

## VOLGOX HOWLER

FIELD OFFICER / VOLGOX

28

cost

16

DISTAL CHELAE

RNG	ACC	2+	5+	9+
1"	4	6	10	12

ACT

4

EV

7

MV

5"

SZ

40

ORD

4

RAD

8"

↑

2

### VOLGOX HOWLER

## ABILITIES

FREE CONSUME

∞

Destroy target other friendly regular within 2", then assign this unit 2 Fury tokens (☛).

GALVANIZING HOWL

∞

Move one target friendly Volgox infantry within Rad up to 3".

AGGRESSOR PHEROMONES

∞

Place one size-30 marker completely within Rad. While within 2" of the marker, friendly Volgox units can perform the ASSAULT action as if it were a free action (this does not allow units to Assault if they do not have the action on their profile).  
Remove the marker at the end of the round.

## SPECIAL RULES

**SWARM (VOLGOX)**

This unit's melee attacks gain +1 Acc for each other Volgox unit engaging the target.  
*Reminder: only units within 1" of the target can be considered to be engaging it, even if their weapons have a longer range.*

**VITAL ASSET**

This unit's controlling player gains 1 AP when this unit is destroyed (this is in addition to any other AP gained due to objective effects).

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Scalping by: Rocco Salvo

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## "MAR", VOLGOX ALPHA

FIELD OFFICER / VOLGOX, [MAR]

28

cost

15

HEAVY PINCERS

RNG	ACC	0+	5+	9+
1"	3	6	8	12

ACT

3

EV

5

MV

4"

SZ

40

ORD

3

RAD

6"

3

2

### "MAR", VOLGOX ALPHA

## ABILITIES

FREE CONSUME

∞

Destroy target other friendly regular within 2", then assign this unit 2 Fury tokens (☛).

FRIGHTENING HOWL

∞

Push each unit (friendly or enemy) within 2" of this unit 2" away from it, in the order you choose.

RAPID METABOLISM

∞

You can perform this action immediately after this unit is assigned one or more Fury tokens to heal up to 3 damage from it.

## SPECIAL RULES

**SWARM (VOLGOX)**

This unit's melee attacks gain +1 Acc for each other Volgox unit engaging the target.  
*Reminder: only units within 1" of the target can be considered to be engaging it, even if their weapons have a longer range.*

**VITAL ASSET**

This unit's controlling player gains 1 AP when this unit is destroyed (this is in addition to any other AP gained due to objective effects).

**SWARM ALPHA**

This unit cannot be targeted by the CONSUME action.  
When this unit is damaged by an enemy attack, or when another unit within 1" is destroyed (for any reason), assign this unit 1 Fury token.  
If that unit was destroyed by a CONSUME action, the unit performing the action is assigned one less Fury token.

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## EPULEX INCUBATOR

FIELD OFFICER / EPULEX

42

**DISSEVERING JAWS**

RNG	ACC	1+	5+	8+
1"	4	9	12	16

**EXTRADURAL DIGESTION**

RNG	ADE	ACC	1+	4+	7+
4"	1"	4	6	8	10

ACT EV MV SZ ORD RAD

4 5 3" 40 5 8"

cost 15

### ABILITIES

**DEPOSIT GRUB**  
Recruit one friendly, deactivated Epulex Grub and place it within 1" of this unit.

**HIVE COORDINATION**  
You can push all friendly Epulex infantry that are currently within Rad up to 3" in any direction, in the order you choose.

**PROTECTIVE INSTINCT**  
Reduce the damage of enemy attacks targeting this unit and other friendly Epulex units within 3" by 2 until the end of the round.

### SPECIAL RULES

**VITAL ASSET**  
This unit's controlling player gains 1 AP when this unit is destroyed (this is in addition to any other AP gained due to objective effects).

**REPURPOSED BIOMASS**  
This unit can have more than one Infest token (🐛) assigned to it at a time (individually resolve the effect of each Infest token assigned to this unit when it is destroyed).

Assign this unit one Infest token each time a unit within Rad is incapacitated (this will not trigger as a result of Consume actions).

*Reminder; Infest tokens assigned to this unit as a result of this ability create an Epulex Grub that is friendly to you.*

**COVERT OPS** **NUTRIENT REPOSITORY**  
This unit gains +2 to Medical test rolls.

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## VOLGOX CRAWLER

INFANTRY / VOLGOX

23

**MANIPULATOR PINCERS**

RNG	ACC	0+	5+	9+
1"	2	6	8	12

ACT EV MV SZ

1/+2 6 4" 30

cost 5

### ABILITIES

**CONSUME**  
Destroy target other friendly regular within 2", then assign this unit 2 Fury tokens (🔥).

*Reminder; units targeted by Consume are immediately removed as a casualty; do not resolve effects that trigger when they are Incapacitated.*

### SPECIAL RULES

**EXPENDABLE**  
This unit does not generate AP as a result of objectives when it is destroyed.

**SWARM (VOLGOX)**  
This unit's melee attacks gain +1 Acc for each other Volgox unit engaging the target.

*Reminder; only units within 1" of the target can be considered to be engaging it, even if their weapons have a longer range.*

**COVERT OPS** **NUMEROUS**  
This unit does not receive Injuries as the result of ending a game in the Casualty Zone, removes all Injuries assigned to it at the end of each game, and cannot receive Veteran upgrades.

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## VOLGOX FIREFLY

INFANTRY / VOLGOX

23

DEPOSITOR PULVILLUS

RNG	ACC	D+	S+	9+
1"	2	5	8	12

ACT EV MV SZ  
1/+2 6 4" 30

VOLGOX FIREFLY

ABILITIES

MOVE ∞

FREE CONSUME  
Destroy target other friendly regular within 2", then assign this unit 2 Fury tokens (☛).

