

SPECIAL RULES

BIFURCATE - This monster begins the game with only one model in play. When this monster goes hyper, place the second model in play within four spaces of the first model. Any remaining damage is applied to the first model's Health Track. Both models share all stats and rules on this card but are treated as separate monsters, and their damage is tracked separately.

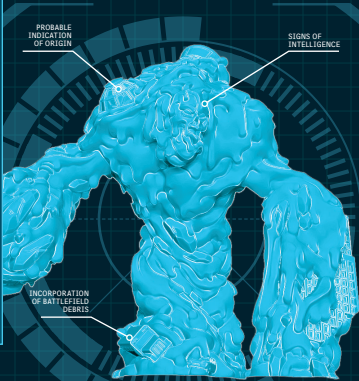
IMPROVISED WEAPON - If this model is on or adjacent to a debris tile, it gains +1 Boost Die when participating in an attack.

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

UNWILDEY - Enemy monsters do not roll Boost Dice when making throw power attacks against this model.

GLOBBICUS
WASTE / MONSTER

ALPHA



SPD **5** DEF **7**

BRAWL **5** **4**


DEMOLITION - 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.

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

POWER **5** **4**

HEALTH

8 7 6 5



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ENVELOPE - Enemies adjacent to this model have their DEF reduced by 1 against attacks made by allied models, to a minimum of 1.

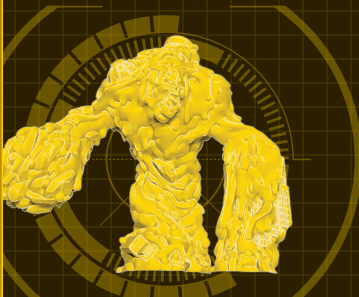

INEXORABLE - This monster's alpha form Health cannot be restored.

IMPROVISED WEAPON - If this model is on or adjacent to a debris tile, it gains +1 Boost Die when participating in an attack.

LIMITED COGNITION - This model cannot make a power attack if another Globbicus has made a power attack this turn.

GLOBBICUS
WASTE / MONSTER

HYPER

SPD **5** DEF **8**

BRAWL **6** **5**

POWER GORGE - When this attack destroys an enemy model, you gain one additional Power Die.

BLAST RNG **5** **6** **4**

EXPLOSION - If this attack hits a unit, all units adjacent to the target unit with a DEF equal to or less than the number of strikes rolled also 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.

POWER **6** **5**

HEALTH

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