The irradiated wastelands and monolithic ruins of the far future support a varied and violent ecology. Untold species of infantry, battle tank, robot, and stranger things besides stalk each other through the toothpick cacti and rusting gantries, nest in the twisted remains of industrial complexes, and scavenge for calories and ammunition in the shifting sands. The natural world plays host to a Darwinian competition where there is no choice but evolution or extinction.

Among the dizzying diversity of fauna our galaxy plays host to in this tumultuous era, one tenacious clade clings with stubborn persistence on every rock that can sustain life. With a hardened exoskeleton barely sufficient to protect against the elements and a crude assortment of tools and weapons fashioned from the detritus, these bizarre, short-lived creatures scrabble for scraps at the very bottom of the food chain.

They are not the apex predator. They are not the apex of anything. They are...



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INTRODUCTION

This is a skirmish game for your scrungaloids! It is intended for 2-4 players with 6-10 Scrungaloids each, though it can scale larger.

This madcap game works a lot like some other d6-based skirmish games, but uses a chess clock and a series of extremely simple but deliberately janky mechanics to create a fast-paced, desperate series of increasingly unwise decisions.

What is a Scrungaloid?

That's the big question, isn't it? The exact nature of Scrungaloids is not well understood by modern science, but we know a few things for certain.

Scrungaloids are a family within the Order *Anthropoda,* characterized as bipedal, tool-using, r-selected eusocial scavengers common to battlefields and wastelands. They form vast multispecies colonies, identified through optichemical signals (coloured paint) over their carapace, and engage in constant battle over resources and group rivalries.

They are represented most widely by the common *Arteebus sibbick*, pictured right.



CORE RULES

Scrungaloids takes place in 6 Rounds of frantic action on a small battlefield; the 30x44 inch boards used for small-scale battle games will work well.

You'll need:

- Scrungaloids!
- Terrain for the Scrungaloids to fight over. Any density is fine really; the game should hold up equally well on flat plains and dense urban fights (which is to say it won't hold up at all).
- A pile of d6s.
- A few d20s.
- Measuring doohickies.
- A chess clock, or something that can act as one. Your phone will do in a pinch.

You'll want to build a Pack of Scrungaloids to play with, then you get started! The goal of a game of Scrungaloids is to collect the most Victory Points, thus being the fittest.

Choose the size of your game as follows:

Type	Points	Suggested Board Size	Vibe
Learning Game	50	30x22”	A way to introduce yourself and others to the mechanics. Unlikely to last more than a few Rounds, but that’s okay!
Classic Skirmish	100	30x44” or 36x36”	The typical game, an infantry-focused battle that will turn rapidly into a bloodbath on the objective, but avoids the scary big stuff.
Intense Action	250	60x44” or 48x48”	A larger game with room to experiment with the heavy and support elements, while still playing within the core experience.
Epic Scrumble	500	The Biggest Table You Have	This is just going to be a giant mess and it’ll take hours and you’ll probably not remember who won due to the amount you’ll drink over the course of the game.

As games get larger, the relative minimum army size shrinks; this allows you to field better equipped Scrungaloids and more support assets relative to the rest of the group, effectively unlocking more viable options.

Then, choose a Mission from the list at the end of the document:

- High Ground (Default! Start here!)
- Trenchlines
- Dawn Assault
- Payload
- Loot Gathering
- Monster Hunt

Tokens

Using Tokens like the ones below can help you keep track of what’s happening.

Reversible Ready/Fatigued Token	*Reversible Pinned Token*
Out of Ammunition Token	*Equipment Tokens*

DEPLOYMENT

First, place the objective pieces as instructed by the mission rules.

Then, take turns placing the terrain on the board. Stop once you think you've got enough! Then, go through all the pieces you've put down and agree if a piece is...

- Climbable (Can a Scrungaloid scramble up the sides?). Cliffs, loose rock walls, ladders, piles of dead scrungaloids.
- Traversable (Can a Scrungaloid move through it?). Low cover, craters, doorways, large windows, flimsy thin walls, piles of dead scrungaloids.
- Sturdy (Can a Scrungaloid use this as cover, or is it just concealment at best?). Concrete walls, berms, trenches, big pillars, vehicles, piles of dead scrungaloids.
- Obscuring (Can this conceal a Scrungaloid despite gaps in the model? Obscuring terrain is treated as an area with borders instead of a model; 3'' worth of Obscuring Terrain blocks line of sight, even if you could 'see' through it. Thick forests, thickets of brambles, dense foliage, piles of dead Scrungaloids one could play dead in.)
- Unstable (Can this trip up a Scrungaloid who messes around on it?). Loose rubble, precarious edges, deep goop, stairways, piles of dead scrungaloids.
    - Some Climbable Terrain may be declared Unstable while Climbing, but not in other circumstances. This is good for things that aren't ladders, stairs, or otherwise not intended to be climbed.
    - Dangerous (Can this straight-up kill a Scrungaloid who isn't paying attention?). Acid pits, lava, spikes, swamp with space crocodiles in, toothpick catci, minefields, busy highways, piles of scrungaloids who aren't as dead as they first appear.

Then, each player gets to place 3 caches on the board, alternating placing one cache at a time, anywhere they like that isn't a potential Territory. A Cache is a 25mm circle

representing supplies, dead enemies, or particularly shiny debris. If you can't decide who should place the first cache, roll for it.

Once the board is set up, each player rolls 1d6. If there are any ties, roll off. Going from highest to lowest results, each player chooses a corner of the board for their Territory.

> In two player games, both players get two corners and two Territories; the first player selects another corner after the second player picks theirs, and the final corner goes to the second player.
>
> In a three-player game, the first and second player get opposite corners, and the third player gets both remaining corners. This helps to offset being closer to both sides.

Your Territory is a box where one corner is your corner; the size is determined by your board size, with the goal to try and keep a minimum of 24'' between Territories. Within your Territory is your Border; that's the edge of the table there.

Once you've got that, you're done; nothing gets deployed before play, you can get started now!

Type	Board	Territories
Learning Game	30x22''	5'' square.
Classic Skirmish	30x44'' or 36x36''	Rectangular Board: 10'' on the long edge, 3'' on the short edge. Square Board: 6''
Intense Action	60x44'' or 48x48''	Rectangular Board: 12'' on the long edge, 10'' on the short edge. Square Board: 12''
Epic Scrumble	The Biggest Table You Have	Improvise!

ROUNDS & PHASES

Scrungaloids takes place over the course of six Rounds, during which every model will be able to take a number of Actions. Once every model has performed every Action they're going to take, the Round ends, the chess clock is paused, and you take stock. In between rounds is a good time to take short breaks if you need them.

Each Round has two Phases, done sequentially:

- The *Consolidation Phase*, where Scrungaloids secure their gains, rally the troops, and get in position to act.
    - Allows *Scrape* and *Scavenge*.
- The *Combat Phase*, where Scrungaloids shoot and fight one another and make daring dashes under fire.
    - Allows *Scope* and *Scrabble.*
    - At the end of the Combat Phase, after the clock is paused, if there are any models Engaged, then it is *Stabbing Time.* During Stabbing Time, Scrungaloids who are Engaged in close quarters gleefully beat each other to death with whatever rocks, knives, and industrial machinery they have on hand.

At the start of each Round, both players roll 1d6. Whoever gets highest has the initiative; they get the first Turn in each Phase.

In between each Phase, pause the clock so you can adjust your markers and assess the board, then once both players are ready, go to the next phase.

Sudden Death

The final Combat Phase of each game is *Sudden Death*. Each time a Scrungaloid is made Downed or Dead, the player that took them down gets 2VPs.

This can be your last chance to get back into the game if you're losing, or just a chance to run up the score!

TURNS & ACTIONS

Each Phase, players take turns… taking turns. Gasp!

At the top of each Phase, all Fatigued Scrungaloids become Ready.

Go through that order, each player taking a Turn before wrapping back around. Hit your timer or chess clock or whatever, Activate a Ready Scrungaloid and take your Action; unless otherwise stated, you only get one Action per Activation, and only one Activation per Phase.

Once nobody has any Ready Scrungaloids left and doesn't want to (or can't) bring in any Lurking models, the Phase ends.

Chess Clock Rules

Follow these simple rules while using the clock:

- Set your clock to count up. Don't reset it at any point in the game.
- The timer is always running when it is your turn.
- Each time your clock hits a multiple of 5 minutes, each of your opponents gain a Momentum.
- Always tell your opponent as you hit the clock. "Your go."
- If you forgot to hit the clock and your opponent takes their turn, tough luck!
- You can (and should) place markers and reminders on your models during your opponent's turn; you don't have to give up time to mark your unit Fatigued or Out of Ammo or whatever.
- Pause the clock between Phases and Rounds until both players are ready.
- If there is a dispute over the rules, pause the clock.
- If something weird happens and you aren't sure how to handle it, pause the clock.

Conditions

Scrungaloids can be in any one of the following states:

Ready

The default state of a Scrungaloid. A Ready Scrungaloid can be Activated.

Fatigued

A Fatigued Scrungaloid is in all respects totally fine and okay, but they're kind of tired. You cannot Activate a Fatigued Scrungaloid, but if it is your Turn and you have no Ready

Scrungaloids you may be able to Scoot a Fatigued Scrungaloid by spending Momentum (see later).

Downed

When a Scrungaloid is Downed, place the model on its side. It is injured, or more likely it has simply fallen onto its back and is unable to roll over and stand back up due to the bulky backpack. Scrungaloids who are Downed can't be Activated.

A Downed model does not count as an enemy model for the purposes of Engaging foes.

Dead

When a Scrungaloid is Dead, they are an ex-Scrungaloid. You can't get them back, but you may be able to get something off the body.

Take the model off the table and replace it with a Cache.

Pinned

A Scrungaloid is Pinned if they were hit with a Scope attack, but saved by their armour.

While Pinned, Scrungaloids are more limited in what Actions they can take. Unlike other Conditions, Pinned doesn't override the other states; they can be Pinned and Ready, or Pinned and Fatigued. They can't be Pinned and Downed (if they are Downed, remove the Pinned marker), but they can be Pinned and Dead if you are a collector.

A Pinned Scrungaloid ceases to be Pinned after they have been Activated twice; this is marked by a reversible token you flip after your first Activation and remove after the second.

If a Pinned Scrungaloid is Pinned again, the Pin is refreshed to 2 Activations long.

Engaged

A Scrungaloid is Engaged if they are within 2" of an enemy model (excluding Downed models) at the end of any Turn.

As with Pinned, Engaged limits what actions a Scrungaloid can take, and doesn't override other states.

An Engaged Scrungaloid ceases to be Engaged the moment they are no longer within 2'' of an enemy model.

Lurking

Scrungaloids do not start play on the table; they are always Lurking just off-table at the start of the game. This represents them making an approach, behind held in reserve, or running to the battle late with toast in their mouth (that's why the helmet has a poinky bit, it's room for breakfast).

A Lurking model is neither Ready nor Fatigued, it's just not on the field. During the Consolidation Phase, on your Turn, you *may* opt to bring in a Lurking model instead of activating one of your Ready models, and if you have no models on the field at all but do have Lurking models, you have to do this; you're not allowed to have no models on the board unless they're all dead.

When you bring in a Lurking model, where you place them depends on the current Round:

- Round 1: Place them in contact with the board edge within your Territory.
- Round 2-3: Place them in contact with any board edge your Territory touches.
- Round 4+: Place them in contact with any board edge.

If deployed outside your Territory, Scrungaloids must be further than 6'' from any enemy model which would have line of sight to them. They must also always be placed outside of enemy Territory.

Once a Lurking Scrungaloid is brought in, play out a Turn with them the same way you would have if they had been an Active model you selected to act.

There are other ways of bringing in Lurking models, like riding in transports, but we'll get to that later.

Movement

When an Action allows a Scrungaloid to Move X'', that means you pick up the model and put it back down, as if it had travelled in an X'' line. It can turn, change directions, and so

forth, but you should still imagine it is tracing a path and its base takes up that space over the movement.

They may move freely through Traversable terrain, but must be able to fit through the gaps in non-Traversable terrain to move.

You may pass freely through Friendly Scrungaloids, but you must remain more than 2'' away from enemy Scrungaloids at every point in your move (with the exception of Scrabble and Scarper moves). You cannot end your move on top of the base of another Scrungaloid.

Climbing & Descending

Whenever a model moves, they may also ascend up to the same maximum distance on Climbable terrain. For the purposes of measuring, move the model to the base of the wall (or whatever), then lift them vertically.

