

Another boardgame player aid by

UniversalHead

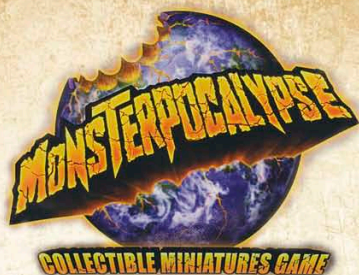
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Game:	MONSTERPOCALYPSE	v2.4 Feb 2009
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BASICS

Figures are either **monsters** (who begin the game in *Alpha* or *normal* form and can transform into *Hyper* form), **units** (*Grunt* or *Elite*), or **structures**.

Each figure belongs to a **faction**, and each faction belongs to an **agenda**. You may mix figures from different factions/agendas, but some figure abilities only work with others from the same faction/ agenda.

Allies include all of the figures in your force.

Enemies include all figures in your opponent's force.

Agenda figures are all the figures in your force that belong to the same agenda.

Faction figures are all the figures in your force that belong to the same faction.

Dice are stored in **dice pools**. The 4 dice pools are the **Monster Pool**, the **Unit Pool**, the **Power Pool**, and the **Dice Well**.

The 3 types of dice are **Action dice** (white), **Boost dice** (blue), and **Power dice** (red). Dice that have been picked up to be rolled are **dice in play**.

SETUP

Players choose their **force** of units and monsters. For a standard game, each player first chooses **one monster** (both the *Alpha* and *Hyper* form) and then chooses **up to 15 units**, from any agenda or faction. You may have no more than 5 **Elite** units (name in red) overall, and no more than 5 **Grunt** units with the same name.

Each player must also bring a city of **2-12 structures** (no more than 5 structures with the same name).

Monsters are unique, and a player may only choose one of each (different players may use the same monsters).

Both players roll 5 **Action dice** and the player who rolls the least number of strikes chooses the play mat. The player who rolled the most chooses the color zones each player will use, places the first structure, places his monsters first, and takes the first turn.

Players take turns placing **structures** on the **foundation spaces** one at a time. Green foundations spaces must be filled before yellow foundations.

Each player places the *Alpha* form of his monster on one of his monster starting areas. Set the **Health Tracker** sliders to the monster's Health. Place 10 **Action dice** in your Unit Pool and 10 **Power dice** (you may never have more than 10) and at least 4 **Boost dice** in your Dice Well. Put your units into your Unit Reserves and your *Hyper* form into your Monster Reserves.

TURN SEQUENCE

Players taking alternating turns. Each player *starts* the game by taking a **Unit Activation**. Then for the rest of the game, on your turn, you choose to take a **Monster Activation** or a **Unit Activation**.

You must be able to spend at least one Action die from the appropriate dice pool.

MONSTER ACTIVATION

Your **Monster Pool** becomes the the Active Pool, and all Action dice you spend or roll move from there to the Unit Pool after you use them. You may choose any of the following options, but only in this order:

- 1. Power Up:** Roll 1-3 Action dice from your **Monster Pool**: if you roll at least one strike, add one Power die to your Power Pool for each *Power Zone* your units hold and for every building your units are securing. Your opponent loses one Power die from his Power Pool for each *Negative Zone* you hold. Whether successful or not, put any Action dice you rolled into your Unit Pool.
- 2. Hyper:** Spend Power dice equal to the **Hyper** stat of your monster's *Hyper* form to change your monster into its *Hyper* form, replacing the *Alpha* form.
- 3. Advancement:** Spend one Action die to **advance** your monster.
- 4. Attack:** Spend Action dice from the Monster Pool and Power dice to make a **brawl attack**, **blast attack**, or **power attack** with your monster. Your monster can only make one attack each Monster Activation.
- 5. Push:** move as many any unused Action dice in your Monster Pool as desired to your Unit Pool.

UNIT ACTIVATION

The **Unit Pool** becomes the Active Pool, and all Action dice you spend or roll move from there to the Monster Pool when you use them. You may choose any of the following options, but only in this order:

- 1. Spawn:** Spend Action dice to bring units into play from your **Unit Reserves**.
Spawn any number of units as long as you have Action dice to spend, but only one unit at each spawn point per turn. Units spawned at the beginning of your turn can advance and attack in the same turn.
- 2. Advancement:** Advance any number of your units currently on the map, one at a time, as long as you have Action dice to spend.
Spend one Action die from the Unit Pool for each unit that you advance. You may not advance the same unit more than once during a Unit Activation.
- 3. Attack:** Attack with any number of your units on the map, as long as you have at least one Action die to spend for each participating unit.
Each unit may participate in **one individual** or **combined** attack. You do not have to attack with the same units you advanced this turn.
- 4. Push:** move as many any unused Action dice in your Unit Pool as desired to your Monster Pool.

MOVEMENT

To **advance**, spend an Action die from the appropriate pool and move the figure spaces up to its **Speed (SPD)**.

You may advance any number of figures during the activation as long as you have the Action dice to do so. Each figure may only advance once during a turn. A figure may move either up, down, left, or right, and diagonally *once*, while advancing. Monsters count out their movement like units do.

A figure can never move through another figure's space (unless an ability permits it), but can move through friendly figures. Units and monsters cannot move through a building unless an ability permits it. No figure may finish its move in an occupied space. If forced beyond the edge of the map a figure must stop at the edge.

Step

Before and after a monster advances, but before it attacks, it may **step** by spending an Action die to move one space in any direction, including diagonally, as many times as you have Action dice to spend. Each step is performed individually and the monster must be able to legally occupy each of the spaces into which it moves.

Terrain

Open Terrain (*empty foundation spaces, roads, concrete, dirt and grass*): Count these spaces once when a unit advances into them.

Rough Terrain (*sand, rocks, forest, rubble, and hazards*): Count these spaces twice when a unit advances into them.

Impassable Terrain (*water or lava*): Units cannot enter these spaces unless they have an appropriate ability.

Monsters may move over and occupy any terrain without restriction or penalty.

Cover

A unit occupying a forest space or adjacent to a structure or friendly monster gains **cover**. Cover adds +1 to the unit's **DEF** against *blast* attacks. Monsters and units with *Flight* do not gain cover.

Flight and Jump

A figure with **Flight** may move through figures, treats all terrain as Open, is immune to hazards (but still suffers the effects of *colliding* with hazards and other figures), cannot hold Objective spaces and does not gain cover. A unit without *Flight* cannot make *brawl* attacks against a figure with *Flight* unless it has an appropriate ability.

A figure with **Jump** may move through figures, treats all terrain as Open, is immune to hazards in which it does not end its advancement (but still suffers the effects of *colliding* with hazards and other figures), and cannot end its movement on Impassable terrain. A unit with *Jump* can make *brawl* attacks against a figure with *Flight*.

Figure Relationships

Adjacent describes something in a space next to or immediately diagonal to a figure or space.

A figure is **base-to-base** with another figure when both occupy spaces on the grid that are next to each other. (not diagonally). Base-to-base figures are also adjacent.

A monster is **aligned** with another monster or structure when the complete edge of the monster's base touches the complete edge of the other figure's base. Figures that are aligned are also base-to-base and adjacent.

ATTACKS

Figures may only attack structures or enemy figures and may not attack your ally figures.

There are 3 types of attacks: **brawl**, **blast**, and **power** attacks. Choose the type of attack and then a **target**.

You must roll at least one Action die from the Active Pool, and you may roll a number of dice up to the number of the corresponding stat. Roll the dice, count up the total number of strikes, and compare the total to the **Defense (DEF)** of your target. If the total number of strikes is equal to or greater than the target's DEF, the attack has hit.

Some figures receive **Boost dice** for certain types of attacks, or from abilities or effects (noted with a ★ and a number on the base under the stat for the type of attack). The number next to the star is the number of Boost dice you roll for free when making that type of attack.

Monsters can use **Power dice**, earned (*ie*, moved to your Power Pool) by accomplishing certain tasks in the game. You can add them to any monster roll in addition to Action and Boost dice.

The Brawl, Blast, and Power stats only limit the number of Action dice you may roll for an attack, not the number of Boost or Power dice you can add.

Power attacks are special attacks that only monsters can make. You *must* roll at least one Power die as well as at least one Action die when you make a power attack.

