



## Warrior Bugs

**ACTIVATION**

3+

**EXPERTISE**

4+

**ARMOR**

4+

**MOVEMENT**

12"



The scourge of the deserts of the planet Klendathu, the Warrior Bugs represent the bulk of the fighting forces of the Arachnids. Strong, fast, protected by a tough exoskeleton hide, they walk upright on 4 razor-sharp talon-like legs. They also have powerful scissor-like jaws capable of piercing through even dense alloys.

**ARMAMENTS:**

360° Talon Legs—(hand-to-hand), — 2FP

Crushing Mouth Pincers (front)—(hand-to-hand), — 2FP



## Tank Bugs

**ACTIVATION**

3+

**EXPERTISE**

4+

**ARMOR**

3+

**MOVEMENT**

9"



Massive lumbering hulks, capable of burrowing and attacking at random throughout the battlefield, the "tank bugs", are a fearsome opponent, and the most fierce of the bugs available in the Arachnid arsenal. Slow but deadly, they are armed with a variety of short range electro-chemical attacks, and can smash humans within reach easily.

**ARMAMENTS:**

Crushing Front Legs—(hand-to-hand), — 3FP

Fore (head) Electro-Chemical Stream, 12" RANGE — 2FP



## Hoppers

**ACTIVATION**

3+

**EXPERTISE**

4+

**ARMOR**

5+

**MOVEMENT**

24"



Smaller winged bugs used for aerial reconnaissance and light skirmishing. Hoppers have the ultimate element of surprise. Limited flight capability, they are armed with razor sharp talons, a nerve toxin stinger, and their wings are made of a hybrid-metal alloy, which enables them to slice through most substances with ease. They have the ability to sneak up on unsuspecting troops, drop out of the sky, and rip them to shreds.

**ARMAMENTS:**

Talons—(hand-to-hand), — 2FP

Nerve Toxin Stinger (rear)—(hand-to-hand), — 1FP

Metallic-alloy wings—(hand-to-hand) — 2FP

Swarm — re-roll armor saves when in groups of 3 or more.



## Brain Bug

**ACTIVATION**

3+

**EXPERTISE**

4+

**ARMOR**

5+

**MOVEMENT**

3" / 9"\*



The masterminds of the battlefield, "Brain-Bugs" are closely associated with the Queen, and though limited on the battlefield, there is usually one present for every battalion of bugs present. They are able to communicate telepathically to other bugs, and direct and control the scope and purpose of the bugs on the battlefield. Slow but steady, their presence on the field can greatly enhance the fighting capabilities of all nearby bugs.

**ARMAMENTS:**

Brain sucker, (front) —(hand-to-hand) — 1FP

Devour, (front) — can swallow a person whole.

Tactical Genius — all bugs within 36" can re-roll activations.

\*If mounted on chariot bugs, can move up to 9"



## Plasma Bug

**ACTIVATION**

3+

**EXPERTISE**

4+

**ARMOR**

4+

**MOVEMENT**

9"



The Plasma Bug is a fearsome mobile artillery piece. It's primary armament is a volatile chemical plasma stream created in its abdomen which can be spray thousands of yards away. Feared by the Fleet, it is used mainly as sort of orbital "flak-cannon", effectively destroying ships in space, but it has been reported by some troops as being used for ground artillery.

**ARMAMENTS:**

Legs, Teeth, Pincers—(hand-to-hand), — 3FP  
Fore (head) Electro-Chemical Stream, 12" RANGE — 2FP  
Rear Electro-Chemical Stream, up to 48" RANGE — 3FP  
*Cannot engage in melee while in bombardment mode.  
Takes 1 activation to setup/takedown for artillery mode.*



## Chariot Bugs

**ACTIVATION**

3+

**EXPERTISE**

4+

**ARMOR**

4+

**MOVEMENT**

9" / 12"\*



Chariot Bugs are similar in appearance to an Earth tic, and have usually only been seen in conjunction with a Brain Bug, acting as a form of group transport for the Brain Bug. Though rarely seen, they do tend to move in swarms, and in one field report they have been seen to latch onto troops and suck them dry in seconds. Fortunately they tend to shy away from combat.

