
WILD TICKER
FRENZY
This figure can make one more attack against the same target. Limit once per turn.
1
1
2
LAMBENT DRONE
RELENTLESS
Move up to one area towards the nearest COG and attack again. Limit once per turn.
When killed, deal 1 wound to each COG figure in its area.
1
4
2
SAVAGE BOOMER
BOOM
Each other figure in the target's area is dealt 1 wound. Limit once per attack.
Targets of Savage Boomer's attacks do not get any defense dice for cover.
Drops 2 grenade tokens.
2
3
3
LAMBENT BERSERKER
TOXIC LEAK
Each other figure in this area takes 1 wound (ignoring defense dice). Limit once per attack.
If unwounded, this figure can only be wounded if it takes at least 4 wounds..
Moves towards COG attacks and grenade explosions.
3
7
5
DRUDGE
MUTATE
If wounded, heal. Otherwise, ignore one shield.
When killed, deal 1 wound to each COG figure in its area and any adjacent area.
Uses Boomer AI cards, figures, and markers. Does not drop weapons.
2
4
3
SAVAGE KANTUS
INK GRENADE
Deal 1 wound to each figure in the targeted area, and place a grenade token there. At the end of the next Locust Activation Phase, deal 1 wound to each figure in that area and remove the token. Limit once per attack.
Uses the Kantus AI cards, markers, and figures.
1
4
2
ARMORED KANTUS
SPIKE ROLL
Ignore all defense dice if the target is in the same area as the Armored Kantus.
Can only be harmed by Bolo Grenade, Torque Bow, Boomshot, Mortar, Scorcher, and Hammer of Dawn.
Uses the Kantus AI cards, markers, and figures.
3
5
4
SAVAGE DRONE
SAVAGERY
Deal 1 wound.
Uses the Drone AI cards, markers, and figures.
1
3
3