

SPECIAL RULES

ACTION: IGNITE - During your Monster Activation, this model can spend two Action Die while on or adjacent to a debris tile to perform an Ignite action. If the tile is rubble, flip it to the hazard side. Models occupying the same space as the hazard suffer the effects of the hazard as if they had collided with the hazard.

FEED THE FLAMES - This model's attacks gain Penetrator if the target model is on or adjacent to a hazard tile. (When resolving an attack with Penetrator, the target model suffers -1 DEF, to a minimum of 1.)

FIRE PROOF - This model is immune to hazards.

RETURN FIRE - When this model is missed by a blast attack, it can immediately make a blast attack with the dice in play.

INCINERUS
ELEMENTAL CHAMPIONS / MONSTER

ALPHA

SPD **7** DEF **9**

BRAWL **6** **4**

BLAST RING **5** **6** **4**

PRECISION STRIKE - You can reroll one Action Die on this attack.

POWER **7** **4**

HEALTH

8 7 6 5

SPECIAL RULES

FEED THE FLAMES - This model's attacks gain Penetrator if the target model is on or adjacent to a hazard tile. (When resolving an attack with Penetrator, the target model suffers -1 DEF, to a minimum of 1.)

FIRE PROOF - This model is immune to hazards.

FIRE STEP - When this model moves onto a rubble tile, flip it to the hazard side. All models occupying the same space as the hazard suffer the effects of the hazard as if they had collided with the hazard.

LIGHTNING ATTACK - This model can make a brawl attack in addition to any other attack it makes during each of your Monster Activations.

INCINERUS
ELEMENTAL CHAMPIONS / MONSTER

HYPER

SPD **7** DEF **9**

BRAWL **7** **5**

CHAIN REACTION - If this attack hits a unit, all units adjacent to the target unit with a DEF equal to or less than the number of strikes rolled also suffer 1 damage point as a result of this attack.

BLAST RING **3** **7** **5**

EXPLOSION - If this attack hits a unit, all units adjacent to the target unit with a DEF equal to or less than the number of strikes rolled also suffer 1 damage point as a result of this attack. When determining the DEF of adjacent models, add any bonuses to DEF against blast attacks, including cover.

POWER **8** **5**

HEALTH

4 3 2 1