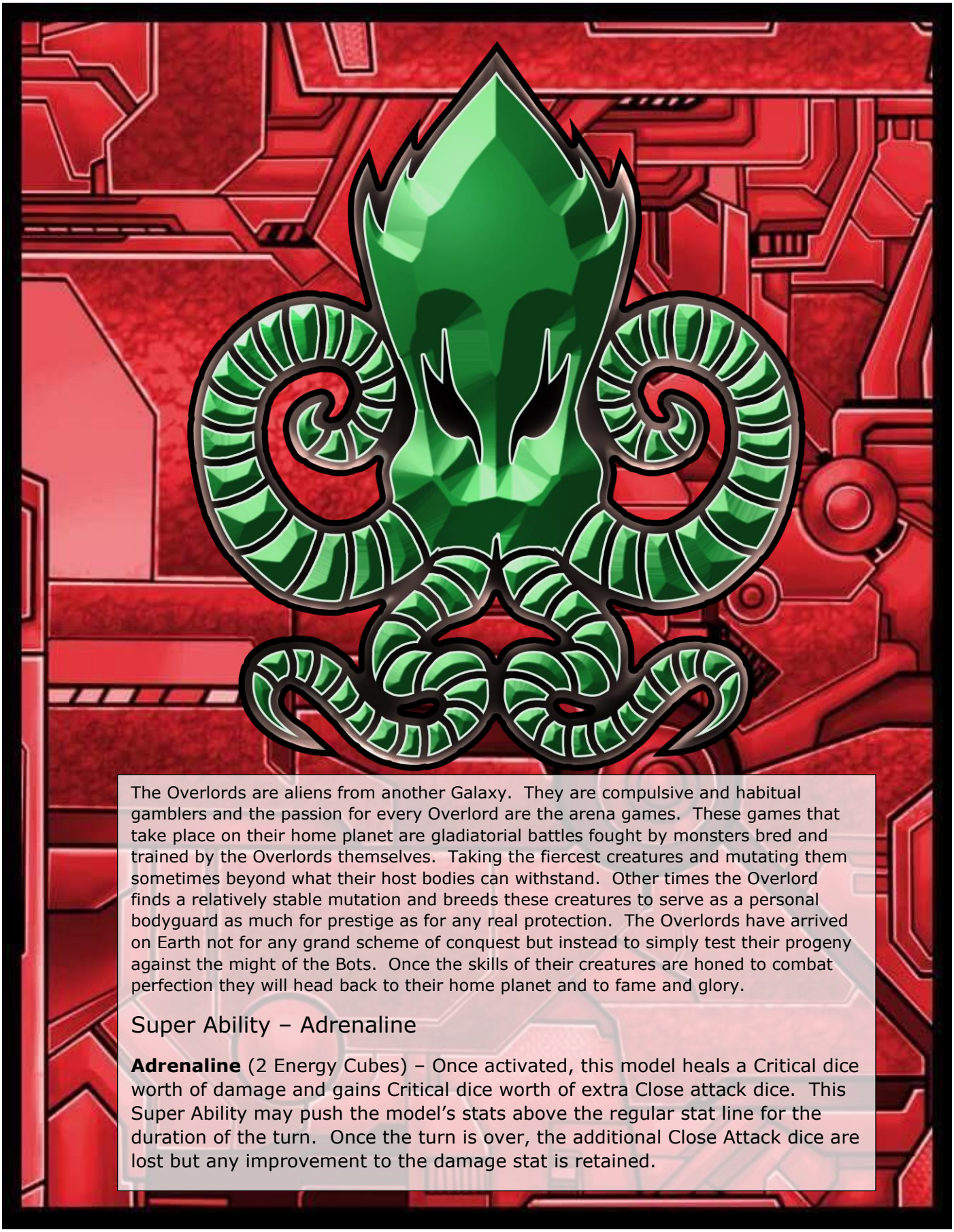
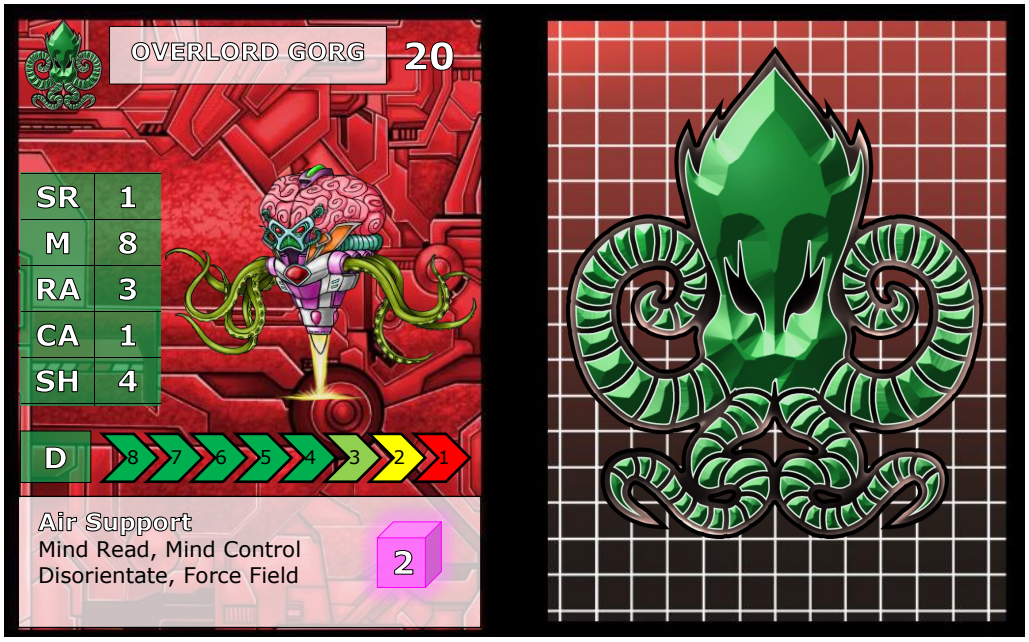
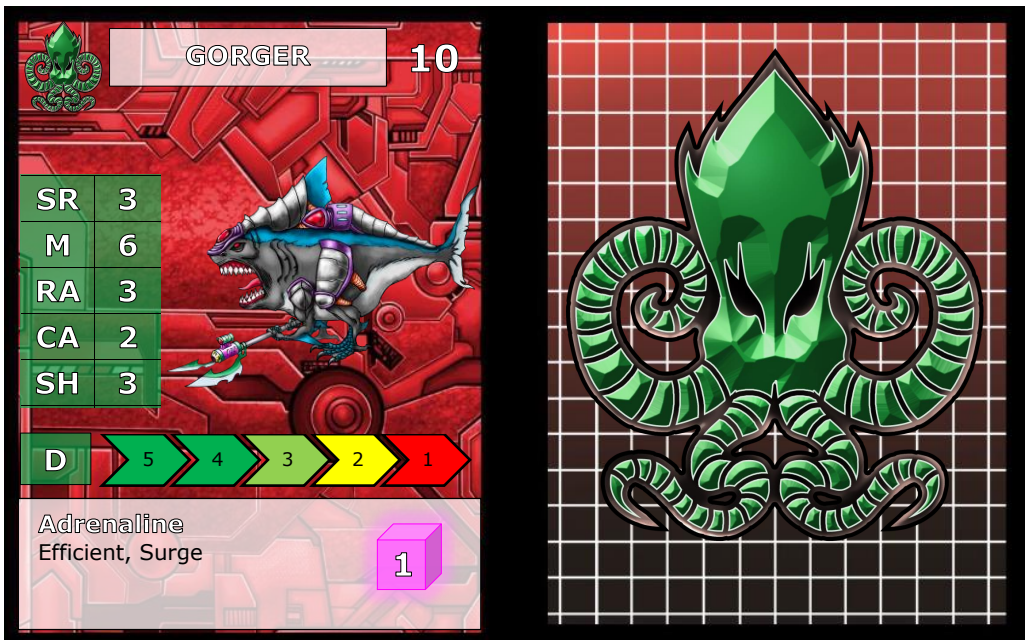


