SERIES 4
RULEBOOK

MONSTERPocalypse

Now

COLLECTIBLE MINIATURES GAME
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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!

THE MONSTERPOCALYPSE IS UPON US!
OBJECT OF THE GAME

A player **wins** when he has destroyed all his opponent’s monsters while he still has at least one of his own monster figures in play.

If you end your game before one player’s monsters are all destroyed, the player who has destroyed the most monster forms is the winner. If this results in a tie, add up the points of damage on both forms of each player’s monsters. The player with the least amount of damage to his monsters is the winner. If the result is still a tie, the match ends in a draw.

GAME BASICS

FIGURES

The figures used to play Monsterpocalypse come in three varieties: **monsters, units, and buildings**. The starter set comes with enough figures to get you going, and you can add to your collection with Monsterpocalypse monster boosters and unit boosters. Feel free to trade figures with your friends. Collecting figures can be a fun and rewarding part of the Monsterpocalypse experience.

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

Each figure comes on a base that shows its stats and abilities for quick reference.

MONSTERS

Naturally, Monsterpocalypse revolves around giant monsters. These figures 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. During the game, the monster can transform into its **hyper** form, a more powerful version. You use only one version at a time but can change from one to the other at different points in the game by swapping figures. The form of the monster you are not currently using is kept on the play mat in your monster reserves.
AGENDAS & FACTIONS

Each figure in *Monsterpocalypse* belongs to a **faction**, and each faction belongs to an **agenda**. While you can mix figures from different factions or agendas in your force, the abilities of some figures work only with other figures from the same faction or agenda.

**Allies** are all the figures in your force.

**Enemies** are all the 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.

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 get 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. *Monsterpocalypse* Now introduces six new factions—one for each agenda.

**ELEMENTAL CHAMPIONS (PROTECTORS)**
These towering demigods wield the power of earth, air, fire, and water to defend humanity from monstrous threats.

**EMPIRE OF THE APES (RADICALS)**
With gargantuan apes from the remotest jungles of Africa, this simian empire is poised to knock mankind back into the Stone Age.

**SUBTERRAN UPRISING (FIENDS)**
The underground brutes known as the Subterrans fight to enslave humanity and blot out the sun.

**SAVAGE SWARM (DESTROYERS)**
Like a plague of locusts sweeping across the land, the giant insectoids of the Swarm leave nothing but dust in their wake.

**TRITONS (INVADERS)**
These tidal terrors seek to invade coastlines around the planet by raising water levels and sinking cities.

**UBERCORP INTERNATIONAL (COLLABORATORS)**
The massive UberCorp International has its own interests at heart, a fact that sometimes helps Earth’s cities and sometimes reduces them to rubble.
Ultra is the most common type of hyper form; the word “Ultra” appears in the monster’s name. Other hyper forms, like mega, can be obtained through special promotions and events.

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

Monsters are mounted on large bases, which occupy 4 spaces at a time.

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, put them back into your unit reserves. They can continue to come back into play throughout the game. Units might not seem that powerful compared to giant monsters, but intelligent use of your units can quickly tip the odds in your favor.

Units come in two types: grunt and elite. Elite units are more powerful than grunt units, and you are limited in how many you can include in your force. The word “elite” doesn’t appear in their names, but you can easily tell elite units by the difference in their coloring and the fact that their names are printed in red on their bases.

Units are mounted on small bases, which occupy 1 space at a time.
BUILDINGS & RUBBLE TILES

**Buildings** are figures that provide obstacles and objectives for your monsters. Each one comes with an accompanying **rubble tile** that represents the building after it is destroyed. Rubble tiles have two sides. One side shows a pile of rubble; the other shows a hazard that might come into play from the building’s destruction, like the fire hazard created by **Blazing Inferno**.

Buildings are mounted on large bases, which occupy 4 spaces at a time.

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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 (with the top slider) and hyper form (with the bottom slider) during the game. At the beginning of a battle, set both sliders to the health indicated on the base of each of your monster forms.

As your monster suffers **damage**, move the slider for that form 1 point to the left for each point of damage. If the slider for a monster’s form reaches the skull icon (in the place of 0), that monster form is **destroyed** and removed from the game.

If a monster’s health is **restored** during a battle, move the slider for that form 1 point to the right for each point restored. A monster’s health can never exceed its **health stat**; things that would give it additional health beyond that point do not have any effect.

Once both forms of your monster have reached 0 health, your monster is defeated.

**Example:** Your Cyber Khan alpha form suffers 1 point of damage. You pick up your health tracker, which has its top slider set at 5, and move the slider 1 point to the left, to the 4.
High in the Akaishi mountains of Japan dwells an ancient order of monks dedicated to the preservation of all that is good in the human race. Though their numbers are very few, these warrior monks possess powerful magic tied to earth, air, fire, water, and heaven. Even the lowliest monk of the Tenshi Seigikan order can coalesce powerful elemental warriors from the world of nature. Living stone, driving wind, searing flame, and raging torrents readily heed the call of the Tenshi Seigikan.

The greatest monks of the order are not only casters of powerful spells but also the trusted guardians of ancient armor infused with the power of the elements. With great concentration and inner focus, the wearers of these holy relics can channel magical energy into temporary bursts of unparalleled power that elevate the monks from peaceful contemplatives to elemental gods who walk the earth. These warrior gods enforce the Tenshi Seigikan teachings with a strength borne on faith and an inner calm that grants them great insight and focus in battle. They seek not the harm of their enemies so much as the protection of the innocent.
PLAY MAT

Monsterpocalypse is played on play mats. The middle of each play mat is marked with a grid called the battle map where the action takes place. The battle map determines where you can place buildings, where your monster can start the game, where your units can enter play, and what type of terrain your figures might traverse during battle.

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

Each battle map is sectioned into square spaces that your figures occupy. Small-based figures occupy 1 space, and large-based figures occupy 4 spaces at a time.

DICE

Dice play a pivotal role in Monsterpocalypse. You use them both as a randomizer and as a form of currency. In other words, sometimes you roll dice and sometimes you spend them.

You store your dice in several dice pools on your play mat, 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 your dice are stored are your monster pool, unit pool, power pool, and dice well.
Each player must have a 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.**

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

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 2 strikes. Blank sides indicate **misses.** When rolling the dice, simply add up the number of explosion symbols you see. For instance, the dice below add up to 3 strikes.

![Miss](miss.png) ![Strike](strike.png) ![Super Strike](super_strike.png)

*Monsterpocalypse* uses color-coded dice with different chances of rolling a strike depending on the color. There are three types and colors of dice: white action dice, blue boost dice, and red power dice.

**ACTION DICE**

**Action dice** comprise 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 1 or more action dice by spending them, rolling them, or both.

![Action Die](action_die.png)

During the game, you will move your action dice between your monster pool and your unit pool. When you spend dice from your unit pool, you move them to your monster pool. When you spend dice from your monster pool, you move them to 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 the **active pool.** Certain game effects add to or subtract from the number of action dice you have in a particular dice pool. When such an effect takes place, simply move the appropriate number of dice from one pool to the other. For instance, if your monster is hit by an attack that causes it to lose 1 action die, move 1 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** comprise 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 and when certain abilities or special circumstances require them. Boost dice have better odds of success than action dice.

Boost dice are not part of any dice pool and are not 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, simply reuse some of them. Make your roll as normal, note the number of strikes, and roll some or all of them again (noting the number of strikes each time) until you have made the number of boost dice rolls required. You cannot roll more boost dice than is required.
Power dice comprise 1 miss, 4 strikes, and 1 super strike. Power dice make up additional resources gained through various means—mostly by causing destruction.

You start the game with 0 power dice in your power pool, but you can earn them throughout the game. Power dice are used up when you roll or spend them, and you can never have more than 10 power dice in your power pool at any time. Any power dice accumulated beyond 10 are lost.

You store unearned power dice in your 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 your dice well.

You can 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, p. 32) require you to use power dice. If you have not accumulated enough power dice, you might not be able to use your desired action. 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 +1 power die for each enemy unit destroyed or crushed (see Crushed vs. Destroyed, p. 19) after removing the figure(s) from the battle map.

• Every time you make an attack or use an action that results in the destruction of an enemy monster’s alpha or hyper form, you gain +1 power die for each enemy monster form destroyed, after removing the figure(s) from the battle map.

• Every time you destroy a building with a monster’s brawl attack, you gain a number of power dice equal to the energy of the building at the conclusion of the attack after all the effects of eligible abilities have been applied. (See Figure Stats for how to determine a figure’s energy.) If you use any other attack or action that results in the destruction of a building, you gain only +1 power die for each building destroyed.

• When you power up, you gain +1 power die for every allied unit holding a power zone on the battle map (see Power Zones, p. 21, and Power Phase, p. 25).

• When you power up, you gain +1 power die for every building currently secured by your force (see Securing Buildings, p. 21).

• You can 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 icons, shapes, and numbers on their bases. When you turn the figure away from you, the left side of the base has the following information.

Speed (SPD)—This is how many spaces a figure can move on the map when it advances (see Moving on the Battle Map, p. 12).

If you attack a unit that has the Unstable ability and that ability crushes three other enemy units, you’ll get 4 power dice!
**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 can 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 can roll when you make a blast attack. A figure must have a blast stat printed on its base to make a blast attack. The bar beneath a figure’s blast stat indicates how many spaces from the target the attacking figure can be for a blast attack to be effective.

- The half-filled black bar, called the short-range bar, indicates short **range**. Short range allows the figure to make a blast attack against targets 2 to 3 spaces away.
- The fully filled black bar, called the long-range bar, indicates long range. Long range allows the figure to make a blast attack against targets 2 to 5 spaces away.

Monsters have the following additional stats:

**Power**—This is the maximum number of action dice you can roll when you make a power attack. A figure must have a power stat printed on its base to make power attacks.

**Boost Dice**—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.

**Health**—This is how much damage a monster’s form can take before being destroyed.

Buildings 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 building with a brawl attack.

On the opposite side of the base from the figure’s name you will 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 indicates the figure’s faction. The factions for Series 4, 5, and 6 are Elemental Champions, Empire of the Apes, Subterranean Uprising, Savage Swarm, Tritons, and Uber Corp International. Earlier series include additional factions.

**Agenda**—This symbol indicates the figure’s agenda: Protectors, Radicals, Fiends, Destroyers, Invaders, or Collaborators.

**Energy Type**—This symbol indicates the figure’s physiology. Certain game effects have a greater impact on a figure, or no impact at all, depending on the figure’s energy type. Look for energy types to be referenced in the abilities of buildings and other figures. The energy types are: Biotech, Cosmic, Elemental, Mechanical, Nature, Occult, and Radioactive.

**Building Symbol**—Either of these symbols indicates the figure is a building.

Certain abilities and situations 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 p. 28).

You will also find information on the bottom of the base, including the figure’s name, collector number, agenda,
faction, and 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, but figures with four or five stars might be available only through special events and promotions.

**Hyper Form**

Every monster in Monsterpocalypse has two forms, alpha and hyper. Often the two forms are similar, perhaps sharing many of the same stats or abilities, but usually the hyper form plays a little differently than the alpha. You start the game with the alpha form of your chosen monster in play and any hyper form of that same monster in your monster reserves. (If a monster has a hyper stat on its base, it is a hyper form.) You cannot play with the alpha form of one monster and the hyper form of another.

During the hyper phase of your monster activation, you can spend power dice equal to the hyper form’s hyper stat to transform your alpha monster into its hyper form. If you do, replace the alpha figure with the hyper figure and place the alpha in your monster reserves. Any damage it has stays on it.

The transformation from alpha to hyper isn’t necessarily permanent: you can revert the monster to its alpha form during the advancement phase or attack phase of a later monster activation as long as you do not interrupt any advance or attack. To do this, simply replace its hyper form with its alpha form without spending any power dice. As long as both forms are still in the game, you can switch back and forth between a monster’s two forms as many times as you like and can afford.

**Parts of the Turn**

When you start a game, both you and your opponent take a unit activation on your turns. Then, every turn for the rest of the game, you each choose to take either a monster activation or a unit activation. Both types of activation break down into distinct phases that must occur in order. These phases are explained in depth beginning on p. 24.

Parts of a unit activation, in order:

- **Spawn phase**, when units from your reserves can enter the battle map.
- **Advancement phase**, when your units can advance.
- **Attack phase**, when your units (and some buildings) can attack.
- **Push phase**, when you can move any unused action dice to your monster pool.

Parts of a monster activation, in order:

- **Power phase**, when your monster can power up.
- **Hyper phase**, when your monster can turn into its hyper form.
- **Advancement phase**, when your monster can advance.
- **Attack phase**, when your monster can attack.
- **Push phase**, when you can move any unused action dice to your unit pool.
The alpha form and hyper form track damage individually. 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. There is no cost to do this, even if you are replacing the alpha form with the hyper form. Damage done to one form that exceeds its health does not apply to the other form after you swap the figures. Similarly, further effects applied to one form do not carry over to the other form. (So, for example, the second attack of the Lightning Attack ability won’t happen if the ability was triggered by an attack against a form that’s no longer on the battle map.)

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

Example: Rob is using King Kondo to smash Jason’s Mantacon. Mantacon has Health 5 and has already taken 3 damage. Rob rolls 5 power dice with his attack and hits. Mantacon reels back 5 spaces and collides with two Newspaper Offices that have the Blazing Inferno reaction. Mantacon ends his smash movement in the hazard left by the second Newspaper Office.

