

**MARTIAN
COMMAND POST**
BUILDING

DEF **7**

SPECIAL RULES

MARTIAN MENACE BASE - Once per turn, if you are securing one or more buildings with Martian Menace Base and spawn a Martian Menace unit, reduce its cost by 1.

RESOURCE DOMINATION - Once per turn, if you are securing one or more buildings with Resource Domination when you roll two or more Power Dice on an attack and the attack hits an enemy model, after the attack is resolved you can move one Power Die from your Dice Well to your Power Pool.



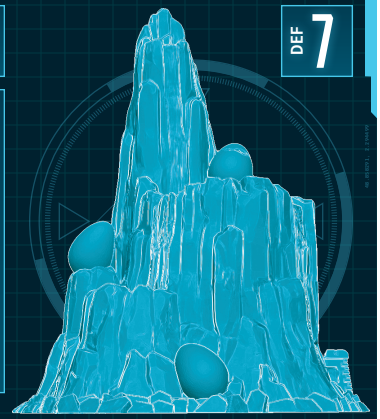
MOUNT TERRA
BUILDING

DEF **7**

SPECIAL RULES

ACTION: TECTONIC SHIFT - During your Unit or Monster Activation, this model can spend one Action Die to perform a Tectonic Shift action. Advance one of your monsters up to two spaces, even if it has already advanced this turn.

TERRASAURS BASE - Once per turn, if you are securing one or more buildings with Terrasaurs Base and spawn a Terrasaurs unit, reduce its cost by 1.



SUN INDUSTRIES BUILDING
BUILDING

DEF **7**

SPECIAL RULES

ACTION: AMBUSH - During your Monster or Unit Activation, this model can spend one Action Die to perform an Ambush action. Choose one adjacent allied unit and place it adjacent to a model with Ambush or an allied model with Teleport. The placed unit cannot make a full advance this turn.

SHADOW SCREEN - While this model is secured, enemy models do not roll Boost Dice when participating in blast attacks targeting this model or allied units B2B with it.

SHADOW SUN SYNDICATE BASE - Once per turn, if you are securing one or more buildings with Shadow Sun Syndicate Base and spawn a Shadow Sun Syndicate unit, reduce its cost by 1.