Attacks cause one point of damage every time they hit. Power attacks have additional effects damage.

Each figure can only participate in one attack each turn. You may attack with any number of figures per turn as long as you have the Action dice to roll.

Targets

Brawl attacks target any *adjacent* structure or enemy.

Blast attacks target any structure or enemy figure within range and *not* in an adjacent space. **Short range** attacks may target figures up to 3 spaces away, and **long range** up to 5 spaces away. Count a diagonal only once. Blast attacks cannot be blocked by other figures.

Damage

Every time you make an attack or use an action that results in the destruction of an enemy unit or monster form, you gain one Power die for each unit or form.

A unit taking one damage is **destroyed**; remove it from the map and place it back in your **Unit Reserves**.

Each time a monster takes damage, move the slider on the monster's **Health Tracker** one point towards the skull icon for each damage taken. When a slider reaches the icon, that monster form is destroyed and removed from the map. Note that a monster's Health may never exceed its Health stat.

Some abilities or effects cause **Super Damage**: the target takes one (only one, even if there are multiple effects) additional point of damage.

When a unit is **crushed**, remove it from the map *immediately* and place it back in your **Unit Reserves**. Abilities that take place when a figure is *destroyed* won't take place if it is *crushed* instead.

INTERACTING WITH THE MAP

You can attack **buildings** just like units or monsters. When a building takes one damage, it is destroyed and replaced with the building's **rubble tile**. One side of the tile indicates normal rubble, and the other side indicates a type of **hazard**.

Both sides are **rough** terrain.

Any figure that moves onto a hazard tile suffers its effects. It then does not suffer those effects again unless it moves off the hazard and returns. When a hazard is eliminated, flip the tile over so the rubble side faces up.

You gain Power dice equal to the building's Energy when you destroy it with a monster brawl attack. If you destroy the building in any other way, you only gain one Power die.

When 3 of your units and no enemy units or enemy monsters adjacent to a building, you are **securing** it. **Each time you Power Up, you receive one Power die for each building you are securing.** A unit cannot secure a building while the unit is being moved.

Objective Spaces

Objective spaces can grant benefits to players that *hold* them by occupying the space. Monsters or flyers cannot hold objective spaces.

Power Zones: **Each time you Power Up, you gain one Power die for each Power Zone held by one of your units.**

Negative Zones: Each time you *Power Up*, your opponent loses one Power die from his Power Pool for each Negative Zone held by one of your units.

SPAWNING UNITS

To **spawn** a unit, spend Action dice from your Unit Pool equal to the figure's **Cost**. If the unit's Agenda does not match a monster in your force, spend one additional die. You can only use a **spawn point** once per activation.

You may spend an *additional* die to move *any* unit on an already occupied spawn point into a legal adjacent space, to free up the spawn point for spawning your unit.

Spawn Points

Spawn point spaces are where units enter the game. *Standard* spawn points are color-coded to each player. *Neutral* spawn points can be taken control of during the game by holding the adjacent **Activators** with a figure. If no player holds an activator, units cannot spawn from that spawn point.

HYPER FORMS

You may choose to have a monster leave *Hyper* form on a Monster Activation during its Advancement phase or Attack phase as long as you do not interrupt its advance or an attack. Replace the *Hyper* form with the *Alpha* form without spending any Power dice. Remove the current monster form from the map and place it in your Monster Reserves.

The *Alpha* form and *Hyper* form track damage individually. A monster cannot be in a form that has been destroyed. Damage and other effects on one form do *not* apply to the other form after you swap the figures.

When both the *Alpha* and the *Hyper* forms of a monster have been destroyed, that monster is out of the game.

ABILITIES

Each **special ability symbol** has a shape which indicates the type of ability and when it comes into play. The subject affected by an ability is **bolded** in the description. Each time abilities with the same name affect a single subject, apply the ability only once.

Some figures can **grant abilities** to other figures in their force of the same Agenda. **Red abilities** are granted to all *adjacent* Agenda figures, and **blue abilities** to all Agenda figures in your force on the map.

Actions ●

When: *Once per turn* in the Advancement or Attack phase, **at a cost of one Action die**.

One monster action during a Monster Activation or one unit or building action during a Unit Activation. An action cannot interrupt a figure advancement or an attack.

Skills ■

When: *Always in effect* while the figure is on the map.

Advantages ★

When: *After an attack roll* from an attacking figure or a figure allied to the attacking figure.

If multiple advantages apply, the attacking player chooses the order of resolution. Any that create a re-roll must be resolved first.

Triggers ■●◆♥

When: *After resolving a specific type of attack* (as shown by the symbol).

The figure with the trigger must still be on the map. If multiple triggers apply, the attacking player chooses the order. Completely resolve each before choosing the next. Triggers occur even if the target is *crushed*, but are not used if you miss your attack roll.

Reactions ●

When: *After resolving triggers*, from the target figure or a figure allied to the target.

The figure with the reaction must still be on the map. If multiple reactions apply, the target player chooses the order. Completely resolve each before choosing the next. *Crushed* units cannot use reactions. You cannot use reactions on your turn.

Timing of Abilities

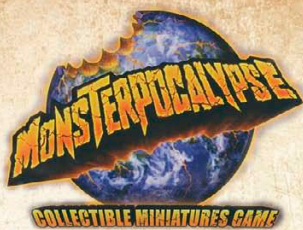
1. Roll to determine if attack hits.
2. Resolve **Advantages** in order chosen by attacker.
3. Resolve power attack effects.
4. Resolve attacker's **Triggers** (resolve current attack before making additional attacks created by triggers)
5. Resolve **Reactions** in order chosen by defender.
6. Apply damage, remove destroyed figures.

WINNING

A player wins when he has destroyed both the *Alpha* and *Hyper* forms of all of his opponent's monsters.

MULTI-MONSTER GAMES

A player may only use monsters from the same or adjacent agendas on the **Agenda Wheel**, and players must have the same number of monsters. When activating them, you may advance and attack with each monster, but each monster may only make one attack per turn. You can make **combined power attacks** with your monsters.



ORDER OF PLAY

On your turn, you must choose to take a **Monster Activation** or a **Unit Activation**.

MONSTER ACTIVATION

Active Pool: **Monster Pool**. All Action dice you spend or roll move from there to the Unit Pool after you use them.

You may choose any of the following options, but only in this order:

- 1. Power Up:** Roll 1-3 Action dice from your **Monster Pool**: If you roll at least one strike, add one Power die to your Power Pool for each *Power Zone* your units hold and for every building your units are securing.
Your opponent loses one Power die from his Power Pool for each *Negative Zone* you hold.
Whether successful or not, put any Action dice you rolled into your Unit Pool.
- 2. Hyper:** Spend Power dice equal to the **Hyper** stat of your monster's *Hyper* form to change your monster into its *Hyper* form, replacing the *Alpha* form.
- 3. Advancement:** Spend one Action die to **advance** your monster.
- 4. Attack:** Spend Action dice from the Monster Pool and Power dice to make a **brawl attack**, **blast attack**, or **power attack** with your monster. Your monster can only make one attack each Monster Activation.
- 5. Push:** Move as many any unused Action dice in your Monster Pool as desired to your Unit Pool.

UNIT ACTIVATION

Active Pool: **Unit Pool**. All Action dice you spend or roll move from there to the Monster Pool when you use them.

You may choose any of the following options, but only in this order:

- 1. Spawn:** Spend Action dice to bring units into play from your **Unit Reserves**.
Spawn any number of units as long as you have Action dice to spend, but only one unit at each spawn point per turn. Units spawned at the beginning of your turn can advance and attack in the same turn.
- 2. Advancement:** Advance any number of your units currently on the map, one at a time, as long as you have Action dice to spend.
Spend one Action die from the Unit Pool for each unit that you advance. You may not advance the same unit more than once during a Unit Activation.
- 3. Attack:** Attack with any number of your units on the map, as long as you have at least one Action die to spend for each participating unit.
Each unit may participate in **one individual or combined attack**. You do not have to attack with the same units you advanced this turn.
- 4. Push:** Move as many any unused Action dice in your Unit Pool as desired to your Monster Pool.

