

## VOLGOX HOWLER

FIELD OFFICER / VOLGOX

28

v1

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

### 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).

## "MAR", VOLGOX ALPHA

FIELD OFFICER / VOLGOX, [MAR]

28

v1

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

### 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

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"

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

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 SPITTER

INFANTRY / VOLGOX

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

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

ACT	EV	MV	SZ
2/+1	6	4"	40

VOLGOX SPITTER

**COST**

12

**MOVE**

∞

**ATTACK**

∞

**INTERACT**

**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.*

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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.

## EPULEX HARVESTER

INFANTRY / EPULEX

ACT	EV	MV	SZ
2/+1	5	4"	40

EPULEX HARVESTER

**COST**

4

**MOVE**

∞

**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".

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## 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 by a friendly Regular Field Officer 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.

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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