

OPFOR PROFILE CARDS

VOLGOX CRAWLER

OPFOR INFANTRY / VOLGOX

V.1

DAM	EV	MV	SZ
1*	8	4"	30

DEFENSE *

MANIPULATOR PINCERS				
RNG	ACC	0+	5+	8+
1"	3	10	11	14

ACT: 2 (This unit will attempt to perform each listed actions once during each activation)

SPECIAL RULES

MOVE * NUMEROUS (2)

ASSAULT The first two times this unit would be incapacitated, instead place it as far as possible from the attack's point of origin and completely within 2" of its current location, and heal all damage assigned to it.

NOTE: This special rule represents the teeming mass of Volucrid organisms facing the players and is best represented by a placing a die or other marker next to each Numerous unit to track how many times they must be Incapacitated before being destroyed.

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VOLGOX FIREFLY

OPFOR INFANTRY / VOLGOX

V.1

DAM	EV	MV	SZ
1*	8	4"	30

DEFENSE *

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

ACT: 2 (This unit will attempt to perform each listed actions once during each activation)

SPECIAL RULES

MOVE * NUMEROUS (2)

ASSAULT The first two times this unit would be incapacitated, instead place it as far as possible from the attack's point of origin and completely within 2" of its current location, and heal all damage assigned to it.

NOTE: This special rule represents the teeming mass of Volucrid organisms facing the players and is best represented by a placing a die or other marker next to each Numerous unit to track how many times they must be Incapacitated before being destroyed.

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VOLGOX SPITTER

OPFOR INFANTRY / VOLGOX

V.1

DAM	EV	MV	SZ
24	6	4"	40

DEFENSE U2

BIOCHEMICAL EJECTION					
RNG	AOE	ACC	1+	5+	8+
10"	1"	3	8	11	13

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

ACT: 2 (This unit will attempt to perform each listed actions once during each activation)

Manufactured within their body cavities, Volgox goesum organisms project mixtures of caustic chemical compounds that are crucial for the process of Volucrid terraformation and hive construction. Such biochemicals dissolving harmful or dangerous terrain, extra-orally digesting large quantities of biomass for easier recovery by Epulex vermis and even seed the growth of new fruiting xenoflora and other Volucrid biological structures.

MOVE

ATTACK

STORM

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VOLGOX RAZORBACK

OPFOR INFANTRY / VOLGOX

V.1

DAM	EV	MV	SZ
1*	8	4"	30

DEFENSE U

RAZOR SPINES				
RNG	ACC	0+	5+	8+
10"	4	6	9	11

DISSECTOR PINCERS				
RNG	ACC	1+	5+	8+
1"	3	6	9	12

ACT: 2 (This unit will attempt to perform each listed actions once during each activation)

SPECIAL RULES

MOVE * NUMEROUS (2)

ASSAULT The first two times this unit would be incapacitated, instead place it as far as possible from the attack's point of origin and completely within 2" of its current location, and heal all damage assigned to it.

STORM

PERFORMANCE TRACE

This unit always targets Player units that have one or more assigned Infest tokens when possible (instead of simply the closest). Ranged attacks this unit performs that target such units gain +1 Acc.

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OPFOR PROFILE CARDS

EPULEX GRUB
OPFOR INFANTRY / EPULEX V.1

DAM EV MV SZ
10 6 3" 30

DEFENSE

ACT: 2
(This unit will attempt to perform each listed actions once during each activation)

SPECIAL RULES

MOVE BITE
Each time this unit ends a Move, it deals 4 damage to the closest Player unit within 1" of it (even if it Moved 0").

These diminutive, worm-like organisms act as biomatter reprocessors; quickly breaking down and devouring almost any biologically useful material and regurgitating it to larger Epulex or Aedifex species.