TIMING OF ABILITIES IN AN ATTACK

- Roll to determine if attack hits.
- Resolve **Advantages** ★ in order chosen by attacker.
- Resolve power attack effects.
- Resolve attacker's **Triggers** ■■♥ (resolve current attack before making additional attacks created by triggers)
- Resolve **Reactions** ● in order chosen by defender.
- Apply damage, remove destroyed figures.

TERRAIN

Open Terrain (*empty foundation spaces, roads, concrete, dirt and grass*): Count these spaces once when a unit advances into them.



Cover (*forest space or adjacent to a structure or friendly monster*): +1 to unit's DEF (max) versus *Blast* attacks. Monsters and units with *Flight* do not gain cover.



Rough Terrain (*sand, rocks, forest, rubble, and hazards*): Count these spaces twice when a unit advances into them.



Impassable Terrain (*water or lava*): Units cannot enter these spaces unless they have an appropriate ability.

Monsters may move over and occupy any terrain without restriction or penalty.

DAMAGE

Every time you make an attack or use an action that results in the destruction of an enemy unit / monster form, you gain one ■ for each unit/form.

OBJECTIVE SPACES

Objective spaces can grant benefits to players that *hold* them by occupying the space. Monsters or flyers cannot hold objective spaces.

Power Zones: Each time you *Power Up*, you gain one ■ for each Power Zone held by one of your units.

Negative Zones: Each time you *Power Up*, your opponent loses one ■ from his Power Pool for each Negative Zone held by one of your units.

SYMBOLS

AGENDAS



Protectors Radicals Collaborators Fiends Invaders Destroyers



ENERGY TYPES



Nature Occult Radioactive Biotech Mechanical Cosmic

POWER ATTACKS

Only monsters can perform power attacks.

You must roll at least one  and one . Each power attack does one point of damage when it hits, in addition to the following effects.

Collisions occur when a monster is forced to move through or occupy a space occupied by another monster, unit, hazard or building. **Units** are *crushed*, **buildings** are destroyed and the monster takes 1 damage and suffers the effects of any **hazard**.

Monsters that collide with each other both take 1 damage and the moving monster is placed in the last spaces it could occupy before the collision.

MONSTER vs MONSTER

BODY SLAM



Monsters must be *aligned*.

On Hit: Place target in a new location also aligned with attacker, unoccupied or occupied.

HEAD-BUTT


Monsters must be *aligned*.

On Hit: If target is in *Hyper* form when hit and *Alpha* form has not been destroyed, after applying damage replace with *Alpha* form.

SMASH

Monster must *end* its advance *aligned* with the target monster. Cannot smash a target with which it was adjacent at the beginning of the turn.




On Hit: Target is moved in a straight line directly away from the attacker, 1 space for each  used; moving through and colliding with buildings, units and hazards. It stops when it collides with a monster.

THROW



Monsters must be *aligned*.

On Hit: Place target in a new location behind or to left or right, not further away than number of  rolled.

A monster can *only* be thrown into unoccupied spaces, or spaces occupied by buildings and/or units. The target monster collides with each building, unit and hazard occupying the spaces where it is placed.

MONSTER vs BUILDING

RAM



Monster and building must *align*.

On Hit: Building destroyed. A monster on the opposite side in base-to-base contact with the building takes 1 damage; units are *crushed*.

MONSTER vs EVERYTHING

RAMPAGE



A monster cannot rampage if it has advanced this turn. Make attack roll once. Move monster in a straight line, and before entering an occupied space, compare result with the building or unit's DEF.

On Hit: A building is destroyed or a unit is *crushed* and the monster continues moving.

On Miss: If target was a building, movement ends; if it was a unit, monster continues moving.

Movement ends if a target space is occupied by another monster. The rampaging monster must continue moving until it moves its maximum or is forced to stop. Any units in the last space are *crushed*.

Monster is immune to hazards while rampaging, but affected by hazards in its last space.

STOMP



All *adjacent* buildings and units.

On Hit: Compare one attack roll with DEF of buildings and units (even flying units). Units hit are *crushed*; buildings hit destroyed.

Regardless of the roll, flip all existing hazards under or adjacent to the monster to *rubble*.

SWAT



An *adjacent* unit.

On Hit: Unit is *crushed*. Then chose an enemy figure or building within 5 spaces of the monster and make a second attack, rolling dice in play.



A unit hit is *crushed*, a building hit destroyed, and a monster takes 1 damage.

Apply all power attack triggers and advantages to the second attack roll.

COMBINED UNIT ATTACKS

2 or more units may combine attacks of the same type. Choose one to lead and declare those units combining with it.

All participating units must be adjacent to (*brawl*), or in range of (*blast*), the target.

Add up the *brawl* or *blast* stats of the units involved to determine the total number of  (and ) for the attack. You must spend at least 1 die for each participating unit.

The units may benefit from all their abilities, but only use the **triggers** of the *leading* unit.

A combined attack only does 1 damage, and always counts as only 1 attack.

Each turn a unit can only participate in 1 attack, so if it is part of a combined attack it cannot attack again that turn.

COMBINED POWER ATTACKS

Choose one monster to lead the attack. The monsters may benefit from all their abilities, but only use the **triggers** of the leading monster.

All combined power attacks cause **Super Damage**.


SLINGSHOT

Monster leading the attack cannot have advanced this turn and must be *aligned* with an allied monster.

On Hit: Leading monster makes a *Rampage*, then a *Smash* if it ends aligned with an enemy monster (roll the dice in play you rolled for the rampage).



CRADLE THROW

2 allied monsters *aligned* on opposite sides of the target monster.

On Hit: Place target in a new location as for a *Throw* (but to the left or right of the target), and not further away than twice the number of  rolled for the attack.

DOUBLE HEAD-BUTT

Two allied monsters *aligned* with the target monster.

On Hit: Target monster loses  equal to the  spent in the attack. If the target is in its *Hyper* form and its *Alpha* form has not been destroyed, replace it with its *Alpha* form.



GORGHADRA
ALPHA




6

5

8

4

7

7

★2

★2

★2



GORGHADRA
ULTRA




6

7

9

5

8

5

★3

★3

★3



GORGHADRA
MEGA




5

7

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7

6



9

★2


★4



★2

REACTIONS



 **RILED** (All Agenda figures): Gain 1  if this figure is hit.

TRIGGERS



 **CHAIN REACTION**: If target **unit** is destroyed, make 1 attack of the same type using the dice in play against 1 enemy unit adjacent to the target regardless of the number of spaces between the attacker and the new target.

 **ENERGY SAP**: You may move 1  from the **target figure's** corresponding Action Dice pool to the other dice pool.


SKILLS

 **SUPER RAMPAGE**: If this monster makes a **Rampage power attack**, gain 1  for every building destroyed and enemy unit crushed.

REACTIONS


 **RILED**: Gain 1  if this figure is hit.



TRIGGERS

 **CHAIN REACTION**: If target **unit** is destroyed, make 1 attack of the same type (*Brawl*) using the dice in play against 1 enemy unit adjacent to the target regardless of the number of spaces between the attacker and the new target.

 **POWER GORGE**: You gain +1 .

SKILLS


 **ANNIHILATE**: This monster's **attacks** do *Super Damage* (one additional point).




 **LOGISTICS** (All Agenda figures): If 1 or more Agenda figures within 2 spaces of this figure participate in a **combined attack**, the attack roll gains +1 .

ADVANTAGES


 **ENERGY CYCLE** (All Agenda figures): If this figure participated in an **attack** that rolled 2 or more , you may return 1  that rolled a miss to the Active Pool.


TRIGGERS

 **CHAIN REACTION**: If target **unit** is destroyed, make 1 attack of the same type (*Blast*) using the dice in play against 1 enemy unit adjacent to the target regardless of the number of spaces between the attacker and the new target.

 **SIPHON**: If **target monster** is hit gain 1 . That monster's controller loses 1 .

SKILLS

 **INDIRECT FIRE**: **Attacks** made by this figure ignore Cover.

 **RADAR** (All Agenda figures): If this figure makes a *Blast* attack, it gains +2 spaces to its range.



ROGZOR
ALPHA




7

6

6

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★1

★2

★1



ROGZOR
ULTRA




7

6

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8

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★2

★4

★2



ROGZOR
MEGA




7

6

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★1


★3

★2



TRIGGERS

 **DISINTEGRATE**: Target **building** does not put a hazard or rubble tile into play after being destroyed.


 **EXPLOSION** (All Agenda figures): All monsters and units adjacent to the **target unit** with a DEF equal to or less than the number of strikes rolled take 1 damage.


