Authochthons 28mm Molt Elders & Warriors	
Move	Infantry: 15cm
Defence	5, Lt+1, Hvy +2 (-1 C/As'lt)
Snr Elder	Elite: 3+ C/As'lt: 2 LV 12
	Close Combat Weapon sault Rifle powerguns:
Elder	Elite: 3+ C/As'lt: 2 LV 8
Weapons: F short only.	A Shotgun Sh 1, FP 4/1
Warrior	Veteran: 4+ C/As'lt: 0 LV 4
Weapons: F	A Shotgun See above
Warrior	Veteran: 4+ C/As'lt: 2 LV 6
	Close Combat Weapon
plus 2cm po	werguns: See above
Limpet Min OPTIONAL	thons 28mm
Limpet Min OPTIONAL Authoch Molt othe	thons 28mm
Limpet Min optional Authoch Molt othe Damage	thons 28mm
Limpet Min optioNAL Authoch Molt othe Damage 1 suppression back to its T	thons 28mm
Limpet Min optional Authoch Molt othe Damage 1 suppression back to its T turn; FAILU	thons 28mm ers 1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table.
Limpet Min optioNAL Authoch Molt othe Damage 1 suppressie back to its T turn; FAILUI Hunter Weapons: E	thons 28mm ers 1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6
Limpet Min optioNAL Authoch Molt othe Damage 1 suppressie back to its T turn; FAILUI Hunter Weapons: E	thons 28mm ers 1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6
Limpet Mil optionAL Authoch Molt otho Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C	Close Combat ONLY Sh 1, FP -/7 thons 28mm ers 1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 conly
Limpet Min optioNAL Authoch Molt othe Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C plus FA Sho	Close Combat ONLY Sh 1, FP -/7 thons 28mm ers 1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 only Trained: 5+ C/As'lt: 2 LV 6 Close Combat Weapon
Limpet Mil optionAL Authoch Molt othe Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C plus FA Sho Adol'cent	Close Combat ONLY Sh 1, FP -/7 thons 28mm ers 1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 e only Trained: 5+ C/As'lt: 2 LV 6 Close Combat Weapon tgun Sh 1, FP 4/1 (short)
Limpet Mil OPTIONAL Authoch Molt otho Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C plus FA Sho Adol'cent Weapons: F	Close Combat ONLY Sh 1, FP -/7 thons 28mm ers 1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 e only Trained: 5+ C/As'lt: 2 LV 6 Close Combat Weapon tgun Sh 1, FP 4/1 (short) Green: 6+ C/As'lt: 0 LV 2
Limpet Mil optionAL Authoch Molt othe Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C plus FA Sho Adol'cent Weapons: F Adol'cent	Close Combat ONLY Sh 1, FP -/7 thons 28mm ers 1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 only Trained: 5+ C/As'lt: 2 LV 6 Close Combat Weapon tgun Sh 1, FP 4/1 (short) Green: 6+ C/As'lt: 0 LV 2 FA Shotgun See above

Authochthons 15mm	
Molt Elders & Warriors	
Move	Infantry: 8cm
Defence	5, Lt+1, Hvy +2 (-1 C/As'lt)
Snr Elder	Elite: 3+ C/As'lt: 2 LV 12
Elder	Elite: 3+ C/As'lt: 2 LV 8
Weapons: F short only.	A Shotgun Sh 1, FP 4/1
Warrior	Veteran: 4+ C/As'lt: 0 LV 4
Weapons: F	A Shotgun See above
Warrior	Veteran: 4+ C/As'lt: 2 LV 6
	Close Combat Weapon
	werguns: See above
Limpet Min	ne Close Combat ONLY Sh 1, FP -/7
Authochthons 15mm	
THE VIEW	318
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Damage 1 suppression back to its T	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table.
Damage 1 suppression back to its T	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its
Damage 1 suppressic back to its T turn; FAILUI Hunter	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6
Damage 1 suppression back to its T turn; FAILUI Hunter Weapons: E	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6
Damage 1 suppression back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 conly
Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C plus FA Sho	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 only Trained: 5+ C/As'lt: 2 LV 6 Close Combat Weapon
Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C plus FA Sho Adol'cent	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 conly Trained: 5+ C/As'lt: 2 LV 6 Close Combat Weapon tgun Sh 1, FP 4/1 (short)
Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C plus FA Sho Adol'cent Weapons: F	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 conly Trained: 5+ C/As'lt: 2 LV 6 Close Combat Weapon tgun Sh 1, FP 4/1 (short) Green: 6+ C/As'lt: 0 LV 2
Damage 1 suppressic back to its T turn; FAILUI Hunter Weapons: E Short range Hunter Weapons: C plus FA Sho Adol'cent Weapons: F Adol'cent	1 hit or 2 sup's = Killed. on = QR roll to teleport heme nest thus ending its RE = stays on the table. Trained: 5+ C/As'lt: 0 LV 4 Buzz Bomb: Sh 1, FP 1/6 conly Trained: 5+ C/As'lt: 2 LV 6 Close Combat Weapon tgun Sh 1, FP 4/1 (short) Green: 6+ C/As'lt: 0 LV 2 FA Shotgun See above