

**SPECIAL RULES**

**GRAPPLER** – Enemy models cannot move through this model or models adjacent to it. Enemy models are not immune to hazards adjacent to this model.

**REACH** – This model can make a brawl attack targeting any model within two spaces. This model can participate in combined brawl attacks against models within two spaces.

**WATERLOGGED** – This model is immune to hazards while advancing. When this model advances onto a debris tile that is a hazard, flip it to the rubble side.

**KRAKENOCTUS**  
TRITONS / MONSTER

ALPHA

SPD **5**

DEF **8**

**BRAWL** **8** **3**

**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.

**ONSLAUGHT** - After this attack is resolved, this model can make this attack again this turn. This attack gains +2 Boost Dice if it targets a model this monster has already attacked this turn. This monster can make one attack as a result of Onslaught while in Alpha form and two attacks as a result of Onslaught while in Hyper form.

**POWER** **7** **4**

HEALTH

**12** **11** **10** **9** **8** **7**

**SPECIAL RULES**

**GRAPPLER** – Enemy models cannot move through this model or models adjacent to it. Enemy models are not immune to hazards adjacent to this model.

**REACH** – This model can make a brawl attack targeting any model within two spaces. This model can participate in combined brawl attacks against models within two spaces.

**SLINGSHOT** – When this model performs a swat power attack or uses the Fling trigger, the second target can be up to seven spaces away instead of five.

**WATERLOGGED** – This model is immune to hazards while advancing. When this model advances onto a debris tile that is a hazard, flip it to the rubble side.

**WINDUP** – This monster's swat and throw power attacks do Super Damage.

**KRAKENOCTUS**  
TRITONS / MONSTER

HYPER

SPD **5**

DEF **9**

**BRAWL** **9** **5**

**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.

**BLAST** **RNG 3** **5** **4**

**POWER DRAIN** – If this attack hits an enemy monster, the monster's controller loses one Power Dice.

**POWER** **8** **5**

HEALTH

**6** **5** **4** **3** **2** **1**