When Jason adds up damage for the attack, Mantacon takes 1 point of damage for getting hit, 1 for colliding with the first Newspaper Office, 1 for colliding with the second Newspaper Office, and 1 for ending up in the hazard, for a total of 4 damage. Note that Mantacon did not suffer the damage for the Blazing Inferno left by the first Newspaper Office since reactions resolve after the power attack effects resolve.

The damage done to Mantacon’s alpha form—4 points—is more than enough to destroy it. Jason replaces his alpha Mantacon with the hyper form, Ultra Mantacon. Since damage and effects applied to the first form do not carry over to the second form, the extra damage done to Mantacon is not applied to his hyper form.

PLAYING THE GAME

MOVING ON THE BATTLE MAP

ADVANCE

Most movement in Monsterpocalypse is done as advancing. This can happen as part of the advancement phase or as part of an ability’s effect. Sprint, for example, reads “Advance this figure up to 3 spaces, even if it has advanced this turn.”

Each figure has a speed (SPD) stat that indicates how many spaces it can move on the map each time it advances in the advancement phase. When you want to advance one of your figures this way, you first spend 1 action die from the appropriate pool (that is, your monster pool for a monster and your unit pool for a unit) and then move the figure any number of spaces up to its speed. You can advance as many figures as you want during the appropriate advancement phase as long as you have the action dice to do so. Each figure can advance this way only once a turn.

During both types of advance a figure can move up, down, left, or right. Once in each advance, it can also move diagonally. Monsters count out their movement just like units, even though they occupy more than 1 space at a time.
Forget that “save the planet” rhetoric. Those giant monkeys are nothing but a menace to civilization.

—Victor Forsythe, CFO of UberCorp International

A great race of gargantuan apes has long secluded themselves from the domain of man in the deepest, unmapped regions of Africa’s deadly Congo jungles. With the rise to power of their new king, however, they rejected the ancient counsel of their elders and began to look beyond their sheltered existence to the world around them. What they discovered was strange beyond expectation: with cars, planes, and skyscrapers, the sprawling cities of humanity teemed with technology and activity. Shocked and disgusted by the unrestrained plundering of nature’s refuge, the simian sapiens slipped away unnoticed—for the time being.

King Kondo saw the liberation of nature from humanity as a call his people could not deny. They would reduce the cities to rubble so nature could once again have her way. Under his leadership, the apes scoured the jungles and deserts for tools to use against the cities of man; scorched hulks of tanks and planes from bygone wars they quickly reshaped into armor and weapons befitting their lineage. These proud warriors now demolish cities and protect rustic villages with equal fervor. They bear no ill will toward humanity but will stop at nothing to see all live in harmony with nature rather than in dominion over her.

EMPIRE OF THE APES
**STEP**

Monsters have an additional type of movement called **stepping**. Before and after your monster advances as part of the advancement phase, but before he attacks, you can spend 1 action die for him to step 1 space in any direction, including diagonally. Your monster can step as many times as you have action dice to spend, though each step is performed individually. The monster must be able to legally occupy each space into which he moves, and he cannot step into a space occupied by any other figures.

*Example: Your Cyber Khan has a speed of $6$, but his desired target is 8 spaces away. After spending 1 action die from your monster pool to advance Cyber Khan 6 spaces, you spend 2 more action dice from your monster pool to step him 2 more spaces and land adjacent to his target. You then place all 3 of the dice you used into your unit pool.*

**MOVE**

The term **move** is a generic label for how a figure travels on the battle map. It carries no inherent information on how far or in what direction the movement must be, so look for that information in the surrounding text. For example, the first part of the **Beat Back** ability reads “Move **target monster** 3 spaces in a straight line in a direction chosen by the attacker.”

**MOVEMENT RESTRICTIONS**

A few restrictions apply regardless of what type of movement a figure makes.

At no point during a figure’s movement can it move through the same space as a building or an enemy figure, unless the moving figure has an ability that allows it to do so (like **Flight**). You can move a figure through spaces occupied by **allied** units or monsters, but it can’t finish its movement in a space occupied by another figure, be it enemy or ally.

*Though figures with **Flight** or **Jump** 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 otherwise moved so that it would land beyond the edge of the map, the figure stops at the edge of the map.

Furthermore, anytime you or your opponent moves a figure, the figure must end its movement in a space it can legally occupy. When you put figures in play or use abilities that place a figure in a new location, you must place them on spaces they can legally occupy.

**TERRAIN**

The spaces on the battle map represent various types of **terrain** your figures will traverse. Some are more difficult for units to cross than others. Monsters can traverse and occupy any terrain without restriction or penalty.

A space can be of only one terrain type at a time. If it shows more than one type of terrain, it counts as only the more difficult type for both movement and effects. In other words, any space containing impassible terrain elements is considered impassible terrain, even if it also contains elements of rough or open terrain such as sand or grass. Likewise, any space that contains elements of rough terrain but not elements of impassible terrain is considered rough terrain, even if it also contains elements of open terrain such as roads.
Spaces not containing rough terrain or impassible terrain are **open terrain**. Count these spaces once when advancing into them. Examples of open terrain elements are roads, concrete, dirt, and grass.

**Rough Terrain** 🍃

*Rough terrain* describes spaces that are difficult to travel. Units count these spaces twice when advancing into them. Examples of rough terrain elements are sand, rocks, forest, rubble, and hazards.

**Impassible Terrain** 🏚️

*Impassible terrain* describes spaces that are too difficult for most units to travel. Units cannot enter these spaces without an ability that specifically allows them to do so, such as Hover 🚀 or Flight 🛩. Water spaces, which are blue on the map, are impassible terrain.

*Example:* The Howitzer Ape has the **All Terrain** 🏢 skill, which allows it to treat rough terrain as open terrain. Without being slowed down, it can cross a space that has only grass (open terrain), a space that has only sand (rough terrain), or a space that has both grass and sand (open and rough terrain together). It cannot, however, cross a space that has water (impassible terrain), even if that space also has grass, sand, or any other terrain. The presence of water makes the entire space impassible terrain. The Howitzer Ape will have to go another way.

**Cover** 🌲

*Cover* is an effect gained by units that adds +1 to their defense against blast attacks. Monsters do not gain cover. A unit gains cover when it occupies a forest space or is adjacent to a building or a friendly monster. Only one instance of cover can apply to a particular unit at a time; no matter how many circumstances would grant it, a unit cannot gain more than +1 to their defense from cover at once. Cover does not add to defense against brawl or power attacks. (See p. 17 and p. 32 for more on brawl and power attacks, respectively.)

*Cover doesn’t accumulate on a figure. It can apply only once, so it adds only +1 to a figure’s defense against blast attacks!*

**Movement Abilities**

Many abilities alter basic game rules or circumvent them entirely. **Flight 🛩️** and **Jump 🛏️** are the most common examples of abilities that allow figures to move in ways that are quite different from normal movement.

**Flight 🛩️**

A figure with the **Flight** ability treats all terrain as open terrain and can move through spaces occupied by the opponent’s figures. It is immune to hazards when moving through or occupying such a space but still suffers all effects due to colliding with hazards and other figures (see Collisions, p. 32).

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 (like **Jump 🛏️**).
A figure with **Flight** cannot hold objective spaces (see p. 21) and does not gain cover unless it has an ability that allows it to do so (like **Ground Control** for objective spaces or **Low Flyer** for cover).

![Diagram](image)

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

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**JUMP**

A figure with **Jump** treats all terrain as open terrain and can move through spaces occupied by the opponent’s figures. It is immune to hazards it moves through but still suffers all effects due to colliding with hazards and other figures (see Collisions, p. 32).

A unit with **Jump** cannot end its movement on impassible terrain 🦅.

A unit with **Jump** can make brawl attacks against a figure with **Flight** 🦂.

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**ADJACENT, BASE-TO-BASE & ALIGNED**

Understanding a figure’s relationship to other figures on the battle map is crucial to understanding how they can affect each other. All figures can be adjacent or base-to-base. Monsters and buildings, which are both mounted on large bases, can also be aligned. Examples of each follow.

- The term **adjacent** means next to or immediately diagonal to a figure or space.

- A figure is **base-to-base** with another figure when both figures occupy spaces up against each other on the battle map. Figures diagonal from each other are not base-to-base. Figures that are base-to-base are also adjacent, but not all adjacent figures are base-to-base.
A monster or building is **aligned** with another monster or building when the complete edge of one figure’s base touches the complete edge of the other figure’s base. Aligned figures are also base-to-base and adjacent.

### Making Attacks

Monsterpocalypse features two types of attacks monsters, units, and some types of buildings can make: **brawl attacks** against adjacent figures and **blast attacks** against figures farther away. A figure’s brawl 🦍 or blast ⚡ symbol tells you what attacks it can make and how many action dice you can roll for the attack.

To make an attack, first choose the type of attack and then choose a target. You must roll at least 1 action die from your active pool, and you can choose to roll as many as indicated in the attacker’s appropriate attack stat. Roll the dice, count up the strikes, and compare that total to the defense 🦍 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:** An Airborne Ape makes a brawl attack against a Groundbreaker. The Airborne Ape has a brawl stat of 🦍, which means you can roll up to 2 action dice for the attack. Being a unit, the Airborne Ape pulls action dice from the unit pool. The Groundbreaker’s defense is 🦍, so the attack hits if the roll results in 2 or more strikes. After the roll, the 2 dice used for the attack go into the monster pool.

Two other types of dice might also come into play. The first are **boost dice**. Some figures receive boost dice for certain types of attacks according to their boost stats, noted with a star ⭐ and a number under the stat for that attack type. The number next to the star corresponds to the number of boost dice you roll for free.
Regardless of the type of attack or how many dice you roll, all attacks must adhere to the following rules:

- Attacks cause 1 point of damage every time they hit. Power attacks have effects that might result in additional damage.

- Each figure can participate in only one attack each turn. You can attack with any number of figures per turn as long as you have the action dice to roll.

- Figures can attack only neutral or enemy buildings or enemy figures (those belonging to your opponent). They cannot attack your allied figures, including installations (see Installations, p. 45).

**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. (Exceptions are described in Power Attacks with No Targets, p. 36.)

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

An attacker can make a blast attack targeting any building or enemy figure within range and not in an adjacent space. Short-range attacks can target figures a minimum of 2 and a maximum of 3 spaces away. Long-range attacks can target figures a minimum of 2 and a maximum of 5 spaces away.

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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.

When counting the spaces to the target, you can count only one diagonal.
**DAMAGING MONSTERS & UNITS**

When a unit takes 1 damage, it is destroyed. When your unit is destroyed, remove it from the battle map and place it back in your reserves.

Each time a monster takes damage, move the corresponding slider on the monster’s health tracker 1 point toward the skull icon on the left for each damage point taken. When a slider reaches the skull icon, that form of the monster is destroyed and removed from the battle map. (See Hyper Form on p. 11 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 1 additional point of damage. If multiple abilities or effects that cause super damage occur on the same figure in a single attack, the target takes only 1 additional point of damage.

**CRUSHED VS. DESTROYED**

Certain attacks and abilities crush units instead of destroying them. You might want to crush a figure rather than destroy it to avoid the abilities that activate only when a figure is destroyed—those abilities won’t take place if the figure is crushed instead. Furthermore, since crushed units are removed from the battle map...
DESTROYING BUILDINGS & CREATING HAZARDS

You can attack buildings just like you would attack units or monsters. When a building takes 1 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 indicates normal, non-dangerous rubble, and the other side indicates a type of **hazard**.

Some buildings have an ability that creates a hazard when they are destroyed, like **Blazing Inferno** and its fire hazard. When this happens, place the rubble tile with the hazard side faceup. Because there are several types of hazards, it is important that you replace a destroyed building with the same type of rubble tile that came with it so that if it gets flipped later the appropriate hazard will show. For instance, you must place a chemical hazard tile (rubble-side up) for a building with the **Chemical Spill** ability. The types of hazards are:

- **Fire, Chemical & Radiation Hazards**: Figures moving onto a fire, chemical, or radiation hazard take 1 damage unless their **energy type** protects them. For instance, monsters of the Mechanical energy type who are at full health are immune to damage from chemical hazards.

- **Hellfont Hazard**: Once each unit activation, the active player can use 1 unoccupied space of a hellfont hazard to spawn an Occult unit.

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 faceup.

**You gain power dice equal to a building’s energy only when you destroy it with a monster’s brawl attack. If you destroy the building any other way, you gain just +1 power die.**

**Securing Buildings**

When three of your units are 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 1 power die for each building you are securing.

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

**Look for ways to position units to secure multiple buildings at once. 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 +3 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 buildings during setup. Some have green borders, and some have yellow borders. Border color determines the order in which you can place buildings on a foundation. Treat foundations without a building on them as open terrain. During setup, green foundations must be filled before yellow foundations are filled.

**Objective Spaces**

**Objective spaces** lie scattered about the battle map. These spaces grant benefits to one player and potentially hinder the other. Some objective spaces grant their benefits only when a unit **holds** them, which it does simply by occupying them on the map. Other objective spaces grant their benefits to units moving through them. Monsters cannot hold or receive benefits from objective spaces.

Objective spaces include ability zones, negative zones, power zones, speed boosts, teleporters, and spawn points.

**Though flyers cannot hold objective spaces, they are great units to place on objective spaces to keep your opponent from holding them.**

**Ability Zones**

If a unit holds an **ability zone**, it has the ability shown in the center of the space.

