# THE HEX



#### FACTION RULE - HEX HIERARCHY

Soldiers and Dregs units accompanying a Leader, Elder, or Alchemist gain +1 to the Power spec of all their weapons.

Additionally, all Soldiers and Dregs units gain the ability to perform the Move & Accompany normal Action.

## Move & Accompany:

Acting Unit makes a Basic Move, then accompanies a friendly unaccompanied Leader, Elder, or Alchemist within 1" horizontally and 5" vertically, becoming treated as a single unit for the remainder of the battle. Does not trigger a Reaction.

After resolving this Action, the newly combined accompanying unit is no longer eligible to perform an Action in the Round. The unit is subject to all other applicable rules for accompanying units as per page 2 of the AoT Rulebook.

	Hex Que	en	<u>Req.</u> 115		Hex Drag	gon	<u>Req.</u> 110		Hex Lord	1	<u>Req.</u> 100
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	Resist	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	Resist
7	5	6	3+	6	8	6	4+	7	6	8	3+
Abilities	i: <u>Hulking</u> 6+	<u>, Terror, R</u>		Abilities		<u>, Agile, Ter</u>		Abilities	: <u>Hulking</u> <u>Terror</u>		
Weapor				Weapon	e.			Weapon			
	i <b>s.</b> Spines (Bui	rst. Ruinou	ıs)	· ·	s. Spit (Ruinc	ous)		None	15.		
Range	Attacks	Power	<u>Damage</u>	Range	Attacks	<u>Power</u>	<u>Damage</u>	Range	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
12"	6	6	1	12"	3	7	2	<b>⊕</b>	-	-	-
Gaping I	Maw (Burs	t)		Stinging	Tail (Ruind	ous)		Dreadho	orns (Ruino	ous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
쀳	4	6	1	愕	2	7	3	們	5	7	2
	Hex Roa		<u>Req.</u>	<u> </u>							
	пех коа	ch	<u>neq.</u> 105		Hex We	aver	<u>Req.</u> 100		Hex Rea	per	<u>Req.</u> 95
<u>Health</u>	Speed	<u>Defense</u>		Health	Hex We	over Defense		Health	Hex Rea	per <u>Defense</u>	
			105				100				95
<u>Health</u> 6	<u>Speed</u>	<u>Defense</u> 7	105 <u>Resist</u>	<u>Health</u> 6	<u>Speed</u>	<u>Defense</u> 6	100 <u>Resist</u>	<u>Health</u> 6	Speed	<b>Defense</b> 6	95 <u><b>Resist</b></u> 4+
<u>Health</u> 6	<u>Speed</u> 6 :: <u>Resilie</u> n	<u>Defense</u> 7	105 <u>Resist</u>	<u>Health</u> 6	Speed 7 Agile, Te	<u>Defense</u> 6	100 <u>Resist</u>	<u>Health</u> 6	Speed 7 s: Momen	<b>Defense</b> 6	95 <u><b>Resist</b></u> 4+
Health 6 Abilities Weapor	<u>Speed</u> 6 :: <u>Resilie</u> n	<u>Defense</u> 7 at 4+	105 <b>Resist</b> 4+	Health 6 Abilities:	Speed 7 Agile, Te	<u>Defense</u> 6 <u>error</u>	100 <u>Resist</u>	Health 6	Speed 7 s: Momen	<b>Defense</b> 6	95 <u><b>Resist</b></u> 4+
Health 6 Abilities Weapor Chitterin Range	<u>Speed</u> 6 s: <u>Resilien</u> ns:	<u>Defense</u> 7 at 4+	105 <b>Resist</b> 4+	Health 6 Abilities: Weapon Silken No	Speed 7 Agile, Te	<u>Defense</u> 6 <u>error</u>	100 <u>Resist</u>	Health 6 Abilities Weapon None Range	Speed 7 s: Momen	<b>Defense</b> 6	95 <u><b>Resist</b></u> 4+
Health 6 Abilities Weapor Chitterin	Speed 6 Resilien ns: ng Madnes	<b>Defense</b> 7  It 4+ s (Engulf)	105 <b>Resist</b> 4+	Health 6 Abilities: Weapon Silken No	Speed 7 Agile, Tess: Doses (Bui	Defense 6 error est)	100 <u>Resist</u> 4+	Health 6 Abilities Weapon	Speed 7 :: <u>Momen</u> ns:	<u>Defense</u> 6 <u>tum, Terro</u>	95 <u>Resist</u> 4+
Health 6 Abilities Weapor Chitterin Range 8"	Speed 6 SERESILIEN ISE INSTITUTE AND MADDINES Attacks	Defense 7  at 4+ s (Engulf) Power 6	105 Resist 4+ Damage	Health  6  Abilities: Weapon Silken No Range 12"	Speed 7 Agile, Tess s: coses (Builents)	Defense 6 error  st) Power 6	100 Resist 4+ Damage	Health 6 Abilities Weapon None Range	Speed 7 s: Momen ns: Attacks - Raptorial	Defense 6 tum, Terro Power	95 Resist 4+ or  Damage
Health 6 Abilities Weapor Chitterin Range 8"	Speed 6 s: Resilien ns: ng Madnes Attacks	Defense 7  at 4+ s (Engulf) Power 6	105 Resist 4+ Damage	Health  6  Abilities: Weapon Silken No Range 12"	Speed 7 Agile, Tess: Doses (Build Attacks) 4	Defense 6 error  st) Power 6	100 Resist 4+ Damage	Health  6  Abilities  Weapon  None  Range  -  Reaping Ruinous Range	Speed 7 s: Momen ns: Attacks - Raptorial	Defense 6 tum, Terro Power	95 Resist 4+ or  Damage
Health 6 Abilities Weapor Chitterin Range 8" Hissing	Speed 6 s: Resilien ns: ng Madnes Attacks 8 Mandibles	<b>Defense</b> 7 <b>It 4+</b> s (Engulf) <b>Power</b> 6	105 Resist 4+ Damage	Health  6  Abilities: Weapon Silken No Range 12"  Venom In	Speed 7 Agile, Tell S: Doses (Build Attacks 4	Defense 6 Perror Test) Power 6	100 Resist 4+ Damage	Health 6 Abilities Weapor None Range - Reaping Ruinous	Speed 7 s: Momen ns: Attacks - Raptorial:	Defense 6 tum, Terro Power - 5 (Powerfu	95 Resist 4+  Or  Damage -