ATTACK ∞

ASSAULT

REMINDER: units targeted by *Consume* are immediately removed as a casualty; do not resolve effects that trigger when they are incapacitated.

SPECIAL RULES

**EXPENDABLE**  
This unit does not generate AP as a result of objectives when it is destroyed.

**SWARM (VOLGOX)**  
This unit's melee attacks gain +1 Acc for each other Volgox unit engaging the target.

**LATCH**  
Immediately after a melee attack performed by this unit that hits is resolved, you can place it in base contact with the target of the attack.

**COVERT OPS NUMEROUS**  
This unit does not receive Injuries as the result of ending a game in the Casualty Zone, removes all Injuries assigned to it at the end of each game, and cannot receive Veterancy upgrades.

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## VOLGOX RAZORBACK

INFANTRY / VOLGOX

23

RAZOR SPINES

RNG	ACC	1+	5+	8+
10"	3	4	7	8

DISSECTOR PINCERS

RNG	ACC	D+	S+	9+
1"	2	4	6	10

ACT EV MV SZ  
1/+2 6 4" 30

VOLGOX RAZORBACK

ABILITIES

MOVE ∞

FREE CONSUME  
Destroy target other friendly regular within 2", then assign this unit 2 Fury tokens (☛).

ATTACK ∞

ASSAULT

STORM

REMINDER: units targeted by *Consume* are immediately removed as a casualty; do not resolve effects that trigger when they are incapacitated.

SPECIAL RULES

**EXPENDABLE**  
This unit does not generate AP as a result of objectives when it is destroyed.

**SWARM (VOLGOX)**  
This unit's melee attacks gain +1 Acc for each other Volgox unit engaging the target.

**PERFORMONE TRACE**  
Ranged attacks this unit performs gain +1 Acc if they target an enemy with one or more assigned Infest tokens (☛).

**COVERT OPS NUMEROUS**  
This unit does not receive Injuries as the result of ending a game in the Casualty Zone, removes all Injuries assigned to it at the end of each game, and cannot receive Veterancy upgrades.

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PLAYTEST RULES SUBJECT TO CHANGE



# VOLGOX SPITTER

INFANTRY / VOLGOX



**HEALTH** 30

**COST** 12

**MOVE** ∞

**ATTACK** ∞

**INTERACT**

**ACT** 2/+1

**EV** 6

**MV** 4"

**SZ** 40

**STABILIZER CLAW**

RNG	ACC	1+	5+	9+
1"	3	6	10	14

**BIOCHEMICAL EJECTION**

RNG	ACC	1+	5+	8+
10"	1"	3	6	8

**ABILITIES**

**FREE CONSUME**  
Destroy target other friendly regular within 2", then assign this unit 2 Fury tokens (🔥🔥).

**ADAPT EJECTION**  
All hit levels of this unit's next AOE attack this activation gain one attack modifier chosen from the list below. Each attack may only gain one attack modifier this way.

- CONCUSSION (🌀)
- INFEST (🐛)

*Reminder: units targeted by Consume are immediately removed as a casualty; do not resolve effects that trigger when they are Incapacitated.*

**SPECIAL RULES**

**SWARM (VOLGOX)**  
This unit's melee attacks gain +1 Acc for each other Volgox unit engaging the target.  
*Reminder: only units within 1" of the target can be considered to be engaging it, even if their weapons have a longer range.*

**COVERT OPS TERRAFORMER**  
This unit gains +2 to Breaching and Engineering test rolls.

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# EPULEX HARVESTER

INFANTRY / EPULEX



**HEALTH** 20

**COST** 4

**MOVE** ∞

**ATTACK**

**INTERACT**

**ACT** 2/+1

**EV** 5

**MV** 4"

**SZ** 40

**ABILITIES**

**BITE**  
This unit deals 2 damage to target enemy within 1", then assign this unit one Fury token (🔥).

**LIFT**  
Place target other unit within 1" anywhere within 1" of this unit.

**FEED**  
Remove any number of Fury tokens currently assigned to this unit and assign them to target other Friendly regular within 1".

**SPECIAL RULES**

**EXPENDABLE**  
This unit does not generate AP as a result of objectives when it is destroyed.

**NUTRIENT STORE**  
When a friendly performs a **CONSUME** action that targets this unit, that friendly heals up to 6 damage and can be assigned this unit's Fury tokens.

**HARVEST IMPERATIVE**  
Each time this unit is Commanded it gains the **INTERACT** action to its profile until the end of its activation.  
  
This unit can interact with terrain templates as if they were mission elements. Each time it does so, assign it 1 Fury token instead of resolving any other effects of that interaction.

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PLAYTEST RULES SUBJECT TO CHANGE

## EPULEX GRUB

INFANTRY / EPULEX



ACT

1/+1

EV

6

MV

3"

SZ

30

EPULEX GRUB

v1

COST

2

MOVE

∞

**BITE**

This unit deals 2 damage to target enemy within 1", then assign this unit one Fury token (👊).

*Reminder; this unit cannot perform attacks, but Fury tokens it has assigned are passed to units that Consume it (because of Nutrient Store).*

The 3 damage tracks on the front side of this profile card can be used to track damage for up to 3 separate EPULEX GRUB units.

### SPECIAL RULES

**EXPENDABLE**

This unit does not generate AP as a result of objectives when it is destroyed.

**NUTRIENT STORE**

When a friendly performs a Consume action that targets this unit, that friendly heals up to 6 damage and can be assigned this unit's Fury tokens.

**COVERT OPS** **NUMEROUS**

This unit does not receive Injuries as the result of ending a game in the Casualty Zone, removes all Injuries assigned to it at the end of each game, and cannot receive Veterancy upgrades.

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