The Liberation of Kairos

A Five-Part Campaign for the StarCraft Tabletop War Game
Complete with Six Missions, Playthrough Guide, and Printable Gaming Aides

A Terran v. Zerg Campaign (*with one Protoss Mission*) from the Terran Perspective
For Armies of 800-1200 Points

By Aaron Kamakawiwoole

Founder and CEO, *Zurn Central, LLC*

Version 1.0

The Story

This is a quick guide to walk you through how the six missions (five of which you will play) fit together. We have also included useful aids and campaign heroes in the appendices at the end of this document.

The Terran player is commanding **Argos Company**: a private contract army that works in the outer reaches of the Koprulu Sector. The setting is "era agnostic": Argos Company can work for the Confederacy, the Dominion, the post-Mengsk Dominion under Varlerian Mengsk, alongside Raynor's Raiders or another rebel faction, or heck, any faction before or during the Guild Wars if you want to go pre-Confederacy (though you'd need a reason for them to have discovered Zerg without then relaying that information to the Confederacy before the Zerg arrived).

Argos Company has been contracted by **Dr. Hypatia Thompson** of the **Thales Foundation** to repel a Zerg invasion on the planet **Kairos** (a temperate, lush world with a stable temperature within 10-15 degrees Fahrenheit all year - an ideal location for medical research and rehabilitation). The Zerg, commanded by the **Hive Queen Razoth**, have overwhelmed their planetary defenses, and Dr. Thompson and her crew turn to you to help her people escape the carnage (and ultimately save the planet from the infestation).

In **Mission 1** you arrive on Kairos, establishing a green zone for future landings. Your band will be attempting to **secure three pivotal places** on the map from Zerg patrols to ensure a proper base can be securely built.

Once this is done, you will make your way to the Thales Foundation compound located in the small town of Hope's Rest. In **Mission 2** you'll establish a perimeter and **provide point defense** for the medical staff and refugees at the facility. Once the **three transport ships** are loaded and away, you may tactically withdraw to the green zone.

Then High Command sends the order to reclaim the planet (as local governors have extended the contract). You face a **choice mission** (because this is StarCraft, and one of the best things about StarCraft 2 is choice missions!): you are contacted by a Protoss vessel that has crashed on the planet, asking for a rescue. If you help them, you proceed to **Mission 3**, where you **fight your way to the Protoss** to evacuate them off world (and gain a unique upgrade for the rest of the campaign).

If you pass on this, you fight your way to Talus Station (**Mission 4**), where you'll attempt to liberate some **Terran vehicles** and heavy machinery to aid the assault on the Zerg hive cluster (giving you some sweet fire support for the later missions).

With your forces marshaled, you proceed to **ambush the primary Zerg Hive Cluster** to slay their queen and remove their hold on the planet. **Mission 5** gives you a chance to play with some fun tools and allies based on what you chose in the choice mission before it. The Hive Cluster is established in the large city of New Amsterdam (named because of its various river channels that run through the city), and is well fortified.

And finally, in **Mission 6**, having secured the city center of New Amsterdam, you must scour the streets in search of Razoth (the brood mother), who was not to be found in her hive cluster (evacuating before the attack began). The Zerg muster all their forces to guard her, and the final battle for the planet surface is complete.

But who will claim Kairos is in your hands. Argos surges forth! Razoth's Brood bows to none!

Mission 1 (Part One): Arrival on Kairos

High Concept: The Terran forces land on Kairos. The Zerg try to hold critical locations in the area against them.

Read Aloud: Read the following aloud to set the stage for the mission (players may choose characters to voice):

ADJUTANT 22766: "Kairos: a small planet with a temperate climate, perfect for medical care and rehabilitation. Scans report the Zerg forces heavily infest the larger cities, but the smaller villages appear to be more lightly occupied. Zerg spore cannons are light in this area, allowing for a secure landing zone with limited resistance."

CAPT. JANE RYLAN: "My ghost team can infiltrate separately; we'll prep a dropship and start scouting out the main Zerg Hive Cluster so we'll have an idea of what we're up against while you setup a forward base to extract the Thales patients and personnel. With any luck, their defenses will hold long enough for you all to establish a good foothold on the planet."

ADJUTANT 22766: "First Platoon of Argos Company can safely reach the planet's surface near the outskirts of the town of Telesil. Scans show signs of previous fighting in the town, but the Zerg defenders here appear to be unprepared for an orbital assault, lacking in spore cannons and flying troops. Transferring tactical data to you, Commander."

MAJ. LANA HALE: "Our initial intelligence reports that the Thales Foundation is headquartered on the southern side of the planet; the alien infestation started near their location to avoid the vast amount of ocean in the northern hemisphere, so all landings should be considered hostile and executed swiftly to avoid needless casualties."

SGT. TY FLETCHER: "Copy that HQ: my boys will be prepared for a hot landing on the planet, ready to clear the ground of any bugs that might be in the way. You'll have full freedom of movement to deploy a base and ready supplies to extract the Thales personnel and see them safely off-world."

CPL. CORA DALTON: "I'll have medical staff on-hand for your boys, Ty. First Platoon will be our top priority until the Green Zone is established and all four platoons are planet-side with a secure perimeter. We'll set up a forward medical center for advanced medical procedures once you boys give us the all clear. Be safe out there, Ty."

SGT. SHANE ALSTON: "Have we heard back yet from the Thales Foundation about the surrounding area near the compound? Weren't we supposed to receive an intelligence briefing on the current status of the defenses and Zerg brood movements? It's going to be hard to plan an evacuation if we don't know what we're up against."

ADJUTANT 22766: "Local intelligence is being provided by Private Kole Roscoe of Thales Foundation Security; we have received no communication yet from Private Roscoe. It is possible that his position has already been overwhelmed by the Zerg, or their communications relay has been taken offline; caution is advised."

MAJ. LANA HALE: "Noted. Clock is running, Commander: I propose that we continue with the landing, and assume that our forces will come under fire as we land. We've found a location within two klicks of the main facility, and will be standing by for orders."

Setup: You will be playing on a 36" x 36" Board (*Telesil, Map ID: KIF2XP*), set at the edge of Telesil. There should be buildings, ruins, etc. in the "town portion" of the map, and rocks, forests, etc. in the "wild portion" of the map.

The map is preset to the **Char Plains** format (see right). The objectives are marked in <mark>yellow</mark>.

In addition, place **8 Scrap Material tokens** (we are using 25mm tokens above, but you can use whatever you want as long as it's clear). Each Scrap Material token is placed in a different 12" x 12" section of the board (so imagine that **the board is comprised of nine 12" x 12" squares**, as shown above), such that it is **beyond 6" of another Scrap Material token**, each token is **beyond 3" of a board edge**, and no Scrap Material token is placed in the center "square." Example placements are shown in <mark>blue</mark>.
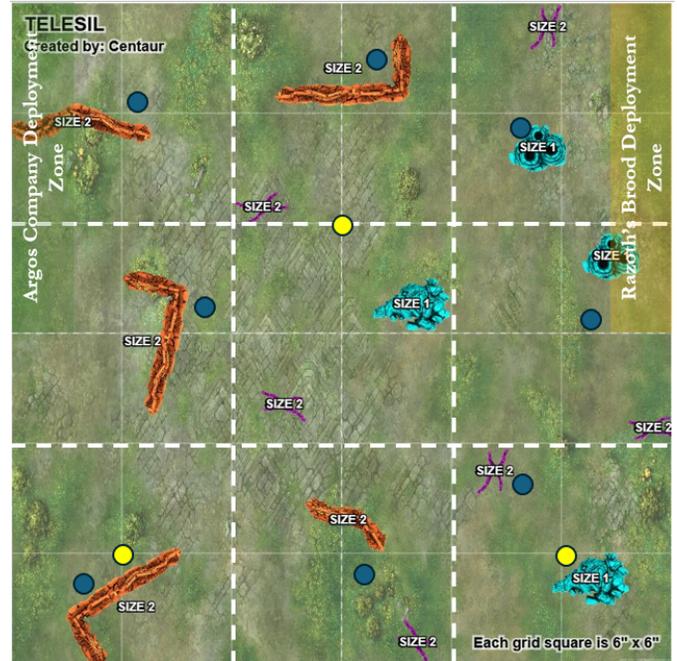
After the Objective Markers and Scrap Material has been placed, players **roll 2D6** to select their deployment zone.

Forces: The following forces are used for this scenario:

- **Terrans (Argos Company):** 800 Minerals (+80pts of Vespene Gas), with a starting **Supply of 3** (maximum of 7), from the following list: Marines, Medics, Firebats, Heroes. An example is below:
    - **Tactical Cards: Argos Company (Faction), Academy (35pts), Barracks (Proxy)** (**40pts**)
    - Sgt. Ty Fletcher (**80pts**)
    - 1 Unit of 6 Marines + *Combat Shield + AGG-12 + Grenades + Bayonet* (**220pts**)
    - 1 Unit of 3 Medics + *A-13 Flash Grenade Launcher + Stabilizer Medpacks* (**160pts**)
    - **Reserves:** 1 Unit of 6 Marines + *AGG-12 + Grenades* (**180pts**)
    - 1 Unit of 2 Firebats + *Juggernaut Plating + Incinerator Gauntlets* (**150pts**)
- **Zerg (Razoth's Brood):** 800 Minerals (+80pts of Vespene Gas), with a starting **Supply of 3** (maximum of 7), from the following list: Zerglings, Hydralisks, Roaches, Heroes. An example is below:
    - **Tactical Cards: Razoth's Brood (Faction), Accelerating Creep, Hatchery (30pts), Roach Warren (25pts), Spawning Pool (25pts)**
    - Ahirga, Hive Queen (**160pts**)
    - 1 Unit of 12 Zerglings + *Shredding Claws + Adrenal Glands* (**230pts**)
    - 1 Unit of Roaches + *Hydriodic Bile* (**180pts**)
    - **Reserves:** 1 Unit of 12 Zerglings + *Shredding Claws + Adrenal Glands* (**230pts**)

We present the following faction cards for Argos Company and Razoth's Brood for use during the campaign (you can alternatively use the Terran Armed Forces or Zerg Swarm if you prefer):

Argos Company - Faction Card
+1 Command Point

2x Core   1x Support   2x Hero

Battlefield Refit: The active Unit gains **Heal (2)**.

Ferocity: Once per game, the active Unit adds +1 to its Hit (*max: 3+*).

Razoth's Brood - Faction Card
+1 Biomass

3x Core   1x Elite   1x Hero

Swift Escape: The active Unit may **Burrow** or make a Speed 2 Move.

Vengeance: Once per game, the active Unit gains **Pierce 2 (Light)**.

We also present the following Firebat profile for your use as a hold-over until the official profile is released:

FIREBAT	4	--	4+	4	2	1 / 2 / 4	0/1/2
	SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

TERRAN

Juggernaught Plating (Passive, +30/60pts): ↑ Armor is increased to 3+.
Incinerator Gauntlets (Passive, +20/30pts): ↑ Increase the Hit on the Flame Gauntlet to 3+.

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Jetpack (Active, +20pts): ↑ When performing a Move action, you may move through all units and over terrain of any height with no penalty.

⊕ **ASSAULT PHASE**

Flame Gauntlet	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
	Flame	Ground	1	4+	Light	D3	1	**Flame Template**

COMBAT PHASE

Flame Gauntlet	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
	Flame	Ground	1	4+	Light	D3	1	**Flame Template**

100 / 190	50mm
POINTS	BASE SIZE

TAGS: CORE, ARMORED, BIOLOGICAL, GROUND, TERRAN

Primary Objectives: This mission uses the **Frontlines** scenario. You score Victory Points in the following ways at the end of each round:

- Gain 1 VP for each Controlled Mission Marker.
- Gain an additional 2 VPs for a Marker if you gained Control of it from the Opponent this Round.
- Gain VPs equal to Enemy Supply destroyed this Round.

Secondary Objectives: The following secondary objectives are in play for this mission:

- **Scrap Material:** You find scrap material strewn on the battlefield. You gain 1 Campaign Point for each **Scrap Material you recover**. A unit that ends its activation in the Movement Phase or Assault Phase in base contact with a Scrap Material token recovers it, removing it from the board (so there is a maximum of 8 Campaign Points up for grabs this mission).

During the Game: The following events take place during the game:

- **End of Round 1:** Additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 2:** Additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 3:** Additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 4:** Additional supply depots and overlords appear: both players increase their Supply by 1.

Victory: At the end of **Round 5**, compare your Victory Points: the player with the highest score is the **winner** and adds **2 Campaign Points** to their army roster. The **Loser** adds **1 Campaign Point** to their army roster.

Players may then spend their Campaign Points to upgrade their forces (see Appendix 2 for more details).

Mission 2 (Part Two): The Defense of Hope's Rest

High Concept: Argos Company defends the Thales Foundation compound until all of the medical staff, support staff, and local refugees have escaped. If you've played *The Evacuation* mission in *StarCraft II: Wings of Liberty*, there are some similarities between that mission and this one. We hope you enjoy it!

Read Aloud: Read the following aloud to the players to set the stage for the mission:

DR. HYPATIA THOMPSON: "Thank you so much for answering our distress signal: my name is Dr. Hypatia Thompson, and I'm the Chief Science Officer here at the R&D wing of the Thales Foundation. We are loading up several transports and will be ready to leave shortly. But our security force has been decimated by the first waves of the Zerg, and we will need your men on the line to secure our escape."

SGT. SHANE ALSTON: "Happy to oblige, Doctor. Do you all have anything in the way of pre-built defenses? I'm a bit worried that our troops are going to be overrun if your personnel are spread across the entire facility trying to get to multiple ships; our battlecruiser, *The Wolf Den*, will be needed to defend the Green Zone and cannot assist us with the evacuation."

DR. HYPATIA THOMPSON: "We have gathered all of our medical personnel to the Hospital Ward in the medical compound, which is next to the spaceport for ease of transferring critical patients quickly from their trauma bed to a vessel. There are bunkers near the compound as well (as there were megafauna in the area before the attack), and our men have used them to protect the compound for the past several hours. And we will gladly pay well for your assistance."

SGT. THORLEY NASH: "We're nearing the compound now, Commander: my marauders will be on-hand ready to assist with the evacuation. We'll secure their defenses and buy them all the time they need to get off-planet. With enough marines to hold back zerglings, and my boys to fend off any tougher bugs, we can hold those bunkers all the live-long day."

DR. HYPATIA THOMPSON: "I hope you're right, sergeant; we have quite a few patients that are in the process of being moved, but we'll do our best to speed the process as best we can. As soon as a transport is fully loaded it will take off, so the number of shuttles you'll be guarding will decrease as time goes by. Hopefully that helps you in planning your defense."

CPL. CORA DALTON: "We'll have trauma care on standby for the defenders; the bunkers should help to keep the boys safe for a while, but once those fall we'll be ready with immediate medical care to keep them in the fight. If your team needs help with loading up the patients, we might have some medics to spare to help with that endeavor, Dr. Thompson."

LT. NATALIE CROMWELL: "Will you guys need overwatch on the approach to the facility? If you need a sniper, I'm all in for a scrap with the bugs, Commander. If not, then I'll join one of the scouting parties to find the primary hive cluster and report when we have a fix on its location. There appear to be several major cities with large infestations; we'll start with New Amsterdam and Zoros, and continue to the smaller ones if we fail to find the brood mother."

