

# BADASSASAURUS

3  
9  
18

**ABILITIES:**  
Machine Gun Turret, Monstrous, Critical Hit Zones, Unload

Range: 3  
Strength: 9

### SPECIAL

- 1) FLAMING SPINOUT:** All Vault Hunters within three zones of Badassasaurus must make a Reflexes Roll against Strength 9. All Vault Hunters who fail suffer one wound and gain a Burning token.
- 2) MISSILE PODS:** Perform an attack against the farthest Vault Hunter that does not have the Spotlight. This attack is Range 10.
- 3) FIREBALL ARTILLERY:** Perform an attack that gains Incendiary against the Vault Hunter with the Spotlight and all Vault Hunters within one zone of it.
- 4) GROUND POUND:** All Vault Hunters within two zones must make a Reflexes Roll against Strength 10. All Vault Hunters who fail suffer one wound and Stun.

# BADASSASAURUS

BOSS  
BADASSASAURUS

### ATTACK FUMBLE

This model randomly performs one of its Special actions (roll a D4).

### DEFENSE FUMBLE

Gain Deadly and Explosive.

### ABILITIES

**MACHINE GUN TURRET:** All of this model's attacks gain Rapid (3).

**CRITICAL HIT ZONES:** When a Vault Hunter attacks this enemy and rolls a Crit, place a Badass token on this card if it did not already have one. If this card already has a Badass token, instead, remove the token and randomly determine one of this enemy's special actions (roll a D4, they are numbered) to be permanently disabled.

**MONSTROUS:** This model takes up seven zones. When it moves, measure movement from the two zones occupied by the front of the model and then move the model. This model may move through zones occupied by other models but may not move through spaces it may not physically fit. Any Vault Hunters or enemies this model would move over are moved up to two zones to get out of the way and suffer a Strength 9 attack resisted by Reflexes.

**UNLOAD:** When an Event order is reached, instead of resolving an Event, this model randomly performs one of its Special actions (roll a D4).

# BADASSASAURUS REX

3  
9  
25

**ABILITIES:** Advanced Machine Gun Turret, Monstrous, Critical Hit Zones, Unload

Range: 3  
Strength: 10

### SPECIAL

- 1) FLAMING SPINOUT:** All Vault Hunters within three zones of Badassasaurus Rex must make a Reflexes Roll against Strength 9. All Vault Hunters who fail suffer one wound and gain a Burning token.
- 2) MISSILE PODS:** Perform an attack against the farthest Vault Hunter that does not have the Spotlight. This attack is Range 10.
- 3) FIREBALL ARTILLERY:** Perform an attack that gains Incendiary against the Vault Hunter with the Spotlight and all Vault Hunters within one zone of it.
- 4) GROUND POUND:** All Vault Hunters within two zones must make a Reflexes Roll against Strength 10. All Vault Hunters who fail suffer one wound and Stun.

# BADASSASAURUS REX

BOSS  
BADASSASAURUS

### ATTACK FUMBLE

This model randomly performs one of its Special actions (roll a D4).

### DEFENSE FUMBLE

Gain Deadly and Explosive.

### ABILITIES

**ADVANCED MACHINE GUN TURRET:**  
All of this model's attacks gain Rapid (4).

**CRITICAL HIT ZONES:** When a Vault Hunter attacks this enemy and rolls a Crit, place a Badass token on this card if it did not already have one. If this card already has a Badass token, instead, remove the token and randomly determine one of this enemy's special actions (roll a D4, they are numbered) to be permanently disabled.

**MONSTROUS:** This model takes up seven zones. When it moves, measure movement from the two zones occupied by the front of the model and then move the model. This model may move through zones occupied by other models but may not move through spaces it may not physically fit. Any Vault Hunters or enemies this model would move over are moved up to two zones to get out of the way and suffer a Strength 9 attack resisted by Reflexes.

**UNLOAD:** When an Event order is reached, instead of resolving an Event, this model randomly performs one of its Special actions (roll a D4).

# PISTON

2  
8  
8

**ABILITIES:**  
Shock Cannons

Range: 3  
Strength: 9

### SPECIAL

**MISSILE PODS:** Perform an attack against the farthest Vault Hunter that does not have the Spotlight. This attack is Range 10.

# PISTON

UNIQUE  
PISTON

### ATTACK FUMBLE

This model performs the Special order.

### DEFENSE FUMBLE

Automatically apply Shock.

### ABILITIES

**SHOCK CANNONS:** All of this model's attacks gain Rapid (2) and Shock.

# PISTON THE CHEATER

2  
8  
10

**ABILITIES:**  
Shock Cannons

Range: 3  
Strength: 10

### SPECIAL

**MISSILE PODS:** Perform an attack against the farthest Vault Hunter that does not have the Spotlight. This attack is Range 10.

# PISTON THE CHEATER

UNIQUE  
PISTON

### ATTACK FUMBLE

This model performs the Special order twice.

### DEFENSE FUMBLE

Automatically apply Shock.

### ABILITIES

**SHOCK CANNONS:** All of this model's attacks gain Rapid (2) and Shock.