

MONSTERPOCALYPSE™

COLLECTIBLE MINIATURES GAME



RULEBOOK

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THE MONSTERPOCALYPSE IS UPON US!

Attackers from beyond space and time and from beneath the lands and oceans have engulfed the world in catastrophic conflict! Cities are now battlegrounds as giant monsters and their hordes of minions rampage through urban landscapes, level buildings, crush obstacles, and fight to achieve their own mysterious goals. Gather your units, build your city, and prepare to level everything in your path! It's time to Reach Out and Crush Someone!

This is Monsterpocalypse, a fast-moving, action-packed strategy game played with high-quality collectible miniatures portraying the most fearsome giant monsters on Earth! Each battle takes place in a city that you and your opponent construct by placing buildings on a city map. Players choose their forces from their respective collections of figures and then battle one another with giant monsters and supporting units such as tanks, flying vehicles, and all manner of creatures. Charge your monster into the city to fight for supremacy, and be the last monster standing!

So where do you start? First, look below to familiarize yourself with the agendas and factions in Monsterpocalypse, and then begin with the Game Walkthrough to get started with the figures included in your starter set.

ALLIES AND ENEMIES

Each figure in Monsterpocalypse belongs to a faction, and each faction belongs to an agenda. While you may mix figures from different factions or agendas in your force, the abilities of some figures only work with other figures from the same faction or agenda. Monsterpocalypse uses four terms to describe the various figures in the game.

Allies include all of the figures in your force.

Enemies include all figures in your opponent's force.

Agenda Figures are all the figures in your force that belong to the same agenda.

Faction Figures are all the figures in your force that belong to the same faction.

WHAT YOU NEED TO PLAY

Monsterpocalypse is a game for two players. You win by destroying both of your opponent's monster forms, but you need just a few important things before you can start tearing down cityscapes with your giant monsters.

FIGURES

The **figures** used to play Monsterpocalypse come in one of three varieties: monsters, units, and structures. Figures can be purchased in Monsterpocalypse Starter Set, Monster Boosters, and Unit Booster. Feel free to trade figures with your friends. Collecting the figures can be a fun and rewarding aspect of the Monsterpocalypse experience.

The type of figure is important. Some things in Monsterpocalypse will only affect monsters, some things will only affect units, some things will only affect structures, and some things will affect figures of any type.

Each figure comes on a base that has all of the figure's stats and abilities printed on it for quick reference.

MONSTERS

Monsterpocalypse centers around giant monsters, of course. **Monsters** come in pairs because in the game you use two different versions of your monster. The monster begins the game in its Alpha form, the normal version of the monster, and can transform into the Hyper form, an elevated and more powerful state of the monster. You only use one version at a time but can change from one form to the other at different points in the game by swapping the figures. The form of the monster you aren't currently using is kept on the play mat in your **Monster Reserves**.



MONSTER RESERVES

AGENDAS AND FACTIONS

The figures in Monsterpocalypse are divided into six different categories called agendas. All the figures within an agenda share the same philosophy, and figures from the same agenda have abilities that compliment each other.

AGENDAS



PROTECTORS are the good guys. They try to defend a way of life even if it means demolishing a few buildings in the process.



RADICALS are only interested in an ideal, and civilization takes a back seat when it comes to advancing their goals.



FIENDS are pure evil, through and through. They destroy because they enjoy inflicting pain and suffering.



DESTROYERS are motivated by wanton destruction. It's nothing personal; just don't get in their way.



INVADERS want what Earth has to offer, and they'll stop at nothing to have it.



COLLABORATORS have their own objectives. Sometimes they work for the good of humanity, but other times humanity is just a stepping-stone.

FACTIONS

A faction is a specific group within an agenda. Figures from the same faction cooperate well and yield the best combinations and most efficient use of resources. As more factions join the ranks of Monsterpocalypse, the themed options within each agenda will grow.

Monsterpocalypse: Rise has six factions – one for each agenda.



G.U.A.R.D. (PROTECTORS)

The giant robots and armored tanks of Globally United Advanced Research and Defense fight for life, liberty, and the pursuit of happiness.



TERRASAURS (RADICALS)

The Terrasaurs, earth-shaking, gargantuan dinosaurs, prefer a simpler time before technology and progress changed so much of the world.



LORDS OF CTHUL (FIENDS)

Dark beings from another plane come to enslave the human race.



PLANET EATERS (DESTROYERS)

These ravenous creatures from a far away world want nothing more than to wreck our planet.



MARTIAN MENACE (INVADERS)

These diabolical visitors from space have come to harvest Earth's inhabitants and resources for their own insidious plans.



SHADOW SUN SYNDICATE (COLLABORATORS)

Mystery surrounds the motivations of these stealthy scientifically engineered ninjas.

Ultra is the most common type of Hyper form. Other Hyper forms, like Mega, can be obtained through special promotions and events.

Your monster can perform certain actions and abilities that other figures cannot and is therefore your greatest and most powerful asset. Be careful though. Once both of your monster's forms are defeated, you are out of the game.

Monsters are mounted on large bases.



ALPHA FORM



HYPER FORM

UNITS

Units represent the hordes of minions and support troops that accompany your monster in its fight for supremacy. You will use many units during the game. When they are destroyed, you put units back into your **Unit Reserves**. They can continue to come back into play throughout the game. Units may not seem that

powerful compared to giant monsters, but intelligent use of your units can quickly tip the odds in your favor.



UNIT RESERVES

Units come in two types: **Grunt** and **Elite**. Elite units are more powerful than Grunt units, and you are limited in how many Elite units you can include in your force. You can tell which units are Elite because their names are printed in red on their bases, and they are colored differently.

Units are mounted on small bases.



S-TYPE SHINOBI
(GRUNT UNIT)



S-TYPE SHINOBI
(ELITE UNIT)

STRUCTURES & RUBBLE TILES

Structures are figures that provide obstacles and objectives for your monsters. The most common structures are buildings. Each structure comes with an accompanying **rubble tile** that represents the structure after it is destroyed. Rubble tiles have two sides. One side displays a pile of rubble, and the other shows a hazard that may come into play from the structure's destruction, like a Blazing Inferno or Radiated Zone.

Structures are mounted on large bases.



STRUCTURE (BUILDING)



RUBBLE



FIRE



RADIATION

Remember, buildings are just a type of structure, so any rule that applies to structures also applies to buildings.

PLAY MAT

Games of Monsterpocalypse are played on **play mats**. The middle of each play mat has an area marked with a grid called the **battle map** where the action takes place. The battle map determines where you place structures, where your monster starts the game, where your units enter, and what type of terrain your figures must traverse during battle.

The area around the battle map shows you where to store your dice and the figures not currently in play.

Each battle map is sectioned into square spaces that your figures occupy. Small-based figures occupy one space, and large-based figures occupy four at a time.

DICE

Dice play a pivotal role in Monsterpocalypse. You use dice as a form of currency in the game. Sometimes you spend dice and sometimes you roll them. You store your dice in several dice pools, and whenever you use a die, you move it to another pool. What your figures can do in the game depends on how many dice you have in your various dice pools. The four places where your dice are stored are the Monster Pool, the Unit Pool, the Power Pool, and the Dice Well.



MONSTER POOL



UNIT POOL



POWER POOL



DICE WELL

MONSTERPOCALYPSE PLAY MAT



Each player must have his own set of dice. How you choose to use your dice throughout the game determines whose monster is victorious and whose monster is lunch. The three types of dice are Action Dice, Boost Dice, and Power Dice.



ACTION DIE



BOOST DIE



POWER DIE

HEALTH TRACKER

You need a **Health Tracker** for each monster used in a game. The Tracker monitors the Health of your monster's Alpha form (the top slider) and Hyper form (the bottom slider) during the game. At the beginning of a battle, set both sliders to the appropriate number of Health indicated on the base of each of your monster figures. As your monster suffers damage, move the slider one point to the left for each point of damage. If a monster has health restored during a battle, move the slider to the right one point for each point restored. A monster's health may never exceed its Health stat. Once both forms of your monster have reached to zero health, your monster is defeated.

Example: Rob's Defender X Alpha form suffers one point of damage. Rob picks up his Health Tracker, which has its top row set at 5, and moves the pointer one space to the left onto the 4.



HEALTH TRACKER

REFERENCE SHEET

Your figures' bases have symbols on them that correspond to their stats and the **abilities** they can use in a game. The Reference Sheet details those abilities and how you use them in the game. To remind yourself what a symbol means, simply look it up on the Reference Sheet for an explanation. The best way to find an ability is to look up the figure's faction on the sheet and then look for the ability. They are organized by the shapes of the abilities.

DICE IN MONSTERPOCALYPSE

Monsterpocalypse boils down to effective use of the various types of dice available to you during a game.

Monsterpocalypse does not use regular dice. Instead of using pips or numbers, Monsterpocalypse dice use explosion symbols to indicate **strikes** and blank faces to indicate **misses**. A strike is indicated by one explosion on the die. A **super strike**, indicated by two explosions, counts as two strikes. Blank sides indicate misses. When rolling dice in Monsterpocalypse, simply add up the number of explosion symbols you see. For instance, the three dice below add up to three strikes.



MISS



STRIKE



SUPER STRIKE

Monsterpocalypse uses color-coded dice with different chances of rolling a strike depending on the color. There are three types and colors of dice:

Action Dice

Action Dice are comprised of 3 misses, 2 strikes, and 1 super strike. Action Dice make up the basic resource that allows your figures to move, make attacks, and use actions. Every time you want to move or make

an attack, you must use one or more Action Dice by spending them, rolling them, or both.

During the game, you will move your Action Dice between your **Monster Pool** and your **Unit Pool**. After you spend dice from your Unit Pool, you place them in your Monster Pool. After you spend dice from your Monster Pool, you place them in your Unit Pool. Your Action Dice move back and forth between the two pools in this way throughout the game.

You use the Action Dice in your Monster Pool when you activate your monster, and you use the Action Dice in your Unit Pool when you activate your units. Whichever Action Dice pool you use during your turn is considered the **Active Pool**. Certain game effects may add or subtract from the number of Action Dice you have in a particular dice pool. When such an effect takes place, simply move the number of affected dice from one pool to the other. For instance, if your monster is hit by an attack that causes it to lose an Action Die, move an Action Die from the Monster Pool to the Unit Pool.

You begin the game with 10 Action Dice in your Unit Pool.

Boost Dice

Boost Dice are comprised of 2 misses, 3 strikes, and 1 super strike. Boost Dice are special dice rolled when a figure has a knack for a particular kind of attack or because of certain abilities or special circumstances. Boost Dice have better odds of success than Action Dice. Boost Dice are not part of any dice pool and do not get used up when you roll them. They are bonus dice you get for free. You store your Boost Dice in the **Dice Well** on the play mat, and you put them back in the Dice Well after you roll them.

If you ever need to roll more boost dice than you have on hand, make your roll as normal, note the number of strikes rolled, then roll a number of boost dice again equal to the number of remaining boost dice to be rolled

or up to what you have on hand. Continue doing this until you have made the number of boost dice rolls required.

Power Dice

Power Dice are comprised of 1 miss, 4 strikes, and 1 super strike. Power Dice are additional resources gained through various means—mostly by causing destruction! You start the game with zero Power Dice in your Power Pool, but throughout the game you can perform actions that earn you Power Dice. Power Dice are used up when you roll or spend them, and you may never have more than 10 Power Dice in your Power Pool at any one time. Any Power Dice accumulated beyond 10 are lost.

You store unearned Power Dice in the **Dice Well** on the play mat. When you earn Power Dice, you move them to your **Power Pool** where you can use them. After you spend or roll a Power Die, return it to the Dice Well.

You may add Power Dice from your Power Pool to various rolls to greatly increase your chances of success. Some actions available to monsters, such as Power Attacks, require you to use Power Dice. If you have not accumulated enough Power Dice, you may not be able to do what you want. Units cannot use Power Dice.

You can earn Power Dice several different ways:

- Every time you make an attack or use an action that results in the destruction of an enemy unit, you gain one Power Die for each enemy unit destroyed or crushed (see Crushed vs. Destroyed, page 21) after removing the figure(s) from the battle map.

If you attack a unit that has the Unstable ability and that unit's ability crushes three other enemy units, you'll get four Power Dice!

- Every time you make an attack or use an action that results in the destruction of an Alpha or Hyper form of an enemy monster, you gain one Power Die for each

enemy monster form destroyed after removing the figure(s) from the battle map.

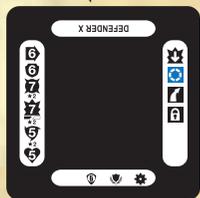
- Every time you destroy a structure with a monster's brawl attack, you gain a number of Power Dice equal to the Energy of the structure at the conclusion of the attack after all eligible abilities have resolved. If you use any other attack or action that results in the destruction of a structure, you only gain one Power Die for each structure destroyed.
- When you Power Up, you gain one Power Die for every ally unit holding a Power Zone on the battle map (see Power Zones, page 22 and Power Up, page 27).
- When you Power Up, you gain one Power Die for every structure currently secured by your force (see Securing Buildings, page 22).
- You may gain Power Dice through other abilities or game effects.

FIGURE STATS

All the information you need to play with your figures is represented by a set of numbers, shapes, and icons found on their bases. When you turn the figure away from you, the left side of the base has the following stats:

➡ **Speed (SPD)** – This is how many spaces a figure can move on the grid when it advances (see Moving on the Grid, page 14).

FIGURE NAME



ABILITIES

STATS AND INFORMATION

🛡️ **Defense (DEF)** – This is the number of strikes your opponent must roll in a single attack to hit this figure.

