

| Authochthons 28mm | |
|---|--|
| Molt Elders & Warriors | |
| Move | Infantry: 15cm |
| Defence | 5 , Lt+1, Hvy +2 (-1 C/As't) |
| Snr Elder | Elite: 3+ C/As't: 2 LV 12 |
| Weapons: Close Combat Weapon plus 2cm Assault Rifle powerguns: Sh 2, FP 2/2 | |
| Elder | Elite: 3+ C/As't: 2 LV 8 |
| Weapons: FA Shotgun Sh 1, FP 4/1 short only. | |
| Warrior | Veteran: 4+ C/As't: 0 LV 4 |
| Weapons: FA Shotgun <i>See above</i> | |
| Warrior | Veteran: 4+ C/As't: 2 LV 6 |
| Weapons: Close Combat Weapon plus 2cm powerguns: <i>See above</i> | |
| Limpet Mine OPTIONAL | Close Combat ONLY Sh 1, FP -/7 |

| Authochthons 15mm | |
|---|--|
| Molt Elders & Warriors | |
| Move | Infantry: 8cm |
| Defence | 5 , Lt+1, Hvy +2 (-1 C/As't) |
| Snr Elder | Elite: 3+ C/As't: 2 LV 12 |
| Weapons: Close Combat Weapon plus 2cm Assault Rifle powerguns: Sh 2, FP 2/2 | |
| Elder | Elite: 3+ C/As't: 2 LV 8 |
| Weapons: FA Shotgun Sh 1, FP 4/1 short only. | |
| Warrior | Veteran: 4+ C/As't: 0 LV 4 |
| Weapons: FA Shotgun <i>See above</i> | |
| Warrior | Veteran: 4+ C/As't: 2 LV 6 |
| Weapons: Close Combat Weapon plus 2cm powerguns: <i>See above</i> | |
| Limpet Mine OPTIONAL | Close Combat ONLY Sh 1, FP -/7 |

| Authochthons 28mm | |
|---|--|
| Molt others | |
| Damage | 1 hit or 2 sup's = Killed . 1 suppression = QR roll to teleport back to its Theme nest thus ending its turn; FAILURE = stays on the table. |
| Hunter | Trained: 5+ C/As't: 0 LV 4 |
| Weapons: Buzz Bomb: Sh 1, FP 1/6 Short range only | |
| Hunter | Trained: 5+ C/As't: 2 LV 6 |
| Weapons: Close Combat Weapon plus FA Shotgun Sh 1, FP 4/1 (short) | |
| Adol'cent | Green: 6+ C/As't: 0 LV 2 |
| Weapons: FA Shotgun <i>See above</i> | |
| Adol'cent | Green: 6+ C/As't: 0 LV 2 |
| Weapons: Buzz Bomb <i>See above</i> | |
| Satch' Charge OPTIONAL | Close Combat ONLY <i>See rules for results</i> |

| Authochthons 15mm | |
|---|--|
| Molt others | |
| Damage | 1 hit or 2 sup's = Killed . 1 suppression = QR roll to teleport back to its Theme nest thus ending its turn; FAILURE = stays on the table. |
| Hunter | Trained: 5+ C/As't: 0 LV 4 |
| Weapons: Buzz Bomb: Sh 1, FP 1/6 Short range only | |
| Hunter | Trained: 5+ C/As't: 2 LV 6 |
| Weapons: Close Combat Weapon plus FA Shotgun Sh 1, FP 4/1 (short) | |
| Adol'cent | Green: 6+ C/As't: 0 LV 2 |
| Weapons: FA Shotgun <i>See above</i> | |
| Adol'cent | Green: 6+ C/As't: 0 LV 2 |
| Weapons: Buzz Bomb <i>See above</i> | |
| Satch' Charge OPTIONAL | Close Combat ONLY <i>See rules for results</i> |