

SPECIAL RULES

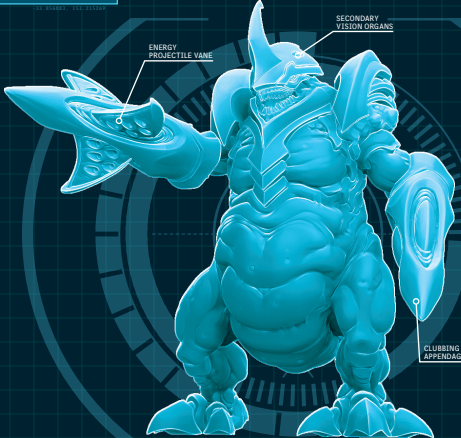
HIGH IMPACT – While this model is in play, allied Faction units gain +1 Boost Die when participating in blast attacks.

ROGZOR
PLANET EATERS / MONSTER

ALPHA

SPD **6**

DEF **8**



BRAWL

6 3

BLAST

RING **5 6 4**

DEVASTATION – If this attack hits a building, all units adjacent to the target building with a DEF equal to or less than the number of strikes rolled 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.


PENETRATOR – When resolving this attack, the target model suffers -1 DEF, to a minimum of 1.

POWER

5 3

HEALTH

10 9 8 7 6



SPECIAL RULES

HIGH IMPACT – While this model is in play, allied Faction units gain +1 Boost Die when participating in blast attacks.

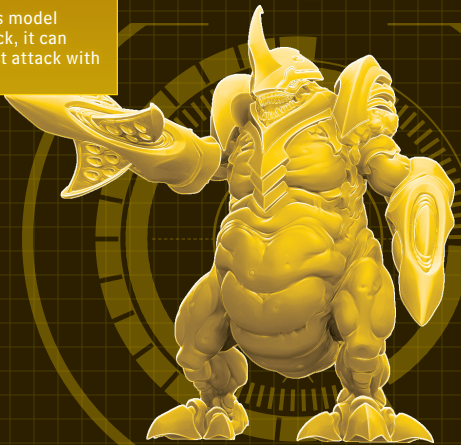
RETURN FIRE – When this model is missed by a blast attack, it can immediately make a blast attack with the dice in play.

ROGZOR
PLANET EATERS / MONSTER

HYPER

SPD **7**

DEF **8**



BRAWL

6 4

BLAST

RING **5 8 6**

BEAT BACK – If this model hits an enemy monster with this attack, after the attack is resolved you can move the monster hit up to two spaces in a straight line in any direction. During this movement, the target monster moves through and collides with buildings, units, and hazards in its path. The target monster stops moving if it collides with another monster.

DEVASTATION – If this attack hits a building, all units adjacent to the target building with a DEF equal to or less than the number of strikes rolled 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.


PENETRATOR – When resolving this attack, the target model suffers -1 DEF, to a minimum of 1.

POWER

5 4

HEALTH

5 4 3 2 1





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

BRAWL

2

BLAST

RNG 3 2 1

SCORCHER
PLANET EATERS / UNIT



COST: 1

GRUNT

SPECIAL RULES

ACTION: IGNITE - During your Unit 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. Any units not immune to hazards on the debris tile when it is flipped are returned to their unit reserves.

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



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

BRAWL

2 1

BLAST

RNG 3 2 2

SCORCHER
PLANET EATERS / UNIT



COST: 2

ELITE

SPECIAL RULES

ACTION: IGNITE - During your Unit 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. Any units not immune to hazards on the debris tile when it is flipped are returned to their unit reserves.

COMMANDER: SCORCHER - Allied Scorcher grunt units within two spaces of this unit gain +1 Boost Die when participating in brawl or blast attacks.

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