



HIVEMIND

Nexus, Heart of the Hive



Friendly Cadmus models gain the following abilities:

We Are Legion: When this model would have an enemy gain a **Parasite** token but it cannot because the enemy already has one, the enemy is dealt 1 damage.

A New Host: After this model is dealt damage by, or deals damage to, an enemy model as a result of an opposed duel, this model may drain a ♦ to have the enemy gain a **Parasite** token.

Friendly unique Cadmus models gain the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
Exoskeletal Link	+6"	6	Wp	11	-

*This action may target friendly models. If the target has a **Parasite** token, increase this action's **Skl** by +2. Place this model in base contact with the target. Then, place the target in base contact with an ally within 6" of it.*



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Markers

Web: 50mm, severe. Models in base contact with a Web marker may not be moved by other models friendly to them.

Tokens

Aura (Hazardous): The area within 2" of this model is hazardous terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

Injured: This model suffers -1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Bolstered**.

Parasite: When this model is killed, the crew that applied this token infuses a ♦.

Poison: During the end phase, deal 1 irreducible damage to this model.

Summon: This model cannot declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.