**Negative Zones**

If any of your units holds a **negative zone**, each time you power up, your opponent loses 1 power die from his power pool for each negative zone held by one of your units.

**Power Zones**

If any of your units holds a **power zone**, each time you power up (see Power Phase, p. 25), you gain +1 power die for each power zone held by one of your units.
**SPEED BOOSTS**

When a unit moves through a **speed boost**, that space does not count against the total movement the unit’s speed allows. Note that combining the effect of counting a space twice (because of Mire, for example) with not counting a space will result in the space not being counted. Counting 0 twice is still 0.

**Example:** Chris pays 1 action die to advance his Groundbreaker with speed 6. He does not count either of the speed boost spaces when making his advance.

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**TELEPORTERS**

A **teleporter** allows for additional movement. Moving an advancing unit move from an unoccupied teleporter to an unoccupied space on or adjacent to another teleporter counts as just 1 space of movement, regardless of how far apart the teleporters are.

**Example:** Rob pays 1 action die to advance his Howitzer Ape with speed 4. He moves 2 squares onto a teleporter. Rob can use a third square of movement to move from that teleporter to another teleporter. He can place his Howitzer Ape in any unoccupied space on or adjacent to any teleporter and then continue his advancement.

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**SPAWN POINTS**

Your units enter the game on **spawn points**, which include two types.

Standard spawn points are color-coded to each player based on a roll-off during setup. The standard spawn points of your color remain yours for the entire game (see Preparing the Battle Map, p. 23).

**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 can use it as your own. If no player holds the activator, no units can spawn from that spawn point.

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**THE REST OF THE PLAY MAT**

The play mat includes several areas to help you organize your play materials. You store your action dice in the **monster pool** and the **unit pool** on your side of the play mat. The power dice you gain go in your **power pool**. Store your boost dice and any unused power dice in your **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 & CITY

Your force consists of the units and monsters you will use in the game. A standard game requires each player to have 1 monster (both the alpha form and a corresponding hyper form) and up to 15 units. Each player must also have a city of 2 to 12 buildings.

Choose any monster and corresponding hyper form, 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 isn’t required, but it will allow the figures’ abilities to combine more effectively. Though you will have only monsters on the battle map when the game starts, each player can access all the figures 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, p. 45). Each monster is a unique character, so a player can bring only one of each monster to a game. Different players can bring the same monster to a game.

Some monsters have more than one hyper form available. You can include only one hyper form for your monster in your force, but you can choose whichever one you wish.

UNITS

You can include up to 15 units in your force, and you can have as many different types of units in your force as you like. You can include no more than 5 elite units overall. You can include no more than 5 grunt units with the same name.

Your units do not begin the game on the battle map; they will enter play through the map’s spawn points during the game.

When assembling your force, remember that elite versions of units count as different units than the grunt versions. For instance, you can have five elite Spadefin Skimmers and five grunt Spadefin Skimmers in your force. You can tell the elite units from the grunt units because the elites’ names are printed in red.

BUILDINGS

Each player must play with a city that includes 2 to 12 buildings. As with units, you can have no more than 5 buildings with the same name. The more buildings you have in the game, the more power you have available, so try to include as many buildings in your city as you can for more exciting games.

PREPARING THE BATTLE MAP

Before setting up a battle, both players roll 5 action dice. If both players roll the same number of strikes, reroll. The player who rolls the least number of strikes chooses the play mat for the game. The player who rolls the most strikes chooses the color zones on the battle map each player will use. Besides neutral spawn points you control, you can use only the spawn points and monster starting zones of your color.

The player who rolls the most strikes also places the first building, places his monsters first, and takes the first turn.
PLACING BUILDINGS ON THE BATTLE MAP

Players take turns placing the buildings on the foundation spaces in their cities, one building at a time, until they have placed all their buildings. If one player runs out of buildings before the other, the player with remaining buildings places them all. Players must continue to place buildings until they have placed all the buildings from their cities or until they have run out of empty foundations.

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

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

REMAINING SETUP

Once you have placed all buildings, each player places the alpha form of his monster on any one of his monster starting zones, starting with the player who won the setup roll. Each player’s monster starting zones are marked by dashed outlines in that player’s color. Next, make sure you have 10 action dice in your unit pool, plus 10 power dice and at least 4 boost dice in your dice well. Finally, put your units into your unit reserves and the hyper form of your monster into your monster reserves. They will remain there until they are brought into the game.

ORDER OF PLAY

Monsterpocalypse is played in a series of turns where two 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:

**MONSTER ACTIVATION** OR **UNIT ACTIVATION**

There are no action dice in your monster pool when you start a game, so your first turn will always be a unit activation.

You must activate either your units or your monster on your turn, and you must be able to spend at least 1 action die from the appropriate dice pool in order to perform an activation. If you do not have any action dice in your monster pool, you cannot perform a monster activation. If you do not have any action dice in your unit pool, you cannot perform a unit activation.

Consider leaving a few dice behind in each pool. It is tempting to exhaust your dice pools so you can do more each turn, but be careful. Sometimes just having 1 action die in your monster pool is enough to make your opponent think twice about something like body slamming your monster into a block of buildings. That 1 die could allow you to return the pain!

After you finish your monster activation or unit activation, your turn ends, and your opponent takes a turn.

**MONSTER ACTIVATION**

Choosing a monster activation makes your monster pool the active pool, and all action dice you spend or roll move from there to the unit pool when you use them. During a monster activation, you can choose any of the following options, but they must be performed in the order presented here.
1. POWER PHASE

Once during your monster activation, you can attempt to **power up** to gain power dice. To do this, roll 1, 2, or 3 action dice from your monster pool. You cannot roll power dice from your power pool when powering up. You successfully power up if you roll at least 1 strike. If you do not roll any strikes, nothing happens. Regardless of whether you successfully powered up, put any action dice you rolled for the power up attempt into your unit pool. You can choose not to power up (and not roll any dice) if you wish.

If you successfully power up, add 1 power die to your power pool for each power zone your units hold and for every building your units are securing. Your opponent loses 1 power die from his power pool for each negative zone you hold.

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Don’t be afraid to spend just 1 or 2 action dice from your monster pool on power up rolls. Rolling 1 die gives you a 50% chance of successfully powering up, 2 gives a 75% chance, and 3 gives an 87.5% chance. Those action dice are important, so spend them wisely!

2. HYPER PHASE

You can spend power dice equal to the hyper stat 🦸 of your monster’s hyper form to change your monster into its hyper form. If you do this, replace the alpha form with the hyper form and put the alpha form in your reserves. You might need it later in the game.

3. ADVANCEMENT PHASE

You can spend 1 action die to advance your monster and move it up to a number of spaces equal to its speed stat 🔄.

In addition, both before and after your monster advances, you can spend 1 action die to step. You can step as many times as you have action dice to spend. Your monster does not have to advance to be able to step.

4. ATTACK PHASE

You can 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 make only one attack each monster activation.

5. PUSH PHASE

If you have action dice remaining in your monster pool, you can move as many of them as you like to your unit pool.

UNIT ACTIVATION

Choosing a unit activation makes your unit pool 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 can choose any of the following options, but they must be performed in the order presented here.

1. SPAWN PHASE

You can spend action dice to bring units into play from your unit reserves. You can spawn any number of units as long as you have action dice to spend, but each turn you can spawn only one unit at each spawn point. Units spawned at the beginning of your turn can advance and attack that same turn.

When you spawn a unit, 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 1 additional action die over the cost of the figure to spawn it. A unit must be in your reserves in order for you to spawn it.

If any unit occupies one of your spawn points, you can spend 1 action die to move it into an adjacent space it can legally occupy before you spawn any units.

Example: Rob has chosen King Kondo (from the Radical agenda) as his monster but has included units from other agendas in his force. He wants to spawn an Airborne Ape and a Mecha Squix, which both have a cost of 1. The Airborne Ape is also from the Radical agenda, so the cost for Rob to spawn it doesn’t change from 1 action die. The Mecha Squix is from the Collaborator agenda, though, so it will cost an additional 1 action die to spawn.

Also, Jason’s Groundbreaker unit is on the spawn point where Rob wants to spawn his Mecha Squix. Rob spends 1 action die to move the Groundbreaker to an empty adjacent space and 2 action dice to spawn the Mecha Squix on that spawn point. He then spends 1 action die to spawn his Airborne Ape 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. Your opponent might move your unit onto the hazard and destroy it!

2. ADVANCEMENT PHASE
You can 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 1 action die from the unit pool for each unit you advance. You cannot advance the same unit more than once during a unit activation.

3. ATTACK PHASE
You can attack with any number of your units on the battle map. Each unit can participate in one individual or combined attack each unit activation (see Combined Unit Attacks, p. 39). You must spend at least 1 action die for each participating unit. You do not have to attack with the same units you advanced this turn. You can continue to make attacks with your units as long as you have action dice to spend and units that have not yet participated in an attack this unit activation.

4. PUSH PHASE
If you have action dice remaining in your unit pool, you can move as many of them as you like to your monster pool.

CONGRATULATIONS!
You now know all the basics for playing Monsterpocalypse. Take a break and stretch your legs; you’ve earned a rest.

There are only a few more pieces left to learn before you can play Monsterpocalypse in all its smash-and-bash glory, but make sure you’re ready. The last bits are the most fun, but they’re also meaty and require all your faculties to absorb.

Play a few practice games using what you’ve read so far before continuing. Then come back to the rulebook to learn how the abilities that make your figures special interact and how to take your monster’s fights to the next level.
It happened so suddenly. The building frame and scaffolding leaned precariously and then fell right into a hole in the earth. I realized it was much more than a construction accident when that behemoth of flesh and drills climbed out.

—Jason Martin, survivor of the first Subterrann attack

Of all the monsters mankind has seen since the dawn of the Monsterpocalypse, none are more nefarious than the loathsome Subterrans. The tyrant caste of these misshapen beast-men inflicts slavery and pain upon those in their domain and now seeks to subjugate humankind as well. The tyrants’ ultimate goal is to blot out the sun so they may live comfortably on Earth’s surface despite their highly photosensitive eyes. To that end, they send Subterrann warriors to the surface along with enormous mole-like beasts that smash cities to bits and send citizens running heedlessly into the arms of Subterrann slavers.

Their perverse “human resource centers” are vast factory prisons whose sole product is a constant wave of inky darkness streaming into the atmosphere, causing the skies to darken gradually in their vicinity. In the face of such villainous foes, the militaries, corporations, and religions of Earth have no choice but to band together.
**THE ADVANCED GAME**

**ABILITIES**

The figures in *Monsterpocalypse* can do much more than just move around and attack each other. They also have special abilities, noted with symbols on the right side of their bases. The shape of each symbol indicates the type of ability and when it comes into play. Each ability can resolve only once an attack, even if there is cause for it to activate again or it appears on another figure. That means that on each attack, the effect of a particular ability can apply only once.

Ability types include actions, skills, advantages, reactions, and triggers. Note that when the text of an ability refers to a “FAC” or “AGN” figure, unit, or monster, it means your figure, unit, or monster—even if that’s not good for you.

**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.

**ACTIONS**

Once a turn, during your advancement phase or attack phase, you can use an action of one of your figures on the battle map by spending 1 action die from the active pool. An action cannot interrupt a figure’s advancement or an attack. A monster can take steps before or after you use an action. You can use only one of your monster’s actions during a monster activation, and you can use only one of your units’ actions or the action of a building you control (a building you are securing or your installation) during a unit activation. You can use only one action per turn.

Example: Rob wants to use his Spadefin Skimmer’s Extinguish action, which replaces an adjacent hazard with rubble, on an adjacent fire hazard. Rob takes 1 action die from his unit pool and places it in his monster pool to pay for the action. He then flips the fire hazard tile over to the rubble side. Rob has now used his action for this turn and cannot use any other actions this turn.

**ADVANTAGES**

Advantages take place after you determine if an attack roll has hit. Advantages can come either from the attacking figure or 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 in which they resolve. Any advantage that creates a reroll must resolve after all other advantages.

Example: The monster Aquosia has the Energy Cycle advantage, which allows her to “return 1 A-Die [action die] that rolled a miss to the active pool.” Whenever you roll one of Aquosia’s attacks, you can take 1 action die that did not roll any strikes from the dice in play and add it to your monster pool.

**TRIGGERS**

Note that triggers use the same shapes as the brawl, blast, and power stats. This is because each type of trigger takes place only if you hit a target with that type of attack. Brawl triggers activate if you hit a figure with a brawl attack; blast triggers, with a blast attack; and power triggers, 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 to resolve the triggers. Completely resolve one trigger before choosing the next. You must completely resolve the current attack before making any additional attacks created by triggers.
Some triggers cause damage to figures that were not the target of an attack. The source of this damage is the trigger, not the original attack. An ability that gives a unit +1 Defense against blast attacks will not help protect that unit from a blast trigger that damages all units adjacent to the target, but it will help protect against a blast trigger allowing the attacker to make a blast attack on a new unit.

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

Example: Gakura has the **Energy Drain** 🆕 blast trigger, which says: “Target monster’s controller pushes 1 A-Die [action die] from his monster pool to his unit pool.” When your Gakura hits Dave’s King Kondo with a blast attack, Dave must take 1 action die from his monster pool and place it in his unit pool.