It costs no movement to descend off of terrain, but for each full 2'' dropped, roll 1d6; on a 1, the model is Downed at the foot of the descent.

Unstable & Dangerous Terrain

If the model passes through or ends a move in Unstable terrain, roll 1d6; on a 1, they are Downed at the first point that would be considered Unstable. They fall over and either injure themselves, have landed in a position they can't self-right in (known scientifically as 'Doing the Thing'), or simply decide it's best to keep their head down.

If a model passes through or ends a move in Dangerous terrain, make that same roll, but they end up Dead instead. Place the Cache in the deepest point in the Dangerous Terrain they would have passed through, so it's as funny as possible for anyone else trying to get at it.

Rerolls

Any given die can only be rerolled once, regardless of the source(s) of the reroll. The second result stands.

Saves

When you are asked to roll a Save, you roll 1d6 against the Save stat of the Scrungaloid. Increase or decrease the result equal to the Save Mod of the weapon being used; a Save can never be better than 2+.

If you meet the target, great! If you were Scoped, you're Pinned, but otherwise you're completely fine.

If you fall short of the target, you're Downed.

Death Saves

Each time a Scrungaloid is Downed, roll a Death Save.

If you roll a natural (unmodified) 1, you're Dead instead.

Scrungaloids can die in other ways, and do not get a Death Save in these instances.

Hit Points

Some especially large models have Hit Points. Each time a model with Hit Points would be Downed or Dead, if they have Hit Points remaining, they lose 1 Hit Point and are Pinned instead. Once they are out of Hit Points, they can be Downed as normal, or forced to make Death Saves.

Because of this, when you take multiple hits at once with a model that has 1 or more Hit Points remaining, you must roll your Saves one at a time.

Models with Hit Points do not regain them if they are Scraped after being Downed.

Line of Sight

Scrungaloids can see any model if you can draw a line between their head and any of the following without it being blocked by a piece of terrain:

- The model's head, specifically the cranium bit with the eyes in. If you can only see the tip of their snoot, that doesn't count.
- The base of the model, not including anything piled on that base like tactical rocks, skulls, or dead bodies.

- Any part of a Vehicle that isn't flags, antenna, or guys posed in the hatches or riding on it.

A model doesn't block line of sight to itself, so you can see their base through their feet and see their head through their backpack.

Benefit of Cover

A model gets the Benefit of Cover from the perspective of an observer if some or all of the rim of their base is not visible to the observer due to the presence of Sturdy terrain or another model.

This means if you can see their whole base, they can't exactly avoid getting hit by hitting the dirt. Note that while non-Sturdy terrain doesn't give Cover, it can still prevent attacks if you simply can't see any of the model's base or their head!

Momentum

Whenever it is your Turn, your clock should be running. Every 5 minutes, each of your opponents gain 1 Momentum.

Momentum is a resource that carries over between Rounds. You may spend your Momentum at any time to...

- Reroll any d6 you rolled.
- Once per Action, add +1" to a Move.
- On your Turn, if you have no Ready models, you may Scoot a Fatigued model; this does not count as an Activation, but does end your Turn. You cannot do this to the same model more than once per Phase.

Actions

Scrungaloids can perform one Action each time they are activated.

Choose them from the following list; you don't have to figure out what all your Actions will be at the start of your Turn.

Once your Scrungaloid has performed its Action, it becomes Fatigued (unless it was Downed or became Dead) and the turn ends.

Universal Actions

You can perform these Actions in either Phase.

Scuttle

Scrungaloids are highly active creatures, spending as much as 20 hours a day bouncing between cover or advancing under fire.

A Scrungaloid may Scuttle if it is not Pinned or Engaged.

Make a 6'' Move.

Scoot

Scrungaloids spend much of their brief lives crawling on their bellies to avoid enemy fire, or else spend much of their even briefer lives not doing that and instead laying down walking fire.

A Scrungaloid may Scoot if it is not Engaged.

Make a 3'' Move, ignoring Unstable terrain.

Scarper

One of the most important survival strategies for any creature as low on the food chain as Scrungaloids is to simply run away.

A Scrungaloid may Scarper if it is Pinned or Engaged. Roll 1d6, +1d6 if Engaged.

Then, make a Move up to that many inches, under the following restrictions:

- You must move the model up to that distance in inches, and at least half that distance if possible. This move must be directly away from the center point of the nearest enemy model.
- You must move in a straight line where possible.
- If you descend more than 2'' or interact with Unstable Terrain, you are Downed on a 1-3 rather than a 1.
- If you interact with Dangerous Terrain, you are Dead on a 1-3 rather than a 1.
- You are allowed to pass within 2'' of enemy models, but must stop if you move within 1'' of any enemy models except those you were already Engaged with at the start of the move.
- If you are forced to end your move Engaged due to minimum movement requirements, this model *does not* get to make Attacks during Stabbing Time in this Round. It is still a valid target during Stabbing Time.
- If you simply cannot move at all, the model is Dead.

Consolidate Actions

Scavenge

Scrungaloids are adept scavengers, picking through the decaying ruins of their habitats for anything that might give them an edge.

A Scrungaloid may Scavenge if it is not Pinned or Engaged, and...

- There is a Cache or a Downed model within 2", which is itself not within 2" of an enemy model.
- They are standing atop an active Objective (usually Objectives become active in Round 4+).

When they do, gain 1 Victory Point, and roll 1d20 on the Scavenge Table. Then, remove the Cache or Downed model.

Scrape

Scrungaloids are capable of coming back to action despite hideous injuries, being incapable of learning from their mistakes.

A Scrungaloid may Scrape a friend off the floor if it is not Pinned or Engaged, and it is within 2" of a Downed or Pinned Friendly model that is not within 2" of an enemy model.

The Friendly model removes any Pinned markers, and if they were Downed, stand them up within 2" of the model that Scraped, and placed outside of 2" of any enemy models (so they are not Engaged). They are now Fatigued.

Combat Actions

Scope

Scrungaloids are enthusiastic, if not particularly adept, tool users. Their favourite tools are anything that goes bang.

A Scrungaloid may Scope...

- With a Pistol at any time.
- With a Firearm or Grenade if it is not Engaged.
- With a Heavy Weapon if it is not Engaged or Pinned.

Choose an enemy Scrungaloid within line of sight, within your Max Range, who is not Engaged (unless they are also Engaged with you). Choose one weapon.

Roll the Attack Dice of the ranged weapon. For each result meeting the Accuracy, the target model must make a Save.

The following modifiers are applied:

- If the target has the Benefit of Cover, worsen Accuracy by 1.
- If the target is outside of Short Range, worsen Accuracy by 1.
- If the target is outside of Medium Range, worsen Accuracy by an additional 1.
- If you are Pinned and the weapon is not a Pistol, worsen Accuracy by 1.

Attacks cannot be made outside of Max Range, or if there is no possibility of hitting due to modifiers.

On a roll of a natural 1, the Ranged Weapon is out of ammunition. It may not be used until after the next time this model performs a Scavenge action. All 'One Use'' weapons count as being out of ammunition automatically each time they are used.

Scrabble

Despite their access to a variety of ranged weapons, Scrungaloids frequently fight hand to hand. This may be explained by their tiny brains.

A Scrungaloid may Scrabble if not Engaged and...

- Not Pinned, and within 6'' of an enemy model.
- Pinned, and within 3'' of an enemy model.

Move the Scrungaloid up to 6'' (or 3'' if Pinned) to be within 1'' of an enemy model; this allows you to pass within 2'', but you still can't cross over enemy models' bases.

During a Round that a Scrungaloid has Scrabbled, they roll +1 Attack during Stabbing Time.

Stabbing Time

If, at the end of the Combat Phase, there are any Scrungaloids who are Engaged, then it is Stabbing Time. Stabbing Time begins with every player at the table announcing out loud that it is Stabbing Time; fanfare optional but encouraged.

During Stabbing Time, each model who is Engaged chooses a Melee weapon and a model they are within 1'' of and rolls the Attack Dice of the melee weapon. For each result meeting the Accuracy, the target model must make a Save.

This counts as a Turn for the model making the attack, but not an Activation for the purposes of Pinning or any other rule.

Attacks cannot be made if there is no possibility of hitting due to modifiers.

There is no resolution order during Stabbing Time; all attacks are considered to happen simultaneously. Do not remove models until the end of the Phase; everyone gets a chance to attack, even if an earlier attack has killed them, unless the rules say otherwise.

The Clock is paused for the duration of Stabbing Time.

Scavenge Table

Anything picked up when Scavenging is kept by the Scrungaloid who scavenged it, and can only be used by them.

1	Lose a Victory Point, and go wash your hands.	11	A giant backpack full of assorted bullets. Model cannot run out of ammunition, except for One Use weapons.
2	A Frag Grenade, with complimentary pin.	12	A Sticky Grenade, covered in a layer of hair and dust bunnies.
3	A poignant photograph. Tastes like paper and emotions.	13	A map with a large red X on it. Immediately place a Cache anywhere on the board further than 9'' from any model.
4	A shiny silver ring, left by careless scientists.	14	A mag of exobreak ammo. Use once before rolling Scope for -1 to target Saves.
5	A Multi-Sniffer that is more or less functional after you give it a good thwack.	15	An Infrastridulator that's mostly not caked in blood.
6	Assorted pills of dubious recreational value. The carrier can no longer be Pinned.	16	Assorted pills of dubious medical value. Each time the carrier Scrapes a friend, they are Ready instead of Fatigued.
7	Tasty rations! May be eaten once at any time while	17	A Flag of close enough colouration to be useful for

	Fatigued to become Ready.
8	A set of tiny plastic soldiers, lovingly smeared with paint.
9	An antique comic book from the long-lost year of 2000AD.
10	A skull, to be pocketed for later use in nest-building.
	waving around.
18	A flag of the wrong colouration. Delightfully flammable.
19	A number of berets.
20	An uplink to the rest of the swarm to call for help. Add a basic Forager in Fatigued condition to your Territory.

PACK BUILDING

Choose the size of your game as follows:

Points	Type	Min. Scrungles	Free Foragers	Max Scrungles	Max HQs
50	*Learning Game*	4	1	6	0
100	*Classic Skirmish*	8	3	14	1
250	*Intense Action*	12	6	24	2
500	*Epic Scrumble*	20	10	50	3

As games get larger, the relative minimum army size shrinks; this allows you to field better equipped Scrungaloids and more support assets relative to the rest of the group, effectively unlocking more viable options.

You get a number of free Foragers depending on your game size. These Foragers cost no points to field as is, but any upgrades you want to give them will still cost you points. The Minimum Scrungles includes these free Foragers

The game size limits the number of HQ models you can take.

Scrungaloids

These profiles contain all of the equipment these Scrungaloids start with (at no cost), plus extras they can buy for the points costs listed in the Gear section. It also contains their Save, and any Special Rules they may have.

Equipment which 'may attach' to a weapon cannot be taken if that weapon is exchanged. You may only attach one upgrade per weapon.

Weapons which are attachments run out of ammunition on a natural 1 or 2.

Grenades

Grenades are held in a universal pool. Each Grenade costs 1 point; any model which possesses the "Grenade" equipment can throw one when they Scope instead of one of their other weapons.

Basal Scrungiforms

Forager
9 Points

The basic form of Scrungaloid, Foragers form the bulk of packs, and are tasked with hunting, gathering, and standing in front of other, more valuable Scrungaloids. Their main strength is their lack of self-preservation.

Special Rules
You may reroll the Scavenge die.

4+
Save

Gyrojetter
May attach a...
- → *Bayonet for +1pts*
- → *Chayonet for +1pts*
- → *Thump Tube for +1pts*
- → *Compound Scope for +3pts*

May exchange for...
- → *Laser Pointer*
- → *Chainsaw*

Gyropistol
-

Knife
-

Grenades

Gear
May take one of...
- → *A Multi-Sniffer for +5pts*
- → *A Flag for +5pts*
- → *An Infrastridulator for +5pts*

Guard
12 Points

This highly specialized Scrungaloid has evolved a deformed, shield-shaped arm, with which they can block the entrance to nests, provide cover for allies, and bash lesser Scrungaloids that irritate them.

Special Rules
Scope attacks cannot target other models if they would take an Accuracy penalty for being obscured by this model.

4+
Save

Gyrojetter
May exchange for...
- → *Laser Pointer*
- → *Chainsaw*

Knife
-

Shield Shell
-

Gear
May take one of...
- → *A Flag for +5pts*
- → *An Infrastridulator for +5pts*

May take Grenades for +1 point

Soldier
14 Points

These particularly well-built examples of scrungledom have overdeveloped melee weapons and equally overdeveloped bloodlust, only barely pointed in the right direction.