MAJ. LANA HALE: "Good thinking, Nat. Let us know what you find. I'm sending Capt. Rylan to investigate as well, so if we need you to clear the LZ, we'll let you know. Let's suit up! Argos surges forth!"

Setup: You will be playing on a 36" x 36" Board (*Hope's Rest, Map ID: MMALVA*), laid out with a compound on one board edge, with two bunkers 12" from the southern board edge (so assuming bunkers are roughly 6" x 6", the bunker should be about 6" from the southern board edge). The rest of the board should include open ground and cover (ruined buildings, ruined vehicles, forest terrain - things to spice up the scene while giving some cover to the Zerg).

The map is preset to the **The Evacuation** format (see right). The objectives are marked in <mark>yellow</mark>, spaced at 9", 18", and 27" along the southern board edge.

The Zerg Player will deploy from the **northern board edge**. The Terran Player will deploy from the **southern board edge**.

Forces: The following forces are used for this scenario:

- **Terrans (Argos Company):** 1 Unit of 6 Marines (*Thales Foundation Security* - no upgrades taken, though you may purchase upgrades for them), plus 730 Minerals (+90pts of Vespene Gas), with a starting **Supply of 4** (in addition to the Thales Foundation Security Marines) (maximum of 7), from the following list: Marines, Medics, Firebats, Marauders, Heroes. An example is below:
    - **Tactical Cards: Argos Company (Faction), Barracks (25pts), Engineering Bay (30pts), Orbital Command (25pts)**
    - Sgt. Thorley Nash (**120pts**)
    - 1 Unit of 6 Marines + *AGG-12 + Grenades* (Thales Foundation Security) (**180pts**)
    - 1 Unit of 4 Marauders + *Veterans + Kinetic Foam* (**340pts**)
    - **Reserves:** 1 Unit of 9 Marines + *AGG-12 + Grenades + Bayonet* (**260pts**)
- **Zerg (Razoth's Brood):** 900 Minerals (+90pts of Vespene Gas), with a starting **Supply of 4** (maximum of 8), from the following list: Zerglings, Hydralisks, Roaches, Banelings, Queens, Heroes. An example is below:
    - **Tactical Cards: Razoth's Brood (Faction), Accelerating Creep, Evolution Chamber (+30pts), Lair (+35pts), Roach Warren (+25pts)**
    - Gokk (**120pts**)
    - 1 Unit of Roaches + *Tunneling Claws + Glial Reconstitution + Hydriodic Bile* (**210pts**)
    - 1 Unit of 12 Zerglings + *Shredding Claws* (**200pts**)
    - 1 Unit of 12 Banelings + *Corrosive Acid* (**200pts**)
    - **Reserves:** 1 Unit of 2 Hydralisks + *Ancillary Carapace + Lurking* (**170pts**)

We present the following Baneling profile for your use as a hold-over until the official profile is released:

BANELING

SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
4	4+	6+	1	1	6 / 12 / 18	0/1/2

ZERG

SPECIAL ABILITIES

Corrosive Acid (Passive, +20pts): ↑ **Volatile Burst** replaces **Small Template (2) [2]** with **Small Template (4) [2]**.
Regenerative Acid (Passive, +30pts): ↑ Once per activation, after resolving the **Volatile Burst** action, friendly units within 2" perform **Heal (2)**. This may restore models lost this phase.
Burrow (Active, 1 BM): If this unit is unengaged, it may **Burrow** (or **Unburrow** even if engaged).

➡ MOVEMENT PHASE

Burrow Ambush (Passive, +20/30pts): ↑ May be deployed within 18" of your **Deployment Zone** and at least 10" away from enemy units. This ends its activation.

⊕ ASSAULT PHASE

Volatile Burst	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	E	Ground	1	4+		Light	D3	1	Small Template (2) [2]

Detonation (Reaction): When this unit successfully assaults a target, resolve the **Volatile Burst Blast** X times and remove X Baneling models.

COMBAT PHASE

Volatile Burst	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	E	Ground	1	4+		Light	D3	1	Small Template (2) [2]

Detonation (Passive): When this unit activates in close combat, resolve the **Volatile Burst Blast** X times and remove X Baneling models.

POINTS	BASE SIZE
180 / 220	32mm

TAGS: CORE, LIGHT, BIOLOGICAL, GROUND, ZERG

The Transports: The transports are variants of *Hercules*-class transports (represented with 50mm tokens). Transports may be attacked like a unit (**Armor 4+** and **8 Wounds** with the following keywords: **Armored, Mechanical, Ground, Terran**). If a transport is reduced to 0 wounds, it is removed from play (along with anyone who was aboard the transport, unfortunately).

The Bunkers: There are **two bunkers** that still remain from the Thales Foundation Security Perimeter around the compound. Each bunker is considered to have **Armor 3+** and **8 Wounds** with the following keywords: **Armored, Mechanical, Ground, Terran**. Once destroyed, remove the bunker. The Terran Player may place up to **2 Supply of units in a bunker**; while within a bunker the unit may not be targeted by attacks and is immune to damage.

Primary Objectives: The Terran Player's goal is to hold the compound at any cost until the transports leave. The Zerg Player's goal is to destroy the transports to keep the refugees from fleeing. You score Victory Points in the following ways at the end of each Round:

- The Terran Player gains 1 VP for each Refugee Token that boards or escapes in a transport.
- The Zerg Player gains 3 VPs for each destroyed transport.
- Both players gain VPs equal to Enemy Supply destroyed this Round.

Secondary Objectives: The following secondary objectives are in play for this mission:

- **Bloody the Enemy:** Both sides want to decimate the other force to make their invasion successful. At the **end of the game**, each player gains 1 Campaign Point for each enemy unit that they destroy in this scenario.

During the Game: The following events take place during the game:

- **End of Round 1:** At the end of the Round, the Terran Player places a Refugee Token on an objective. In addition, additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 2:** At the end of the Round, one surviving loaded transport takes off: remove it from the board. In addition, additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 3:** At the end of the Round, the Terran Player places a Refugee Token on an objective. In addition, additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 4:** At the end of the Round, one surviving loaded transport takes off: remove it from the board. In addition, additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 5:** At the end of the Round, the Terran Player places a Refugee Token on an objective. In addition, additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 6:** At the end of the Round, one surviving loaded transport takes off: remove it from the board.

Victory: At the end of **Round 6**, compare your Victory Points: the player with the highest score is the **winner** and adds **2 Campaign Points** to their army roster. The **Loser** adds **1 Campaign Point** to their army roster.

Players may then spend their Campaign Points to upgrade their forces (see Appendix 2 for more details).

After-Action Cut Scene

Read Aloud: Read the following aloud to the Terran player, as they will have to make a choice on which mission to attempt next.

ADJUTANT 22766: "Commander: we are being hailed by a Protoss vessel; the transmission is weak, but coming from the planet's surface. I have placed it on hold for you on the communicator. Our scans have also detected a functioning factory on the planet's surface near Talos Station: if you desire to secure it for the war effort, we can dispatch a team to reclaim it presently."

The Choice: If the Terran Player wishes to rescue the Protoss, proceed to **Mission 3**. If the Terran Player wishes to secure the Factory, proceed to **Mission 4**.

Mission 3 (Part Three - Choice A): The Other Ship

High Concept: A Protoss science vessel was ambushed when it came into orbit, and has crash landed on the planet. The crew are stranded here, and need evacuation so that their fleet can warp them back.

Read Aloud: Read the following aloud to the players to set the stage for the mission:

ADJUTANT 22766: "Incoming transmission from a Protoss vessel: the speaker refers to himself as Arur, a geologist and biologist to a High Templar named Norkun. Scans place the origin of the transmission to a Protoss vessel twelve klicks from our position, and the signal strength is weak. It is likely that their ship is heavily damaged. Relaying transmission now, commander."

ARUR: "Greetings, Argos Company: I am Arur of the Khalai, chief scientist and geologist of *The Eye of Norkun*. Our Templar dispatched us to scan the system for a Zerg hive queen, and when we entered the atmosphere our shuttle was shot down by Zerg air defenses. Only a handful of us survived the crash. Our warp core is damaged and we cannot warp to *The Eye of Norkun* in orbit: if you evacuate us from the planet's surface to make contact with our brethren, we would be grateful."

MAJ. LANA HALE: "We're in the middle of an offensive to drive the Zerg off of this planet and have few resources to spare. Not to be rude, but what's in it for us? We don't have a lot of men to spare: our Company is only a few hundred men, and we need to be careful in how much we devote to tasks that are not mission essential. We hope you understand our hesitation."

ARUR: "This is not a rude request: you are right to think of the lives of your men and the success of your mission. We have some technologies that your people have yet to discover, and we would be glad to share it with you. It is of little use to us should we be destroyed by the Zerg, but perhaps it will prove useful to you in your work to cleanse the planet, and to bring some of your men home safely through the dangers that lie ahead."

SGT. THORLEY NASH: "Smashing through bugs is easy enough; the ship's location appears to be a good distance from the larger cities, so it wouldn't require more than a platoon to save them. Most of the main forces can continue on their approach to the larger cities, which shouldn't set us back in our progress. And who knows: maybe these Protoss will have something useful for us in return?"

CPL. CORA DALTON: "If you need a medic or two on this mission, we're glad to assist; I don't know much about Protoss biology, but I think we can be of use here. I'll make sure that nano-anasthetics are prepped for use, and we'll carry extra trauma gear beyond what the boys will need. If you can get us to the crash site, we'll get as many of them on their feet as we can."

Following the transmission from Arur, you receive word from Major Lana Hale:

MAJ. LANA HALE: "Good news and bad news boys and girls. Bad news: High Command has received word from local authorities that they will pay handsomely for us to reclaim the planet from the Zerg, and the powers that be have accepted that request. So it falls to us to make that

happen. We'll rescue the Protoss to insure that searching Protoss fleets don't give us any trouble, and then let's set to work exterminating the infestation down here."

SGT. SHANE ALSTON: "Let's heat things up! I'm not one to miss a fight, and stopping the Zerg is the only way to guarantee these people stay safe in the future. I'll prep my boys for a direct engagement against their hatcheries while you guys rescue the Protoss. But leave some of the bugs for me, will you?"

Setup: You will be playing on a 36" x 36" Board (*Crash Site, Map ID: TNC5PX*), with a crash site within 6" of the northern board edge. There should also be grass and rubble between the crash site and the southern board edge (where the Terran Player starts), and possibly buildings or ruins for aesthetics if desired.

The map is preset to the **Crash Site** format (see right). The objective is marked in blue, at 18" on the northern board edge and 6" in from the board edge.

The Zerg Player will deploy from the **eastern and western board edges**. The Terran Player will deploy from the **southern board edge**. Protoss forces will start the game deployed **within 3" of the Crash Site** (objective).

Forces: The following forces are used for this scenario:

- **Protoss (Arur's Crew):**
  - **Tactical Cards: Norkun's Crew (Faction), Power Field (40pts)**
  - Arur, Chief Scientist of High Templar Norkun (**100pts**)
  - 1 Unit of 3 Zealots + *My Life for Aiur* + *We Stand As One* (**200pts**)
  - 1 Unit of 3 Zealots + *My Life for Aiur* + *We Stand As One* (**200pts**)
- **Terrans (Argos Company):** 1000 Minerals (+100pts of Vespene Gas), with a **starting Supply of 5** (maximum of 9); any unit may be fielded in this scenario. An example is below:
  - **Tactical Cards: Argos Company (Faction), Academy (35pts), Barracks (25pts)**, **Barracks (Proxy) (40pts)**
  - Cpl. Cora Dalton (**70pts**)
  - 1 Unit of 9 Marines + *AGG-12* + *Grenades* (**230pts**)
  - 1 Unit of 2 Marauders + *Veterans* + *Kinetic Foam* (**190pts**)
  - 1 Units of 6 Marines + *AGG-12* + *Grenades* (**180pts**)
  - **Reserves:** 1 Units of 6 Marines + *AGG-12* + *Grenades* (**180pts**)
  - 1 Unit of 3 Medics + *Stabilizer Medpacks* (**140pts**)
- **Zerg (Razoth's Brood):** 1000 Minerals (+100pts of Vespene Gas), with a **starting Supply of 5** (maximum of 9); any unit may be fielded in this scenario. An example is below:
  - **Tactical Cards: Razoth's Brood (Faction), Accelerating Creep, Hydralisk Den (35pts), Spawning Pool (25pts), Zerg Rush (35pts)**

- ○ Yuzul (**170pts**)
- ○ 1 Units of 4 Hydralisks + *Ancillary Carapace* + *Lurking* + *Grooved Spines* (**360pts**)
- ○ 1 Unit of 12 Banelings + *Corrosive Acid* (**200pts**)
- ○ **Reserves:** 1 Unit of 18 Zerglings + *Shredding Claws* + *Adrenal Glands* (**270pts**)

Arur uses the following profile:

ARUR, KHALAI SCIENTIST	5 SPEED	4+ EVADE	4+ ARMOR	4 WOUNDS	3 SHIELDS	2 SIZE	1 SQUAD SIZE	1 SUPPLY

PROTOSS HERO

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Lone Wolf (Passive): Arur's Speed is increased to 5.
Improved Shields (Passive): Arur's Shields Value Increases to 3.
Renewal (Reaction, 1PE): Once per turn, when a friendly unit within 6" receives wounds, reduce the Wounds by 3.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Shield Regeneration (Passive): At the start of each Move Phase, Arur or another friendly unit within 6" regains 1 lost Shield Point if Arur is not engaged in close combat.
Psionic Grasp (Active, 1PE): Select an enemy unit within 12" of Arur: the unit gains **Debuff Speed (2)** and **Debuff Evade (1)**.
Awareness Through the Khala (Active, 0PE): If Arur does not move this phase, he may perform **Evade** Saves against ranged attacks.

⊕ ASSAULT PHASE

Psionic Blast	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	12	2	4+	Light		D3	1	**Target** (Ground, Air)

COMBAT PHASE

100 POINTS	40mm BASE SIZE							

Strike	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	M	2	4+				1	

TAGS: HERO, LIGHT, BIOLOGICAL, GROUND, PSIONIC, PROTOSS

The Protoss gain access to the following faction card:

Norkun's Crew - Faction Card
+1 Psi Energy

3x Core   1x Support   1x Hero

Scientists: The active Unit may Evade Save against ranged attacks.

Psi Blast: Once per game, a Unit within 12" of the active Unit may not use active abilities this Round.

Primary Objectives: The Terran Player's goal is to reach the crash site and defend Arur against the Brood. The Zerg Player's goal is to kill Arur and as many Protoss as possible. Note that since Victory Points are not accrued during the mission, players will always roll 2D6 for initiative each Round. Protoss units always activate "third" in initiative (controlled by the Terran Player), unless you have a third player who wants to play with you! If controlled by a third player, roll initiative for Protoss normally (all players roll 2D6, and resolve in order each Round).

Secondary Objectives: The following secondary objectives are in play for this mission:

- **Preserve the Guardians:** The Terran Player gains 1 Campaign Point for each Protoss Zealot that survives the battle (a maximum of 6).
- **Vengeance of the Brood:** At the end of the game, the Zerg Player gains 1 Campaign Point for each Protoss Zealot that is slain during the battle (a maximum of 6).

During the Game: The following events take place during the game:

- **End of Round 1:** Additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 2:** Additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 3:** Additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 4:** Additional supply depots and overlords appear: both players increase their Supply by 1.

