

SPECIAL RULES


DEMOLISHER – When this model makes an attack, gain +1 Power Die for every building destroyed as a result of its attack.

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

WRECKING CREW – While this model is in play, allied Faction units gain Demolisher.

WHITE DAJAN
EMPIRE OF THE APES / MONSTER

ALPHA



SPD **6**

DEF **8**


BRAWL **7** **4**

FLING – When this attack hits a unit, choose a building or enemy model within five spaces of the unit hit. Roll the dice in play. If the chosen model's DEF is equal to or less than the number of strikes rolled, it takes 1 damage point.

POWER **7** **4**

HEALTH

11 10 9 8 7 6




SPECIAL RULES


DEMOLISHER – When this model makes an attack, gain +1 Power Die for every building destroyed as a result of its attack.

TREACHEROUS TERRITORY – Enemy units treat spaces within two spaces of this model as rough terrain while advancing.

WHITE DAJAN
EMPIRE OF THE APES / MONSTER

HYPER



SPD **7** 

DEF **8**

BRAWL **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.

FLING – When this attack hits a unit, choose a building or enemy model within five spaces of the unit hit. Roll the dice in play. If the chosen model's DEF is equal to or less than the number of strikes rolled, it takes 1 damage point.

POWER **8** **5**

HEALTH

5 4 3 2 1