Special Rules
On any Round where a Soldier Scrabbles, they improve their Save by 1 during Stabbing Time.

4+
Save

Matchete & Gryopistol
May exchange for...
- → *Crystal Sword & Gyropistol for +2pts*
- → *Conductor Baton & Gyropistol*
- → *Drillboscis*
- → *Fellersaw*
- → *Ram Driver for +5pts*

Knife
-

Gear
May take Grenades for +1 point

Worker
14 Points

Normally tasked with important jobs around the nests, Workers are just as territorial as other Scrungaloids, and will rush into battle without a second thought to employ their utility tools in offensive ways (in all senses).

Special Rules
The first time a Worker attacks, they may reroll one To-Hit die. This special ability resets each time they Scavenge.

4+
Save

Flamespitter *May exchange for...* → *Chaingun* → *Tanglegun* → *Deatomizer* → *Heat Ray* → *Acid Gun for +2pts* → *Atomic Torch for +3pts*	*Gyropistol* - *Knife* - Gear *May take Grenades for +1 point*

Gracile Scrungiforms

Drone
15 Points

It is presumed the rocket pack worn by these particularly senseless Scrungaloids allows them to disperse a greater distance in order to find mates. We haven't looked into it further and don't want to.

Special Rules
When a Drone fails a Death Save, just before exploding you may Scoot it toward the nearest enemy model, ignoring restrictions against movement.

4+
Save

Gyropistol *May exchange for...* → *Flamesquirter for +3pts* → *Acid Pistol for +2pts* → *Hand Warmer for +1pts* *Chainsaw* *May exchange for...* → *Fellersaw for +3pts* → *Crystal Sword for +5pts* → *Gyrojetter*	*Grenades* *Rocket Pack* -

Larva
8 Points

The immature form of Scrungaloid, the hard carapace has yet to develop, leaving them squishy and delicious. Despite the danger, Larvae frequently sneak out of the nest and, usually, end up getting obliterated.

Special Rules
May Scavenge as a free Action once per Consolidation Phase.

5+
Save

Gyrojetter *May exchange for...* → *Gyropistol & Machete*	*Knife* -

→ *Scattergun* → *Syringe Gun for +7pts*	Gear *May take Grenades for +1 point*

Hunter
15 Points

Scrungaloids typically only move in large groups, usually in various vehicles or even mobile space-hives. Hunters, by contrast, use their motorbikes to disperse considerable distances, returning to report their finds with vocalizations, gestures, and dances.

Special Rules Hunters may come in out of Lurking as if it were one Round earlier.	4+ Save

Gyropistol *May exchange for...* → *Flamesquirter for +3pts* → *Acid Pistol for +2pts* → *Hand Warmer for +1pts* *Chainsaw* *May exchange for...* → *Fellersaw for +3pts* → *Crystal Sword for +5pts*	*Grenades* *Motorbike* -

Robust Scrungiforms

Bombardier
17 Points

Carrying the largest and most sophisticated weapons in the group, Bombardiers are tasked with defending the nest, but believe strongly the best defence is a good offence, followed by a good looting, razing, and pillaging.

Special Rules If a Bombardier did not move for an entire Round, then they improve their Save by 1 until they move.	4+ Save

Missile Launcher *May exchange for...* → *Super Acidifier* → *Laser Obliterator* → *Thermal Magnifier* → *Flamesprayer* → *Hand Howitzer* → *Gyrocannon* → *Atomic Furnace*	*Gyropistol* - *Knife* -

Major
25 Points

Commonly believed to be the guard of the unseen Scrungaloid Queens, Majors are the oldest and toughest Scrungaloids. Their carapaces have grown thick and calloused by years of getting shot doing foolish things.

Special Rules
May not Scuttle or Scarper, but during the Combat Phase they may Scoot before Scoping. Cannot be Pinned.

3+/1 HP
Save

Doublejetter
May exchange for...
- → *Chaingun*
- → *Flamespitter*

Hydraulic Glove
-

Regal Scrungiforms

Alpha (HQ)
10 Points

Exactly what makes an Alpha an Alpha is unknown. It's been conclusively ruled out that they are larger, stronger, more experienced, or are from special lineages. We currently believe the little headspike bits make them look taller and thus suited to lead.

Special Rules
At the beginning of every Round, if the Alpha is not Dead, Downed, or otherwise off the board, gain 1 Momentum.

During Pack Creation, the Alpha may choose a third Minor Carapace Colour. All of your models always treat the Alpha as if it were a Friendly model.

4+/1 HP
Save

Gyrojetter
If you didn't take a Shield Shell, may attach a...
- → *Bayonet for +1pts*
- → *Chayonet for +1pts*
- → *Thump Tube for +1pts*
- → *Flamespitter for +5pts*
- → *Heat Ray for +5pts*
- → *Acid Gun for +7pts*
- → *Atomic Torch for +8pts*
- → *Deatomizer for +5pts*
- → *Compound Scope for +3pts*

May exchange for...
- → *Laser Pointer*
- → *Crystar Slinger for +5pts*
- → *Chainsaw*
- → *Machete*
- → *Conductor Baton for +3pts*

Gyropistol
May exchange for...
- → *Flamesquirter for +3pts*
- → *Acid Pistol for +2pts*
- → *Hand Warmer for +1pts*
- → *Shield Shell for +3pts*

Knife
-

Grenades

Gear
May take one of...
- → *A Multi-Sniffer for +5pts*
- → *A Flag for +5pts*
- → *An Infrastridulator for +5pts*

→ *Buzzaxe for +3pts* → *Drillboscis for +3pts* → *Fellersaw for +3pts* → *Crystal Sword for +3pts* → *Ram Driver for +5pts* → *Hydraulic Glove for +5pts*	*May take a Shiny Carapace for +3pts* *If the model does not have a Gyrojetter or Laser Pointer, it may take a Rocket Pack for +5pts, or a Motorbike for +5pts.*

Overseer (HQ)

15 Points

While Alphas lead packs on their expeditions outside the mound, it is Overseers that monitor the goings-on inside its walls. If something disrupts those goings on, they're the first to go solve it in direct fashion and loot the still-cooling remains.

Special Rules

At the beginning of every Round, designate an enemy model visible to the Overseer. Ranged attacks against that target improve Accuracy by 1.

During Pack Creation, the Overseer may choose a third Minor Carapace Colour. All of your models always treat the Overseer as if it were a Friendly model.

4+/1 HP

Save

Flamespitter

May exchange for...

→ *Chaingun*
→ *Tanglegun*
→ *Deatomizer*
→ *Heat Ray*
→ *Acid Gun for +2pts*
→ *Atomic Torch for +3pts*

Grenades

Knife

May exchange for...

→ *Chainsaw +2pts*
→ *Crystal Sword for +5pts*
→ *Hydraulic Glove for +7pts*

Gear

May take one of...

→ *A Multi-Sniffer for +5pts*
→ *A Flag for +5pts*
→ *An Infrastridulator for +5pts*

May take a Shiny Carapace for +3pts

Enforcer (HQ)

10 Points

Packs which lose their Alpha squabble among themselves to choose a new one, often to the detriment of the colony. This is where the wise Enforcer comes in, to keep the group working for the greater good (which is to say, directing violence outward).

Special Rules

At the beginning of every Round, if the Enforcer is not Dead, Downed, or otherwise off the board, each Friendly model within 6" of the Enforcer is treated as being

4+/1 HP

Save

Activated for the purposes of Pinning (thus reducing the length of a Pin).

Gyropistol
May exchange for...
- → *Flamesquirter for +3pts*
- → *Acid Pistol for +2pts*
- → *Hand Warmer for +1pts*
- → *Tanglegun for +4pts*

Conductor Baton
-

Gear
May take a Shiny Carapace for +3pts
May take a Rocket Pack for +5pts or a Motorcycle for +5pts.

Colourist (HQ)
10 Points

Colourists have a vital role in the colony, marking seized equipment and territory via spraying. They are also responsible for the mixing of paints and distribution of gear; the distinct rattle of their tools are associated with death and rebirth.

Special Rules
At the beginning of every Round, if the Colourist is not Dead, Downed, or otherwise off the board, choose 1:
- Nominate one Friendly model within 6" of the Enforcer. They gain the benefits of a Minor Carapace colour of your choice for the remainder of the game. This will affect Friendliness.
- Choose a minor Carapace colour. Its effects apply to all Friendly models within 6" of the Enforcer at the time it would be relevant for the remainder of the Round. This does not affect Friendliness.

All of your models within 6" of the Colourist, including Downed models, count as Friendly to one another so long as they share a single Colour.

4+/1 HP
Save

Gyropistol
May exchange for...
- → *Flamesquirter for +3pts*
- → *Acid Pistol for +2pts*
- → *Hand Warmer for +1pts*

Knife
May exchange for...
- → *Chainsaw for +2pts*
- → *Crystal Sword for +5pts*
- → *Hydraulic Glove for +7pts*

Mystic (HQ)
10 Points

Scrungaloids are easily impressed and intimidated by sleight of hand and deception, and for this reason some packs are led by mildly clever tricksters whose traps make them seem invulnerable.

Special Rules

At the beginning of every Round, if the Mystic is not Dead, Downed, or otherwise off the board, choose 1:

- Lay down a 5" circle with its centre anywhere within 9"; it may not contain any models. This circle is Dangerous terrain. It is removed at the end of the Round.
- Choose a visible enemy model within 9". It is immediately Pinned.

4+/1 HP
Save

Gyropistol
May exchange for...
→ *Flamesquirter for +3pts*
→ *Acid Pistol for +2pts*
→ *Hand Warmer for +1pts*

Knife
May exchange for...
→ *Chainsaw for +2pts*
→ *Crystal Sword for +5pts*

Gear
May take a Shiny Carapace for +3pts
May take a Rocket Pack for +5pts or a Motorcycle for +5pts.

Virgin Queen (HQ)
20 Points

Scrungaloid colonies are prone to frequent swarming, with massive numbers setting out to establish new mounds (or, more often, to seize existing ones). While the elusive adult Queens have yet to be observed, we suspect these swarm leaders to be the juvenile form, avoiding territorial conflict back home with new, more interesting territorial conflicts abroad.

Special Rules

At the beginning of every Round, if the Virgin Queen is not Dead, Downed, or otherwise off the board, gain 2 Momentum.

At the beginning of Stabbing Time, once per game, the Virgin Queen may improve Melee weapon Accuracy and Attacks by 1 until the end of the Round.

3+/1 HP
Save

Gyropistol
May exchange for...
→ *Flamesquirter for +3pts*
→ *Acid Pistol for +2pts*
→ *Hand Warmer for +1pts*
→ *Shield Shell for +3pts*
→ *Gyrojetter for +1pts*

Chainsaw
May exchange for...
→ *Fellersaw for +3pts*
→ *Crystal Sword for +3pts*
→ *Royal Stinger for +5pts*
→ *Hydraulic Glove for +5pts*

→ *Laser Pointer for +1pts* *If you took a Gyrojettor, may attach a...* → *Thump Tube for +1pts* → *Flamespitter for +5pts* → *Heat Ray for +5pts* → *Acid Gun for +7pts* → *Atomic Torch for +8pts* → *Deatomizer for +5pts* *Shiny Carapace (Already accounted for)* -	*Grenades* *Gear* *May take a Flag for +5pts* *If the model does not have a Gyrojetter or Laser Pointer, it may take a Rocket Pack for +5pts, or a Motorbike for +5pts.*

Auxiliary Scrungiforms

Nurse
10 Points

So named because they are thought to be primarily tasked with minding the larva, these rare Scrungaloids seem to have not just a sense of self-preservation, but a concern for the short lives of their fellows.

Special Rules
This model may Scrape as a free Action, even in the Combat Phase, and is not limited in the number of times they can Scrape per Activation.

You can spend 1 Momentum to Scrape up a non-Friendly Scrungaloid.

4+
Save

Gyropistol *May exchange for...* → *Gyrojetter* → *Flamesquirter for +3pts* → *Acid Pistol for +3pts*	*Bonebuzzer* *May exchange for...* → *Hypo-Gun*

Weaver
10 Points

Tasked with managing the limited resources of the group and converting salvage into usable weapons and munitions, these mechanically-minded workers can be found berating other Scrungaloids for their carelessness.

Special Rules
When this model Scrapes a Vehicle or Brute with Hit Points, restore 1 Hit Point.