 **HIT & RUN**: Advance this **figure** up to 3 spaces even if this figure has advanced this turn.


SKILLS

 **HIGH IMPACT** (All Agenda figures): If this **unit** is the same Faction as your monster, this unit gains +1 *Blast* .




TRIGGERS



 **BEAT BACK**: Move target **monster** 3 spaces in a straight line in a direction chosen by the attacker. During this movement target monster moves through and collides with buildings, units, and hazards in its path. Target monster stops moving if it collides with a monster.

 **EXPLOSION** (All adjacent Agenda figures): All monsters and units adjacent to the **target unit** with a DEF equal to or less than the number of strikes rolled take 1 damage.


 **HIT & RUN**: Advance this **figure** up to 3 spaces even if this figure has advanced this turn.



SKILLS

 **ANTI-AIR** (All Agenda figures): If this **figure** is participating in an attack against a figure with Flight, this figure gains +1 *Brawl*  and *Blast* .


 **HIGH IMPACT** (All Agenda figures): If this **unit** is the same Faction as your monster, this unit gains +1 *Blast* .


TRIGGERS


 **EXPLOSION**: All monsters and units adjacent to the **target unit** with a DEF equal to or less than the number of strikes rolled take 1 damage.

 **OVERLOAD**: If target monster's controller has more than 5 , this Monster's **attack** does *Super Damage*.

SKILLS

 **ARMOR PIERCING**: Target figure is -1 DEF to *Blast* attacks.

 **INDIRECT FIRE**: **Attacks** made by this figure ignore Cover.

 **SABOTAGE** (All Agenda figures): **Buildings** within 2 spaces of this figure cannot be secured by enemy units.



BELCHER 1
GRUNT

4 2 1 2

SKILLS

INDIRECT FIRE: Attacks gain made by this figure ignore cover.



BELCHER 2
ELITE

4 2 1 2

★1 ★1

AS ABOVE PLUS:

SKILLS

LEADERSHIP: Allied Grunt units with the same name as this unit within 2 spaces of this unit gain +1 Brawl and +1 Blast.



CRAWLER 2
GRUNT

4 4

REACTIONS

UNSTABLE: If this figure is hit, all adjacent units are crushed. Crush this figure if it is a unit.

SKILLS

ALL TERRAIN: This figure treats Rough Terrain as Open Terrain.

DIG IN: If this figure is holding a Power Zone or Negative Zone it gains Cover.

WEAKEN: Enemy figures within 2 spaces of this figure are -1 DEF to attacks made by Agenda figures.



DESTRUCTOMITE 1
GRUNT

6 2 3

SKILLS

ALL TERRAIN: This figure treats Rough Terrain as Open Terrain.

FLANK: Enemies within 2 spaces of this figure are -1 DEF from Brawl attacks made by other AGN figures.



DESTRUCTOMITE 2
ELITE

6 2 3

★1

AS ABOVE PLUS:

SKILLS

LEADERSHIP: Allied Grunt units with the same name as this unit within 2 spaces of this unit gain +1 Brawl and +1 Blast.



EXPLODOHAWK 1
GRUNT

6 2 6

★3

TRIGGER

SELF DESTRUCT: Crush this figure.

SKILLS

FLIGHT: This figure may move through figures and treats all terrain as Open Terrain.

This figure is immune to hazards when moving through or occupying hazards.

This figure will still suffer all effects as a result of colliding with hazards and other figures.

A unit without Flight cannot make *brawl* attacks against a figure with Flight unless the unit has an ability that allows it to do so.

This figure cannot hold Objective Spaces and does not gain Cover.

SOLO BRAWLER: This figure cannot participate in combined *Brawl* attacks.





ARES MOTHERSHIP ALPHA



7 5 6 6 5 6
★1 ★2 ★1

ACTIONS

- ABDUCT:** If this figure and another Faction figure with *Abduct* are adjacent to the same **enemy unit**, crush that unit. Do not gain a for crushing it.
- TRANSPORT:** Choose 1 **Agenda** unit with the *Cargo* ability from Reserves. Put it into play adjacent to this figure.

ADVANTAGES

- MANUFACTURE:** If a *Brawl* attack made by this figure hits a unit, crush that unit. Then choose a Faction unit in your Reserves and put it into play adjacent to this figure.

REACTIONS

- POWER SINK:** If your opponent rolls 1 or more in an attack, gain 1 .

SKILLS

- FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. See rules.
- STEADY:** This monster is immune to *Body Slam*.



ARES MOTHERSHIP ULTRA



7 6 6 6 5 6
★2 ★3 ★2

ACTIONS

- ABDUCT:** If this figure and another Faction figure with *Abduct* are adjacent to the same **enemy unit**, crush that unit. Do not gain a for crushing it.

ADVANTAGES

- MANUFACTURE:** If a *Brawl* attack made by this figure hits a unit, crush that unit. Then choose a Faction unit in your Reserves and put it into play adjacent to this figure.

REACTIONS

- POWER SINK:** If your opponent rolls 1 or more in an attack, gain 1 .

SKILLS

- FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. See rules.
- FORCE FIELD (All Agenda figures):** This unit gains +2 DEF against *Blast* attacks.
- NEGATION:** Enemy figures within 2 spaces of this figure cannot make power attacks.



ARES MOTHERSHIP MEGA



8 6 8 5 5 6
★3 ★2 ★1

ACTIONS

- ABDUCT:** If this figure and another Faction figure with *Abduct* are adjacent to the same **enemy unit**, crush that unit. Do not gain a for crushing it.

ADVANTAGES

- MANUFACTURE:** If a *Brawl* attack made by this figure hits a unit, crush that unit. Then choose a Faction unit in your Reserves and put it into play adjacent to this figure.
- MARKER:** If this figure participated in an attack that missed, re-roll the attack roll using dice in play.

SKILLS

- FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. See rules.
- RESILIENCE:** This monster is immune to *Super Damage*.



DEIMOS-9 ALPHA



6 6 7 4 6 5
★2 ★2

TRIGGERS

- HIT & RUN (All Agenda figures):** Advance this figure up to 3 spaces even if this figure has advanced this turn.
- POWER DRAIN:** Target monster's controller loses 1 .
- POWER GORGE:** You gain +1 .

SKILLS

- PENETRATOR:** Target is -1 DEF to *Brawl* attacks.



DEIMOS-9 ULTRA



6 6 8 4 7 5
★3 ★2

TRIGGERS

- HIT & RUN (All Agenda figures):** Advance this figure up to 3 spaces even if this figure has advanced this turn.
- LIGHTNING ATTACK:** Once per turn this monster rolls a second attack of the same type with dice in play against the same target monster.
- POWER GORGE:** You gain +1 .
- SIPHON:** If target monster is hit gain 1 . That monster's controller loses 1 .

SKILLS

- PENETRATOR:** Target is -1 DEF to *Brawl* attacks.



DEIMOS-9 MEGA



6 6 8 4 5 6
★4 ★2

TRIGGERS

- CHAIN ATTACK:** Once per turn, this monster may make a Power attack.
- DISRUPT:** If target monster is in its *Hyper* form and its *Alpha* form has not been destroyed, after applying damage replace it with its *Alpha* form.
- VAMPIRISM:** If target monster is hit, restore 1 Health to this monster.

SKILLS

- CLIMB:** This figure may advance through buildings.
- LOW FLYER (All Agenda figures):** This unit with Flight is able to benefit from Cover.



VANGUARD 1
GRUNT
6 2 1
★1

TRIGGERS

 **POWER GORGE:** You gain +1 .

SKILLS

 **FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. See rules.



VANGUARD 2
ELITE
6 2 1
★2

AS ABOVE PLUS:

SKILLS

 **LEADERSHIP:** Allied **Grunt** units with the same name as this unit within 2 spaces of this unit gain +1 *Brawl*  and +1 *Blast* .