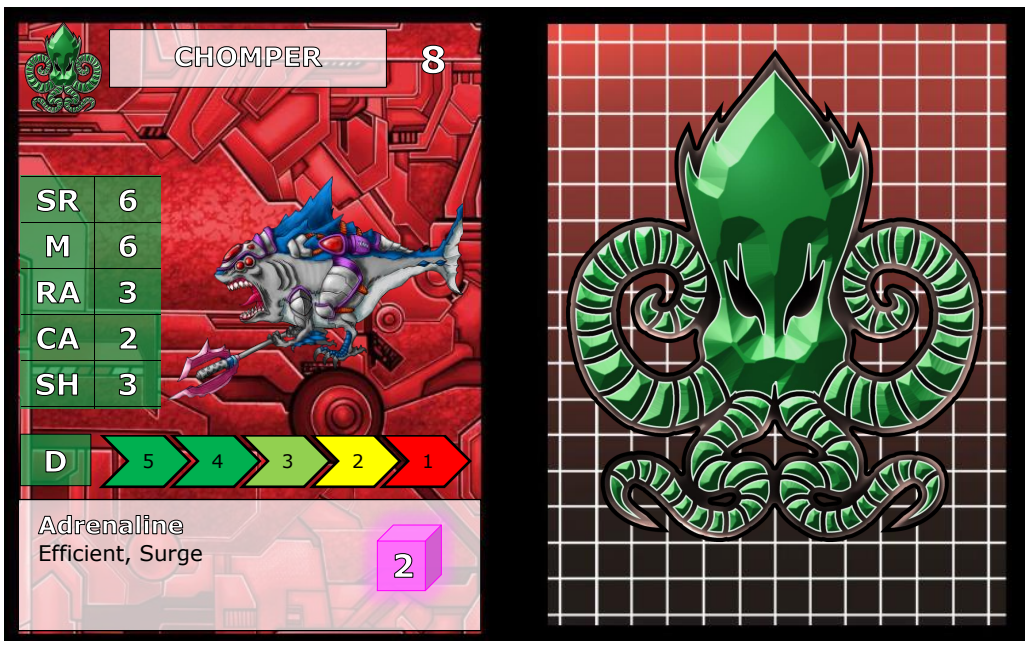
The Overlords are aliens from another Galaxy. They are compulsive and habitual gamblers and the passion for every Overlord are the arena games. These games that take place on their home planet are gladiatorial battles fought by monsters bred and trained by the Overlords themselves. Taking the fiercest 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.