👊 **Brawl** – This is the maximum number of Action Dice you may roll when you make a brawl attack. A figure must have a Brawl stat printed on its base to make brawl attacks.

🌟 **Blast** – This is the maximum number of Action Dice you may roll when you make a blast attack. A figure must have a Blast stat printed on its base to make a blast attack. The two bars beneath a figure's Blast stat indicate how many spaces away the target of a blast attack can be from the attacking figure. A half filled black bar (▬◀) indicates short range. Short range allows the figure to make a blast attack against targets up to three spaces away. A fully filled black bar (▬▬) indicates long range. Long range allows the figure to make a blast attack against targets up to five spaces away.

Monsters have the following two additional stats:

🛡️ **Power** – This is the maximum number of Action Dice you may roll when you make a power attack. A figure must have a Power stat printed on its base to make power attacks.

♥️ **Health** – This is how much damage a monster's form can take before being destroyed.

Structures have the following stat on the left side of their bases:

⚡ **Energy** – This is the number of Power Dice you receive if your monster destroys this structure with a brawl attack.

★ **Boost Stars** – When a star with a number by it appears below a Brawl, Blast, or Power stat, you must roll that many Boost Dice whenever you make that type of attack.

On the opposite side of the base from the figure's name you'll find the following pieces of information:

Hyper – The Hyper stat appears on monster Hyper forms. When you want to change your monster into its Hyper form, you have to spend a number of Power Dice equal to the Hyper form's Hyper stat.

Cost – Cost appears on units and indicates the number of Action Dice you must spend to bring the unit into play when you spawn units.

Faction – This symbol represents the figure's faction.

Agenda – This symbol represents the figure's agenda.

Energy Type – This indicates the figure's physiology. Certain game effects may have greater impact or no impact at all on a figure depending on its Energy Type. Look for Energy Types to be referenced in the abilities of buildings and other figures.

Structure Type – Structures will have an icon that designates what type of structure they are. Buildings are the only type of structure in *Monsterpocalypse: Rise*, so they will all have the building icon on them.

Certain abilities and situations may temporarily reduce a figure's stats. No matter how many effects a figure suffers from, its Speed, Defense, Brawl, Blast, and Power stats cannot be reduced to less than 1.

The symbols on the right side of the base represent the figure's abilities, explained in detail beginning on page 30 and on the reference sheet.

There is also information on the bottom of the base, including the figure's name, its collector number, its agenda, faction, and its rarity. The number of stars indicates how rare a figure is in comparison to the other figures in the same series. The more stars a figure has, the greater its rarity. Figures with one, two, or three stars can be obtained in Boosters, and figures with four or five stars may only be available through special events and promotions.



GAMEPLAY OVERVIEW

Monsterpocalypse is played in turns alternating between each player. Each player starts the game by taking a Unit Activation. Then for the rest of the game on your turn you choose to take a Monster Activation or a Unit Activation. Each type of activation breaks down into distinct phases that must occur in order. These phases are explained in depth beginning on page 27.

A **Unit Activation** consists of:

- The **Spawn Phase**, when your units in Reserve can enter the battle map.
- The **Advancement Phase**, when your units advance.
- The **Attack Phase**, when your units make attacks.
- The **Push Phase**, when you may move any unused Action Dice into the Monster Pool.

A **Monster Activation** consists of:

- The **Power Phase**, when your monster can Power Up.
- The **Hyper Phase**, when your monster can turn into its Hyper form.
- The **Advancement Phase**, when your monster advances.
- The **Attack Phase**, when your monster makes attacks.
- The **Push Phase**, when you may move any unused Action Dice into the Unit Pool.

MOVING ON THE GRID

The most common type of movement in Monsterpocalypse is called **advancing**. Each figure has a Speed (SPD) stat  that indicates how many spaces it can move on the map each time it advances. When you want to advance one of your figures, you first spend an Action Die from the appropriate pool (Monster Pool when moving a monster, Unit Pool when moving a unit) and then move the figure up to a number of spaces equal to its SPD stat. You may advance any number of figures during the appropriate activation as long as you have the Action Dice to do so. Each figure may only advance once during a turn.

A figure may move either up, down, left, or right. A figure may move diagonally once while advancing. Monsters occupy more than one space at a time, but they still count out their movement like units do. See the diagram below.



EXAMPLES OF HOW A MONSTER COULD MOVE FOUR SPACES

At no point during a figure's movement can it move through the same space as an enemy figure unless the moving figure has an ability that allows it to do so (like Flight). However, during a figure's movement you can move it through spaces occupied by ally figures. No figure may finish its movement occupying a space occupied by another figure.

Though flyers and jumpers can move through other units, monsters, and buildings, they cannot end their movement in the same space as a unit, monster, or building.

Figures cannot move beyond the edge of the battle map. If at any time a figure is smashed, thrown, or would otherwise be moved beyond the edge of the map, the figure stops at the edge of the map. Furthermore, anytime you or your opponent moves a figure, it must end this movement in spaces the figure can legally occupy. When you put figures in play, you must place them on spaces they can legally occupy.

STEP

Monsters have an additional type of movement called **step**. Before and after your monster advances, but before it attacks, it may step by spending an Action Die to move one space in any direction, including diagonally. You may step with a monster as many times as you have Action Dice to spend. Each step is performed individually and the monster must be able to occupy the spaces into which it moves. Those spaces may not be occupied by other figures.

Example: Terra Khan has Speed 6, but his desired target is eight spaces away. After spending one Action Die from his Monster Pool to advance six spaces, Terra Khan's player spends two more Action Dice from his Monster Pool to step two more spaces and come adjacent to his target. Terra Khan's player then places all three of the dice he used into his Unit Pool.

TERRAIN

The spaces on the battle map represent various types of **terrain** your figures will traverse. Some are more difficult to cross than others. Look at the terrain legend, located on the bottom right of the Play mat, to see the type of terrain each space is.

Open Terrain (roads, concrete, dirt and grass)

– Count these spaces once when a unit advances into them. Spaces not labeled as Rough Terrain or Impassible Terrain on the terrain legend are **Open Terrain**.



ROADS



GRASS



DIRT



CONCRETE

Rough Terrain (sand, rocks, forest, rubble, and hazards)

– Count these spaces twice when a unit advances into them. Spaces that are **Rough Terrain** are noted on the play mat legend with this symbol: 

Impassible Terrain (water or lava) – Units cannot enter these spaces unless the units have an ability that lets them do so, such as Hover or Flight. Spaces that are **Impassible Terrain** are noted on the play mat legend with this symbol: 

Monsters may move over and occupy any terrain without restriction or penalty.

COVER

A unit that is occupying a forest space or is adjacent to a structure or friendly monster gains **Cover**. Cover adds +1 to the unit's DEF  against blast attacks. A figure cannot gain more than +1 DEF from Cover. Cover does not add to a unit's DEF against brawl or power attacks. Monsters do not gain Cover. Terrain spaces that give cover to units are noted on the play mat legend with this symbol: 

Cover only adds +1 to a figure's DEF against blast attacks!

FLIGHT

A figure with Flight may move through figures and treats all terrain as Open Terrain. A figure with Flight is immune

to hazards when moving through or occupying them but will still suffer all effects as a result of colliding with hazards and other figures (see Collisions, page 36). A unit without Flight cannot make brawl attacks against a figure with Flight unless the unit has an ability that allows it to do so. A figure with Flight cannot hold Objective Spaces and does not gain Cover.

Only units are restricted from targeting figures with Flight. Monsters can attack flying figures with brawl and power attacks.

JUMP

A figure with Jump may move through figures and treats all terrain as Open Terrain. A figure with Jump is immune to hazards on which it does not end its advancement but still suffers all effects as a result of colliding with hazards and other figures. A unit with Jump cannot end its movement on Impassible Terrain. A unit with Jump can make brawl attacks against a figure with Flight.

IMPORTANT FIGURE PLACEMENT TERMS

Here are some important terms that describe a figure's relationship to other figures on the map grid. Figures can be adjacent, base-to-base, and aligned. Examples of each follow on the next page.

ADJACENT

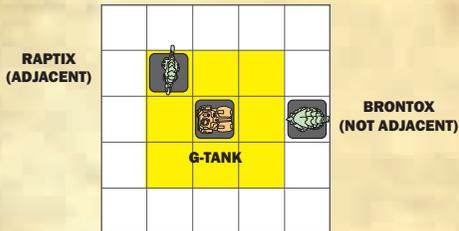
The term **adjacent** describes something in a space next to or immediately diagonal to a figure or space.

BASE-TO-BASE (B2B)

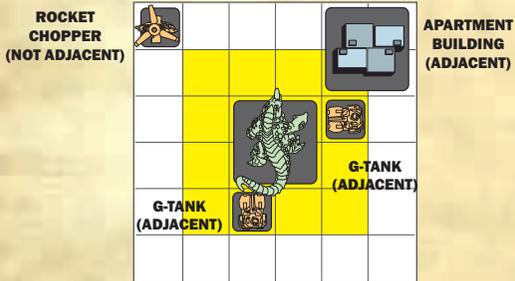
A figure is **base-to-base** with another figure when both figures occupy spaces on the grid that are next to each other. Figures that are diagonal from each other are NOT base-to-base. Figures that are base-to-base are also adjacent.

ALIGNED

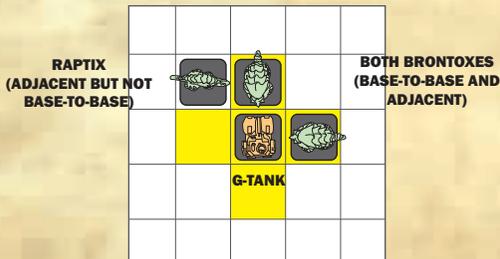
A monster is **aligned** with another monster or structure when the complete edge of the monster's base touches the complete edge of the other figure's base. Figures that are aligned are also base-to-base and adjacent.



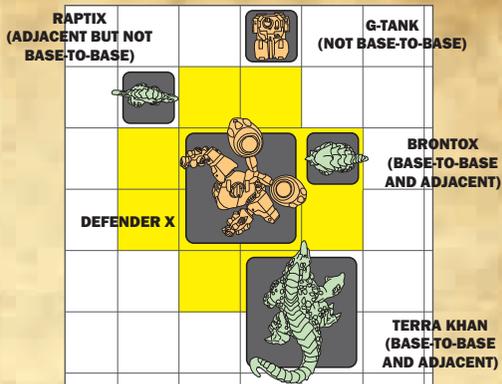
SPACES ADJACENT TO A G-TANK UNIT



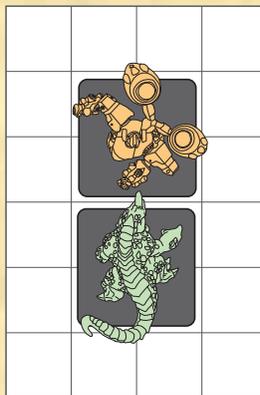
SPACES ADJACENT TO A MONSTER



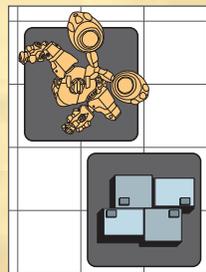
SPACES BASE-TO-BASE WITH A G-TANK UNIT



SPACES BASE-TO-BASE WITH A MONSTER (DEFENDER X)



TERRA KHAN AND DEFENDER X ARE ALIGNED, BASE-TO-BASE, AND ADJACENT



DEFENDER X AND THE OFFICE BUILDING ARE NOT ALIGNED, BUT THEY ARE BASE-TO-BASE AND ADJACENT

MAKING ATTACKS

Monsterpocalypse has three types of attacks: **brawl attacks**, **blast attacks**, and **power attacks**. To make an attack, first choose the type of attack and then choose a target. You must roll at least one Action Die from the Active Pool, and you may roll a number of Action Dice up to the number of the corresponding stat. Then roll the dice, count up the total number of strikes, and compare the total to the Defense (DEF)  of your target. If the total number of strikes on the dice roll is equal to or greater than the target's Defense, the attack has hit the target.

Example: Your S-Type Shinobi makes a brawl attack against a Belcher. The S-Type Shinobi has a Brawl stat of 2 , which means you can roll up to two Action Dice for the attack. As a unit, the S-Type Shinobi's Action Dice come from the Unit Pool. The Belcher's Defense is 2 , so the attack hits if the roll results in two or more strikes. After the roll, the two dice used for the attack go into the Monster Pool.

Two other types of dice may also come into play. The first are Boost Dice. Some figures receive Boost Dice for certain types of attacks, noted with a star ★ and a number on the figure's base under the stat for the type of attack. The number next to the star corresponds to the number of Boost Dice you roll for free when making that type of attack with the figure. The figure may also receive Boost Dice from abilities or effects. The Brawl, Blast, and Power stats only restrict the number of Action Dice you may roll, not the number of Boost Dice you must roll.

Example: Defender X is a monster with a Brawl stat of 7 and a star with the number 2 by it under that stat . That means that you may roll up to seven Action Dice from your Monster Pool when Defender X makes a brawl attack, but you must add two Boost Dice to the roll regardless of the number of Action Dice you roll. If you roll one, two, three, or even seven Action Dice you still add two Boost Dice to the roll.

The second type of additional die is the Power Die. Only monsters can use Power Dice. You earn Power Dice by accomplishing certain tasks in the game, and you can add them to any monster roll in addition to Action Dice and Boost Dice.