Victory: At the end of **Round 5**, if Arur is still alive, the Terran Player wins. If Arur is dead, the Zerg Player wins. The **Winner** adds 2 Campaign Points to their army roster (see Appendix 2 for what Campaign Points do). The **Loser** adds 1 Campaign Point to their army roster.

Protoss Gratitude: Should the Terran Player **win**, they gain the gratitude of the Protoss: the Terran Player may add an *Experimental Shield Tech* Unit Upgrade to one of their units (see Appendix 2 for Unit Upgrades).

Protoss Specimens: Should the Zerg Player **win**, they recover a mordian arthropod from the Protoss ship with useful genetic strands for integration into the brood: the Zerg Player may add an *Experimental Carapace* Unit Upgrade to one of their units (see Appendix 2 for Unit Upgrades).

Players may then spend their Campaign Points to upgrade their forces (see Appendix 2 for more details).

Mission 4 (Part Three - Choice B): Talus Station

High Concept: Your forces head to Talus Station: a military factory producing heavy weapons and vehicles for the planetary defense force. If you can buy enough time, your mechanics should be able to get some of the vehicles up and running for use on the planet.

Read Aloud: Read the following aloud to the players to set the stage for the mission:

MAJ. LANA HALE: "Good news and bad news boys. Bad news: High Command has received word from local authorities that they will pay handsomely for us to reclaim the planet from the Zerg, and the powers that be have accepted that request. So it falls to us to make that happen. So get comfortable planetside: we'll be here a bit longer."

SGT. TY FLETCHER: "Permission to speak freely, Major? That's easily said from the safety of another planet. We've got a good team, everyone knows that, but reclaiming a whole planet? With a single mercenary company of a couple hundred fighters? That's a big ask based on our current inventory, Major. We'll go because Command told us to, but that's a big ask."

MAJ. LANA HALE: "Fair enough, Ty. Good news: they're willing to supplement us with heavier support, but it will take time to requisition heavy assets from headquarters. To hold us over, scans report there's a factory nearby at Talus Station; it was used by planetary forces before the Zerg invaded. If it is still operational, we might be able to get some of the vehicles into fighting condition to help us reclaim the planet."

LT. NATALIE CROMWELL: "Having extra heavy support would be helpful; based on the Zerg performance against our defenses at Hope's Rest it would be nice to have durable war material we can throw into the mix to keep the enemy at bay. I can only pick off so many at a time from an overwatch position, and I'm worried for the boys like Ty that will be on the frontline."

CAPT. JANE RYLAN: "My ghost team scouted out the cities of Zoros and Vouno; we found some Zerg hatcheries, but no primary hive cluster. We're headed to New Amsterdam next, so when you all return from Talus Station hopefully we'll have coordinates for you. Also, if the factory is still working, flying it to the Green Zone would be helpful."

SGT. SHANE ALSTON: "If we can reach Talus Station before substantial Zerg arrive, we might be able to defend the Factory long enough to retrofit it with anti-gravity thrusters. We'll need to buy it time, but assuming Thales Security did their due diligence and placed bunkers in the region we should be able to hold long enough to get it out of there."

LT. NATALIE CROMWELL: "My team will scout the area for bunkers; with any luck they're still intact and will be able to protect us on the ground. The factory is probably on the older side based on the tech we've seen so far on the planet, so I wouldn't expect schematics beyond older vehicles: vultures, goliaths, possibly some Arclite Tanks, but that's about it."

Setup: You will be playing on a 36" x 36" Board (*Talus Station, Map ID: 3ZY7LF*), laid out with the factory (50mm token, or a real terrain piece if you prefer!) at the center point of the board. Around the factory there should be quite a few tall grass elements (as Talus Station is in a very rural and undeveloped part of Kairos), and **two bunkers** along with signs of combat from the Zerg invasion.

The map is preset to the **Proving Grounds** format (see right). The only objective is the neutral objective, which is the factory for Argos Company to secure.

Once terrain has been placed, place **6 Scrap Material tokens** (we use 25mm circular bases, but you can use whatever you'd like). The **Zerg player** starts by placing a Scrap Material token: it may be **placed anywhere beyond 6" of a board edge**, and not within the Factory.
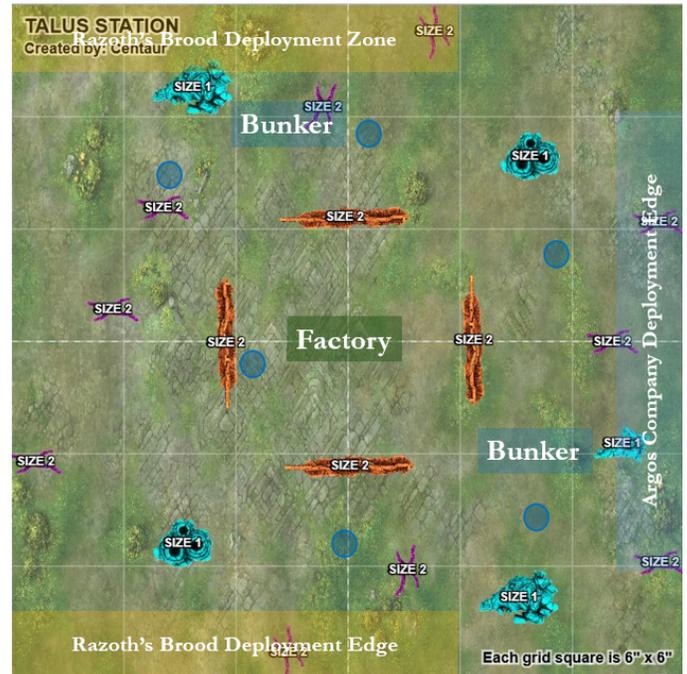
The Terran player then places a Scrap Material token **beyond 6" of a board edge and beyond 9" of another Scrap Material token**, not overlapping the Factory token. Players then alternate deploying Scrap Material tokens following these rules until all six have been placed. Example placements in the image are highlighted in **blue**.

After the Scrap Material has been placed, the Terran player may perform a **single move action** with each first wave unit before Round 1 (to reflect arriving before Zerg forces have reached the station); each unit may choose any of the Terran entry points for their deployment. If a unit has the *Argos Surges Forth* special ability, they also perform that move (effectively giving them a second move).

Forces: The following forces are used for this scenario:

- **Terrans (Argos Company):** 1000 Minerals (+100pts of Vespene Gas), with a starting **Supply of 5** (maximum of 10); any unit may be fielded in this scenario. An example is below:
  - **Tactical Cards: Argos Company (Faction), Barracks (Tech Lab) (40pts), Engineering Bay (30pts), Factory (30pts)**
  - Lt. Natalie Cromwell (**120pts**)
  - 1 Unit of 9 Marines + *AGG-12 + Grenades + Bayonet* (**260pts**)
  - 1 Unit of 6 Marines + *AGG-12 + Grenades* (**180pts**)
  - 1 Unit of 2 Vultures + *Cerberus Mines + Replenishable Magazine* (**210pts**)
  - **Reserves:** 1 Goliath + Ares Targeting System (**230pts**)
- **Zerg (Razoth's Brood):** 1000 Minerals (+100pts of Vespene Gas), with a starting **Supply of 5** (maximum of 10); any unit may be fielded in this scenario. An example is below:
  - **Tactical Cards: Razoth's Brood (Faction), Accelerating Creep, Hydralisk Den (35pts), Spawning Pool (25pts), Zerg Rush (35pts)**
  - Sresh (**80pts**)
  - 1 Unit of 12 Zerglings + *Shredding Claws + Adrenal Glands* (**230pts**)
  - 1 Unit of 18 Banelings + *Corrosive Acid* (**240pts**)

- 1 Unit of 3 Roaches + *Hydriotic Bile* (**180pts**)
- **Reserves:** 1 Unit of 2 Swarm Hosts + *Carrion Wasps* + *Projector Glands* (**270pts**)

We present the following Vulture profile for your use as a hold-over until the official profile is released:

VULTURE	9	4+	5+	4	2	1 / 2	0/1
	SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

TERRAN

Ion Thrusters (Passive, +10pts): ↑ Increase the **Speed** Value to 10.
Cerberus Mine (Passive, +20pts): ↑ Increase the Spider Mine **RNG** to 4, and **ROA** to 4.
Replenishable Magazine (Passive, +30pts): ↑ Increase the number of mines from **3** to **6**.
Squadron (Passive): This unit has a Horizontal Coherency of 4.
Spider Mine (Reaction): When an enemy unit moves or ends its activation within the range of one or more Spider Mines, you may interrupt the move with any number of Spider Mines in range:

Spider Mine	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
	3	Ground	3	2+			1	Mine (Remove the Mine Token)

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Deploy Spider Mine (Active): At the start or end of its activation, each Vulture model may place any number of Spider Mine Tokens within 6" of it. See *Spider Mine* above.

⊕ **ASSAULT PHASE**

Grenade Launcher	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
	12	Ground	2	4+	Light	D3	2	

160	80mm
POINTS	BASE SIZE

COMBAT PHASE

TAGS: ELITE, LIGHT, MECHANICAL, GROUND, TERRAN

We present the following Swarm Host profile (and the related Locust Swarm profile) for your use as a hold-over until the official profile is released:

SWARM HOST	4	--	4+	8	3	1 / 2	1/2
	SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

ZERG

Carrion Wasps (Passive, +30pts): ↑ Locust Swarm may move like an air unit and gain **Speed** 6.
Projector Glands (Passive, +20pts): ↑ Locust Swarm gains **Target (All)**.
Squadron (Passive): This unit has an 8 Horizontal Coherency.
Burrow (Active): This unit **Burrows** or **Unburrows** (even if engaged). While **Burrowed**, the Swarm Host may perform its **Locust Swarm** ability, but does not gain the benefits of **Hidden**.

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Dig In (Passive): If the Swarm Host does not move this turn, it may reroll failed Armor rolls against ranged attacks.

⊕ **ASSAULT PHASE**

Launch Locust (Passive): Place 1 **Locust Swarm** (containing 4 locusts) within 3" of each Swarm Host. Locusts activate at the end of the Swarm Host's activation each phase (and may activate following being deployed, as the Swarm Host launches them from her body), move like ground units, and remain on the battlefield until they are slain (see the **Locust Swarm** profile for stats and abilities), or they expire (at the end of their second turn on the board). The Swarm Host activates existing **Locust Swarms** if there are active swarms when using this ability.

220 / 300	150mm
POINTS	BASE SIZE

COMBAT PHASE

TAGS: ELITE, ARMOURED, BIOLOGICAL, GROUND, ZERG

LOCUST SWARM	4	4+	6+	2	1	4	0
	SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

ZERG SUMMON

Carrion Wasps (Passive): If upgraded by the Swarm Host, **Locust Swarm** may move through enemy units (though it may not end its movement within engagement range unless it **Charges**).
Projector Glands (Passive): If upgraded by the Swarm Host, **Locust Swarm** gains **Target (All)**.

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Psionic Connection (Passive): The Locust Swarm performs the will of the Swarm Host. While within 12" of its Swarm Host, the Locust Swarm uses the Swarm Host's Supply for determining control of objective markers, mission objectives, etc.

⊕ **ASSAULT PHASE**

Acid Saliva	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	6	Ground	2	4+		Light	D3	1	

Expiration (Passive): At the end of the second turn that the Locust Swarm is on the board, it expires (remove it from the table). Once a Locust Swarm expires, its Swarm Host may summon another Locust Swarm.

COMBAT PHASE

Pinchers	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	E	Ground	1	4+				1	

--	25mm
POINTS	BASE SIZE

TAGS: ELITE, LIGHT, BIOLOGICAL, GROUND, ZERG

Scenario Special Rule: The Factory: When the factory comes online, it may have some vehicles already available for use. Vehicles in the Terran force that are not part of their first wave may deploy from the factory instead of from a Terran entry point so long as the Terrans end a Round with at least 1 unit within 3" of the factory.

Scenario Special Rule: Lift Off: Once the Factory's boosters come online (start of Round 3), at the end of the Movement Phase, the Factory may *Lift Off*: The Factory changes its keywords to replace **Ground** with **Air**, cannot produce units while lifted off, and counts as being Size 4 for terrain purposes.

The Bunkers: There are **two bunkers** that still remain from the Thales Foundation Security Perimeter around Talus Station. Each bunker is considered to have **Armor 3+** and **8 Wounds** with the following keywords: **Armored, Mechanical, Ground, Terran**. Once destroyed, remove the bunker. The Terran Player may place up to **2 Supply of units in a bunker**; while within a bunker the unit may not be targeted by attacks and is immune to damage.

Primary Objectives: The Terran Player's goal is to secure the factory and protect it from danger. The Zerg Player's goal is to destroy the factory to prevent it from producing heavy weapons for Argos Company.

To destroy the Factory, Zerg units may target the Factory objective marker as if it was a unit **(Armor 4+, Wounds 12)**: the Factory has the following keywords: **Armored, Structure, Ground, Terran**.

Secondary Objectives: The following secondary objective is in play for this mission:

- **Scrap Material:** You find scrap material from a previous battle strewn on the battlefield. You gain 1 Campaign Point for each **Scrap Material you recover** during the game. To recover Scrap Material, a unit must end its activation in the Movement Phase or Assault Phase in base contact with the Scrap Material marker; after scoring the Scrap Material, it is removed from the board.

During the Game: The following events take place during the game:

- **End of Round 1:** Additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 2:** Additional supply depots and overlords appear: both players increase their Supply by 1. In addition, the factory's boosters are online: **starting Round 3 you may use the *Lift Off* special rule**.
- **End of Round 3:** The first vehicle is ready: if the Factory has not lifted off, add 1 Goliath to the Terran force. In addition, additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 4:** Additional supply depots and overlords appear: both players increase their Supply by 1.
- **End of Round 5:** The second vehicle is ready: if the Factory has not lifted off, add 1 Goliath to the Terran force. In addition, additional supply depots and overlords appear: both players increase their Supply by 1.

Victory: At the end of **Round 6**, if the Factory still stands (has not been reduced to 0 Wounds), the Terran Player wins. If the Factory is destroyed (has been reduced to 0 Wounds), the Zerg Player wins. The **Winner** adds 2 Campaign Points to their army roster (see Appendix 2 for what Campaign Points do). The **Loser** adds 1 Campaign Point to their army roster.

New Factory: If the Terran Player wins, he may add **One Factory** to his tactical card list for one of the next two missions for free. If the Zerg Player wins, the **factory is destroyed**: if the Terran Player starts a mission with a Factory upgrade, the upgrade starts activated during Round 1 (and cannot use its abilities or its 1 Command Point).

Players may then spend their Campaign Points to upgrade their forces (see Appendix 2 for more details).

Mission 5 (Part Four): Hit and Fade

High Concept: Having gathered sufficient strength on the planet, Argos Company moves in to attack the primary Zerg hive cluster on the planet. But Razoth's Brood is waiting for them.

Read Aloud: Read the following aloud to the players to set the stage for the mission:

CAPT. JANE RYLAN: "My scouts have found the primary hive cluster: it's situated deep in the heart of New Amsterdam, probably near the location where they first landed. A large part of the city block has been destroyed, and in its place are various Zerg structures. Oh, and lots of Zerg as well, of various sizes. We couldn't visually locate the queen, but it's a good guess she's there."