SAUCER 1
GRUNT
5 2

ACTIONS

 **ABDUCT:** If this figure and another Faction figure with *Abduct* are adjacent to the same **enemy unit**, crush that unit. Do not gain a  for crushing it.

 **TRANSPORT:** Choose 1 **Agenda** unit with the *Cargo* ability from Reserves. Put it into play adjacent to this figure.

SKILLS

 **FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards when moving through or occupying hazards. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit without *Flight* cannot make *brawl* attacks against a figure with *Flight* unless the unit has an ability that allows it to do so. This figure cannot hold Objective Spaces and does not gain Cover.

 **GROUND CONTROL:** This unit with *Flight* can hold Objective Spaces.






HUNTER 1
GRUNT
6 2 3

SKILLS

 **FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. See rules.

 **SNIPER:** *Target* is -1 DEF to *Blast* attacks. This ability cannot be used in combined attacks.



HUNTER 2
ELITE
6 2 3
★1

AS ABOVE PLUS:

SKILLS

 **LEADERSHIP:** Allied **Grunt** units with the same name as this unit within 2 spaces of this unit gain +1 *Brawl*  and +1 *Blast* .






POWER POD 1
GRUNT
2 2

ACTIONS

 **REFUEL:** Advance 1 adjacent **Faction** figure up to its SPD even if the figure has advanced this turn.

SKILLS

 **AMPLIFY:** If you **Power Up**, gain +1  for each ally unit with *Amplify* holding a Power Zone.

 **CARGO:** This unit is cargo (see *Transport*).

 **HOVER:** This figure treats all terrain as Open Terrain.






CTHUGROSH

ALPHA



6 5 7 5 6 6
★2 ★1 ★2

ACTIONS

- SACRIFICE:** Crush 1 adjacent Agenda unit to restore 1 Health to this monster.
- SUMMON:** Choose 1 Faction unit from your Reserves. Place it in play adjacent to this figure.
- TELEKINESIS:** Choose 1 unit within 2 spaces of this figure and move that unit 1 space in any direction, including diagonally.

TRIGGERS

- POWER GORGE:** You gain +1.
- FLING:** Choose a building or enemy figure within 5 spaces of target unit. Roll dice in play. If the chosen figure's DEF is equal to or less than the number of strikes rolled, it takes 1 damage.

SKILLS

- FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. See rules.



CTHUGROSH

ULTRA



7 7 8 5 7 5
★3 ★2 ★2

ACTIONS

- SACRIFICE:** Crush 1 adjacent Agenda unit to restore 1 Health to this monster.
- TELEKINESIS:** Choose 1 unit within 2 spaces of this figure and move that unit 1 space in any direction, including diagonally.

TRIGGERS

- POWER GORGE:** You gain +1.
- FLING:** Choose a building or enemy figure within 5 spaces of target unit. Roll dice in play. If the chosen figure's DEF is equal to or less than the number of strikes rolled, it takes 1 damage.

SKILLS

- JUMP:** This figure may move through figures and treats all terrain as Open Terrain. See rules.
- TERRIFY:** Enemy units cannot advance into spaces adjacent to this figure.



CTHUGROSH

MEGA



7 7 7 6 6 5
★1 ★3 ★2

REACTIONS

- POWER SINK:** If your opponent rolls 1 or more in an attack, gain 1.

TRIGGERS

- OVERLOAD:** If target monster's controller has more than 5, this Monster's attack does Super Damage.

SKILLS

- JUMP:** This figure may move through figures and treats all terrain as Open Terrain (cannot end its movement on Impossible Terrain). Immune to hazards on which it does not end its advancement. Still suffers all effects as a result of colliding with hazards and other figures. Can make brawl attacks against a figure with Flight.
- MIRE:** Enemy units count spaces within 2 spaces of this figure twice when advancing into them.
- TERRIFY:** Enemy units cannot advance into spaces adjacent to this figure.



YASHETH

ALPHA



6 6 7 6 5
★2 ★2

ADVANTAGES

- LEACH:** If an attack made by an Agenda unit hits an enemy monster, restore 1 Health to this monster.

REACTIONS

- POWER SINK:** If your opponent rolls 1 or more in an attack, gain 1.
- SIDE STEP (All Agenda figures):** If this figure is missed, you can move it 1 space in any direction, including diagonally.

TRIGGERS

- VAMPIRISM:** If target monster is hit, restore 1 Health to this monster.



YASHETH

ULTRA



7 7 8 7 5
★3 ★2

ADVANTAGES

- LEACH:** If an attack made by an Agenda unit hits an enemy monster, restore 1 Health to this monster.

REACTIONS

- POWER SINK:** If your opponent rolls 1 or more in an attack, gain 1.

TRIGGERS

- ENERGY DRAIN:** Target monster's controller moves 1 from his Monster Pool to his Unit Pool.
- VAMPIRISM:** If target monster is hit, restore 1 Health to this monster.

SKILLS

- FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. See rules.



YASHETH

MEGA



8 7 7 6 5
★4 ★2

SKILLS

- ANNIHILATE:** This monster's attacks do Super Damage (one additional point).
- BERSERK (All Agenda figures):** This unit gains +1 Brawl.
- CLOAK:** This figure cannot be targeted by Blast attacks made by a figure 3 or more spaces away.
- DISABLE:** Enemy figures 2 spaces of this figure suffer -1 Brawl.
- FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. Immune to hazards when moving through or occupying hazards. Still suffers all effects as a result of colliding with hazards and other figures. A unit without Flight cannot make brawl attacks against a figure with Flight unless the unit has an ability that allows it to do so. Cannot hold Objective Spaces and does not gain Cover.



SPITTER GRUNT

4 2 1

★1

ACTION

- 1 **EXTINGUISH:** Replace 1 adjacent **hazard** with rubble.



SPITTER ELITE

4 2 1

★2

AS ABOVE PLUS:

SKILLS

- LEADERSHIP:** Allied **Grunt** units with the same name as this unit within 2 spaces of this unit gain +1 **Brawl** and +1 **Blast**.

- RADAR (All adjacent Agenda figures):** If this figure makes a **blast** attack, it gains +2 spaces to its range.



MEAT SLAVE GRUNT

4 2

ACTIONS

- 1 **BLEED:** Restore 1 Health to 1 adjacent **Faction monster**. Then crush this figure.

REACTIONS

- 1 **INCUBATOR:** If this unit is hit, choose a **Faction** unit that does not have **Incubator** from your **Reserves**. Crush this unit to replace it with the chosen unit.



SQUIX GRUNT

5 3 1 2

★1

SKILLS

- 1 **DISTRACT:** Enemy figures within 2 spaces of this figure suffer -1 **Brawl**, **Blast** and **Power**.

- 1 **FLIGHT:** This figure may move through figures and treats all terrain as **Open Terrain**. See rules.



SQUIX ELITE

5 3 1 2

★1

★1

AS ABOVE PLUS:

SKILLS

- FORCE FIELD (All adjacent Agenda figures):** This unit gains +1 **DEF** against **blast** attacks.

- LEADERSHIP:** Allied **Grunt** units with the same name as this unit within 2 spaces of this unit gain +1 **Brawl** and +1 **Blast**.



TASK MASTER ELITE

5 4 3

★1

ACTIONS

- 1 **TELEKINESIS:** Choose 1 unit within 2 spaces of this figure and move that unit 1 space in any direction, including diagonally.

TRIGGERS

- 1 **FLING:** Choose a **building** or **enemy figure** within 5 spaces of target unit. Roll dice in play. If the chosen figure's **DEF** is equal to or less than the number of strikes rolled, it takes 1 damage.

SKILLS

- 1 **MOTIVATOR:** **Agenda** figures that begin their advance adjacent to this figure gain +1 **SPD**.





DEFENDER X

ALPHA



AGENDA

ENERGY

6 6 7 7 5 5

★2 ★2 ★2

TRIGGERS

ENERGY DRAIN: Target monster's controller moves 1 □ from his Monster Pool to his Unit Pool.

SKILLS

FORCE FIELD (All Agenda figures): This unit gains +1 DEF against Blast attacks.