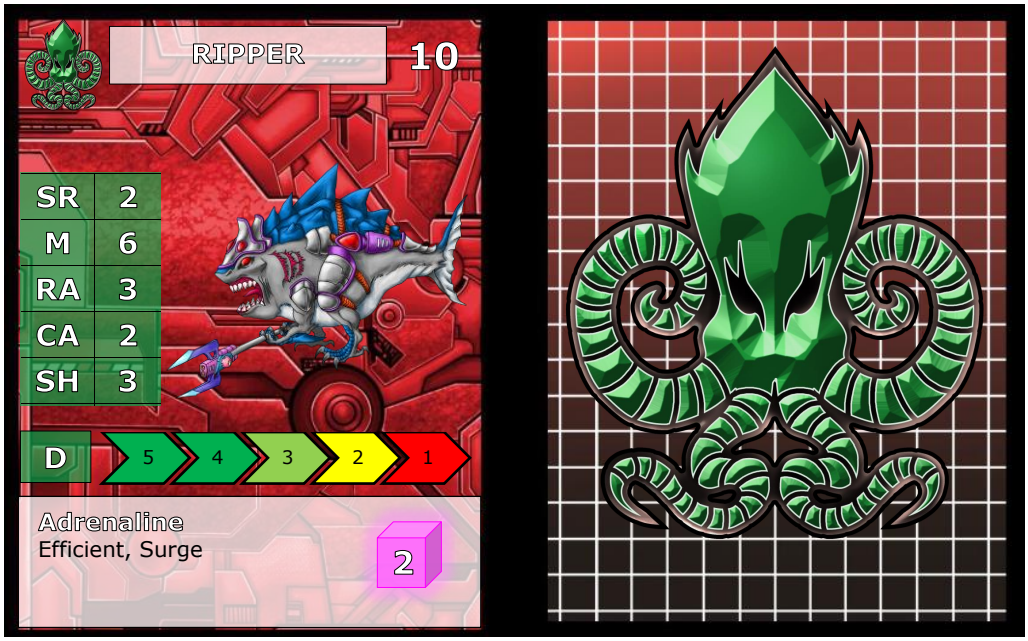
Super Ability – Adrenaline

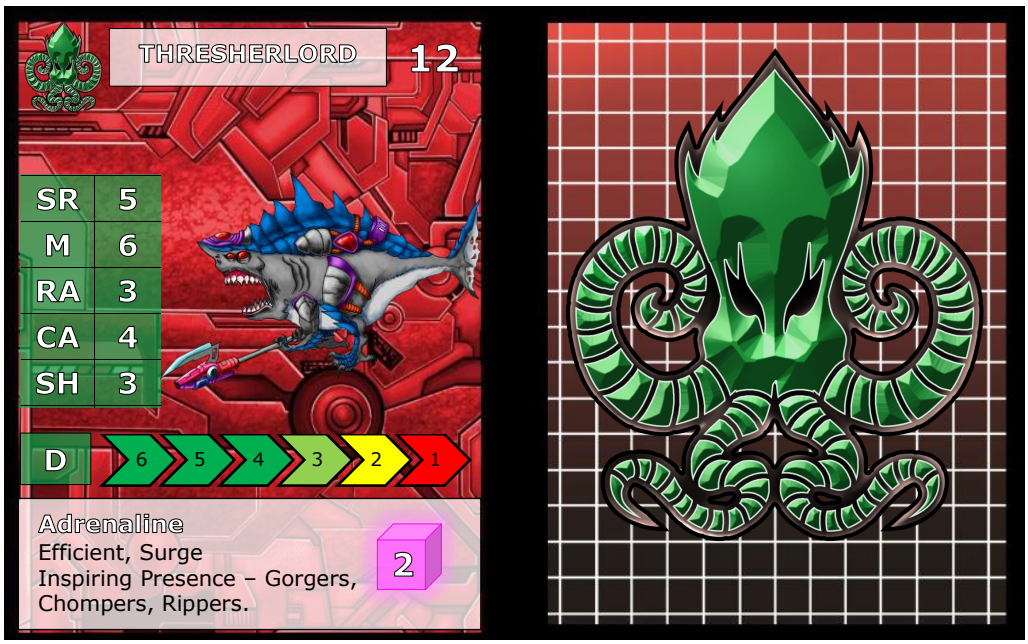
Adrenaline (2 Energy Cubes) – Once activated, this model heals a Critical dice worth of damage and gains Critical dice worth of extra Close attack dice. This Super Ability may push the model's stats above the regular stat line for the duration of the turn. Once the turn is over, the additional Close Attack dice are lost but any improvement to the damage stat is retained.