SGT. TY FLETCHER: "That's going to be a tough nut to crack: lots of ruined buildings to ambush us from on the way in, and with the rivers running through town, pushing our troops into the city is going to be a headache at every Round. We are going to need some serious firepower to break through their defenses and level the hive cluster."

CAPT. JANE RYLAN: "Leave that to me: I've requisitioned our best units from the factory, and I've got a secret surprise of my own ready for them. That should clear an opening for us. We're going to need some overwatch while your boys rush in, but I'll make sure our best are on the job so you get the protection you need as you dig out the queen from wherever she's holed up."

LT. NATALIE CROMWELL: "I took a look at the area; there's no way to land troops safely near the hive cluster thanks to their spore cannons, but we should be able to land across the river, less than a klick away. It should be relatively quick to push across the river to engage the hive cluster directly, and there are some nice overwatch positions to pick off the Zerg while you infiltrate."

SGT. THORLEY NASH: "I'm skeptical of our ability to fight over so much open ground; crossing a river is tough, don't get me wrong, but rivers also restrict the ability of zerglings and roaches to move. Hard as those crossings may be, I recommend that we take advantage of the closer position across the river: it's ironically the easier choice."

SGT. TY FLETCHER: "With long-range firepower from mechanized units we may not need to establish a presence on the far side of the river for long. My boys can push across the river once the shelling begins, and then we'll finish the job. But I like my bugs like I like my beer: cold. So if you can soften them up before we cross, I'd be grateful."

CPL. CORA DALTON: "We're running low on nano-conveyed anesthetics; we'll try to stock as much as we can before we go, but we'll be limited in how much support we can give. So I'd second the shelling approach before going all-in across the river."

MAJ. LANA HALE: "It's a tough position, but it's the best shot we have. And we need to act swiftly before they have a chance to pull forces from elsewhere on the planet to defend, so let's take the shorter path. All our forces have been marshaled: let's drive these bugs off the planet! This is our ticket home, friends, so put everything you've got into this effort! Argos surges forth!"

Setup: You will be playing on a 36" x 54" Board (*New Amsterdam Hive, Map ID: PJL9P7*), laid out as an urban center with a clearing in the center of one board edge (the northern board edge). This is where you will set up the Zerg Hive Cluster: three 50mm objective markers representing Razoth's hives.

The map is preset to the **Hive Cluster** format (see right). The objectives are marked in <mark>yellow</mark>.

Between the Hive Cluster and the opposite board edge (where Argos Company will enter the board) should be a cityscape that includes at least one river (with bridges and possibly fords to cross it), as New Amsterdam is built on riverfronts (hence the name).

Before the start of Round 1, the Zerg player may perform a **single move action** with each member of its first wave of troops (or they may use *Burrow Ambushing* if the upgrade was purchased) from the Zerg Deployment Zone.

Forces: The following forces are used for this scenario:

- **Terrans (Argos Company):** 1100 Minerals (+110pts of Vespene Gas), with a starting **Supply of 5** (maximum of 13); any unit may be fielded in this scenario. An example is below:
    - **Tactical Cards: Argos Company (Faction), Academy (35pts), Barracks (25pts), Factory (25pts), Orbital Command Center (25pts)**
    - Capt. Jane Rylan (**200pts**)
    - Sgt. Shane Alston (**100pts**)
    - 1 Unit of 2 Hellions + *Double Barrel* + *Thermite Filament* (**210pts**)
    - 1 Unit of 9 Marines + *Combat Shield* + *AGG-12* + *Slugthrower* + *Grenades* (**280pts**)
    - **Reserves:** 1 Unit of 2 Marauders + *Veterans* + *Kinetic Foam* (**190pts**)
    - Lt. Natalie Cromwell (**120pts**)
- **Zerg (Razoth's Brood):** 1100 Minerals (+110pts of Vespene Gas), with a starting **Supply of 5** (maximum of 13); any unit may be fielded in this scenario. An example is below:
    - **Tactical Cards: Razoth's Brood (Faction), Accelerating Creep, Hydralisk Den (35pts), Overseer (25pts), Roach Warren (25pts), Spawning Pool (25pts)**
    - Zyth (**140pts**)
    - 1 Queen + *Creep Speed* (**160pts**)
    - 1 Unit of 2 Hydralisks + *Ancillary Carapace* + *Lurking* + *Grooved Spines* (**190pts**)
    - 1 Unit of 9 Infested Marines + *Building Ambush* (**225pts**)
    - **Reserves:** 1 Unit of 12 Zerglings + *Burrow Ambush* + *Shredding Claws* + *Adrenal Glands* (**250pts**)
    - 1 Unit of 15 Infested Terran + *Building Ambush* (**135pts**)

We present the following Hellion profile for your use as a hold-over until the official profile is released:

HELLION

8	4+	5+	5	2	1 / 2	0/1
SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

TERRAN

Double Barrel (Passive, Factory): ↑ Increase the **RoA** on the Flamethrower to 7.
Thermite Filament (Passive, Factory): ↑ Increase the **Surge** on the Flamethrower to D3+2.

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Scout (Passive, Factory): ↑ When performing a Disengage action, increase the Hellion's Speed to 10, and the Hellion may change its facing at the end of its move.

⊕ **ASSAULT PHASE**

Flamethrower	RNG	RoA	Hit	Surge Type	Die	DMG	Keyword
	12	5	4+	Light	D3	2	**Target** (Ground)

COMBAT PHASE

Flamethrower	RNG	RoA	Hit	Surge Type	Die	DMG	Keyword
	12	5	4+	Light	D3	2	**Target** (Ground)

160 / 240	60mm
POINTS	BASE SIZE

TAGS: ELITE, LIGHT, MECHANICAL, GROUND, TERRAN

We present the following Infested Marine and Infested Terran profile for your use as a hold-over until the official profile is released:

INFESTED MARINE

5	5+	5+	2	2	3 / 6 / 9	0/1/2
SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

ZERG

Slugthrower (Passive): Gains **Anti-Evade (1)** when firing at a unit within 6".
Zerg Virus (Reaction): When this unit reduces a **Biological** model to 0 wounds in the Combat Phase, roll a D6: on a 6, add 1 model to this unit.
Burrow (Active): This unit **Burrows** or **Unburrows**.

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Building Ambush (Passive): May be deployed within 3" of any building or ruined structure and at least 10" away from enemy units. This ends its activation.
Burrow Ambush (Passive): May be deployed **Burrowed** within 18" of an **Entry Point** and at least 10" away from enemy units. This ends its activation.
Stimpack (Active): Gain **Non-Lethal Wounds 2**. Improve Speed Value by 2 and may reroll all failed Hit rolls.

⊕ **ASSAULT PHASE**

C-14 Rifle	RNG	RoA	Hit	DMG	Keyword
	12	2	4+	1	**Surge** (Light) [D3], **Target** (Ground, Air), **Long Range 16**

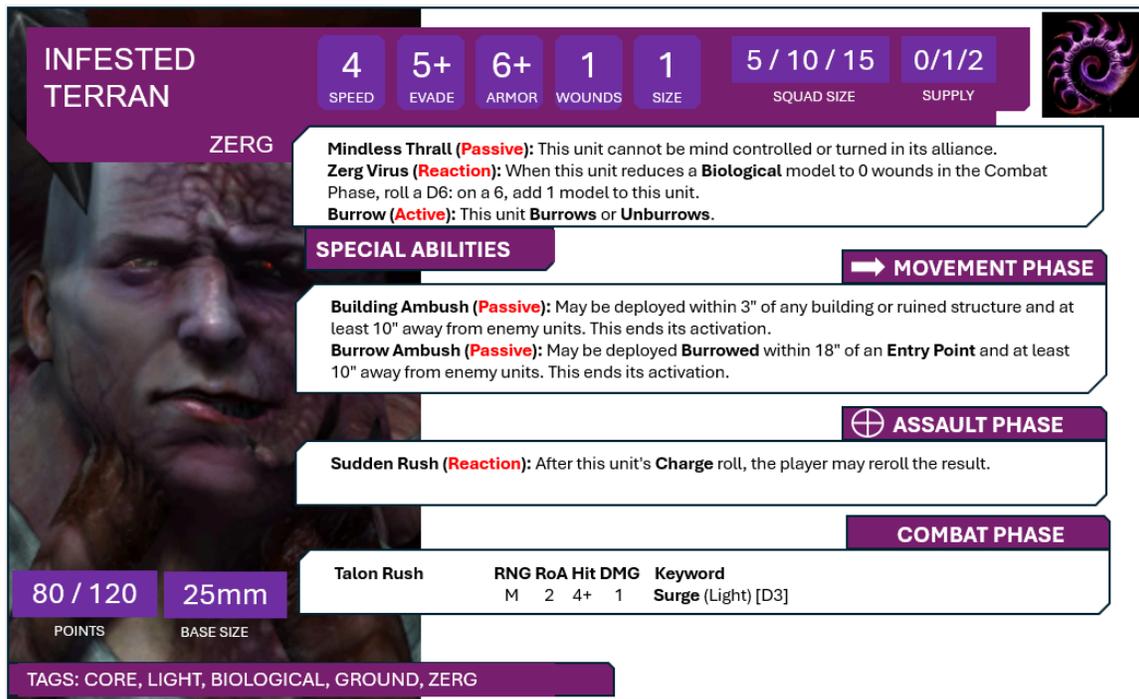**COMBAT PHASE**

Talon Rush	RNG	RoA	Hit	DMG	Keyword
	M	2	4+	1	**Surge** (Light) [D3]

120 / 180	25mm
POINTS	BASE SIZE

TAGS: CORE, LIGHT, BIOLOGICAL, GROUND, ZERG, TERRAN

INFESTED TERRAN

SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
4	5+	6+	1	1	5 / 10 / 15	0/1/2

ZERG

Mindless Thrall (Passive): This unit cannot be mind controlled or turned in its alliance.
Zerg Virus (Reaction): When this unit reduces a **Biological** model to 0 wounds in the Combat Phase, roll a D6: on a 6, add 1 model to this unit.
Burrow (Active): This unit **Burrows** or **Unburrows**.

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Building Ambush (Passive): May be deployed within 3" of any building or ruined structure and at least 10" away from enemy units. This ends its activation.
Burrow Ambush (Passive): May be deployed **Burrowed** within 18" of an **Entry Point** and at least 10" away from enemy units. This ends its activation.

⊕ **ASSAULT PHASE**

Sudden Rush (Reaction): After this unit's **Charge** roll, the player may reroll the result.

COMBAT PHASE

	RNG	RoA	Hit	DMG	Keyword
Talon Rush	M	2	4+	1	**Surge** (Light) [D3]

POINTS	BASE SIZE
80 / 120	25mm

TAGS: CORE, LIGHT, BIOLOGICAL, GROUND, ZERG

Scenario Special Rule: The Zerg Hives: The Zerg Hives are active and producing for the brood. Zerg units in the Zerg force that are not part of their first wave may deploy from a hive objective marker instead of from the Zerg Player Deployment Zone Edge.

Primary Objectives: The Terran Player's goal is to destroy at least two of the Hives in the Hive Cluster. The Zerg Player's goal is to defend the cluster at all costs. You score Victory Points in the following ways at the end of each round:

- The Terran Player gains 5 VPs for each destroyed Hive Token.
- The Zerg Player gains 1 VP for each Hive Token that did not take damage this Round.
- Both players gain VPs equal to Enemy Supply destroyed this Round.

To destroy a Hive, Terran units may target the hive objective marker as if it was a unit (**Armor 4+, Wounds 12**): the Hive has the following keywords: **Armored, Structure, Ground, Zerg**.

Secondary Objectives: The following secondary objectives are in play for this mission:

- **Bloody the Enemy:** Both sides want to decimate the other force to Round the tide of battle. At the **end of the game**, each player gains 1 Campaign Point for each enemy unit that they destroy during the scenario.

During the Game: The following events take place during the game:

- **During Round 1:** Argos Company has arrived! The Terran Player brings his troops on from his Deployment Zone.
- **End of Round 2:** Additional supply depots and overlords appear: both players increase their Supply by 2.
- **End of Round 3:** Additional supply depots and overlords appear: both players increase their Supply by 2.
- **End of Round 4:** Additional supply depots and overlords appear: both players increase their Supply by 2.

- **End of Round 5:** Additional supply depots and overlords appear: both players increase their Supply by 2.

Victory: At the end of **Round 6**, compare your Victory Points: the player with the highest score is the **winner** and adds **2 Campaign Points** to their army roster. The **Loser** adds **1 Campaign Point** to their army roster.

Players may then spend their Campaign Points to upgrade their forces (see Appendix 2 for more details).

Mission 6 (Part Five - Finale): The Streets of New Amsterdam

High Concept: Argos Company searches for Razoth, the brood mother, to end this fight once and for all!.

Read Aloud: Read the following aloud to the players to set the stage for the mission:

SGT. THORLEY NASH: "Commander: there's no brood mother here. She must have detected our forces and evacuated before the battle started in earnest. We'll need to search the streets for her; she can't have gone far. We can expand the search radius: she could have made it out of the city yet."

LT. NATALIE CROMWELL: "We'll establish a perimeter, Staff Sergeant; if we get any sign of her or another queen, we'll let you and your men know. Commander: we're preparing a few platoons to hit the streets to search for her; we'll alert you when we have a hit on her location. It shouldn't take long to find her."

SGT. SHANE ALSTON: "My crew will finish off the remaining broodlings and structures here at the hive cluster, but if you find the queen and fancy having a barbecue, I'm more than happy to be the grillmaster! Nothing like zerg legs and barbecue sauce to celebrate the end of a planetary invasion, you know what I'm saying?"

ADJUTANT 22766: "Alert: scans report a Zerg biosignature with far higher psionic abilities than any so far seen in the brood. It is likely that this is their queen. The signature is coming from downtown New Amsterdam. There appear to be multiple Zerg biosignatures coalescing in that location: caution is advised."

SGT. THORLEY NASH: "It could be a trap: we should bring a substantial force to bear against that position, even if it means less haste to reach her location. If this is their brood mother, we must assume that she will have called as many of her forces to her position to protect her. And this will likely include their most veteran, capable units."

SGT. TY FLETCHER: "You're probably right, as usual, but if we delay too long we might lose our - possibly short - window of opportunity. I'd rather have one platoon in time than the whole company too late, you know what I'm saying? We won't need a Royal Flush to take her in the open: a Full House would probably do the job."

CAPT. JANE RYLAN: "First and third platoon can be mobilized immediately; second platoon is finishing clearing the Hive Cluster, with fourth platoon in support. So while we'd be moving out at half strength, we don't need to clear all of the bugs: we just need to down the brood mother before she can escape, which is possible."

MAJ. LANA HALE: "It will be dangerous, but this might be the only chance we'll get to catch her above ground and in the open. Let's go! All units: go, go, go! Let's end that queen and finish the job, so we can all go home!"

Setup: You will be playing on a 36" x 54" Board (*New Amsterdam Streets, Map ID: 2ZJHE6*), laid out as an urban setting with at least one river (with bridges), as these are common in New Amsterdam. Otherwise the board should include a mix of buildings and ruined structures / vehicles, to reflect the fact that New Amsterdam has been devastated by the Zerg.

