

ARACHNID ROSTER

BLISTER BUG UNIT

Blister bugs are a low-level ranged troop type for the Arachnid army and are treated as even more expendable than other 'soldiers' by brain bugs. They are easily produced as eggs, making them less valuable than other hive types; this places them firmly in the line of fire whenever a hive or bug outpost is attacked. In large numbers, they can be incredibly deadly but their fragile (when compared with warriors) exoskeletons make them easy to take down with concerted firepower. With an oversized, bulbous upper body and spindly legs underneath, blister bugs are very distinctive on the battlefield and readily identified.

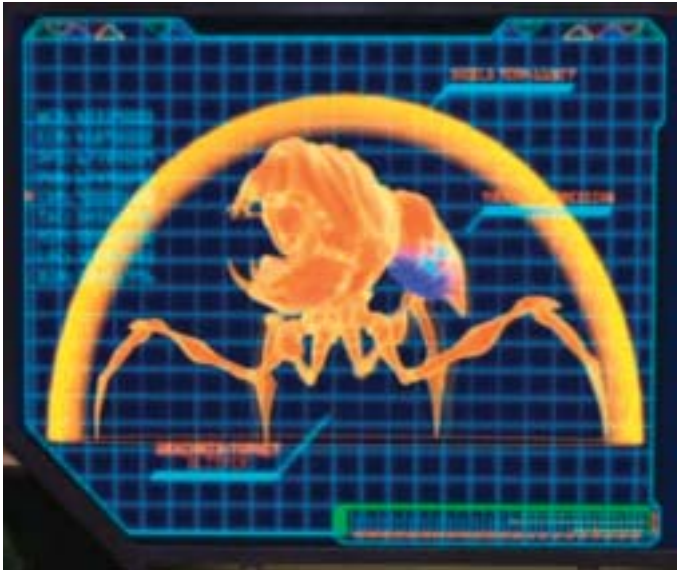
Every Blister Bug Unit consists of three blister bugs (90 points total). Up to seven extra blister bugs may be added to the unit at +30 points each.

Blister Bug Ranged Attack

Name	Range	Damage	Type	Traits
Blister Bug Acid	12"	D10	Internal	Piercing/1

Blister Bug Unit

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Blister	30	2	6"	2xD6	5+	4+	7+	Ranged Attack



BRAIN BUG

Brain bugs are at the visible top of the Arachnid hierarchy, though it is theorised that there may be one level above them (some form of Queen) that has never been seen by humans. Massive and bizarrely shaped, brain bugs almost look like greatly-deformed brains with the vaguest of insectoid features. Any trooper who assumes these powerfully psychic creatures are defenceless may not live to realise their error. Brain bugs act as communication and tactical centres for Arachnid hives, connected to every insect in the colony through their impressive but utterly alien telepathic mind.

Big, Fat, Smart Bug: Brain bugs allow the Arachnid player to Co-ordinate his forces (see page 103). As Independent models, they may also take command of out of command Arachnid models within their command range. When doing so, the species of Arachnid does not matter – a brain bug can command tanker and plasma bugs as easily as warriors.

Brain Suck: Brains have a highly adapted proboscis capable of piercing a victim's skull and sucking the contents out. It is believed that brain bugs somehow 'learn' what the victim knew as they digest their grisly meal, making this a potent, if appalling, intelligence gathering tool.

To represent this ability, when a brain bug is in the force the Arachnid player can see if any enemy models that have been removed as close combat casualties (for any reason) are in fact prisoners at the end of the game. Roll D6 for every casualty removed in close combat. On a roll of 6, that casualty is a prisoner and will get his brain sucked. The Arachnid player scores a bonus 10 mission points for every prisoner brain-sucked. Obviously non-organic units – missiles, CHAS cybernauts – cannot be brain-sucked.

Entourage: Brain bugs are physically weak and are attended at all times by smaller servants known as chariot bugs. Chariot bugs themselves are small, concave-disc shaped bugs. While they are not overly dangerous in their own right, the mobility and flexibility an Entourage gives a brain bug is disconcerting. However, as the brain bug is hit, more and more of its Entourage die until the brain bug is left crawling along completely alone. Every hit the brain bug takes affects its characteristics in the following manner:

- * -1" Move (to a minimum Move of 1").
- * -1 Close Combat (to a minimum Close Combat of D6+0).

Flinch: Brain bugs, for all their formidable presence and powers, are very conscious of their own vulnerability. As such, unlike other models with the Hits/X trait, brain bugs do not ignore the flinching rules.

Special Talents: The brain bug's Value includes up to 150 points of Talents (see page 131). A brain bug cannot use special talents against models on the surface while it is underground and vice versa.



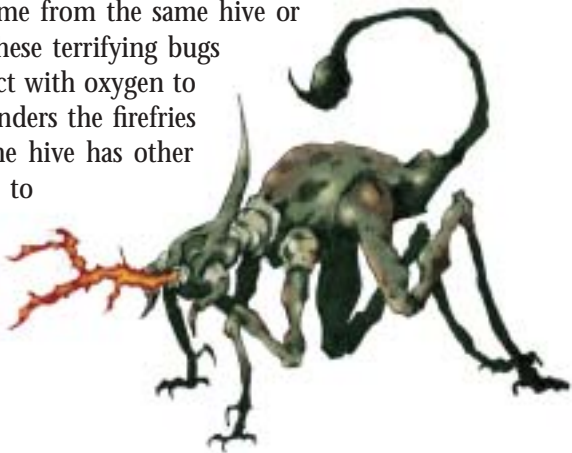
Subterranean: Brain bugs are primarily subterranean but do not dig their own tunnels. However, though they lack a tunnelling movement speed, they may move toward other Tunnelling Markers, Tunnel Entrances, Camouflaged Tunnel Entrances, Nest Entrances and Bug Central when underground (they do not randomly determine their direction when moving underground). Brain bugs can only enter or exit the tunnel network at an existing tunnel entrance; they cannot create their own.