Example: Defender X makes a brawl attack again, and this time he really needs to hit. Like before, you roll two Boost Dice and up to seven Action Dice from your Monster Pool. You decide that won't be enough, so you take four Power Dice from your Power Pool and add them to the roll. You can add as many Power Dice as you have in your Power Pool.

Remember, a monster's Brawl , Blast , and Power  stat only limit the number of Action Dice you can roll for an attack. They do not have any bearing on the number of Boost Dice you must add or Power Dice you can add to the roll.

Monsters are too big to hide behind anything, and even the smallest units can be detected by the sophisticated systems and instincts of their enemies, so blast attacks cannot be blocked by other figures.

Power attacks are special attacks that only monsters can make. They differ slightly from brawl and blast attacks in that you **MUST** roll at least one Power Die as well as at least one Action Die when you make a power attack (see Power Attacks, page 36).

The various power attacks receive detailed explanations beginning on page 36.

Regardless of the type of attack or how many dice you roll, all attacks must adhere to the following rules:

- Attacks cause one point of damage every time they hit. Power attacks have effects that may result in additional damage.
- Each figure can only participate in one attack each turn. You may attack with any number of figures per turn as long as you have the Action Dice to roll.

- Figures may only attack structures or enemy figures (those belonging to your opponent) but may not attack your ally figures.

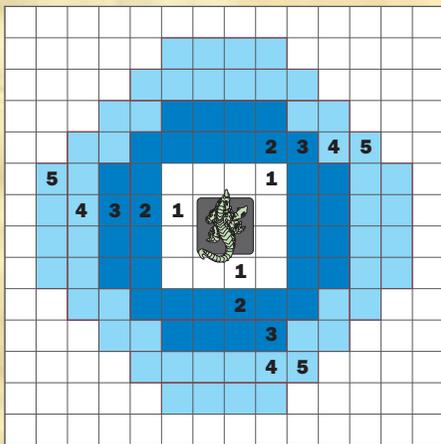
TARGET FIGURES

When you choose to have a figure make an attack, you must select an enemy figure as the **target**. All attacks are made from your figure to the target.

An attacker can make a brawl attack targeting any adjacent structure or enemy figure.

An attacker can make a blast attack targeting any structure or enemy figure within range and NOT in an adjacent space. **Short range** —□ attacks may target figures up to three spaces away, and **long range** —▲ attacks may target figures up to five spaces away.

When counting the spaces to the target, you may count a diagonal only once.



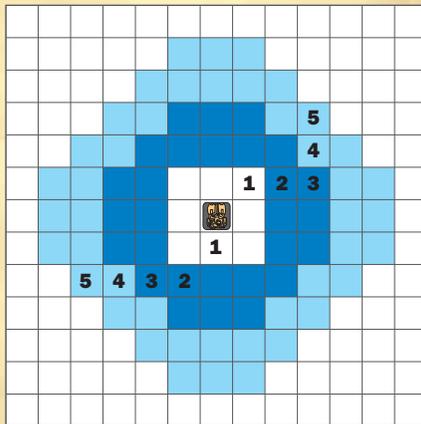
DAMAGING MONSTERS AND UNITS

When a unit takes one damage, it is **destroyed**. When your unit is destroyed, remove it from the battle map and place it back in your Unit Reserves.

Each time a monster takes damage, move the corresponding slider on the monster's Health Tracker one point towards the skull icon on the left for each damage taken. When a slider reaches the skull icon, that form of the monster is destroyed and removed from the battle map. See Hyper forms on page 29 for how damage affects a monster's ability to change forms.

SUPER DAMAGE

Some abilities or effects cause **Super Damage**, which means the target takes one additional point of damage. If multiple abilities or effects that cause Super Damage occur on the same figure, the target only takes one additional point of damage.



THE DIAGRAMS ABOVE SHOW SHORT AND LONG RANGES FOR MONSTERS AND UNITS. THE DARK BLUE AREA IS SHORT RANGE, AND BOTH THE DARK AND LIGHT BLUE AREAS TOGETHER MAKE UP LONG RANGE. FIGURES IN THE WHITE SPACES CANNOT BE TARGETED BY BLAST ATTACKS.

CRUSHED VS. DESTROYED

Certain attacks and abilities will **crush** units rather than destroy them. When a unit is crushed, remove it from the battle map immediately and place it back in your Unit Reserves. Some abilities only take place when a figure is destroyed, so they won't take place if the figure is crushed instead. Furthermore, since units that are crushed are immediately removed from the battle map, they may not get a chance to use their abilities during an attack's resolution (see Abilities, page 30 and The Timing of Abilities in an Attack, page 31).

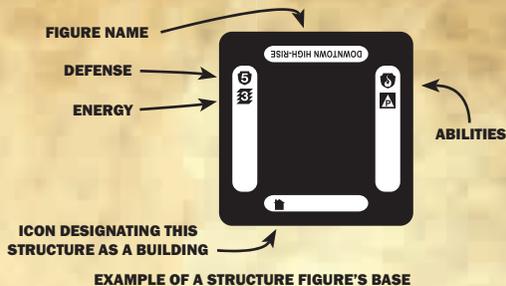
Make sure you know when an effect crushes a unit or destroys a unit when you reference an ability.

INTERACTING WITH THE BATTLE MAP

Monsterpocalypse is played on a play mat with a battle map in the middle where all the action takes place. A major piece of the fun of Monsterpocalypse lies in how your figures interact with the battle map and the structures on it. Whether you are knocking down structures or occupying tactically important zones, you must understand the role the map plays in the game.

STRUCTURES

Structures are figures mounted on large bases that provide obstacles and strategic goals for you and your opponent, much needed power for monsters, and often present dangerous hazards on the battle map after you destroy them. Structures can also provide beneficial abilities to your force. Structures do not move around the battle map during the game and are not part of your force. Monsterpocalypse has multiple types of structures, but buildings are the most common type. They are denoted with the building symbol: 🏠



EXAMPLE OF A STRUCTURE FIGURE'S BASE

DESTROYING BUILDINGS AND CREATING HAZARDS

You can attack buildings just like units or monsters. When a building takes one damage, it is destroyed. Each building comes with a rubble tile. When a building is destroyed, remove it from the battle map and replace it with the building's rubble tile. Note that rubble tiles have two sides. One side always indicates normal, non-dangerous rubble, and the other side indicates a type of **hazard**. Some buildings have an ability like Blazing Inferno that creates a hazard when they are destroyed, such as a Fire hazard that is dangerous to figures moving onto it. When this happens, place the rubble tile with the hazard side face up.

Any figure that moves onto a hazard tile suffers the effects of that hazard. Once a figure has suffered the effects of a hazard, it does not suffer those effects again unless it moves off the hazard and returns.

Some figures possess abilities that can eliminate hazards. When a hazard is eliminated, flip the tile over so the rubble side faces up.

Treat all rubble tiles as Rough Terrain regardless of whether the rubble side or the hazard side is face up.

You only gain Power Dice equal to the building's Energy when you destroy it with a monster brawl attack. If you destroy the building in any other way, you only gain one Power Die.

SECURING BUILDINGS

When you have three of your units adjacent to a building with no enemy units or enemy monsters adjacent to it, you are **securing the building**. Each time you Power Up, you receive one Power Die for each building you are securing.

A unit cannot secure a building while the unit is being moved.

Example: Rob has two units adjacent to an Oil Refinery. The Oil Refinery has the ability Fuel Depot  which grants all of your figures +1 Speed  while it is secured. Rob then advances a third unit and while moving the unit it becomes adjacent to the Oil Refinery. Rob then continues to move his unit past the Oil Refinery so that it is no longer adjacent. His unit does not gain the +1 Speed during its advancement because the building is not secured during the movement.

Look for ways to position units to secure multiple buildings at the same time. Some maps have locations where the same three units can secure two buildings and hold a Power Zone! With clever selection and placement of your buildings and units, you can gain three or more Power Dice from just three units each time you Power Up.

FOUNDATIONS

Foundations are the spots on a map where you can place structures during setup. Some have green borders and some have yellow borders. These determine the order that you may place structures on them. Treat foundations without a structure placed on them as Open Terrain. During setup, green foundations must be filled before yellow foundations are filled.



GREEN FOUNDATION



YELLOW FOUNDATION

OBJECTIVE SPACES

Strategic points known as **Objective Spaces** lie scattered about the battle map. These can grant benefits to the player who holds them and potentially hinder the player who does not. To **hold** an Objective Space, a unit must simply occupy the Objective Space on the map. Monsters cannot hold Objective Spaces.

Though flyers cannot hold Objective Spaces, they are great units to place on Objective Spaces to keep your opponent from holding them.

There are several kinds of Objective Spaces:

POWER ZONES

Each time you Power Up (see Powering Up, page 27), you gain one Power Die for each **Power Zone** held by one of your units.



NEGATIVE ZONES

Each time you Power Up, your opponent loses one Power Die from his Power Pool for each **Negative Zone** held by one of your units.



SPAWN POINTS

Spawn points are the spaces on the map where your units enter the game. You have two types of spaces you can use to bring units onto the battle map: Standard Spawn Points and Neutral Spawn Points.

Standard Spawn Points are color-coded to each player. The Standard Spawn Points of your color remain your spawn points for the entire game (see Preparing the Battle Map, page 26).



STANDARD SPAWN POINTS

Neutral Spawn Points do not begin the game under any player's control. Instead, each player can try to take control of Neutral Spawn Points during the game by holding the adjacent Activators. If you have a figure holding an Activator next to a Neutral Spawn Point, then you control the spawn point and you may use it as one of your spawn points. If no player holds the Activator, units cannot spawn from that spawn point.



NEUTRAL SPAWN



ACTIVATOR

THE REST OF THE PLAY MAT

The play mat has several areas around the edges of the battle map for you to organize your play materials. You store your Action Dice in the Monster Pool and the Unit Pool on either side of the play mat, and the Power Dice you gain go in the Power Pool. Store your Boost Dice and any unused Power Dice in the Dice Well. The Reserves boxes hold the figures in your force not currently in play.

SETTING UP A GAME

Before the game can begin, players must choose their forces, pick out a play mat, set up the city, and get their dice ready to roll!

CHOOSING YOUR FORCE AND CITY

Your **force** consists of the units and monsters you will use in the game. A standard game requires each player to have one monster (both the Alpha and one corresponding Hyper form) and up to 15 units. Each player must also bring a **city** of two to 12 structures.

Choose any monster and a corresponding Hyper form for it, and then choose your units. The units in your force can come from any agenda or faction. Building a force with figures from a single agenda or faction yields more synergy in your ability combinations. Though you will only have monsters on the battle map when the game starts, each player can access all of the monsters and units in his force during the course of the game.

MONSTERS

Each player must bring at least one monster Alpha form and a corresponding Hyper form of that monster to the game. Most games involve only one monster per player, but some games can include more (see Multi-Monster Games, page 45). All monsters are unique characters, and a player may only bring one of each monster to a game. Different players may bring the same monsters to a game.

Some monsters may have more than one Hyper form available to them. You may only include one hyper form for your monster in your force.

UNITS

You may include up to 15 units in your force, and you may have as many different types of units in your force as you like. You may include no more than five **Elite units** overall. You may include no more than five **Grunt units** with the same name.

Your unit figures do not begin the game on the battle map, but during the game they will enter through the map's spawn points.

Elite versions of units count as different units than the Grunt versions when assembling your force. For instance, you may have five Elite Spitters and five Grunt Spitters in your force. You can tell the Elite units from the Grunt units because their names are printed in red.

STRUCTURES

Each player must bring a **city** that includes between two and 12 structures. Similar to units, you may have no more than five structures with the same name. The more structures in the game, the more power you have available, so try to include as many structures in your city as you can for more exciting games.

PREPARING THE BATTLE MAP

Before setting up a battle, both players roll five Action Dice for the setup roll. If both players roll the same number of strikes, re-roll. The player who rolls the least number of strikes chooses the play mat for the game. The player who rolls the most strikes wins the set-up roll and chooses the color zones on the battle map each player will use. You may only use the spawn points and starting zones that correspond to your color.

The player who rolls the most strikes also places the first structure, places his monsters first, and takes the first turn.

PLACING STRUCTURES ON THE BATTLE MAP

Players take turns placing the structures in their cities on the **foundation** spaces on the battle map, one structure at a time, until they have placed all their structures. If one player runs out of structures before the other player, the player with remaining structures

places them. Players must continue to place structures until they have placed all the structures from their cities or have run out of empty foundations on which to place the structures.

Each foundation space has an outlined color that indicates the order of structure placement. You must fill all green foundations before you can put a structure on a yellow foundation.

Example: Jason and Rob are setting up a game on a battle map with eight green foundations and eight yellow foundations. Rob brought four structures in his city, and Jason brought seven structures. Rob rolled the most strikes in the set-up roll, so he places his first structure on a green foundation. Jason then places one of his structures on a green foundation. They continue alternating until Jason places his fourth structure on the last remaining green foundation. At this point Rob has no more structures in his city, so Jason places his remaining three structures on whichever yellow foundations he likes.

REMAINING SETUP

Once you have placed all structures, starting with the player who won the set-up roll, each player places the Alpha form of his monster on one of his **monster starting areas**. Next, make sure you have 10 Action Dice in your Unit Pool and 10 Power Dice and at least four Boost Dice in your Dice Well. Lastly, put your units into your Unit Reserves and your Hyper form into your Monster Reserves. They will remain there until they are brought into the game. With everything set up, it's time to start tearing it down!

ORDER OF PLAY

Monsterpocalypse is played in a series of turns where players advance, attack, and perform actions with their figures until only one player has a monster left in play.

