#### SPECIAL RULES

LEAD FROM THE FRONT - While within three spaces of this model, the blast and brawl attacks of allied units gain Precision Strike.

MASTERMIND - While this model is in play, if two or more allied Faction models participate in a combined attack, the attack gains +1 Boost Die.

MECHANICAL - This monster is mechanical

SAFEGUARD - When you Power Up, if you are securing at least one building, gain two Power Dice.

## KOMKOR 001

ZERKALO BLOC / MONSTER



ALPHA



### BRAWL



PRECISION STRIKE - You can reroll one Action Die on this attack

WRATH - Once per turn, if this attack hits, after the attack is resolved this monster may immediately make a stomp, ram, or swat power attack.

## BLAST







INDIRECT FIRE - This attack ignores cover.

**POWER** 





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#### SPECIAL RULES

MASTERMIND - While this model is in play, if two or more allied Faction models participate in a combined attack, the attack gains +1 Boost Die.

MECHANICAL - This monster is

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

PRESCIENCE - You can reroll one die on each of this model's attacks. If a a super strike, you can immediately reroll another die on that attack. You SAFEGUARD - When you Power Up. if

# KOMKOR 001

ZERKALO BLOC / MONSTER











COMBO STRIKE - If this attack hits. after the attack is resolved this model can immediately make a power attack. This power attack gains +3 Power Dice.

### BLAST





COLLATERAL DAMAGE - If this attack hits a monster, all units adjacent to the target monster suffer 1 damage point as a result of this attack.

THRASH - When you roll two or more roll, the attack does super damage.

**POWER** 



















