

SPECIAL RULES

DEMOLISHER – When this model makes an attack, gain +1 Power Die for every building destroyed as a result of its attack.

ARMORED – This monster is immune to damage from collisions with buildings.

ARMODAX TERRASAURS / MONSTER

ALPHA

SPD

6

DEF

8



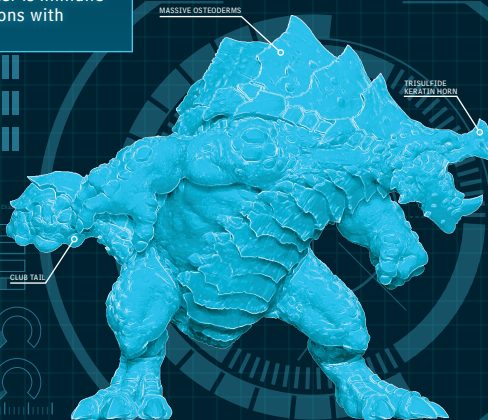
BRAWL

7 4

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

POWER

6 4



HEALTH

12 11 10 9 8 7



2022 v1

SPECIAL RULES

RESILIENCE - This monster is immune to Super Damage.

RILED - When this model is damaged or destroyed by an enemy attack, you gain one Power Die.

ARMODAX

TERRASAURS / MONSTER

HYPER

SPD
6

DEF
8



BRAWL

8 **5**

BEAT BACK - If this model hits an enemy monster with this attack, immediately after the attack is resolved you can move the monster hit up to two spaces in a straight line in any direction as a result of this attack. During this movement, the target monster moves through and collides with buildings, units, and hazards in its path. The target monster stops moving if it collides with another monster.

POWER

7 **5**

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



HEALTH

6

5

4

3

2

1