JUMP: This figure may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards on which it does not end its advancement. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit with Jump cannot end its movement on Impossible Terrain. A unit with Jump can make brawl attacks against a figure with Flight.

SAFEGUARD: If you are securing 1 or more buildings when you Power Up, gain +1 ■.



DEFENDER X

ULTRA



AGENDA

ENERGY

7 7 7 7 6 6

★3 ★3 ★2

TRIGGERS

ENERGY CYCLE (All Agenda figures): If this figure participated in an attack that rolled 2 or more □, you may return 1 □ that rolled a miss to the Active Pool.

BEAT BACK: Move target monster 3 spaces in a straight line in a direction chosen by the attacker. During this move 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.

EXPLOSION: All monsters and units adjacent to the target unit with a DEF equal to or less than the number of strikes rolled take 1 damage.

SKILLS

FLIGHT: This figure may move through figures and treats all terrain as Open Terrain. See rules.

SAFEGUARD: If you are securing 1 or more buildings when you Power Up, gain +1 ■.



DEFENDER X

MEGA



AGENDA

ENERGY

7 7 8 5 5 6

★4 ★1 ★2

TRIGGERS

BEAT BACK: Move target monster 3 spaces in a straight line in a direction chosen by the attacker. During this move 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.

HIT & RUN: Advance this figure up to 3 spaces even if this figure has advanced this turn.

POWER DRAIN: Target monster's controller loses 1 ■.

SKILLS

JUMP: This figure may move through figures and treats all terrain as Open Terrain. See rules.

SUPER STRENGTH: This monster's Throw and Smash attacks move target monster up to +1 space.



SKY SENTINEL

ALPHA



AGENDA

ENERGY

7 7 6 6 5 5

★1 ★2 ★1

SKILLS

ANTI-AIR: If this figure is participating in an attack against a figure with Flight, this figure gains +1 Brawl ■ and Blast ■.

FLIGHT: This figure may move through figures and treats all terrain as Open Terrain. See rules.

GROUND CONTROL (All Agenda figures): This unit with Flight can hold Objective Spaces.

RADAR (All adjacent Agenda figures): If this figure makes a Blast attack, it gains +2 spaces to its range.

WING LEADER (All Agenda figures): If this unit has Flight and is the same Faction as your monster, this unit gains +1 Blast ■.



SKY SENTINEL

ULTRA



AGENDA

ENERGY

7 7 6 7 5 5

★2 ★3 ★2

TRIGGERS

LIGHTNING ATTACK: Once per turn this monster rolls a second attack of the same type with dice in play against the same target monster.

SKILLS

FLIGHT: This figure may move through figures and treats all terrain as Open Terrain. See rules.

GROUND CONTROL (All Agenda figures): This unit with Flight can hold Objective Spaces.

LOW FLYER: This unit with Flight is able to benefit from Cover.

RADAR (All adjacent Agenda figures): If this figure makes a Blast attack, it gains +2 spaces to its range.

WING LEADER (All Agenda figures): If this unit has Flight and is the same Faction as your monster, this unit gains +1 Blast ■.



SKY SENTINEL

MEGA



AGENDA

ENERGY

9 8 7 6 8 5

★2 ★2 ★3

TRIGGERS

ENERGY DRAIN: Target monster's controller moves 1 □ from his Monster Pool to his Unit Pool.

POWER GORGE: You gain +1 ■.

SKILLS

CHARGE: During a turn in which this figure advances it gains +1 Brawl ■.

FLIGHT: This figure may move through figures and treats all terrain as Open Terrain. See rules.

SUPER SMASH: This monster's Smash power attacks do Super Damage.

WING LEADER (All Agenda figures): If this unit has Flight and is the same Faction as your monster, this unit gains +1 Blast ■.



ROCKET CHOPPER 1

GRUNT

5 2 2

ACTION

- FLIGHT:** This figure may move through figures and treats all terrain as Open Terrain. See rules.
- SPOTTER:** Enemy figures within 2 spaces of this figure are -1 DEF to blast attacks made by Agenda figures.



ROCKET CHOPPER 2

ELITE

5 2 2

AS ABOVE PLUS:

SKILLS

- LEADERSHIP:** Allied Grunt units with the same name as this unit within 2 spaces of this unit gain +1 Brawl and +1 Blast.



MOBILE OPS CENTER 1

GRUNT

5 2

SKILLS

- LOGISTICS:** If 1 or more Agenda figures within 2 spaces of this figure participate in a combined attack, the attack roll gains +1.
- RADAR (All adjacent Agenda figures):** If this figure makes a Blast attack, it gains +2 spaces to its range.



G-TANK 1

GRUNT

4 4 1 2

SKILLS

- ALL TERRAIN:** This figure treats Rough Terrain as Open Terrain.



G-TANK 2

ELITE

4 4 1 2

AS ABOVE PLUS:

SKILLS

- LEADERSHIP:** Allied Grunt units with the same name as this unit within 2 spaces of this unit gain +1 Brawl and +1 Blast.



REPAIR VEHICLE 1

GRUNT

5 2

ACTIONS

- REPAIR:** Restore 1 Health to 1 adjacent monster with the Mechanical Energy Type.





ARMODAX ALPHA



6 5 7
★2 ★2

TRIGGERS

HIT & RUN: Advance this figure up to 3 spaces even if this figure has advanced this turn.

SKILLS

SHELTER (All adjacent Agenda figures): This unit gains +1 DEF against Brawl attacks.

SUPER SMASH: This monster's Smash power attacks do Super Damage.

SUPER STOMP: If this monster makes a Stomp power attack, gain +1 for every building destroyed and enemy unit crushed.



ARMODAX ULTRA



6 7 8
★3 ★2

SKILLS

RESILIENCE: This monster is immune to Super Damage.

SUPER SMASH: This monster's Smash power attacks do Super Damage.

SUPER STOMP: If this monster makes a Stomp power attack, gain +1 for every building destroyed and enemy unit crushed.

SUPER STRENGTH: This monster's Throw and Smash attacks move target monster up to +1 space.



ARMODAX MEGA



6 7 6 8 4 6
★2 ★4 ★1

TRIGGERS

BEAT BACK: Move target monster 3 spaces in a straight line in a direction chosen by the attacker. During this move 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.

SKILLS

ATOMIZE: If this monster destroys a building with a Blast attack, gain equal to the Energy of the building instead of 1.

RESILIENCE: This monster is immune to Super Damage.

SOLID: This monster is immune to Smash.



TERRA KHAN ALPHA



6 6 8 5 6 5
★2 ★1 ★2

TRIGGERS

FEEDING FRENZY: If there are other Agenda figures adjacent to target monster, this monster's attack does Super Damage.

MUNCH: If target unit is destroyed, restore 1 Health to this monster.

SKILLS

BERZERK (All Agenda figures): This unit gains +1 Brawl.

FLANK: Enemies within 2 spaces of this figure are -1 DEF from Brawl attacks made by other AGN figures.

MOTIVATOR: Agenda figures that begin their advance adjacent to this figure gain +1 SPD.



TERRA KHAN ULTRA



8 5 9 7 7 6
★4 ★2 ★2

TRIGGERS

DISRUPT: If target monster is in its Hyper form and its Alpha form has not been destroyed, after applying damage replace it with its Alpha form.

EXPLOSION: All monsters and units adjacent to the target unit with a DEF equal to or less than the number of strikes rolled take 1 damage.

LIGHTNING ATTACK: Once per turn this monster rolls a second attack of the same type with dice in play against the same target monster.

WEAPON MASTER: This monster's attack does Super Damage.



TERRA KHAN MEGA



8 5 9 6 8 6
★2 ★1 ★3

TRIGGERS

CHAIN ATTACK: Once per turn, this monster may make a Power attack.

SKILLS

CHARGE: During a turn in which this figure advances it gains +1 Brawl.

SUPER RAMPAGE: If this monster makes a Rampage power attack, gain 1 for every building destroyed and enemy unit crushed.

TERRIFY: Enemy units cannot advance into spaces adjacent to this figure.



RAPTIX GRUNT 1

5 3 1

SKILLS

- ANTI-AIR:** If this figure is participating in an attack against a figure with Flight, this figure gains +1 *Brawl* and *Blast*.
- FLANK:** Enemies within 2 spaces of this figure are -1 DEF from *Brawl* attacks made by other AGN figures.
- JUMP:** This figure may move through figures and treats all terrain as Open Terrain See rules.