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EPULEX HARVESTER
OPFOR INFANTRY / EPULEX V.1

DAM EV MV SZ
20 5 4" 40

DEFENSE

ACT: 2
(This unit will attempt to perform each listed actions once during each activation)

SPECIAL RULES

MOVE LIFT
The first time this unit ends a Move during its activation within 1" of a Player unit each round, place the closest Player unit to it anywhere within 1" of this unit and as far as possible from the placed unit's current location (so most likely on the opposite side of this unit's base).

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VOLGOX HOWLER
OPFOR FIELD OFFICER / VOLGOX V.1

DAM EV MV SZ
21 7 5" 40

DEFENSE

DISTAL CHILAE
RNG ACC 1+ 6+ 9+
1" 3 10 12 14

ACT: 2
(This unit will attempt to perform each listed actions once during each activation)

SPECIAL RULES

MOVE SWARM LEADER (VOLGOX)
Melee attacks this unit performs gain +1 Acc for each other Volgox unit currently in its squad.

ASSAULT GALVANIZING HOWL
Models in a squad containing one or more units with this special rule move 3" towards the closest Player unit at the start of their activations.

MELEE

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EPULEX INCUBATOR
OPFOR FIELD OFFICER / EPULEX V.1

DAM EV MV SZ
25 5 3" 40

DEFENSE

EXTRAORAL DIGESTION
RNG AOE ACC 0+ 5+ 9+
4" 1" 4 8 10 13

DISSEVERING JAWS
RNG ACC 1+ 5+ 8+
1" 4 12 14 18

ACT: 2
(This unit will attempt to perform each listed actions once during each activation)

SPECIAL RULES

MOVE DEPOSIT GRUB
At the start of its activation each round this unit recruits and places one Epulex Grub unit in base contact with it at the start of its activation.

STORM

MELEE PROTECTIVE INSTINCT
Reduce the damage of enemy attacks targeting this unit and other friendly Epulex in this squad by 2 (this does not affect units with the Numerous special rule).

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OPFOR SQUAD CARDS

VOLUCRID HOST OPFOR
SQUAD ONE

SQUAD BENEFIT- TARGETING - OFFICER
Each time a unit performs an attack it will target a player Field Officer if able (otherwise it will attack the closest player unit as normal).

Activation Order

x3 **VOLGOX FIREFLY**
NUMEROUS (2)

x1 **VOLGOX HOWLER**
SWARM LEADER (VOLGOX)
GALVANIZING HOWL

x3 **VOLGOX CRAWLER**
NUMEROUS (2)

VOLUCRID HOST OPFOR
SQUAD TWO-A

SQUAD BENEFIT- PATROLLING
Randomly determine one of the two directions indicated on the movement compass to the right when this squad is Discovered. As long as the squad is unaware, each unit in the squad makes one Move action as a free action at the start of its activation as far as possible in the determined direction.

Activation Order

x1 **VOLGOX SPITTER**

x1 **VOLGOX HOWLER**
SWARM LEADER (VOLGOX)
GALVANIZING HOWL

x2 **VOLGOX CRAWLER**
NUMEROUS (2)

x2 **EPULEX GRUB**
BITE

VOLUCRID HOST OPFOR
SQUAD TWO-B

SQUAD BENEFIT- PATROLLING
Randomly determine one of the two directions indicated on the movement compass to the right when this squad is Discovered. As long as the squad is unaware, each unit in the squad makes one Move action as a free action at the start of its activation as far as possible in the determined direction.

Activation Order

x1 **VOLGOX SPITTER**

x1 **VOLGOX HOWLER**
SWARM LEADER (VOLGOX)
GALVANIZING HOWL

x2 **VOLGOX CRAWLER**
NUMEROUS (2)

x2 **EPULEX GRUB**
BITE

VOLUCRID HOST OPFOR
SQUAD THREE

SQUAD BENEFIT- WOUNDING ROUNDS
Ranged attacks performed by units in this squad gain the Bleed (🩸) attack modifier.

