

VOLGOX HOWLER

FIELD OFFICER / VOLGOX

28

DISTAL CHELAE

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

ACT

EV

MV

SZ

ORD

RAD

3

7

5"

40

4

8"

2

VOLGOX HOWLER

ABILITIES

MOVE

∞

ATTACK

∞

INTERACT

ASSAULT

FREE CONSUME

Perform Consume as a free action.

Remove target other friendly regular within 2" as a casualty, 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.

Remove the marker at 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).

SWARM (VOLGOX)

This unit's melee attacks gain +1 Acc for each other Volgox unit engaging the target.

"MAR", VOLGOX ALPHA

FIELD OFFICER / VOLGOX, [MAR]

26

HEAVY FINGERS

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

ACT

EV

MV

SZ

ORD

RAD

3

5

4"

40

3

6"

3

"MAR", VOLGOX ALPHA

ABILITIES

MOVE

∞

ATTACK

∞

INTERACT

ASSAULT

FREE CONSUME

Perform Consume as a free action.

Remove target other friendly regular within 2" as a casualty, then assign this unit 2 Fury tokens (☛).

FRIGHTENING HOWL

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

RAPID METABOLISM

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

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).

SWARM (VOLGOX)

This unit's melee attacks gain +1 Acc for each other Volgox unit engaging the target.

INEDIBLE

This unit cannot be targeted by the **CONSUME** action.

SWARM ALPHA

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.

EPULEX INCUBATOR

Field Officer / Epulex

36

DISSEVERING JAWS

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

EXTRADURAL DIGESTION

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

ACT

EV

MV

SZ

ORD

RAD

4

5

3"

40

5

8"

V.9

COST

16

MOVE

∞

ATTACK

∞

INTERACT

STORM

EPULEX INCUBATOR

ABILITIES

DEPOSIT LARVAE

∞

Place one friendly, unactivated Epulex Larva in base contact with this unit.

HIVE COORDINATION

You can immediately push friendly Epulex infantry currently within Rad up to 3" in any direction.

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.

EPULEX INCUBATOR

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).

FRESH MEAT

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 an enemy unit within Rad is incapacitated by a friendly, and each time another friendly unit within Rad is incapacitated by an enemy.

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

V.91

COST

5

MOVE

∞

ATTACK

∞

ASSAULT

VOLGOX CRAWLER

ABILITIES

FREE CONSUME

Perform Consume as a free action.

Remove target other friendly regular within 2" as a casualty, then assign this unit 2 Fury tokens (☠️).

VOLGOX CRAWLER

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.

EPULEX LARVA

INFANTRY / EPULEX

10



ACT

EV

MV

SZ

 1/+1

6

3"

30

V.91

CCBT

2

EPULEX LARVA

ABILITIES

MOVE

∞

 BITE

This unit deals 2 damage to target enemy within 1", then if this unit has no Fury tokens () assigned to it, assign it one Fury token.

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.