**Reactions** 🆕

*Reactions* take place after triggers are resolved. Reactions can come either from the figure being attacked or from any figure allied to the target. Reactions from buildings involved in the attack (such as buildings that are destroyed in the attack) will also resolve. This includes installations, described on p. 45. Units that are crushed cannot use reactions.

Many reactions occur when a figure is hit. Figures are considered hit by effects that do them damage whether or not they were the initial target of the attack.

Example: Krakenoctus has the **Riled** 🆕 reaction, which grants 1 power die if the figure is hit. Whenever your Krakenoctus is attacked and the attack hits, you can take 1 power die from your dice well and add it to your power pool after the attack is resolved.

You do not declare a target for the stomp and rampage power attacks when you make those attacks. Since there is no target designated, reactions of units and monsters to those attacks will not resolve. Reactions of buildings to those attacks will still resolve, however. Check the text of the reaction ability to see if it applies; not all reactions will. For a reaction to resolve, the figure with that reaction must still be on the battle map. If multiple reactions apply, the player being attacked chooses the order to resolve them. Completely resolve one reaction before choosing the next.

If it’s your turn, figures in your force do not get to use their reactions.

**THE TIMING OF EFFECTS IN AN ATTACK**

Advantages ⭐, triggers 🏛️ ⛽️ 🏛️, and reactions 🏛️ all take place during an attack, in a particular order:

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, p. 32).
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 player being attacked chooses their order.
6) Apply damage and remove destroyed figures from the battle map. The attacking player chooses the order.

If a unit is crushed at any point during an attack, remove it from the battle map immediately.
Example: Jason declares a brawl attack with Ultra Gakura against Rob’s Drillcon-Vorionnik. Ultra Gakura has three brawl triggers: Lightning Attack ⚡, Energy Drain ⚡, and Power Drain ⚡. Drillcon-Vorionnik has the Riled 🏵️ reaction. Jason rolls, hits Drillcon-Vorionnik with Ultra Gakura’s brawl attack and begins resolving the attack. Ultra Gakura has no advantages or skills that apply to this attack, so Jason can now resolve his triggers.

Jason chooses to resolve Energy Drain ⚡ first, which causes Rob to lose 1 action die from his monster pool and place it in his unit pool. Next Jason resolves Power Drain ⚡, which causes Rob to lose 1 power die. Jason then resolves Lightning Attack ⚡, which grants him an additional brawl attack after all the steps of the current attack have been completed. Jason is done resolving his triggers (except the Lightning Attack, which he will finish resolving after all the damage has been applied). So Rob now resolves Drillcon-Vorionnik’s Riled 🏵️ reaction. Because Drillcon-Vorionnik was hit, Rob adds 1 power die to his power pool as instructed by the text of the ability.

Even when a unit is crushed by an attack, other reactions and triggers that apply to the attack still resolve.

Example: Rob’s Ares Mothership is attacking Jason’s Mollok Berserker. The Mollok Berserker has the Riled 🏵️ reaction, and Ares Mothership has the Manufacture ⚪️ advantage. Ares Mothership hits the Mollok Berserker with a brawl attack and begins resolving the attack. The Ares Mothership crushes the Mollok Berserker with its Manufacture advantage and replaces it with an allied unit. Since Jason’s Mollok Berserker is crushed and removed from the table, its Riled reaction does not activate.

ABILITIES OF BUILDINGS

Like monsters and units, buildings can also have abilities.

Some buildings have skills they possess while in play, and some buildings have reactions that occur when the building 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 or attack phases of your unit activation, you can use one action of one of your secured buildings by spending 1 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 that are of 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, all adjacent agenda figures gain that ability.

- If one of your figures on the battle map has a blue icon, all agenda figures gain that ability.

- If a building you secure has a green icon, all your allied units and monsters gain that ability. The building itself never has the ability.

CLOAK

BERSERK

ENERGY DRAIN

RED CLOAK SYMBOL = TREAT ANY AGENDA FIGURE ADJACENT TO THIS FIGURE AS IF IT ALSO HAD CLOAK.

BLUE BERSERK SYMBOL = TREAT EVERY AGENDA FIGURE ON THE MAP AS IF IT ALSO HAD BERSERK.

GREEN ENERGY DRAIN SYMBOL = TREAT ALL THE FIGURES IN YOUR FORCE AS IF THEY ALSO HAD ENERGY DRAIN.
**Applying Abilities**

The subject affected by an ability is **bolded** in the ability’s text. That subject might be—but is not limited to—a figure, an attack, or a power up.

When an ability delivers damage directly, that ability is the source of the damage. When an ability adds additional damage to an attack, the attack is still the source of the damage.

**Example:** A monster with the **Armored** ability collides with a Hotel, which has **Spire**. **Spire** adds additional damage to the collision, but **Armored** means that the monster does not suffer damage from collisions with buildings, so the monster does not suffer the extra damage from **Spire**.

Later in the game, a Steel Back Roach with **Force Field** (+1 Defense on blast attacks) is hit with damage from Incinerus’ **Explosion** ability on his blast attack. Because the damage is coming from the **Explosion** and not the blast attack, the Steel Back Roach does not receive the additional defense from its **Force Field**.

Each time two or more abilities with the same name affect a particular subject, apply the ability only once. So whenever two or more abilities of the same name affect a particular figure, apply the ability only once; the same is true for abilities affecting a particular attack or power up.

**Example:** Jason is powering up. He has secured two buildings that have the **Power Producer** skill, and he has two UCI MRVs with **Amplify** holding power zones. **Power Producer** says, “If you are securing 1 or more buildings with Power Producer when you power up, gain +1 P-Die [power die].” **Amplify** says, “If you power up, gain +1 P-Die for each allied unit with Amplify holding a power zone.” Even though Jason has two copies of each ability that could affect his power up, only one of each can apply. Jason will gain +1 power die from the first **Power Producer**. The second **Power Producer** does not resolve.

On the other hand, **Amplify** capitalizes on multiples, counting up every allied unit in play that has the ability. Thus, while only one of those **Amplify** effects will resolve during the power up, the more units with **Amplify** a player has holding power zones, the more power dice he will gain. In this case, Jason gains +2 power dice from the two UCI MRVs 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 a specific type of attack or effect. For instance, if a figure is immune to super damage, it does not take the additional 1 damage from super damage.

**Example:** Ultra Aquosia hits mega Gakura with a brawl attack. Ultra Aquosia has the **Annihilate** skill, which causes her attacks to do super damage. A successful brawl attack like this would normally do 2 points of damage (1 for the brawl attack and 1 for the super damage), but mega Gakura has the **Resilience** ability, which makes him immune to super damage. He therefore takes only 1 point of damage from the brawl attack.

Sometimes a monster’s energy type grants him immunity from certain game effects. Those immunities are explained in the text of those effects.

**Example:** The **Chemical Spill** reaction replaces a destroyed building with a chemical hazard, which causes most figures 1 damage when they move onto it. Cyber Khan, who has the Mechanical energy type, advances onto a chemical hazard while at full health. He doesn’t take the damage, because **Chemical Spill** states, “Mechanical monsters at full health do not suffer this damage.”

**Dice in Play**

When you roll the dice, decide how many dice you will be rolling and then roll them all at once. Whenever you
pick up dice to roll, they are considered *dice in play*. Some abilities add or remove dice from the dice in play or ask you to reroll them. Your dice remain in play until all abilities that affect them have resolved and you have put them into one of your pools.

**Example:** The trigger **Lightning Attack** allows you to make a second attack with dice in play. The advantage **Energy Cycle** allows you to put 1 action die that rolled a miss back into your pool when you roll 2 or more action dice in an attack. Your figure benefits from both abilities. You make a blast attack, roll 5 action dice, and get a hit with 4 strikes and 1 miss. You first put the miss back into your dice pool when advantages resolve; you then roll the remaining 4 dice in play when you make the second attack created by **Lightning Attack**.

Some game effects allow you a second chance at rolling the dice, called a *reroll*. You get one shot at this; you cannot reroll a particular roll more than once. To take a reroll, you must reroll all the dice in play, and you must accept the result of the second roll regardless of the outcome.

There might be an occasion when all your power dice are in your dice in play and your power pool, with none left in your dice well. If an ability keeps the dice in play for another attack and there are no power dice in your dice well when you would normally gain them for the attack, you cannot gain them.

**Example:** Rob has his eye on two enemy units positioned next to each other. He spends 2 of the 10 dice in his power pool to attack and destroy one with his Incinerus. This triggers the **Chain Reaction** ability, which in part reads, “If target unit is destroyed, use the dice in play to make the same type of attack against 1 enemy unit adjacent to it.” There are no power dice in Rob’s dice well to gain, and the 2 he spent are not returned to his dice well because he has to maintain his dice in play for the additional attack. Had there been no enemy unit in the right position for **Chain Reaction** to continue attacking, the 2 power dice in Rob’s dice in play would have been returned to his dice well, and 1 of those would have been placed in his power pool.

## Collisions

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

- 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 1 point of damage.
- When a monster collides with a *hazard*, the monster suffers the effects of that hazard. A monster that occupies a space when a hazard comes into play there suffers the effects of that hazard.
- When a monster collides with another *monster*, both monsters take 1 point of damage. Place the monster that was moving in the last spaces it could occupy before colliding with the other monster.
- When a hazard enters play (i.e., through the use of an ability), all the figures on the spaces the hazard occupies collide with that hazard.

> **Note the difference between super damage and collision damage.** Being immune to super damage does not mean you are immune to the extra damage from collisions!

## Power Attacks

Only monsters can perform **power attacks**. Each power attack does 1 point of damage when it hits. In addition, each power attack produces effects that could result in the relocation of the target monster. Remember, you must roll at least 1 power die and 1 action die when making a power attack. If the particular power attack requires a target, you must declare that target before you make your power attack roll.
POWER ATTACKS TARGETING MONSTERS

BODY SLAM

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

To make a body slam power 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 body slam a monster only 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 legal location.

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

Example: Your Cyber Khan body slams King Kondo. King Kondo is moved into the spaces aligned to the right of Cyber Khan’s base. A Newspaper Office and an Airborne Ape occupy those spaces; when King Kondo is slammed onto them, the building is destroyed and the Ape is crushed. The Newspaper Office is replaced with a fire hazard due to its *Blazing Inferno* ability. King Kondo takes 1 damage from the original hit, 1 damage from the collision with the building, and 1 damage from the hazard. You gain +1 power die for crushing the Airborne Ape and +1 power die for destroying the Newspaper Building.

HEAD-BUTT

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

To make a head-butt power 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, you must first apply damage to the hyper form and then replace it with the alpha form (see Hyper Form, p. 11).
**SMASH**

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

To make a smash power attack, the attacking monster must be aligned with the target monster. A monster cannot make a smash attack against a target that was adjacent to it at the beginning of the turn; the attacking monster must move or be moved into alignment with the target monster before attacking.

When a smash attack hits, the target is moved in a straight line directly away from the attacker, 1 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.

**BEFORE THE SMASH ATTACK**

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**KING KONDO**

**AIRBORNE APES**

**CYBER KHAN**

**NEWSPAPER OFFICE**

**AFTER THE SMASH ATTACK**

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**CRUSHED AIRBORNE APES**

**KING KONDO**

**NEWSPAPER OFFICE**

Example: After advancing King Kondo to align with Cyber Khan, Ed has him make a smash attack. King Kondo’s power stat is 6, with 2 boost dice: 6. Ed decides to roll 5 action dice and adds in the 2 boost dice. Because a smash is a power attack, he must also use at least 1 power die. He decides to add 5 power dice for a total of 12 dice. He rolls 9 strikes, far better than Cyber Khan’s defense 6, so the smash attack hits.

Because Ed rolled 5 power dice during the attack, Cyber Khan is moved 5 spaces directly away from King Kondo, colliding with two Airborne Apes. Both Airborne Apes are crushed, and Cyber Khan takes 1 damage. Ed gains +2 power dice, 1 for each unit crushed when Cyber Khan collided with them.

**THROW**

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

To make a throw power attack, the attacking monster must be aligned with the target monster. When a throw attack hits, place the target monster in a new location. The new location must be completely in a straight line any direction but toward the attacking monster and cannot be farther away than the number of power dice rolled for the attack. You can throw a monster only 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 legal location.

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

Example: You want to throw King Kondo with your Cyber Khan, which has power 6. You roll all 6 action dice, add the 2 boost dice, and decide to add 5 power dice, for a total of 13 dice. You roll 8 strikes, so the attack hits King Kondo’s defense 5.
You have several options for where to place King Kondo but decide the best spot is 5 spaces directly away from Cyber Khan: 1 for each power die rolled, the maximum distance he can throw King Kondo. (King Kondo cannot be thrown on top of Aquosia, so that’s not an option.) King Kondo collides with the Airborne Ape and the Newspaper Office where he lands.

Because of its **Blazing Inferno** ability, the Newspaper Office bursts into flame and turns into a fire hazard. The Airborne Ape is crushed. King Kondo takes 1 damage from the throw, 1 damage from the collision with the building, and 1 damage from the fire hazard. You then gain +2 power dice, 1 for the crushed Ape and 1 for the destroyed building.
POWER ATTACKS TARGETING UNITS

SWAT

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

To make a swat attack, first make an attack roll against an adjacent target unit. If this attack hits, that unit is crushed. After resolving the attack, choose an enemy figure or a building within 5 spaces of the attacking monster and make a second attack against that figure using the dice in play. A building hit is destroyed, a unit hit is crushed, and a monster hit takes 1 damage. Apply all power attack triggers ⚡️ and advantages ⭐️ to the second attack roll.