Activation Order

x1 **VOLGOX SPITTER**

x2 **VOLGOX RAZORBACK**
NUMEROUS (2)
PHEROMONE TRACE

x1 **VOLGOX HOWLER**
SWARM LEADER (VOLGOX)
GALVANIZING HOWL

OPFOR SQUAD CARDS

VOLUCRID HOST OPFOR
SQUAD FOUR

SQUAD BENEFIT- TACTICAL RETREAT
As long as this squad is alert, units in it make a Move action as a free action at the end of their activations to move out of LOS of the closest Player unit (or to gain Cover if moving out of LOS is impossible).

Activation Order

- x1 **VOLGOX SPITTER**
- x1 **EPULEX INCUBATOR**
DEPOSIT GRUB
PROTECTIVE INSTINCT
- x2 **VOLGOX RAZORBACK**
NUMEROUS (2)
PHEROMONE TRACE
- x2 **EPULEX GRUB**
BITE

VOLUCRID HOST OPFOR
SQUAD FIVE

SQUAD BENEFIT- CONCUSSIVE BARRAGES
AOE attacks performed by units in this squad gain the concussion attack modifier.

Activation Order

- x1 **VOLGOX SPITTER**
- x1 **EPULEX HARVESTER**
LIFT
- x2 **EPULEX GRUB**
BITE
- x1 **EPULEX INCUBATOR**
DEPOSIT GRUB
PROTECTIVE INSTINCT

VOLUCRID HOST OPFOR
SQUAD SIX

SQUAD BENEFIT- FINAL CALL OUT
When the last unit in this squad is destroyed, increase the Alarm level by 1.

Activation Order

- x3 **VOLGOX RAZORBACK**
NUMEROUS (2)
PHEROMONE TRACE
- x3 **VOLGOX FIREFLY**
NUMEROUS (2)
- x2 **VOLGOX CRAWLER**
NUMEROUS (2)

VOLUCRID HOST OPFOR
SQUAD SEVEN

SQUAD BENEFIT- SPRINTING
As long as this squad is alert, units in it move 3" as a free action at the start of their activation.

Activation Order

- x6 **EPULEX GRUB**
BITE
- x1 **EPULEX INCUBATOR**
DEPOSIT GRUB
PROTECTIVE INSTINCT

VOLUCRID HOST OPFOR
SQUAD EIGHT

SQUAD BENEFIT- EPULEX HORDE
Units in this squad have the Numerous (1) special rule*. When the last unit in this squad is destroyed, reduce the Alarm Level by 3.
* The first X times this unit would be incapacitated, instead place it as far as possible from the attack's point of origin and completely within 2" of its current location, and heal all damage assigned to it.

Activation Order

X1 **EPULEX HARVESTER**
LIFT

X6 **EPULEX GRUB**
BITE

VOLUCRID HOST OPFOR
SQUAD NINE

SQUAD BENEFIT-PHOSPHORESCENT SPORES
At the end of the activation of a Volgox Firefly in this squad, assign one Marker Token (M) to each player unit within 3" of the activated unit.

Activation Order

X1 **EPULEX HARVESTER**
LIFT

X3 **VOLGOX FIREFLY**
NUMEROUS (2)

X2 **VOLGOX SPITTER**

VOLUCRID HOST OPFOR
SQUAD TEN

SQUAD BENEFIT-TARGETING - EXECUTING
Each time a unit performs an attack it will target a player unit with the least health boxes within range (otherwise it will attack the closest player unit as normal).

Activation Order

X1 **VOLGOX FIREFLY**
NUMEROUS (2)

X1 **VOLGOX HOWLER**
SWARM LEADER (VOLGOX)
GALVANIZING HOWL


X2 **VOLGOX CRAWLER**
NUMEROUS (2)

X1 **EPULEX INCUBATOR**
DEPOSIT GRUB
PROTECTIVE INSTINCT

THREAT
3

AGGRESSIVE RESPONSE

Activating Opfor units perform one **MOVE** action as a free action towards the closest Player unit at the start of their activations.




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THREAT
3

AGGRESSIVE RESPONSE

Activating Opfor units perform one **MOVE** action as a free action towards the closest Player unit at the start of their activations.