Each time this model, or a friendly model within 3", Scavenges, then all models within 3" of the Scavenging

4+
Save

model count as having Scavenged for the purpose of restoring Ammunition, and any useful loot Scavenged is duplicated across all of these models. This rule doesn't stack for multiple Weavers in a cluster, *Jerry*.	
Gyropistol -	*Spanner* -

Symbiotic Creatures

Stalker
25 Points

Analogous to flightless wading birds but considerably more aggressive, small numbers of Stalkers can be found trailing Scrungaloid packs, scavenging a portion of their kills in exchange for releasing the occasional volley of blistering firepower.

Special Rules

Cannot Scarper, Scrape or Scavenge. Cannot climb, but treats anything not Sturdy as Traversable. Cannot be Pinned.

Each time this unit is Activated, before it makes any other Action, it may make a free Scoot Action.

When Scavenged, yields 2VP instead of 1.

5+/2 HP
Save

Flamespitter *May exchange for...* → *Chaingun* → *Tanglegun* → *Deatomizer* → *Heat Ray* → *Acid Gun for +2pts* → *Atomic Torch for +3pts*	*Thump Tube* - *Hydraulic Glove* -

Brute
50 Points

Believed to be a different species from the Scrungaloids entirely, the Brute is a towering biomechanical monster which exists in a symbiotic relationship with the smaller, tastier Scrungaloids that direct it.

Special Rules

3+/3 HP
Save

Cannot Scarper, Scrape or Scavenge. Cannot climb, but treats anything not Sturdy as Traversable. Cannot be Pinned. When Scavenged, yields 3VP instead of 1.	
<u>Missile Launcher</u> *May exchange for...* → *Super Acidifier* → *Laser Obliterator* → *Thermal Magnifier* → *Flamesprayer* → *Hand Howitzer* → *Gyrocannon* → *Atomic Furnace*	*<u>Flamespitter</u>* *May exchange for...* → *Chaingun* → *Deatomizer* → *Heat Ray* → *Acid Gun for +2pts* → *Atomic Torch for +3pts* *<u>Hydraulic Glove</u>* -

Vehicles

Vehicles have a number of special rules:

- Vehicles cannot Scrape or Scavenge.
- Vehicles ignore most normal causes of Pinning, including from equipment effects, with the exception that they are still Pinned each time they lose an HP.
- Vehicles can never be Engaged.
- When Vehicles are attacked in Stabbing Time, attacks always hit except on a roll of a natural 1, regardless of modifiers.
- Vehicles measure Line of Sight from the pivot point of the weapon they are intending to use, and cannot see through their own hull. Weapons in turrets or sponsons can be rotated before checking line of sight.
- Vehicles can pivot once at the beginning of any Move, and from that point must move only forward or backward in a straight line. They may not pivot at any other time.
- Vehicles cannot climb unless otherwise stated.
- When vehicles are Downed or Dead, they are left where they are and are simply marked, unless they explode.

    - When a vehicle is Dead, roll 1d6. On a 1-2, it explodes! Every Scrungaloid within 3'' must make a Save. Remove the model and place down a smoking crater, then place a cache in it.
    - When a Downed or Dead vehicle is Salvaged, it remains where it is, but can no longer be Salvaged and, if it was Downed, it becomes Dead. You *may choose* to roll to see if it explodes.
        - Alternately, if the vehicle was only Downed, you may choose to forgo the VP and Scavenge roll, and remove the Scavenging model. You are now the proud owner of a new Fatigued vehicle with 0 HP; it retains all its previous carapace colours. Please give it back after the game.
- Vehicles can only be Scraped by Weavers.
- When vehicles are Scraped, they stay where they are.
- When vehicles fail the test for Unstable terrain, they are not Downed. Instead, they simply stop their movement at the start of the Unstable terrain, and cannot move any further this Phase.
- When vehicles fail the test for Dangerous terrain, they are Downed instead of Dead.
- Vehicles count as Sturdy Terrain for the purposes of determining line of sight.
- When Vehicles are attacked by weapons which attack all models within X'' of the model, measure from the radius of a hatch on the vehicle or its centre (shooter's choice).

Transports

Vehicles which are Transports carry a number of models inside them, lending their speed and armour to their passengers until it's time for them to get out and do violence at things.

When a Transport enters play, choose how many passengers it is carrying, between 0 and the maximum capacity listed on its profile. You can now treat the Transport as a board edge within your Territory for the purposes of bringing in Lurking models, so you can place down your Lurking models in contact with the Transport. This can be done even if the Transport is Downed.

Each time you deploy a Lurking model this way, reduce the remaining passengers in the transport by 1. You don't have to choose which models are in the transport ahead of time,

which allows you to surprise your opponent with the contents! You are also free to bring in Lurking models by other means (like your border or another transport) such that you have fewer lurking models than are inside the transport; don't worry about it!

If a Transport is destroyed and it has passengers remaining, you must (if you are able) disembark as many Lurking models as they had passengers remaining. Place those passengers in contact with the Transport, then roll 1d6 for each model; on a 4+ they are Pinned, on a 1-3, they are Downed.

If the vehicle Exploded, they are instead Downed on a 1-5, and on the Death Save, they die on a 1-3. On a 6, they are found in the centre of the crater entirely covered in soot except for two blinky cartoon eyes, presumably still holding a disenchassised steering wheel. They are also Pinned.

You cannot transport Vehicles inside other Vehicles, nor can you transport Brutes. Each time a Major gets out of a vehicle, reduce the passenger count by 2, representing their bulk; if you only have 1 passenger remaining, you can't deploy a Major from that Transport. Models also can't get back into a Transport; the crew lock the doors if nobody is getting out because this is kind of a bad neighbourhood.

Crawler

25 Points

This large, boxy metal contraption is the favoured mode of transport for Scrungaloids who are able to spare the petrol to feed it, allowing them to ride into battle in (or more frequently on) its marginally more armoured hide.

Special Rules

Transport 6. This model can Scuttle 9".

This model is treated as Climbable terrain. When it moves, any model which is standing atop of it moves with it.

Friendly models may Scavenge the Crawler; they do not roll on the Scavenge table or gain VPs, but can restore ammunition this way.

3+/3 HP

Save

Doublejetter

May exchange for...

→ *Missile Launcher for +10pts*

Track Ram

May exchange for...

→ *Spike Ram for +5pts*

Gear

May take one of...

→ *A Multi-Sniffer for +5pts*

→ *A Flag for +5pts*

→ *An Infrastridulator for +5pts*

May take Grenades for +1 point

Raptor

35 Points

This inexplicably hovering contraption reflects the Scrungaloid willingness to use technology they neither understand nor fully know how to employ effectively.

Special Rules

Double all Move distances. This Vehicle can Climb, treats all terrain as Climbable, and ignores Unstable & Dangerous terrain. It never benefits from Cover.

Cannot Scrabble.

Always explodes on death.

4+/1 HP

Save

Flamesprayer

May exchange for...

- → *Atomic Furnace*
- → *Gyrocannon*
- → *Deatomizer*

Flamesprayer

May exchange for...

- → *Atomic Furnace*
- → *Gyrocannon*
- → *Deatomizer*

Gear

May take one of...

- → *A Multi-Sniffer for +5pts*
- → *An Infrastridulator for +5pts*
- → *A Missile Launcher for +10pts.*

Hulk

50 Points

A modified crawler with a large turret installed, believed to have been taken from the ubiquitous ancient ruins of TraxTanks left by a long-lost hyper-advanced precursor. Scrungaloids are believed to worship them.

Special Rules

If this model did not move in the Consolidate Phase, it may make 2 Scope Actions in the Combat phase, but must use a different weapon for each Scope.

3+/3 HP

Save

Hand Howitzer

May exchange for...

- → *Super Acidifier*
- → *Laser Obliterator*
- → *Thermal Magnifier*
- → *Flamesprayer*
- → *Atomic Furnace*

Track Ram

May exchange for...

- → *Spike Ram for +5pts*

Gyrocannon

May exchange for...

- → *Laser Obliterator*
- → *Shiny Carapace*

Nestbreaker
50 Points

This Crawler has been heavily rebuilt into a kind of mobile battering ram, whose enormous pneumatic cannon is designed to batter open walls and get at the tasty morsels within.

Special Rules
-

2+/3 HP
Save

Siege Cannon
-

Track Ram
May exchange for...
→ *Spike Ram for +5pts*

Hypercarnivore
75 Points

This dangerous hovering vehicle is believed to have been built out of the ancient remains of a ruined holding tank for scent-suppressing chemicals.

Special Rules
When this model Moves, it treats all terrain as Traversable, and ignores Dangerous terrain.

Each time this model Scopes with a weapon marked with *, roll twice as many dice.

Cannot Scrabble.

2+/4 HP
Save

*Hand Howitzer**
-

Gyrocannon
-

Gyrocannon
May exchange for...
→ *Thermal Magnifier*
→ *Laser Obliterator*
→ *Flamesprayer*

Gear

Weapon Name
Weapon Type

Field notes.

X"/Y"/Z"	1	4+	+1
Range Bands	Attacks	Accuracy	Save Mod

Special Rules

X = Short Range, Y = Medium Range, Z = Max Range

Gyrojets

Gyrojetter Firearm	*How this bizarre rocket gun functions with its mechanism and magazine so far displaced is unknown; Stevens thinks there's some kind of 'psychic belief field' promoting functionality, but Stevens is an idiot.*		
12"/24"/36" Range	1 Attacks	4+ Accuracy	+1 Save Mod
If the user did not Scuttle or Scarper this Round, improve Attacks by 1.			

Gyropistol Pistol	*This pistol is often seen but rarely used by the Scrungaloids that carry it; the leading theory is that the pistol forms are actually juveniles, learning by observing the full-sized versions.*		
6"/12"/24" Range	1 Attacks	4+ Accuracy	+1 Save Mod

Gyrocannon Heavy Weapon	*The large form of the Gyrojetter reinforces the theory about the pistol, as nobody would design a gun that is just a really big version of the normal infantry rifle.*		
18"/36"/48" Range	2 Attacks	4+ Accuracy	+1 Save Mod
If the user did not Scuttle or Scarper this Round, improve Attacks by 2. After resolving the original attack, you may roll half as many Attacks against any model within 3" of the target. Resolve these sequentially, as these extra attacks can drain your ammunition.			

Doublejetter Firearm	*Our only explanation is that maybe Gyrojetters mate for life.*		
12"/24"/36" Range	2 Attacks	4+ Accuracy	+1 Save Mod

If the user did not Scuttle or Scarper this Round, improve Attacks by 1.

Grenades

Grenades are held in a universal pool. Each Grenade costs 1 point; any model which possesses the requisite grenade ability can throw one when they Scope.

Frag Grenade

Grenade

Initially hypothesised to be a form of seed dispersal when first observed, further research indicates Scrungaloids may just like loud noises.

6”/12”/12”	4	5+	+1
Range	Attacks	Accuracy	Save Mod

One Use. When used, roll Attacks against every model within 2” of the target, treating these attacks as originating from the target’s position. These extra attacks can hit targets that are not visible, but not targets completely hidden by Sturdy terrain.

Sticky Grenade

Grenade

Scrungaloids need all the help they can get for hunting larger prey, which is presumably why they think coating an explosive in sticky resin with no safeguards against sticking it to their own hands is a good idea.

3”/6”/6”	1	4+	-2
Range	Attacks	Accuracy	Save Mod

One Use. On a natural 1, the user must make a Save at -2.

Stun Grenade

Grenade

Scrungaloids are enthusiastic about loud bangs, but generally prefer they occur some distance away from themselves.

6”/12”/12”	3	3+	-
Range	Attacks	Accuracy	Save Mod

One Use. When used, roll Attacks against every model within 3” of the target, treating these attacks as originating from the target’s position. These extra attacks can hit targets that are not visible, but not targets completely hidden by Sturdy terrain.

The enemy is always treated as if they passed the Save against these attacks. However, the Stun Grenade can still Pin.

Acid Weapons

Acid Gun

Firearm

Firing superheated corrosive juices vomited at high speeds through a magnetically impelled turbofan, Scrungaloids are presumably incapable of noticing the tendency of this weapon to back up and explode.

12”/18”/24”	1	5+	-3
Range	Attacks	Accuracy	Save Mod

If the user did not Scuttle or Scarper this Round, improve Attacks by 1.

When you use this weapon, you may choose to fire it at High Pressure. Improve Accuracy by 1, but on a natural 1 on the attack roll, the user must make a Save at -2.

Acid Pistol

Pistol

These smaller acid pistols were thought to be juveniles, until it was realized that they were a subspecies whose neoteny limits their rate of fire, and thus rate of self-detonation. Highly adaptive.

