ARACHNID ARMY LIST

> A million bugs, ten thousand troopers: Vegas odds! It'll be a walk in the park.'
> — Trooper Higgins

Arachnid forces can appear anarchic and uncoordinated to human eyes, stampeding around without purpose or pointlessly indulging in threat displays. But the atavistic nature of the bugs conceals an undercurrent of sinister intelligence in their actions, doubly so under the hidden influence of an Arachnid brain bug lurking nearby. Even veteran MI can be surprised by sudden Arachnid counterattacks and flanking manoeuvres brought down on them through a single tactical mistake.

Arachnid Unit Leaders

Bugs do not have ranks and medals; they have a caste system and a hive hierarchy that dominates entire planets. They have no angst or ego and can be relied on to act with selfless determination to the last fibre of their being. They have no leaders as humans understand them, yet they act in co-ordinated, logical patterns on the battlefield.

To represent this insect brand of perfect communism, the Arachnid player is free to designate which model acts as unit leader each time an Arachnid unit takes an action. This means command range is seldom an issue for Arachnid units.

Arachnid Command Range

Arachnid command range is 6".

Higher Command (Brain Bugs)

The Arachnid higher command structure comprises brain bugs and the hypothesised Arachnid queen bug. SICON scientists are still unsure exactly how Arachnid commands are transmitted but suspect a telepathic connection of some kind supplemented by pheromone discharges. Brain bugs have one very special rule associated with them: Co-ordinate.

Co-ordinate: Each brain bug in a force generates a bonus action for the Arachnid player during his turn. This action can be used by any one Arachnid unit on the tabletop during the turn, enabling that unit to complete a total of three actions in one player turn. The brain does not need to do anything special to generate the action; its mere presence is sufficient. Once the brain bug is wounded (reduced to one hit) or removed as a casualty, Co-ordinate no longer applies. Each unit may only benefit from one bonus action per turn.

Loss of Brain Bugs

If a brain bug is removed as a casualty, all Arachnid units are thrown into confusion. Until the end of the Arachnid player's next player turn:

* No Arachnid units are considered to be on Alert Status.

* All Arachnid units may only perform one action in the following Arachnid player turn, rather than the usual two.

ARACHNID ALERT STATUS REACTIONS

The hive consciousness of the bugs means they can react very quickly to changing circumstances. As they seldom use ranged combat, Arachnids on Alert status rarely Shoot (though they may if they have the Ranged Attack trait or Talents). Arachnid models on Alert Status can use the Alarm Screech or Attack reactions.

Alarm Screech (special Arachnid Ready reaction)

Any Arachnid model on Alert Status can use a Ready reaction to warn other bugs if enemy models complete an action within 10". Alarm screech enables any Arachnid models (regardless of species) within 6", of the screeching bug, to count it as their unit leader and make an immediate Move action. The screeching bug may join in with this Move action

Countercharge (special Arachnid Charge reaction)

Any Arachnid model on Alert Status can use a Charge reaction to Countercharge when enemy models complete an action within 10" of them. Countercharges are dealt with in exactly the same manner as normal Charge actions.

SWARMS

Command effectiveness for Arachnids is greatly enhanced when they are amassed together in swarms; the whole swarm will act as a single unit and can overrun even the most heavily defended fortification. Swarms are resolved in the following manner:
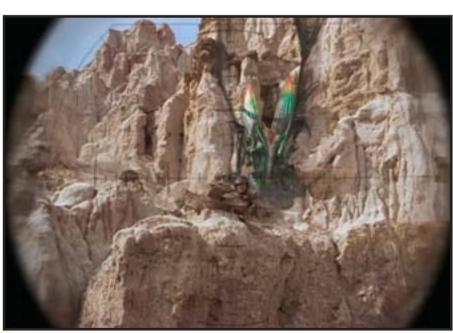
1. A swarm is formed at the start of an action when the Arachnid player declares his unit leader.

Any Arachnid model of the same species within point blank range of that model can join the swarm, even if they are originally from different units. Every model within point blank range of any model within the swarm may also join the swarm (up to a maximum of 15 models in a single swarm).

2. Models in the swarm are considered a single unit, ignoring the normal command range rules, for the duration of the action. There is nothing to prevent keeping a swarm operating as one body in the next action or even for the entire game if the Arachnid player wishes, but its constituent models are still considered a part of their starting units

Arachnid swarms do a great job of replicating the mass bug attacks but can throw up difficulties in identifying which models belong to which units when the swarm breaks up or for calculating mission points. It is suggested players paint a dot of colour on the underside of Arachnid models to assist in unit identification when it is needed. The more aesthetic alternative is to subtly differentiate carapace markings.

WARRIOR BUGS

Warrior bugs are the core of every Arachnid army. They are cannon fodder, elite assassin and fast-attack trooper all rolled into one lethal package. To make matters worse for the MI, warrior bugs have a couple of special options that can come into play during battles, which affect all Warrior Bug Units within an Arachnid player's force. These are the Workers & Warriors and Endless Tide options.

Workers & Warriors

These two Arachnid species are almost impossible to tell apart in battlefield conditions, a fact often exploited by Arachnid tactics. There is always a high ratio of workers to warriors but they rarely engage in combat unless the need is dire.