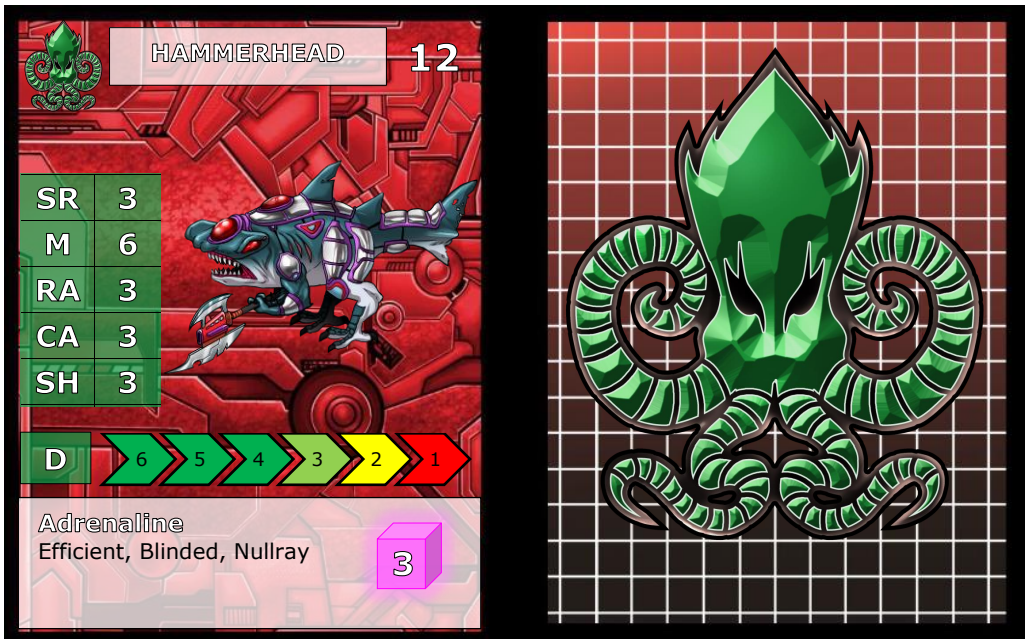

OVERLORD GORG
20
SR 1
M 8
RA 3
CA 1
SH 4
D 8 7 6 5 4 3 2 1
Air Support
Mind Read, Mind Control
Disorientate, Force Field
2