POWER ATTACKS TARGETING BUILDINGS

RAM

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

To make a ram attack, the attacking monster must be aligned with the target building. If the ram attack hits, the building is destroyed. A monster on the opposite side and in base-to-base contact with the building takes 1 point of damage. Unless the attacked building is allied to the damaged monster, that monster’s reactions ⬇️ will not activate (see Reactions, p. 29). Any units on the opposite side of the building and in base-to-base contact with it are crushed.

Because a ram attack targets the building rather than any monster or units on the other side of it, a monster’s power triggers will trigger against the building but not against monsters or units affected by the Ram.

*Example: Your Cyber Khan attempts to ram a Newspaper Office with defense 4. King Kondo and an Airborne Ape are on the other side. You roll 2 action dice, 2 boost dice, and 2 power dice. The attack hits with 4 strikes and destroys the Newspaper Office. In addition, King Kondo takes 1 damage and the Airborne Ape is crushed when debris from the building falls on them. You then gain +1 power die for destroying the Newspaper Office and +1 power die for crushing the Airborne Ape.*

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

POWER ATTACKS WITH NO TARGETS

RAMPAGE

*Your monster charges straight ahead in an attempt to destroy every building and unit in its path.*

Rampage attacks do not have a target.

A monster cannot rampage if it has advanced this turn, so you have to decide if you want to make a rampage attack before you advance your monster. If you do, make the attack roll once for the entire attack, and then begin moving your monster ahead 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 defense ⚒️ of that building or unit.
If the rampage attack hits a **unit**, the unit is crushed. Whether the attack hits or misses, the monster continues moving.

If the rampage attack hits a **building**, the building is destroyed and the monster continues moving. If the attack misses a building, the monster stops.

If another **monster** occupies a space the rampaging monster would move into, the rampaging monster stops.

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**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 number of spaces allowed by its speed ▶️ or is forced to stop. Any units occupying the spaces where the rampaging monster stops 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.

---

### Example: Ed takes 2 action dice from his monster pool, adds 2 boost dice he receives for power attacks, and adds 1 power die, for a total of 5 dice. He rolls 3 strikes and begins a rampage attack with King Kondo. He compares the number of strikes he rolled to the defense • of each building and unit in King Kondo’s path. The 3 strikes hit the Music Producer and the Water Avatar but not the Newspaper Office or the Earth Avatar. King Kondo must stop his movement just before entering the spaces occupied by the Newspaper Office. Even though the rampage attack did not hit the Earth Avatar, it is still crushed because it occupied a space where King Kondo ended his movement. Ed gains +3 power dice: 1 each for crushing the two units and 1 for destroying the Music Producer.

---

### STOMP

**Your monster slams a foot (or tail, or tentacle) into the ground to damage everything nearby with the force of impact.**

Stomp attacks do not have a target.

When your monster stomps, roll once for the attack and flip all existing hazard tiles under or adjacent to the attacking monster to their rubble side. Compare the number of strikes to the defense • of all buildings and units adjacent to the attacker. Units hit (including flying units) are crushed, and buildings hit are destroyed.

---

**You can stomp next to a hazard tile to flip it to its rubble side even if there are no adjacent buildings or units. This stomp will still cost you 1 action die from your monster pool and 1 power die, but it will succeed regardless of the roll.**
Despite what you might have read in comic books, radioactive insects do not turn people into superheroes. They do, however, eat them.

—Alex Woo, leading paranormal entomology researcher

Drawn to light like many of their less destructive relatives, this unstoppable swarm of insectoids is composed of all manner of mutated insects that appear intent on demolishing anything even slightly luminescent. The Savage Swarm quickly and completely devastates everything in its path as it sweeps across the countryside, and few effective deterrents to the giant bugs have been discovered. Of course, there’s always good, old-fashioned firepower and grim determination.

Reasoning with the swarm is as effective as reasoning with other insects, and all efforts to eradicate them have failed to even contain their numbers, much less reduce them. The insects appear to be endowed with super-powered reproductive capabilities and can replace the swarm’s losses within days, if not instantly. Today’s children no longer want night-lights to keep nightmares at bay—they are far more afraid of what those shining beacons might attract.
**COMBINED UNIT ATTACKS**

Most units have no chance of causing damage to monsters on their own, but in a group they can pose a powerful threat. In order to create a more powerful attack with a greater chance of hitting and causing damage, two or more units can combine attacks of the same type (brawl 🎮 or blast 🎯). Units cannot combine brawl attacks with blast attacks.

To make a **combined unit attack**, designate one unit to lead the attack and declare which other units will combine with it. For a combined brawl attack, all participating units must be adjacent to the target; for a combined blast attack, all participating units must have the target within their attack range.

**EXAMPLE: COMBINED UNIT ATTACK**

Rob is making a combined attack with the following units.

Cliff Hopper: 🎮 Elite Cliff Hopper: 🎮
Robo Squix: 🎮 Elite Robo Squix: 🎮

The text of these abilities is as follows.

- **Anti-Air**: If this figure participates in an attack against a figure with Flight, this figure gains +1 brawl and blast B-Dice [boost dice].
- **Leadership**: Grunt figures within 2 spaces and with the same name as this figure gain +1 brawl and blast B-Dice [boost dice].
- **Power Gorge**: You gain +1 P-Die [power die].

Rob is attacking Jason’s Ultra Incinerus 🕸, which has Flight 🕸. Rob chooses the Cliff Hopper to lead the attack. The elite Cliff Hopper is within 2 spaces of the other Cliff Hopper, and the elite Robo Squix is within 2 spaces of the Robo Squix. Leadership affects the units and not the attack, so both instances of Leadership can apply. Further, since the Robo Squix and the elite Robo Squix are both participating in an attack against a figure with Flight, they both receive the benefits of their Anti-Air skill. Rob totals up his dice: 4 action dice and 8 boost dice. Rob rolls all dice possible and rolls 10 strikes for a hit. Rob has no advantages ⭐ to resolve, and Jason has no reactions 🎯. Since the Cliff Hopper led the attack, its trigger is the only one Rob can use (Power Gorge 🎯).
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, you cannot include its boost dice.

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

Units making combined attacks can benefit from all their own abilities and from abilities granted by other figures, but you can use the triggers of only the unit leading the attack.

Even though each figure participating in the attack can benefit from the same named ability only 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 that has Flight. If three figures with Anti-Air combine to attack a flying target, you can add 3 boost dice to the roll. Each figure benefits from Anti-Air only once, but the combined attack gets the benefit three times.

Morphers & Metamorphs

Morphers and metamorphs together comprise an exciting figure type that follows in the footsteps of many great motion picture and animation characters. You can play a monster in alpha form as four small components—or enter hyper form to combine them into a single giant monster!

The four small morphers that represent a metamorph’s alpha form share the monster’s health, and they fight as a team during the monster activation phase until they come together to create the metamorph hyper form. Morphers interact with terrain like units, but in most other regards they are treated as small-based monsters. Their metamorph hyper form works exactly like a typical hyper form.

Taking Damage

A metamorph’s alpha form is represented by four small-based morphers who share a single health stat. You can see that stat in the information section on any of the morphers’ bases. Set your health tracker’s alpha slider to that number, and whenever any of the four morphers takes damage, track that damage as you would for a typical monster rather than destroying the morpher like a unit. Move the slider 1 point toward the skull icon at 0 for every point of damage any of the morphers takes.

Each morpher suffers damage independently during an attack. For example, if all four of your morphers are hit with the effects of an ability such as Radial Attack or Explosion, the alpha form of the monster suffers 4 damage (1 damage for each morpher hit × 4 morphers). If one of your morphers is smashed into a building with a hazard, the alpha form would take 3 damage (1 for the smash, 1 for the collision, and 1 for the hazard) from that morpher.

If the alpha slider reaches the skull icon, all the morphers for that monster are destroyed. If the hyper form of the monster has not been destroyed, it enters play the same way a standard monster would (see Hyper Form, p. 42). Damage done to a form that exceeds its health is not applied to the other form of the same monster.
**Super Damage**

When a morpher is attacked by a figure dealing super damage, it suffers the extra 1 damage just like a standard monster would.

**Crushing**

Morphers cannot be crushed.

**Collisions**

Morphers collide with units, buildings, hazards, and monsters like a standard monster would, with the same effects.

When a monster and a morpher collide, the morpher takes 1 damage, but the monster does not take damage. Place whichever one moved in the last space(s) it could occupy before the collision. If a monster collides with two morphers at the same time, each morpher suffers 1 damage, for a total of 2 damage to the alpha form.

When one morpher collides with another, each suffers 1 point of damage. If both morphers are from the same metamorph (as indicated by the metamorph name listed under the morpher’s name on its base), that metamorph’s alpha form takes 2 damage.

**Power Attacks**

Morphers can be targeted with power attacks and combined power attacks just like a monster, except the attacking monster must only be in base-to-base contact, not aligned. The power attacks that apply are head-butts, smashes, throws, and body slams. The combined power attacks that apply are slingshots, cradle throws, and double head-butts. Here’s a look at how morphers can be placed when power attacked.
• Morphers are *not* crushed by stomps, rampages, or rams.

• If a morpher is in the line of a rampaging monster, that monster stops before moving over the morpher, just as it would with another monster.

• A monster can make a swat against a morpher only if the morpher is the second target, because morphers cannot be crushed by the swat’s first attack.

**PUTTING MORPHERS INTO PLAY**

Put your morphers into play at the time you would normally choose your monster’s starting zone. Because morphers interact with terrain like units do rather than like monsters, not all maps will allow you to put them into play in monster starting zones.

When putting your morphers into play, place the morphers from your reserves in any unoccupied spaces they could legally occupy (not on impassible terrain, for example) on or adjacent to any of your spawn points. They do not all need to be adjacent to the same spawn point, and you can place some adjacent to spawn points and others in monster starting zones (if the map allows).

If there are no legal spaces where you can place a morpher, you can destroy one building adjacent to a spawn point you control to place it. The morpher is immune to any hazards on that space. You can do this as many times as you need to make room for your morphers. You do not gain power dice for destroying buildings to make room for your morphers.

**HYPER FORM**

The morphers’ hyper form is called a metamorph. As with a normal monster, there are two ways you can put a metamorph into play. During your hyper phase, you can spend power dice equal to its hyper stat to remove the morphers and put the hyper form into play.

Otherwise, when the alpha form’s health reaches 0 and your hyper form has not been destroyed, remove all the morphers and put your hyper form into play.

When your morphers enter their hyper form, remove all of them from the battle map and put the hyper form of the monster into play. The metamorph enters play in at least 1 space that was occupied by at least one of the morphers. If that is not possible, you can place it along an edge of the battle map with its base completely on the map, touching the border. You cannot place it on any spaces occupied by another monster or a morpher. Crush all units and destroy all buildings in spaces where the metamorph will be placed. Buildings destroyed in this way resolve their reactions, but no one gains power dice from buildings destroyed or units crushed to make way for the metamorph. When a metamorph enters play on a hazard, it does not suffer the effects of that hazard.

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THE BLUE HIGHLIGHTING SHOWS WHERE LEGIONNAIRE CAN BE PUT WHEN IT REPLACES ITS FOUR MORPHERS (IN ORANGE). IF THERE WERE NO LEGAL SPACES FOR IT IN THE BLUE AREA, IT COULD BE PLACED ALONG THE MAP’S EDGE, AS HIGHLIGHTED IN RED.
When the six-tailed star falls from heaven
the beasts of the depths will heed Triton’s call
and the seas shall consume the coast.

—The Zoa Prophecy

Long have sailors, explorers, thrill-seekers, and even pilots disappeared in the region of the Atlantic known as the Bermuda Triangle. Only now, in the days of the Monsterpocalypse, has mankind discovered why. The Tritons, as humans call them, are a reclusive, aquatic race that historically have gone to great lengths to erase any evidence of their existence. Until recently, anyone unfortunate enough to glimpse the Tritons soon came to rest in a deep and watery grave.

The Zoa Prophecy, an ancient script on the wall of a sunken temple, predicted the coming Monsterpocalypse and the role the Tritons would play. In addition to advanced naval craft, great monsters of the deep spearhead these raids in response to the call of the ancient prophecy. These oceanic aggressors have begun a most unorthodox invasion of coastal communities by sinking defeated communities into the depths, adding new territories to their aqueous domain.
**REVERTING TO ALPHA FORM**

If your metamorph reverts to its alpha form, put its four morphers in the 4 spaces their hyper form occupied, in any formation you choose. If any of the morphers cannot occupy the spaces where they are placed, put them back in play following the same rules as when you placed them at the beginning of the game.

If there are no spaces where you can legally place a morpher, you can crush one unit or destroy one building in a space on or adjacent to a spawn point you hold to place it. The morpher is immune to any hazards on that space. You can do this as many times as you need to make room for your morphers. You do not gain power dice for crushing units or destroying buildings to make room for your morphers.

**MONSTER POOL & ACTIVATIONS**

Use your monster pool to advance, attack, and perform actions for a morpher, just like with a monster. Each morpher advances and attacks independently during a monster activation. Each morpher can participate in only one attack each turn.

**STEP**

Morphers can step like a monster. A morpher cannot step into a space that it cannot legally occupy. Stepping ignores movement restrictions, such as those from rough terrain.