RAPTIX ELITE 2

5 3 1 ★1

AS ABOVE PLUS:

SKILLS

- LEADERSHIP:** Allied Grunt units with the same name as this unit within 2 spaces of this unit gain +1 *brawl* and +1 *blast*.



BRONTOX GRUNT 2

4 4 1

ACTIONS

- NESTING:** If this figure is holding a Power Zone or Negative Zone, choose 1 Faction unit from your Reserves and place it in play adjacent to this figure.

SKILLS

- DIG IN:** If this figure is holding a Power Zone or Negative Zone it gains Cover.
- FORTIFY:** If this figure is holding an Objective Space, Agenda figures within 2 spaces of this figure gain +1 *Brawl*.



CARNIDON GRUNT 1

4 3 2 ★1



CARNIDON ELITE 2

4 3 2 ★2

SKILLS

- LEADERSHIP:** Allied Grunt units with the same name as this unit within 2 spaces of this unit gain +1 *Brawl* and +1 *Blast*.



SPIKODON ELITE 2

4 3 1 2 ★2

TRIGGERS

- EXPLOSION:** All monsters and units adjacent to the target unit with a DEF equal to or less than the number of strikes rolled take 1 damage.





ZOR-MAXIM

ALPHA



AGENDA

ENERGY

7 7 7

★2

7 5

★3

TRIGGERS

SIPHON: If target monster is hit gain 1 ■. That monster's controller loses 1 ■.

SKILLS

INFILTRATE (All Agenda figures): Buildings within 2 spaces of this figure are -1 DEF from attacks made by Agenda figures.

JUMP: This figure may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards on which it does not end its advancement. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit with Jump cannot end its movement on Impossible Terrain. A unit with Jump can make brawl attacks against a figure with Flight.

MOTIVATOR: Agenda figures that begin their advance adjacent to this figure gain +1 SPD.



ZOR-MAXIM

ULTRA



AGENDA

ENERGY

7 8 7 4 8 5

★3

★3

★4

TRIGGERS

SIPHON: If target monster is hit gain 1 ■. That monster's controller loses 1 ■.

WEAPON MASTER: This monster's attack does Super Damage.

SKILLS

ARMOR PIERCING: Target figure is -1 DEF to Blast attacks.

INFILTRATE (All Agenda figures): Buildings within 2 spaces of this figure are -1 DEF from attacks made by Agenda figures.

JUMP: This figure may move through figures and treats all terrain as Open Terrain. Immune to hazards on which it does not end its advancement. Still suffers all effects as a result of colliding with hazards and other figures. Cannot end its movement on Impossible Terrain. Can make brawl attacks against a figure with Flight.



ZOR-MAXIM

MEGA



AGENDA

ENERGY

7 7 6 7 6 5

★1

★4

★2

TRIGGERS

BEAT BACK: Move target monster 3 spaces in a straight line in a direction chosen by the attacker. During this move 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.

WEAPON MASTER: This monster's attack does Super Damage.

SKILLS

INFILTRATE (All Agenda figures): Buildings within 2 spaces of this figure are -1 DEF from attacks made by Agenda figures.

JUMP: This figure may move through figures and treats all terrain as Open Terrain. See rules.

RADAR: If this figure makes a Blast attack, it gains +2 spaces to its range.



ZOR-RAIDEN

ALPHA



AGENDA

ENERGY

7 7 8

★2

6 5

★2

TRIGGERS

LIGHTNING ATTACK: Once per turn this monster rolls a second attack of the same type with dice in play against the same target monster.

SKILLS

CHARGE (All Agenda figures): During a turn in which this figure advances it gains +1 Brawl ■.

DISABLE: Enemy figures within 2 spaces of this figure suffer -1 Brawl.

JUMP: This figure may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards on which it does not end its advancement. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit with Jump cannot end its movement on Impossible Terrain. A unit with Jump can make brawl attacks against a figure with Flight.



ZOR-RAIDEN

ULTRA



AGENDA

ENERGY

7 7 8 4 7 5

★3

★2

★2

ADVANTAGES

POWER CYCLE: If this monster participated in an attack that rolled 1 or more ■, return 1 ■ that rolled a miss to your Power Pool.

REACTIONS

SIDE STEP: If this figure is missed, you can move it 1 space in any direction, including diagonally.

TRIGGERS

LIGHTNING ATTACK: Once per turn this monster rolls a second attack of the same type with dice in play against the same target monster.

SKILLS

CHARGE (All Agenda figures): During a turn in which this figure advances it gains +1 Brawl ■.

CLOAK: This figure cannot be targeted by Blast attacks made by a figure 3 or more spaces away.



ZOR-RAIDEN

MEGA



AGENDA

ENERGY

8 7 6 7 6 5

★2

★3

★2

REACTIONS

RILED: Gain 1 ■ if this figure is hit.

TRIGGERS

CHAIN ATTACK: Once per turn, this monster may make a Power attack.

HIT & RUN: Advance this figure up to 3 spaces even if this figure has advanced this turn.

FLING: Choose a building or enemy figure within 5 spaces of target unit. Roll dice in play. If the chosen figure's DEF is equal to or less than the number of strikes rolled, it takes 1 damage.

SKILLS

DISTRACT: Enemy figures within 2 spaces of this figure suffer -1 Brawl, Blast, and Power ■.

JUMP: This figure may move through figures and treats all terrain as Open Terrain. See rules.



SUN FIGHTER 1

GRUNT

6 3 2

SKILLS

ANTI-AIR: If this figure is participating in an attack against a figure with Flight, this figure gains +1 Brawl and +1 Blast.

FLIGHT: This figure may move through figures and treats all terrain as Open Terrain. See rules.



SUN FIGHTER 2

ELITE

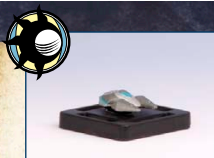
6 3 2

★1

AS ABOVE PLUS:

SKILLS

LEADERSHIP: Allied Grunt units with the same name as this unit within 2 spaces of this unit gain +1 Brawl and +1 Blast.



INTERCEPTOR 1

GRUNT

7 3 1

ACTIONS

TRANSPORT: Choose 1 Agenda unit with the Cargo ability from Reserves. Put it into play adjacent to this figure.

SKILLS

HOVER: This figure treats all terrain as Open Terrain.



S-TYPE SHINOBI 1

GRUNT

6 3 2

SKILLS

CLOAK: This figure cannot be targeted by blast attacks made by a figure 3 or more spaces away.

FLANK: Enemies within 2 spaces of this figure are -1 DEF from Brawl attacks made by other Agenda figures.

JUMP: This figure may move through figures and treats all terrain as Open Terrain. See rules.



S-TYPE SHINOBI 2

ELITE

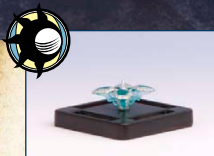
6 3 2

★1

AS ABOVE PLUS:

SKILLS

LEADERSHIP: Allied Grunt units with the same name as this unit within 2 spaces of this unit gain +1 Brawl and +1 Blast.



SHADOW GATE 1

GRUNT

3 2

ACTIONS

TELEPORT: Choose 1 adjacent Agenda unit and place it adjacent to another Agenda figure with Teleport.

SKILLS

CARGO: This unit is cargo (see Transport).

CLOAK (All adjacent Agenda figures): This figure cannot be targeted by blast attacks made by a figure 3 or more spaces away.

HOVER: This figure treats all terrain as Open Terrain.





APARTMENTS BUILDING

4 2

REACTIONS

DEFENCELESS: If your Fiends Agenda monster hits this building with a *Brawl* attack, gain +1.

HIGH OCCUPANCY: If your monster with the Nature Energy Type hits this building with a *brawl* attack, restore 1 Health to that monster.

SKILLS

DISCOUNT: Once per turn, if you are securing this building and spawn a unit, reduce its cost by 1.



RUBBLE: Rubble is **Rough Terrain**. Count these spaces twice when a unit advances into them.



