

## VOLGOX HOWLER

FIELD OFFICER / VOLGOX

28

DISTAL CHELAE

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

ACT 4
EV 7
MV 5"
SZ 40
ORD 4
RAD 8"

VOLGOX HOWLER

### ABILITIES

**MOVE** ∞

**FREE CONSUME**

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

**ATTACK** ∞

**GALVANIZING HOWL**

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

**INTERACT**

**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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## "MAR", VOLGOX ALPHA

FIELD OFFICER / VOLGOX, [MAR]

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HEAVY PINCERS

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

ACT 3
EV 5
MV 4"
SZ 40
ORD 3
RAD 6"

"MAR", VOLGOX ALPHA

### ABILITIES

**MOVE** ∞

**FREE CONSUME**

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

**ATTACK** ∞

**FRIGHTENING HOWL**

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

**INTERACT**

**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

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**DISSEVERING JAWS**  
 RNG ACC 1+ 5+ 8+  
 1" 4 9 12 16

**EXTRADURAL DIGESTION**  
 RNG 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

- MOVE** ∞
- DEPOSIT GRUB** ∞  
Recruit one friendly, deactivated Epulex Grub and place it within 1" of this unit.
- ATTACK** ∞
- 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.
- INTERACT**
- 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.
- STORM**

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

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

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

COST 5

ABILITIES

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

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

**DEPOSITOR PULVILLUS**

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

**ACT EV MV SZ**

1/+2 6 4" 30

1

**VOLGOX FIREFLY**

**ABILITIES**

**MOVE** ∞

**ATTACK** ∞

**ASSAULT**

**INTERACT**

**CONSUME**

FREE 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.

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**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.

v1

## VOLGOX SPITTER

INFANTRY / VOLGOX

**STABILIZER CLAW**

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

**BIOCHEMICAL EJECTION**

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

**ACT EV MV SZ**

2/+1 6 4" 40

2

**VOLGOX SPITTER**

**ABILITIES**

**MOVE** ∞

**ATTACK** ∞

**INTERACT**

**CONSUME**

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

**ADAPT EJECTION**

OR 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.

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**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.

v1

