

## SPECIAL RULES

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

**AIR SUPERIORITY** - This model gains +1 Boost Die when participating in attacks targeting a model with Flight. Attacks made by models without Flight lose one Boost Die when targeting this model and allied units within two spaces of it.

**FLIGHT** - This model can end its movement on impassable terrain and is immune to hazards except when colliding with them.

**SPAWNING LOCUS [AIR]** - During your Spawn Phase, you can spawn a Faction unit with Air as part of its name adjacent to this model. You can only spawn one unit adjacent to this model as a result of this ability each turn.

# HURRICANIUS

## ELEMENTAL CHAMPIONS / MONSTER

ALPHA



SPD **7**

DEF **8**



BRAWL

**6** **4**

**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** **6** **3**

POWER

**6** **3**

HEALTH

10 9 8 7 6



2022 v1

### SPECIAL RULES

**AIR SUPERIORITY** - This model gains +1 Boost Die when participating in attacks targeting a model with Flight. Attacks made by models without Flight lose one Boost Die when targeting this model and allied units within two spaces of it.

**FLIGHT** - This model can end its movement on impassable terrain and is immune to hazards except when colliding with them.

**SPAWNING LOCUS [AIR]** - During your Spawn Phase, you can spawn a Faction unit with Air as part of its name adjacent to this model. You can only spawn one unit adjacent to this model as a result of this ability each turn.

**TAILWINDS** - While this model is in play, other allied models gain High Mobility. Affected models with the Flight also gain +1 SPD.

**UNRELENTING STORM** - This model can make one brawl, blast, and power attack during each of your Monster Activations. Attacks made by this model gain +1 Boost Die for each attack it hit with this turn.

## HURRICANIUS

ELEMENTAL CHAMPIONS / MONSTER

HYPER



SPD **8**

DEF **9**



BRAWL

**7** **4**

BLAST

RNG **5**

**7** **4**

POWER

**7** **4**

HEALTH

5

4

3

2

1

