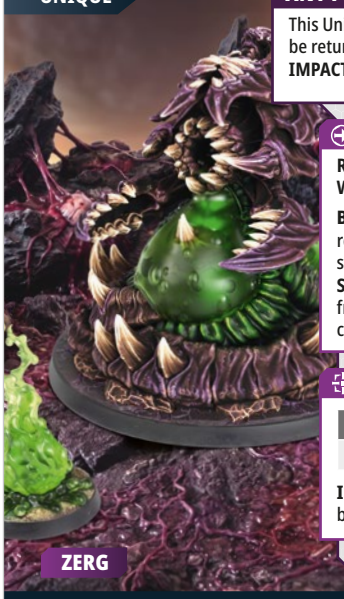
BILE LAUNCHER

SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
-	4+	-	10	3

1-1 (1) MODELS / SUPPLY

UNIQUE



ZERG

COMBAT TAGS:
ARMOURED, BIOLOGICAL, GROUND

ANY PHASE

BIOLOGICAL STRUCTURE: PASSIVE This Unit cannot gain the **BURROWED Status**, cannot be returned to **Reserves**, and is immune to the **IMPACT** keyword.

DETECTION: PASSIVE While **Enemy** Units are **Within 6"** of this Unit, they lose the **HIDDEN Status**.

SOURCE OF CREEP: PASSIVE A **Friendly** or **Enemy Ground Zerg** Unit **Within 6"** of this Unit counts as being **ON CREEP**.

MOVEMENT PHASE

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.

BOMBARD: ACTIVE 1 BM Set a **Bile Bomb** token on the battlefield **Within 24"** of this Unit. When this Unit resolves a **Ranged Attack** using the **Bile Bomb** weapon profile this **Round**, it may choose to ignore the weapon's standard **Range** characteristic. If it does, it may target an **Enemy** Unit that is **Within 3"** of that token (**Line of Sight** is not required), ignoring the **HIDDEN Status**. After the attack is fully resolved, remove the **Bile Bomb** token from the battlefield. When the **Bile Bomb** token is about to be removed, set a **Creep Tumor** token in base-to-base contact with it. The **Bile Bomb** token has **DISPLACEMENT**.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
BILE BOMB	12	Ground	6	3+	Light, Armoured	D3	1	**PIERCE Armoured (2), PINPOINT**

INDOMITABLE: PASSIVE While **Engaged**, this Unit may target and be targeted by **Unengaged Enemy** Units. In both cases, the defending Unit gains an **Evade Roll** against those attacks.

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DEFILER MOUND

BM: 1

MOVEMENT PHASE **POISONOUS ESSENCE:** ACTIVE Set a **Faction Indicator** on the active **Friendly** Unit. At the end of the **Assault Phase**, all **Biological Enemy** Units **Engaged** with the marked Unit suffer **NON-LETHAL DAMAGE (2)**.

MOVEMENT PHASE **TUNNEL NETWORK:** ACTIVE The active, **Unengaged Ground** Unit is returned to **Reserves** instead of performing an action.



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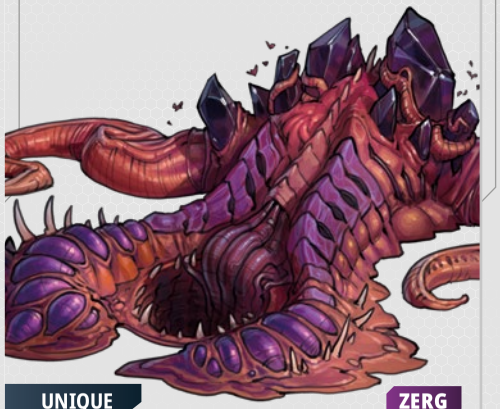
DEFILER MOUND

TACTICAL CARD



UNIQUE ZERG

SUPPLY: 1 × *ELITE*, 1 × *SUPPORT*

REACTIVE CREEP

ANY PHASE **REACTIVE TISSUE:** PASSIVE While a **Friendly Zerg** Unit is **ON CREEP**, it gains **DODGE (1)** against any attacks targeting it.

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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REACTIVE CREEP

CREEP CARD



ZERG

UNIQUE ZAGARA'S SWARM

SUPPLY: -

ZAGARA'S SWARM

BM: 1

ANY PHASE **INSTINCTIVE REACTION:** REACTION Use when an **Enemy** Unit declares a **Close Combat Attack** against a **Friendly** Unit. That **Friendly** Unit becomes eligible to make an **Evade Roll** against that attack.

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).

COMBAT PHASE **SCOURGE QUEEN:** ACTIVE If the active Unit contains more models than the combined number of models in all **Engaged Enemy** Units, its **Close Combat Weapons** gain **INSTANT** and **PRECISION (4)**.