When it is your turn, you must choose one of the following:

A. Perform a Monster Activation.

B. Perform a Unit Activation.

Because there are no Action Dice in your Monster Pool when you start a game, the first turn of every game will be a Unit Activation.

You must activate either your units or your monster, and you must be able to spend at least one Action Die from the appropriate dice pool. If you do not have any Action Dice in your Monster Pool, you may not perform a Monster Activation. If you do not have any Action Dice in your Unit Pool, you may not perform a Unit Activation.

Leave a few dice behind in each pool. It is tempting to exhaust your dice pools so that you can do more each turn, but be careful. Sometimes just having one Action Die in your Monster Pool is enough to make your opponent think twice about body slamming your monster into a block of buildings. That one die could allow you to return the favor!

After you finish your Monster Activation or Unit Activation, your turn ends, and the next player takes a turn.

ACTIVATING MONSTERS

Choosing a **Monster Activation** makes your Monster Pool the Active Pool, and all Action Dice you spend or roll move from the Monster Pool to the Unit Pool after you use them. During a Monster Activation you may choose to do any of the following options, but any of those performed must be done in the order presented below:

1. POWER PHASE

Once during your Monster Activation you may attempt to **Power Up** to gain Power Dice. To attempt to Power Up, roll up to three Action Dice from your Monster Pool.

You may not roll Power Dice from your Power Pool when Powering Up. You successfully Power Up if you roll at least one strike. Add one Power Die to your Power Pool for each Power Zone your units hold and for every building your units are securing. Your opponent loses one Power Die from his Power Pool for each Negative Zone you hold. If you fail to roll any strikes, nothing happens. Regardless if you successfully Powered Up or not, put any Action Dice you rolled for the Power Up attempt into your Unit Pool. You may choose not to Power Up and not roll any dice if you wish.

Don't be afraid to spend just one or two Action Dice from your Monster Pool on Power Up rolls. Rolling one die gives you a 50% chance of Powering Up, two dice give you a 75% chance of Powering Up, and three dice give you an 87.5% chance of Powering Up. Those Action Dice are important, so spend them wisely!

2. HYPER PHASE

You may spend Power Dice equal to the Hyper stat of your monster's Hyper form to change your monster into its Hyper form. Replace the Alpha form with the Hyper form (see Hyper Forms, page 29).

3. ADVANCEMENT PHASE

You may spend one Action Die to advance your monster and move it up to a number of spaces equal to its SPD stat (see Moving on the Grid, page 14).

In addition, before and after your monster advances, you may spend one Action Die to step. You may step any number of times as long as you have Action Dice to spend. Your monster does not have to advance to be able to step.

4. ATTACK PHASE

You may spend Action Dice from the Monster Pool and Power Dice to make a brawl attack, blast attack, or

power attack with your monster. Your monster can only make one attack each Monster Activation.

5. PUSH PHASE

If you have Action Dice remaining in your Monster Pool, you may move as many of them as you like to your Unit Pool.

ACTIVATING UNITS

When you choose a **Unit Activation**, the Unit Pool becomes the Active Pool and all Action Dice you spend or roll move from there to the Monster Pool when you use them. During a Unit Activation you may choose to do any of the following options, but any of those performed must be done in the order presented below:

1. SPAWN PHASE

You may spend Action Dice to bring units into play from your Unit Reserves. You may spawn any number of units as long as you have Action Dice to spend, but you can only spawn one unit at each spawn point per turn. Units spawned at the beginning of your turn can advance and attack in the same turn.

SPAWNING UNITS

When you **spawn** a unit, you take a unit from your Unit Reserves and place it on one of your spawn points. To spawn a unit, you must spend Action Dice from your Unit Pool equal to the figure's Cost ○. **If the unit is from an agenda that does not match a monster included in your force, you must spend one additional Action Die over the cost of the figure to spawn it.** You may only spawn units from your Unit Reserves.

If a unit occupies one of your spawn points when you spawn a figure, you may spend one Action Die to move the unit into an adjacent space that it may legally occupy to free the spawn point for spawning your figure.

Example: Rob wants to spawn a G-Tank and an Explodohawk onto two of his spawn points. Both have a Cost of 1 ①, so normally they would each cost Rob one Action Die from his Unit Pool to spawn. However, Rob's only monster is Defender X from the Protectors agenda. The G-Tank is also from the Protectors agenda, so it will still cost Rob one Action Die to spawn. The Explodohawk is from the Destroyer agenda, however, so it will cost an additional Action Die to spawn. Also, Jason has a unit on the spawn point where Rob wants to spawn his Explodohawk. Rob spends one Action Die to move Jason's unit to an empty adjacent space and then pays two Action Dice to spawn the Explodohawk in that location. He then spends one Action Die to spawn his G-Tank on the other spawn point.

Be careful about leaving one of your units on your opponent's spawn point if there is an adjacent hazard. Otherwise your opponent can move your unit onto the hazard and destroy it!

2. ADVANCEMENT PHASE

You may advance any number of your units currently on the battle map, one at a time, as long as you have Action Dice to spend. You must spend one Action Die from the Unit Pool for each unit that you advance. You may not advance the same unit more than once during a Unit Activation (see Moving on the Grid, page 14).

3. ATTACK PHASE

You may attack with any number of your units on the battle map. Each unit may participate in one individual or combined attack (see Combined Attacks, page 43). You must spend at least one Action Die for each participating unit. You do not have to attack with the same units you advanced this turn. You may continue to make attacks with your units as long as you have Action Dice to spend and as long as you have units that have not yet participated in an attack during this Unit Activation.

4. PUSH PHASE

If you have Action Dice dice remaining in your Unit Pool, you may move as many of them as you like to your Monster Pool.

HYPER FORMS

You start the game with the **Alpha form** of your chosen monster in play and any one **Hyper form** of that same monster in your Monster Reserves. You can tell that a monster is a Hyper form if it has a Hyper stat on its base . During the Hyper phase of your Monster Activation, you may spend Power Dice equal to the Hyper form's Hyper stat to transform your Alpha monster into its Hyper form. Replace the Alpha figure with the Hyper figure. You may choose to have a monster leave Hyper form on a Monster Activation during its Advancement Phase or Attack Phase as long as you do not interrupt its advance or an attack. Simply replace the Hyper form with the Alpha form without spending any Power Dice.

When you replace one monster form with another, remove the current monster form from the battle map and place it in your Monster Reserves. Then take the other form from your Monster Reserves and place it in the exact same location from which the original form was removed.

Both the Alpha form and Hyper form track damage individually. A monster cannot be in a form that has been destroyed, so if one form of your monster is destroyed and its other form is not, replace the destroyed form with the form that still has Health. Damage done to one form that exceeds its Health does NOT apply to the other form after you swap the figures. Further effects applied to one form do not “carry over” to the other form.

When both the Alpha and the Hyper forms of a monster have been destroyed, that monster is out of the game.

Example: Rob is using Defender X to Smash Jason's Terra Khan. Terra Khan has Health 5  and has already taken three damage points. Rob rolls five Power Dice with his attack and hits. Terra Khan reels back five space and collides with two Skyscrapers, which have the Blazing Inferno Reaction . Terra Khan ends his Smash movement in the hazard left by the second Skyscraper. When Jason adds up damage for the attack, Terra Khan takes one damage point for getting hit, one for colliding with the first Skyscraper, one for colliding with the second Skyscraper, and one for ending up in the hazard for a total of four damage. Note that Terra Khan did not suffer the damage for the Blazing Inferno left by the first Skyscraper since Reactions resolve after the power attack effects resolve. Four damage is more than enough to destroy Terra Khan's Alpha form. Jason replaces his Alpha Terra Khan with the Hyper form, Ultra Terra Khan. Since damage and effects applied to the first form do not carry over to the second form, the last damage done to Terra Khan is not applied to his Hyper form.

Example: On Jason's turn he attacks Defender X with Ultra Terra Khan. Defender X has Health 5  and has taken four damage already. Jason performs a brawl attack and hits. There are no Advantages  or Reactions  to resolve. Ultra Terra Khan has the Lightning Attack Trigger  on his brawl attacks, however, which gives him an extra brawl attack against the same target after the enemy monster takes the damage from the first attack. Defender X takes its fifth point of damage, and Rob replaces it with Ultra Defender X. Since the Lightning Attack triggered off of an attack against the Alpha form, the second attack created by Lightning Attack must also target the Alpha form. Since the Hyper form replaced the Alpha form, the second attack does not have a target and cannot be performed.

WINNING

A player wins when he has destroyed both the Alpha and Hyper forms of all of his opponent's monsters.

If you must end your game before one player has won, the player who has destroyed the most forms (Hyper or Alpha) of his opponent's monsters wins. If this results in a tie, add up the points of damage on both forms of each players' monsters. The player with the least amount of damage on his monsters is the winner. If the result is still a tie, then the match ends in a draw.

CONGRATULATIONS!

YOU NOW KNOW ALL THE BASICS FOR PLAYING MONSTERPOCALYPSE. TAKE A BREAK AND STRETCH YOUR LEGS; YOU'VE EARNED A REST. THERE'S ONLY A FEW MORE PIECES OF MONSTERPOCALYPSE LEFT TO LEARN BEFORE YOU CAN PLAY THIS GAME IN ALL ITS GLORY, BUT MAKE SURE YOU'RE READY. THE LAST BITS ARE THE MOST FUN, BUT THEY ARE ALSO MEATY AND REQUIRE ALL OF YOUR FACULTIES TO ABSORB. GO AHEAD AND PLAY A FEW PRACTICE GAMES USING JUST WHAT YOU'VE READ SO FAR IF YOU LIKE, BUT DEFINITELY COME BACK AND READ THE REST TO SEE HOW THE ABILITIES THAT MAKE YOUR FIGURES SPECIAL, INTERACT AND HOW YOUR MONSTERS CAN TAKE THEIR FIGHTS TO THE NEXT LEVEL.

ABILITIES

The figures in Monsterpocalypse can do much more than just move around and make brawl, blast, and power attacks. They also have special abilities noted with symbols on the right side of their bases. Each symbol has a shape that indicates the type of ability and when it comes into play. **Abilities** include Actions, Skills, Advantages, Reactions, and Triggers.

ACTIONS — ●

Abilities with this shape are **Actions**. Once per turn during the Advancement Phase or Attack Phase, you may use one Action of one of your figures on the battle map by spending one Action Die from the Active Pool. An Action cannot interrupt the advancement of a figure and cannot interrupt an attack. You may only use an Action of one of your monsters during a Monster Activation, and you may only use an Action of one of your units or a structure you control during a Unit Activation. You may use only one Action per turn.

Example: Rob wants to use his Spitter's Extinguish Action (Replace one adjacent hazard with rubble) on an adjacent Fire hazard. Rob takes one Action Die from his Unit Pool and places it in his Monster Pool to pay for the Action. He then flips the Fire hazard over to the rubble side of the tile. Since Rob has used an Action ability this turn, he may not use any other Action abilities this turn.

SKILLS — ■

Abilities with this shape are **Skills**. A figure's Skills are always in effect while it is on the battle map.

Get to know your skills! You can gain many benefits through the strategic deployment of units with various skills.

ADVANTAGES — ★

Abilities with this shape are **Advantages**. Advantages take place after you determine if an attack roll has hit. Advantages can only come from the attacking figure and from any figure allied to the attacking figure. The description of the Advantage will explain if it applies. If multiple Advantages apply, the attacking player chooses the order they resolve. Any Advantage that creates a re-roll must resolve after all other Advantages.

Example: Ultra Defender X has the Energy Cycle ability ∞, which allows it to "return one Action Die that rolled a miss to the Active Pool." The ability appears in this shape ★.

which means it's an Advantage. Whenever you roll one of Ultra Defender X's attacks, you can take an Action Die from the dice used to make the attack roll that did not roll at least one strike and add it to your Monster Pool (since Defender X is a monster).

TRIGGERS —

You will notice that **Triggers** use the same shapes as the Brawl, Blast, and Power stats. This is because a Trigger takes place only if you hit a target with a specific type of attack. Brawl Triggers take place if you hit a figure with a brawl attack, Blast Triggers take place if you hit a figure with a blast attack, and Power Triggers take place if you hit a figure with a power attack. For a Trigger to resolve, the figure with that Trigger must still be on the battle map. If more than one Trigger applies, the attacking player chooses the order they resolve. Completely resolve one Trigger before choosing the next. You must completely resolve the current attack before making any additional attacks created by Triggers.

Triggers occur even if the target is crushed, but if you miss your attack roll, your triggers can't be used.

Example: Defender X has the Energy Drain ability , which says: "Target monster's controller moves one Action Die from his Monster Pool to his Unit Pool." The ability appears in this shape , which means it's a Blast Trigger. When your Defender X hits a target monster with a blast attack, that monster's controller takes one Action Die from his Monster Pool and places it in his Unit Pool.

REACTIONS —

Abilities with this shape are **Reactions**. Reactions take place after resolving Triggers. Reactions can only come from the figure being attacked and from any figure allied to the target. For a Reaction to resolve, the figure with that Reaction must still be on the battle map. The description of the Reaction will explain if it applies. If

multiple Reactions apply, the player being attacked chooses the order in which they resolve. Completely resolve a Reaction before choosing the next.

Units that are crushed cannot use Reactions.

Example: Ultra Zor-Raiden has the Side Step ability , which says: "If this figure is missed, you may move it one space." The ability appears in this shape , which means it's a Reaction. Whenever your Ultra Zor-Raiden is attacked and the attack misses, you can move him one space in any direction, including diagonally, after the attack is resolved.

If it's your turn, your figures do not get to use their Reactions.