	Bombaro	dier	<u>Req.</u> 100		Araknist	:	<u>Req.</u> 100		Radtid		<u>Req.</u> 95
Health	Speed	<u>Defense</u>	Resist	Health	<u>Speed</u>	<u>Defense</u>	Resist	Health	<u>Speed</u>	<u>Defense</u>	Resist
		·	· · · · · · · · · · · · · · · · · · ·		7					·	· <u></u>
5	6	7	4+	5	/	5	4+	4	7	6	4+
Abilities	: <u>Resilier</u>	<u>nt 6+</u>		Abilities	: <u>Agile, Te</u>	error		Abilities	s: <u>Stealth</u> <u>Irradiat</u>		<u>ım,</u>
Weapor	ıs:			Weapon	s:			Weapor	15:		
Rad Slin	gers (Arcir	ng, Explosi	ive)	Chemica	l Spray (Ei	ngulf)		None			
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
18"	2	8	2	12"	3	6	1	<b>⊕</b>	-	-	-
Impalers	5			Crushing	g Pincers			Razor Ra Ruinous	aptorials (	Precise, Po	owerful,
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
쀳	2	5	1	愕	2	6	2	臀	2	7	4
•	Opterist		<u>Req.</u> 85	•	Carrier (	ihoul	<u>Req.</u> 95		Coleo Dr	ones	<u>Req.</u> 65
Health	Opterist <u>Speed</u>	<u>Defense</u>		Health	Carrier ( Speed	ihoul <u>Defense</u>		Health	Coleo Dr Speed	ones <u>Defense</u>	
	-		85				95	Health 3			65
<u>Health</u> 4	Speed	<u>Defense</u> 4	85 <u>Resist</u>	Health 4	<b>Speed</b> 6	<u>Defense</u>	95 <u>Resist</u> 5+	3	<u>Speed</u>	<u>Defense</u> 7	65 <u>Resist</u> 3+
Health  4  Abilities  Weapor	Speed  8  Stealth,  is: Stealth,  is: (Precis	<u>Defense</u> 4 . <u>Agile</u>	85 <u>Resist</u> 5+	Health 4 Abilities Weapon	Speed 6 : Stealth	<u>Defense</u> 6	95 <u>Resist</u> 5+ <u>5+</u>	3	Speed 5 s: Hulking	<u>Defense</u> 7	65 <u>Resist</u> 3+
Health  4  Abilities  Weapor  Spinestr  Ruinous  Range	Speed  8  Stealth,  is: Stealth,  is: (Precis	<u>Defense</u> 4 . <u>Agile</u>	85 <u>Resist</u> 5+	Health 4 Abilities Weapon	Speed 6 : Stealth	<u>Defense</u> 6 <u>Resilient</u>	95 <u>Resist</u> 5+ <u>5+</u>	3 Abilities Weapor	Speed 5 s: Hulking	<u>Defense</u> 7	65 <u>Resist</u> 3+
Health  4  Abilities  Weapor Spinestr Ruinous	Speed  8  Stealth,  ns: rike (Precis	<b>Defense</b> 4 <b>.Agile</b> se, Powerf	85  Resist  5+  ul,	Health  4  Abilities  Weapon  Undermi	Speed 6 : Stealth, s: ne (Power	<b>Defense</b> 6 <b>Resilient</b> ful, Ruino	95 <b>Resist</b> 5+ <b>5+</b> us)	3  Abilities  Weapor  None	<u>Speed</u> 5 s: <u>Hulking</u> ns:	<u>Defense</u> 7 , <u>Moment</u>	65 <u>Resist</u> 3+ <u>um</u>
Health  4  Abilities  Weapor  Spinestr  Ruinous  Range  24"	Speed  8  Stealth,  is: Stealth,  is: Attacks	Defense 4 Agile se, Powerf Power 2+	85  Resist  5+  ul,  Damage	Health  4  Abilities  Weapon  Undermi  Range  8"	Speed 6 : Stealth, s: ne (Power	Defense 6 Resilient ful, Ruino Power 2+	95 <b>Resist</b> 5+ <b>5+</b> us) <b>Damage</b>	3  Abilities  Weapor  None  Range  -	<u>Speed</u> 5 s: <u>Hulking</u> ns:	<u>Defense</u> 7 , <u>Momento</u> Power	65 <u>Resist</u> 3+ <u>um</u>
Health  4  Abilities  Weapor Spinestr Ruinous Range  24"	Speed  8  Stealth,  is:  rike (Precis )  Attacks	Defense 4 Agile se, Powerf Power 2+	85  Resist  5+  ul,  Damage	Health  4  Abilities  Weapon  Undermi  Range  8"	Speed 6 Stealth s: Power Attacks	Defense 6 Resilient ful, Ruino Power 2+	95 <b>Resist</b> 5+ <b>5+</b> us) <b>Damage</b>	Abilities  Weapor  None  Range  -  Dreadho	Speed 5 s: Hulking ns: Attacks	<u>Defense</u> 7 , <u>Momento</u> Power	65 <u>Resist</u> 3+ <u>um</u>
Health  4  Abilities  Weapor Spinestr Ruinous Range 24"  Oversize	Speed  8  Stealth,  Is: rike (Precis )  Attacks  4	Defense 4 Agile se, Powerf Power 2+	85  Resist 5+  ul,  Damage	Health  4  Abilities  Weapon  Undermi  Range  8"	Speed 6 Stealth s: S: ne (Power Attacks 1	Defense 6 Resilient ful, Ruino Power 2+ recise)	95 <b>Resist</b> 5+ <b>5+</b> us) <b>Damage</b> 5	Abilities Weapor None Range -	Speed 5 s: Hulking ns: Attacks - orns (Ruing	Defense 7 , Momento Power -	Besist 3+ um Damage