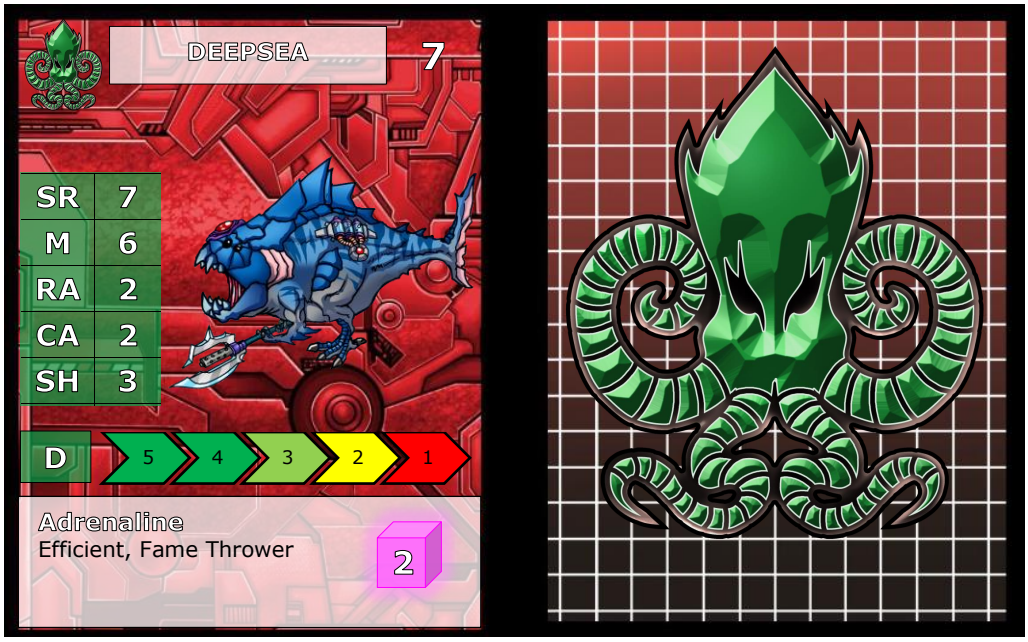

GORGER
10
SR 3
M 6
RA 3
CA 2
SH 3
D 5 4 3 2 1
Adrenaline
Efficient, Surge
1

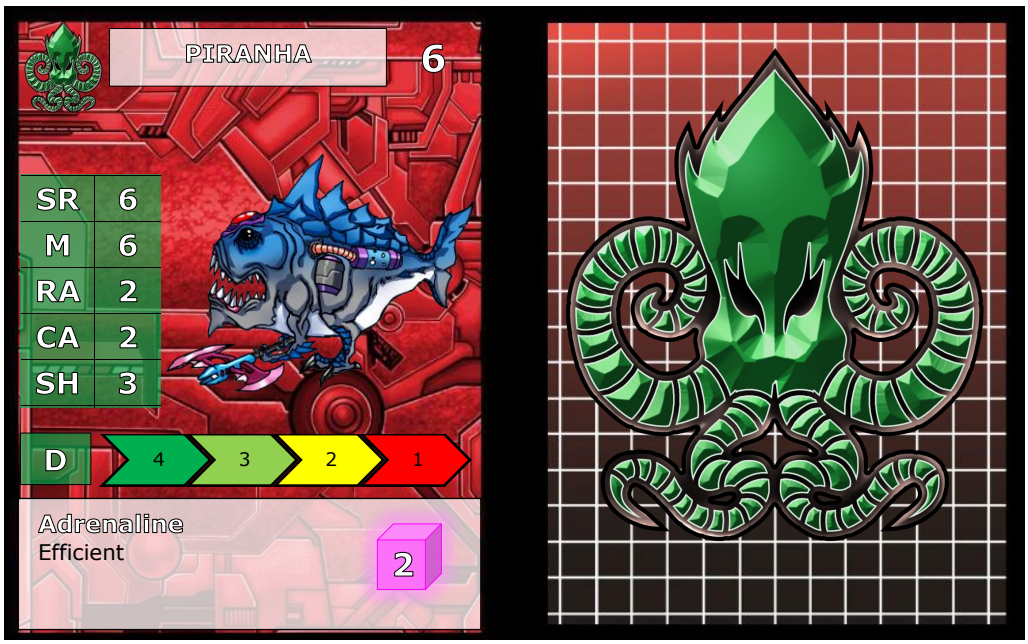

CHOMPER
8
SR 6
M 6
RA 3
CA 2
SH 3
D 5 4 3 2 1
Adrenaline
Efficient, Surge
2

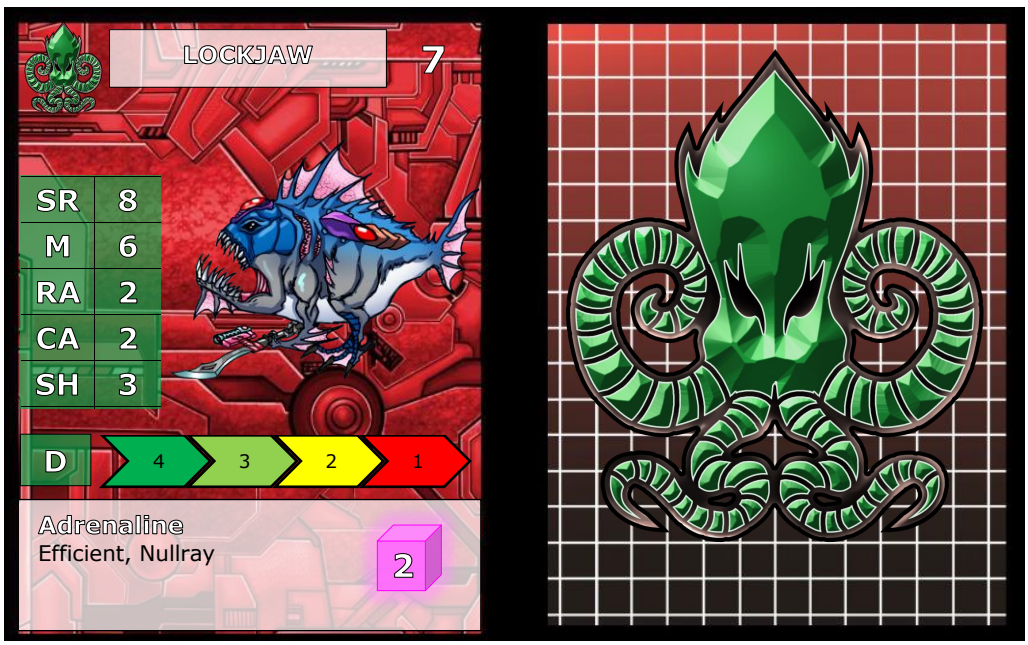

RIPPER
10
SR 2
M 6
RA 3
CA 2
SH 3
D 5 4 3 2 1
Adrenaline