**ARMAMENTS:**

Front mounted stinger/sucker — 1FP  
*\*Move 9" if carrying a Brain Bug, otherwise 12"*



## Blister Bugs

**ACTIVATION**

3+

**EXPERTISE**

4+

**ARMOR**

4+

**MOVEMENT**

12"



The most vile of all the Arachnid species, the Blister Bug has made a reputation for itself. Able to vomit a high concentration of acid for yards, they like to digest their prey from a distance then suck it up as they get on top of it. When outnumbered or cornered, the blister bug can trigger an internal explosion causing it to annihilate troops around it in it's bile.

**ARMAMENTS:**

360° Talon Legs—(hand-to-hand), — 2FP  
Bile shooter, 12" RANGE — 2FP  
*Indigestion — self-destruct —6" radius 2FP*



## Spider Bugs

**ACTIVATION**

3+

**EXPERTISE**

4+

**ARMOR**

4+

**MOVEMENT**

12"



Similar to earth Spiders, these species of Arachnid are capable of shooting webs a short distance to capture their prey. Usually only found on tropical planets inhabited by the Arachnids, they prefer to stick to trees, but have been found in caves. They have powerful claws, front incisors, and a nerve toxin in their bite. Troops that are not in power armor are most vulnerable to their webs.

**ARMAMENTS:**

360° Talon Legs—(hand-to-hand), — 2FP  
Incisor bite —(hand-to-hand), — 1FP  
*Webshooter — 6" RANGE, disables troops and vehicles for 1 turn. Troops not in power armor will have a -2 to activate.*



## Blaster Bugs

ACTIVATION

3+

EXPERTISE

4+

ARMOR

4+

MOVEMENT

12"



Blaster bugs are a cousin to the Blister Bugs, with the exception that they are slightly bigger, and instead of firing streams of chemical bile, they can instead ignite the noxious gases in their stomachs and belch streams of fire. These nasty bugs make horrific mobile flame throwers, which like their kin, can also self detonate when cornered, to the detriment of the unsuspecting soldiers that try to corner them.

**ARMAMENTS:**

360° Talon Legs—(hand-to-hand), — 2FP

Flame thrower, 10" RANGE — 2FP

Boom!— self-destruct —6" radius 2FP



## Burrower Bugs

ACTIVATION

3+

EXPERTISE

4+

ARMOR

4+

MOVEMENT

9"\*



Massive slithering hulks, these "Burrower Bugs" are thought to be the way in which the Arachnid forces are able to move so swiftly through the underground. Able to bite through solid rock at a high pace, burrowers can dig massive underground tube networks. Though rarely seen in combat situations, it has been found that in some cases these nasty bugs will rise out directly underneath unsuspecting troops and eat them whole.

**ARMAMENTS:**

*\*Special* — can burrow beneath the ground and stay hidden until beneath unsuspecting soldiers then rise out of the ground and attempt to swallow soldiers whole. 6" AOE attack. Soldiers can attempt to save at -1 to their EXP roll.



## Infiltrator Bugs

ACTIVATION

3+

EXPERTISE

4+

ARMOR

4+

MOVEMENT

6" / 12"



This is the newest and scariest of the bug mutations seen to date. Though infrequent, these nasties can inhabit the Power Armor suits of fallen soldiers, then shrink their bodies down to fit in the suit. Then they are able to mimic the behaviors of a regular human soldier long enough to get in close to SICOM bases and then violently attack when its least suspected.

**ARMAMENTS:**

*Special\** Arms, Bite, Claws — 3FP (hand-to-hand)

While in a power-armor suit, cannot be attacked until within 1" range of a MI trooper. Troopers within 1" must make an EXP roll check at (-1), or will confuse them as one of their own. When ready, can burst from PA suit, and attack at will.



## Transport Bug

ACTIVATION

3+

EXPERTISE

4+

ARMOR

3+

MOVEMENT

36"



These large winged bugs were the most interesting find to-date. It would appear that the Arachnids are able to move through interstellar space in the bellies of these "transport bugs". They are similar to a dropship, dropping-off and picking up soldier bugs in the heat of battle, as well as providing some limited cover. Described as "bio-mechanic", SICOM Analysts do not know if they are piloted by other bugs, or if they are semi-aware living creatures with a higher intelligence of their own.

**ARMAMENTS:**

Chemical Stream (360°) — 24" RANGE — 2FP

Plasma Launchers (sides) — 32" RANGE — 3FP