

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.

KINETIC DISTORTIONS - While this model is in play, allied Faction units gain High Mobility.

XAXOR

PLANET EATERS / MONSTER

ALPHA

SPD

6

DEF

8



BRAWL

6 4

BLAST

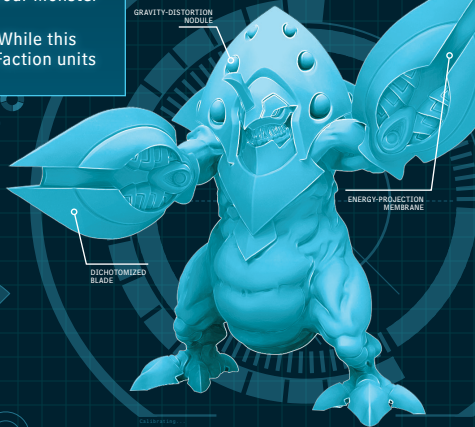
RNG 5

5 3

SWEEPING ATTACK - After this attack is resolved you can advance this monster up to three spaces and make a swat power attack.

POWER

5 4



2022 v1

HEALTH

10 9 8 7 6



SPECIAL RULES

BLOOD RAGE - While this model is in play, allied Faction units gain +1 Boost Die when participating in brawl attacks.

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.

KINETIC DISTORTIONS - While this model is in play, allied Faction units gain High Mobility.

ULTIMATE WEAPON - This model can make both a blast and a brawl attack in addition to any other attack it makes during each of your Monster Activations.

XAXOR

PLANET EATERS / MONSTER

HYPER



SPD **7**

DEF **8**



BRAWL

7 **5**

TAG - If this attack hits an enemy model, after the attack is resolved, you can advance another allied unit within three spaces of this model up to its SPD.

BLAST

RNG **4** **6** **5**

TAG - See above.

POWER

6 **5**

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

HEALTH

5

4

3

2

1

