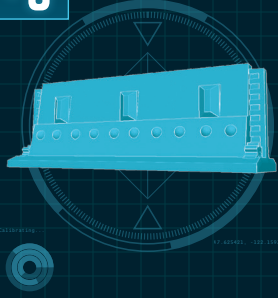


EMERGENCY BARRICADE

ASSET

DEF
5

SPECIAL RULES

BUILD - Place three Emergency Barricade assets in play within three spaces of the model performing the action that places them.

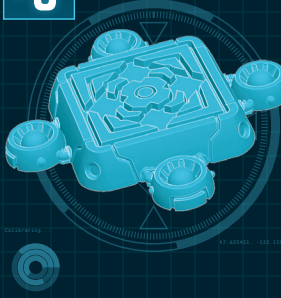
DIVIDER - This model sits on a line between two spaces. It is considered to occupy those spaces when counting range and is adjacent to models in both spaces. This model cannot be placed on a line between two spaces in the same foundation. If a monster ends a move in both of this model's spaces, remove this model from play.

HURDLE - Units with Flight and monsters ignore this model when moving, regardless of other special rules. A unit without Flight must count the space it is moving into twice if it crosses a line or corner this model occupies.

REFUGE - A unit without Flight targeted by a brawl or blast attack while in a space considered occupied by this model rolls one Boost Die. The target gains +1 DEF for each strike rolled.

SPEED BOOSTER

ASSET

DEF
6

SPECIAL RULES

BUILD - Place two Speed Booster assets in play in any unoccupied open terrain spaces without an objective or foundation.

INSIGNIFICANT - This model is immune to collisions. Other models can move into and end their movement in a space occupied by this model, regardless of other special rules. This model is considered adjacent to any other model occupying its space.

SPEED BUMP - When a unit begins its advance in or advances into a space with this model, that unit gains an additional space of movement during that advance. A unit can be affected by this rule more than once in the same turn.