

BROOD HIVE

BUILDING

SPECIAL RULES

HIVE - When this model is destroyed, before removing it from the map, the player who brought this model to the game can choose any number of units from their unit reserve with a cumulative COST of 2 or less and place them in play adjacent to this model.

INCOMBUSTIBLE - If this building is destroyed, replace it with rubble.

SAVAGE SWARM BASE - Once per turn, if you are securing one or more buildings with Savage Swarm Base and spawn a Savage Swarm unit, reduce its cost by 1.

DEF
7

