

Councilman Jeffries [1] - 200pts

Monstrous Tyrant

Joined to Runners

Quality 3+Defense 2+Tough 6

Fear(1), Hero, Tough(6), Undead

Weapon	RNG	ATK	AP	SPE
Stomp	-	A2	1	-
Monstrous Claw	-	A4	1	Rending
Upgrade			SPE	
Evolving Strain			Mutating	

Runners [10] - 100pts

Quality 5+Defense 6+

Strider, Undead

Weapon	RNG	ATK	AP	SPE
10x Claws	-	A2	-	-

Mayor Hughes [1] - 80pts

Infected Leader

Joined to Infected

Quality 5+Defense 5+Tough 3

Hero, Tough(3), Undead

Weapon	RNG	ATK	AP	SPE
Leader Carbine	18"	A3	-	-
Energy Hammer	-	A1	-	Blast(3)
Upgrade			SPE	
Mad Scientist			Caster(2)	

Infected [10] - 160pts

Quality 5+Defense 5+

Undead

Weapon	RNG	ATK	AP	SPE
10x CCWs	-	A1	-	-
10x Carbines	18"	A2	-	-

Boomers [3] - 165pts

Quality 4+Defense 4+Tough 3

Boom, Tough(3), Undead

Weapon	RNG	ATK	AP	SPE
3x Putrid Fists	-	A4	-	Poison

Leech Swarms [6] - 90pts

Quality 6+Defense 6+Tough 3

Strider, Tough(3), Undead

Weapon	RNG	ATK	AP	SPE
6x Swarm Attacks	-	A3	-	Poison

Infected Vultures [3] - 205pts

Quality 4+Defense 4+Tough 3

Ambush, Flying, Tough(3), Undead

Weapon	RNG	ATK	AP	SPE
3x Piercing Beaks	-	A1	2	Deadly(3)
Upgrade			SPE	
Swoop Attack			Impact(+1)	

Special Rules

- AP: Targets get -X to Defense rolls when blocking hits.
- Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9” away from enemy units. If both players have Ambush, roll-off to see who goes first, and alternate deploying units. Units that deploy like this on the last round can’t seize or contest objective markers.
- Blast: Each attack ignores cover and multiplies hits by X, but can’t deal more hits than models in the target unit.
- Boom: When this model is killed in melee, the attacking unit takes 3 hits.
- Caster: Gets X spell tokens at the beginning of each round, but can’t hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell’s value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. This model and other casters within 18” in line of sight may spend any number of tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.
- Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don’t carry over to other models if the target is killed.
- Defense: Gets +X to Defense rolls.
- Fear: Counts as having dealt +X wounds when checking who won melee.
- Flying: May go through obstacles and ignores terrain effects when moving.
- Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit’s Defense until all other models have been killed.
- Impact: Roll X dice when attacking after charging (may not be fatigued), for each 2+ the target takes one hit.
- Mutating: This model and its unit get Regeneration.
- Poison: Wounds can’t be regenerated, and must re-roll unmodified Defense rolls of 6 when blocking hits.
- Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.
- Rending: Wounds can’t be regenerated, and unmodified results of 6 to hit count as having AP(4).
- Strider: May ignore the effects of difficult terrain when moving.
- Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).
- Undead: Whenever this unit fails a morale test, it counts as passed instead. Then, roll as many dice as remaining models/tough with this rule, and for each result of 1-3 the unit takes one wound, which can’t be ignored.

Infected Colonies Army Spells

Infestation (1): Target 2 friendly units within 18" get Poison next time they fight in melee.

Bio-Horror (1): Target enemy unit within 9" takes 1 hit with AP(2) and Deadly(3).

Onslaught (2): Target 2 friendly units within 12" get +2" next time they Advance, or +4" next time they Rush/Charge.

Panic Virus (2): Target enemy unit within 12" takes 6 hits.

Vigour (3): Target 2 friendly units within 18" get Regeneration next time they take wounds.

Plague (3): Target enemy unit within 18" takes 1 hit with Blast(9).