

MEDIA COMPANY

BUILDING

DEF
6

SPECIAL RULES

ACTION: PROPAGANDA - During your Unit Activation, this model can spend one Action Die to perform a Propaganda action. You can push an Action Die from one of your opponent's pools to the other.

STATIC - Once per turn, when another model performs an action while within three spaces of one or more models with Static, after the action is resolved, the controller of that action chooses an opponent. The opponent gains one Power Die.

