

PAILDRAMON パイルドラモン

A4 M3 Ar3 W5 Mo18

ABILITIES

· **Insectoid Agility**: +1 to **Armor** when being **Attacked** with **RW**.

INCLUDED WEAPONS

· **Sting Strike** - **TMW R6 P2 D2**

Effects: Causes the target to lose half of its **Movement** points (rounded up) until the end of the turn and its next. In addition, hits have a chance to apply a corrosive acid. Roll a D6: On a 4-, the target suffers -1 to **Armor** until the end of the turn.

· **Desperado Blaster** - **TRW R50 P2 D1**

Effects: This **Weapon** can make up to 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.

WARGREYMON ウォーグレイモン

A3 M4 Ar4 W6 Mo15

ABILITIES

· **Titanic Roar**: Once per battle and at the beginning of a turn, Wargreymon can unleash a **Titanic Roar**, causing all enemies within a 25cm radius of Wargreymon to suffer a -1 penalty to their **Aim** and **Melee** until the end of the turn.

· **Energy Surge**: Once per battle and at the beginning of a turn, Wargreymon can use the **Energy Surge**, gaining +2 to **Melee** until the end of the turn.

· **Resolve**: Wargreymon is immune to immobilization **Effects** and any other **Abilities** that would hinder its **Movement**.

INCLUDED WEAPONS

· **Dramon Claw** - **TMW R6 P* D2**

***Effects**: This **Weapon** ignores the **Armor** of the target. In addition, hit rolls of 1 deal 3 **Damage** instead of 2.

· **Brave Tornado** - **TRW R50 P2 D1**

Effects: Hits reduce the target's **Aim** and **Melee** by 1 until the end of the turn.

MAGNAMON マグナモン

A3 M4 Ar4 W6 Mo15

ABILITIES

· **Holy Knight**: +1 to **Armor** when being **Attacked** with **MW**.

· **Shining Gold Solar Storm**: Once per battle, Magnamon can use the **Shining Gold Solar Storm**, allowing him to make a single **Ranged Attack** of **R50 P4 D2**.

INCLUDED WEAPONS

· **Magnum Punch** - **TMW R3 P2 D2**

Effects: Hits deal 1 **Damage**.

· **Magnum Kick** - **TMW R6 P1 D2**

Effects: Hits deal 1 **Damage** to enemies within 6cm of the bearer.

· **Magna Blaster** - **TRW R50 P3 D1**

Effects: Hits reduce the target's **Aim** by 1 until the end of the turn.

METALGARURUMON メタルガルルモン

A4 M3 Ar4 W6 Mo18

ABILITIES

· **Giga Missile**: Once per battle, Metalgarurumon can use the **Giga Missile**, allowing him to make an extra single **Ranged Attack** of **R60 P3 D2**.

· **Agile Unit**: **Moving** through enemies does not require **Tests**.

INCLUDED WEAPONS

· **Metal Wolf Claw** - **TMW R6 P2 D2**

Effects: Roll 2D6: On a 2-, the target is eliminated.

· **Garuru Cannon** - **TRW R50 P1 D2**

Effects: Hits cause the target to lose half of its **Movement** points (rounded up) during the rest of the turn and its next.

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BLACKWARGREYMON ブラックウォーグレイモン

A3 M4 Ar4 W6 Mo15

ABILITIES

- **Titanic Roar:** Once per battle and at the beginning of a turn, Blackwargreymon can unleash a **Titanic Roar**, causing all enemies within a 30cm radius of Blackwargreymon to suffer a -1 penalty to their **Aim** and **Melee** until the end of the turn.
- **Dark Power Surge:** Once per battle and at the beginning of a turn, Blackwargreymon can use the **Dark Power Surge**, gaining +1 to **Aim** and **Melee** until the end of the turn.
- **Resolve:** Blackwargreymon is immune to immobilization **Effects** and any other **Abilities** that would hinder its **Movement**.

INCLUDED WEAPONS

- **Mega Claw - TMW R6 P2 D2**
Effects: Hits reduce the target's **Armor** by 1 until the end of the turn.
- **War Blaster - TRW R50 P2 D1**
Effects: Hits reduce the target's **Aim** by 1 until the end of the turn.
- **Ultra Tornado - TRW R40 P1 D2**
Effects: All enemies within 10cm of the target receive an automatic hit of **P1 D2**.

OMEGAMON オメガモン

A4 M4 Ar5 W7 Mo15

ABILITIES

- **Transcendent Form:** Once per battle and at the beginning of a turn, Omegamon can use **Transcendent Form**, granting +2 to **Aim** and **Melee** for the duration of its next turn.
- **Omega Shield:** Once per battle and at the beginning of a turn, Omegamon can use the **Omega Shield**, granting a +1 to **Armor** for allies within a 35 cm radius of Omegamon until the end of the turn.
- **Synchronicity:** Omegamon gains +1 to **Aim** and **Melee** when its ally is within 30cm to an ally.

INCLUDED WEAPONS

- **Grey Sword - TMW R9 P2 D2**
Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.
- **Supreme Cannon - TRW R70 P2 D1**
Effects: Hits reduces the target's **Armor** by 1 and to lose half of its **Movement** points (rounded up) during the rest of the turn and its next.

DUKEMON デュークモン

A3 M4 Ar4 W6 Mo15

ABILITIES

- **Royal Knight's Honor:** +2 to **Armor** when being **Attacked** with **MW**.
- **Valiant Guard:** At the beginning of the turn, Dukemon can use the **Valiant Guard**, granting a +1 bonus to **Armor** for an ally within 40cm of Dukemon until the end of the turn.

INCLUDED WEAPONS

- **Lightning Joust - TMW R9 P3 D2**
Effects: Roll 2D6: On a 2-, the target is eliminated.
- **Saber Shot - TRW R50 P2 D1**
Effects: A successful hit grants an additional **Attack** to the same target with this **Weapon** without **Effects**.

BEELZEMON ベルゼブモン

A4 M3 Ar3 W6 Mo15

ABILITIES

- **Soul Harvest:** Beelzemon can absorb the energy of defeated enemies. After an enemy is eliminated on the battle zone, gains +1 to both **Aim** and **Melee** until the end of the battle.

INCLUDED WEAPONS

- **Darkness Claw - TMW R9 P2 D2**
hit rolls of 1 deal 3 **Damage** instead of 2.
- **Berejena Shotguns - TRW R20 P3 D2**
Effects: None.
- **Heartbreak Shot - TRW R70 P2 D1**
Effects: Hits reduce the target's **Melee** by 1 until the end of the turn.

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