

**SPECIAL RULES**

**ACTION: ABDUCT [4]** – This model can spend one Action Die to perform an Abduct action during your Monster Activation. If this model is adjacent to an enemy unit with DEF 4 or less, return the enemy unit to your opponent's unit reserves.

**ACTION: TRANSPORT** – During your Monster Activation, this model can spend one Action Die to perform a Transport action. Take one Faction unit with the Cargo special rule from your unit reserves and place it in play adjacent to this model.

**FLIGHT** – This model can end its movement on impassible terrain and is immune to hazards except when colliding with them.

**MECHANICAL** – This monster is mechanical.

**STEADY** – Enemy monsters do not roll Boost Dice when making body slam power attacks against this model.

**ARES MOTHERSHIP**  
MARTIAN MENACE / MONSTER

ALPHA

SPD 7 DEF 8

**BRAWL** 6 3

**BLAST** RNG 3 6 4

**POWER** 5 4

HEALTH

11 10 9 8 7 6

**SPECIAL RULES**

**FLIGHT** – This model can end its movement on impassible terrain and is immune to hazards except when colliding with them.

**MECHANICAL** – This monster is mechanical.

**SPOTTER** – Enemy models within two spaces of this model have their DEF reduced by 1 against blast attacks made by allied models, to a minimum of 1.

**STEADY** – Enemy monsters do not roll Boost Dice when making body slam power attacks against this model.

**TACTICAL COMMAND** – While this model is in play, allied Faction units' blast attacks gain the Hit & Run special rule.

**ARES MOTHERSHIP**  
MARTIAN MENACE / MONSTER

HYPER

SPD 7 DEF 8

**BRAWL** 6 4

**BLAST** RNG 5 6 5

**HIT & RUN** – If this model hits a target model with this attack, immediately after the attack is resolved advance this model up to 3 spaces even if this model has already advanced this turn.

**POWER** 5 4

HEALTH

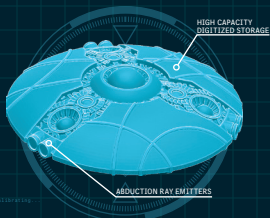
5 4 3 2 1



SPD **5** DEF **2**

## SAUCER

MARTIAN MENACE / UNIT



COST: 1

GRUNT

### SPECIAL RULES

**ACTION: ABDUCT [2]** – This model can spend one Action Die to perform an Abduct action during your Unit Activation. If this model is adjacent to an enemy unit with DEF 2 or less, return the enemy unit to your opponent's unit reserves.

**ACTION: TRANSPORT** – During your Unit Activation, this model can spend one Action Die to perform a Transport action. Take one Faction unit with the Cargo special rule from your unit reserves and place it in play adjacent to this model.

**FLIGHT** – This model can end its movement on impassible terrain and is immune to hazards except when colliding with them.