**TERRAIN, BUILDINGS, OBJECTIVES & COVER**

Morphers interact with the battle map like units. When moving, they also interact with rough and impassible terrain like units. When occupying a spawn point, morphers can be moved off it just like a unit.

Morphers can hold and use objectives like units. They can also secure buildings.

Like units, morphers do not grant cover to other morphers or units, but they can gain cover.

Occasionally, a morpher ends up in a space on the battle map it cannot legally occupy. For example, a morpher without **Flight** could be moved to a water space, or a morpher could be moved onto impassible terrain as a result of an opponent’s attack. If a morpher is placed in a location it cannot legally occupy, immediately remove that morpher from the battle map and put it into play following the same rules as when a metamorph reverts to its alpha form.

**COMBINED BLAST & BRAWL ATTACKS**

Like units, morphers can stage combined brawl and blast attacks with other morphers. Morphers cannot make combined power attacks.

**POWER DIECE**

When a morpher makes an attack, it can use up to 2 power dice.

When making a combined attack with other morphers, each morpher can spend up to 2 power dice.

**BRAWLING BUILDINGS FOR POWER DIECE**

Like a monster, when a morpher destroys a building with a brawl attack, it gains power dice equal to the building’s energy stat.

**ABILITIES**

Morphers use and are targeted by abilities as though they were monsters.

*Example: Energy Drain* reads, “**Target monster’s controller pushes 1 A-Die [action die] from his monster pool to his unit pool.**” If your morpher is hit by an attack from a figure that triggers **Energy Drain**, you will have to move 1 action die from your monster pool to your unit pool.
Example: **Weapon Master** reads, “This monster’s attack does super damage.” If a morpher with **Weapon Master** hits with an attack that triggers the ability, that attack will deal super damage just like a normal monster’s attack would. Morphers do not use abilities as units and cannot be targeted by abilities as if they were units.

Example: **Explosion** reads, “All monsters and units adjacent to target unit with a DEF [defense] equal to or less than the number of strikes rolled take 1 damage.” If a morpher is targeted by a figure with the **Explosion** ability, the ability will not activate because it resolves only when targeting a unit. However, if a morpher is adjacent to a unit hit by a figure with **Explosion**, the ability activates as normal and the morpher will suffer its effects.

Example: **Force Field** reads, “This unit gains +1 DEF [defense] against blast attacks.” A morpher that grants **Force Field** to adjacent figures cannot take advantage of the +1 Defense itself because the ability affects only units.

**INSTALLATIONS**

**Installations** are the secret bases and armored headquarters of the various Monsterpocalypse factions. These special buildings are faction figures, played the same way as standard buildings—with a few exceptions. You can have up to five of each installation in your city, but each must be from a faction represented by a monster in your force. Remember: your installations support your forces and safeguard your faction’s secrets, so guard them well!

**FACTORIAL & AGENDA ALIGNMENT**

An installation is an allied figure. Other allied figures cannot target it with an attack.

As with a normal building, your units cannot move through an installation unless they have an ability that allows them to do so, such as **Burrow**, **Climb**, **Flight**, or **Jump**.

Enemy figures that destroy an installation with an action or attack will gain power dice just as they would for a normal building. If you destroy one of your own installations (as in a collision due to a power attack), you do not collect any power dice for that destruction.

**SECURE & CONTROL**

You control each of your installations throughout the game. As long as enemy units are not securing it, you can use its actions (anytime you can use a unit’s actions) and attack with it without having to secure it.

Skills that provide benefits while the installation is being secured will provide them to any force securing the installation, whether that force is an allied force or an enemy force. In the same way, installations provide power dice to the securing player when he powers up, regardless of who owns them.

Installations do not prevent an adjacent building from being secured by your opponent.

**ATTACKING**

If an installation has a blast or brawl stat, it can make attacks or participate in a combined attack during the unit activation, as long as enemy units are not securing it. Installations cannot make combined attacks without a unit.

**MULTI-MONSTER GAMES**

**ADDITIONAL RULES**

You can play Monsterpocalypse with multiple monsters per player for some giant-scale beat-downs. All the rules for normal play still apply, with the addition of the following minor rules.
- Though your force can contain any units you choose, you can use monsters only from the same agenda or from agendas adjacent on the agenda wheel. You cannot 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 are available in *Monsterpocalypse* accessory packs.)

- Each player must play with the same number of monsters. When you put your monsters on the battle map at the beginning of the game, place *all* your monsters in your monster starting zones.

- When activating monsters during your turn, you can advance and attack with each of your monsters, but each monster can participate in only one attack each turn.

- You can make combined power attacks with your monsters.

- Like when playing with one monster, the game ends when only one player has at least one monster on the map.

**COMBINED POWER ATTACKS**

When playing a game with multiple monsters, you can use two allied monsters to make combined power attacks. Choose which monster will lead the combined power attack. Both attacking monsters must be positioned as shown under the description of each combined power attack. You must spend at least 2 action die and 2 power die for the combined power attack. The attack can include as many power dice as you choose and a maximum number of action dice equal to the combined power stats of the attacking monsters. Include boost dice that both monsters can roll for power attacks.

**THE AGENDA WHEEL**

The agenda wheel shows the relationships 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. Units from any faction will work with any monster, however, no matter their relationship on the agenda wheel.
You have only 10 action dice to roll, so even if your monsters’ power stats add up to more than 10, you can still roll only a maximum of 10 action dice.

Both 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 benefit from all their own abilities and those granted from other figures but can use the triggers of only the monster leading the attack.

All combined power attacks cause super damage.

**SLINGSHOT**

*Your monster chucks another monster through buildings to land on an enemy.*

To perform a slingshot attack, 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, p. 36). If the monster leading the attack ends its rampage aligned with an enemy monster, it can make a smash power attack against a target monster (see Smash, p. 34). For the smash, roll the dice in play that you rolled for the rampage.

**CRADLE THROW**

*Your monsters work together to chuck another monster across the city.*

Two allied monsters must align on opposite sides of the target monster to perform a cradle throw attack. If the cradle throw attack hits, place the target monster in a new location as with a throw attack, with two exceptions. First, the new location must be completely in a straight line any direction but toward the attacking monsters. Second, the new location cannot be farther from the monster’s current location than twice the number of power dice rolled for the attack. (See Throw, p. 34.)

**DOUBLE HEAD-BUTT**

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

To perform a double head-butt, 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 hyper form with the alpha form.
UberCorp International brings the finest in personal protection robots to you and the ones you love.

—Wallace Weir, President of UberCorp International

Once a consumer products company that merely dabbled in computers and robotics, UberCorp International invested heavily in those areas with the rise of the monster forces. Its researchers worked relentlessly, carefully analyzing the monster attacks and paying handsomely for the slightest information on monster physiology and technology. This investment and drive has paid off in the form of much-needed protection for Earth’s citizens: robotic protection vehicles (RPVs) in the likeness of the Carnidon, Squix, and others.

Towering above even the impressive RPVs, the robots in UberCorp’s mecha-monster program are undoubtedly its crowning achievement. These amazing robotic copies of the beasts and fiends rampaging through Earth’s cities can stand toe-to-toe with any aberration of nature. Still, controversy surrounds the mecha-monsters: is UCI deploying them to protect the populace, or is its only protecting its own revenue stream with grandiose publicity stunts disguised as public service?
Glossary

ability (pp. 28–32). Each of a figure’s abilities has a particular effect during the game. Some abilities add to the rules, and some may appear to conflict with them. When this happens, the ability occurs as written. Ability types include actions, skills, advantages, reactions, and triggers. You can tell an ability’s type by the shape of its symbol.

ability zone (p. 21). An ability zone is a type of objective space. A unit holding an ability zone has the ability shown in the center of the space.

action (p. 28). Once per turn during the action phase or attack phase, you can use an action of one of your figures on the battle map by spending 1 action die from your active pool. You can use an action of one of your monsters only during a monster activation, and you can use an action of one of your units or buildings only during a unit activation.

action dice, A-Dice (p. 8). Action dice make up the basic resource that allows your figures to move, attack, and use actions. Every time you want to move or make an attack, you must use 1 or more action dice by spending them, rolling them, or both. Your starter set comes with 10 action dice, which are white.

active pool (p. 7). The action dice pool you use to pay for your actions is considered the active pool. If your monster pool is active, all action dice you spend or roll move from it to the unit pool after you use them, and vice versa.

adjacent (p. 16). When a figure or space is immediately next to or diagonal to another figure or space, the two are adjacent.

advancement phase (monster) (p. 25). In this phase, you can spend 1 action die from your monster pool to advance your monster and move it up to a number of spaces equal to its speed. In addition, before and after your monster advances, you can spend 1 action die to step.

advancement phase (unit) (p. 26). In this phase, you can spend 1 action die each from your unit pool to advance as many of your units as you choose and move each up to a number of spaces equal to its speed. You cannot advance the same unit more than once during a unit activation.

advancing (p. 12). The most common type of movement in Monsterpocalypse is advancing. A figure’s speed stat indicates how many spaces it can move on the map when it advances. You can move it any number of spaces up to that number. A figure can move up, down, left, or right while advancing, and once per advance it can move diagonally.

advantage (p. 28). Advantages take place after you determine if an attack roll has hit. Advantages can come from either the attacking figure or any of its allies.

agenda (p. 3). Figures are divided into six categories called agendas, each with its own philosophy. Over time, different factions may appear within the same agenda.

agenda/AGN figure (p. 3). Agenda figures are all the figures in your force that belong to the same agenda.

agenda wheel (p. 46). The agenda wheel shows how the agendas relate to each other.

aligned (p. 17). A monster is aligned with another monster or a building when the complete edge of the monster’s base touches the complete edge of the other figure’s base.

ally, allied (p. 3). Allies include all the figures in your force.

alpha form (p. 11). The alpha form is the more basic of a monster’s two forms and the one you place on the battle map at the beginning of the game. You can tell a monster is an alpha form if it does not have a hyper stat on its base.
**attack phase (monster) (p. 25).** In this phase, you can spend action dice from your monster pool and power dice to make a brawl attack, blast attack, or power attack with your monster.

**attack phase (unit) (p. 26).** In this phase, you can spend action dice from your unit pool to attack with any number of your units on the battle map.

**base (p. 4–5).** Figure bases are either small (covering 1 square) or large (covering 4 squares at a time). A figure’s base is important for counting its movement as well as determining its location and relationship to other figures on the map. See **adjacent**, **base-to-base**, and **aligned**.

**base-to-base, B2B (p. 16).** A figure is base-to-base with another figure when the two occupy spaces next to each other. Figures that are diagonal from each other are not base-to-base.

**battle map (p. 7).** The interior portion of the play mat where your figures move is called the battle map. Each battle map offers a unique layout of terrain and has its own name. The battle map in the starter set is called Block War.

**blast attack, blast stat (p. 10).** A blast attack is a type of power attack your monster can make. A figure must have a blast stat printed on its base to make a blast attack. This symbol shows the maximum number of action dice you can roll when you make a blast attack. The bar beneath a figure’s blast stat indicates its range.

- A half-filled black bar indicates short range. Short range allows the figure to make a blast attack against targets 2 to 3 spaces away.
- A fully filled black bar indicates long range. Long range allows the figure to make a blast attack against targets 2 to 5 spaces away.

**blast trigger (p. 28).** Blast triggers take place if you hit a figure with a blast attack.

**boost dice, B-Dice (p. 8).** Boost dice are special dice added to certain rolls to increase the chances of hitting. They are not part of any dice pool and are not used up when you roll them. Your starter set comes with 4 boost dice, which are blue.

**boost dice (stat) ★ (p. 10).** When a star with a number by it appears below a monster’s brawl, blast, or power stat, you must roll that many boost dice whenever you have it make that type of attack.

**brawl attack, brawl stat (p. 10).** A brawl attack is a type of power attack your monster can make. A figure must have a brawl stat printed on its base to make brawl attacks. This symbol shows the maximum number of action dice you can roll when you make a brawl attack.

**brawl trigger (p. 28).** Brawl triggers take place if you hit a figure with a brawl attack.

**building (p. 20).** Buildings provide obstacles and objectives for you and your opponent and power for monsters. Destroying them often creates hazards on the battle map. Buildings are mounted on large bases (4 spaces). Installations are a type of building.

**city (p. 23).** Each player must bring a city of 2 to 12 buildings to place on the battle map.

**collision (p. 32).** A collision occurs when a monster is forced to move through or occupy a space occupied by another monster or a unit, hazard, or building.

**combined power attack (p. 46).** In a game with multiple monsters, you can use two allied monsters to make combined power attacks.

**combined unit attack (p. 39).** Two or more units can combine attacks of the same type (brawl or blast) to create an attack that both is more powerful and has a greater chance of hitting and causing damage.
**cost** (p. 10). Cost appears on units and shows the number of action dice you must spend to bring the unit into play.

**cover** (p. 15). A unit adjacent to a building or friendly monster or occupying a forest space gains the cover effect. Cover adds +1 to the unit’s defense against blast attacks.

**crush** (p. 19). Certain attacks and abilities 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. Its reactions and unresolved triggers don’t occur. Monsters cannot be crushed.

**damage** (pp. 19–20). When a unit or a building takes 1 damage, it is destroyed. When a monster form takes damage, move the corresponding slider on its health tracker 1 point toward the skull icon at 0 for each damage taken. When the slider reaches the skull, that form is destroyed.