Efficient, Surge
2

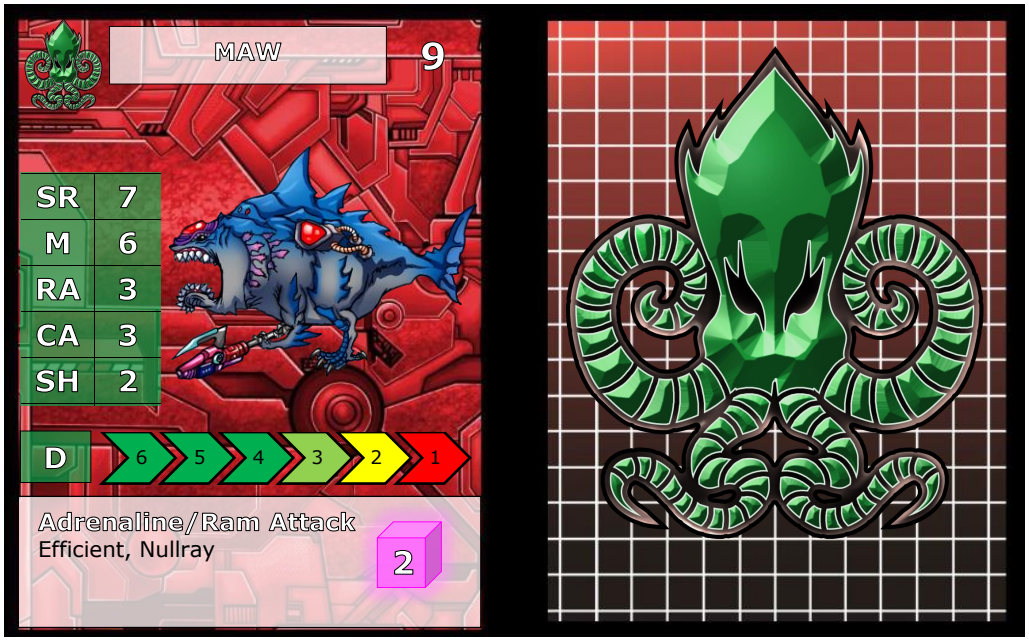

THRESHERLORD
12
SR 5
M 6
RA 3
CA 4
SH 3
D 6 5 4 3 2 1
Adrenaline
Efficient, Surge
Inspiring Presence – Gorgers, Chompers, Rippers.
2

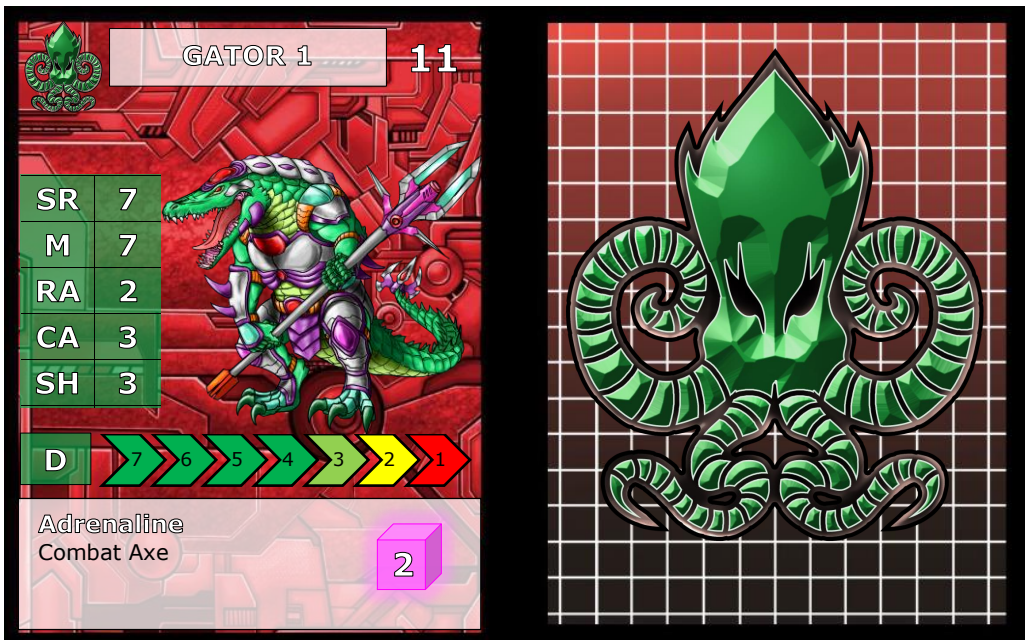

HAMMERHEAD
12
SR 3
M 6
RA 3
CA 3
SH 3
D 6 5 4 3 2 1
Adrenaline
Efficient, Blinded, Nullray
3

