

SPECIAL RULES

DIRECT POWER - When you Power Up, if this monster is occupying a space with a power zone, gain one Power Die.

FLANK - Enemies within two spaces of this model have their DEF reduced by 1 against brawl attacks made by allied models, to a minimum of 1.

GRAPPLER - Enemy models cannot move through this model or models adjacent to it. Enemy models are not immune to hazards adjacent to this model.

INTEGRATE - During your Monster Activation, this model gains the actions of all buildings within two spaces of it.

MECHANICAL - This monster is mechanical.

DEIMOS-9

MARTIAN MENACE / MONSTER

ALPHA

SPD
6

DEF
8



BRAWL

7 **4**

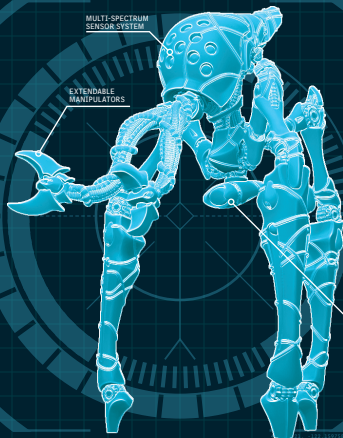
BLAST

RNG **3** **4** **3**

POWER GORGE - When this attack destroys an enemy model, you gain one additional Power Die.

POWER

6 **4**



2022 v1

HEALTH

11 **10** **9** **8**



SPECIAL RULES

ENERGY CYCLE - If you roll two or more Action Dice on an attack made by this model and the attack hits an enemy model, after the attack is resolved you can move one Action Die from your Unit Pool to your Monster Pool.

FLANK - Enemies within two spaces of this model have their DEF reduced by 1 against brawl attacks made by allied models, to a minimum of 1.

GRAPPLER - Enemy models cannot move through this model or models adjacent to it. Enemy models are not immune to hazards adjacent to this model.

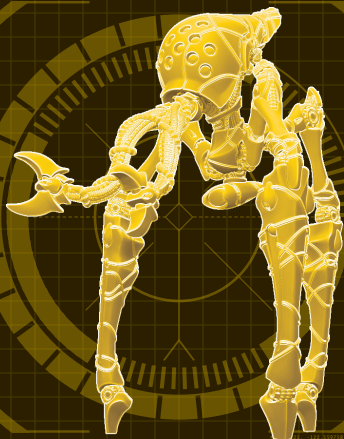
MECHANICAL - This monster is mechanical.

SWIFT STRIKE - This model can make a blast or a brawl attack in addition to any other attack it makes during each of your Monster Activations.

DEIMOS-9

MARTIAN MENACE / MONSTER

HYPER



SPD
6

DEF
8



BRAWL

8 **5**

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** **4** **4**

POWER GORGE - When this attack destroys an enemy model, you gain one additional Power Die.

POWER

7 **5**

HEALTH

7 **6** **5** **4** **3** **2** **1**

