

MYRMEDONS

Myrmedons are bipedal aliens of insectoid stock, although unlike Earth insects they are warm-blooded and have internal skeleton. Their society is organized into Hives, essentially extended family groups, with each member constantly in communication with others by means of Hive-specific pheromones and hypersonic “pinging”. While each Myrmedon is individually conscious, their natural nonverbal communications net allows them to coordinate their actions to a degree impossible for humans to achieve.

The list is designed for use with Spug miniatures © 2005 Spriggan Miniatures

Tech Level: 3

Strategy Rating: 20

Tactical Rating: 10

Tactical Aspect	Value	TR Cost
Maximum Unit Size	12 mob	+6
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	50%	+3
Maximum Vehicle Units	25%	0
Initial ADR	10	0
Tactical Advantage	Reserves	+1
Failed Figure Morale Test	Shame	0
Failed Unit Morale Test	Communication Breakdown	0

Frame Rating: 10

Frame Aspect	Limitation	FR Cost
Maximum Frames	15	0
Maximum SI Weapon Cost	60	+2
Maximum PI Weapon Cost	100	+3
Maximum VE Weapon Cost	120	+1
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-2	+2
Maximum PI Speed	5	0
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	4”	+1

Victory Point Advantage

Delaying Tactics: at the end of the game, player receives +1 VP for each turn that the game lasted past the fourth (+1 VP for five turn, +2 VP for six etc.).

Augmentations = 7 (maximum of 12)

General: Access to Enemy Weaponry (Multiply weapon cost by 2)
 - replaces any one standard weapon per game
 Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
 - replaces any one standard weapon per game

Army: -

Infantry Indiv: Air Strike +9 hit, 6”/5+, poison effect (+318 pv per each purchased)
 Data Net (+30 pv per Primary Commander)

Infantry Unit: Bio-protective Gear (+2 pv per Exo-Suit)
 Cone Burst: Sonic Boom (+25 pv per Hopper)
 Honed Blade (+2 pv per Omega Drone)
 Satchel Charge (+10 pv per Omega Drone)
 Weapon Immunity: Knockback (+3 pv per Exo-Suit)

Vehicle: -

STANDARD INFANTRY

Alpha Drone – 17

By and far the most common type of Myrmedon encountered, Alpha Drones would be unremarkable warriors but for their uncanny racial abilities that allow them to perfectly coordinate their actions. Drones of a single unit are from specific demi-hives and therefore are shared larvae. Even before emerging from their cocoon they have been part of a commonality of non-verbal communication. Their tough chitin “skin” gives them reasonable protection, although they largely eschew traditional armor.

Type	SI
Size	2
Quality	Linked
Move	5
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@ 8+
Reflex	+2
Agility	9
Officer	1C (+60)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon:	Shard Rifle OR Shard Carbine
Support Weapon:	Tox Cannon
Side Arm:	Shard Bomb
Augmentation:	none

Omega Drone – 36

Sturdier and more aggressive than Alpha Drones, the Omega Drones have shown up in increasing numbers over the last decade. It is possible that Myrmedon Hives are somehow inducing the birth of excessive numbers of these “warrior caste” Myrmedons in response to alien aggression. Omega Drones tend to favor hand-to-hand combat and often carry lethal power claws and other heavy close combat weapons.

Type	SI
Size	2
Quality	Elite
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@ 7+AK
Reflex	+3
Agility	11
Officer	1C (+60) or 2C (+95)
Hero Cost	+15
Covert Operations	3 (+5)

Primary Weapon:	Shard Carbine
Support Weapon:	Tox Cannon
Side Arm:	Bug Spray CDW OR Shard Bomb
Augmentation:	Honed Blade, Satchel Charge

POWERED INFANTRY

Exo-Suit – 266

Myrmedon Exo-suits are heavy powered infantry armor frames sacrificing mobility for protection and carrying highly destructive ordinance mounted in linked pairs on external weapon mounts. They are also armed with a pair of power claws (“Crab Crackers”) for going toe-to-toe with anything the enemy chooses to throw at them. Exo-suits are piloted by specially grown Drones whose physical development has been arrested at a larval stage by complex biochemical manipulation. They end up essentially crippled, requiring constant life support provided by the Exo-suit to survive, but it is nevertheless considered a great honor to be selected from amongst the larvae to fulfill this duty.

