

Hive Command Base

PGRC core building

Spawn List

- Engineer team
- Fireant APC
- Scarab Supertank

20 SP

Traits:

Auto repair- *at the start of your build phase, you may spend up to 3 resource points, this building healing 1 structure point per resource point spent this way.*

Base Generator

PGRC resources building

RP: 2

10 SP

Traits:

reactor leak- when this building is destroyed, place a hazardous rubble tile on the tile it occupied

Automated Defence Turret

PGRC support building

RP: 2

6 SP

Traits:

Free standing

Defence cannon- this building does 2 points of damage to an enemy unit at the start of your attack phase.

Barracks

PGRC spawn building

RP: 3

Spawn List

- Soldier team
- Sniper team
- Exo-trooper team
- Exo-marauder

10 SP

Traits:

Construction Array

PGRC spawn building

RP: 4

Spawn List

- Rhino
- Goliath
- Hercules

10 SP

Traits:

Scaling flight tower

PGRC spawn building

RP: 4

Spawn List

- Cinnabar drone
- Hawk drone
- Atlas Drone

10 SP

Traits:

reactor leak- when this building is destroyed, place a hazardous rubble tile on the tile it occupied

Engineer team

PGRC infantry build unit

RP: 1

ATK: 1S

DEF: 1

SPD: 2

Traits:

Soldier team

PGRC infantry unit

RP: 2

ATK: 2S

DEF: 1

SPD: 2

Traits:

Sniper team*PGRC infantry unit***RP: 3****ATK: 2L****DEF: 1****SPD: 2****Traits:***Aim- this unit gains +1 to its attack power, providing it didn't move in the movement phase.***Exo-trooper team***PGRC infantry unit***RP: 3****ATK: 3M****DEF: 3****SPD: 2****Traits:***Bulky**Demolish- this unit gains +1 attack power damage against buildings***Exo-trooper marauder***PGRC infantry unit***RP: 3****ATK: 4M****DEF: 2****SPD: 2****Traits:***Bulky**Unique**Slayer- this unit gains +1 attack power when attacking infantry units***Fireant APC***PGRC vehicle unit***RP: 2****ATK: 1S****DEF: 1****SPD: 3****Traits:***Transport*

Scarab Supertank

PGRC vehicle unit

RP: 8

ATK: 4L

DEF: 6

SPD: 2

Traits:

Transport

Crusher- *when this model moves over a rubble tile, remove the rubble tile.*

Hercules

PGRC vehicle unit

RP: 4

ATK: 4S

DEF: 3

SPD: 2

Traits:

Missile barrage- *this unit can split its damage between up to 3 targets.*

Rhino

PGRC vehicle unit

RP: 4

ATK: 3L

DEF: 3

SPD: 2

Traits:

Quake- *if this unit damages a target that is destroyed this turn, place a rubble tile on the square occupied by the destroyed unit.*

Goliath

PGRC vehicle unit

RP: 4

ATK: 2S

DEF: 4

SPD: 2

Traits:

Demolish- *this unit gains +1 attack power damage against buildings*

Atlas Drone*PGRC drone unit***RP: 6****ATK: 3M****DEF: 4****SPD: 3****Traits:**Transport
Flying**Cinnabar drone***PGRC drone unit***RP: 1****ATK: -****DEF: 3****SPD: 2****Traits:***Spotter- units adjacent to this unit at the start of the attack phase gain +1 attack damage.***Rhino***PGRC vehicle unit***RP: 4****ATK: 3L****DEF: 3****SPD: 2****Traits:***Quake- if this unit damages a target that is destroyed this turn, place a rubble tile on the square occupied by the destroyed unit.***Goliath***PGRC vehicle unit***RP: 4****ATK: 2S****DEF: 4****SPD: 2****Traits:***Demolish- this unit gains +1 attack power damage against buildings*