**defense, DEF** (p. 10). This shows the number of strikes your opponent must roll in a single attack to hit the figure.

**destroyed** (pp. 19–20). When a unit is destroyed, remove it from the battle map and place it back in your unit reserves. When a monster form is destroyed, remove it from the game. When a building is destroyed, remove it from the battle map and replace it with the building’s rubble tile.

**dice** (p. 7). The dice in *Monsterpocalypse* use symbols to indicate strikes and misses for a roll. Each player must have his own set of dice. The three types of dice are action dice (white), power dice (red), and boost dice (blue).

**dice in play** (p. 31). When you roll the dice, you first decide how many dice you will be rolling and then roll them all at once. The dice you pick up to roll are considered dice in play. Some abilities add or remove dice from the dice in play or ask you to reroll them. Your dice remain in play until all abilities that affect them have resolved and you place each of them into a pool.

**dice well** (p. 7). 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. You also store unearned power dice in your dice well. After you spend or roll a power die, return it to the dice well.

**enemy** (p. 3). Enemies include all figures in your opponent’s force.

**energy stat** (p. 10). This appears only on buildings and shows the number of power dice you receive if your monster destroys the building with a brawl attack.

**energy type** (p. 10). This indicates the figure’s physiology. Certain game effects might have greater impact or no impact at all on a figure depending on its energy type.

**faction** (p. 3). A faction is a specific group within an agenda.

**faction/FAC figure** (p. 3). Faction figures are all the figures in your force that belong to the same faction.

**force** (p. 23). Your force consists of the units and monsters you will use in the game.

**foundation** (p. 21). A foundation space shows where you or your opponent can place a building during setup. Not all foundation spaces must be used in a particular game, but all the green foundation spaces must be filled before any yellow foundation spaces can be used.

**granted ability** (p. 30). 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.

**hazard** (p. 5, p. 20). Some buildings have an ability that creates a hazard when they are destroyed. When this happens, place the rubble tile with the hazard side up. Hazards are considered rough terrain.
**health stat** (p. 10). This shows how much damage a monster form can take before being destroyed.

**health tracker** (p. 5). The tracker monitors the health of your monster’s alpha form (with the top slider) and hyper form (with the bottom slider) during the game.

**hit/miss** (p. 8). If the total number of strikes on an attack roll is equal to or greater than the target’s defense 💚, the attack has hit the target. Also, when a figure takes damage from an attack or effect, it is considered hit even if it was not the initial target.

**holding an objective** (p. 21). To hold an objective space, a unit must simply occupy the space on the map. Monsters cannot hold objective spaces.

**hyper form** (p. 11). One of the two forms of a monster, the hyper form is an elevated and more powerful state of the monster. You start the game with any one hyper form of your monster in your monster reserves. You can tell a monster is a hyper form if it has a hyper stat 💚 on its base.

**hyper phase** (p. 25). In this phase, you can spend power dice equal to the hyper stat of your monster’s hyper form to change your monster into its hyper form.

**hyper stat** 💚 (p. 10). This symbol appears only 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.

**immune** (p. 31). When a figure possesses an immunity, it cannot be harmed or affected by the specific type of attack or effect described. Sometimes a monster’s energy type grants it immunity from certain game effects. Those immunities are explained in the descriptions of the game effects.

**immovable terrain.** See terrain.

**installation** (p. 45). An installation is an allied building. Some installations have the ability to attack other figures.

**large-based figure.** See base.

**metamorph** (p. 40). A metamorph is a monster who uses a group of morphers instead of a standard alpha form. The hyper form of a metamorph works exactly the same as a normal monster’s hyper form. See morpher.

**miss.** See hit/miss.

**monster** (p. 2). Monsters are the center of your force. The figures 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 basic version, and can later transform into its hyper form, a more powerful version. Monsters are mounted on large bases (4 spaces).

**monster activation** (p. 24). During a monster activation, you can move your monster, use its abilities, or attack with it. Choosing a monster activation makes your monster pool the active pool, and all action dice you spend or roll move from there to the unit pool after you use them. If you do not have any action dice in your monster pool, you cannot perform a monster activation.

**monster starting zone** 🌐 (p. 24). At the beginning of a game, each player places the alpha form of his monster on one of these spaces, identified by dashed outlines of that player’s color.

**monster/unit pools** (p. 7). During the game, you split 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.

**morpher** (p. 40). Some monsters, called metamorphs, use a group of four small-based morphers as their alpha form instead of using a large-based monster figure. The morphers share the monster’s health 💚 and fight as a team during the monster activation phase until they come together to create the metamorph hyper form. Morpher interact with terrain like units, but in most other regards they are treated as small-based monsters. See metamorph.
move (p. 12). A figure can move up, down, left, right, or diagonally on the map. A figure can move diagonally only once when it advances.

negative zone (p. 21). Each time you power up, your opponent loses 1 power die for each negative zone held by one of your units.

neutral spawn point and activator (p. 22). Neutral spawn points are available for either player to control and may switch from one player to another (or none) many times in a game. If one of your figures is holding an activator next to a neutral spawn point, you control the spawn point and can use it as one of your own.

objective space (p. 21). These spaces grant benefits to the player who holds them and may hinder the player who does not. See monster starting zone, negative zone, neutral spawn point and activator, power zone, and spawn point.

occupy a space. A figure occupies any space its base covers. Large-based figures occupy 4 spaces at a time.

open terrain. See terrain.

phases (pp. 24–26). The parts of a turn are called phases and must be followed in order for each turn. See unit activation, monster activation.

play mat (p. 7). Monsterpocalypse is played on a play mat containing a battle map and areas to store your dice and force figures not in play.

power attack (p. 32), power (stat) (p. 10). Only monsters can make power attacks. Each power attack does 1 point of damage when it hits as well as having effects that could result in the relocation of the target monster. You must roll at least 1 power die and 1 action die when making a power attack. The power stat symbol shows the maximum number of action dice you can roll when you make a power attack.

power dice, P-Dice (p. 9). Power dice are additional resources gained through various means. You start the game with 0 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. Your starter set comes with 10 power dice, which are red.

power phase (p. 25). Once per this phase of your monster activation, you can attempt to power up to gain power dice.

power pool (p. 9). When you earn power dice, you move them from your dice well to your power pool where you can use them.

power trigger (p. 28). Power triggers take place if you hit a figure with a power attack.

power up (p. 25). Each of your monster activations you can attempt to power up in order to move additional power dice to your power pool so that you can use them later in the turn. To attempt to power up, roll up to 3 action dice from your monster pool. You successfully power up if you roll at least 1 strike.

power zone (p. 21). A power zone is a type of objective space. Each time you power up you gain +1 power die for each power zone held by one of your units.

push phase (p. 25, p. 26). In this final phase of your unit activation, if you have dice in your unit pool, you can move as many of them as you like to your monster pool. In this phase of your monster activation, if you have dice remaining in your monster pool, you can move as many of them as you like to your unit pool.

range (p. 10). See blast attack.

reaction (p. 29). Reactions are abilities that take place after resolving triggers. Reactions can come from the figure being attacked and from any figure allied to the target.
reroll (p. 32). When you reroll, you take the dice in play and roll them a second time. You must accept the result of this second roll.

reserves (monster/unit) (p. 7). The reserves boxes on your play mat hold the figures in your force not currently in play. The form of the monster you aren’t currently using is kept in your monster reserves unless it has been destroyed. The units you aren’t currently using are kept in your unit reserves.

resolve. An effect has resolved when all its conditions have been met or you have determined that they cannot be met.

restore health (p. 5). If a monster has taken damage, some or all of its health can be restored by other effects. Its health can never exceed its health ♥ stat.

rough terrain. See terrain.

rubble tile (p. 5, p. 20). 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 indicates non-dangerous rubble, and the other side indicates a type of hazard. Treat all rubble tiles as rough terrain regardless of which side is facing up.

securing buildings (p. 21). 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 +1 power die for each building you are securing.

skill (p. 28). A figure’s skills are always in effect while it is on the battle map.

small-based figure. See base.

spawn phase (p. 25). In this phase you can spend action dice to bring units into play from your unit reserves.

spawn point (p. 22). Spawn points are the spaces on the map where your units enter the game.

Standard spawn points of your color remain yours for the entire game. See neutral spawn point.

spawning units (p. 25). 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.

speed, SPD (p. 9). This shows how many spaces a figure can move on the map when it advances.

speed boost (p. 22). Units do not count speed boost spaces when advancing into them. Note that combining the effect of counting a space twice with not counting a space will result in the space not being counted. Counting 0 twice is still 0.

step (p. 14). Before and after your monster advances, but before it attacks, you can step him by spending 1 action die to move him 1 space in any direction, including diagonally. You can step a monster as many times as you have action dice to spend.

strike, super strike (p. 8). A strike is indicated by one explosion symbol on a die. A super strike is indicated by two explosions on a single die and counts as 2 strikes.

super damage (p. 19). When an ability or effect causes super damage, the target takes 1 additional point of damage. A figure can take only 1 point of super damage per attack.

target (p. 18, p. 28). A target is the intended recipient of an effect or attack. All targets must be declared out loud. A legal target fulfills all the requirements to be a target; in the absence of a legal target for an effect, the effect does not occur.

teleporter (p. 22). Teleporters provide movement shortcuts for units. An advancing unit can move from one unoccupied teleporter to an unoccupied space on or adjacent to another teleporter for just 1 space of movement.
terrain (open, rough, impassible) (p. 14). The spaces on the battle map represent various types of terrain your figures will traverse. Monsters don’t mind, but some types of terrain are more difficult for units to cross than others. Open terrain is the easiest to move through; rough terrain is more difficult; and impassible terrain is impossible without special abilities.

timing of an attack (p. 29). First, the attacking player rolls dice to determine if the attack hits. Next resolve advantages that apply. Then resolve power attack effects. Next resolve the attacking figure’s triggers. Then resolve reactions that apply. Finally apply damage and remove destroyed figures from the battle map.

trigger 🌋 🌋 🌋 (p. 28). These abilities have the same shapes as the brawl, blast, and power stats because a trigger takes place only if you hit a target with a specific type of attack.

unit (elite, grunt) (p. 4). Units are the support troops that support your monster in your force. When they are destroyed, you put them back into your unit reserves. They can continue to come back into play throughout the game. Units come in two version: grunt units are basic, and elite units are more powerful. Both types are mounted on small bases (1 space).

unit activation (p. 25). During a unit activation, you can move one of your units, use its abilities, or attack with it. Choosing a unit activation makes the unit pool the active pool. If you do not have any action dice in your unit pool, you cannot perform a unit activation.

unit pool. See monster/unit pools.

water (p. 15). Spaces that include water (blue on the map) are impassible terrain. A unit cannot cross them without an ability allowing it to cross impassible terrain in general or water spaces specifically.

win (p. 2). A player wins the game when his is the only monster form still in the game.
ABDUCT—If this figure and another FAC figure with Abduct are adjacent to the same enemy unit.

ATTRACTION—You gain +1 P-Die.

BEACON—Advance your monster up to 2 spaces, even if it has advanced this turn.

BUSINESS CENTER—Your opponent loses 1 P-Die.

COMMAND—Advance 1 other FAC unit up to its SPD, even if it has advanced this turn.

DISTRIBUTOR—Both players gain +1 P-Die.

EXTINGUISH—Replace 1 adjacent hazard with rubble.

FIRST AID—Restore +1 Health to an adjacent monster with less than half its starting health.

FISSION—You can push 2 A-Dice from your unit pool to your monster pool.

HOIST—Choose 1 unit within 2 spaces of this figure and place that unit in another space it could legally occupy within 2 spaces of this figure.

IGNITE—Flip an adjacent rubble tile to its hazard side. Figures occupying the same space(s) as that hazard suffer its effects as if they had collided with it.

NESTING—If this figure is holding a power zone or negative zone, put 1 FAC unit from your reserves into play adjacent to this figure.

PATHFINDER—Roll the A-Die used to pay for this action. If you roll 1 or more strikes, crush 1 enemy unit within 2 spaces of this figure. Do not gain a P-Die for crushing it. If you crush a unit with this ability, advance this figure up to 2 spaces even if it has advanced this turn.

REFUEL—Advance 1 adjacent FAC figure up to its SPD, even if it has advanced this turn.

RELOCATION—Choose 1 unoccupied foundation that has at least 1 space within 5 spaces of this building. Remove any hazard or rubble tiles on that foundation and then place this building on it.

REPAIR—Restore +1 Health to 1 adjacent Mechanical monster.

RESTORATION—If this monster occupies a space with a power zone, restore +1 Health to it.

SACRIFICE—Crush 1 adjacent AGN unit to restore +1 Health to this monster.

SPRINT—Advance this figure up to 3 spaces, even if it has advanced this turn.

SUMMON—Put 1 FAC unit from your reserves into play adjacent to this figure.

TELEKINESIS—Choose 1 unit within 2 spaces of this figure and move that unit 1 space in any direction, including diagonally.

TELEPORT—Place 1 adjacent AGN unit adjacent to another AGN figure with Teleport.

TOW—Choose 1 unit within 5 spaces of this figure and place that unit in a space it could legally occupy adjacent to this figure.

TRANSPORT—Put 1 AGN unit with Cargo from your reserves into play adjacent to this figure.

ADVANTAGES

ENERGY CYCLE—If this figure participated in an attack of 2 or more A-Dice, you can return 1 A-Die that rolled a miss to the active pool.

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

MANUFACTURE—If a brawl attack made by this figure hits a unit, crush that unit. Then put a FAC unit from your reserves into play adjacent to this figure.