The Arachnid player can exploit the worker/warrior ratio, bulking out the apparent size of his Warrior Bug Units by including more worker decoys than normal. Using this option, the warrior models are cheaper in points as shown but their Target characteristic is reduced to 4+ represent the vulnerability of workers. If this option is used it must be applied to all of the Warrior Bug Units in the Arachnid force.

For example, an Arachnid force has chosen to use the Workers & Warriors rule, making its warrior bug models cost only 10 points each. The downside is that all warrior models now have a Target characteristic of 4+ instead of 5+.

Endless Tide

Bugs just keep coming, it is as simple as that. To represent this, PL 3 Warrior Bug Units can be upgraded so that any warrior model removed from the tabletop as a casualty becomes available as Reserve in the next Arachnid player turn (see page 54 for details of Reserves). Warrior bugs can keep recycling like this throughout the game. Mission points are scored for recycled warriors as if they were new units (which in fact they are). If Endless Tide is used it must be applied to all of the Warrior Bug Units in the Arachnid force. Endless Tide may be combined with the Workers & Warriors option.

FORCE VALUE & PRIORITY LEVELS

Arachnid forces cannot be as tidily defined in military nomenclature as the MI. Intelligence reports tend to persist in classifying bug movements in terms of 'battalion' or 'regiment' strength (all too commonly they are 'division' strength) but the observers seldom know what they are looking at. A movement of hundreds of warriors heading away from a combat zone might indicate a fresh counterattack forming, a nest being re-established in a new region or a general rout from the area.

When choosing a force the Arachnid player is limited in what units he is permitted by his Priority Level, to a far greater degree than the MI. For Arachnids, Priority Level is tightly linked to the Force Value for the game. To the bugs, if something is important, you send more bugs – it is as simple as that.

Arachnid Priority Levels

Force Value	Maximum Priority Level
0 to 999 points	1
1,000 to 1,999 points	2
2,000 or more points	3

SUPPORT

Just like the MI, Arachnid armies are more than just a collection of models on the tabletop. Bugs have resources too and even limitations on their use, the primary ones being the distribution of their brain bugs and the extensiveness of their tunnel network in a given area. The Arachnids therefore have access to two kinds of asset: Command and Tunnel. The availability and flexibility of these assets fluctuates according to the Priority Level of the Arachnid force.

Command Assets

There is only one real command asset for an Arachnid force – brain bugs. The importance of these bugs to Arachnid tactics cannot be underestimated. While Arachnids do not appear to become demoralised when their brain bugs are neutralised, they do appear to suffer at least temporary disorientation. Clever enemies exploit this fact and make brain bugs a top priority in combat.

Tunnel Assets

If the sky is ruled by the Fleet on behalf of the MI, the underground is ruled by the bugs. Virtually all bug engagements will include tunnels, traps and ambushes. The Tunnel assets available to an Arachnid force are dependent upon Priority Level and the full rules for tunnelling can be found in the Tunnelling chapter. The Tunnel assets listed below represent the amount of time an Arachnid force has put into expanding its subterranean hold. Purchasing a few Tunnelling Markers and Entrances represents relatively virgin bug territory with few tunnels created as yet. As more and more Tunnel Assets are purchased, the tunnel network becomes increasingly extensive.

ARACHNID FORCES AT PRIORITY LEVEL ONE

Basic Units

Warrior Bug Unit
Unlimited
75 points

Blaster Bug Unit
0-1 per force
90 points

Blister Bug Unit
0-1 per force
90 points

Hopper Bug Unit
0-1 per force
150 points

Command Assets

Add Workers & Warriors option for –5 points per warrior bug model.

Tunnel Assets

0-3 Tunnelling Markers for 50 points each.

ARACHNID FORCES AT PRIORITY LEVEL TWO

Basic Units

Warrior Bug Unit
Unlimited
75 points

Blaster Bug Unit
0-2 per force
90 points

Blister Bug Unit
0-2 per force
90 points

Firefry Bug Unit
0-2 per force
60 points

Hopper Bug Unit
0-2 per force
150 points

Plasma Bug
0-1 per force
300 points

Tanker Bug
0-1 per force
250 points

Command Assets

Brain Bug
0-1 per force
300 points

Add Workers & Warriors option for –5 points per warrior bug model.

Tunnel Assets

0-1 Camouflaged Tunnel Entrance for 75 points.
0-1 Nest Entrance for 75 points.
0-3 Tunnel Entrances for 50 points each.
0-4 Tunnelling Markers for 50 points each.

ARACHNID FORCES AT PRIORITY LEVEL THREE

Basic Units

Warrior Bug Unit
Unlimited
75 points

Blaster Bug Unit
Unlimited
90 points

Blister Bug Unit
Unlimited
90 points

Firefry Bug Unit
Unlimited
60 points

Hopper Bug Unit
Unlimited
150 points

Plasma Bug
0-3 per force
300 points

Tanker Bug
0-3 per force
250 points

Command Assets

Brain Bug
0-3 per force
300 points

Add Endless Tide option for +10 points per warrior bug model.

Add Workers & Warriors option for –5 points per warrior bug model.

Tunnel Assets

0-1 Bug Central for 100 points.
0-2 Camouflaged Tunnel Entrances for 75 points each.
0-2 Nest Entrances for 75 points each.
0-4 Tunnel Entrances for 50 points each.

Any number of Tunnelling Markers for 50 points each.