**RULEBOOK**

**p. 7, Units**

Add the following after the third sentence of the second paragraph:

A unit must contain all the same words in its name to be considered the same type.

**p. 11, Power Dice**

Replace the last sentence in the third paragraph with the following:

Units cannot use Power Dice unless a special rule allows them to.

**p. 22, Destroying Buildings & Creating Hazards**

Add a new Hazards heading after the third paragraph.

Replace the first sentence in the fourth paragraph with the following:

Models moving into a hazard or colliding with it take 1 damage point.

**p. 28, Combined Unit Attacks**

Replace the last sentence in the third paragraph with the following:

For a combined blast attack, all participating units must be able to target the enemy model.

**p. 30, Actions**

Replace the last sentence in the second paragraph with the following:

A player can only use a building’s Actions while their units are securing that building.

**p. 30, Triggers**

Some abilities only apply if a specific circumstance is met, such as an attack hitting a target. These abilities are known as triggers. Triggers are part of an attack’s resolution, but they are only attacks if they target models. Most triggers choose a model, so they are not governed by the rules of targeting that control brawl and blast attacks. Triggers are never a type of attack. For example, Fling is a special rule that is triggered as part of an attack. Fling is not a blast or a brawl attack, but it is part of the attack that triggers it.

The resolution of triggers depends on their timing (see p. 31). If more than one trigger applies, the attacking player chooses the order to resolve the triggers. Completely resolve one trigger before choosing the next. You must completely resolve the current attack before making any additional attacks created by triggers.

Some triggers cause damage to figures that were not the target of an attack. The source of this damage is the trigger, not the original attack. An ability that gives a unit +1 Defense against blast attacks will not help protect that unit from a blast trigger that damages all units adjacent to the target, but it will help protect against a blast trigger allowing the attacker to make a blast attack against an additional target.

Example 1: Krakenoctus uses an attack with the Fling trigger on a unit and chooses a Downtown Highrise to resolve the trigger against. If the building is destroyed, its High Occupancy trigger is not resolved since the Fling is not a brawl attack.

Example 2: The Blast Radius ability on the Power Plant is a trigger that is resolved when the model is destroyed. All adjacent units are returned to their owner’s reserves when this trigger is resolved. Exo-Armor models adjacent to the Power Plant are returned as well because the Hunker ability only makes them immune to damage caused by brawl and blast triggers, and this trigger is neither damage nor attached to a blast or a brawl.

**p. 36, Throw**

Replace the last sentence in the first paragraph with the following:

The new location must be within the area shown in the diagram below and can be a number of spaces away from the target monster’s current location up to the number of Power Dice rolled for the throw attack.

Replace the diagram caption with the following:

The thrown monster (red) can be placed in the highlighted area

**MODEL ERRATA**

**G.U.A.R.D.**

**G-Tank**

Aim. Replace the text with the following:

This model gains +1 Boost Die when participating in blast attacks if it did not advance this activation.

**Sky Sentinel**

**Wing Leader.** Replace the text with the following:

While this model is in play, allied Faction units with the Flight special rule gain +1 Boost Die when participating in blast attacks.

**EMPIRE OF THE APES**

**White Dajan**

**Wrecking Crew.** Replace the text with the following:

While this model is in play, allied Faction units gain Demolisher.

**LORDS OF CTHUL**

**Yasheth**

**Penetrator.** Replace the text with the following:

When resolving this attack, the target model suffers -1 DEF, to a minimum of 1.
Feeding Frenzy. Replace the text with the following:
*When this monster attacks a monster that is adjacent to any allied Faction unit, this monster’s attack does Super Damage.*

Stampede. Replace the text with the following:
*While this model is in play, allied Faction units gain +1 SPD.*

**TRITONS**

Krakenoctus

Waterlogged. Replace the second sentence with the following:
*When this model advances onto a debris tile that is a hazard, flip it to the rubble side.*

**BUILDINGS**

**Martian Command Post**

Resource Domination. Replace the text with the following:
*Once per turn, if you are securing one or more buildings with Resource Domination when you roll two or more Power Dice on an attack and the attack hits an enemy model, after the attack is resolved you can move one Power Die from your Dice Well to your Power Pool.*