DOWNTOWN H-RISE BUILDING

5 3

REACTIONS

BLAZING INFERNO: If this building is hit or destroyed, replace it with a Fire hazard.

SKILLS

POWER PRODUCER: If you are securing this building when you **Power Up**, gain +1.



FIRE: Fire is **Rough Terrain**. Count these spaces twice when a unit advances into them. Figures moving into this hazard take 1 damage.

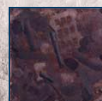


OFFICE BUILDING BUILDING

3 3

SKILLS

SHUFFLE: If you are securing this building, before your **Power Phase** or **Spawn Phase** you can push 1 from one of your dice pools to the other.



RUBBLE: Rubble is **Rough Terrain**. Count these spaces twice when a unit advances into them.



BANK HQ BUILDING

5 3

REACTIONS

SUPERSTRUCTURE: If your Destroyer Agenda monster hits this building with a *Brawl* attack, gain +1.

SKILLS

FINANCIER: If you are securing this building with 3 or more Protector Agenda units when you **Power Up**, gain +1.

HIGH SECURITY: If you are securing this building, ally units adjacent to this building 5 gain +1 *Blast*.



RUBBLE: Rubble is **Rough Terrain**. Count these spaces twice when a unit advances into them.



NUCLEAR PLANT BUILDING

5 3

REACTIONS

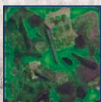
INDUSTRIAL SITE: If your Radical Agenda monster hits this building with a *Brawl* attack, gain +1.

NUCLEAR POWERED: If your monster with the Radioactive Energy Type hits this building with a *Brawl* attack, restore 1 Health to that monster.

RADIATED ZONE: If this building is hit or destroyed, replace it with a Radiation hazard.

SKILLS

POWER AMPLIFIER: If you are securing this building and hold 1 or more Power Zones when you **Power-Up**, gain +1.



RADIATION: Radiation is **Rough Terrain**. Count these spaces twice when a unit advances into them. Figures with a non-Radioactive Energy Type moving into this hazard take 1 damage.



OIL REFINERY BUILDING

4 3

REACTIONS

BLAZING INFERNO: If this building is hit or destroyed, replace it with a Fire hazard.

INDUSTRIAL SITE: If your Radical Agenda monster hits this building with a *Brawl* attack, gain +1.

SKILLS

FUEL DEPOT: If you are securing this building, allies gain +1 SPD.



FIRE: Fire is **Rough Terrain**. Count these spaces twice when a unit advances into them. Figures moving into this hazard take 1 damage.



RADAR ARRAY BUILDING

4 2

SKILLS

RADAR NETWORK: If you are securing this building, allies without Radar gain +2 spaces to the range of their *Blast* attacks.



RUBBLE: Rubble is **Rough Terrain**. Count these spaces twice when a unit advances into them.



TV HIGH-RISE BUILDING

5 3

REACTIONS

DEFENSELESS: If your Fiends Agenda monster hits this building with a *Brawl* attack, gain +1 .

SUPERSTRUCTURE: If your Destroyer Agenda monster hits this building with a brawl attack, gain +1 .

SKILLS

MEDIA HUB: If you secure this building with 3 or more Invader Agenda units, when you **Power Up** your opponent loses 1 .



RUBBLE: Rubble is **Rough Terrain**. Count these spaces twice when a unit advances into them.



SKYSCRAPER BUILDING

6 4

REACTIONS

BLAZING INFERNO: If this building is hit or destroyed, replace it with a Fire hazard.

HIGH OCCUPANCY: If your monster with the Nature Energy Type hits this building with a *Brawl* attack, restore 1 Health to that monster.

SUPERSTRUCTURE: If your Destroyer Agenda monster hits this building with a brawl attack, gain +1 .

SKILLS

UNDERGROUND NETWORK: If you are securing this building and you advance a Collaborator Agenda unit adjacent to this building, you can place that unit on any space (you can legally occupy) adjacent to any building with *Underground Network* or adjacent to any of your figures with *Teleport* and then continue the unit's advance.



FIRE: Fire is **Rough Terrain**. Count these spaces twice when a unit advances into them. Figures moving into this hazard take 1 damage.



GOVT. BUILDING BUILDING

6 3

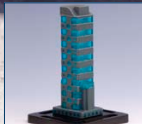
SKILLS

LIMITED: You cannot include more than 1 figure with this name in your city or force.

SUBSIDIZE: If you are securing this building, roll +1 on **Power Up** rolls.



RUBBLE: Rubble is **Rough Terrain**. Count these spaces twice when a unit advances into them.



SKYSCRAPER



6 4

REACTIONS

- BLAZING INFERNO:** If this building is hit or destroyed, replace it with a Fire hazard.
- HIGH OCCUPANCY:** If your monster with the Nature Energy Type hits this building with a Brawl attack, restore 1 Health to that monster.
- SUPERSTRUCTURE:** If your Destroyer Agenda monster hits this building with a brawl attack, gain +1.

SKILLS

- UNDERGROUND NETWORK:** If you are securing this building and you advance a Collaborator Agenda unit adjacent to this building, you can place that unit on any space (you can legally occupy) adjacent to any building with *Underground Network* or adjacent to any of your figures with *Teleport* and then continue the unit's advance.



D'TOWN H-RISE



5 3

REACTIONS

- BLAZING INFERNO:** If this building is hit or destroyed, replace it with a Fire hazard.

SKILLS

- POWER PRODUCER:** If you are securing this building when you **Power Up**, gain +1.



OIL REFINERY



4 3

REACTIONS

- BLAZING INFERNO:** If this building is hit or destroyed, replace it with a Fire hazard.
- INDUSTRIAL SITE:** If your Radical Agenda monster hits this building with a Brawl attack, gain +1.

SKILLS

- FUEL DEPOT:** If you are securing this building, allies gain +1 SPD.



NUCLEAR PLANT



5 3

REACTIONS

- INDUSTRIAL SITE:** If your Radical Agenda monster hits this building with a Brawl attack, gain +1.
- NUCLEAR POWERED:** If your monster with the Radioactive Energy Type hits this building with a Brawl attack, restore 1 Health to that monster.
- RADIATED ZONE:** If this building is hit or destroyed, replace it with a Radiation hazard.

SKILLS

- POWER AMPLIFIER:** If you are securing this building and hold 1 or more Power Zones when you **Power-Up**, gain +1.

RADIATION: Radiation is Rough Terrain. Figures with a non-Radioactive Energy Type moving into this hazard take 1 damage.



APARTMENTS



4 2

REACTIONS

- DEFENCELESS:** If your Fiends Agenda monster hits this building with a Brawl attack, gain +1.
- HIGH OCCUPANCY:** If your monster with the Nature Energy Type hits this building with a brawl attack, restore 1 Health to that monster.

SKILLS

- DISCOUNT:** Once per turn, if you are securing this building and spawn a unit, reduce its cost by 1.



BANK HQ



5 3

REACTIONS

- SUPERSTRUCTURE:** If your Destroyer Agenda monster hits this building with a brawl attack, gain +1.

SKILLS

- FINANCIER:** If you are securing this building with 3 or more Protector Agenda units when you **Power Up**, gain +1.
- HIGH SECURITY:** If you are securing this building, ally units adjacent to this building 5 gain +1 Blast.



TV HIGH-RISE



5 3

REACTIONS

- DEFENCELESS:** If your Fiends Agenda monster hits this building with a Brawl attack, gain +1.
- SUPERSTRUCTURE:** If your Destroyer Agenda monster hits this building with a brawl attack, gain +1.

SKILLS

- MEDIA HUB:** If you secure this building with 3 or more Invader Agenda units, when you **Power Up** your opponent loses 1.



OFFICE BUILDING



3 3

SKILLS

- SHUFFLE:** If you are securing this building, before your **Power Phase** or **Spawn Phase** you can push 1 from one of your dice pools to the other.



RADAR ARRAY



4 2

SKILLS

- RADAR NETWORK:** If you are securing this building, allies without Radar gain +2 spaces to the range of their Blast attacks.



GOVT. BUILDING



6 3

SKILLS

- LIMITED:** You cannot include more than 1 figure with this name in your city or force.
- SUBSIDIZE:** If you are securing this building, roll +1 on **Power Up** rolls.