6”/12”/15”	1	5+	-2
Range	Attacks	Accuracy	Save Mod

When you use this weapon, you may choose to fire it at High Pressure. Improve Accuracy by 1, but on a natural 1 on the attack roll, the user must make a Save at -2.

Super Acidifier

Heavy Weapon

These enormous acidifiers presumably attempt to extend their lifespans by being so comically dangerous looking to use that anything sensible would avoid them. Scrungaloids are not deterred.

12”/18”/24”	2	5+	-2
Range	Attacks	Accuracy	Save Mod

When used, roll Attacks against every model within 2” of the target, treating these attacks as originating from the target’s position. These extra attacks can hit targets that are not visible, but not targets completely hidden by Sturdy terrain. Only count the roll against the initial target for the purposes of running out of ammunition.

When you use this weapon, you may choose to fire it at High Pressure. Improve Accuracy by 1, but on a natural 1 against the initial target, the user and every model within 2” not completely hidden by Sturdy terrain must make a Save at -2.

Flame Weapons

Flamespitter

Firearm

Fire is an important part of Scrungaloid hunting tactics, with flamespitters used to drive prey out of the dense toothpick cacti groves. Controlled burns would also be useful for agriculture as soon as Scrungaloids figure that out.

9”/-/9”	1	3+	-
Range	Attacks	Accuracy	Save Mod

Each time you make an attack with the Flamespitter, after you have resolved the attack, you may make another Scope against a viable target within 3” of the previous target. This can be done until you are out of ammunition or targets. Cannot target the same model more than once per phase.

Ignore Accuracy penalty for Cover. Cannot inflict Pinned.

Flamesquirter

Pistol

Important to Scrungaloids for its ability to make cooking fires, usually directly on the thing they want to cook.

6”/-/6”	1	4+	-
Range	Attacks	Accuracy	Save Mod

Each time you make an attack with the Flamespitter, after you have resolved the attack, you may make another Scope against a viable target within 3” of the previous target. This can be done until you are out of ammunition or targets. Cannot target the same model more than once per phase. Runs out of ammunition on a 1 or 2.

Ignore Accuracy penalty for Cover. Cannot attack beyond its Range. Cannot inflict Pinned.

Flamesprayer

Firearm

Some Scrungaloids seem particularly fascinated by fire, and go on long solo journeys seeking a means to burn the entire world down. They usually settle for one of these as good enough.

9”/-/9”	1	3+	-1
Range	Attacks	Accuracy	Save Mod

Each time you make an attack with the Flamespitter, after you have resolved the attack, you may make another Scope against a viable target within 4” of the previous

target. This can be done until you are out of ammunition or targets. Cannot target the same model more than once per phase.

Ignore Accuracy penalty for Cover. Cannot inflict Pinned.

Heat Rays

Laser Pointer Firearm	*This one's our bad. Stevens was doing what he called 'thermal capacity testing' on a nest and he left his toys out. We're making him do the dishes for the camp for the next few cycles in the hopes he learns something.*		
12"/36"/48" Range	1 Attacks	4+ Accuracy	- Save Mod
On a 6 to hit, -1 Save Mod.			

Heat Ray Firearm	*We regret to report they've started strapping them together and building their own. Just the other day we saw one of them use adhesives to connect one to a vehicle battery. Bits everywhere. Great job, Stevens. Great data.*		
18"/36"/48" Range	1 Attacks	4+ Accuracy	-1 Save Mod
If the user did not Scuttle or Scarper this Round, improve Attacks by 1. On a 6 to hit, Save Mod is -2. Only ever scores 1 Hit per Scope Action; use the best roll.			

Hand Warmer Pistol	*The actual mechanism of the thermal capacity beamer is just the collection of lenses and artificial sun at its core; most of its bulk is just for ergonomics, as some Scrungaloids have realized.*		
6"/18"/24" Range	1 Attacks	4+ Accuracy	- Save Mod
On a 6 to hit, -1 Save Mod.			

Thermal Magnifier Heavy Weapon	*... okay, this one's pretty sick though.*		
24"/48"/60" Range	1 Attacks	4+ Accuracy	-1 Save Mod

If the user did not Scuttle or Scarper this Round, improve Attacks by 1.

On a 5 to hit, Save Mod is -2. On a 6 to hit, Save Mod is -3. Only ever scores 1 Hit per Scope Action; use the best roll and discard others.

If you Down your target, if there was a model directly behind the target relative to the shooter, resolve another attack against that target as well. These additional attacks ignore visibility requirements and intervening models, though Accuracy penalties for Sturdy terrain can still apply. You cannot run out of ammo from these extra attacks.

Atomic Weapons

Atomic Torch

Firearm

We suspect these are actually parasites whose life cycle includes ingestion by larger creatures, as they effectively bait the gullible Scrungaloids carrying them into striking distance.

3"/6"/6"	1	4+	-5
Range	Attacks	Accuracy	Save Mod

Can be used as a Melee weapon when Scrabbling, unless it is out of ammo; it will still run out of ammunition on a natural 1 when Scrabbling, as per Scope.

Each time an attack from this weapon removes a point of HP, it removes 2 HP.

Atomic Furnace

Heavy Weapon

Scrungaloids primarily use these to disassemble scrap, buildings, and mountains during nestbuilding.

6"/12"/12"	1	4+	-5
Range	Attacks	Accuracy	Save Mod

If the user did not Scuttle or Scarper this Round, improve Attacks by 1.

Each time an attack from this weapon removes a point of HP, it removes 2 HP.

Ballistic Weapons

Scattergun

Firearm

Many of the weedier Larva are incapable of handling the inexplicable recoil of the Gyrojetter, and so substitute these little peashooters.

9”/15”/21”	1	4+	+1
Range	Attacks	Accuracy	Save Mod

Gain +1 Attack within 6”.

Chaingun

Firearm

So called because we observed them being chained down when not in use, we believe these to be particularly aggressive when not continuously fed their preferred diet of electricity and 7.62x39 ammunition.

12”/24”/24”	3	5+	+1
Range	Attacks	Accuracy	Save Mod

If the user did not Scuttle or Scarper this Round, improve Attacks by 2.

The target and all models within 2” of the target are Pinned.

Does not run out of ammunition unless 2 or more 1s are rolled.

Hand Howitzer

Heavy Weapon

Primarily mounted on much larger creatures and used to take down strafing aircraft, it speaks to the hubris of the Scrungaloid that they would use these as dismounts, and to their obstinate nature that they pull it off.

30”/60”/90”	1	5+	-1
Range	Attacks	Accuracy	Save Mod

If the user did not Scuttle or Scarper this Round, improve Attacks by 2.

Does not run out of ammunition unless 2 or more 1s are rolled.

Siege Cannon

Heavy Weapon

*These enormous air-powered cannons heft a large and unaerodynamic lump of high explosive at the target; they’re inaccurate, but in a sufficiently target-rich environment they’ll hit *something*.*

12”/-/12”	1	6+	-3
Range	Attacks	Accuracy	Save Mod

When used, roll Attacks against every model within 3” of the target, treating these attacks as originating from the target’s position, ignoring visibility requirements. Only count the roll against the initial target for the purposes of running out of ammunition.

Improve the Accuracy by +1 on all attacks for each model within 3” of the target.

Ignore Accuracy penalty for Cover.

Weird Weapons

Tanglegun Firearm	*Emulating much more successful anarchnid predators, the tanglegun spits a rapidly solidifying elastic foam which traps their target in a concrete-like cocoon. This presumably preserves them for later consumption.*		
12”/12”/12” Range	1 Attacks	3+ Accuracy	N/A Save Mod
Attacks all models within 3” of the target. No Saves are made. Every model hit is Pinned, even if they would normally be immune to Pinning, and if they are Ready, they can only be Activated if all models in their Pack who haven’t been hit by a Tanglegun this Round are Fatigued.			

Deatomizer Firearm	*While Scrungaloids appear to mostly acquire their weapons from some form of sustainable source, a handful manage to find these esoteric and terrifying... devices? We don’t want to get close enough to check.*		
9”/9”/15” Range	2 Attacks	4+ Accuracy	-5 Save Mod
One Use. Ammunition cannot be restored by Scavenging. If you are Downed by this weapon, you are actually Dead. You do not drop a Cache.			

Missile Launcher Heavy Weapon	*Exactly what this strange looking... thing was supposed to be eluded us for some time. Our best bet for a very long time was that it was a kind of shark, at least until the self-guiding rockets started spewing everywhere.*		
24”/36”/48” Range	1 Attacks	4+ Accuracy	-1 Save Mod
If the user did not Scuttle or Scarper this Round, improve Attacks by 1. Can attack targets which are not at all visible; these targets gain the Benefit of Cover. Cannot attack targets within 9”.			

Laser Obliterator Heavy Weapon	*The few Laser Obliterators observed among Scrungaloids are jealously guarded by their keepers, who hold the vital social role of completely evaporating any Scrungaloid they dislike from their perch.*		
36”/48”/72”	1	3+	-3

Range	Attacks	Accuracy	Save Mod

May only be used if the user did not Scuttle or Scarper this Round.

When targeting models which have 1 or more HP remaining, each time this weapon hits, it inflicts a second hit at Save Mod 0.

Syringe Gun

Heavy Weapon

It is not known if Larva synthesize poisons externally with tools, collect it from other creatures, or excrete it from their bodies. It is known that it's no joke; fortunately Larva that produce it quickly acquire their carapaces from whichever adult annoyed them and move on to dumber things.

36"/42"/48"	1	3+	-1
Range	Attacks	Accuracy	Save Mod

May only be used if the user did not Scuttle or Scarper this round.

Scrungaloids Downed by this weapon die on a 1-3 on their Death Save.

Crystar Slinger

Firearm

These rare and unpredictable weapons are bizarre even by the standards of the Scrungaloids, and some of the elements seem completely alien to their staples. It is thought to perhaps be some sort of invasive species.

6"/9"/12"	+0/+1/+3	4+	-2
Range	Attacks	Accuracy	Save Mod

The Crystar Slinger gains more attacks the further it is away from its target.

The Crystar Slinger uncontrollably sprays its shots across a wide area. Each time you Scope with the Crystar Slinger, roll 1d6 to determine the number of attacks, adding the bonus from the current Range Band in the Attack Stat.

Then, these attacks are distributed to all models within -/1"/2" of the target. When distributing attacks, assign 1 Attack to the chosen target, then 1 dice to all other models in the radius, nearest to further. Repeat until all attacks are assigned, then resolve all attacks.

Resolve all attacks using the Range to the intended target. Factor Cover in on a model by model basis from the shooter's perspective.

Basic Melee

Knife Melee Weapon	*Scrungaloids of all kinds can be seen running with these drawn under the mistaken belief it will make them faster.*		
Melee Range	1 Attacks	4+ Accuracy	- Save Mod

Bayonet Melee Weapon	*Scrungaloids frequently take to strapping just about any piece of sharp metal they can find to the front of their guns. We think they believe it'll make their bullets sharper, but it may also be a form of sexual signalling.*		
Melee Range	1 Attacks	3+ Accuracy	- Save Mod

Machete Melee Weapon	*The largest and toughest Larva use these elongated blades to get first pickings at food and power armour, usually through intimidation as the others realize that what they have is not, in fact, a knife. THIS-*		
Melee Range	2 Attacks	4+ Accuracy	- Save Mod
Enemies are at -1 to hit the user during Stabbing Time.			

Chainsaws

Chainsaw Melee Weapon	*First seen as nest-building tools, Scrungaloids soon realized that it was equally adept at general limb removal duties, provided you don't care about the life of the teeth.*		
Melee Range	2 Attacks	4+ Accuracy	-1 Save Mod

Chayonet Melee Weapon	*Other observed subspecies include the "Bayosaw", "Buzzonet", and the rarely seen "Tablesawonet" that forms a parasitic relationship with tripod mounts.*		
Melee Range	1 Attacks	4+ Accuracy	-1 Save Mod

Fellersaw Melee Weapon	*These enormous industrial chainsaws are normally used for transforming redwoods into matchsticks. It is also useful for transforming scrungaloids into ex-scrungaloids.*		
Melee Range	2 Attacks	5+ Accuracy	-1 Save Mod
Each time you make an attack with the Fellersaw, you may resolve a second attack against another target in range.			

