

SPECIAL RULES


MOTIVATOR – Other allied models that begin their advance within two spaces of this model gain +1 SPD.

ENERGY CYCLE – If you roll two or more Action Dice on an attack made by this model and the attack hits an enemy model, after the attack is resolved you can move one Action Die from your Unit Pool to your Monster Pool.

REPOSITION – If this model is hit by an attack, after the attack is resolved this model can advance up to one space.


SERGEANT TITANICA
GREEN FURY / MONSTER

ALPHA



SPD **7**

DEF **9**



BRAWL **7** **4**


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

POWER **6** **4**

Calculating Theoretical Potential Statistics

HEALTH

10 9 8 7 6



SPECIAL RULES

ACTION: TACTICAL SHIFT – During your Monster Activation, this model can spend one Action Die to perform a Tactical Shift action. Advance any allied unit up to two spaces, even if it has already advanced this turn.

ENERGY CYCLE – If you roll two or more Action Dice on an attack made by this model and the attack hits an enemy model, after the attack is resolved you can move one Action Die from your Unit Pool to your Monster Pool.

LEAD FROM THE FRONT – While within three spaces of this model, the blast and brawl attacks of allied units gain Precision Strike.

SERGEANT TITANICA
GREEN FURY / MONSTER

HYPER



SPD **7**

DEF **9**



BRAWL **8** **5**

COMBO STRIKE – If this attack hits, after the attack is resolved this model can immediately make a power attack. This power attack gains +3 Boost Dice and does not require any Power Dice.

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

POWER **7** **5**

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

Calculating Theoretical Potential Statistics

HEALTH

5 4 3 2 1