THE TIMING OF ABILITIES IN AN ATTACK

Advantages , Triggers   , and Reactions  all take place during an attack, and they do so in a particular order. Here is the order that you resolve an attack:

- 1) The attacking player rolls dice to determine if the attack hits.
- 2) Resolve Advantages  that apply. The attacking player chooses their order.
- 3) Resolve power attack effects (see Power Attacks, page 36).
- 4) Resolve the attacking figure's Triggers   . Completely resolve the current attack before making any additional attacks created by Triggers.
- 5) Resolve Reactions  that apply. The defending player chooses their order.
- 6) Apply damage and remove destroyed figures from the battle map.

At any point during an attack, if a unit is crushed, remove it from the battle map immediately.

Example: Jason declares a Brawl attack with Ultra Yasheth against Rob's Gorghadra. Yasheth has the Leach Advantage  and two Brawl Triggers, Vampirism  and Energy Drain . Gorghadra has the Riled Reaction . Jason rolls and hits Gorghadra with Yasheth's brawl attack and begins resolving the attack. Yasheth's Leach Advantage will not resolve since it requires a unit to hit another monster with an attack and the conditions are not met (Yasheth is a monster attacking a monster). Jason may now resolve his Triggers. Jason chooses to resolve Energy Drain first, which causes Rob to lose one Action Die from his Monster Pool and place it in his Unit Pool. Jason then resolves Vampirism. Since Jason hit with the brawl attack, he restores 1 Health to Ultra Yasheth's Health Tracker. Jason has completed his Triggers, so Rob now resolves his Reactions on Gorghadra. Rob resolves the Riled Reaction. Since Gorghadra was hit, Rob adds a Power Die to his Power Pool.

Even though a unit may be crushed by an attack, other Reactions and Triggers that apply to the attack still resolve.

Example: Rob's Ares Mothership is attacking Jason's Meat Slave. The Meat Slave has the Incubator Reaction  and Ares Mothership has the Manufacture Advantage . Ares Mothership hits the Meat Slave with a brawl attack and begins resolving the attack. The Ares Mothership crushes the Meat Slave with its Manufacture Advantage and replaces it with an allied unit. Since Jason's Meat Slave is crushed and removed from the table, the Meat Slave's Incubator Reaction does not activate.

ABILITIES OF STRUCTURES

Like monsters and units, structures can also have abilities.

Some structures have Skills  that they convey while in play, and some structures have Reactions  that occur when the structure is hit or destroyed. The description of the Skill or Reaction explains if the effect applies.

Additionally, some buildings have Actions . Once per turn during the Advancement Phase or Attack Phase of your Unit Activation, instead of using an Action of one of your units, you may use one Action of one of the buildings you have secured by spending one Action Die from the Unit Pool. An Action cannot interrupt the advancement of a figure and cannot interrupt an attack.

GRANTING ABILITIES

Some figures can **grant abilities** to other figures in their force within the same agenda, allowing those figures to use the abilities as if they were their own.

- If one of your figures on the battle map has a red ability icon, then all adjacent Agenda Figures in your force have it too.
- If one of your figures on the battle map has a blue icon, then all Agenda Figures included in your force have it too.



RADAR



WING LEADER

THESE SYMBOLS REPRESENT TWO OF SKY SENTINEL'S ABILITIES: RADAR AND WING LEADER. THE RED OF THE RADAR SYMBOL MEANS YOU TREAT ANY AGENDA FIGURE ADJACENT TO SKY SENTINEL AS IF IT ALSO HAD RADAR. THE BLUE OF THE WING LEADER SYMBOL MEANS YOU TREAT ANY AGENDA FIGURE ON THE MAP AS IF IT HAD WING LEADER.

Allies include all of the figures in your force.
Enemies include all figures in your opponent's force.
Agenda Figures are all the figures in your force that belong to the same agenda.
Faction Figures are all the figures in your force that belong to the same faction.

APPLYING ABILITIES

The subject affected by an ability is bolded in the description of the ability. The subject affected by an ability may be—but is not limited to—a figure, an attack, or a Power Up. Each time abilities with the same name affect a single subject, only apply the ability once.

- Each time abilities with the same name affect a single figure, only apply the ability once.
- Each time abilities with the same name affect a single attack, only apply the ability once.
- Each time abilities with the same name affect a single Power Up, only apply the ability once.

Example: The **Force Field** ability  gives a figure +1 DEF against blast attacks, and a figure may receive the ability from multiple sources. Regardless of how many ways it gets the Force Field effect, a figure can only gain the +1 DEF against blast attacks once. Similarly, a figure can only benefit from **Cover**  (also +1 DEF against blast attacks) once. However, since Force Field and Cover are effects with different names, a figure can benefit from both at once for a combined result of +2 DEF against blast attacks.

Example: Jason is **Powering Up**. He has secured two buildings that have the **Power Producer Skill** , and he has two **Power Pods with Amplify**  holding two **Power Zones**. **Power Producer** says, “If you secure at least one building with **Power Producer**, gain +1 Power Die when you **Power Up**.” **Amplify** says, “If you **Power Up**, gain +1 Power Die for each ally unit with **Amplify** holding a **Power Zone**.” Even though Jason has two copies of each ability that can affect his **Power Up**, only one of each can apply. Jason will gain +1 Power Die from **Power Producer**; the second **Power Producer** does not resolve. **Amplify** is written to take advantage of multiple units with the ability being in play. Thus, while only one of those **Amplify** effects will resolve during the **Power**

*Up (and the other will not), the more units with **Amplify** that you have holding **Power Zones**, the more **Power Dice** you will gain. In this case Jason gains +2 **Power Dice** from the **Power Pods with Amplify**.*

IMMUNITY

Some figures are **immune** to certain types of attacks or effects. When a figure possesses an immunity, it cannot be harmed or affected by the specific type of attack or effect described. For instance, if a figure is ‘immune to **Smash**’, then that figure cannot be smashed by a power attack or any other effect that would cause a **Smash**.

*Immunities are specific, so pay attention. A figure that is immune to **Smash** can still take damage from a figure colliding into it as a result of a **Smash** power attack because the damage is caused by a collision, not a **Smash**.*

Example: **Ultra Gorghadra** hits **Ultra Armodax** with a **brawl** attack. **Ultra Gorghadra** has the **Annihilate Skill** , which causes his attacks to do **Super Damage**. Normally **Ultra Armodax** would take two points of damage (one for the **brawl** attack and one for **Super Damage**), but **Ultra Armodax** has the **Resilience** ability , which makes him immune to **Super Damage**. **Ultra Armodax** therefore only takes one point of damage from the **brawl** attack.

Sometimes a monster’s **Energy Type** grants it immunity from certain game effects. Those immunities are explained in the descriptions of the game effects. For instance, the **Nuclear Power Plant** has the **Radiated Zone Reaction** that turns it into a **Radiation** hazard when it is destroyed. **Radiated Zone** states that **Radioactive** figures are not affected by the **radiation** hazard.

Example: Deimos-9 advances onto a radiation hazard. Normally a figure would take a point of damage by moving onto the radiation hazard. However, Deimos-9 has the Radioactive Energy Type , which means it does not suffer the effects of the radiation hazard.

DICE IN PLAY

When you **roll the dice**, you must decide how many dice you will be rolling and then roll them all at once. Whenever you pick up dice to roll them, they are considered **dice in play**. Some abilities may add or remove dice from the dice in play or ask you to re-roll the dice in play. Your dice remain in play until all abilities that affect them have resolved and you place them into a pool.

Example: Lightning Attack  is a Blast Trigger that allows you to make a second attack with dice in play. Energy Cycle  is an Advantage that allows you to put one Action Die that rolled a miss back in your pool when you roll two or more Action Dice in an attack. Your figure benefits from both Abilities. You make a blast attack and roll five Action Dice and get a hit with four strikes and one miss. You first put the miss back into your dice pool when Advantages resolve, and then you roll the remaining four dice in play when you make the second attack created by Lightning Attack.

Some game effects may allow you to re-roll a roll of the dice. You may only re-roll any roll once. You must re-roll all of the dice in play and you must accept the result of the second roll regardless of the outcome.

POWER ATTACKS

Only monsters can perform **power attacks**. Each power attack does one point of damage when it hits as well as having power attack effects that could result in the relocation of the target monster. Remember, you must roll at least one Power Die and one Action Die

when making a power attack. You must declare the use of a particular power attack before you make your power attack roll.

COLLISIONS

A **collision** occurs when a monster is forced to move through or occupy a space occupied by another monster, unit, hazard, or building. Many power attacks create collisions, and some Triggers can cause monsters to collide.

- When a monster collides with a unit, the unit is crushed.
- When a monster collides with a building, the building is destroyed and the monster takes one point of damage.
- When a monster collides with a hazard, the monster suffers the effects of that hazard. A monster that ends its movement on a space where a hazard comes into play suffers the effects of that hazard.
- When a monster collides with another monster, both monsters take one point of damage. Place the monster that moved in the last spaces that it could occupy before colliding with the other monster.

Note the difference between Super Damage and collision damage. Just because you are immune to Super Damage does not mean you are immune to the extra damage delivered through collisions with buildings and hazards!

BODY SLAM

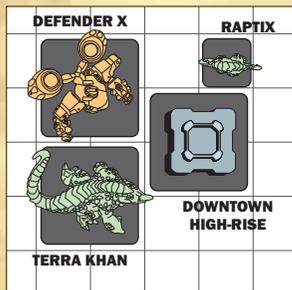
Your monster picks up another monster and slams it to the ground.

To make a **Body Slam** attack, the attacking monster must be aligned with the target monster. When a Body Slam attack hits, place the target monster in a new location also aligned with the attacking monster. You can only body slam a monster into unoccupied spaces or spaces occupied by buildings and/or units. You

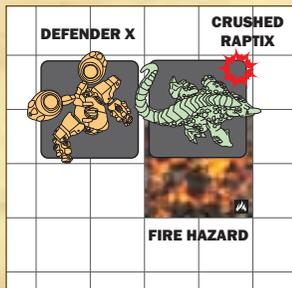
cannot perform a Body Slam if you cannot move the target monster to a valid new location.

The target monster collides with each building, unit, and hazard occupying the spaces where it is placed.

Example: Defender X body slams Terra Khan. Terra Khan is moved into the spaces aligned to the right of Defender X's base. A Downtown High-Rise building and a Raptix occupy those spaces, so the building is destroyed and the Raptix is crushed as Terra Khan slams onto them. The Downtown High-Rise is replaced with a Fire hazard. Terra Khan takes one damage from the hit, one damage for colliding with the building, and one damage for the hazard. Defender X gains one Power Die for crushing the Raptix and one Power Die for the building destroyed under Terra Khan.



BEFORE THE BODY SLAM



AFTER THE BODY SLAM

HEAD-BUTT

Your monster bashes its head (or head-like equivalent) into the head of another monster.

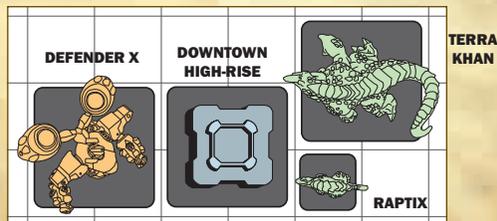
To make a **Head-buttt** attack, the attacking monster must be aligned with the target monster. If the target monster is in its Hyper form when it is hit and its Alpha form has not been destroyed, after applying damage replace the target monster's Hyper form with its Alpha form (see Hyper Forms, page 29).

RAM

Your monster bashes its body into a building to hit enemies on the other side with flying wreckage.

A monster aligned with a building may make a **Ram** attack. If the Ram attack hits the building, the building is destroyed. A monster on the opposite side and in base-to-base contact with the building takes one point of damage. Any units in base-to-base contact with the building on the opposite side are crushed.

Example: Your Defender X attempts to Ram a Downtown High-Rise that has DEF 5 . You roll two Action Dice, two Boost Dice, and two Power Dice. The attack hits with five strikes and destroys the Downtown High-Rise. In addition, since Terra Khan and a Raptix are on the other side, Terra Khan takes one damage and the Raptix is crushed when debris from the building falls on them. Defender X then gains one Power Die for destroying the Downtown High-Rise and another Power Die for crushing the Raptix.



Ram targets a building, not a monster or unit.

Be careful. If your units are on the other side of a falling building after a Ram attack, they will be crushed as well!

RAMPAGE

The monster charges in a straight line in an attempt to destroy every building and unit in its path.

A monster cannot Rampage if it has advanced this turn, so you have to decide if you want to make a **Rampage** power attack before you advance your monster. Make the attack roll once for the Rampage attack. Compare the result of this one roll to the DEF of every unit and building through which the monster Ramples. Begin moving your monster in a straight line. Before your monster enters a space occupied by a building or unit, compare the number of strikes you rolled for the Rampage attack to the DEF of the building or unit.

If the Rampage attack hits a building, the building is destroyed, and the monster continues moving. If the attack misses a building, the monster ends its movement.

If the Rampage attack hits a unit, then the unit is crushed. Whether or not the unit is crushed, the monster continues moving.

If a space the rampaging monster would move into is occupied by another monster, the rampaging monster stops moving.

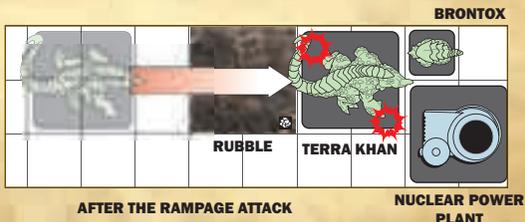
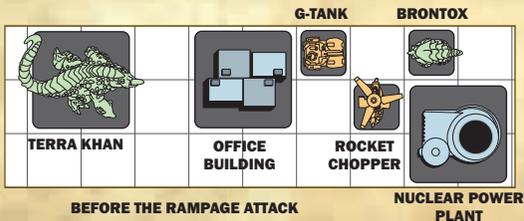
A Rampage can crush all units in the rampaging monster's path, even allies, so watch your step!

