

SPECIAL RULES

ACTION: BLITZ - During your Monster Activation, this model can spend one Action Die to perform a Blitz action. Advance an allied unit adjacent to this model up to its SPD, even if it has already advanced this turn.

ACTION: EXTINGUISHER - During your Monster Activation, this model can spend one Action Die while adjacent to a debris tile to perform an Extinguisher action. If the tile is a hazard, flip it to the rubble side.

EARTHWORKS - While this model is in play, allied Faction units gain +1 DEF against brawl attacks.

DOUBLE DUTY - This model can perform two different Actions during an activation.

BLASTIKUTTER
SUBTERRAN UPRISING / MONSTER

ALPHA

SPD **6** DEF **8**

BRAWL **5** **4**

CUT POWER - If this attack hits an enemy monster, that monster's controller loses one Power Die for each super strike in the attack roll.

BLAST RING **5** **5** **4**

POWER **5** **4**

HEALTH

11 **10** **9** **8** **7** **6**

SPECIAL RULES

ACTION: EXTINGUISHER - During your Monster Activation, this model can spend one Action Die while adjacent to a debris tile to perform an Extinguisher action. If the tile is a hazard, flip it to the rubble side.

EARTHWORKS - While this model is in play, allied Faction units gain +1 DEF against brawl attacks.

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.

BLASTIKUTTER
SUBTERRAN UPRISING / MONSTER

HYPER

SPD **6** DEF **8**

BRAWL **7** **6**

CUT POWER - If this attack hits an enemy monster, that monster's controller loses one Power Die for each super strike in the attack roll.

FOLLOW THROUGH - If this attack hits, immediately after the attack is resolved, advance this model up to three spaces. Then, this model can make a blast attack. An attack generated by Follow Through cannot generate another attack.

BLAST RING **5** **7** **6**

FOLLOW THROUGH - If this attack hits, immediately after the attack is resolved, advance this model up to three spaces. Then, this model can make a brawl attack. An attack generated by Follow Through cannot generate another attack.

POWER **7** **5**

HEALTH

5 **4** **3** **2** **1**