PRINT ONE-SIDED · CUT OUT STRIPS · FOLD ON THE MARKED LINE · ACTUAL SIZE (100%) · Unofficial fan-made reference

Version 1.10

FOLD HERE

UPGRADE

ZERG

TUNNELING CLAWS

ANY PHASE | 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.

UPGRADE

ZERG

BURROW AMBUSH

MOVEMENT PHASE | 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

ZERG

GLIAL RECONSTITUTION

MOVEMENT PHASE | ACTIVE | 1 BM

This Unit gains **BUFF SPEED (1),** or **BUFF SPEED (2)** if the Unit is **ON CREEP.**

UPGRADE

ZERG

HYDRIODIC BILE

ASSAULT PHASE | PASSIVE

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

UPGRADE

ZERG

FOLD HERE

UPGRADE

ZERG

TUNNELING CLAWS

ANY PHASE | 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.

UPGRADE

ZERG

BURROW AMBUSH

MOVEMENT PHASE | 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

ZERG

HYDRIODIC BILE

ASSAULT PHASE | PASSIVE

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

UPGRADE

ZERG

ANCILLARY CARAPACE

ANY PHASE | PASSIVE

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

Version 1.10

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UPGRADE

ZERG

LURKING

ANY PHASE | 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.**

UPGRADE

ZERG

GROOVED SPINES

ASSAULT PHASE | PASSIVE

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

UPGRADE

ZERG

CREEP SPEED

ANY PHASE | PASSIVE

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

UPGRADE

ZERG

DOMINEERING PRESENCE

MOVEMENT PHASE | 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

ZERG

SHREDDING CLAWS

COMBAT PHASE | Claws

RNG	E
Target	Ground
RoA	2
Hit	4+
Surge type	Light, Armoured
S Dice	D3
Dmg	1
Keyword	-

UPGRADE

ZERG

ADRENAL GLANDS

COMBAT PHASE | PASSIVE

This Unit's **Claws** and **Shredding Claws** weapons gain **PRECISION (2).**

UPGRADE

ZERG

BLOATED BILE DUCTS

ANY PHASE | PASSIVE

Increase the area of effect of this Unit's **Corrosive Bile** ability to **2".**

UPGRADE

ZERG

POTENT BILE

ASSAULT PHASE | PASSIVE

Before an **Enemy** Unit resolves an **Armour Roll** against the **HITS** effect generated by this Unit's **Corrosive Bile** ability, that Unit suffers **DEBUFF Armour (1).**