The rampaging monster must continue moving until it moves the maximum distance allowed by its SPD or until it is forced to stop. Any units occupying the spaces where the rampaging monster stops its movement are crushed.

The rampaging monster is immune to hazards in its path, but it can be affected by hazards in the spaces where it stops.

Flying figures ignore hazards, so a flying monster that ends its Rampage on a hazard will not be affected. Also, try stepping before you Rampage to line your monster up for a more destructive path!

Example: Terra Khan's player takes two Action Dice from his Monster Pool, adds two Boost Dice that he receives for power attacks, and adds one Power Die for a total of five dice. Terra Khan's player rolls three strikes and begins moving Terra Khan. Terra Khan's player compares the number of strikes he rolled to the DEF of each building and unit in Terra Khan's path. The three strikes hit the Office Building 3 and the Rocket Chopper 2 but not the Nuclear Power Plant 5 or the G-Tank 4. Terra Khan must stop his movement just before entering the spaces occupied by the Nuclear Power Plant. Even though the Rampage attack did not hit the G-Tank, the G-Tank is still crushed because it occupied a space where Terra Khan ended his movement. Terra Khan gains three Power Dice, one for each unit he crushed, and only one for destroying the Office Building.

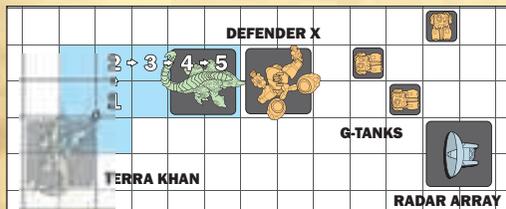


SMASH

Your monster uses a running start to send another monster flying.

To make a **Smash** attack, the attacking monster must end its advance aligned with the target monster. A monster may not make a Smash attack against a target with which it was adjacent at the beginning of the turn. When a Smash attack hits, the target is moved in a straight line directly away from the attacker one space for each Power Die used in the attack. During this movement, the target monster moves through and collides with buildings, units, and hazards in its path. The target monster stops moving when it collides with another monster.

Example: After advancing to align himself with Defender X, Terra Khan makes a Smash power attack. Terra Khan's Power stat is 6 with two Boost Dice $\frac{6}{2}$. His player decides to roll five Action Dice, adds in the two Boost Dice, and because a Smash is a Power Attack he must use at least one Power Die. However, he decides to add five Power Dice for a total of 12 dice. He rolls nine strikes, far better than Defender X's DEF 7 $\frac{7}{7}$, so the Smash attack hits.



BEFORE THE SMASH ATTACK

Because he rolled five Power Dice during the attack, Defender X is moved five spaces directly away from Terra Khan and collides with two G-Tanks. The two G-Tanks are crushed, and Defender X takes one damage. Terra Khan gains one Power Die for each unit crushed when Defender X collided with them.



AFTER THE SMASH ATTACK

STOMP

Your monster slams a part of its body (usually its foot but a tail, tentacle, or something else entirely can work too) into the ground to damage everything nearby with the force of impact.

When your monster **Stomps**, roll once for the attack. Flip all existing hazards under or adjacent to the attacking monster into rubble. Compare the number of strikes to the DEF of all buildings and units adjacent to the monster. Units hit are crushed and buildings hit are destroyed.

Even flying units are hit by a Stomp attack.

You can Stomp next to a hazard tile to flip it to its rubble side even if there are no adjacent buildings or units. Stomping will still cost you one Action Die from your Monster Pool and one Power Die, but will succeed regardless of the roll.

SWAT

Your monster smacks a nearby unit to send it flying dangerously at others.

The monster first makes a power attack against an adjacent unit. If this attack hits, crush the unit. If the **Swat** hit, after resolving it, choose an enemy figure or building within five spaces of the monster and make a

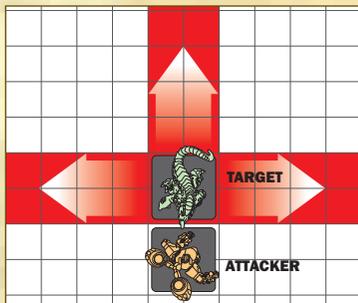
second attack against the figure or building by rolling dice in play. A building hit is destroyed, a unit hit is crushed, and a monster hit takes one damage. Apply all power attack Triggers and Advantages to the second attack roll.

THROW

Your monster lifts another monster off the ground and throws it through the air.

To make a **Throw** attack, the attacking monster must be aligned with the target monster. When a Throw attack hits, place the target monster into a new location. The new location must be completely in the direction marked in the example below and cannot be further away from the monster's current location than the number of Power Dice rolled for the Throw attack. You can only throw a monster into unoccupied spaces or spaces occupied by buildings and/or units. You cannot perform a Throw if you cannot move the target monster to a valid location.

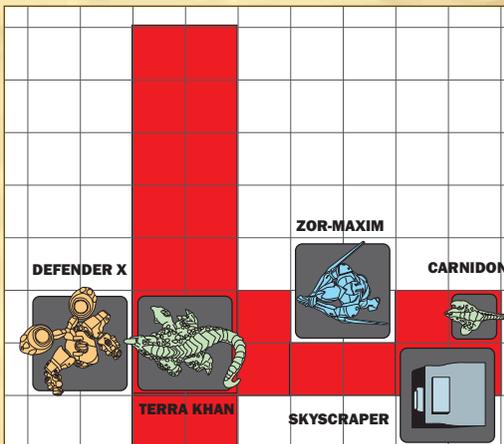
THE HIGHLIGHTED AREA IS WHERE THE THROWN MONSTER MAY BE PLACED.



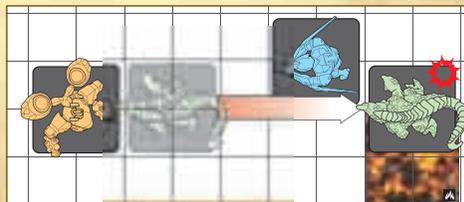
The target monster collides with each building, unit, and hazard occupying the spaces where it is placed.

Example: Defender X Throws Terra Khan. Defender X's Power stat is 5 with two Boost Dice $\frac{5}{2}$, so his player rolls all five Action Dice, adds two Boost Dice, and adds five Power Dice for a total of 12 dice. With eight strikes, the attack hits Terra Khan's DEF of 6 $\frac{6}{6}$. Defender X has some options for where

to place Terra Khan and decides the best spot is five spaces directly away from himself (one for each Power Die rolled, the maximum distance away he can throw Terra Khan). Terra Khan cannot be thrown on top of Zor-Maxim. Terra Khan collides with the Carnidon and the Skyscraper in those spaces. The Skyscraper bursts into flame and turns into a Fire hazard. The Carnidon is crushed. Terra Khan takes one damage from the Throw, one damage from the collision with the building, and one damage from the Fire hazard. Defender X then gains one Power Die for the crushed Carnidon and one for the destroyed building.



DEFENDER X IS THROWING TERRA KHAN, AND THE RED SPACES SHOW WHERE TERRA KHAN CAN BE THROWN. HE CHOOSES TO THROW TERRA KHAN PAST ZOR-MAXIM AND ONTO THE CARNIDON AND SKYSCRAPER TO DO THE MOST DAMAGE.



COMBINED UNIT ATTACKS

Most units have no chance of causing damage to monsters by themselves, but in a group they can pose a powerful threat.

Two or more units may **combine attacks** of the same type (brawl  or blast ) in order to create a more powerful attack with a greater chance of hitting and causing damage. Units may not combine brawl attacks with blast attacks.

To make a combined attack, you choose one unit to lead the combined attack and declare which other units will combine with it. When combining a brawl attack, all participating units must be adjacent to the target, and

when combining a blast attack, all participating units must have the target within their attack range.

Add up the Brawl or Blast stats of the units involved (depending on the type of attack) to determine the total number of Action Dice you can roll for the attack. You must spend at least one Action Die for each participating unit. For example, a G-Tank has a Blast stat of 2. When three G-Tanks combine for a blast attack, the roll must include at least three Action Dice (because there are three units) and can include a maximum of six Action Dice (the total combined Blast stat of all three G-Tanks). Like any other attack, if the roll hits, then the target is damaged. A combined attack only does one point of damage no matter how many units participate in the attack. Additionally, a combined

Example of a combined unit attack: Rob is making a combined attack with the following:

Vanguard:  

Elite Vanguard:   

Sun Fighter:  

Elite Sun Fighter   

The abilities of the above figures are as follows:

 **Anti-Air [Skill]:** If this figure is participating in an attack against a figure with Flight, this figure gains +1 Brawl B-Die and Blast B-Die.)

 **Leadership [Skill]:** Grunt figures with the same name as this figure within 2 spaces of this figure gain +1 Brawl B-Die and +1 Blast B-Die.

 **Power Gorge [Blast Trigger]:** You gain +1 P-Die.

Rob is attacking Jason's Ultra Defender X  (DEF 7). Rob chooses the Vanguard to lead the attack. The Elite Vanguard is within two spaces of the other Vanguard, and

the Elite Sun Fighter is within two space of the Sun Fighter. Since Leadership  affects the units and not the attack, both instances of Leadership can apply. Further, since the Sun Fighter and the Elite Sun Fighter are participating in a combined attack against a figure with Flight , they receive the benefits of their Anti-Air Skill . Rob totals up his dice: six Action Dice and eight Boost Dice. Rob rolls all of the dice possible and rolls 10 strikes for a hit. Rob has no Advantages  to resolve, and Jason has no Reactions . Since the Vanguard led the attack, the only Triggers Rob may use must belong to the Vanguard (Power Gorge .

| | | | |
|----------------|--|--|--|
| | | | ELITE SUN FIGHTER |
| SUN FIGHTER |  | |  |
| | | |  |
| |  | | ELITE VANGUARD |
| | ULTRA DEFENDER X | |  |
| | | | VANGUARD |

attack counts as only one attack regardless of how many units participate.

Units participating in a combined attack roll all Boost Dice ★ they have for that type of attack. If you don't spend an Action Die for a unit to participate in an attack, however, you cannot include its Boost Dice.

Remember, each turn a unit can only participate in one attack. If a unit is part of a combined attack, then it cannot make an attack of its own this turn.

Units making combined attacks may benefit from all of their own abilities or abilities granted from other figures, but you only use the Triggers of the unit leading the attack.

Even though each individual figure participating in the attack can only benefit from the same named ability once, the same ability could apply several times to the combined attack. For instance, Anti-Air ☒ grants an extra Boost Die to a figure when it attacks a target with Flight. If three figures with Anti-Air combine to attack a flying target together, you can add three Boost Dice to the roll. Each individual figure only benefits from Anti-Air once, but the combined attack gets the benefit three times.

THE AGENDA WHEEL

The Agenda Wheel shows the relationship between the agendas. Agendas next to each other on the wheel share enough of their goals that monsters from those agendas can work with each other. However, units from any faction will work with any monster, no matter their relationship on the Agenda wheel.



MULTI-MONSTER GAMES

You can play Monsterpocalypse with multiple monsters per player for some giant scale beat-downs. All of the rules for playing with one monster still apply with the addition of the following minor rules:

- Though your force may contain any units you choose, you may only use monsters from the same agenda or from agendas adjacent on the Agenda Wheel. You may not include monsters from agendas not adjacent on the Agenda Wheel in the same force.
- You need a separate Health Tracker for each monster you use in the game (additional Health Trackers can be obtained in Monsterpocalypse Accessory Packs).
- Each player must play with the same number of monsters. When you put your monsters on the table, place all of your monsters in your starting zones.
- When activating monsters during your turn, you may advance and attack with each of your monsters, but each monster can only participate in one attack each turn.
- Like playing with one monster, the game ends when only one player has at least one monster on the map.
- You may make combined power attacks with your monsters.

COMBINED POWER ATTACKS

When playing a game with multiple monsters, you may use two allied monsters to make **combined power attacks**.

Choose one monster to lead the combined power attack. Both attacking monsters must be positioned as illustrated under the description of each combined power attack. You must spend at least one Action Die and one Power Die for each allied monster participating in a combined power attack. The attack may include as many Power Dice as you choose and a maximum

number of Action Dice equal to the combined Power stat of each participating monster. Include Boost Dice that both monsters can roll for power attacks.

You only have 10 Action Dice to roll, so even if your monsters' Power stats add up to more than 10, you can still only roll a maximum of 10 Action Dice.

All participating monsters must be eligible to make the attack. A monster cannot participate in a combined power attack during a turn in which it already made an attack.

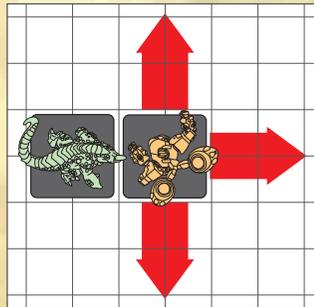
Monsters making combined power attacks may benefit from all of their own abilities or the abilities granted from other figures but only use the Triggers of the monster leading the attack.

All combined power attacks cause Super Damage.

SLINGSHOT

Your monster propels another monster into a Rampage that ends in a Smash.

