

Seed Pods



Short Range, Transform

Transform

Unique: See *Guide to the Time Vortex*, p. 24.

Wounds (2): See *Guide to the Time Vortex*, p. 24.

Transform: If a non-Robot, non-Vervoid, non-Incorporeal Character is Exterminated by a Transform attack, roll one Combat dice. If the result is a ☀, the Character is not removed from the table but put under the control of the opposing player instead. It retains its original characteristics. Otherwise remove the Exterminated Character as normal

Sneaky: See *Guide to the Time Vortex*, p. 24.

Entangle: See *Guide to the Time Vortex*, p. 22.

Force Commander (Vervoid): See *Guide to the Time Vortex*, p. 23.

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Sneaky: See *Guide to the Time Vortex*, p. 24.


Entangle: See *Guide to the Time Vortex*, p. 22.


Agent: See *Guide to the Time Vortex*, p. 22.

Swamp Gas Attack

• Bio-Chemical Attack •



Exhaust this card to allow a Vervoid Character to create a cloud of Swamp Gas with a 4" radius centered on the Vervoid. Any Character within the radius must roll Combat dice equal to their .

If at least one  is rolled, the Character is unaffected; otherwise the Character is automatically Shocked and receives one Under Fire token.

Robots, Vervoids and Incorporeal Character are not affected by this attack

Vervoid Only

Booby Trap



Discard the card when an opposing Character turns over a Vortex node. Roll one Combat dice. If the result is a ⚡, the Character is Exterminated.

Vervoid Reinforcements

4

3

0

0



3

- **Weapon: Seed Pods • Transform •**
- **Sneaky • Entangle •**

Vervoid Primogenitor Only