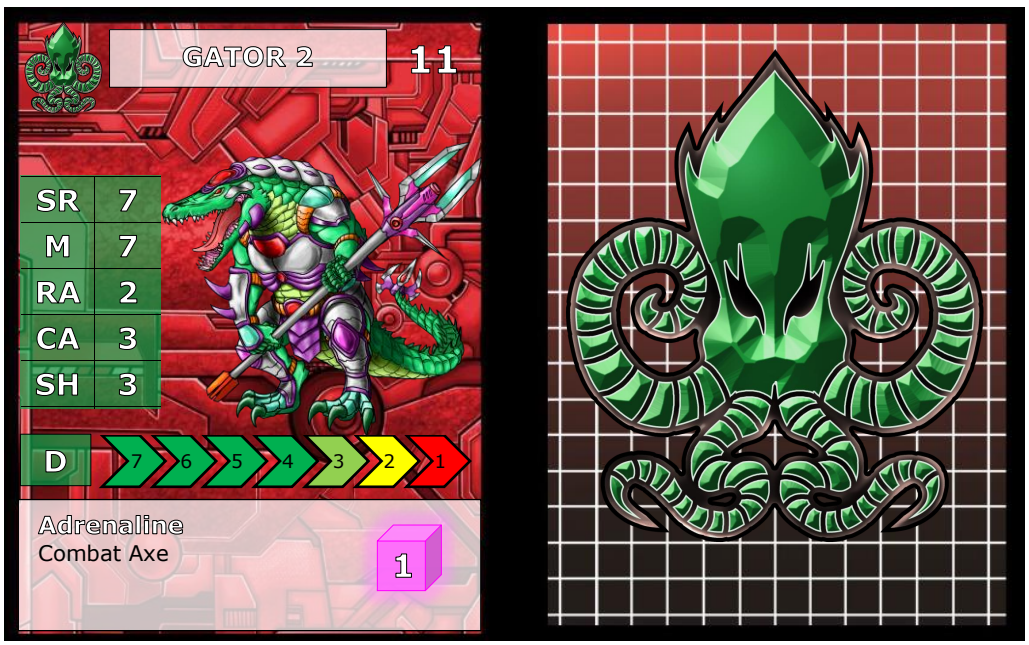

DEEPSEA
7
SR 7
M 6
RA 2
CA 2
SH 3
D 5 4 3 2 1
Adrenaline
Efficient, Fame Thrower
2