The monster leading the attack cannot have advanced this turn and must be aligned with an allied monster. The monster leading the attack makes a Rampage power attack (see Rampage, page 38). The monster leading the attack makes a Smash power attack if it ends its Rampage aligned with an enemy monster (see Smash, page 39). For the Smash, roll the dice in play that you rolled for the Rampage.

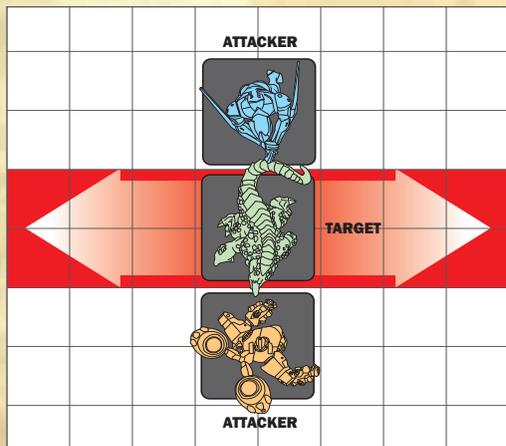


CRADLE THROW

Your monsters work together to throw another monster across the city!

Two allied monsters must align on opposite sides of the target monster to perform a **Cradle Throw**. If the Cradle Throw attack hits, place the target monster in a new location just like a Throw power attack with two exceptions. First, the new location must be completely in the direction marked in the example below. Second, the new location cannot be further away from the monster's current location than twice the number of Power Dice rolled for the attack. (see Throw, page 42).

Cradle Throw is just like Throw except you can hurl the monster twice as far!

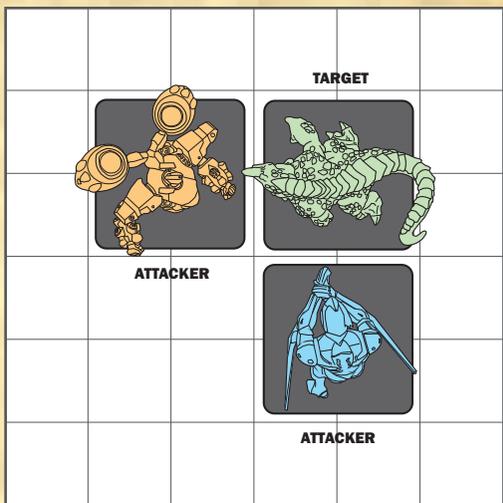


THE HIGHLIGHTED AREA SHOWS WHERE YOU MAY PLACE THE THROWN MONSTER WHEN MAKING A CRADLE THROW.

DOUBLE HEAD-BUTT

Your monsters slam their heads into an enemy monster at the same time.

Two adjacent allied monsters must align with the target monster. If the attack roll hits, the target monster loses a number of Power Dice equal to the Power Dice spent in the attack. If the target monster is in its Hyper form and its Alpha form has not been destroyed, replace the target monster's Hyper form with its Alpha form.



BUILDINGS

APARTMENT BUILDING



BANK HEADQUARTERS



DOWNTOWN HIGH-RISE



NUCLEAR POWER PLANT



OFFICE BUILDING



OIL REFINERY



RADAR ARRAY



SKYSCRAPER



TV NETWORK HIGH-RISE



GOVERNMENT BUILDING



REACTIONS



BLAZING INFERNO - If this **building** is hit or destroyed, replace it with a Fire hazard. Figures moving into this hazard take 1 damage.



DEFENSELESS - If your Fiends AGN  monster hits this **building** with a brawl attack, gain +1 P-Die.



HIGH OCCUPANCY - If your monster with the Nature Energy Type  hits this **building** with a brawl attack, restore 1 Health to that monster.



INDUSTRIAL SITE - If your Radical AGN  monster hits this **building** with a brawl attack, gain +1 P-Die.



NUCLEAR POWERED - If your monster with the Radioactive Energy Type  hits this **building** with a brawl attack, restore 1 Health to that monster.



RADIATED ZONE - If this **building** is hit or destroyed, replace it with a Radiation hazard. Figures with a non-Radioactive Energy Type  moving into this hazard take 1 damage.



SUPERSTRUCTURE - If your Destroyer AGN  monster hits this **building** with a brawl attack, gain +1 P-Die.

SKILLS



DISCOUNT - Once per turn, if you are securing this building and spawn a **unit**, reduce its cost by 1.



FINANCIER - If you are securing this building with 3 or more Protector AGN  units when you **Power Up**, gain +1 P-Die.



FUEL DEPOT - If you are securing this building, **allies** gain +1 SPD.



HIGH SECURITY - If you are securing this building, ally **units** adjacent to this building gain +1 Blast B-Die.



LIMITED - You cannot include more than 1 **figure** with this name in your city or force.



MEDIA HUB - If you secure this building with 3 or more Invader AGN  units, when you **Power Up** your opponent loses 1 P-Die.



POWER AMPLIFIER - If you are securing this building and hold 1 or more Power Zones when you **Power-Up**, gain +1 P-Die.



POWER PRODUCER - If you are securing this building when you **Power Up**, gain +1 P-Die.



RADAR NETWORK - If you are securing this building, **allies** without Radar gain +2 spaces to the range of their blast attacks.



SHUFFLE - If you are securing this building, before your **Power Phase** or **Spawn Phase**, push 1 A-Die from one dice pool to the other.



SUBSIDIZE - If you are securing this building, roll +1 B-Die on **Power Up** rolls.



UNDERGROUND NETWORK - If you are securing this building and you advance a Collaborator AGN  **unit** adjacent to this building, you may place that unit on any space adjacent to any building with Underground Network or adjacent to any figure with Teleport and then continue the unit's advance.

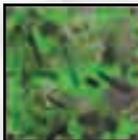
RUBBLE AND HAZARD TILES



RUBBLE: Rubble is Rough Terrain. Count these spaces twice when a unit advances into them.



FIRE HAZARD: Fire is Rough Terrain. See the Blazing Inferno ability for further effects.



RADIATION HAZARD: Radiation is Rough Terrain. See the Radiated Zone ability for further effects.

G.U.A.R.D. PROTECTORS



DEFENDER X



ULTRA DEFENDER X



MEGA DEFENDER X



SKY SENTINEL



ULTRA SKY SENTINEL



MEGA SKY SENTINEL



ROCKET CHOPPER



ROCKET CHOPPER



G-TANK



G-TANK



MOBILE OPS CENTER



REPAIR VEHICLE



ROCKET CHOPPER



ACTIONS



REPAIR - Restore 1 Health to 1 adjacent **monster** with the Mechanical Energy Type .

ADVANTAGES



ENERGY CYCLE - If this figure participated in an **attack** that rolled 2 or more A-Dice, you may return 1 A-Die that rolled a miss to the Active Pool.

TRIGGERS



BEAT BACK - Move target **monster** 3 spaces in a straight line in a direction chosen by the attacker. 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.



ENERGY DRAIN - Target **monster's** controller moves 1 A-Die from his Monster Pool to his Unit Pool.



EXPLOSION - All figures adjacent to the **target unit** with a DEF equal to or less than the number of strikes rolled take 1 damage.



HIT & RUN - Advance this **figure** up to 3 spaces even if this figure has advanced this turn.



LIGHTNING ATTACK - Once per turn **this monster** rolls a second attack of the same type with dice in play against the same target monster.



POWER DRAIN - Target **monster's** controller loses 1 P-Die.



POWER GORGE - You gain +1 P-Die.

SKILLS



ALL TERRAIN - This **figure** treats Rough Terrain as Open Terrain.



ANTI-AIR - If **this figure** is participating in an **attack** against a figure with Flight, this figure gains +1 Brawl and Blast B-Die.



CHARGE - During a turn in which this **figure** advances it gains +1 Brawl B-Die.



CLOAK - This **figure** cannot be targeted by blast attacks made by a figure 3 or more spaces away.



FLIGHT - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards when moving through or occupying hazards. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit without Flight cannot make brawl attacks against a figure with Flight unless the unit has an ability that allows it to do so. This figure cannot hold Objective Spaces and does not gain Cover.



FORCE FIELD - This **unit** gains +1 DEF against blast attacks.



GROUND CONTROL - This **unit** with Flight can hold Objective Spaces.



JUMP - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards on which it does not end its advancement. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit with Jump cannot end its movement on Impossible Terrain. A unit with Jump can make brawl attacks against a figure with Flight.



LEADERSHIP - Allied **Grunt units** with the same name as this unit within 2 spaces of this unit gain +1 Brawl B-Die and +1 Blast B-Die.



LOGISTICS - If 1 or more AGN figures within 2 spaces of this figure participate in a **combined attack**, the attack roll gains +1 B-Die.



LOW FLYER - This **unit** with Flight is able to benefit from Cover.



RADAR - If this **figure** makes a blast attack, it gains +2 spaces to its range.



SAFEGUARD - If you are securing 1 or more buildings when you **Power Up**, gain +1 P-Die.



SPOTTER - **Enemy figures** within 2 spaces of this figure are -1 DEF to blast attacks made by AGN figures.



SUPER SMASH - This monster's **Smash power attacks** do Super Damage.



SUPER STRENGTH - This monster's Throw and Smash attacks move **target monster** up to +1 space.



WING LEADER - If **this unit** has Flight and is the same FAC as your monster, this unit gains +1 Blast B-Die.

TERRASAURS

RADICALS



| | |
|------------------|--|
| ARMODAX | |
| ULTRA ARMODAX | |
| MEGA ARMODAX | |
| TERRA KHAN | |
| ULTRA TERRA KHAN | |
| MEGA TERRA KHAN | |
| BRONTOX | |
| CARNIDON | |
| CARNIDON | |
| RAPTIX | |
| RAPTIX | |
| SPIKODON | |
| SPIKODON | |

-  **EXPLOSION** - All figures adjacent to the **target unit** with a DEF equal to or less than the number of strikes rolled take 1 damage.
-  **FEEDING FRENZY** - If there are other AGN figures adjacent to target monster, this monster's **attack** does Super Damage.
-  **HIT & RUN** - Advance this **figure** up to 3 spaces even if this figure has advanced this turn.
-  **LIGHTNING ATTACK** - Once per turn **this monster** rolls a second attack of the same type with dice in play against the same target monster.
-  **MUNCH** - If target **unit** is destroyed, restore 1 Health to this monster.
-  **WEAPON MASTER** - This monster's **attack** does Super Damage.

SKILLS

-  **ANTI-AIR** - If **this figure** is participating in an attack against a figure with Flight, this figure gains +1 Brawl and Blast B-Die.
-  **ATOMIZE** - If this monster destroys a building with a blast **attack**, gain P-Dice equal to the Energy of the building instead of 1.
-  **BERSERK** - This **unit** gains +1 Brawl B-Die.
-  **CHARGE** - During a turn in which this **figure** advances it gains +1 Brawl B-Die.
-  **CLOAK** - This **figure** cannot be targeted by blast attacks made by a figure 3 or more spaces away.
-  **DIG IN** - If **this figure** is holding a Power Zone or Negative Zone it gains Cover.
-  **FLANK** - **Enemies** within 2 spaces of this figure are -1 DEF from brawl attacks made by other AGN figures.
-  **FORTIFY** - If this figure is holding an Objective Space, **AGN figures** within 2 spaces of this figure gain +1 Brawl B-Die.

-  **JUMP** - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards on which it does not end its advancement. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit with Jump cannot end its movement on Impassible Terrain. A unit with Jump can make brawl attacks against a figure with Flight.

-  **LEADERSHIP** - Allied **Grunt units** with the same name as this unit within 2 spaces of this unit gain +1 Brawl B-Die and +1 Blast B-Die.
-  **MOTIVATOR** - **AGN figures** that begin their advance adjacent to this figure gain +1 SPD.
-  **RESILIENCE** - This **monster** is immune to Super Damage.
-  **SHELTER** - This **unit** gains +1 DEF against brawl attacks.
-  **SOLID** - This **monster** is immune to Smash.

-  **SUPER RAMPAGE** - If this monster makes a **Rampage power attack**, gain +1 P-Die for every building destroyed and enemy unit crushed.
-  **SUPER SMASH** - This monster's **Smash power attacks** do Super Damage.
-  **SUPER STOMP** - If this monster makes a **Stomp power attack**, gain +1 P-Die for every building destroyed and enemy unit crushed.
-  **SUPER STRENGTH** - This monster's Throw and Smash attacks move **target monster** up to +1 space.
-  **TERRIFY** - **Enemy units** cannot advance into spaces adjacent to this figure.

ACTIONS

-  **NESTING** - If **this figure** is holding a Power Zone or Negative Zone, choose 1 FAC unit from your Reserves and place it in play adjacent to this figure.

TRIGGERS

-  **BEAT BACK** - Move target **monster** 3 spaces in a straight line in a direction chosen by the attacker. 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.
-  **CHAIN ATTACK** - Once per turn, this **monster** may make a power attack.
-  **DISRUPT** - If target **monster** is in its Hyper form and its Alpha form has not been destroyed, after applying damage replace it

Lords of Cthul

FIENDS

| | |
|-----------------|--|
| CTHUGROSH | |
| ULTRA CTHUGROSH | |
| MEGA CTHUGROSH | |
| YASHETH | |
| ULTRA YASHETH | |
| MEGA YASHETH | |
| MEAT SLAVE | |
| SPITTER | |
| SPITTER | |
| SQUIX | |
| SQUIX | |
| TASK MASTER | |
| TASK MASTER | |

ACTIONS

-  **BLEED** - Restore 1 Health to 1 adjacent **FAC monster**. Then crush this figure.
-  **EXTINGUISH** - Replace 1 adjacent **hazard** with rubble.
-  **SACRIFICE** - Crush 1 adjacent **AGN** unit to restore 1 Health to this **monster**.
-  **SUMMON** - Choose 1 **FAC unit** from your Reserves. Place it in play adjacent to this figure.
-  **TELEKINESIS** - Choose 1 **unit** within 2 spaces of this figure, then move it 1 space.