The map is preset to the **Abandoned Camp** format (see right). No objectives are placed: instead, Razoth is placed in the center of the board. The Zerg Player may deploy up to 2 units within 5" of her if desired. These guard units may start the game **Burrowed** if desired.
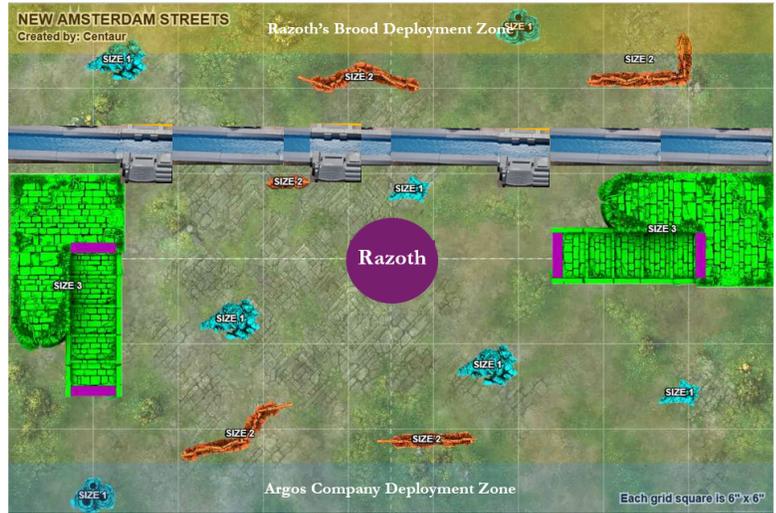
The Zerg Player will deploy from the **northern board edge**. The Terran Player will deploy from the **southern board edge**.

Forces: The following forces are used for this scenario:

- **Terrans (Argos Company):** 1200 Minerals (+120pts of Vespene Gas), with a starting **Supply of 6** (maximum of 14); any unit may be fielded in this scenario. An example is below:
    - **Tactical Cards: Argos Company (Faction), Academy (35pts), Barracks (Tech Lab) (45pts), Factory (35pts)**
    - Maj. Lana Hale (**240pts**)
    - Cpl. Cora Dalton (**70pts**)
    - 1 Siege Tank (**300pts**)
    - 1 Unit of 9 Marines (**230pts**)
    - 1 Unit of 2 Marauders (**140pts**)
    - **Reserves:** Sgt. Thorley Nash (**120pts**)
    - 1 Unit of 3 Medics (**100pts**)
- **Zerg (Razoth's Brood):** *Razoth, Brood Mother* + 1000 Minerals (+120pts of Vespene Gas), with a starting **Supply of 6** (maximum of 14); any unit may be fielded in this scenario. An example is below:
    - **Tactical Cards: Razoth's Brood (Faction), Accelerating Creep,**
    - Razoth, Brood Mother (**200pts**)
    - 1 Unit of 3 Vile Roaches + *Hydriotic Bile* (**210pts** - Guard Unit)
    - 1 Unit of 4 Hydralisks + *Ancillary Carapace* + *Lurking* (**320pts** - Guard Unit)
    - 1 Unit of 12 Zerglings + *Shredding Claws* (**200pts**)
    - **Reserves:** 1 Unit of 15 Infested Terrain + *Building Ambush* (135pts)
    - 1 Unit of 15 Infested Terrain + *Building Ambush* (135pts)

In addition, the Zerg Player gains control of **Razoth, Brood Mother**, who uses the following profile:

RAZOTH

SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
4	--	4+	12	3	1	1

ZERG HERO

SPECIAL ABILITIES

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Psionic Link (Passive): While within 6" of 7+ friendly models, one ability costs -1 Biomass.
Transfuse (Reaction, 1 Biomass): Once per turn, when a friendly **Biological** unit or **Structure** within 6" receives wounds, reduce the Wounds by 3.
Spawn Creep Tumor (Active, 1 Biomass): Once per turn, place a creep tumor next to Razoth.
Brood Mother (Active): Once per game, after a friendly unit activates in any phase, you may remove its activation token (allowing it to effectively activate a second time in that phase).

➡ MOVEMENT PHASE

Razoth's Brood Bows to None (Passive): After Razoth activates, all friendly units within 6" of Razoth may perform a Speed 2 Move. This does not activate them.

⊕ ASSAULT PHASE

	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
Talons	6	Ground	4	3+	Light	D3	2	
Acid Spines	12	Air	4	3+	Light/Armor	D3	2	

COMBAT PHASE

	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
Talons	E	Ground	4	4+	Light	D3	1	

POINTS	BASE SIZE
200	80mm

TAGS: HERO, ARMORED, BIOLOGICAL, GROUND, PSIONIC, ZERG, UNIQUE

We present the following Arclite Siege Tank profile for your use as a hold-over until the official profile is released:

ARCLITE AAV-5 SIEGE TANK

SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
5	6+	4+	8	3	1	2

TERRAN

Swift Hydraulics (Passive, Factory): ↑ The tank may move Speed 2 before using **Siege Mode**.
Shaped Blast (Passive, Factory): ↑ Reduce the **Blast** v. friendly ground targets to **(1)** at all ranges when firing the **Mjolnir 120mm Shock Cannon**.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Siege Mode (Active): At the start of its activation, the Siege Tank may reduce its Speed Value to 0. If it does, it may use its **Shock Cannon** instead of its **Twin Plasma Cannon**. While **Siege Mode** is active, reduce the tank's **Evade** to "--".

⊕ ASSAULT PHASE

	RNG	RoA	Hit	Surge Type	Die	DMG	Keyword
Twin 80mm Plasma Cannon	30	2	3+	Armored	D3	2	**Target** (Ground)
Mjolnir 120mm Shock Cannon	6-48	1	2+	Armored	D3+2	4	**Target** (Ground), **Blast (3)**

[1], Blast (1) [2]

COMBAT PHASE

End Siege Mode (Active): The tank ends **Siege Mode** and regains its Speed and Evade Values.

POINTS	BASE SIZE
300	150mm

TAGS: ELITE, ARMORED, MECHANICAL, GROUND, TERRAN

Primary Objectives: The Terran Player's goal is to kill Razoth. The Zerg Player's goal is to protect Razoth. Note that since Victory Points are not accrued during the mission, players will always roll 2D6 for initiative each Round.

Secondary Objectives: There are no secondary objectives in this mission: everything centers on the brood mother!

During the Game: The following events take place during the game:

- **End of Round 1:** Additional supply depots and overlords appear: both players increase their Supply by 2.
- **End of Round 2:** Argos Company's **air support** has arrived and is available for strikes. As part of any unit's activation during the Assault Phase starting from Round 3 onwards, the unit may perform the **Call Air Strike (Active)** Ability: select a Zerg unit within line of sight and within 12" of the Terran unit: that unit is hit with the following weapon profile:

Backlash Rockets	RNG	RoA	Hit	DMG	Special Rules
	12"	5	3+	2	**Surge** (Light D3+1), **Target** (Ground)

  Your force may call in **two strikes** over the course of the game, and may perform up to **one strike per Round**. In addition, additional supply depots and overlords appear: both players increase their Supply by 2.
- **End of Round 3:** The Zerg are marshaling all of their power to preserve their Brood Mother. As part of any unit's activation during the Move Phase starting from Round 4 onwards, the unit may perform the **Regroup (Active)** Ability: the unit immediately resolves the **Summon (3)** ability, to a maximum of its original size (you cannot take a Roach unit above 3 models, a Small Zergling unit above 12 models, etc.). Your force may perform **three Regroup actions** over the course of the game. In addition, additional supply depots and overlords appear: both players increase their Supply by 2.
- **End of Round 4:** Additional supply depots and overlords appear: both players increase their Supply by 2.
- **End of Round 4:** Additional supply depots and overlords appear: both players increase their Supply by 2.

Victory: At the end of **Round 6** (or earlier, if the Terran victory condition is met), if Razoth is slain, the Terran Player wins. If Razoth lives, the Zerg Player wins.

Ending (if the Terrans were victorious): As the Brood Mother breathes her last, you see the remnant Zerg enter a frenzy, running every which way, losing all sense of order and cohesion. After a few hours, Argos Company is able to purge the remaining Zerg from the city, and calls come in from across the planet that the attacks have ceased. With gratitude, the people of Kairos throw a celebration for you, honoring you in stories and songs that will last for generations: a company of men and women that stood against an entire brood! The weary members of Argos Company are free to return to *The Wolf Den* as victors.

Ending (if the Zerg were victorious): As the fight rages on across the planet, the battle-weary members of Argos Company see Razoth crawl into a crevice in the ground, escaping from their grasp. There's no way they'll catch her now, and they will never stop coming as long as there are Terrans planetside. The call from High Command comes to fall back, and the heroes of Argos Company return to *The Wolf Den* to fight another day.

Appendix 1: Heroes of the Campaign

You'll need heroes to lead your force - for this campaign we've created profiles for various members of Argos Company, though you can use official heroes instead (e.g., Jim Raynor could be working alongside Argos Company).

Consult your opponent / tournament organizer regarding the use of these heroes outside of this campaign: they are not tested for balance against other heroes. We also include a quick character guide if you want ideas for how to play them, or understand who they are (though you can forgo this for your own interpretation if you'd like).

We do not place any restrictions on which heroes you can use when; the more expensive ones might be harder to field earlier in the campaign, but you can technically run the entire campaign following the work of Capt. Rylan or Maj. Hale if you want (you don't need to field people like Sgt. Ty Fletcher or Cpl. Cora Dalton, who are on the cheaper end of the hero choices). We see no reason not to, as all of them are planetside for the invasion.

If you have feedback on our heroes, let us know!

1. Maj. Lana Hale, *Chief Weapons Officer, Argos Company*

Major Lana Hale is the second highest officer in the Company (only behind, you, Commander). She works with munitions and armaments while aboard *The Wolf Den*, but when boots are needed on the ground she's a skilled Goliath pilot, giving her a vantage point to lead the men. And with good firepower against infantry and reasonable output against aircraft, she can bring the pain.

While expensive for a hero in this campaign, Major Hale gives you both reliable firepower (against air and ground) and support abilities allowing troops to move up quickly near her, which is useful in a campaign where a lot of the missions require you to get to a position and hold it.

MAJ. HALE INFORMATION

Major of *Argos Company*, Second Only to the Commander
Tactical Planning and Resource Allocation
Intelligence Analysis and Recommended Courses of Action

SPECIALTIES

MOTIVATIONS

Comes from 9 Generations of Military Commanders
Lost Both Parents in the Guild Wars (both served)
Was Raised in a Confederate Barracks By Her Uncle: War and the Camaraderie of the Corps Is All She's Ever Known

PERSONALITY

Calm and Collected, Maintaining a Positive "Can Do" Attitude
Welcomes Frank Remarks (makes for faster decision making)
Loves Spicy Food
Enjoys Playing Chess

CATCH PHRASES

"Do you want results fast, or good?"
"Clock is running, Commander."
"Hold fast: help inbound!"
"*Argos Company*, ready for action."

And with her high Wounds count and strong Armor Save, she stands a good chance of surviving the fight (for this campaign). So if you want durable firepower to accompany your force (or you just really love Goliaths), Maj. Hale is ready for the fight!

MAJ LANA HALE (GOLIATH)

TERRAN HERO

SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
7	--	3+	12	3	1	2

SPECIAL ABILITIES

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Argos Surges Forth (Passive): After Maj. Hale finishes her activation, select another friendly unit within 6" of Maj. Hale: that unit may perform a Move action. This does not activate that unit.

➡ MOVEMENT PHASE

Target Lock (Active, 1 CP): Select an enemy unit within 12": when a Friendly Goliath targets that enemy with an autocannon, that weapon gains **Surge Type: Light, Armored** and **S Die: D3+1**.

⊕ ASSAULT PHASE

	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
Autocannons	12	Ground	9	3+			1	Long Range (18"), Precision (2)
Underbelly Gun	8	Ground	6	2+	Light	D3	1	Pinpoint, Sidearm
Hellfire Missiles	16	Air	6	2+	Light	D3	1	Anti-Evade (1), Sidearm

Indomitable (Passive): While Engaged, this unit may target and be targeted by Non-Engaged Units. In both cases defending unit gains an Evade Roll against those attacks.

COMBAT PHASE

	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
Stomp	E	Ground	4	4+			1	

POINTS	BASE SIZE
240	80mm

TAGS: HERO, ARMORED, MECHANICAL, GROUND, TERRAN, UNIQUE

2. Sgt. Ty Fletcher, *Marine Sergeant, Argos Company*

Sergeant Fletcher has been with the Company for many years, and is an experienced scar veteran. Armed with an AGG-12 Rifle, Grenade Launcher, Combat Shield, and a dour attitude, Sgt. Fletcher is ready to add a few more bug fangs to his collection.

He is not the strongest hero for Argos Company, but he is a cheap hero, freeing up points for the rest of your forces, and as long as you dedicate a medic to him, you can "stim to victory" with him.

Ty also gives relatively cheap access to a good volume of fire against armored units: for only 80pts he offers a reasonable chance at damaging armored targets, freeing up more expensive assets to focus other elements of the enemy army.

SGT FLETCHER INFORMATION

Veteran Marine Squad Leader, First Platoon
Tip of the Spear for the Company: First Platoon, First Squad
Enemy Disruption and Landing Zone Clearing

SPECIALTIES

MOTIVATIONS

Killed a Corrupt Deputy, Served in Prison, Released on Commission with Argos Company
Dating CPL Cora Dalton, *First Platoon Medical Corps*

PERSONALITY

Honest, Upfront, and Terse: No Nonsense, Just Facts
Simple Man with a Working-Class Mindset
Loves Pizza, Mayonnaise, and Poker

CATCH PHRASES

"Permission to speak freely?"
"Copy that, HQ."
"We need some serious firepower."
"I like my bugs like I like my beer: cold."

But where he really shines is his ability to inspire heroism in others in your force, giving them a bonus in close combat. Terrans are not very good at close combat fighting in general, so having the ability to make what attacks you have better is a phenomenal ability. And it's a very cheap way to get it.

SGT TY FLETCHER
TERRAN HERO

SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
6	5+	4+	4	2	1	1

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Lone Wolf (Passive): Speed Value is increased to 6.
Veteran (Passive): Armor Value is increase to 4+.

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Stimpack (Active): Gain **Non-Lethal Wounds 2**. Gain **Speed Buff 2**, and with his AGG-12 Rifle he gains **Precision (3)**.

⊕ **ASSAULT PHASE**

AGG-12 Rifle	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	12	5	3+		Armored	D3	1	**Target** (Ground), **Long Range (18)**

Shield (Reaction, 1 CP): Before performing Armor Saves, you may perform an Evade Save.
Slugthrower (Passive): Gains **Anti-Evade (1)** when firing at a unit within 6".

COMBAT PHASE

Bayonet	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	E	3	4+		Light	D3	1	

Hold the Line (Passive): At the end of Ty's activation, select an allied unit within 6" of him: the unit may reroll failed Hits for the rest of this phase.

80 **32mm**

TAGS: HERO, LIGHT, BIOLOGICAL, GROUND, TERRAN, UNIQUE

3. Sgt. Thorley Nash, *Staff Sergeant, Argos Company*

Staff Sergeant Nash is a veteran marauder, highly effective at stunning enemies and knocking out armored targets. While he may not be the strongest asset to mow down zerglings, when enemy roaches show up, he's a dangerous foe (and can take a beating from their acid attacks).