Crystal Weapons

Crystal Sword Melee Weapon	*Grown in special groves, these psychically-attuned crystals are carefully harvested in order to not disturb the sacred energies until they can be used to cut something's head right the fuck off.*		
Melee Range	2 Attacks	4+ Accuracy	-2 Save Mod

Royal Stinger Melee Weapon	*Seen only in the hands of Virgin Queens, and rarely at that, the current theory is that these enormous crystal swords have some kind of ceremonial or ritual purpose, like ritually cutting two guys into four bits at once, holy shit Stevens. Tell me you were recording that.*		
Melee Range	2 Attacks	5+ Accuracy	-2 Save Mod
Each time you make an attack with the Royal Stinger, you may resolve a second attack against another target in range.			

Power Tools

Conductor Baton Melee Weapon	*While it could theoretically be used to direct music, this weapon is so named more due to the electricity it conducts into whatever it hits (such as into scrungaloids and their weapons), and the lack of resistance it induces.*		
Melee Range	1 Attacks	4+ Accuracy	-1 Save Mod

Enemies which are hit by a Conductor Baton but not Downed begin the next Round already Fatigued.

During Stabbing Time, each attack targeting the user which rolls a 1 To-Hit requires the user to make a Save as if they had been hit by this weapon.

Death Saves against this weapon always pass.

Drillboscis

Melee Weapon

As best we can tell, these were intended to extract nectar from plants grown out of hardened steel. They are instead mostly used to extract organs out of armoured creatures made out of hardened steel.

Melee	1	3+	-1
Range	Attacks	Accuracy	Save Mod

Each time a Drillboscis user is Scrabbled, they may make a free Attack against the charging model as if it were Stabbing Time.

Buzzaxe

Melee Weapon

Originally designed to remove the carapace from friendly Scrungaloids in prelude to medical care, the Buzzaxe is also used to remove the carapaces from hostile Scrungaloids in order to create the need for medical care.

Melee	3	4+	-1
Range	Attacks	Accuracy	Save Mod

During Stabbing Time, opponents attacking the Buzzaxe user improve their Accuracy by 1.

Ram Driver

Melee Weapon

These high-powered tools are used for tunneling holes in rock faces, cutting through the support columns of buildings, and chiseling apart armoured vehicles moments before going under the tracks.

Melee	1	5+	-3
Range	Attacks	Accuracy	Save Mod

Each time this weapon deals HP Damage, it deals 2 HP Damage.

Once per game, the Ram Driver may be overloaded before an attack. Roll 1d6; on a 3+, the overloaded Ram Driver attacks all models within 2" of the target, including the user. On a 1-2, it attacks only the target and the user. Regardless of the result, it cannot be used again this game.

Hydraulic Glove

Melee Weapon

Specialized for punching people's torsos off, a thing that researchers believed was ontologically impossible until it was observed in the wild.

Melee	2	5+	-4
Range	Attacks	Accuracy	Save Mod

If you are Downed by this weapon, you're actually Dead.

The user may treat thin non-Traversable walls as Traversable, Unstable terrain.

Bonebuzzer

Melee Weapon

These small, handheld buzzsaws are carried by Nurses, in theory to remove armour, in practice to remove shiny pieces from patients as compensation for their services.

Melee	2	5+	-1
Range	Attacks	Accuracy	Save Mod

When the carrier of the Bonebuzzer Scrapes a Scrungaloid, roll once on the Scavenge Table.

When the carrier of the Bonebuzzer Scavenges a downed enemy, roll twice on the Scavenge Table and take both results.

Hypo-Gun

Melee Weapon

Nurses are as enthusiastic about needles as patients are averse to them, and this contradiction is likely the reason the hypo-gun came into use. It's said to be as good as a spoonful of sugar and twice as fast.

Melee	1	4+	-2
Range	Attacks	Accuracy	Save Mod

When any Death Saves are made within 3" of a Hypo-Gun model, the controller of that model may choose to have the save rerolled.

Spanner

Melee Weapon

Though used primarily for repairing and refitting salvage, Scrungaloids are still very much not above bashing somebody over the head with a big wrench when the situation calls for it.

Melee	1	5+	-1
Range	Attacks	Accuracy	Save Mod

Vehicle Weapons

Strider Stomp
Melee Weapon

The flimsy legs of Stalkers, combined with their questionable balance, offer questionable lethality but unquestionable reach.

Range	Attacks	Accuracy	Save Mod
Melee	1	5+	-1

Against Pinned targets, has 3+ Accuracy.

During Stabbing Time, resolve attacks and remove casualties with these weapons before all others. This can prevent others from attacking.

Track Ram
Melee Weapon

While crawlers generally aren't considered weapons, their drivers are either unaware or deeply in denial of this fact.

Range	Attacks	Accuracy	Save Mod
Melee	2	6+	-2

May only be used if the user made a Scrabble move this Turn, and moved at least 3". During Stabbing Time, resolve attacks against every model within 1". Does not gain extra attacks for Scrabbling.

Spike Ram
Melee Weapon

The installation of various hedge-clearers and bulldozer blades onto Crawlers was probably intended to make them better in rough terrain, but it mostly gets used to crush foes more thoroughly.

Range	Attacks	Accuracy	Save Mod
Melee	2	5+	-2

May only be used if the user made a Scrabble move this Turn, and moved at least 3". During Stabbing Time, resolve attacks against every model within 1". Does not gain extra attacks for Scrabbling.

The vehicle may reroll Unstable terrain checks.

Gear

Multi-Sniffer
Gear

Scrungaloids have evolved to be highly attuned to the ding indicating the presence of stuff.

Enemy models within 9'' of this model never receive the Benefit of Cover or Obscuring Terrain.

Shield Shell
Gear

This is a classic instance of Phragmosis, a word which means "when a critter gets a dumb looking bit they can use to plug a hole." It's rather difficult to use a weapon's sights while braced against it.

The carrier always counts as being obscured by Sturdy terrain, and cannot be Pinned by Scope attacks. In addition, models which Scrabbled this round do not get an extra Attack against this model in Stabbing Time.

While carrying a Shield Shell, if they are using a Gyrojetter, reduce its Range to 12''/18''/24'', but always gain the additional attack.

Infrastridulator
Gear

While it is not known if Scrungaloids have language, in the strictest sense, they do make vocalizations, and some endeavour to subject as many others to those vocalizations as possible.

On the user's Activation, they can give up performing any Actions to issue any other model in their Pack (other than Lurking models) a *Special Order;* mark it with a token. The next time a model under Special Orders is activated, they may perform any Action regardless of Phase, as if all Actions were Universal Actions. The token is then removed.

Flag
Gear

Scrungaloids are primarily motivated by colours (in that they like their own and hate all others with a burning passion), but they also possess a strong instinctual drive to rally around a flag and die in a big pile.

When the carrier or any friendly Scrungaloid within 3'' would be Pinned or Downed, roll a d6; on a 5+, they are Pinned if they would have been Downed, and they are not Pinned if they would have been Pinned. This roll cannot be made against Pinning inflicted by passing the roll to avoid being Downed.

Rocket Pack
Gear

These dorsal protrusions are filled with highly unstable liquid explosives, and are used to send the Scrungaloid using it on unpredictable trajectories into enemies, walls, and pits of acid.

You may do one of the following per Round:

- In the Consolidate phase, you may treat all terrain as Climbable, and you can Climb up to double your Move distance.
- In the Combat phase, increase your Scuttle & Scrabble Moves by +3"; you can Scrabble targets 3" further away than usual. If you began your Scrabble more than 3" from your target, improve Accuracy by 1 in Stabbing Time.

When the user of a Rocket Pack fails a Death Save, they explode; resolve this as if they were the target of a Frag Grenade.

Shiny Carapace

Gear

Scrungaloid leaders walk a careful balance; too little shiny and nobody will respect them, too much shiny and they might no longer resemble the right colour, at which point they will be mobbed and presumably eaten.

Improve the model's Save by 1.

Thump Tube

Gear

Scrungaloids have questionable anatomy for throwing things, their oversized pauldrons making the action difficult. A simple launcher simplifies matters greatly.

Allows the user to use any Grenade type. Doubles the Range of Grenades carried by the user.

Compound Scope

Gear

The many sighting tubes, magnifying lenses, and infrared scanners mounted on Scrungaloid weapons likely have little effect on their accuracy, but do encourage them to try plinking from longer ranges.

Replaces the Gyrojetter profile with the following:

-/24"/36"	1	4+	+1
Range	Attacks	Accuracy	Save Mod

If the user did not Scuttle or Scarper this Round, improve Accuracy by 2 and Save Mod by 1.

Motorbike

Gear

These powerful and inherently dangerous two-wheeled vehicles are seen as symbols of status and bravery among Scrungaloids. They are greatly associated with Scrungaloids entering the middle stages of their life cycles.

At the beginning of each Phase, the user may make one free Scoot, then rotate. They will also rotate to face away from the nearest enemy during a Scamper. Otherwise, they cannot turn and must only move directly forward.

The user cannot climb. If forced to move into any non-Traversable terrain, they stop at the edge and roll as if they entered Unstable terrain.

The Motorbike carries a One-Use Doublejetter that can Scope as a Free Action.

Carapace Colours

Scrungaloids are highly territorial creatures, and distinguish packs by the colour of their carapaces. This is so important that they paint the surfaces of all their equipment, vehicles, auxiliaries, and even their territory itself with this colour.

Each model gets to choose up to two Minor Carapace Colours, giving you bonuses. You may choose to replace one of these Minor Carapace Colours with a Major Carapace Colour instead, which gives a larger bonus but comes with a drawback. You may choose the same Colour for your Minor and Major Carapace Colour.

One of your Carapace Colours (the Major if you have one, or one of the Minors if you don't) must be shared by every single Scrungaloid in the Pack. This means if you have a Major Colour, all models must have that Major Colour.

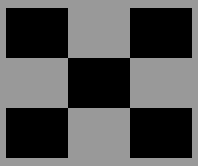
A Friendly Scrungaloid is an Allied Scrungaloid that shares all the colours of the Scrungaloid with the fewest colours in the comparison; if a Scrungaloid has the Minor and Major versions of the same colour, they still count as having 2 colours for the purposes of determining who has fewer colours. This means that if you give some of your models only 1 Colour, they are more flexible.

Example:

- A Scrungaloid with only one Colour (say, Blue), is Friendly with any Scrungaloid who has any Blue at all in their carapace.
- A Scrungaloid with the same Major and Minor (Blue/Blue) is Friendly with any Scrungaloid who is Blue or Blue/Blue, but not with Blue/Something Else.

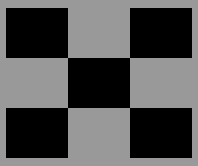
- A Scrungaloid with two different colours (say, Blue/Red) is Friendly with other Blue/Red Scrungaloids, with monocolour Blue Scrungaloids, and with Alphas who are Blue/Red/Something Else. They'd technically also be Friendly with monocolour Red, but you can't have monocolour Red and Blue in the same Pack.

This gives you a few ways to build your Packs; you can keep your non-specialists monocolour so that they can support specialists with minor colours that support their role, you can stick to one colour combination across the whole pack so everyone can work together, or you can just pick whatever is best for each individual and rely on monocolour Nurses to Scrape people up.



Grey

"The Unpainted Masses"



Grey may not be a paint colour at all, but instead the natural colour of Scrungaloid carapaces when unadorned. However, research indicates that this may be a recent adaptation, and as few as three decades ago Scrungaloids were naturally a sort of cream colour.

Major	Minor
This model costs 1 point less. Giving Foragers upgrades (any choice that costs points) costs +1 point per upgrade.	This model costs 1 point less.



Blue

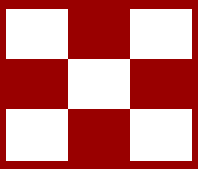
"Legio Scrungulus"



The egomaniacal Blue-carapaced Scrungaloids are known for their strict hierarchy and adherence to procedure at all costs. They act with greater efficiency, but only within their tightly regulated self-imposed bounds.

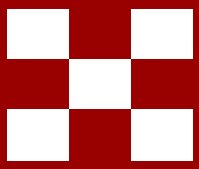
Major	Minor
In the Combat Phase, after Scoping, you can	Each time you use Momentum on this

make a free Scrabble. Non-Vehicles cannot Scuttle during the Combat Phase.	Scrungaloid, roll 1d6. On a 5-6, get the Momentum back.



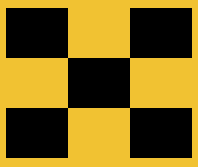
Red

"Sanguivores"



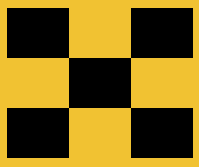
Red is a colour that drives Scrungaloids into a fury, and those that daub their carapaces in this colour are, to the last, completely nuts. As terrifying as their madness makes them, it also means they are quick to forget what they were doing in favour of going limb harvesting.

