

SPECIAL RULES

ACTION: TROUBLESHOOT - If you make an attack with this model that fails to hit, this model can spend one Action Die to perform a Troubleshoot action. Roll that attack roll.

COMMAND MATRIX - While this model is in play, allied models gain Action: Troubleshoot.

DISRUPTION - Enemy models participating in an attack while within two spaces of this model lose one Boost Die on their attack rolls.

MECHANICAL - This monster is mechanical.

SAFEGUARD - When you Power Up, if you are securing at least one building, gain two Power Dice.

DEFENDER X

G.U.A.R.D. / MONSTER

ALPHA

SPD 6

DEF 8



BRAWL

7 4

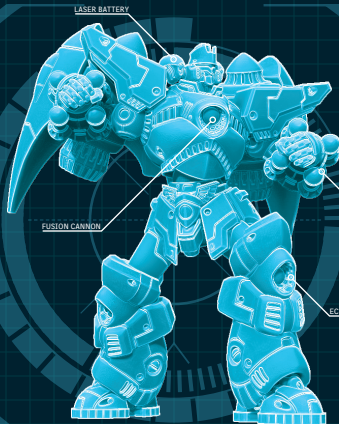
BLAST

RNG 3

7 4

POWER

5 4



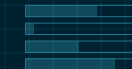
ROCKET ASSISTED FISTS (DETACHABLE)

ECM ARRAY

FUSION CANNON

LASER BATTERY

Threatening Response Frequency



33 43 53 63 73 83 93 103 113 123 133 143 153 163 173 183 193 203 213 223 233 243 253 263 273 283 293 303 313 323 333 343 353 363 373 383 393 403 413 423 433 443 453 463 473 483 493 503 513 523 533 543 553 563 573 583 593 603 613 623 633 643 653 663 673 683 693 703 713 723 733 743 753 763 773 783 793 803 813 823 833 843 853 863 873 883 893 903 913 923 933 943 953 963 973 983 993 1003

Threatening Response Frequency

Threatening Response Frequency

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2022 v1

HEALTH

11 10 9 8 7



SPECIAL RULES

ACTION: TROUBLESHOOT - If you make an attack with this model that fails to hit, this model can spend one Action Die to perform a Troubleshoot action. Reroll that attack roll.

DISRUPTION - Enemy models participating in an attack while within two spaces of this model lose one Boost Die on their attack rolls.

MECHANICAL - This monster is mechanical.

RESILIENCE - This monster is immune to Super Damage.

SAFEGUARD - When you Power Up, if you are securing at least one building, gain two Power Dice.

DEFENDER X G.U.A.R.D. / MONSTER

HYPER



SPD

6

DEF

8



BRAWL

7

5

BLAST

RNG 3

7

5

BEAT BACK - If this model hits an enemy monster with this attack, immediately after the attack is resolved you can move the monster hit up to two spaces in a straight line in any direction as a result of this attack. During this movement, 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.

POWER

6

4

HEALTH

6

5

4

3

2

1