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THREAT
3

AGGRESSIVE RESPONSE

Activating Opfor units perform one **MOVE** action as a free action towards the closest Player unit at the start of their activations.




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THREAT
3

AGGRESSIVE RESPONSE

Activating Opfor units perform one **MOVE** action as a free action towards the closest Player unit at the start of their activations.



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THREAT
2

SOUND ALARM

Increase the Alarm Level by 2 if any Opfor units that activated during it are **ALERT**.




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THREAT
2

SOUND ALARM

Increase the Alarm Level by 2 if any Opfor units that activated during it are **ALERT**.




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THREAT
2

SOUND ALARM

Increase the Alarm Level by 2 if any Opfor units that activated during it are **ALERT**.




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THREAT
2

SOUND ALARM

Increase the Alarm Level by 2 if any Opfor units that activated during it are **ALERT**.



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THREAT **4**

OPFOR **COLONIAL WORKERS**

Opfor recruits and sets up one unactivated Epulex Grub at each Reinforcement point.

Reminder; unactivated units are still eligible to activate later in the round.




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THREAT **4**

CONFUSION

Assign one less Action token to activating Opfor units.




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THREAT **4**

CONFUSION

Assign one less Action token to activating Opfor units.




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THREAT **6**

OPFOR **COORDINATED HUNT**

Roll a d6 for each Opfor unit in the combat zone (even those that are not activating). On a 4+ it performs one Move action towards the nearest Player unit.




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THREAT **1**

GET TO COVER

Activating Opfor units make a Move action as a free action at the end of their activations to gain cover from the closest Player unit.




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THREAT **1**

GET TO COVER

Activating Opfor units make a Move action as a free action at the end of their activations to gain cover from the closest Player unit.




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THREAT **1**

GET TO COVER

Activating Opfor units make a Move action as a free action at the end of their activations to gain cover from the closest Player unit.



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THREAT **6**

OPFOR HWC **ELECTRONIC COUNTERMEASURES**

Roll a d6 for each Player unit in the combat zone. On a 4+ assign that unit on Suppression Token ().



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THREAT **4**

OPFOR **ENRAGED**

ASSAULT actions performed by activating Opfor units are free.

Reminder; free actions do not cost any Action or Fury tokens to perform.



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THREAT **6**

OPFOR **HIVE DEFENSES**

Roll two d6 for each Reinforcement Point. For each die that results in a 4+, set up one unactivated Volgox Crawler at that point.

Reminder; unactivated units are still eligible to activate later in the round.



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THREAT **5**

OPFOR **OATHSWORN FURY**

Assign activating Opfor units one Fury token () at the end of their activations.

Reminder; Fury tokens are spent by Opfor units first to perform ASSAULT actions or attacks using melee weapons.



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THREAT **4**

RAPID ENGAGEMENT

The first attack performed by activating Opfor units gains **RAPID FIRE**.

Reminder; after a weapon with Rapid Fire attacks, it makes one additional attack for free. This attack can target a different enemy.



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THREAT **4**

RAPID ENGAGEMENT

The first attack performed by activating Opfor units gains **RAPID FIRE**.

Reminder; after a weapon with Rapid Fire attacks, it makes one additional attack for free. This attack can target a different enemy.




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THREAT **6**

REINFORCEMENTS (A)

If the Alarm Level is lower than Tier 3, discard this card and draw a new one (before choosing an action card to resolve).

If the Alarm Level is Tier 3 or higher, set up one Activity marker at Reinforcement point A.




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THREAT **6**

REINFORCEMENTS (B)

If the Alarm Level is lower than Tier 3, discard this card and draw a new one (before choosing an action card to resolve).

If the Alarm Level is Tier 3 or higher, set up one Activity marker at Reinforcement point B.



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THREAT 6

REINFORCEMENTS (C)

If the Alarm Level is lower than Tier 3, discard this card and draw a new one (before choosing an action card to resolve).
If the Alarm Level is Tier 3 or higher, set up one Activity marker at Reinforcement point C.