Brain Bug

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Brain	300	3	6"	D6+3	4+	4+	8+	Hits/8 Independent

FIREFRY BUG UNIT

Firefries are almost a specialist form of the blister bug and likely come from the same hive or one very similar because the external appearance is quite similar. These terrifying bugs can spew streams of extremely volatile chemicals that ignite on contact with oxygen to create sweeping sheets of torrential flame. This chemical reaction renders the firefries useless for fire support outside of an oxygen-rich atmosphere but the hive has other breed-forms for such instances. The firefries are extremely difficult to generate as eggs and most brain bugs conserve their numbers whenever possible.



Every Firefly Bug Unit consists of three firefly bugs (60 points total). Up to seven extra firefly bugs may be added to the unit at +20 points each.

Firefly Ranged Attack

Name	Range	Damage	Type	Traits
Firefly Flame	9"	D10	Internal	Flame

Firefly Bug Unit

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Firefly	20	2	6"	D10	5+	5+	6+	Jump/12" Ranged Attack



HOPPER BUG UNIT

Hopper bugs are a deadly part of the Arachnid army, both for their sheer speed and mobility and the lethal nature of their sudden attacks. A flight of them sweeping down out of the sky towards a platoon of troopers can be the swift and violent end of an entire military campaign. While there are ways to detect the motion of hopper bugs in flight before they become visible, it is incredibly difficult and most units are not equipped with the right instruments to do so. The best most squads do with hopper bugs is to remain alert, be ready to dive for cover, and keep looking to the sky.

Every Hopper Bug Unit consists of three hopper bugs (150 points total). Up to seven extra hopper bugs may be added to the unit at +50 points each.

Hopper Bug Unit

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Hopper	50	2	6"	D10+1	6+	5+/5+	8+	Air (Loiter/Idle) Hover/24" Piercing/1 Retaliate

PLASMA BUG

Plasma bugs are the Arachnid version of a planetary defence system and despite their utter lack of targeting skills or specialised hardware, they fulfil their original mission objectives quite admirably. Plasma bugs are ponderously large, almost unable to move on the ground and incapable of burrowing. How the Arachnids handle moving plasma bugs from underground hives to their 'stations' on the surface for attack is yet another mystery surrounding these incredibly powerful insects.

Focused Fire: A plasma bug can go on to Alert Status but it may only react against Air units finishing an action within 36" (note that this is an extension of the usual 20" Alert Status range for AA weapons).

Plasma Strikes: When firing at ground units, the plasma bug must use artillery fire. When firing against Air units, the plasma bug must use direct fire.

Plasma Bug Ranged Attack

Name	Range	Damage	Type	Traits
Plasma Discharge	72"	2xD10+3	Internal	AA Fire Arc: FxR LZ (3") Multihit Ready Piercing/1

Plasma Bug

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Plasma	300	5	4"	2xD10	5+	5+	9+	Hits/10 Ranged Attack Retaliate

BLASTER BUG UNIT

Almost physically identical to blister bugs, these bugs spit a bolt of intense heat so powerful it ignites the air as it travels. Extremely dangerous, especially in packs that can cover a wide area with searing flame, they are deployed and used in the same way as blister bugs. They seem to have no function in Arachnid 'society' except to turn the colony's enemies into piles of ash.

Every Blaster Bug Unit consists of three blaster bugs (90 points total). Up to seven extra blaster bugs may be added to the unit at +30 points each.

Blaster Bug Ranged Attack

Name	Range	Damage	Type	Traits
Blaster Bug Heat	18"	D6+1	Internal	Flame

Blaster Bug Unit

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Blaster	30	2	6"	2xD6	5+	4+	7+	Ranged Attack Retaliate

TANKER BUG

Tanker bugs often rest just under the surface of battlefields on bug worlds, waiting for a command to rise up, shatter the earth above them and unleash their vile venom. This bug is particularly feared because even though it is large enough to be easily hit, a single well-placed blast of its flame can burn down an entire squad of troopers. The heat from its caustic flame is so hot it can slag the cockpit cowling of a Marauder suit within moments. It is understandable that standard Mobile Infantry protocol when encountering tanker bugs is to scatter the squad, move immediately to a safe distance and then hammer the bug with heavy firepower.



Lumbering: A tanker bug is lumbering and does not go on to Alert Status.

Tanker Bug Ranged Attack

Name	Range	Damage	Type	Traits
Tanker Spit	18"	D10+D6	Internal	Fire Arc: F Flame LZ (Stream) Persistent

Tanker Bug

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Tanker	250	4	5"	3xD6+D10	7+	3+	12+	Hits/6 Retaliate Tunnel/6"

WARRIOR BUG UNIT



Warrior bugs are the primary fighting force for the Arachnid Empire. Adaptable for virtually any climate, Warriors are easily bred, tremendously strong and incredibly resilient. They are capable of tearing an armoured man in half and entering hibernation for long periods of time, traits which create Arachnid nests with instant defences that are only functional when they are needed. Warriors are generally found in swarms or small packs.

Every Warrior Bug Unit consists of five warrior bugs (75 points total). Up to 10 extra warrior bugs may be added to the unit at +15 points each.

Warrior Bug Unit

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Warrior	15	2	6"	2xD6+1 or D10	5+	4+	8+	Climb/6" Piercing/1 Tunnel/6"