
 **Hex Queen** Req. 115

Health	Speed	Defense	Resist
7	5	6	3+


Abilities: Hulking, Terror, Resilient 6+


Weapons:

Venom Spines (Burst, Ruinous)

Range	Attacks	Power	Damage
 12"	6	6	1

Gaping Maw (Burst)

Range	Attacks	Power	Damage
	4	6	1


 **Hex Dragon** Req. 110

Health	Speed	Defense	Resist
6	8	6	4+


Abilities: Hulking, Agile, Terror


Weapons:

Caustic Spit (Ruinous)

Range	Attacks	Power	Damage
 12"	3	7	2

Stinging Tail (Ruinous)

Range	Attacks	Power	Damage
	2	7	3


 **Hex Lord** Req. 100

Health	Speed	Defense	Resist
7	6	8	3+


Abilities: Hulking, Momentum, Terror


Weapons:

None

Range	Attacks	Power	Damage
	-	-	-

Dreadhorns (Ruinous)

Range	Attacks	Power	Damage
	5	7	2


 **Hex Roach** Req. 105

Health	Speed	Defense	Resist
6	6	7	4+


Abilities: Resilient 4+


Weapons:

Chittering Madness (Engulf)

Range	Attacks	Power	Damage
 8"	8	6	1

Hissing Mandibles

Range	Attacks	Power	Damage
	4	6	1


 **Hex Weaver** Req. 100

Health	Speed	Defense	Resist
6	7	6	4+


Abilities: Agile, Terror


Weapons:

Silken Nooses (Burst)

Range	Attacks	Power	Damage
 12"	4	6	1

Venom Impalers (Ruinous)

Range	Attacks	Power	Damage
	4	6	1


 **Hex Reaper** Req. 95

Health	Speed	Defense	Resist
6	7	6	4+


Abilities: Momentum, Terror


Weapons:

None

Range	Attacks	Power	Damage
	-	-	-

Reaping Raptorials (Powerful, Ruinous)


Range	Attacks	Power	Damage
	4	8	3

 **Bombardier** Req. 100


Health	Speed	Defense	Resist
5	6	7	4+


Abilities: Resilient 6+

Weapons:  
Rad Slingers (Arcing, Explosive)

Range	Attacks	Power	Damage
 18"	2	8	2

Impalers


Range	Attacks	Power	Damage
	2	5	1

 **Araknist** Req. 100


Health	Speed	Defense	Resist
5	7	5	4+


Abilities: Agile, Terror

Weapons:  
Chemical Spray (Engulf)

Range	Attacks	Power	Damage
 12"	3	6	1

Crushing Pincers


Range	Attacks	Power	Damage
	2	6	2

 **Rattid** Req. 95


Health	Speed	Defense	Resist
4	7	6	4+


Abilities: Stealth, Momentum, Irradiated

Weapons:  
None

Range	Attacks	Power	Damage
 -	-	-	-

Razor Raptorial (Precise, Powerful, Ruinous)


Range	Attacks	Power	Damage
	2	7	4

 **Opterist** Req. 85


Health	Speed	Defense	Resist
4	8	4	5+


Abilities: Stealth, Agile

Weapons:  
Spinestrike (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
 24"	4	2+	1

Oversized Mandibles


Range	Attacks	Power	Damage
	2	4	1

 **Carrier Ghoul** Req. 95


Health	Speed	Defense	Resist
4	6	6	5+


Abilities: Stealth, Resilient 5+

Weapons:  
Undermine (Powerful, Ruinous)

Range	Attacks	Power	Damage
 8"	1	2+	5

Chittering Maw (Precise)


Range	Attacks	Power	Damage
	4	5	1

 **Coleo Drones** Req. 65


Health	Speed	Defense	Resist
3	5	7	3+

Abilities: Hulking, Momentum

Weapons:  
None

Range	Attacks	Power	Damage
 -	-	-	-

Dreadhorns (Ruinous)

Range	Attacks	Power	Damage
	2	7	2

 **Burster Drones** Req. 75

Health	Speed	Defense	Resist
3	6	6	4+

Abilities: Irradiated


Weapons:

Rad Slingers (Arcing, Explosive)

Range	Attacks	Power	Damage
 18"	2	8	2

Oversized Mandibles

Range	Attacks	Power	Damage
	2	4	1


 **Raptor Drones** Req. 65

Health	Speed	Defense	Resist
3	7	5	4+


Abilities: Stealth, Momentum


Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Raptorials (Ruinous)

Range	Attacks	Power	Damage
	4	6	2


 **Roach Drones** Req. 50

Health	Speed	Defense	Resist
2	6	5	5+


Abilities: Resilient 6+


Weapons:

Enzyme Excretor (Burst, Engulf)

Range	Attacks	Power	Damage
 12"	3	5	1

Chittering Mandibles

Range	Attacks	Power	Damage
	2	3	1


 **Hunter Drones** Req. 55

Health	Speed	Defense	Resist
2	8	4	5+


Abilities: Agile


Weapons:

Spine Throw (Ruinous)

Range	Attacks	Power	Damage
 12"	1	6	2

Reaping Tail

Range	Attacks	Power	Damage
	1	5	2


 **Arak Drones** Req. 50

Health	Speed	Defense	Resist
2	7	4	5+


Abilities: Agile, Momentum, Terror


Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Venom Impalers (Ruinous)