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THREAT 5

OPFOR

SCUTTLE ATTACK

Each move performed by activating Opfor units can travel 2" farther.

E.g. an ASSAULT action performed by a unit benefitting from this action card would move 5" rather than 3".



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THREAT 5

SENSOR PING

Assign one Marker Fire token (👁️) to the two closest Player units to the activating Opfor squad.

Reminder; attacks targeting units with assigned marker tokens add +2 to their result pool. These tokens are discarded at the end of the round.



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THREAT 5

SENSOR PING

Assign one Marker Fire token (👁️) to the two closest Player units to the activating Opfor squad.

Reminder; attacks targeting units with assigned marker tokens add +2 to their result pool. These tokens are discarded at the end of the round.



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THREAT 5

OPFOR

HWC

SHARPSHOOTER DRILL

Player units are not considered to be obscured or in cover during this activation.



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THREAT 4


OPFOR

HWC

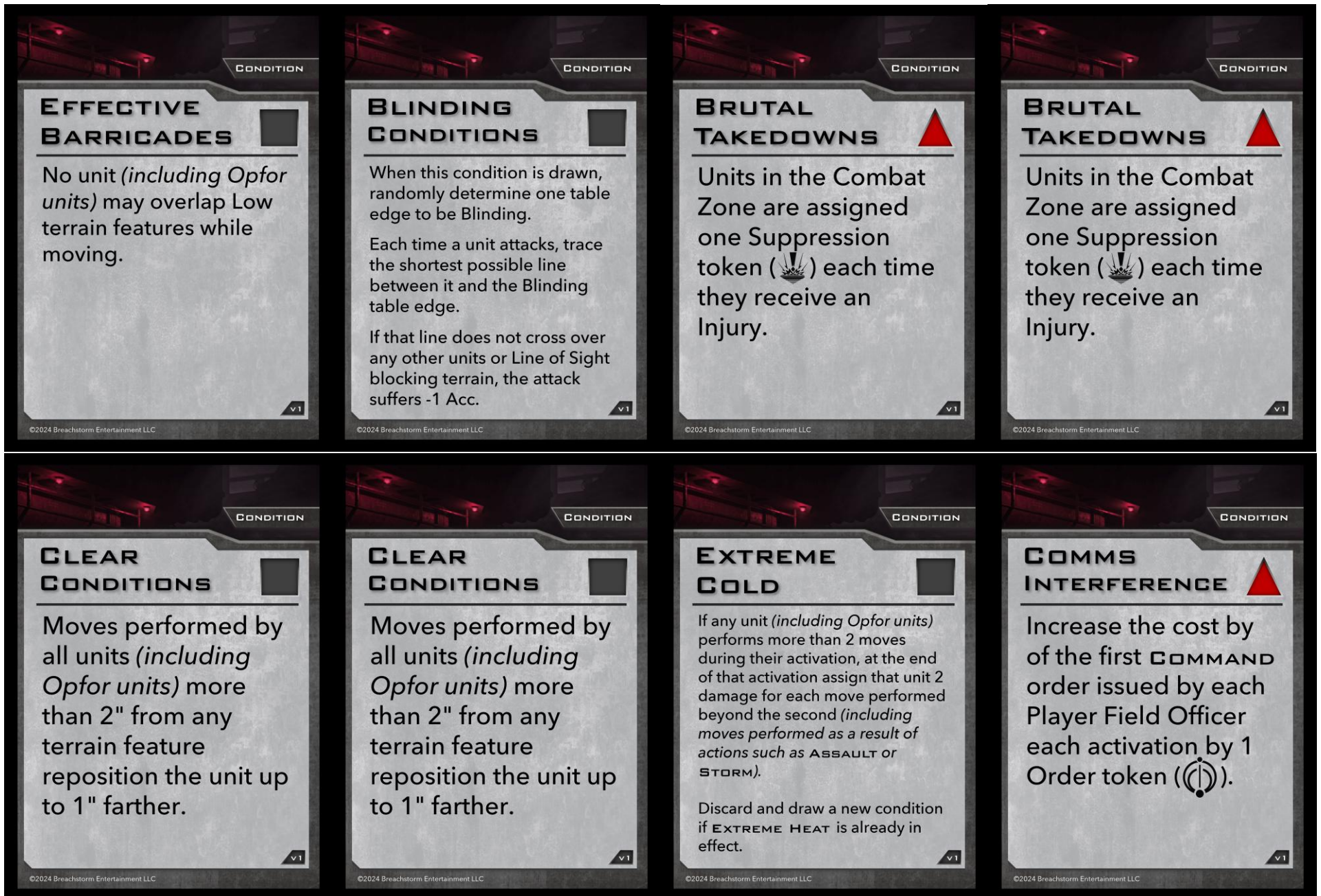
TRACELock ACQUIRED

Assign one Concentrate Fire token (👁️) to the closest Player unit to the activating Opfor squad.

Until the end of the round, attacks performed by Opfor Units gain +1 Acc for each Concentrate Fire Token currently assigned to the target.



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CONDITION

DIFFICULT CONDITIONS

Player units more than 2" from any terrain feature treat all areas of the combat zone as Difficult Terrain.

v1

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CONDITION

GALEFORCE CONDITIONS

Reduce the RNG of all ranged and AOE weapons (*including those of Opfor units*) by 2" (to a minimum of 2).

v1

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CONDITION

HAZARDOUS CONDITIONS

Player units ending their activation more than 2" from any terrain feature suffer 2 damage.

v1

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CONDITION

EXTREME HEAT

If any unit (*including Opfor units*) performs more than 3 attacks during their activation, at the end of that activation assign that unit 2 damage for each attack performed beyond the third (*the first, second, and third attacks do not assign damage; AOE attacks always count as a single attack*).

Discard and draw a new condition if **EXTREME COLD** is already in effect.

v1

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CONDITION