**Mount Terra**

Tectonic Shift. Replace the text with the following:
*During your Unit or Monster Activation, this model can spend one Action Die to perform a Tectonic Shift action. Advance one of your monsters up to two spaces, even if it has already advanced this turn.*
MONSTERPOCALYPSE FAQ

ADVANCING

Q: Since a model can advance only once each activation, how does a rule like Action: Sprint, which states, “Advance this model up to its SPD, even if it has already advanced this turn,” work if I use it before the model’s normal advance?

A: Any rule that states it can be used even if the model has already advanced this turn does not use the model’s normal advance, so a model can advance before or after using an action that grants it an extra advance.

COMBINED UNIT ATTACKS

Q: Do all of the units that are participating in a combined blast attack against a model with Cloak have to be within two spaces of the target?

A: Yes. It was the original intent that a model cannot participate in a blast attack against a model with Cloak unless it is within two spaces of the target. The rulebook has been errataed to make this clearer.

DICE IN PLAY

Q: If a monster has a rule like Energy Cycle and makes a Swat power attack, do you get to move two Action Dice after the Swat is resolved since you rolled two attacks?

A: No. As p. 10 explains, “Your dice remain in play until all rules that affect them are resolved and you place them into a pool.” This means that Energy Cycle does not affect the dice rolled until all of the rolls are resolved and the dice are no longer in play.

OBJECTIVES

Q: Spawn points are listed as a kind of objective space on page 23 of the rulebook. Is this on purpose, or are only power zones and negative zones objectives?

A: Everything listed as an objective in this section is considered an objective, including spawn points.

POWER ATTACKS

Q: If a monster is thrown one space and lands in a hazard that it was in before the throw, does it take damage from that hazard?

A: No. As explained on p. 22 of the rulebook, “Once a model has suffered the effects of a hazard, it does not suffer those effects again unless it moves off the hazard and then returns.” This means that a monster can never take damage from a hazard it has been damaged by unless it completely leaves that hazard. Being thrown moves a monster across the board. It does not remove it from the hazard and return it to the hazard.

Q: Do all power attacks benefit from special rules like Penetrator?

A: No. Not all attacks target a model. For example Stomp and Rampage do not target specific models; they compare the dice roll to the Defense of models and hit models, but those models were not the targets of the attack. Special rules like Penetrator only affect targeted models.

TRIGGERS

Q: Are Triggers part of the attack that lists them, or are they their own attack?

A: As explained on p. 31 of the rulebook under Timing of Special Rules, some special rules are triggered as part of an attack. These rules are also referred to as triggers.

Triggers are part of an attack’s resolution, but they are only attacks if they target models. Most triggers choose a model, so they are not governed by the rules of targeting that control brawl and blast attacks. Triggers are never a type of attacks. For example, Fling is a special rule that is triggered as part of an attack. Fling is not a blast or a brawl attack, but it is part of the attack that triggers it.

Q: Does Rogzor get the benefit of Penetrator versus the units affected by Devastation?

A: No. Devastation is a trigger that can do damage to units around the targeted building if the attack roll equals or beats their Defenses. Penetrator reduces the Defense of the model targeted by the attack. Since the units affected by Devastation are not the target of the attack, they are not affected by Penetrator.

Q: For Power Gorge, does the destroyed model need to be the target of the attack?

A: No. Many attacks do damage to models that are not specifically targeted by the attack, and Power Gorge states, “When this attack destroys an enemy model, you gain one additional Power Die.” For example, the Ram power attack states that “Any units B2B with the building on the opposite side are destroyed.” This means that a Ram power attack destroys the unit and would trigger Power Gorge.

UNITS

Q: Shinobot Gunners are grunt units, according to the card. Does having the word Shinobot in their name make Shinobot Gunners eligible for the Elite Shinobot Commander bonus?

A: As this errata clarifies above, a unit must contain all the same words in its name to be considered the same type.