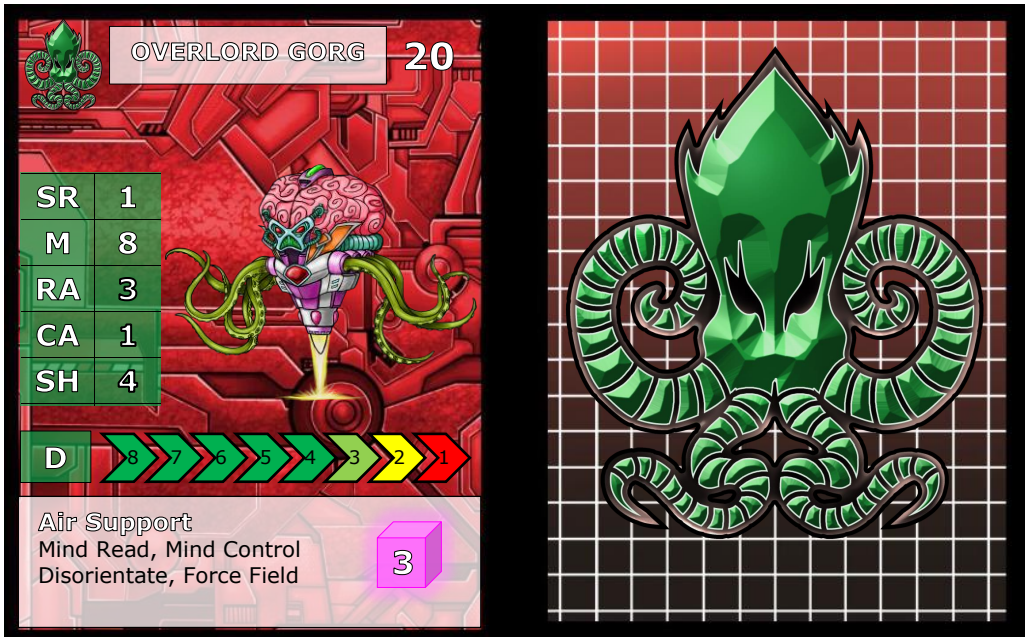
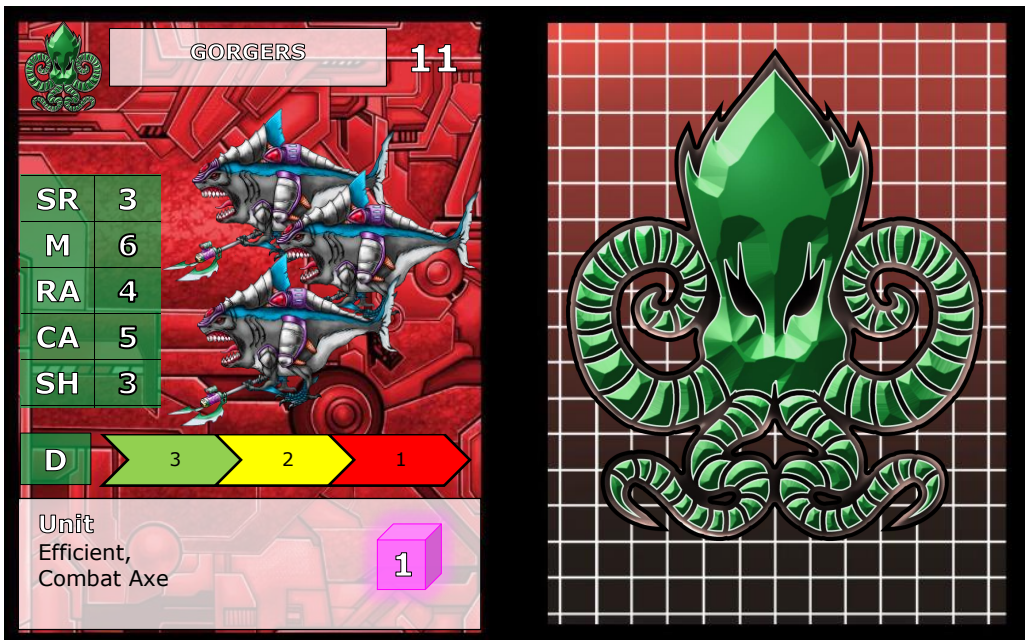
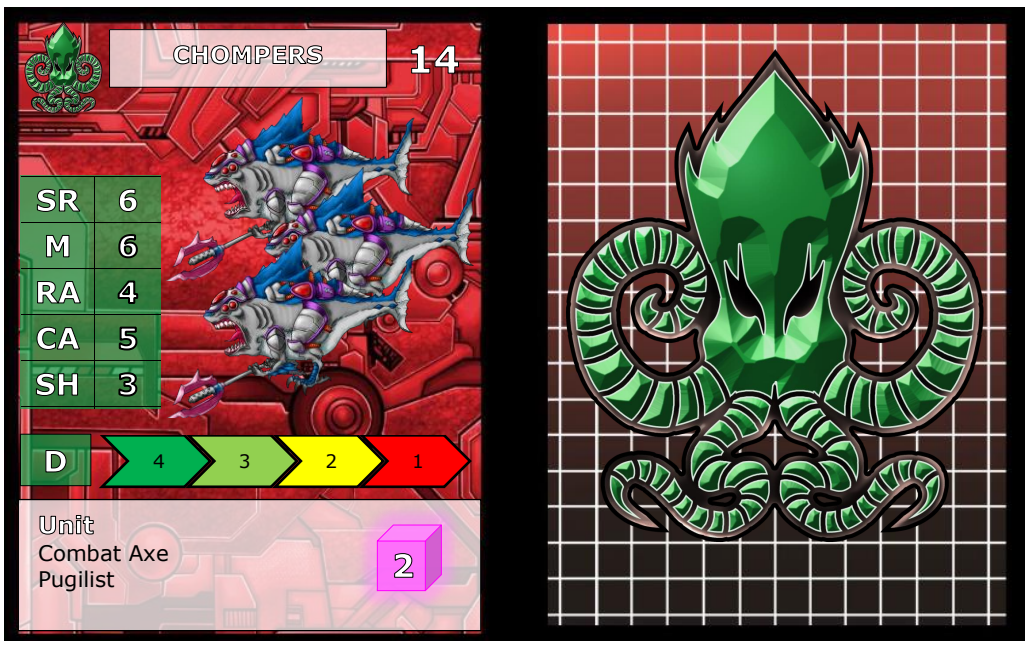
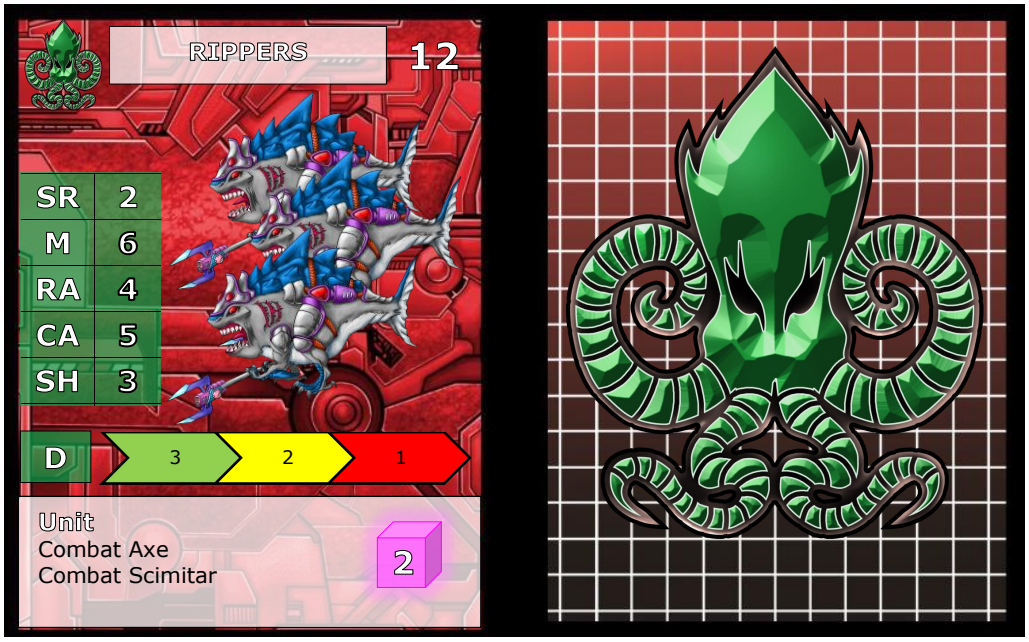
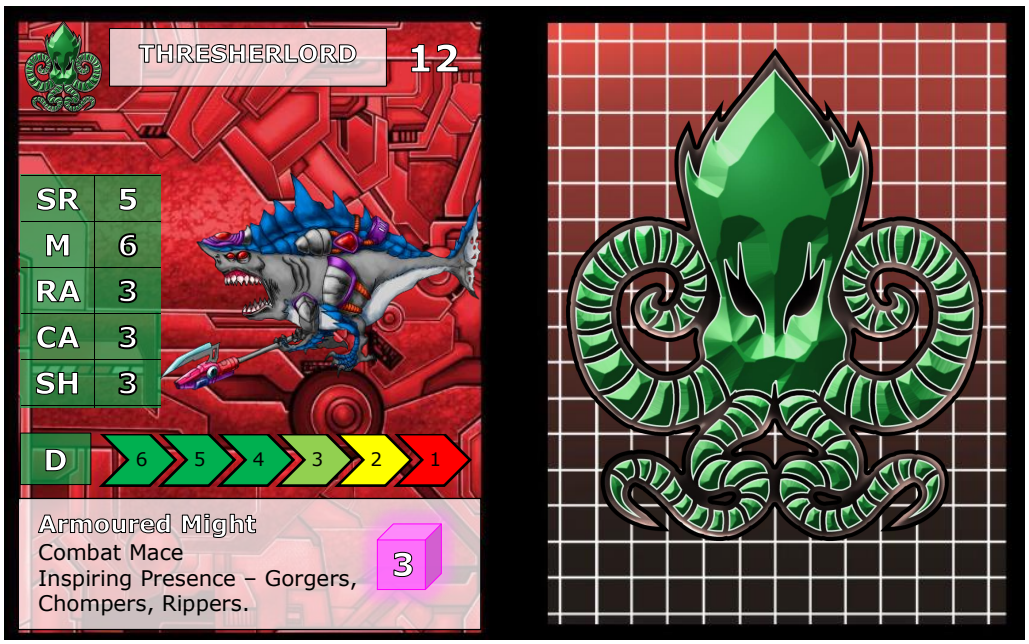
The Overlords are aliens from another Galaxy. They are compulsive and habitual gamblers and the passion for every Overlord are the arena games. These games that take place on their home planet are gladiatorial battles fought by monsters bred and trained by the Overlords themselves. Taking the fiercest creatures and mutating them sometimes beyond what their host bodies can withstand. Other times the Overlord finds a relatively stable mutation and breeds these creatures to serve as a personal bodyguard as much for prestige as for any real protection. The Overlords have arrived on Earth not for any grand scheme of conquest but instead to simply test their progeny against the might of the Bots. Once the skills of their creatures are honed to combat perfection they will head back to their home planet and to fame and glory.