Type	PI
Size	3
Quality	Elite
Move	5
Armor Rating	-2
Damage Capacity	3
Field Save	n/a
HTH Rating	2@7+KV
Reflex	0
Agility	5
Officer	1C (+60) or 2C (+95)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Linked Shard Cannons
Support Weapon: Linked Lasers OR Linked Missile Pods
Side Arm: Bug Spray CDW
Augmentation: Bio-protective Gear, Weapon Immunity: Knockback

Hoppers – 30

Equipped with characteristic stubby-winged jump packs, Hoppers act as fast recon forces of the Myrmedon swarms. Most experienced and battle-hardened Drones of all castes are recruited into the Hoppers. As well as providing mobility, the Hopper “flight suit” gives the Drone some extra protection.

Type	PI
Size	2
Quality	Linked
Move	5J
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+1
Agility	7
Officer	1C (+60) or 2C (+95)
Hero Cost	+34
Covert Operations	2I (+8)

Primary Weapon: Shard Rifle OR Shard Carbine
Support Weapon: -
Side Arm: Bug Spray CDW OR Shard Bomb
Augmentation: Cone Burst: Sonic Boom

VEHICLES

N/A.

STANDARD INFANTRY WEAPONS

Shard Carbine – 11

Myrmedons employ “shard” technology in their small arms. The shard weapon projectiles explode into metallic “shards” that tear into the target, accounting for their high impact. Shard Carbine sacrifices the range of the standard Shard Rifle for less encumbering design, making it suitable for assault troops.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	5	15	25	35	-	1	-	un

Shard Rifle – 21

This reliable and hard hitting rifle is issued as the primary weapon to the majority of Myrmedon troops.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	45	60	-	1	-	un

Tox Cannon (Parallel Combo Weapon¹) – 60

The Tox Cannon is the basic squad support weapon of the Myrmedon military. A multipurpose “over-under” rig, it combines a grenade launcher effective against personnel (the "over" part) and a molecular acid thrower (the "under" part) effective against vehicle targets.

¹May fire as either Acid Sprayer or Bomb Launcher. Bearer must choose before target declaration.

Acid Sprayer

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CV	-	-	5	10	15	-	-	-	un

Bomb Launcher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	-	60	-	2",7+	-	yes	6

POWERED INFANTRY WEAPONS

Linked Lasers – 98

Somewhat of an oddity in the Myrmedon arsenal, a pair of heavy laser emitters is utilized by Exo-suits as an anti-vehicle weapon.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	2	-	30	UN	-	-	-	2	-	un

Linked Missile Pods – 56

This weapon fires a salvo of four smart missiles (two from each pod) at a single target in a dispersion pattern, saturating large areas with shard fragments. The warheads can also be primed to explode in an airburst, the making the weapon useful for targeting enemies beyond line-of-sight.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	-	-	30	60	-	4",7+	-	yes	6

Linked Shard Cannons – 91

The heaviest infantry portable shard weapon, the Shard Cannon combines reasonable rate of fire with the high impact effect of the shard ammo. They are often seen mounted in linked pairs on Exo-Suits and light vehicles.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4	-	-	30	UN	-	-	1	-	un

VEHICLE WEAPONS

N/A.

GRENADES AND CLOSE DEFENSE WEAPONS

Bug Spray CDW – 9/31

Storing highly corrosive acid in an aerosol form, this CDW is quite lethal and is usually only issued to the most experienced troopers in order to avoid friendly fire accidents.

Infantry CDW: 2",1@3+

Shard Bomb – 3

These oval fragmentation devices are fairly typical anti-personnel grenades. Most Myrmedon troops have access to them.

Grenade: 2",1@9+

TOTAL FRAMES = 10 (maximum of 15)

4 Unique Infantry Frames

6 Unique Weapons

STANDARD UNITS = 5 (maximum of 15)

At least 50% of the army's point value must be made up of units purchased from the following list.

Alpha Drone Swarm

4-12/24 Alpha Drones

Assault Swarm (Elite, Exclusive)

4-8/16 Omega Drones

0-4/8 Exo-Suits

Exo Swarm (Elite, Exclusive)

4-12/24 Exo-Suits

Hopper Swarm

4-12/24 Hoppers

Omega Drone Swarm (Elite, Exclusive)

4-12/24 Omega Drones