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ZAGARA'S SWARM

FACTION CARD



ZERG

UNIQUE ZAGARA'S SWARM

SUPPLY: 4 × *CORE*, 1 × *SUPPORT*, 1 × *HERO*

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FIRE IN THE SKY

5 SUPPLY | +3 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

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

During battlefield setup, place a D6 next to each **Mission Marker** to track its **Sabotage Level**. Set the starting **Sabotage Level** of each **Mission Marker** to **1**.

SCORING CONDITIONS:

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

FROM THE START OF THE SECOND ROUND: Gain **VP** for each **Controlled Mission Marker** that is **Neutral** or associated with the **Opponent** colour. The **VP** gained is equal to the **Sabotage Level** on the marker.

- **Sabotage Level 3 = 3 VP**
- **Sabotage Level 2 = 2 VP**
- **Sabotage Level 1 = 1 VP**

ADDITIONAL CONDITIONS:

ASSAULT PHASE: If an **Unengaged** Unit is **Within 3"** of a Controlled **Mission Marker**, this unit may perform **Sabotage Action** instead of a standard action.

Sabotage Action: **Decrease** or **Increase** that **Mission Marker's Sabotage Level by 1** (to a **minimum** of **1** or **maximum** of **3**).

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

STANDARD ENGAGEMENT

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FIRE IN THE SKY

3 SUPPLY | +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

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

During battlefield setup, place a D6 next to each **Mission Marker** to track its **Sabotage Level**. Set the starting **Sabotage Level** of each **Mission Marker** to **1**.

SCORING CONDITIONS:

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

FROM THE START OF THE SECOND ROUND: Gain **VP** for each **Controlled Mission Marker** that is **Neutral** or associated with the **Opponent** colour. The **VP** gained is equal to the **Sabotage Level** on the marker.

- **Sabotage Level 3 = 3 VP**
- **Sabotage Level 2 = 2 VP**
- **Sabotage Level 1 = 1 VP**

ADDITIONAL CONDITIONS:

ASSAULT PHASE: If an **Unengaged** Unit is **Within 3"** of a Controlled **Mission Marker**, this unit may perform **Sabotage Action** instead of a standard action.

Sabotage Action: **Decrease** or **Increase** that **Mission Marker's Sabotage Level by 1** (to a **minimum** of **1** or **maximum** of **3**).

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

SKIRMISH LEVEL

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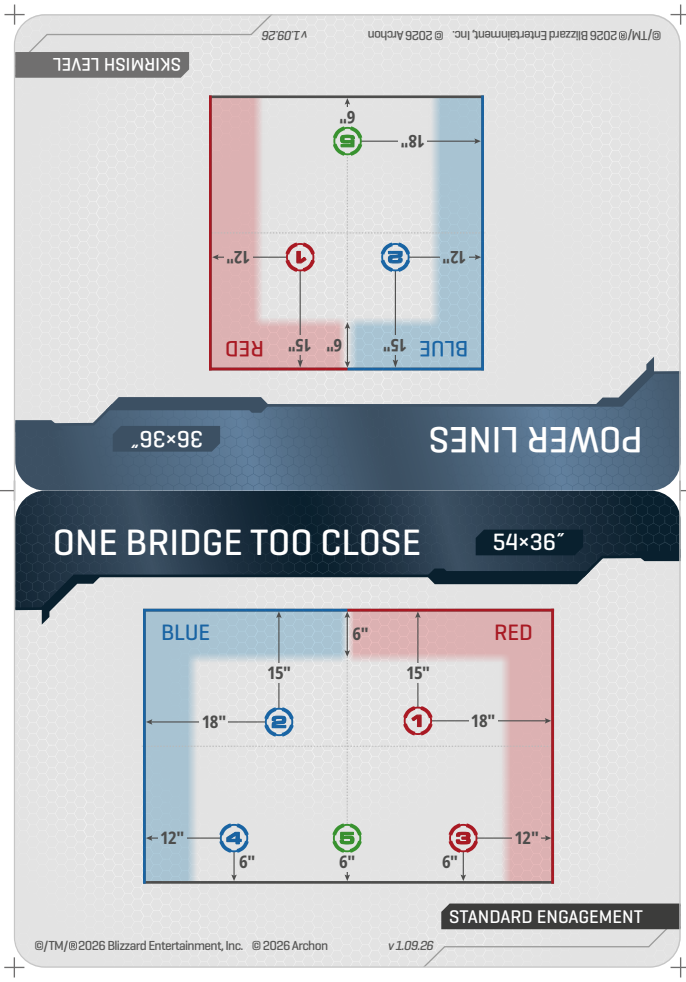

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