Arachnids A Strike Legion® Army List

New Weapon

<u>Emplaced Nukes</u>: Prior to the beginning of a game, a player possessing one or more Emplaced Nukes secretly records where each of the weapons will be placed on the tabletop. The record of placement should show the exact distance (in inches) from the owner's side of the table, and the exact number of inches from the owning player's left or right side of the table (an example of a correct placement record would be '16" up, 27" from left'). Once emplaced, they cannot be removed except through detonation of the weapon or by a Bomb Squad (see the Mobile Troopers Army List for details).

Emplaced Nukes may be detonated in one of two way:

- 1. At the moment one or more elements of an enemy unit move within 1" of the Emplaced Nuke.
- 2. By any Brain as part of an Intensive Fire order or Overwatch attack. Emplaced Nukes have the same attack and Persistent characteristics as a Pee Wee Nuke (See the Mobile Troopers Army list for details).

Emplaced Nukes may be detonated regardless of the presence or absence of friendly units/elements within the weapon's AoE.

Daisy Chain: if an Emplaced Nuke is in the AoE of another Emplaced Nuke, there is a chance that it will detonate simultaneously with the first weapon. Roll 2d6 for each weapon in the AoE of the detonated Empaced Nuke; on a result of 5 or higher, that weapon also detonates. TL5. Cost: (sum of the size of 2 Damage dice) x AoE. x 10. Max Damage Dice: 2d10; max AoE: 3". If AoE > 1", reduce the Damage die/dice by one die type for all attacks beyond 1" of the weapon's AoE. Emplaced Nukes use no System or Hard points.

New Attribute

Improved Command: increases the Command range from 2" per point of Command to 3" per point of Command and eliminates the line-of-sight requirement for another unit/element to be In Command. There is no reduction in range for Tunneling elements to be In Command; the element exercises its full Command abilities to any element or Tunneling marker within its Command range. OL5. Cost: 75 points per point of Improved Command

Arachnid Special Rules

<u>Attachment:</u> Brains may attach and detach themselves to other friendly units/elements at will. When attached, they use the movement characteristics of and share the same activation as the unit to which it is attached.

Burrowing: All Arachnid elements may begin the game using Tunnel Movement.

<u>Deceptive:</u> The Arachnid player may place one Tunnel Decoy marker per real Tunnel marker used at the beginning of any game. Decoy Tunnel markers are revealed as such when in base-to-base contact with an actual enemy unit/element or as a result of a successful enemy *Sense* die roll. Place a Tunnel Decoy marker on the Tunneling Unit Display in the box corresponding to the Decoy Tunnel Movement marker.

<u>Emplaced Nukes</u>: Arachnids may use up to two Emplaced Nukes per Brain in his forces at the beginning of a scenario, but may not place more than 8 Emplaced Nukes total. Arachnid Emplaced Nuke point cost is 48 points each.

Unit Organizations

Worker Bug Swarm: 2 to 4 Worker units. Warrior Swarm: 2 to 4 Warrior units.

Support Platform Platoon: three Support Platforms.

Brain Limits

No more than one Brain may be fielded for each fraction of four Worker or Warrior Swarm units in play.

Training

All Arachnid units are *Trained*.

	Tunnel Decoy			
	Tunnel Decoy	Tunnel Decoy		Tunnel Decoy