With the ability to slow down enemies as they charge, gun down armored targets in the Assault Phase, and hold his own in the Combat Phase, Thorley is a durable tank that can absorb a lot of punishment for your forces. Just keep him safe from light targets in large numbers (like zerglings): he has few answers to counter them.

If you want a durable "tank" without having to buy an armored vehicle, Nash can take a beating while dishing out high damage against enemy roaches (and other armored targets). And when combined with his support abilities to slow down the enemy (in a campaign where getting places is commonly used as part of the mission objectives), the rest of your army can be built around him thanks to the bases he covers.

SGT NASH INFORMATION

Staff Sergeant, First Platoon
Demolition and Forward Suppression Tactics
Tactical Defense and Fortification Techniques

SPECIALTIES

MOTIVATIONS

Graduated from Avernus School of Military Strategy
Hired by Argos Company in a Contract Instructor Capacity, Later Signed On for Full Service
Hails from Umoja (Father Served the Umojan Protectorate)

PERSONALITY

Quiet, Only Speaks When Contributing to the Conversation
Very Textbook, Professorial Tone with Everyone
Loves Steak, Potatoes, and Cornbread

CATCH PHRASES

"Secure the defenses."
"Let's bring the punch!"
"We'll buy you all the time you need."
"Who wants to raid tonight?"

SGT THORLEY NASH — **TERRAN HERO**

	SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
	6	6+	4+	8	2	1	1

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Lone Wolf (Passive): Speed Value is increased to 6.
Kinetic Foam (Passive): Wounds is increased to 8.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Stimpack (Active): Gain **Non-Lethal Wounds 2**. Gain **Speed Buff 2**, and with his Quad K12 he gains **Precision (3)**.

⊕ ASSAULT PHASE

	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
Quad K12	12	5	3+		Armored	D3+1	2	**Target** (Ground), **Pierce** (1), **Long Range (16)**

Concussive Shells (Reaction, 1 CP): When an enemy Unit attempts to charge a unit within 4" of Thorley, they suffer **Debuff Speed (3)**.
Concentrate Fire (Passive): At the end of Thorley's activation, all allies within 6" that target the same unit he attacked this phase add +1 to their Surge Die result.

COMBAT PHASE

	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
Strike	M	4	4+				1	

120   **50mm**

TAGS: HERO, ARMORED, BIOLOGICAL, GROUND, TERRAN , UNIQUE

4. Cpl. Cora Dalton, *Chief Medical Officer, Argos Company*

Corporal Dalton is the Chief Medical Officer for First Platoon, and has been with the Company since its inception. A gifted healer who also knows how to duck, Cora was present at the slaughter on Hyberna Five, the Siege of Karas (a zerg hive world where Argos Company supported the government in an attempt to eradicate the brood there), and now lends her aid to the liberation of the planet Kairos.

A medic with the ability to heal often and with a higher level of survivability, she's prepared to be the angel of mercy to many of your biological units. Keeping her near stimming marines, marauders or firebats, and they'll find a second, third, or fourth lease on life.

CPL DALTON INFORMATION

Chief Medical Officer, First Platoon
Battlefield Trauma Care and Wounded Recovery Leader
Medical Ward Management and Intensive Patient Care

SPECIALTIES

MOTIVATIONS

Graduated from Apollos University School of Medicine, *Salutatorian with Highest Honors*
Saw an Injured Marine; Immediately Joined Argos Company
Dating SGT Ty Fletcher, *Sergeant First Class, First Platoon*

PERSONALITY

Sweet Bedside Manner (unfortunately from lots of practice)
Aristocratic Language, But Down to Earth
Loves Chocolate, Coffee, and Caramel

CATCH PHRASES

"Be safe out there!"
"Your guardian angel has arrived."
"Lasers charged and ready!"
"Nano-anesthetics prepped for use."

She's cheap, and could easily be run alongside another officer in later missions without hurting you, making her a useful addition to basically every force. She's especially helpful in Mission 3 (*The Other Ship*), as mission objectives (both primary and secondary) are purely tied to the survival of specific biological models, so having a good medic on-hand and ready to assist is very, very useful.

CPL CORA DALTON — TERRAN HERO

7 SPEED	4+ EVADE	4+ ARMOR	4 WOUNDS	2 SIZE	1 SQUAD SIZE	1 SUPPLY

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Lone Wolf (Passive): Speed Value is increased to 7.
Nano Projector Healing (Reaction, 1 CP): When a friendly **Biological** Unit within 6" receives wounds, reduce the Wounds by 3. You may use this ability up to twice per turn (expending **1 CP** each time it is used). Cora also counts as a **Support** unit when using this ability.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Need Some Triage? (Passive): Cora is an experienced medic, ducking as she moves from squad to squad. On a turn where Cora moves, she may use Evade Saves against ranged attacks (as she ducks to reduce her silhouette against incoming attacks).
Your Guardian Angel Has Arrived (Active , 1 CP): Cora may select a friendly Unit within 6" of her: the Unit gains **Heal (3)** and loses any mind control/infestation effects it possesses.

⊕ ASSAULT PHASE

Recharge Projectors (Active): Cora generates **1 CP**.

COMBAT PHASE

70	32mm

Strike	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	E	1	5+				1	

TAGS: HERO, LIGHT, BIOLOGICAL, GROUND, TERRAN, UNIQUE

5. Lt. Natalie Cromwell, *Chief Marksman, First Platoon, Argos Company*

Lieutenant Cromwell is a proven marksman of the Company, capable of taking out enemies with a high-power sniper rifle. Known for her cool head in the midst of chaos, Cromwell has saved many a marine through well-placed Rounds and a quick eye.

Capable of doing substantial damage to light and armored targets, she is able to put wounds down on ground and air targets alike, and then disengage the next Round if her position gets tense.

So while she's "just a marine," she offers a very different take on a marine, offering long-range fire support with strong removal against light targets, but thanks to the damage on the rifle, she can puncture roaches and other armored targets as well if they fail their armor save.

LT CROMWELL INFORMATION

First Lieutenant, Second Platoon
Scouting and Long-Range Reconnaissance
High Profile Removal and Light Unit Suppression

SPECIALTIES

MOTIVATIONS

Native of Vardona, Confederate / Dominion World
Studied at the Diomedes Institute for Global Security
Bagged Her First Artika Goat at Age Seven
Excelled at Marksmanship in Argos Boot Camp

PERSONALITY

Eager to Help, Glad to Be Part of Important Work
Calm Under Pressure, Situationally Aware
Loves Pie (all kinds), Mimosas, and Base Jumping

CATCH PHRASES

"I'm all in for a scrap."
"I can only pick off so many."
"Overwatch in place."
"Shouldn't take long."

She's a relatively cheap way to get high-impact damage regardless of target type, and while she's not a great answer to a horde of zerglings, she is a strong counter to multi-health models with lower Armor Saves (like hydralisks).

LT NATALIE CROMWELL
TERRAN HERO

	SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
	7	4+	4+	4	2	1	1

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Lone Wolf (Passive): Speed Value is increased to 7.
Veteran (Passive): Armor is increased to 4+.
Nimble (Passive): Evade is increased to 4+ and may be used against ranged attacks.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Relocate (Reaction): When Natalie performs a Disengage action, her speed increases to 9.
Take Aim (Active): If Natalie does not move this turn, she may reroll failed shooting attacks.

⊕ ASSAULT PHASE

HEV Sniper Rifle	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
	30	All	1	3+	Light	D3	4	Pinpoint

Overwatch (Passive): If a unit suffers damage from Natalie's *HEV Sniper Rifle* attack, the unit suffers **DEBUFF Speed (2)** until the end of the next round.

COMBAT PHASE

Combat Knife	RNG	RoA	Hit	DMG	Keyword
	M	2	4+	1	

Tactical Redeploy (Passive): If Natalie is not engaged in combat this phase, she may perform a Speed 4 move. At the end of that move, she may select another unit within 6" of her that was not engaged in combat this turn: that unit may perform a Speed 2 move (Speed 4 if it's a single model).

POINTS	BASE SIZE
140	32mm

TAGS: HERO, LIGHT, BIOLOGICAL, GROUND, TERRAN, UNIQUE

6. Sgt. Shane Alston, *Firebat Sergeant, Argos Company*

Sergeant Alston is a firebat: a brave warrior with two flamethrower gauntlets, as well as the old jetpack from the early days of Firebat development. He's a jovial soul (for how dangerous his role is), and is glad to scour a planet for bugs anytime.

Durable with burst damage at very close range, if you can keep him alive long enough to reach the enemy (or place him where zerglings are likely to come), he's a real asset. With the ability to use his gauntlets in both the Assault Phase and the Combat Phase, he can easily punish melee forces.

Note that the official profile for Firebats has not been released, so Sgt. Alston (and the Firebat profile in Mission 1) will be revamped in future releases. We think this is a pretty fair treatment of the Firebat, but as new rules are released we will conform his profile design with the official Firebat profile. If you need a quick proxy, you can use marauder models as firebats if desired.
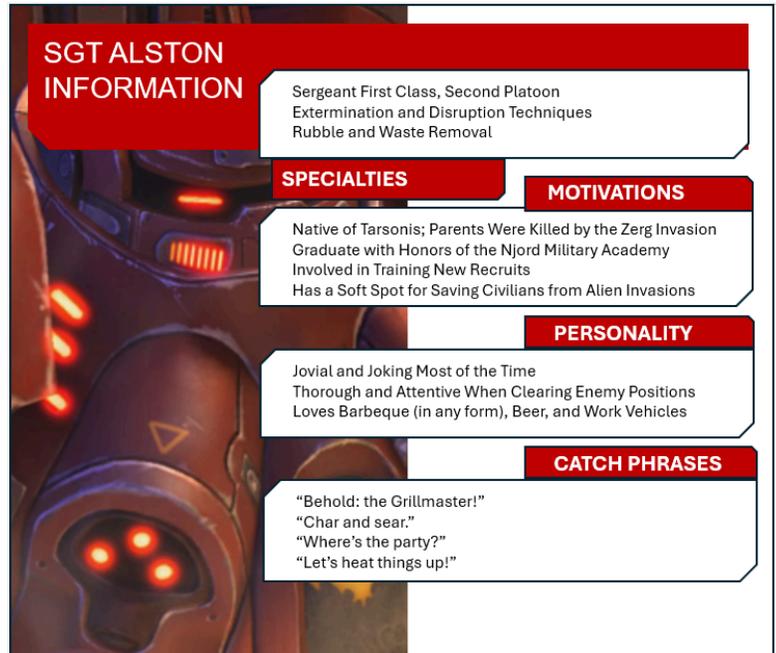
SGT ALSTON INFORMATION

Sergeant First Class, Second Platoon
Extermination and Disruption Techniques
Rubble and Waste Removal

SPECIALTIES

MOTIVATIONS

Native of Tarsonis; Parents Were Killed by the Zerg Invasion
Graduate with Honors of the Njord Military Academy
Involved in Training New Recruits
Has a Soft Spot for Saving Civilians from Alien Invasions

PERSONALITY

Jovial and Joking Most of the Time
Thorough and Attentive When Clearing Enemy Positions
Loves Barbeque (in any form), Beer, and Work Vehicles

CATCH PHRASES

"Behold: the Grillmaster!"
"Char and sear."
"Where's the party?"
"Let's heat things up!"
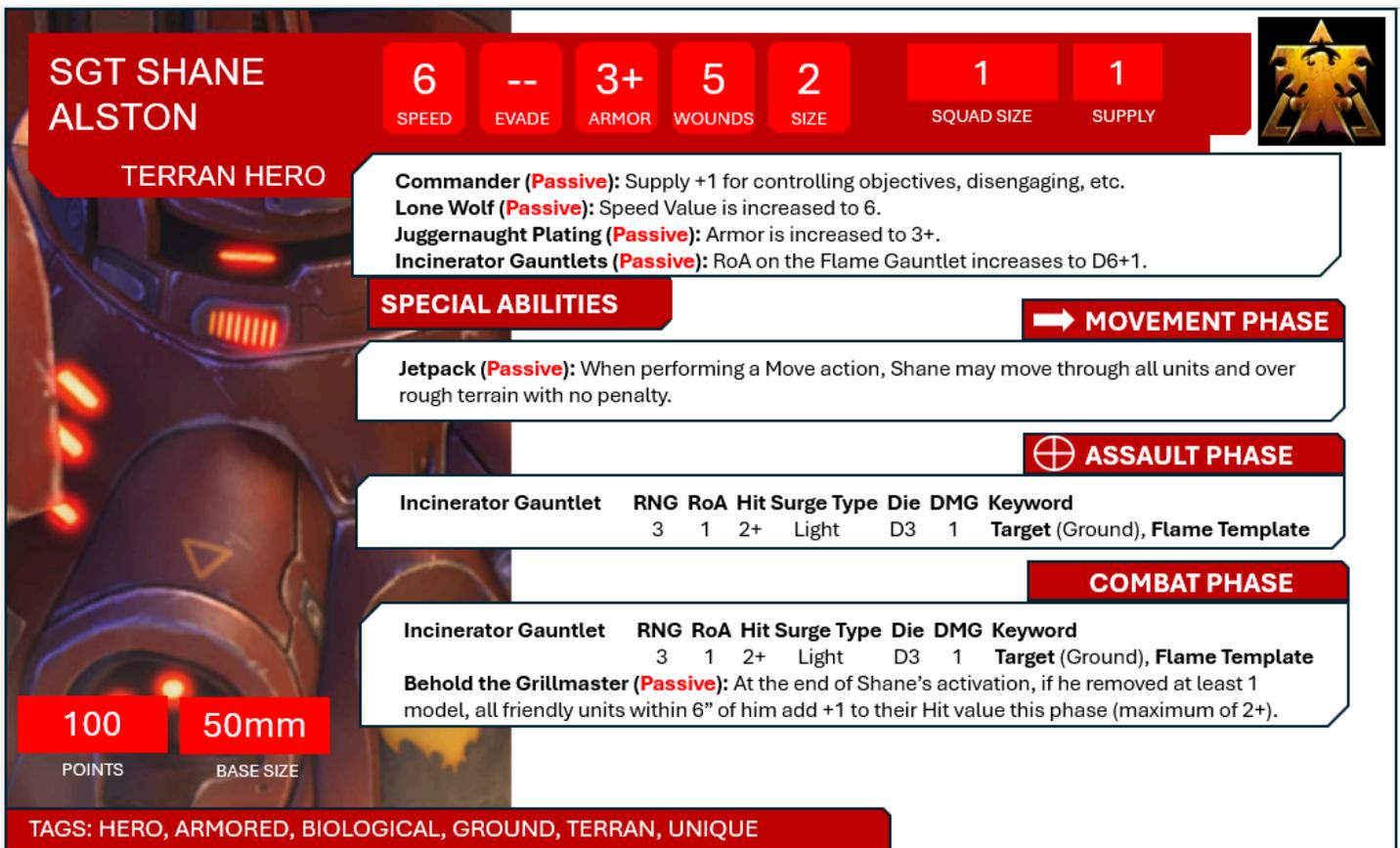
SGT SHANE ALSTON

TERRAN HERO

SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
6	--	3+	5	2	1	1

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Lone Wolf (Passive): Speed Value is increased to 6.
Juggernaught Plating (Passive): Armor is increased to 3+.
Incinerator Gauntlets (Passive): RoA on the Flame Gauntlet increases to D6+1.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Jetpack (Passive): When performing a Move action, Shane may move through all units and over rough terrain with no penalty.