(X)	Burster	Drones	<u>Req.</u> 75		Raptor D	rones	<u>Req.</u> 65	1	Roach D	rones	<u>Req.</u> 50
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	6	6	4+	3	7	5	4+	2	6	5	5+
Abilities	<u>Irradiat</u>	<u>ed</u>		Abilities	Stealth,	Momentu	ı <u>m</u>	Abilities	: <u>Resilier</u>	<u>ıt 6+</u>	
Weapon	s:			Weapon	s:			Weapon	s:		
Rad Sling	gers (Arcir	ng, Explosi	ve)	None				Enzyme	Excretor (	Burst, Eng	ulf)
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
18"	2	8	2	<b>⊕</b>	-	-	-	12"	3	5	1
Oversize	d Mandibl	les		Raptoria	ls (Ruinou	s)		Chitterin	ıg Mandib	les	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
臀	2	4	1	愕	4	6	2	臀	2	3	1
*	Hunter [	)rones	<u>Req.</u> 55		Arak Dro	nes	<u>Reg.</u> 50	*	Carriers		<u>Req.</u> 45
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
2	8	4	5+	2	7	4	5+	2	6	5	5+
Abilities	<u>Agile</u>			Abilities	Agile, M	omentum	<u>, Terror</u>	Abilities	: <u>Resilier</u>	<u>ıt 6+</u>	
Weapon	S:			Weapon	S:			Weapon	s:		
Spine Th	row (Ruin	ous)		None				Human V	Veaponry		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	Range	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
12"	1	6	2	<b>⊕</b>	-	-	-	12"	2	4	1
Reaping	Tail			Venom Ir	npalers (F	Ruinous)		Thrashir	ng Limbs		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愣	1	5	2	愕	4	5	1	쀳	2	5	1
L											