Major	Minor
Improve Melee weapon Accuracy by 1. When Activated, they must always Scrabble if eligible.	Each time this Scrungaloid Scuttles, they may move +1" if the move would take them closer to the nearest enemy model.



Yellow

"The Hoarder Horde"



Scrungaloids appear to associate the colour yellow in equal parts with resilience and avarice. Those adorned in this colour loathe the idea of leaving riches for some lesser scrungoid to scavenge, jealously guarding their kills with sharp volleys of semi-accurate fire.

Major	Minor
Each time you Scope, reroll all 1s. You cannot Scrabble or Scarper if it would take you off an Objective or away from a Cache in Scavenge range.	Count ranged weapon Ranges as 3" longer.



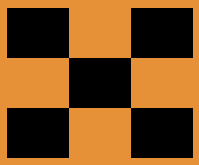
Green

"The Last Rainforesters"



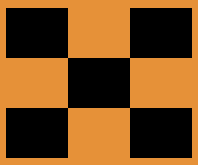
Biomes inhabited by Scrungaloids rarely have much foliage to speak of, between the pollution, fallout, and incendiaries. The colonies that inhabit these green spaces defend them fiercely and, often, counterproductively, given their ironic love of fire.

Major	Minor
When you Scope, if the Range is less than 9", improve the Accuracy by 1. Take an additional -1 Accuracy at Medium Range.	Each Turn, you may reroll one result of a 2.



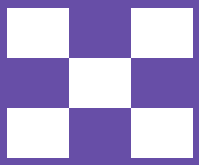
Orange

"Pyrophytes"



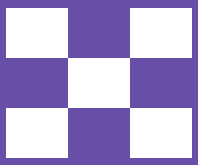
All Scrungaloids are fascinated by flames, explosions, and loud noises, but observations indicate some may actually worship these destructive forces. It has been proposed they paint themselves orange hoping to become an explosion; they often succeed.

Major	Minor
Ignore the Accuracy penalty for Medium Range. Take -1 Accuracy to Scope within 6".	In the first two Rounds, this model cannot die; they always become Downed instead.



Purple

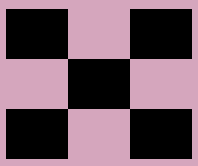
"Autoscrungaphiles"



One of our researchers has become particularly fascinated with purple Scrungaloids; he says their pursuit of individual self-actualization is actually a twisted narcissistic paraphilia. Personally we think he's a gross weirdo and nobody likes him.

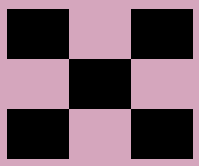
Major	Minor
Each time this model attacks or is attacked, the player controlling the model which costs the most points in the interaction may	+1 to Saves while Engaged if you are carrying a Melee weapon other than a Knife.

choose to reroll one To-Hit dice.	



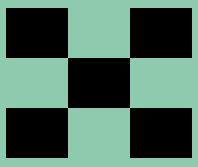
Pink

"Médecins avec Frontières"



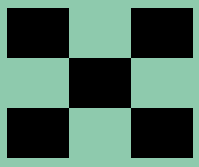
There are some indications that, before their current degenerated state, the Scrungaloids were a united supercolony. Pink may have been its medical section, though their habit of plucking the limbs off rival scrungaloids might just be a fun pastime.

Major	Minor
When this model is Scraped up, they are made Ready. In the Consolidate Phase, if this model Scoots, it may Scrape as a free action. -1 to Death Saves.	Ignore Accuracy penalty from being Pinned.



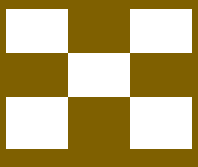
Teal

"Bottom Feeders"



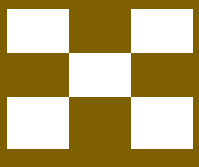
Exactly what is done with the immense numbers of dead Scrungaloids that accumulate through their normal activities isn't known, but it is suspected that the teal Scrungaloids occupy a vital detritivore niche keeping battlefields clean.

Major	Minor
You may Scavenge in the Combat Phase. If within 2" of a Downed non-Friendly model or Cache, you must Scavenge if eligible.	May Scavenge or Scrape from +1" away.



Brown

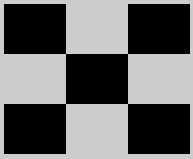
"Arteebii Hazmaticus"



Little is known about brown Scrungaloids, owing to their preference for nesting in the most

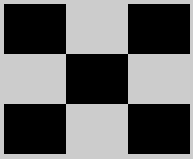
dangerous and disgusting environments. They might not even be painted brown under there, it's genuinely impossible to tell.

Major	Minor
Reduce all Save penalties taken by 1, and automatically pass Death Saves. Reduce all Scuttle & Scrabble Moves by -1", unless the Move would pass through Unstable or Dangerous terrain.	Auto-Pass Unstable & Dangerous Terrain tests & rolls for dropping while Moving.



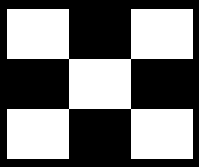
Iron

"Trench Foot Guard"



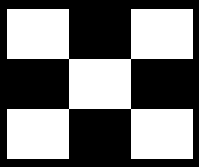
Scrungaloids spend large portions of their lives in trenches, but typically nest in dugouts and rusted buildings. These Scrungaloids, however, range almost exclusively in extensive networks of trenches, foxholes, and shell scrapes out of a deranged sort of pride.

Major	Minor
When Scoped, if you have the Benefit of Cover, improve your Save by 1 (max 2+). If not, worsen it by 1.	At the beginning of each round, roll 1d6 for this model if they are Downed. On a 5+, they stand back up and are Ready.



Black

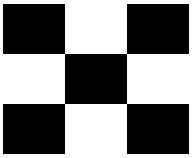
"1st Haters Brigade"



All Scrungaloids are small-minded, violently bigoted little morons, but these freaks double down on all their worst qualities and then some. The research team has taken to swerving our transport to run them over if we see them on the road.

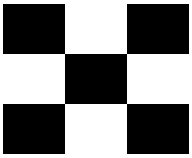
Major	Minor
If this model becomes Downed during Stabbing Time, at the end of Stabbing Time they may attack again (as if you'd entered	May spend 1 Momentum to restore ammunition.

Stabbing Overtime). If they do, they become Dead. Worsen all your Saves by 1 during Stabbing Time.	



White

"The Roadheads"



With their bent anatomy and questionable vision, most Scrungaloids favour slow and steady movement. These ones, on the other hand, seem to prefer a live-fast-and-die-even-faster approach; their traffic fatality rate actually approaches their combat fatality rate.

Major	Minor
When Pinned, you can still Scuttle or Scrabble normally. Cannot Scope while Pinned.	When a Lurking model is brought onto the field, it may make a free Scoot before other actions.

Missions

All the missions undertaken by Scrungaloids are pointless wastes of life and material, but also vital undertakings to win the endless war.

Choose a mission from below or roll 1d6 to determine:

High Ground

The vast majority of the battles conducted by Scrungaloids are fought over territory. Whole colonies will expend their numbers in a mad dash to secure small foraging grounds or the tops of minor hills.

For 2+ players.

Board Setup

The Objective is a 6" diameter flat disc. When setting up the field, place it in the exact centre of the board with no other terrain in the way.

Alternatively, if you have a hill structure that it could rest on, put the hill under it; that'll create a raised fighting area that's harder to shoot over.

Territories

Territories are chosen by corners. In 2-player games, both players get a second Territory.

Victory Points

Starting in Round 4, each time a model Scavenges the Objective, they gain 1 VP.

Trenchlines

Battles between nearby Scrungaloid mounds can stretch for years, neither side able to muster the strength to win or the intelligence to leave. They dig massive nests of trenches, dugouts, and sapper tunnels, fighting back and forth over the same scraps of ground.

For 2 players.

Board Setup

There are 6 Objectives, each a 3'' diameter flat disc. When setting up the field, players place these in a line halfway between the centreline and the short board edge. Objectives should be liberally defended by Sturdy terrain.

Do not place any buildings farther forward than the objectives; the middle of the board should be an empty no-man's land with nothing more than a scattering of Unstable and Dangerous Ground in the form of barbed wire, mud, and craters. Caches may only be placed in No Man's Land.

Territories

Territories are chosen by short board edges; the player gets both corners at that side.

Victory Points

Starting in Round 4, each time a model Scavenges an Objective on the other side of the Board, they gain 1 VP.

Special Rules

At the beginning of Round 4, both sides get reinforcements in the form of basic Foragers with no upgrades equal to the number allotted free during Pack Creation. These reinforcements are placed within their Territory.

Dawn Assault

Trench war is the natural habitat of the Scrungaloid; their ancestral conditions are believed to have been walking slowly into machine guns.

For 2 players. Draw lots to determine Attacker and Defender.

Board Setup

There are 3 Objectives, each a 3'' diameter flat disc. When setting up the field, players place these in a line halfway between the centreline and one of the short board edges. Objectives should be liberally defended by Sturdy terrain.

Territories

Territories are chosen by short board edges; the Defender chooses first, and unless they have some real big brain ideas should choose the side closest to the objectives.

Victory Points

Starting in Round 4, each time an Attacker's model Scavenges an Objective, they gain 1 VP. At the end of Rounds 4, 5, and 6, the Defender scores 2 VPs for each Objective the Attackers were unable to Scavenge this Round.

Special Rules

At the beginning of Round 4, the Attacker gets reinforcements in the form of basic Foragers with no upgrades equal to the number allotted free during Pack Creation. These reinforcements are placed within their Territory.

Payload

Scrungaloids might not qualify as intelligent life, but they do have a certain fascination with what can only be called "schemes". Most of these schemes, at some stage, involve the transportation of vital materials through hostile territories; the Scrungaloids

involved are usually kept in the dark about the specifics, such as why the payload is making a funny ticking sound.

For 2-3 players.

Before the game, draw lots; the loser has to push the payload and is the Attacker; all other players are Defenders.

Board Setup

There is a Cart, placed on a 90x52 oval base. It is placed in the centre of one of the short board edges, oriented with its long edges parallel to the long edges of the board and with the rear of the base 3" away from the edge.

Terrain is placed as normal, but there must be a completely clear path in a straight line down the long centreline of the board at least 5" wide.

At the centre of the board, and halfway between the centre and the short edges, place 3 checkpoints. These should just be flat stickers.

Territories

Territories are chosen by corners. The payload pusher always chooses first, and the Defenders can never start their game in the corners nearest the cart.

Victory Points

Each Activation, if a Scrungaloid is touching the Cart at the beginning of their Turn, they may choose to push the cart instead of making an action. If they do, the model, the cart, and all Scrungaloids also touching the cart move toward either end of the board, determined by game size:

50	100	250	500
2"	2"	3"	4"

At the beginning of each Round, the Attacker scores points as follows:

- The Attacker scores 1 point if they have any models touching the cart.
- The Attacker scores 1 point for each checkpoint the cart has reached or passed.

The Defender scores 1 VP for each Scrungaloid in other Packs that their attacks kill; this is in addition to the VP they can earn for scavenging.

If the Attacker manages to push the Cart off the edge of the table, they automatically win.

Special Rules

All Attackers who are touching the cart gain the Benefit of Cover, and cannot run out of ammunition.

Loot Gathering

Scrungaloids spend nearly as much time looting the battlefield as they do fighting over it. In optimal conditions, they find a way to do both at the same time.

For 2-4 players.

Board Setup

At the centre of the board, place a 3" Objective. Place 4 more at the halfway points between the centre and the middles of the four board edges.

Then, set up terrain as normal.

Territories

Territories are chosen by corners.

Victory Points

At the start of Rounds 3, 4, and 5, roll 1d6 for each Objective. On a 5+, that Objective is Active; if no Objectives are Active, the centre Objective is made Active. Objectives are Active until the end of the Round.

When a Scrungaloid Scavenges an Active Objective, instead of a Victory Point they gain Loot. A Scrungaloid can only carry one piece of Loot at a time. If a Scrungaloid is Downed or Dead, then whoever Scavenges their model or cache picks up the Loot. A Scrungaloid carrying Loot cannot Scavenge.

At the beginning of each Round, gain 1 VP for each piece of Loot one of your Scrungaloids holds.

Scrungaloids within 2'' of a board edge may hand off the Loot to waiting auxiliaries as a Free Action in either Phase; this grants 2 VPs immediately, and the Scrungaloid is no longer holding Loot and can pick up more!

Monster Hunt

As low as they are on the food chain, Scrungaloids frequently attract dangerous predators with their scuffles. Undeterred, they swiftly turn to fighting one another AND the newcomer.

