

SPECIAL RULES

DOMINANT SPECIES - While this model is in play, allied Faction units' brawl attacks gain Penetrator.

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

HARD TO KILL - When this model is hit by an attack while it has 2 or more health and it would be destroyed, before the attack is resolved, it becomes 1 health instead.

DYNASTAVUS

SAVAGE SWARM / MONSTER

ALPHA

SPD **7**

DEF **9**



BRAWL

6 **4**

PENETRATOR - When resolving this attack, the target model suffers -1 DEF, to a minimum of 1.

WEAPON MASTER - This attack does Super Damage.

BLAST

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

POWER

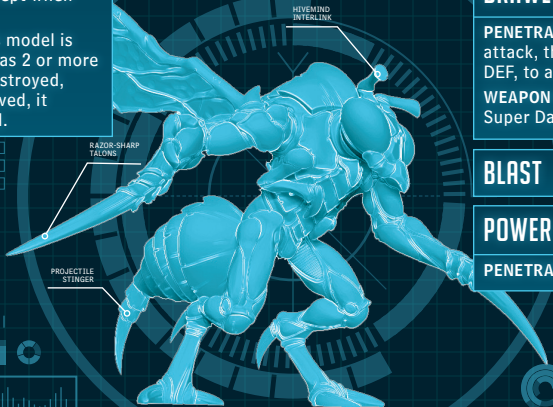
6 **3**

PENETRATOR - See above.

RAZOR-SHARP TALONS

PROJECTILE STINGER

HIVEMIND INTERLINK



HEALTH

10

9

8

7

6

5

4



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

HARD TO KILL - When this model is hit by an attack while it has 2 or more health and it would be destroyed, before the attack is resolved, it becomes 1 health instead.

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.

DYNASTAVUS

SAVAGE SWARM / MONSTER

HYPER

SPD **7**

DEF **9**



BRAWL

8 **5**

PENETRATOR - When resolving this attack, the target model suffers -1 DEF, to a minimum of 1.

WEAPON MASTER - This attack does Super Damage.

BLAST

RNG **3**

6 **5**

POWER

7 **4**

PENETRATOR - See above.



HEALTH

3

2

1