ADVANTAGES

-  **LEACH** - If an attack made by an **AGN unit** hits an enemy monster, restore 1 Health to **this monster**.

REACTIONS

-  **INCUBATOR** - If **this unit** is hit, choose a **FAC unit** that does not have Incubator from your Reserves. Crush this unit to replace it with the chosen unit.
-  **POWER SINK** - If your opponent rolls 1 or more P-Dice in an **attack**, gain 1 P-Die.
-  **SIDE STEP** - If this **figure** is missed you may move it 1 space.

TRIGGERS

-  **ENERGY DRAIN - Target monster's** controller moves 1 A-Die from his Monster Pool to his Unit Pool.
-  **FLING** - Choose a **building or enemy figure** within 5 spaces of target unit. Roll dice in play. If the chosen figure's DEF is equal to or less than the number of strikes rolled, it takes 1 damage.
-  **OVERLOAD** - If target monster's controller has more than 5 P-Dice, this Monster's **attack** does Super Damage.
-  **POWER GORGE** - You gain +1 P-Die.
-  **VAMPIRISM** - If target monster is hit, restore 1 Health to **this monster**.

SKILLS

-  **ANNIHILATE** - This monster's **attacks** do Super Damage.
-  **BERSERK** - This **unit** gains +1 Brawl B-Die.
-  **CLOAK** - This **figure** cannot be targeted by blast attacks made by a figure 3 or more spaces away.
-  **DISABLE** - Enemy **figures** within 2 spaces of this figure suffer -1 Brawl.

-  **DISTRACT** - **Enemy figures** within 2 spaces of this figure suffer -1 Brawl, Blast, and Power B-Die.

-  **FLIGHT** - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards when moving through or occupying hazards. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit without Flight cannot make brawl attacks against a figure with Flight unless the unit has an ability that allows it to do so. This figure cannot hold Objective Spaces and does not gain Cover.

-  **FORCE FIELD** - This **unit** gains +1 DEF against blast attacks.

-  **JUMP** - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards on which it does not end its advancement. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit with Jump cannot end its movement on Impossible Terrain. A unit with Jump can make brawl attacks against a figure with Flight.

-  **LEADERSHIP** - Allied **Grunt units** with the same name as this unit within 2 spaces of this unit gain +1 Brawl B-Die and +1 Blast B-Die.

-  **MIRE** - **Enemy units** count spaces within 2 spaces of this figure twice when advancing into them.

-  **MOTIVATOR** - **AGN figures** that begin their advance adjacent to this figure gain +1 SPD.

-  **RADAR** - If this **figure** makes a blast attack, it gains +2 spaces to its range.

-  **TERRIFY** - **Enemy units** cannot advance into spaces adjacent to this figure.

SHADOW SUN SYNDICATE COLLABORATORS



| | |
|------------------|--|
| ZOR-MAXIM | |
| ULTRA ZOR-MAXIM | |
| MEGA ZOR-MAXIM | |
| ZOR-RAIDEN | |
| ULTRA ZOR-RAIDEN | |
| MEGA ZOR-RAIDEN | |
| SHADOW GATE | |
| SUN FIGHTER | |
| SUN FIGHTER | |
| S-TYPE SHINOBI | |
| S-TYPE SHINOBI | |
| INTERCEPTOR | |
| SUN FIGHTER | |

ACTIONS

Teleport - Choose 1 adjacent **AGN unit** and place it adjacent to another AGN figure with Teleport.

TRANSPORT - Choose 1 **AGN unit** with the Cargo ability from your Reserves. Put it into play adjacent to this figure.

ADVANTAGES

POWER CYCLE - If this monster participated in an **attack** that rolled 1 or more P-Dice, return 1 P-Die that rolled a miss to your Power Pool.

REACTIONS

RILED - Gain 1 P-Die if this **figure** is hit.

SIDE STEP - If this **figure** is missed you may move it 1 space.

TRIGGERS

BEAT BACK - Move target **monster** 3 spaces in a straight line in a direction chosen by the attacker. 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.

CHAIN ATTACK - Once per turn, this **monster** may make a power attack.

FLING - Choose a **building** or **enemy figure** within 5 spaces of target unit. Roll dice in play. If the chosen figure's DEF is equal to or less than the number of strikes rolled, it takes 1 damage.

HIT & RUN - Advance this **figure** up to 3 spaces even if this figure has advanced this turn.

LIGHTNING ATTACK - Once per turn this **monster** rolls a second attack of the same type with dice in play against the same target monster.

SIPHON - If **target monster** is hit gain 1 P-Die. That monster's controller loses 1 P-Die.

WEAPON MASTER - This monster's **attack** does Super Damage.

SKILLS

ANTI-AIR - If this **figure** is participating in an attack against a figure with Flight, this figure gains +1 Brawl and Blast B-Die.

ARMOR PIERCING - **Target figure** is -1 DEF to blast attacks.

CARGO - This **unit** is cargo (see Transport).

CHARGE - During a turn in which this **figure** advances it gains +1 Brawl B-Die.

CLOAK - This **figure** cannot be targeted by blast attacks made by a figure 3 or more spaces away.

DISABLE - Enemy **figures** within 2 spaces of this figure suffer -1 Brawl.

DISTRACT - **Enemy figures** within 2 spaces of this figure suffer -1 Brawl, Blast, and Power B-Die.

FLANK - **Enemies** within 2 spaces of this figure are -1 DEF from brawl attacks made by other AGN figures.

FLIGHT - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards when moving through or occupying hazards. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit without Flight cannot make brawl attacks against a figure with Flight unless the unit has an ability that allows it to do so. This figure cannot hold Objective Spaces and does not gain Cover.

HOVER - This **figure** treats all terrain as Open Terrain.

INFILTRATE - **Buildings** within 2 spaces of this figure are -1 DEF from attacks made by AGN figures.

JUMP - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards on which it does not end its advancement. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit with Jump cannot end its movement on Impossible Terrain. A unit with Jump can make brawl attacks against a figure with Flight.

LEADERSHIP - Allied **Grunt units** with the same name as this unit within 2 spaces of this unit gain +1 Brawl B-Die and +1 Blast B-Die.

MOTIVATOR - **AGN figures** that begin their advance adjacent to this figure gain +1 SPD.

RADAR - If this **figure** makes a blast attack, it gains +2 spaces to its range.

MARTIAN MENACE

INVADERS



ARES MOTHERSHIP



ULTRA ARES MOTHERSHIP



MEGA ARES MOTHERSHIP



DEIMOS-9



ULTRA DEIMOS-9



MEGA DEIMOS-9



HUNTER



HUNTER



POWER POD



SAUCER



VANGUARD



VANGUARD



HUNTER



ACTITONS



ABDUCT - If 2 or more FAC figures with Abduct are adjacent to the same **enemy unit**, crush that unit. Do not gain a P-Die for crushing that enemy unit.



REFUEL - Advance 1 adjacent **FAC figure** up to its SPD even if the figure has advanced this turn.



TRANSPORT - Choose 1 **AGN unit** with the Cargo ability from your Reserves. Put it into play adjacent to this figure.

ADVANTAGES



Manufacture - If a brawl **attack** made by this figure hits a unit, crush that unit. Then choose a FAC unit in your Reserves and put it into play adjacent to this figure.



MARKER - If this figure participated in an **attack** that missed, re-roll the attack roll using dice in play.

REACTIONS



POWER SINK - If your opponent rolls 1 or more P-Dice in an **attack**, gain 1 P-Die.

TRIGGERS



CHAIN ATTACK - Once per turn, this **monster** may make a power attack.



DISRUPT - If **target monster** is in its Hyper form and its Alpha form has not been destroyed, after applying damage replace it with its Alpha form.



HIT & RUN - Advance this **figure** up to 3 spaces even if this figure has advanced this turn.



LIGHTNING ATTACK - Once per turn this **monster** rolls a second attack of the same type with dice in play against the same target monster.



POWER DRAIN - **Target monster's** controller loses 1 P-Die.



POWER GORGE - You gain +1 P-Die.



SIPHON - If **target monster** is hit gain 1 P-Die. That monster's controller loses 1 P-Die.



VAMPIRISM - If target monster is hit, restore 1 Health to this **monster**.

SKILLS



AMPLIFY - If you **Power Up**, gain +1 P-Die for each ally unit with Amplify holding a Power Zone.



CARGO - This **unit** is cargo (see Transport).



CLIMB - This **figure** may advance through buildings.



CLOAK - This **figure** cannot be targeted by blast attacks made by a figure 3 or more spaces away.



FLIGHT - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards when moving through or occupying hazards. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit without Flight cannot make brawl attacks against a figure with Flight unless the unit has an ability that allows it to do so. This figure cannot hold Objective Spaces and does not gain Cover.



FORCE FIELD - This **unit** gains +1 DEF against blast attacks.



GROUND CONTROL - This **unit** with Flight can hold Objective Spaces.



HOVER - This **figure** treats all terrain as Open Terrain.



LEADERSHIP - Allied **Grunt units** with the same name as this unit within 2 spaces of this unit gain +1 Brawl B-Die and +1 Blast B-Die.



LOW FLYER - This **unit** with Flight is able to benefit from Cover.



NEGATION - **Enemy figures** within 2 spaces of this figure cannot make power attacks.



PENETRATOR - **Target** is -1 DEF to brawl attacks.



RESILIENCE - This **monster** is immune to Super Damage.



SNIPER - **Target** is -1 DEF to blast attacks. This ability cannot be used in combined attacks.



STEADY - This **monster** is immune to Body Slam.

PLANET EATERS

DESTROYERS

GORGHADRA

ULTRA GORGHADRA

MEGA GORGHADRA

ROGZOR

ULTRA ROGZOR

MEGA ROGZOR

BELCHER

BELCHER

CRAWLER

DESTRUCTOMITE

DESTRUCTOMITE

EXPLODOHAWK

EXPLODOHAWK

ADVANTAGES

ENERGY CYCLE - If this figure participated in an **attack** that rolled 2 or more A-Dice, you may return 1 A-Die that rolled a miss to the Active Pool.

REACTIONS

RILED - Gain 1 P-Die if this **figure** is hit.

UNSTABLE - If this **figure** is hit, all adjacent units are crushed. Crush this figure if it is a unit.

TRIGGERS

BEAT BACK - Move target **monster** 3 spaces in a straight line in a direction chosen by the attacker. 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.

CHAIN REACTION - If target **unit** is destroyed, make 1 attack of the same type using the dice in play against 1 enemy unit adjacent to the target regardless of the number of spaces between the attacker and the new target.

DISINTEGRATE - Target **building** does not put a hazard or rubble tile into play after being destroyed.

ENERGY SAP - You may move 1 A-Die from the **target unit's** corresponding Action Dice pool to the other dice pool.

EXPLOSION - All figures adjacent to the **target unit** with a DEF equal to or less than the number of strikes rolled take 1 damage.

HIT & RUN - Advance this **figure** up to 3 spaces even if this figure has advanced this turn.

OVERLOAD - If target monster's controller has more than 5 P-Dice, this Monster's **attack** does Super Damage.

POWER GORGE - You gain +1 P-Die.

SELF DESTRICT - Crush this **figure**.

SIPHON - If **target monster** is hit gain 1 P-Die. That monster's controller loses 1 P-Die.

SKILLS

ALL TERRAIN - This **figure** treats Rough Terrain as Open Terrain.

ANNIHILATE - This monster's **attacks** do Super Damage.

ANTI-AIR - If this **figure** is participating in an attack against a figure with Flight, this figure gains +1 Brawl and Blast B-Die.

ARMOR PIERCING - **Target figure** is -1 DEF to blast attacks.

CLOAK - This **figure** cannot be targeted by blast attacks made by a figure 3 or more spaces away.

DIG IN - If this **figure** is holding a Power Zone or Negative Zone it gains Cover.

FLANK - **Enemies** within 2 spaces of this figure are -1 DEF from brawl attacks made by other AGN figures.

FLIGHT - This **figure** may move through figures and treats all terrain as Open Terrain. This figure is immune to hazards when moving through or occupying hazards. This figure will still suffer all effects as a result of colliding with hazards and other figures. A unit without Flight cannot make brawl attacks against a figure with Flight unless the unit has an ability that allows it to do so. This figure cannot hold Objective Spaces and does not gain Cover.

HIGH IMPACT - If this **unit** is the same FAC as your monster, this unit gains +1 Blast B-Die.

INDIRECT FIRE - **Attacks** made by this figure ignore Cover.

LEADERSHIP - Allied **Grunts** units with the same name as this unit within 2 spaces of this unit gain +1 Brawl B-Die and +1 Blast B-Die.

LOGISTICS - If 1 or more AGN figures within 2 spaces of this figure participate in a **combined attack**, the attack roll gains +1 B-Die.

RADAR - If this **figure** makes a blast attack, it gains +2 spaces to its range.

SABOTAGE - **Buildings** within 2 spaces of this figure cannot be secured by enemy units.

SOLO BRAWLER - This **figure** cannot participate in combined brawl attacks.

SUPER RAMPAGE - If this monster makes a **Rampage power attack**, gain +1 P-Die for every building destroyed and enemy unit crushed.

WEAKEN - **Enemy figures** within 2 spaces of this figure are -1 DEF to attacks made by AGN figures.



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