For 2-4 players.

Board Setup

At the centre of the board, place the Monster. The Monster is some kind of horrifying beast on a 100mm base.

Then, set up terrain as normal.

Territories

Territories are chosen by corners.

Victory Points

Players score VPs as follows.

- 1 VP for removing an HP from the Monster.
- 3 VPs for killing the Monster.
- 1 VP each time they Scavenge the Monster's corpse.

The Monster

The Monster is, functionally, a model which is hostile to all sides. It has a 4+ Save and 1 HP for every 20 points of game size. Roll 3 times for which weapons it carries; twice for ranged and once for melee. Reroll duplicate ranged weapons.

Result	Ranged	Melee
1	Missile Launcher	Hydraulic Glove with +1 Attack
2	Thermal Magnifier	Crystal Sword with +1 Attack
3	Gyrocannon	Chainsaw with +2 Attacks
4	Flamesprayer	Hydraulic Glove with +1 Attack
5	Atomic Furnace	Crystal Sword with +1 Attack
6	Laser Obliterator	Chainsaw with +2 Attacks

At the beginning of each Phase, the Monster performs the following Actions in this order, as follows:

- If it is able to see a Scrungaloid, it Scopes the nearest one with the shortest-ranged weapon that is within the nearest possible Range Band.
- It then Moves 6'' toward the territory of whoever has initiative this Round. The Monster treats all terrain as Traversable and ignores Unstable or Dangerous Terrain.
- It then Scrabbles the nearest Scrungaloid.

The Monster is never Pinned or Engaged.

When the Monster is slain, it is replaced with a 3'' Objective marker.

Apocalyptic Scrumble

If you wish to take your play above 500 points into a truly massive 1000 or 1500 point Scrumble, you're going to want some mass combat rules. So here they are!

Colony Building

In an Apocalyptic Scrumble, you will be building a colony of many Packs, and each Pack will operate as a single unit on the table.

A Pack consists of one of the following:

- An Infantry Pack of 1 HQ Choice and any number of non-Major infantry.
- A Vehicle Pack consisting of 1 Vehicle
- A Major pack consisting of any number of Majors

You may have 1 Pack per 100 points. For each 100 points in your game, you get 2 free Foragers. They can be distributed freely through packs.

Gameplay Changes

When doing an Apocalyptic Scrumble, you play by the Pack rather than by the model.

Packs

What this means is that entire Packs are activated at once, each one performing their action before the next player goes.

Model states, ammo, etc is still tracked on a model-by-model basis, but Fatigue can often be tracked with one large token for the squad and individual modifiers as needed.

Coherency

All members of an Infantry Pack must remain within 6'' of their HQ at all times to be in Coherency.

All members of a Major pack must remain with in 3'' of at least one other member of their Pack to be in Coherency. If you have broken them into multiple groups, only the largest group is considered to still be in Coherency.

Out of Coherency

Models which are out of Coherency are always activated after all Packs are activated. When you Activate a model which is out of Coherency, roll 1d6. On a 4+, the model may act normally. On a 1, the model must Scarper toward your Territory. Otherwise, the model is Pinned and loses its action.

Take +1 to this roll if the model is further than 12'' from any enemy models, and +1 if it is out of line of sight of all enemy models.

Attacks

When Scope and Stabbing Time Attacks are made, the attacking player has a choice for each model. They must make this choice for all models in the Pack making a Scope Action before rolling any of them.

- A model can attack *precisely*. In this case, they resolve an attack against the model of their choice using all the normal rules and restrictions.
- A model can attack *indiscriminately*. In this case, all models attacking indiscriminately are resolved after all precise attacks; To-Hit, Armour Saves, and Death Saves are all rolled together as if attacking the single easiest target in the target pack (attackers choice), and the defender then assigns failed Saves across the Pack, and assigning Deaths first and Downed models second.
- Grenades always attack ‘precise’.

Thus, you have a choice between ensuring you attack valuable models, or maximizing total damage against the enemy. Because precise attacks can be accessed so easily, take care with your specialists and guard them as best you can, and because a single weak link can make a whole squad vulnerable, try to ensure you position to maximize cover.

Transports

Instead of the quantum storage, each Transport vehicle must instead be assigned an entire Pack they are transporting. This Pack may re-enter the Transport with a Scoot that takes them into base contact with the Transport. Obviously, this limits the size of the Pack to the Transport capacity.

Changelogs

Version 0.4.5, 2026-04-14

- Added the Crystar Slinger.

Version 0.4.4, 2026-03-12

- Added the Stalker robot and its weapons.

Version 0.4.3, 2026-01-29

- Minor tweaks to the rules and presentation of movement and rerolls for clarity.
- Dropping long distances is now more dangerous.
- The Hypo-Gun's death save rerolls now affects friend or foe in a radius.

Version 0.4.2, 2026-01-13

- Grenades have been revised to operate from a central pool instead of tracking individual inventories.
- Added Stun Grenades.
- Added two new heavy melee weapons for Soldiers and Alphas
    - The Buzzaxe gives you a pure berzerker weapon, tanking your defense for offense.
    - The Ram Driver gives you a dedicated anti-tank melee option.
- Improved the armour of most Vehicles, making them near-proof against small arms to encourage bringing up heavier guns for them.
- Made attacks in Stabbing Time almost always hit vehicles to make them more vulnerable if unescorted.
- Added prototype Apocalyptic Scrumble rules.

Version 0.4.1, 2026-01-10

- Special rules have been added to all the Scrungletypes to give them more distinct gameplay roles.
    - Drones can now ensure their explosions take stuff with them, encouraging throwing them at the middle of the enemy force when they get cornered doing their objective grabbing thing.
    - Workers get a bonus on the first shot, which they can refresh by looting, to encourage moving up with the group and taking risks for good shots.
    - Soldiers get defensive bonuses to encourage riskier charges.
    - Bombardiers got a defensive bonus to encourage finding a good spot and staying there.
    - Hunters got a deployment bonus to give them a unique role in pushing flanks early.

- You can now take Gyrojetters on Drones!
- The Enforcer is now armed with a Conductor Baton.
- The Drillboscisis has a new defensively-oriented profile.
- Jet Packs now explode on death!

Version 0.4, 2026-01-06

- The Major Purple effect has been changed to a new effect which rewards the owner of the most expensive model. Kit your doods out!

Version 0.3.9, 2025-12-31

- The Soldier has been renamed the Bombardier
- A new Soldier unit has been added, a melee equivalent of the Worker.
- Two new melee weapons, the Conductor Baton and the Drillboscis, have been added.

Version 0.3.8, 2025-12-21

- Light Heat Ray renamed to Laser Pointer, Heavy Heat Ray is now simply Heat Ray

Version 0.3.7, 2025-12-07

- Added the capability to come out of Lurking on more board edges later in the game.

Version 0.3.6, 2025-08-14

- Added Death Saves.
    - Scrungaloids are less likely to die from incoming fire now, but now have a chance to trip over a rock and die.
- Deatomized Scrungaloids no longer incorrectly drop loot.

Version 0.3.5, 2025-06-28

- Added Virgin Queen and Royal Stinger.

Version 0.3.4, 2025-06-27:

- Rebalanced Acid weapons.

Version 0.3.3, 2025-06-23:

- Introduced Lurking.
- Models no longer deploy at the start of the game; they instead start Lurking.
- Added rules for Transports.
- Hydraulic Gloves can now punch through walls.
- Tweaked Major Yellow's drawback.

Version 0.3.2, 2025-06-22:

- Shield Shell uptuned.

Version 0.3.1, 2025-06-20:

- Flags are more useful and expensive.

Version 0.3, 2025-06-13:

- Increased the standard board size.
- Board and Territory sizes now differ with game size.
- Added Missions.
- Rounds broken into the Consolidate & Combat Phases, with models taking a one-Action Activation per Phase, with different available Actions:
    - Scavenge & Scrape can only be taken during Consolidation.
    - Scope & Scrabble can only be taken during Combat.
    - Scuttle is no longer limited to once per Round.
- Scrabble is now solely a Move; all melee attacks take place during Stabbing Time at the end of the Combat Phase.
- The Clock no longer resets between Rounds.
- Momentum can no longer remove Fatigue or grant extra Actions, but has other new applications.
- Fatigued Scrungaloids can no longer be Activated.
- Divided hazardous Terrain into Unstable and Dangerous; Dangerous terrain is more deadly.
- Added Line of Sight section.
- Pinning is now only caused by Scope attacks, and lasts for the next 2 Activations.

- Scoot can now be done while Pinned, and ignores unstable terrain.
- Clarified how Scarpering out of and into Engagements works.
- Pistols can Scope within and out of Engagements.
- Scrabble distance is halved when Pinned.
- Scavenge & Scrape cannot be used on anything that's within 2" of an enemy model.
- Scrape can be used to remove Pinned.
- The Objective cannot be Scavenged before Round 4.
- Intervening Scrungaloids give a penalty to Scope attacks.
- You cannot Scope if Accuracy penalties would make hitting impossible.
- Light Heat Ray, Hand Warmer and Chainsaw costs reduced.
- Foragers now may reroll the Scavenge die instead of rolling twice and choosing.
- Guards prevent attacks targeting models they obscure, unless the attack ignores visibility requirements or cover.
- Major price increased, and gained 1 HP. They cannot Scuttle or Scarper, but may Scoot & Scope in the same Combat Phase.
- Alpha gear options adjusted.
- Added Overseer, Enforcer, Colourist and Mystic.
- Nurses may Scrape in the Combat Phase.
- Vehicle rules have been heavily reworked, universalized, and clarified. Of note, vehicles can now be Pinned when they lose HP.
- Weapons now have a Short, Medium and Max Range. Weapon ranges and accuracies have been reworked in place with the new system.
- Numerous weapons that previously gave additional Attacks if the user did not Scuttle or Scoot before Scoping, or could not be fired at all if they did, now require the user not have Scuttled or Scarpered this Round.
- Gyrojet weapons, Frag Grenade and Scattergun have improved Accuracy and reduced lethality.
- Gyrocannon gained the ability to walk fire to additional targets.
- Scattergun Attacks reduced beyond 6".
- Flame weapons get more ability to chain attacks, but no longer inflict Pinned.
- Heat Rays rebalanced.
- Hand Howitzer is less likely to run out of ammo.

- Clarified Missile Launcher accuracy, and added a minimum range.
- Laser Obliterator gained a bonus vs. models with HP.
- Redesigned Infrastridulator
- Rebalanced Rocket Pack.
- Added Tanglegun.
- Numerous Carapace Colour reworks.
    - New lore for Green.

Version 0.2.3, 2025-05-30:

- Reduced Heat Ray save modifiers.
- Rebalanced Minor Green Carapace.
- Alphas have 1 HP now. Yay!

Version 0.2.2, 2025-05-27:

- Expanded Territories.
- Players now select a second corner in 2-player games.
- Momentum now carries over between Rounds.
- Expanded Carapace Colours with lore!
- Added Grey to Carapace Colours, for your horde players who hate all this talk of ‘quality’.
- Totally overhauled all equipment costs.
- Ranged weapons divided into Pistols, Firearms and Heavy Weapons, with different restrictions on Scope.
- Added the two-handed chainsaw that is the Fellersaw, and the pistol form of the heat ray, the Hand Warmer.
- Some small points adjustments.
- Super Acidifier explosion radius to 2”.
- Chaingun suppression radius to 2”.
- Multi-Sniffer and Infrastridulator radius to 9”.
- Expanded and clarified the Alpha weapon options.
- Points increase for the Brute and Hulk
- Renamed Carnivore to Brute
- Added Raptor and Hypercarnivore

Version 0.2.1, 2025-05-26:

- Created the Engaged condition, distinct from Pinned.
- Engaged models cannot be Scoped.
- Models with their base hidden but their head exposed are viable targets for Scope.
- Added Carnivore.

Version 0.2, 2025-05-23:

- Movement rules consolidated
- Downed models no longer pin enemies
- Pinned models can still shoot, but at a penalty. Pistols ignore this penalty.
- Pinned models can no longer Salvage or Scrape.
- Forager to 9 Points.
- Larva to 8 Points.
- Added Guards, Crawlers, Nurses, and Weavers.
- Added the ability of Alphas to take another colour.
- Adjusted Gear options for Forager & Alpha.
- Repriced and redistributed Light & Heavy Heat Rays.
- Added Shield Shells.
- Scanners & Radios are now more expensive but have group-based buffs.
- You may now take two Minor colours, or upgrade one to Major.
- Some colour rebalancing.