

New Abilities

Barely Controlled

At the start of each of this model's Turns, check to see if it is in control or not. A model that loses control can come back under control in later Turns.

The model will automatically be in control if a friendly model with a Pheromone Dispenser is within 2 cubes. If not, the model is out of control for this Turn and may attack friends as well as foes. Follow this process:

The model's Aggression changes to Enraged and cannot be reduced while it is out of control.

You can choose when to activate this model, but not exactly what it does.

Roll one dice at the start of the model's activation.

On a roll of 1-2 the opposing player may control the model's actions for the Turn. This can include attacking the active model's friends. This counts as an activation for the active model's side, not the player who is actually controlling it.

On a roll of 3-6 the owner of the active model chooses the model's actions like normal.

On a roll of 7-8 the owner of the active model chooses the model's actions like normal. In addition the model counts as *Fast* for this Turn if it did not already have this ability.

Note that although the effects of the dice roll are identical to *Rampage*, *Barely Controlled* models can be brought back under control by simply having a model with a Pheromone Dispenser nearby. Unlike *Rampage*, this is not a permanent effect.

Disguise

The model is in disguise. Until this model makes a *Shoot*, *Blaze Away* or *Fight* action they count as a neutral model and cannot be attacked. This means that their size does not add to their enemy's limit in a cube. This also means that they do not count as an enemy model when you are in the same cube so you do not have to stop and *Fight* them.

Once the disguised model has attacked someone their true allegiance is revealed and they are treated as a normal enemy model for the rest of the battle.

Fly

The model is capable of true flight. Unlike models that merely *Hover* close to the ground, a model that can *Fly* has greater freedom of movement.

A flying will be supported by a base and flying stand. This is **not** considered part of the model and therefore cannot be targeted. This is different to models that *Hover* in ground effect, which **do** count their base and stand as part of the model.

A model that can *Fly* is treated as being in whichever cube the model itself is in. This may vary depending on the height of the flying stand. For short stands, the model may be in the same cube as its base. A model with a taller stand may actually be in the cube above its base.

A model that can *Fly* does not need walls, ladders, or anything else to move up or down levels. As long as the path is not blocked, the model can *Move* into any adjacent cube.

The model has complete freedom of movement. If it takes a *Move* action it may *Move* into any adjacent cube. A *Climb* action for a model with the *Fly* ability effectively allows it to take 2 *Move* actions in a row. There are no limitations on the directions of these movements. Normal restrictions on level gain/loss do not apply.

The only real restriction on where a flying model can go is how you support the model over the tabletop.

A model with *Fly* gets a +2 modifier to any Survive rolls against an enemy's *Fight*. This applies both to *Fight* and *Break Off* actions.

Freeze!

The super-cooled effects of this weapon can stun opponents or freeze them solid.

Treat an attack with this weapon as a *Blaze Away* action with the modifiers and results replaced by the following. Attacks by *Freeze* weapons cannot be supported by other models or use Ammo items.

Shoot modifiers:

- +1 if target is at half combat range or less.

Survive modifiers:

- +1 if Tough
- +2 if Really Tough

Draw or Survive wins: MISS – no effect

Blaze Away wins: HIT – target -1 Aggression, eg Alert to Pinned.

Blaze Away doubles: HIT – the difference in number of successes is the potential damage. Plus, target is marked as activated.

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Probes

A model with *Probes* is looking for more victims for their surgical experiments. When the model kills an enemy model in a *Fight* they take their prize back to their labs. Remove the model with this ability from the battlefield along with the enemy model. This earns their side 1 VP. The model with this ability is not counted as killed by the enemy and earns them no VPs.

In a campaign, a model that has been abducted for experiments in this way cannot be resurrected.

Scanner

During the activation of a model with the *Scanner* ability the owning player may look at any face down item or objective counter(s) within 2 cubes of the model. Replace them face down without showing your opponent once you have done this.

Tall (x)

The model is very *Tall* and occupies several cubes, one on top of the other. The number in brackets is the number of cubes *Tall* the model is. The model's size counts in each of those cubes. The remainder of the model's stats are for the model as a whole, not per cube.

A *Tall* model can be targeted in any of the cubes it occupies. Simply declare which one you will target, check your LOS, and count the range as normal.

New Item

Pheromone Dispenser

Carefully tailored pheromones help control the mutant creatures of the Science Division. These dispensers are worn by mutant bugs handlers to keep their charges in line. The effect is automatic and always on. See *Barely Controlled* on page XXX.