Range	Attacks	Power	Damage
	4	5	1


 **Carriers** Req. 45

Health	Speed	Defense	Resist
2	6	5	5+


Abilities: Resilient 6+


Weapons:

Human Weaponry

Range	Attacks	Power	Damage
 12"	2	4	1

Thrashing Limbs


Range	Attacks	Power	Damage
	2	5	1

 **Bursters** Req. 10


Health	Speed	Defense	Resist
1	6	3	6+


Abilities: Vanguard, Irradiated

Weapons:  
None

Range	Attacks	Power	Damage
	-	-	-
-			

Rad Sacs (Volatile)


Range	Attacks	Power	Damage
	1	5	1

 **Gnats** Req. 15


Health	Speed	Defense	Resist
1	6	3	6+


Abilities: Agile

Weapons:  
Droner

Range	Attacks	Power	Damage
	1	3	1
12"			

Chitin Barb


Range	Attacks	Power	Damage
	1	3	1

 **Araknolith** Req. 180


Health	Speed	Defense	Resist
12	8	8	4+


Abilities: Hulking, Momentum, Terror

Weapons:  
Webspinner (Burst)

Range	Attacks	Power	Damage
	8	5	1
12"			

Monstrous Impalers (Powerful, Ruinous)


Range	Attacks	Power	Damage
	2	9	4

 **Tremor** Req. 175


Health	Speed	Defense	Resist
12	6	8	3+


Abilities: Vanguard, Hulking, Terror

Weapons:  
Reactive Enzymes (Explosive)

Range	Attacks	Power	Damage
	6	6	1
10"			

Burrowing Spines


Range	Attacks	Power	Damage
	10	8	1

 **Screamer** Req. 170


Health	Speed	Defense	Resist
11	9	7	4+


Abilities: Hulking, Agile, Terror

Weapons:  
Screamers (Engulf, Ruinous)

Range	Attacks	Power	Damage
	3	9	4
18"			

Shredding Limbs


Range	Attacks	Power	Damage
	6	6	1

 **Megasomid** Req. 210


Health	Speed	Defense	Resist
15	6	9	3+

Abilities: Hulking, Momentum, Resilient 6+

Weapons:  
Beetle Swarm (Burst)

Range	Attacks	Power	Damage
	8	4	1
10"			

Monstrous Dreadhorns (Powerful, Ruinous)

Range	Attacks	Power	Damage
	2	10	3



## Monarch

Req.  
105

Health	Speed	Defense	Resist
5	7	5	4+

Abilities: Agile, Momentum


### Spells & Weapons:

(4) Assault: Inflict D3+2 Severe Damage against enemy within 12".

(2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.

(1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

### Raptorials (Ruinous)

Range	Attacks	Power	Damage
	4	6	2



## Cerebrid

Req.  
100

Health	Speed	Defense	Resist
5	5	6	3+

Abilities: Resilient 6+


### Spells & Weapons:

(4) Numb: Friendly within 12" gains Resilient 4+ ability until the end of the Round.

(2) Shroud: Friendly Leader, Elder, or Alchemist within 12" cannot be targeted by Precise weapons.

(1) Protect: Friendly within 12" gains +1 Defense until the end of the Round.

### Sensory Overload (Burst)

Range	Attacks	Power	Damage
	4	5	1



## Oculari

Req.  
85

Health	Speed	Defense	Resist
4	8	4	3+


Abilities: Stealth, Agile

### Spells & Weapons:

(2) Shroud: Friendly Leader, Elder, or Alchemist within 12" cannot be targeted by Precise weapons.

(1) Protect: Friendly within 12" gains +1 Defense until the end of the Round.

### Oversized Mandibles

Range	Attacks	Power	Damage
	2	4	1



## Carrier Jinx

Req.  
80

Health	Speed	Defense	Resist
4	6	5	4+


Abilities: Stealth, Resilient 5+

### Spells & Weapons:

(2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.

(1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

### Thrashing Limbs

Range	Attacks	Power	Damage
	4	5	1

**Core Feats:**

**Crushing Charge (Action Phase - Charging Activation)**

Damage is inflicted by the Successful Charger rule on roll results of 4+ (max 5 damage).

**Evasive Maneuver (Action Phase - Evade Reaction)**

A unit can move an additional 3" in an Evade Reaction and can choose to move towards any piece of terrain.

**Suppressive Fire (Action Phase - Shooting Activation)**

A targeted enemy unit cannot perform the Counter Charge Reaction in the remainder of the Action Phase.

**Vigilance (Action Phase - targeted by Shooting Activation)**

A unit gets +1 to the results of its Resist Rolls against attacks in a Shooting Activation.

**Unique Faction Feats:**

**THE HEX**

**Virulent Swarm**

Viral Overload: In the Battle Phase, select an enemy unit in Battle Range to get -1 to the results of their Resist Rolls against all attacks until the end of the Phase.

**Mutant Swarm**

Attunement: In the Control Phase, a selected Abomination unit can score VP on an Archive in the current Round.

**Neural Swarm**

Neural Coordination: In the Action Phase, select a Soldiers unit that is no longer eligible to perform an Action this Round. That unit can perform another Action this Round.