181	Bursters	<b>5</b>	<u>Req.</u> 10	181	Gnats		<u>Req.</u> 15		Araknoli	ith	<u>Req.</u> 180
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
1	6	3	6+	1	6	3	6+	12	8	8	4+
Abilities	: <u>Vangua</u>	<u>rd, Irradia</u>	<u>ted</u>	Abilities	Agile			Abilities	: <u>Hulking</u> <u>Terror</u>	<u>, Moment</u>	<u>um,</u>
Weapon	s:			Weapon	s:			Weapon	ıs:		
None				Droner				Webspir	ner (Burs	t)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
<b>⊕</b>	-	-	-	12"	1	3	1	12"	8	5	1
Rad Sacs	s (Volatile)	)		Chitin Ba	rb			Monstro Ruinous	us Impale )	rs (Power	ful,
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	Range	Attacks	<u>Power</u>	<u>Damage</u>
愕	1	5	1	쀳	1	3	1	們	2	9	4
Ι"				· · ·				· · ·			
•	Tremor		<u>Req.</u> 175	•	Screame	er	<u>Req.</u> 170		Megasoi	mid	<u>Reg.</u> 210
Health	Tremor Speed	<u>Defense</u>		Health	Screame Speed	er <u>Defense</u>		Health	Megasoi <u>Speed</u>	mid <u>Defense</u>	
		<u>Defense</u> 8	175				170				210
Health 12	<u>Speed</u> 6		175 <u>Resist</u> 3+	Health 11	<b>Speed</b> 9	<u>Defense</u>	170 <b>Resist</b> 4+	Health 15	<u>Speed</u> 6	<u>Defense</u> 9 , <u>Moment</u>	210 <b>Resist</b> 3+
Health 12	Speed 6 • Vangua	8	175 <u>Resist</u> 3+	Health 11	Speed 9 Hulking	<u>Defense</u> 7	170 <u>Resist</u> 4+ <u>*ror</u>	Health 15	Speed 6 Hulking Resilien	<u>Defense</u> 9 , <u>Moment</u>	210 <b>Resist</b> 3+
Health  12  Abilities: Weapon	<u>Speed</u> 6 : <u>Vangua</u> s:	8	175 <b>Resist</b> 3+ g, <b>Terror</b>	Health  11  Abilities: Weapon	<u>Speed</u> 9 Hulking	<u>Defense</u> 7	170 <u>Resist</u> 4+ <u>Tror</u>	Health 15 Abilities Weapon	Speed 6 Hulking Resilien	<u>Defense</u> 9 <u>, Moment</u> <u>nt 6+</u>	210 <b>Resist</b> 3+
Health  12  Abilities: Weapon Reactive Range	<u>Speed</u> 6 : <u>Vangua</u> s:	8 rd, Hulkin	175 <b>Resist</b> 3+ g, <b>Terror</b>	Health  11  Abilities: Weapon Screame Range	<u>Speed</u> 9 Hulking	<u>Defense</u> 7 , <u>Agile, Te</u>	170 <u>Resist</u> 4+ <u>Tror</u>	Health  15  Abilities  Weapon Beetle S  Range	Speed 6 Hulking Resilien	<u>Defense</u> 9 <u>, Moment</u> <u>nt 6+</u>	210 <b>Resist</b> 3+
Health  12  Abilities: Weapon Reactive	Speed 6  Vanguar s: Enzymes	8 <b>rd, Hulkin</b> (Explosive	175  Resist  3+  g, Terror	Health  11  Abilities: Weapon Screame	Speed  9 Hulking s: (Engulf	Defense 7 , Agile, Ten , Ruinous)	170 <u>Resist</u> 4+ <u>'ror</u>	Health  15  Abilities  Weapon Beetle S	Speed 6 Hulking Resilien s: warm (Bui	<b>Defense</b> 9 , <b>Moment</b> o <b>nt 6+</b> rst)	210 <b>Resist</b> 3+ <b>um,</b>
Health  12  Abilities: Weapon Reactive Range 10"	Speed 6 Vangual s: Enzymes Attacks	8 r <b>d, Hulkin</b> (Explosive <u>Power</u>	175 Resist 3+ g, Terror e) Damage	Health  11  Abilities: Weapon Screame Range	Speed  9 Hulking s: rs (Engulf Attacks	<b>Defense</b> 7  , <b>Agile, Te</b> , Ruinous)  Power	170 Resist 4+ Tror	Health  15  Abilities  Weapon Beetle S  Range  10"	Speed 6 : Hulking Resilien ss: warm (Bui Attacks 8	Defense  9  7, Momento 1t 6+  rst)  Power	210  Resist 3+  um,  Damage