HEIGHTENED ALERTNESS

Increase the Alarm Level by an additional 1 at the end of each round.

v1

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CONDITION

HIGH GRAVITY

All pushes reposition the unit 1" shorter than normal.

Discard and draw a new condition if **LOW GRAVITY** is already in effect.

OPTIONAL RULES

Units must pay 1 additional inch of movement to climb to a higher level of Scaleable terrain.

Units suffering fall damage are dealt double the normal amount.

v1

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CONDITION

INFECTIVE FLORA

Player units in the Combat Zone are assigned one Infest token () by the Opfor each time they receive an Injury.

v1

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CONDITION

KEEN SENTRIES

The Alert range of Opfor units is increased by 3".

Discard and draw a new condition if **SURPRISED SENTRIES** is already in effect.

v1

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CONDITION

LIMITED ASSETS ▲

Increase the cost of all Common Tactical Assets by 1 AP.

v1

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CONDITION

LIMITED SUPPLIES ▲

Increase the Cost of all upgrades purchased by 1.

v1

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CONDITION

LIMITED SUPPORT ▲

Increase the cost of the **CALL IN SUPPORT** order by 1 Order token (📡).

v1

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CONDITION

LIMITED VISIBILITY ■

Units (including *Opfor* units) cannot draw LOS to other units or points more than 10" away from them.

v1

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CONDITION

LOW GRAVITY ■

All pushes reposition the unit 1" farther than normal.

Discard and draw a new condition if **HIGH GRAVITY** is already in effect.

OPTIONAL RULES

Units must pay 1 less inch of movement to climb to a higher level of Scaleable terrain.

Units suffering fall damage are dealt half the normal amount.

v1

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CONDITION

SCRAMBLED SENSORS ▲

The range at which player units discover *Opfor* activity markers is reduced by 3".

v1

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CONDITION

SURPRISED SENTRIES ▼

The Alert range of *Opfor* units is decreased by 3".

Discard and draw a new condition if **KEEN SENTRIES** is already in effect.

v1

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CONDITION

TRIGGERED ALARMS ▲

Increase the Alarm Level by 2 at the beginning of each game.

v1

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