





WORKER SWARM (4 TEAMS) PV: 160		WARRIOR SWARM (4 TEAMS) PV: 205	
MV: 6" Foot/ 4+ d6" Tunnel		MV: 6" Foot/ 4+ d6" Tunnel	
Skin: 7		Skin: 7	
AP (d6) 0/0/0/0	NOTES Herd Unit 4 hits per team	AP (d6) 0/0/0/0 APT (d10) 6/12/21/30	NOTES Herd Unit 4 hits per team
ATTRIBUTES Receptors		ATTRIBUTES Multi-Receptors (2)	
BRAIN (1 TEAM) PV: 83		WEAPONS PLATFORM PV: 114	
MV: 0/Immobile		MV: 8"/Hover Sig: 3 EW: 8 Defense: 10	
Skin: 6			
	NOTES Master 1 hit	AT Disruptor (d12)(F) 8/16/28/40	NOTES Basic Sharmor H: 6/6/6
ATTRIBUTES Improved Command 6 (18") <i>Preservation</i> <i>Speedy</i> <i>Vicious</i>		ATTRIBUTES Autonomous Stabilizers	

Emplaced Nuke (3")	Emplaced Nuke (3")	Emplaced Nuke (3")	Emplaced Nuke (3")	Emplaced Nuke (3")	Emplaced Nuke (3")	Emplaced Nuke (3")	Emplaced Nuke (3")	Emplaced Nuke (3")
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Nuked
(Impassable)
Persistent: 6

Nuked
(Impassable)
Persistent: 6

Nuked
(Impassable)
Persistent: 6

Nuked
(Impassable)
Persistent: 6

Nuked
(Impassable)
Persistent: 6