⊕ ASSAULT PHASE

Incinerator Gauntlet	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	3	1	2+		Light	D3	1	Target (Ground), Flame Template

COMBAT PHASE

Incinerator Gauntlet	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	3	1	2+		Light	D3	1	Target (Ground), Flame Template

Behold the Grillmaster (Passive): At the end of Shane's activation, if he removed at least 1 model, all friendly units within 6" of him add +1 to their Hit value this phase (maximum of 2+).
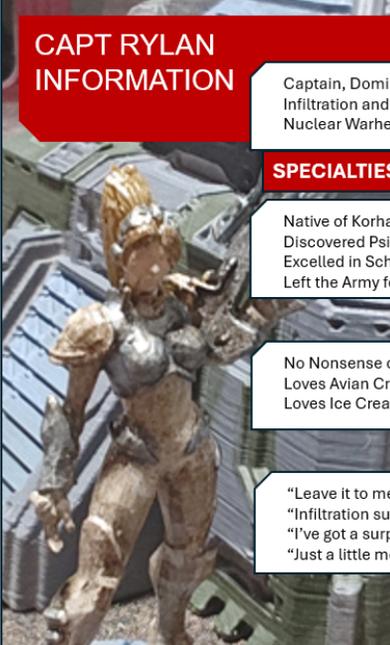
100	50mm
POINTS	BASE SIZE

TAGS: HERO, ARMORED, BIOLOGICAL, GROUND, TERRAN, UNIQUE

7. Capt. Jane Rylan, *Special Forces Liaison, Argos Company*

Captain Rylan has been dispatched to Argos Company as a liaison for whatever government is currently ruling the Koprulu Sector (so this could be one of the three major powers before the rise of the Confederacy, the Confederate government following the Guild Wars, the Terran Dominion of Man, the Dominion under Valerian, or another period of your own creation!). She sports her C-10 Sniper Rifle (you can adjust this to an earlier or later variant based on era, but the stats for the campaign can remain the same: it's purely cosmetic), and while she doesn't release a lot of Rounds in a single Round, she's very good at wiping out light infantry targets.

CAPT RYLAN INFORMATION

Captain, Dominion Army Liaison to Argos Company
Infiltration and Exfiltration Techniques
Nuclear Warhead Procurement and Deployment Protocols

SPECIALTIES

MOTIVATIONS

Native of Korhal; Mother Was a Medic of the Sons of Korhal
Discovered Psionic Abilities at Age Six
Excelled in School and the Military Academy on Korhal
Left the Army for Liaison Work for Flexibility of Command

PERSONALITY

No Nonsense on Duty, Center of the Party When Off Duty
Loves Avian Creatures, Especially Colorful Ones
Loves Ice Cream, Daiquiris, and Old Books

CATCH PHRASES

"Leave it to me."
"Infiltration successful."
"I've got a surprise for them."
"Just a little more to the left…"

Being permanently cloaked and having the ability to reveal cloaked units (while reducing their energy), she is a solid counter to the Zerg presence on the planet, removing some of the gimmicks and tricks at their disposal.

CAPT JANE RYLAN

TERRAN HERO

7	3+	5+	6	2	1	1
SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Multi-Spectrum Visor (Passive): Jane has the *Detector* keyword within 12".
Cloaked (Passive): Jane is permanently cloaked.
Nimble (Passive): Evade is increased to 3+ and may be used against ranged attacks.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

EMP Round (Active): Jane may fire an EMP Round instead of dealing damage: the target and all units within 3" lose 2 Shields, and **Cloaked** units within the radius are revealed for the turn.

⊕ ASSAULT PHASE

C-10 Sniper Rifle	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	30	All	1	2+		Light	D3	5	

Snipe (Active): Select a **biological** enemy unit within 16": the target suffers **Hits (6)**.
Nuclear Launch (Active): Once per game, select a point within 18" and LOS (mark with a 25mm token): at the end of the round, all units within 6" of the token suffer **Hits (10)**. This damage ignores special rules that prevent damage from passing from one model to another.

COMBAT PHASE

Combat Dagger	RNG	RoA	Hit	DMG	Keyword
	M	3	3+	1	

200	32mm
POINTS	BASE SIZE

TAGS: LIGHT, BIOLOGICAL, GROUND, PSIONIC, TERRAN, UNIQUE

And of course, we also need some heroes for the Zerg under Razoth:

1. Zaul, *Cunning Zergling*

Zaul is one of those rare zerglings who has lived for more than a few days, and now serves as a personal bodyguard for Razoth. He has proven to be clever and cunning, killing many Terrans in the first wave of assaults against the defenses of the planet, and has earned her trust.

While he is one of the weakest heroes of her brood, he is cheap and highly effective at removing enemy infantry. And once the frenzy takes hold of him, he can spread that frenzy to others around him, making them more effective in the Combat Phase. So while you don't tend to think "support" from zerglings, this scout is exactly that: a force multiplier for your force while still being predominately an attacker.

ZAUL						
7 SPEED	**4+** EVADE	**4+** ARMOR	**4** WOUNDS	**2** SIZE	**1** SQUAD SIZE	**1** SUPPLY

ZERG HERO

SPECIAL ABILITIES

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Burrow (Active, 1 BM): If this unit is unengaged, it may **Burrow** (or **Unburrow** even if engaged). At the start of its activation, if burrowed, Zaul gains **Heal (2)**.
Scar Veteran (Passive): This unit's Armor is increased to 4+.

➡ MOVEMENT PHASE

Burrow Ambush (Passive): May be deployed within 18" of your **Deployment Zone** and at least 10" away from enemy units. This ends its activation.

⊕ ASSAULT PHASE

Metabolic Boost (Active, 1 BM): When determining Charge Distance for this unit, you may roll 2D6 instead of D6 and select the highest result to add to the unit's Speed characteristic.
Devastating Charge (Passive): Immediately after this unit completes a successful Charge resolve the IMPACT HITS (2) 4+ effect.

COMBAT PHASE

Razored Claws	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	E	Ground	3	3+		Light/Armor	D3	1	

Frenzied Chatter (Reaction): At the end of his activation, Zaul clicks encouragement to an ally within 6" of him: the unit immediately increases its Hit Value by 1 (to a maximum of 2+).

80	32mm

TAGS: HERO, LIGHT, BIOLOGICAL, GROUND, ZERG, UNIQUE

2. Sresh, *Spitter Zergling*

Sresh has also served Razoth since the beginning of the campaign, and while the maniacs like Zaul charged the enemy, Sresh acquired essence that allows her to spit an acid at her enemies to down them from a distance. So while not as powerful as a roach or hydralisk, she's a cheap ranged attacker who can remove light targets even as a single model. But keep her away from armored targets: she will fall very quickly.

Sresh is also trained to warn the rest of the brood of incoming danger, making her and others more effective at avoiding danger. It's a small boon, but every little bit helps the brood.

While not as powerful as some of the zerglings, she's still effective in her own right, allowing her to swiftly cover distance to engage an enemy, and then remove light infantry at a safe range.

SRESH

7	4+	5+	4	2	1	1
SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

ZERG HERO

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Burrow (Active, 1 BM): If this unit is unengaged, it may **Burrow** (or **Unburrow** even if engaged). At the start of its activation, if burrowed, Sresh gains **Heal (2)**.

SPECIAL ABILITIES

➡ **MOVEMENT PHASE**

Burrow Ambush (Passive): May be deployed within 18" of your **Deployment Zone** and at least 10" away from enemy units. This ends its activation.
Prowl (Active, 1 BM): If Sresh moves at least 3" this phase, she gains **Dodge (1)** against the next ranged attack against her. Then select a friendly Unit within 6": it gains **Dodge (1)** against the next ranged attack against it.

⊕ **ASSAULT PHASE**

Flaming Breath	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	6	Ground	3	3+		Light	D3	1	Pierce 2 (Light)

Metabolic Boost (Active, 1 BM): When determining Charge Distance for this unit, you may roll 2D6 instead of D6 and select the highest result to add to the unit's Speed characteristic.
Devastating Charge (Passive): Immediately after this unit completes a successful Charge resolve the IMPACT HITS (2) 4+ effect.

COMBAT PHASE

80	32mm

Razored Claws	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	E	Ground	2	3+		Light	D3	1	

TAGS: HERO, LIGHT, BIOLOGICAL, GROUND, ZERG, UNIQUE

3. Zyth, *Karas Roach*

Zyth is a survivor from the planet Karas, a planet that was heavily besieged by the Terrans years ago. The only Zerg that still live on the planet live deep under the planet's surface and rarely venture out. Zyth has not forgotten the suffering of his brood, and when Razoth fled the planet before its fall, Zyth went with her, devoted to her defense and the preservation of her brood.

Zyth has evolved, stealing the essence of a previous foe to add regenerative bile to his arsenal. This provides him with the ability to deal damage with his bile against foes that will also close up wounds on allies near their target, possibly even bringing them back from the brink of death.

ZYTH	SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
	7	5+	3+	6	2	1	1

ZERG HERO

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Burrow (Active): If this unit is unengaged, it **Burrows** or **Unburrows**.
Tunnelling Claws (Passive): When **Burrowed**, Zyth may perform a Move action without losing **Burrowed**, and can move through all units.
Sixth Sense (Passive): Zyth has the *Detector* keyword within 12".

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Burrow Ambush (Passive): May be deployed within 18" of your **Deployment Zone** and at least 10" away from enemy units. This ends its activation.

⊕ ASSAULT PHASE

Acid Saliva	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
	8	Ground	5	3+		Light	D3+1	1	

Healing Bile (Passive): Select a friendly **Biological** unit within 3" of the target: **Heal (2)** the unit.

COMBAT PHASE

Razored Claws	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	M	3	4+				1	

140 | 50mm

TAGS: HERO, ARMORED, BIOLOGICAL, GROUND, ZERG, UNIQUE

4. Gokk, *Roach*

Gokk is a young roach, but proving her worth as a fearless warrior. With razor sharp claws built to rend and burrow with ease, Gokk will rend through anything to preserve Razoth's Brood.

While Zyth has a healing bile that helps him restore Wounds on nearby allies, Gokk is built around aggressive play with survivability. This also allows you to take greater advantage of the burrowed movement abilities of roaches, as you can move her while burrowed to increase the odds that you reach your intended target. Throw her close to the enemy and tear them to pieces: this is a tunneling, melee-focused roach, and excels when in close combat with the Terrans.

GOKK							
	7 SPEED	5+ EVADE	3+ ARMOR	6 WOUNDS	2 SIZE	1 SQUAD SIZE	1 SUPPLY

ZERG HERO

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Burrow (Active): This unit **Burrows** or **Unburrows** (even if engaged).
Swift Tunnelling Claws (Passive): When **Burrowed**, Gokk may perform a Move action with **Buff Speed 2** without losing **Burrowed**, and can move through all units.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Burrow Ambush (Passive): May be deployed within 18" of your **Deployment Zone** and at least 10" away from enemy units. This ends its activation.

⊕ ASSAULT PHASE

Acid Saliva	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	8	5	3+		Light	D3	1	**Target** (Ground)

Regeneration (Passive): When Gokk is activated and **Burrowed**, Gokk gains **Heal (3)**.
Warning Chatter (Reaction, 1 BM): Gokk clicks out a warning to an ally within 6" of her when attacked: the unit immediately increases its Armor Value by 1 (to a maximum of 3+).

COMBAT PHASE

Razored Claws	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
	E	6	4+				1	**Pierce 2 (Armored)**

120	50mm

TAGS: HERO, ARMORED, BIOLOGICAL, GROUND, ZERG, UNIQUE

5. Yuzul, *Hydralisk*

Yuzul is an old hydralisk, long predating the fall of Karas, and serving faithfully in the elite guard of Razoth. With years to perfect the art of accuracy, Yuzul is a reliable assassin for the brood who calls out targets to those around him to take down.

With the ability to fire further than your average hydralisk, the ability to improve the accuracy of other Zerg around him, and more durability to sustain return fire, Yuzul can reliably punch back against the best that the Terran can offer.

YUZUL

SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY
4	4+	4+	6	2	1	1

ZERG HERO

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Cunning Veteran (Passive): This unit's Evade and Armor are increased to 4+.
Ancillary Carapace (Passive): This unit gains **Tough (1)**.
Burrow (Active): This unit **Burrows** or **Unburrows**. When activated while **Burrowed**, Heal (2).

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Burrow Ambush (Passive): May be deployed within 18" of your **Deployment Zone** and at least 10" away from enemy units. This ends its activation.
Lurking (Passive): If this unit does not move during the Move Phase, it may perform an Evade Save against the first ranged attacks made against it this turn.

⊕ ASSAULT PHASE

	RNG	TGT	RoA	Hit	Surge	Type	Die	DMG	Keyword
Grooved Spines	16	All	4	3+	Light/Armor	D3+1	2	**Target** (Ground/Air)	

Lunge (Reaction): If a friendly unit within 12" is targeted by a shooting attack, this unit may perform a Move action toward the attacking unit.
Hunter's Call (Passive): Friendly Zerg units within 6" of Yuzul may reroll failed hits this phase.

COMBAT PHASE

	RNG	RoA	Hit	Surge	Type	Die	DMG	Keyword
Scythe	M	3	4+		Light	D3	1	

170 POINTS

40 x 100mm BASE SIZE

TAGS: HERO, LIGHT, BIOLOGICAL, GROUND, ZERG, UNIQUE

6. Ahirga, *Hatchery Queen*

Ahirga is one of the queens under Razoth, and she is glad to lend her ability to transfuse power into the brood to keep it strong and in fighting shape. Between her ability to heal allies and some powerful ranged capabilities, she is a flexible support-damage dealer hero.

While she is mostly "just another queen," she lends two benefits to your force in different aspects of the game that your average queen does not give. First, she's not using a Support slot, thereby giving you more freedom in your tactical card selection process. Second, she saves a good bit of Biomass over the course of the game compared to the normal queen, which allows you to use more abilities on your tactical cards.

AHIRGA

4	--	4+	10	3	1	1
SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

ZERG HERO

SPECIAL ABILITIES

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Psionic Link (Passive): While within 6" of 7+ friendly models, one ability costs **-1 BM**.
Transfuse (Reaction, 1 BM): Once per round, when a friendly **Biological** unit or **Structure** within 4" receives wounds, reduce the Wounds by 3.
Spawn Creep Tumor (Active, 1 BM): Once per round, place a creep tumor next to Ahirga.

→ MOVEMENT PHASE

Fortifying Pheromone (Passive): Zerg units within 6" of Ahirga have their Supply value improved by 1 for the purpose of contesting objectives and completing missions.
Restoration (Reaction, 1 BM): Use when a friendly unit within 4" receives a Debuff. Remove all Debuffs from it.

⊕ ASSAULT PHASE

	RNG	RoA	Hit	Surge Type	Die	DMG	Keyword
Talons	6	4	4+	Light	D3	2	**Target** (Ground)
Acid Spines	12	4	4+	Light/Armor	D3	2	**Target** (Air)

COMBAT PHASE

	RNG	RoA	Hit	Surge Type	Die	DMG	Keyword
Talons	M	3	4+			1	

160	80mm

TAGS: HERO, ARMOURED, BIOLOGICAL, GROUND, PSIONIC, ZERG, UNIQUE

7. PVT Kole Roscoe, *Infested Marine*

Private Roscoe was a marine with the Thales Foundation before he was infested by Razoth's Brood. Now he serves the will of Razoth, lending his fighting prowess and durable armor to her cause. Already a disgruntled employee who felt he was underpaid and underappreciated, Kole takes that edge of disdain and brings it to bear for the brood.