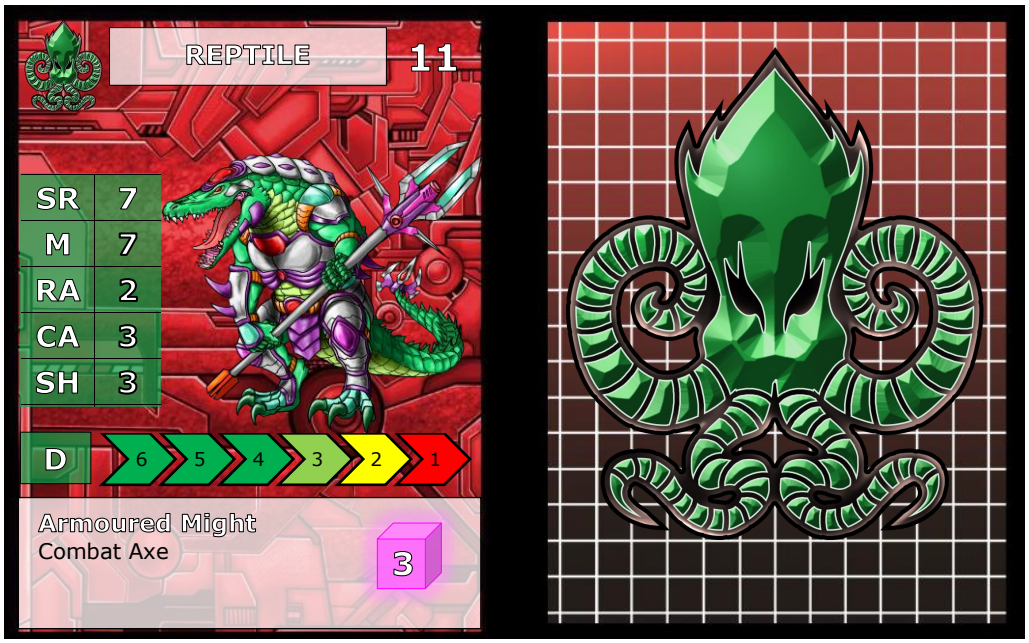

OVERLORD GORG
20
SR 1
M 8
RA 3
CA 1
SH 4
D 8 7 6 5 4 3 2 1
Air Support
Mind Read, Mind Control
Disorientate, Force Field
3

