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UPGRADE

POTENT BILE: **PASSIVE** Before an Enemy Unit resolves an Armour Roll against the HITS effect generated by this Unit's Corrosive Bile ability, that Unit suffers DEBUFF Armour (1).

ASSAULT PHASE **UPGRADE**

BURROW AMBUSH: **PASSIVE** When this Unit is nominated to deploy from the Reserves, it may resolve the PLACE (18) effect from the controlling player's Entry Edge. No model may be set Within 10" of any Enemy model. This Unit's Activation ends.

MOVEMENT PHASE **UPGRADE**

BLOATED BILE DUCTS: **PASSIVE** Increase the area of effect of this Unit's Corrosive Bile ability to 2".

ANY PHASE **UPGRADE**

CORE

ARMY SLOT:

TACTICIAN

COMBAT ROLE:

RANGED COMBAT

CLOSE COMBAT

RAVAGER

RAVAGER

4/8

5+

5+

9

3

1-1

2-2

MODELS / SUPPLY

ANY PHASE **SQUADRON:** **PASSIVE** This Unit's Horizontal Coherency is 4".

MOVEMENT PHASE

DEEP TUNNEL: **ACTIVE**

1 BM Set a Ravager Burrow token Wholly Within 12" of any model in this Unit. At the End of the Round, the controlling player may set all models of this Unit in Coherency, treating the Ravager Burrow token as the Leading Model. The Ravager Burrow token has DISPLACEMENT.

CORROSIVE BILE: **ACTIVE** **1 BM** For each model in this Unit, set one Corrosive Bile token on the battlefield Within 14" of that model. These tokens are not removed if this Unit is Destroyed. At the End of the Assault Phase, each Unit suffers HITS 5 (1) effect for each of this Unit's Corrosive Bile tokens it is Within 1" of. Then, remove all of this Unit's Corrosive Bile tokens from the battlefield. If multiple effects trigger at the End of the Assault Phase, resolve them in the order specified in Part 8.9.4.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
PLASMA DISCHARGE	12	Ground	4	3+	Light	D3+1	1	-

DEVASTATING CHARGE: **PASSIVE** Immediately after this Unit completes a successful Charge, resolve the IMPACT (2) 4+ effect.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
CLAWS	E	Ground	2	4+	-	-	1	-

ZERG

COMBAT TAGS:
ARMoured, BIOLOGICAL, GROUND

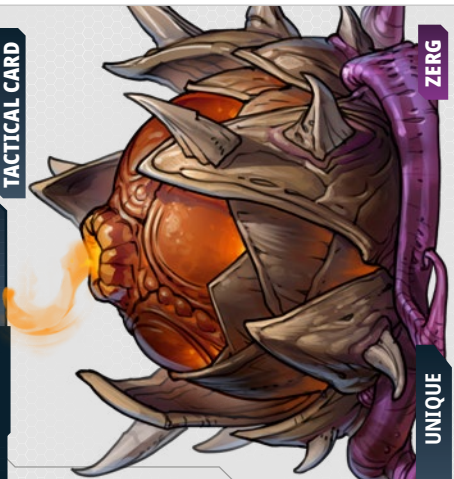
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**COCOON**

**TACTICAL CARD**



UNIQUE

ZERG

SUPPLY: 1 × ELITE

**COCOON**

⊕ MOVEMENT PHASE **SPAWN LARVA:**
ACTIVE The active Friendly non-Unique Biological Unit with a Size Characteristic of 1 resolves the RESPAWN (2) effect.

⊕ MOVEMENT PHASE **RAVAGER MORPH:**
ACTIVE Once per Game. The active Friendly Roach Unit performs MORPH (Ravager) 1.



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