Health  12  Abilities: Weapon Reactive Range 10"  Burrowin Range	Speed 6 Vangual s: Enzymes Attacks 6	8 r <b>d, Hulkin</b> (Explosive <u>Power</u>	175 Resist 3+ g, Terror e) Damage	Health  11  Abilities: Weapon Screame Range 18"	Speed  9 Hulking s: rs (Engulf Attacks	<b>Defense</b> 7  , <b>Agile, Te</b> , Ruinous)  Power	170 Resist 4+ Tror	Health  15  Abilities  Weapon Beetle S  Range  10"  Monstro Ruinous Range	Speed 6 : Hulking Resilien ss: warm (Bui Attacks 8	Defense  9  5, Moment nt 6+  rst)  Power  4	210  Resist 3+  um,  Damage
Health  12  Abilities: Weapon Reactive Range 10"	Speed 6 Vangual s: Enzymes Attacks 6 ng Spines	8  rd, Hulkin,  (Explosive  Power  6	175 Resist 3+ g, Terror  Damage	Health  11  Abilities: Weapon Screame Range 18"  Shreddin	Speed  9 Hulking s: rs (Engulf Attacks 3	<b>Defense</b> 7  , <b>Agile, Te</b> , Ruinous) <b>Power</b> 9	170 Resist 4+ TOT  Damage 4	Health  15  Abilities  Weapon Beetle S  Range  10"  Monstro Ruinous	Speed 6 Hulking Resilien s: warm (Bui Attacks 8 ous Dreadh	Defense  9  , Momento nt 6+  rst)  Power  4  norns (Pow	210  Resist 3+  um,  Damage  1
Health  12  Abilities: Weapon Reactive Range 10"  Burrowin Range	Speed 6 Vangual s: Enzymes Attacks 6 ng Spines Attacks	8  rd, Hulkin  (Explosive  Power  6	And the second s	Health  11  Abilities: Weapon Screame Range 18"  Shreddin	Speed  9 Hulking s: Hrs (Engulf Attacks 3 Attacks Attacks	Defense 7  , Agile, Tel  , Ruinous) Power 9	170 Resist 4+ Tror  Damage 4  Damage	Health  15  Abilities  Weapon Beetle S  Range  10"  Monstro Ruinous Range	Speed 6 Hulking Resilier ss: warm (Bui Attacks 8 ous Dreadr ) Attacks	Defense  9  7, Momento 1t 6+  rst)  Power  4  norns (Power	210  Resist 3+  um,  Damage  1  verful,  Damage

***	Monarch				
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>		
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)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
偔	4	6	2

* *			<u>Req.</u>
*	Cerebrio	1	100
<u>Health</u>	Speed	<u>Defense</u>	<u>Resist</u>
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)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
粤	/1	Е	1

	Oculari		<u>Reg.</u> 85
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	8	4	3+

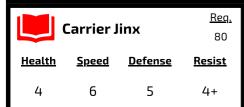
# Abilities: Stealth, Agile

## 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

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	2	4	1



# 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

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
쀳	4	5	1

## Core Feats:

Crushing Charge (Action Phase - Charging Activation)

Damage is inflicted by the Successful Charger rule on rol

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:**

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#### 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 control an Archive and score VP on it 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.