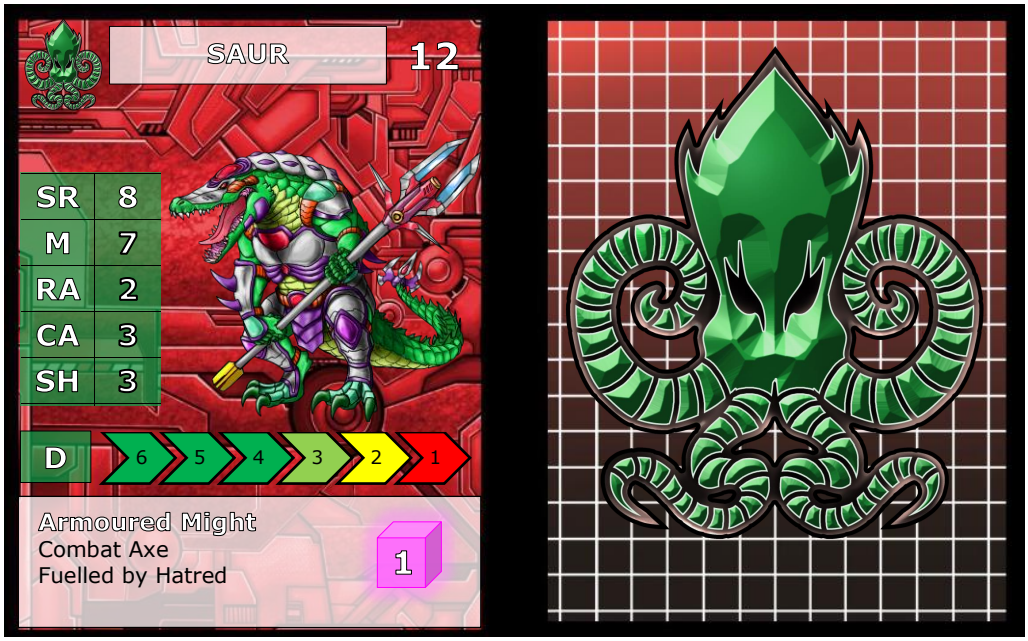

GORGERS
11
SR 3
M 6
RA 4
CA 5
SH 3
D 3 2 1
Unit
Efficient,
Combat Axe
1

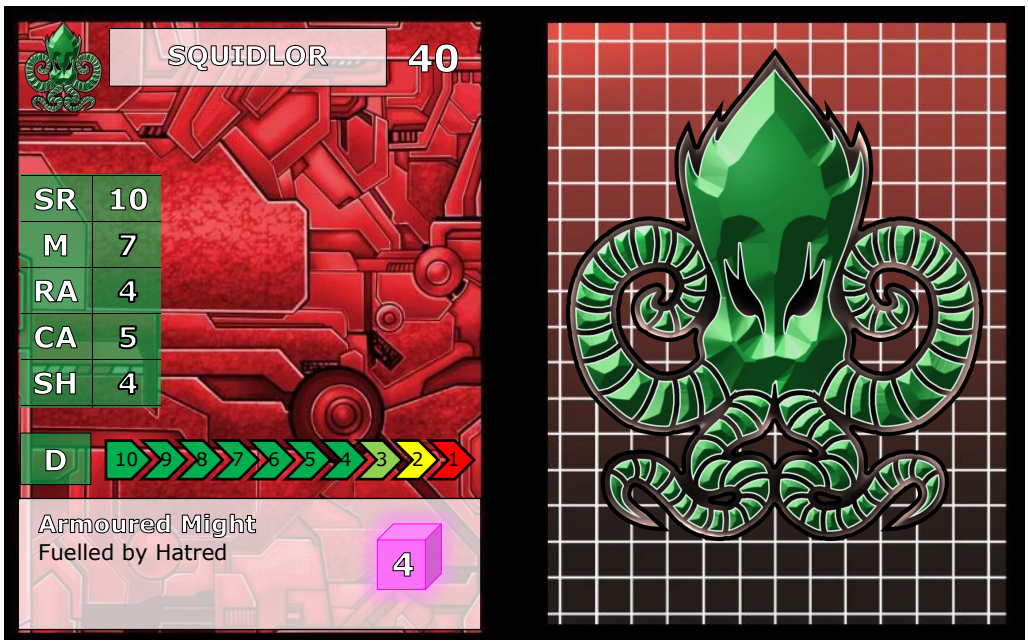

CHOMPERS
14
SR 6
M 6
RA 4
CA 5
SH 3
D 4 3 2 1
Unit
Combat Axe
Pugilist
2


RIPPERS
12
SR 2
M 6
RA 4
CA 5
SH 3
D 3 2 1
Unit
Combat Axe
Combat Scimitar
2


THRESHERLORD
12
SR 5
M 6
RA 3
CA 3
SH 3
D 6 5 4 3 2 1
Armoured Might
Combat Mace
Inspiring Presence – Gorgers, Chompers, Rippers.
3


REPTILE
11
SR 7
M 7
RA 2
CA 3
SH 3
D 6 5 4 3 2 1
Armoured Might
Combat Axe
3


SAUR
12
SR 8
M 7
RA 2
CA 3
SH 3
D 6 5 4 3 2 1
Armoured Might
Combat Axe
Fuelled by Hatred
1


SQUIDLOR
40
SR 10
M 7
RA 4
CA 5
SH 4
D 10 9 8 7 6 5 4 3 2 1
Armoured Might
Fuelled by Hatred
4