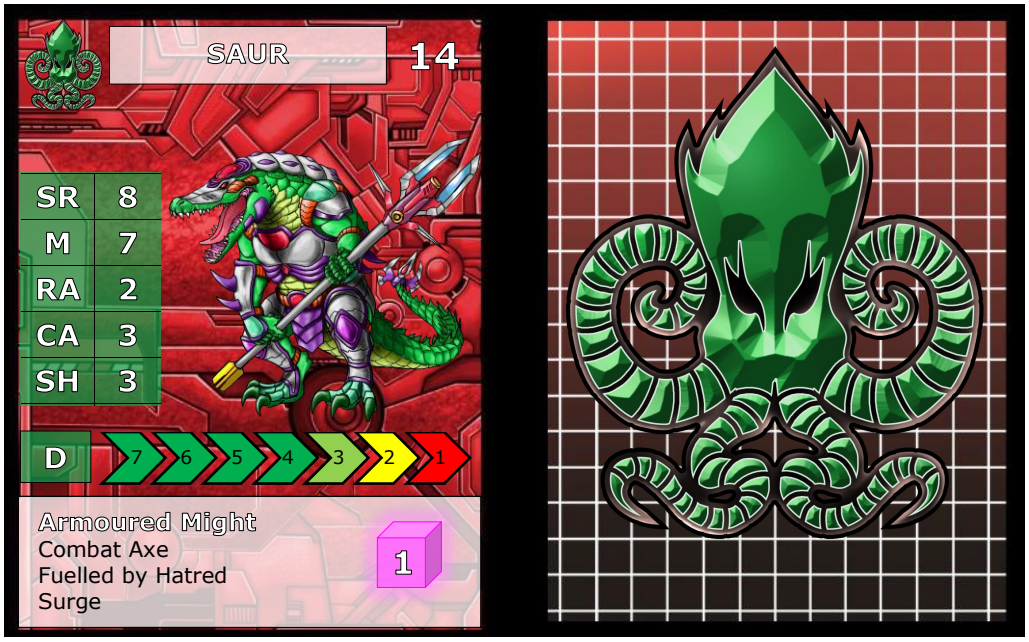

PIRANHA
6
SR 6
M 6
RA 2
CA 2
SH 3
D 4 3 2 1
Adrenaline
Efficient
2

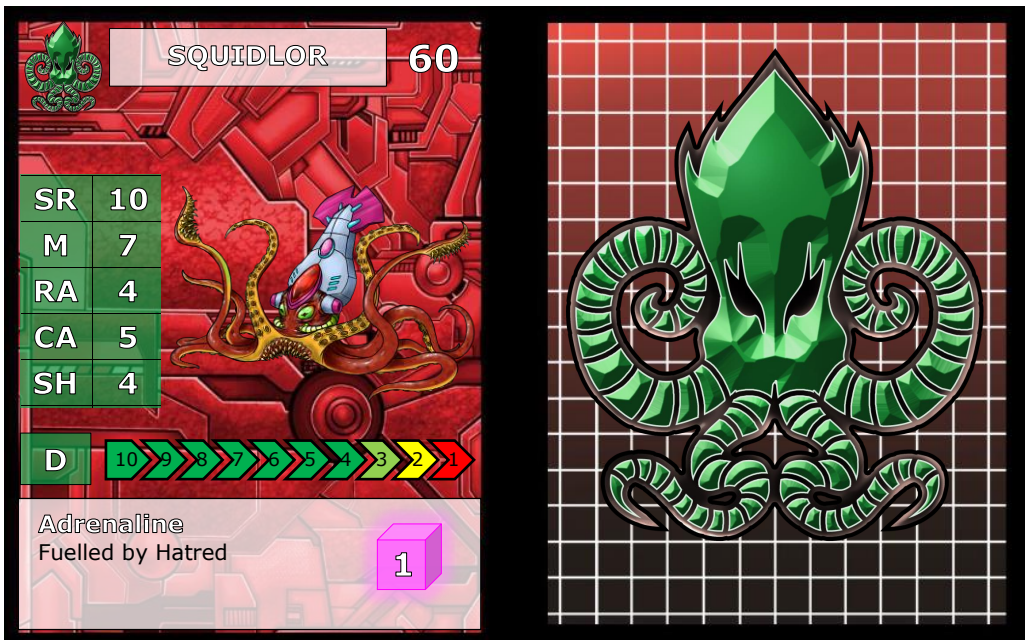

LOCKJAW
7
SR 8
M 6
RA 2
CA 2
SH 3
D 4 3 2 1
Adrenaline
Efficient, Nullray
2

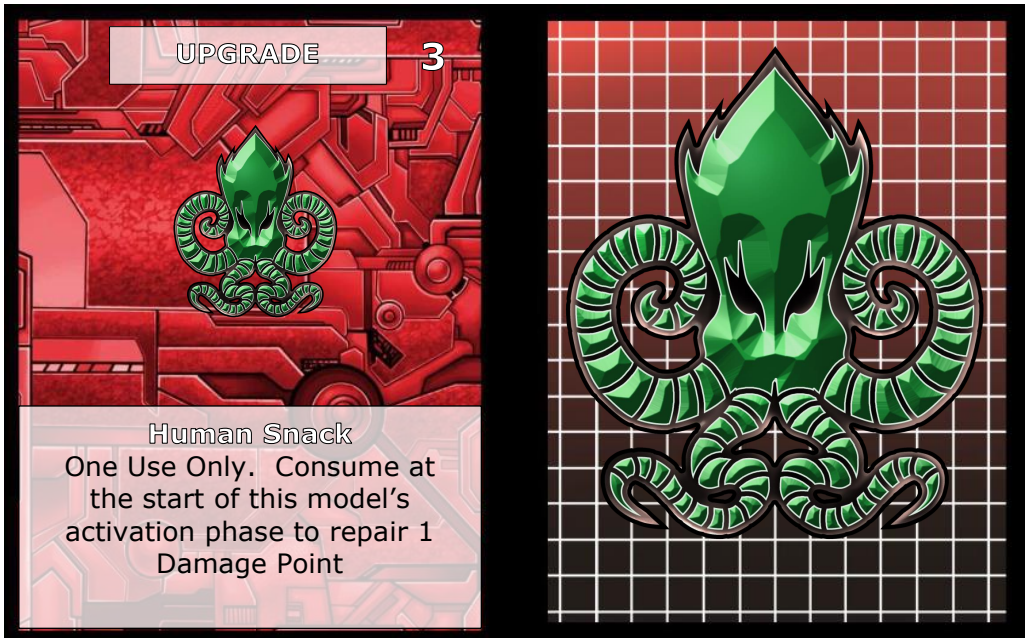

MAW
9
SR 7
M 6
RA 3
CA 3
SH 2
D 6 5 4 3 2 1
Adrenaline/Ram Attack
Efficient, Nullray
2


GATOR 1
11
SR 7
M 7
RA 2
CA 3
SH 3
D 7 6 5 4 3 2 1
Adrenaline
Combat Axe
2


GATOR 2
11
SR 7
M 7
RA 2
CA 3
SH 3
D 7 6 5 4 3 2 1
Adrenaline
Combat Axe
1


SAUR
14
SR 8
M 7
RA 2
CA 3
SH 3
D 7 6 5 4 3 2 1
Armoured Might
Combat Axe
Fuelled by Hatred
Surge
1

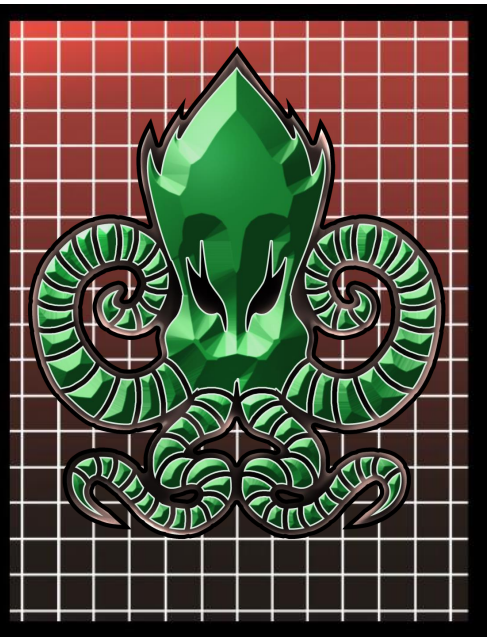

SQUIDLOR
60
SR 10
M 7
RA 4
CA 5
SH 4
D 10 9 8 7 6 5 4 3 2 1
Adrenaline
Fuelled by Hatred
1


UPGRADE
3
Human Snack
One Use Only. Consume at the start of this model's activation phase to repair 1 Damage Point

UPGRADE 5

Green Ooze

One use only. At the start of the activation, roll an Attack dice and add the result to the models Movement, Ranged Attacks, Close Attacks and Shields for the remainder of that turn. If a Blank is rolled take 2 Damage points.



UPGRADE 4

Extra Limb

The model gains 1 free Close Attack boost per turn