Roscoe is cheap, easy to field, and easy to use. He has similar abilities to marines, while also having the ability to Burrow to recover wounds, which is really nice. So all in all, if you need a "tank" to soak damage and dish out some punishment to light units, Kole is a good choice.

He also has the ability to make it easier for your force to move through rough terrain, so if you're looking for a bit more mobility on the battlefield, Kole is your man…or bug, or whatever he counts as now.

PVT KOLE ROSCOE

ZERG HERO

7	5+	4+	4	2	1	1
SPEED	EVADE	ARMOR	WOUNDS	SIZE	SQUAD SIZE	SUPPLY

Commander (Passive): Supply +1 for controlling objectives, disengaging, etc.
Burrow (Active, 1 BM): If this unit is unengaged, it may **Burrow** (or **Unburrow** even if engaged). At the start of its activation, if burrowed, Kole gains **Heal (2)**.

SPECIAL ABILITIES

➡ MOVEMENT PHASE

Burrow Ambush (Passive): May be deployed within 18" of your **Deployment Zone** and at least 10" away from enemy units. This ends its activation.
Intelligence Liaison (Passive): Kole knows this area: he and friendly units within 6" of him gain **Buff Speed (2)**.
Stimpack (Active): Gain **Non-Lethal Wounds 2**. Gains **Buff Speed 2** and gains **Precision (3)** with his C-14 Rifle.

⊕ ASSAULT PHASE

C-14 Rifle	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
	12	All	4	3+	Light	D3	1	

Shield (Reaction, 1 MB): Kole may perform Evade Saves v. close combat and special abilities.
Slugthrower (Passive): Gains **Anti-Evade (1)** when firing at a unit within 8".

COMBAT PHASE

Talon Rush	RNG	TGT	RoA	Hit	Surge Type	Die	DMG	Keyword
	E	Ground	3	3+	Light	D3	1	

80	32mm
POINTS	BASE SIZE

TAGS: HERO, LIGHT, BIOLOGICAL, GROUND, ZERG, UNIQUE

We hope you enjoy these! And if you find that they're broken or need a revamp, please reach out to us using the Contact Us page at www.zurncentral.com/contact and we'll do our best to rebalance with the next updated version of this supplement. We will also make updates to units as we see official profiles for units with future unit release waves for the game.

Appendix 2: Campaign Points

Primary and Secondary Objectives for each mission generate what we call "Campaign Points," which is a fancy term for, "bonuses that will help you during future missions, to reward you for playing the scenario instead of just chasing enemies and shooting at them." When you earn Campaign Points, you can then spend them before the next mission begins to get bonuses for your troops. We split these bonuses into three categories:

- **Unit Upgrades** improve the stats and special rules of a unit. These are expensive, but regularly useful.
- **Added Supply** allows you to field more units in a future mission, imbalancing the size of the forces.
- **Rerolls** allow your units to be more reliable on the table. These are cheap, but situationally useful.

Once a Campaign Point is spent it generally cannot be retracted, though we remind players that, since this is a game and we all have limited time in this day and age, if someone wants to retract a purchase that they haven't used and instead put it into something else (because they think it will be more fun to use that instead of what they purchased), then by all means make the switch. We'll call it, "loading a previous saved game," and keep the action going (no one is tracking a leaderboard here!).

Category 1: Unit Upgrades

The following unit upgrades are available; if a specific race/faction is listed, it is limited to that race/faction (all upgrades are listed in alphabetical order for ease of looking up during the game):

- **Alert:** Models in this unit may reroll failed Evade rolls.
- **Argos Surges Forth (Terran, *Argos Company*):** The soldiers of Argos Company rush to danger where others would hold back. Before the start of the first Round, this unit may perform a single move action. Then remove the activation token from that unit (so it can activate in the Movement Phase on the first Round).
- **Brash:** Models in this unit gain **Buff Speed (2)** when rolling to Charge.
- **Cover Fire (Terran):** The unit provides cover for another unit, increasing its chances of survival. Once per Round, after this unit has performed a ranged attack against an enemy unit, select another allied unit within 12": that unit may perform a Speed 2 Move action for free.
- **Death Stroke:** The unit uses its last gasp to fight the enemy. Whenever this unit would be reduced to 0 models, before removing any models from this attack, each model in the unit may perform a single attack (melee or shooting) against one enemy unit within range. After resolving the attack, this unit is removed.
- **Experimental Ammunition (Terran):** Models in this unit increase their Assault Phase Hit Value by +1.
- **Experimental Armor Tech (Terran / Protoss):** Models in this unit increase their Armor Value by +1 (to a maximum of a 3+).
- **Experimental Blade Tech (Protoss):** Models in this unit increase their Combat Phase Hit Value by +1 (to a maximum of a 2+).
- **Experimental Carapace Strand (Zerg):** Models in this unit increase their Armor Value by +1 (to a maximum of a 3+).

- **Experimental Cannon Tech (Protoss):** Models in this unit increase their Assault Phase Hit Value by +1 (to a maximum of a 2+).
- **Experimental Gland Strand (Zerg):** Models in this unit increase their Assault Phase Hit Value by +1 (to a maximum of a 2+).
- **Experimental Shield Tech (Protoss):** This unit increases its Shields Value by +2.
- **Experimental Slicer Strand (Zerg):** Models in this unit increase their Combat Phase Hit Value by +1 (to a maximum of a 2+).
- **Experimental Thermite (Terran):** Replace this unit's small area templates with large area templates.
- **Frenzy (Zerg):** The unit attacks with a savage fury. Once per Round, this unit may add +1 to its Rate of Attacks (RoA) it performs.
- **Glorious Stand (Protoss):** The unit displays the highest levels of nobility, fighting to the bitter end with all their might. When this unit is reduced to 0 Wounds, no models are removed until the end of the Round (and activates each phase normally). In the Scoring Phase, remove the unit.
- **Green:** This unit's Points Cost is reduced by -20%, and suffers a -1 to its Evade and Armor Value. If a unit drops below a 6+ Save, it cannot perform that save.
- **Hold the Line:** If this unit does not move in the Movement Phase, it may reroll failed ranged attack rolls.
- **Preservation Instinct (Zerg, *Razoth's Brood*):** The unit instinctively knows to burrow to avoid danger, thanks to years of fighting. If this unit has not activated this phase, is not burrowed, and suffers wounds, the unit activates: reduce the total wounds by 2 and burrow the unit after resolving the remaining damage.
- **Psionic Ascension (Protoss):** Once per Round, this unit may ignore 1 Psionic Energy cost on one of its abilities.
- **Relocate:** Models in this unit gain **Buff Speed (2)** and ignore Disengage penalties when disengaging.
- **Rolling Retreat:** The unit moves steadily backwards, able to cover a retreat, though also moving far slower than troops dedicated to retreating. This unit may reduce its Speed by 2. If it does, it may reroll up to 2 Attacks when performing attacks in the Assault Phase.
- **Swift Burrowing (Zerg):** Models in this unit may perform an attack before performing a **Burrow** action, or may perform an **Unburrow** action for free at the start of their Assault Phase activation.
- **Trackers:** The unit is skilled in discerning the location of hidden/burrowed/cloaked units near it. The unit gains the *Detector* rule for units within 8" of it.
- **Unity in the Khala (Protoss, *Khalai*):** The unit taps into the unity that the Firstborn share in the Khala, acting as one fighting spirit. While within 6" of a friendly Khalai Protoss unit, the unit gains **Precision (1)**.
- **Veterancy:** This unit improves its Evade Value or Armor Value (your choice) by +1 (to a maximum of 3+).

To add a Unit Upgrade to one of your units, spend **3 Campaign Points**. You may want to print out the Upgrade card in Appendix 2 and place it next to the unit so that you remember that it benefits from this upgrade.

Unit Upgrade purchases are **permanent**: once a unit takes this upgrade, it will retain this upgrade throughout the rest of the campaign (apply its bonuses to all future missions), so taking unit upgrades early in the campaign can be useful. You will find **upgrade cards** in Appendix 3 to make it easy to remember which upgrades a unit has.

Example: Chris has 5 Campaign Points following the end of the first mission. He looks at his options, and selects the *Argos Surges Forth* upgrade for one of his marine squads. Whenever he fields a marine squad, he can apply this rule to them, along with any other special rules he adds to them later in the campaign. He cannot purchase anymore unit upgrades (as he only has 2 Campaign Points left), and saves them for future upgrades.

You may **only purchase each upgrade once per unit**. So for example, you may not purchase *Frenzy* twice for the same Zerg unit, you may not take Experimental Thermite twice for the same Terran unit, etc., though you may purchase *Frenzy* as many times as you want, so long as they are assigned to different units in your force.

Category 2: Added Supply

To add Supply to your force, spend **1 Campaign Point** to add **1 Supply Point** to your army roster. At the start of any mission, you may declare when building forces that you are spending any number of Campaign Points: add those Supply Points to your maximum for the mission.

When you spend any number of Supply Points, the Supply is **lost**: this is not a permanent increase to your supply for all missions going forward, so spend your Supply Points on missions where you feel you really need additional forces to win!

> **Example:** Chris has 2 Campaign Points remaining. He's been thinking about running more marauders and marines in Mission 2 (as it's a defensive mission), so he pays 1 Campaign Point to add +1 Supply to his army roster. Depending on what the enemy chooses to do, he might want to spend it next mission to give him 1 more Supply so he can start with more men defending the compound, but he doesn't have to spend it next mission: he can hold it until a future mission if he feels confident with his starting forces.

Remember that this adds **supply, not points**: your army will still have the same number of points, but you'll be able to start with more of them on the field at the beginning by taking Added Supply Points.

Category 3: Rerolls

To add rerolls to your force, spend **1 Campaign Point** to add **1 Reroll** to your army roster. When performing a roll during a mission that has not already been rerolled (due to another special rule, mission-specific ability, etc.), you may declare that you are spending one of your Rerolls on your army roster. Deduct the reroll from your army roster, and reroll the dice.

These rerolls may be used on any dice you roll during the game: as long as you are the player rolling the dice (even if the dice involves allied or neutral characters that are not part of your army), and the dice has not already been rerolled by another special rule or other means, a reroll may be spent.

> **Example:** Chris has 1 Campaign Point remaining. He opts to purchase 1 Reroll so that if an attack in the future really needs to work, he'll have that on-hand as a form of insurance.

When you spend a Reroll, the Reroll is **lost**: this is not a permanent option to reroll dice in the future, so spend your Rerolls on rolls that really need to work!
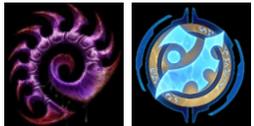
Appendix 3: Unit Upgrade Cards

Below are card versions of the Unit Upgrades in Appendix 2 for ease of attaching to your units, and for the new faction cards used in this campaign. We also have blank templates to use as a "Build Your Own" upgrade if you'd like! Run them past your gaming group before using.

Alert	**Argos Surges Forth**	**Brash**
Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points
Models in this unit may reroll failed Evade rolls.	Before the start of the first Round, this unit may perform a single move action. The unit starts unactivated at the start of the game.	Models in this unit gain **Buff Speed (2)** when rolling to **Charge**.
Cover Fire	**Death Stroke**	**Experimental Ammunition**
Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points
Once per Round, after this unit has performed a ranged attack, select an allied unit within 12": it adds +1 to its Evade rolls this Round.	When this unit would be destroyed, before removing models, each model may perform an attack v. an enemy within range.	Models in this unit increase their Assault Phase Hit Value by +1 (*Maximum: 2+*).
Experimental Armor Tech	**Experimental Blade Tech**	**Experimental Carapace Strand**
Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points
Models in this unit increase their Armor Value by +1 (*Maximum: 3+*).	Models in this unit increase their Combat Phase Hit Value by +1 (*Maximum: 2+*).	Models in this unit increase their Armor Value by +1 (*Maximum: 3+*).

Experimental Cannon Tech	Experimental Gland Strand	Experimental Shield Tech
Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points
Models in this unit increase their Assault Phase Hit Value by +1 (*Maximum: 2+*).	Models in this unit increase their Assault Phase Hit Value by +1 (*Maximum: 2+*).	This unit increases its Shields Value by +2.

Experimental Slicer Strand	Experimental Thermite	Frenzy
Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points
Models in this unit increase their Combat Phase Hit Value by +1 (*Maximum: 2+*).	Models in this unit replace their small area templates with large area templates.	Once per Round, this unit may add +1 to the Rate of Attacks it performs.

Glorious Stand	Green	Hold the Line
Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points
When this unit is reduced to 0 Wounds, it is not removed until the end of the Round (and activates each phase normally).	This unit's Point Cost is reduced by -20%, and suffers a -1 to its Evade and Armor Save (if it goes below a 6+, it cannot perform the save).	If this unit does not move in the Movement Phase, it may reroll failed ranged attack rolls.

Preservation Instinct Unit Upgrade - 3 Campaign Points If this unit has not activated and suffers wounds, the unit activates: cancel 2 wounds and burrow the unit after resolving the remaining damage. The unit's activation ends.	**Psionic Ascension** Unit Upgrade - 3 Campaign Points Once per Round, this unit may ignore 1 Psionic Energy cost on one of its abilities.	**Relocate** Unit Upgrade - 3 Campaign Points Models in this unit gain **Buff Speed (2)** and ignore Disengage penalties when disengaging.
Rolling Retreat Unit Upgrade - 3 Campaign Points This unit may reduce its Speed by 2. If it does, it may reroll up to 2 Attacks when performing attacks in the Assault Phase.	**Swift Burrowing** Unit Upgrade - 3 Campaign Points Models in this unit may move up to 2" before performing a **Burrow** action, or may **Unburrow** for free at the start of their Assault Phase activation.	**Trackers** Unit Upgrade - 3 Campaign Points The unit gains the *Detector* rule for units within 8" of it.
Unity in the Khala Unit Upgrade - 3 Campaign Points While within 6" of a friendly Khalai Protoss unit, the unit gains **Precision (1)**. (Khalai Units Only may take this upgrade)	**Veterancy** Unit Upgrade - 3 Campaign Points This unit improves its Evade Value or Armor Value (your choice) by +1 (to a maximum of 3+).	Unit Upgrade - 3 Campaign Points

Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points
Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points	Unit Upgrade - 3 Campaign Points
Argos Company - Faction Card **+1 Command Point** **2x Core 1x Support 2x Hero** **Battlefield Refit**: The active Unit gains **Heal (2)**. **Ferocity**: Once per game, the active Unit adds +1 to its Hit (*max: 3+*).	**Razoth's Brood - Faction Card** **+1 Biomass** **3x Core 1x Elite 1x Hero** **Swift Escape**: The active Unit may **Burrow** or make a Speed 2 Move. **Vengeance**: Once per game, the active Unit gains **Pierce 2 (Light)**.	**Norkun's Crew - Faction Card** **+1 Psi Energy** **3x Core 1x Support 1x Hero** **Scientists**: The active Unit may Evade Save against ranged attacks. **Psi Blast**: Once per game, a Unit within 12" of the active Unit may not use active abilities this Round.

In the future, we may include additional unit upgrades for your use - if you have ideas, please let us know! You can reach us via the Contact Us page on our website at www.zurncentral.com/contact.