

## SPECIAL RULES

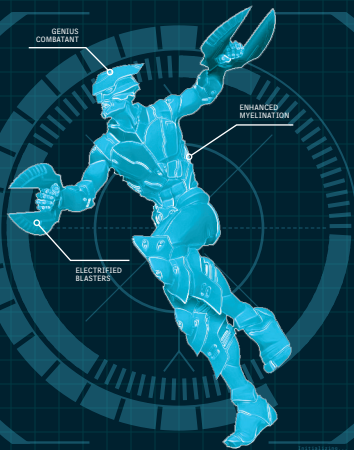
**COORDINATED ATTACK** - While this model is in play, allied Faction units gain Dual Attack. (A model with Dual Attack can participate in an attack in addition to any other attack it participates in during each of your Unit Activations.)

**PRESCIENCE** - You can reroll one die on each of this model's attacks. If a die rerolled by Prescience results in a super strike, you can immediately reroll another die on that attack. You cannot reroll more than three dice on each attack as a result of Prescience.

## ZOR-VOLTIS

SHADOW SUN SYNDICATE / MONSTER

ALPHA



SPD **6**

DEF **9**



BRAWL

**6** **4**

**ONSLAUGHT** - After this attack is resolved, this model can make this attack again this turn. This attack gains +2 Boost Dice if it targets a model this monster has already attacked this turn. This monster can make one attack as a result of Onslaught while in alpha mode and two attacks as a result of Onslaught while in hyper mode.

BLAST

RNG **4** **5** **3**

**ONSLAUGHT** - See above.

**STATIC SHOCK** - If this attack hits a model, choose an enemy unit with equal or lower DEF than the model hit and adjacent to it. Return that unit to your opponent's unit reserves.

POWER

**6** **3**

HEALTH

10 9 8 7 6



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## SPECIAL RULES

**COUNTERSTRIKE** - When this model is damaged by an attack, after the attack is resolved, if this monster is adjacent to the attacker, the attacker suffers 1 damage point.

**PERFECT PLAN** - While this model is in play, allied Faction units gain Prescience.

**PRESCIENCE** - You can reroll one die on each of this model's attacks. If a die rerolled by Prescience results in a super strike, you can immediately reroll another die on that attack. You cannot reroll more than three dice on each attack as a result of Prescience.

## ZOR-VOLTIS

SHADOW SUN SYNDICATE / MONSTER

HYPER



SPD **7**

DEF **10**



BRAWL

**7** **5**

**ONSLAUGHT** - After this attack is resolved, this model can make this attack again this turn. This attack gains +2 Boost Dice if it targets a model this monster has already attacked this turn. This monster can make one attack as a result of Onslaught while in alpha mode and two attacks as a result of Onslaught while in hyper mode.

BLAST

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

**ONSLAUGHT** - See above.  
**STATIC SHOCK** - If this attack hits a model, choose an enemy unit with equal or lower DEF than the model hit and adjacent to it. Return that unit to your opponent's unit reserves.

POWER

**7** **4**

HEALTH

5

4

3

2

1

