

## SPECIAL RULES

**ACTION: ROCKET BOOST** - During your Unit or Monster Activation, this model can spend one Action Die to perform a Rocket Boost action. Advance this model up to three spaces.

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

**MECHANICAL** - This monster is mechanical.

# NOVA ESR

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

ALPHA

SPD **6**

DEF **8**



BRAWL

**7** **4**

BLAST

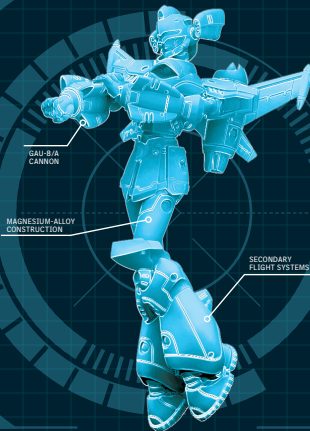
RNG **4**

**5** **3**

**MULTI-FIRE** - After this model resolves a blast attack, it can immediately make a blast attack with the dice in play against another enemy model. This model can make two additional attacks in this way. This model cannot make a Blast attack against the same model more than once in the same activation.

POWER

**7** **3**



GAU-8/A  
CANNON

MAGNESIUM-ALLOY  
CONSTRUCTION

SECONDARY  
FLIGHT SYSTEMS

2022 v1

HEALTH

10 9 8 7 6



## SPECIAL RULES

**ACTION: FISSION** - During your Monster Activation, this model can spend one Action Die to perform a Fission action. Push two Action Dice from your Unit Pool to your Monster Pool.

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

**MECHANICAL** - This monster is mechanical.

**REPOSITION** - If this model is targeted by an attack, after the attack is resolved this model can advance up to three spaces.

# NOVA ESR

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

HYPER



SPD **7**

DEF **9**



BRAWL

**8** **5**

BLAST

RNG **5**

**8** **5**

**HIT & RUN** - If this model hits a target model with this attack, immediately after the attack is resolved advance this model up to three spaces.

**WEAPON MASTER** - This attack does Super Damage.

POWER

**8** **4**

HEALTH

5

4

3

2

1