MARKER—If this figure participated in an attack that missed, reroll the attack roll with dice in play.

POWER CYCLE—If this monster participated in an attack that rolled 1 or more P-Dice, you can return 1 P-Die that rolled a miss to your power pool.

RAGE—After this figure hits with an attack, gain +1 P-Die.

TRIGGERS

BEAT BACK—Move target monster 3 spaces in a straight line in a direction chosen by the attacker. That monster moves through and collides with buildings, units, and hazards in its path. It stops moving if it collides with another monster.

BLITZ—Once each turn, advance this figure up to 2 spaces even if it has advanced this turn. You can roll another attack of the same type against a different target with dice in play.

CHAIN ATTACK—Once each turn, this monster can make a power attack.

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

CRUNCH—If this monster’s attack rolled 1 or more super strikes, it does super damage.

DEMOLISH—Choose 1 enemy figure adjacent to target building. The chosen figure takes 1 damage.

DISRUPT—If target monster is in its hyper form and its alpha form has not been destroyed, apply damage and then replace it with its alpha form.

ENERGY DRAIN—Target monster’s controller pushes 1 A-Die from his monster pool to his unit pool.

ENERGY SAP—You can push 1 A-Die from target figure’s A-Dice pool to the other dice pool.

EXPLOSION—All monsters and units adjacent to 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.

FLAK—If target unit has Flight, all monsters and units adjacent to it with Flight and a DEF equal to or less than the number of strikes rolled take 1 damage.

FLING—Choose a building or enemy figure within 5 spaces of target unit and 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.

FOLLOW THROUGH—Once each turn, this figure can make a brawl attack.

FOLLOWING FIRE—Once each turn, this figure can make a blast attack.

GRIND—Move 2 A-Dice from the dice in play to your inactive pool. Then move 2 B-Dice and 2 P-Dice from the dice in play to your dice well. If the dice in play include at least 1 remaining A-Die, roll another attack of the same type against the same target monster with the remaining dice in play.

HIT & RUN—Advance this figure up to 3 spaces, even if it has advanced this turn.

LIGHTNING ATTACK—Once each turn, this monster can roll a second attack of the same type with dice in play against the same target monster.

MULTI-SHOT—Choose up to 2 other enemy units in the blast attack range of this figure. Those with a DEF equal to or less than the number of strikes rolled take 1 damage.

MUNCH—If target unit is destroyed, restore +1 Health to this monster.

OVERLOAD—If target monster’s controller has more than 5 P-Dice, this monster’s attack does super damage.

POWER DRAIN—Target monster’s controller loses 1 P-Die.

POWER GORGE—You gain +1 P-Die.

POWER STRIKE—Target monster’s controller loses a number of P-Dice equal to the number of super strikes you rolled in the attack.

RADIAL ATTACK—If target figure is hit, other monsters and units adjacent to the attacking figure with a DEF equal to or less than the number of strikes rolled take 1 damage.

RIOT—Once each turn, if the dice in play include 1 or more P-Dice, this monster can make a rampage, stomp, or ram power attack with dice in play.

SIPHON—If target monster is hit, gain +1 P-Die. That monster’s controller loses 1 P-Die.

SYNCHRONIZED MOVE—Choose 1 allied unit within 2 spaces of this figure and advance that unit up to its SPD, even if it has already advanced this turn.

TOSS—Place target monster in a new location up to 4 spaces away from its current location in a straight line in a direction chosen by the attacker. You can place the target only into unoccupied spaces or spaces occupied by buildings and/or units.

VAMPIRISM—If target monster is hit, restore +1 Health to this monster.

WEAPON MASTER—This monster’s attack does super damage.

REACTIONS

BLAZING INFERNO—If this building is hit or destroyed, replace it with a fire hazard. Figures moving onto that hazard take 1 damage.

CHEMICAL SPILL—If this building is hit or destroyed, replace it with a chemical hazard. Figures moving onto that hazard take 1 damage. Mechanical monsters at full health do not suffer this damage.

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

HELLFONT—If this building is hit or destroyed replace it with a hellfont hazard. Once each unit activation, the active player can use 1 unoccupied space of that hazard to spawn an Occult unit.

HIGH OCCUPANCY—If your Nature monster hits this building with a brawl attack, restore +1 Health to that monster.

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

LIVE WIRE—When this building is destroyed, monsters on or adjacent to its foundation suffer 1 damage.

MEDICINE—If your monster hits this building with a brawl attack, restore +1 Health to that monster.

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

RILED—If this figure is hit, gain +1 P-Die.
ROLL – If a monster hits this building with a brawl attack, move the building a number of spaces equal to the number of strikes rolled on the A-Dice for that attack and then destroy it. This movement must be in a straight line in a direction chosen by the attacker. Crush or destroy any units or buildings the building moves through. If the building comes in contact with a figure it cannot destroy, the building stops and the figure takes 1 damage. Leave this building’s hazard or rubble tile on the foundation where it was originally placed.

SHOCK WAVE – If this monster was moved as a result of a power attack or a trigger ability, crush all adjacent units. Players do not gain P-Dice for the units being crushed.

SIDE STEP – If this figure is missed, you can move it 1 space in any direction, including diagonally.

SPIRE – If a monster collides with 1 or more figures with Spire, that monster takes +1 collision damage.

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

UNSTABLE – If this figure is hit, all adjacent units are crushed. If this figure is a unit, crush it.

VOLATILE – If this figure is hit, all adjacent units are crushed and adjacent buildings and monsters take 1 damage. If this figure is a unit, crush it.

SKILLS

ADAPTABLE – When this monster’s swat or ram power attack does damage to another monster, it does super damage.

ALL TERRAIN – This figure treats rough terrain as open terrain.

AMPHIBIOUS – This figure treats water spaces as open terrain.

AMPLIFY – If you power up, gain +1 P-Die for each allied unit with Amplify holding a power zone.

ANNIHILATE – This monster’s attacks do super damage.

ANTI-AIR – If this figure participates in an attack against a figure with Flight, this figure gains +1 brawl and blast B-Dice.

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

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

BERSERK – This unit gains +1 brawl B-Die.

BOMBER – This figure’s minimum blast attack range is 1.

BURROW – This figure can move through figures and treats all terrain as open terrain. It is immune to hazards while advancing.

CARGO – This unit is cargo (see Transport).

CHAMPION – This unit gains +1 brawl and blast B-Die for each adjacent grunt unit with the same name as this unit.

CHARGE – If this figure advanced this turn, it gains +1 brawl B-Die.

CITY HALL – If you are securing this building, whenever either player gains 1 or more P-Dice for destroying a unit and the other player has 5 or fewer P-Dice, the other player gains +1 P-Die.

CLIMB – This figure can advance through buildings.

CLOAK – This figure cannot be targeted by blast attacks from 3 or more spaces away.

COORDINATE – If this unit is the same FAC as your monster, your other units within 2 spaces and with the same name as this unit can advance without spending A-Dice.

COUNTERMEASURES – Enemy figures within 2 spaces of this figure cannot use actions. Buildings within 2 spaces of this figure that are secured by enemy units cannot use actions.

DECOY – While a FAC figure is adjacent to this figure, this figure cannot be targeted by blast attacks.

DIG IN – If this figure is holding a power zone or negative zone, it gains cover.

DISARM – Enemy figures within 2 spaces of this figure suffer -1 Blast.

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

DISTRACT – Enemy figures within 2 spaces of this figure suffer -1 brawl, blast, and power B-Dice.

DRAIN LIFE – Adjacent monsters cannot restore health.

FINANCIER – If you are securing 1 or more buildings with 3 or more Protector units when you power up, gain +1 P-Die.

FIREPROOF – This figure is immune to fire hazards.

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

FLIGHT – This figure can move through figures, treats all terrain as open terrain, and is immune to hazards. It still suffers collision effects from hazards and figures. A unit without Flight cannot make brawl attacks against it unless the attacker has an ability that allows it to do so. This figure cannot hold objective spaces and does not benefit from cover.

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

FORTIFIED – If you are securing this building, allied units within 2 spaces of it gain +1 brawl B-Die.

FORTIFY – If this figure is holding an objective space, AGN figures within 2 spaces of it gain +1 brawl B-Die.

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

GANG – If another figure from the same AGN as this figure is adjacent to the target figure, this figure gains +1 brawl B-Die.

GROUND CONTROL – This unit with Flight can hold objective spaces.

HALT – Enemy units that begin their advancement adjacent to this figure can advance only 1 space.

HASTEN – This unit gains +1 SPD.

HAZARDOUS – If a monster collides with 1 or more units with Hazardous or crushes them with a rampage power attack, that monster takes 1 damage.

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

DRAUGHT – If you are securing 1 or more buildings with 3 or more Protector units when you power up, gain +1 P-Die.

DRAIN LIFE – Adjacent monsters cannot restore health.

FINANCIER – If you are securing 1 or more buildings with 3 or more Protector units when you power up, gain +1 P-Die.

FIREPROOF – This figure is immune to fire hazards.

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

FLIGHT – This figure can move through figures, treats all terrain as open terrain, and is immune to hazards. It still suffers collision effects from hazards and figures. A unit without Flight cannot make brawl attacks against it unless the attacker has an ability that allows it to do so. This figure cannot hold objective spaces and does not benefit from cover.

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

FORTIFIED – If you are securing this building, allied units within 2 spaces of it gain +1 brawl B-Die.

FORTIFY – If this figure is holding an objective space, AGN figures within 2 spaces of it gain +1 brawl B-Die.

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

GANG – If another figure from the same AGN as this figure is adjacent to the target figure, this figure gains +1 brawl B-Die.

GROUND CONTROL – This unit with Flight can hold objective spaces.

HALT – Enemy units that begin their advancement adjacent to this figure can advance only 1 space.

HASTEN – This unit gains +1 SPD.
HIGH SECURITY—If you are securing this building, allied units adjacent to it gain +1 blast B-Die.

HOLY GROUND—Monsters within 2 spaces of this building cannot restore health.

HOVER—This figure treats all terrain as open terrain.

INDIRECT FIRE—Attacks made by this figure ignore cover.

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

INTEL—If you are securing this building, adjacent allied units can advance without spending A-Die.

INTENSIFY—If this building is holding an objective space, other FAC figures within 2 spaces of it gain +1 blast B-Die.

JAM—Enemy figures within 2 spaces of this figure cannot grant abilities.

JUGGERNAUT—If a space this monster would move into while rampaging is occupied by 1 or more other monsters, this monster stops moving, and the other monsters suffer 1 damage if their DEF is equal to or less than the number of strikes rolled for the rampage. If this monster is in its hyper form, this attack does super damage.

JUMP—This figure can move through figures, treats all terrain as open terrain, and is immune to hazards on which it does not end its advancement. It still suffers collision effects from hazards and figures. This unit cannot end its movement on impassible terrain. This unit can make brawl attacks against a figure with Flight.

LEADERSHIP—Grunt figures within 2 spaces and with the same name as this figure gain +1 brawl and blast B-Die.

LIFT—Allied units that begin their advance adjacent to this figure gain Flight for that advance. Adjacent allied figures can make brawl attacks against figures with Flight.

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

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.

MARTIAL ARTIST—Target figure is -1 DEF to power attacks.

MASSIVE—This monster is immune to throw power attacks.

MEDIA HUB—If you are securing 1 or more buildings with Media Hub with 3 or more Invader units when you power up, your opponent loses 1 P-Die.

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

MONUMENT—If you are securing 1 or more buildings with Monument when you power up, gain +1 P-Die. If you destroy this building, gain +1 P-Die.

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

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

NO-FLY ZONE—Enemy figures cannot advance through the space(s) this figure occupies.

POWER AMPLIFIER—If you are securing 1 or more buildings with Power Amplifier and hold 1 or more power zones when you power up, gain +1 P-Die.

POWER TAP—If your opponent has more than 5 P-Dice when you power up, your opponent loses 1 P-Die for each of your allied units with Power Tap holding a negative zone.

QUICK—If this figure is the same FAC as your monster, this figure can advance without spending an A-Die.

RADAR—This figure’s blast attack range gains +2 spaces.

REACH—This figure can make brawl attacks against and participate in combined brawl attacks against target figures within 2 spaces and can attack figures that have Flight.

REGULATED—While this building is in play, players do not gain P-Dice on their opponent’s turn.

RESILIENCE—This monster is immune to super damage.

SAFEGUARD—If you are securing 1 or more buildings when you power up, gain +1 P-Die.

SHELTER—This unit gains +1 DEF against brawl attacks.

SHUFFLE—If you are securing this building, before your power phase or spawn phase you can push 1 A-Die from one of your dice pools to the other.

SMOKE SCREEN—Allied units within 2 spaces of this figure gain +1 DEF against blast attacks. If this figure is a unit, it gains +1 DEF against blast attacks.

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

STEADY—This monster is immune to body slam power attacks.

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

SUPER STRENGTH—This monster’s throw and smash power attacks move target monster up to +1 space.

SUPER SWAT—When this figure makes a swat power attack or uses the Fling trigger, the second target of the attack can be up to 7 spaces away instead of 5.

TENACIOUS—This figure is immune to hazards.

UNDERGROUND NETWORK—If you are securing this building and you advance a Collaborator unit adjacent to this building, you can place that unit on any open terrain. If you have Underground Network or adjacent to any of your figures with Teleport and then continue the unit’s advance. The unit must be placed in a space it can legally occupy.

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

## CREDITS

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