



ON THE DOUBLE

PERFORM 2
EXTRA ACTIONS


INSTANT



ON THE DOUBLE

PERFORM 2
EXTRA ACTIONS

INSTANT



ON THE DOUBLE

PERFORM 2
EXTRA ACTIONS

INSTANT



EMERGENCY REPAIRS

REBUILD 1 SMALL BUILDING


1



EMERGENCY REPAIRS

REBUILD 1 SMALL BUILDING

1



EMERGENCY REPAIRS

REBUILD 1 SMALL BUILDING

1



EMERGENCY REPAIRS

REBUILD 1 SMALL BUILDING

1



EMERGENCY REPAIRS

REBUILD 1 SMALL BUILDING

1



ASSAULT

DEAL 1 DAMAGE TO
THE KAIJU

1



ASSAULT

DEAL 1 DAMAGE TO
THE KAIJU

1



ASSAULT

DEAL 1 DAMAGE TO
THE KAIJU

1



ASSAULT

DEAL 1 DAMAGE TO
THE KAIJU

1



ASSAULT

DEAL 1 DAMAGE TO
THE KAIJU

1



ASSAULT

DEAL 1 DAMAGE TO
THE KAIJU

1



ASSAULT

DEAL 1 DAMAGE TO
THE KAIJU

1



ASSAULT

DEAL 1 DAMAGE TO
THE KAIJU

1



ASSAULT

DEAL 2 DAMAGE TO
THE KAIJU

2



ASSAULT

DEAL 2 DAMAGE TO
THE KAIJU

2



ASSAULT

DEAL 2 DAMAGE TO
THE KAIJU

2



ASSAULT

DEAL 2 DAMAGE TO
THE KAIJU

2



ASSAULT

DEAL 2 DAMAGE TO
THE KAIJU

2



ASSAULT

DEAL 3 DAMAGE TO
THE KAIJU

3



ASSAULT

DEAL 3 DAMAGE TO
THE KAIJU

3



ASSAULT

DEAL 3 DAMAGE TO
THE KAIJU

3



TEAM PLANNING

PLACE 1 CARD INTO SUPPORT



TEAM PLANNING

PLACE 1 CARD INTO SUPPORT



TEAM PLANNING

PLACE 1 CARD INTO SUPPORT



TEAM PLANNING

PLACE 1 CARD INTO SUPPORT



TEAM PLANNING

PLACE 1 CARD INTO SUPPORT



TEAM PLANNING

PLACE 1 CARD INTO SUPPORT



RAPID PLANNING

EACH DEFENDER PLACES
1 CARD INTO SUPPORT



RAPID PLANNING

EACH DEFENDER PLACES
1 CARD INTO SUPPORT



RAPID PLANNING

EACH DEFENDER PLACES
1 CARD INTO SUPPORT



RAPID PLANNING

EACH DEFENDER PLACES
1 CARD INTO SUPPORT



RAPID PLANNING

EACH DEFENDER PLACES
1 CARD INTO SUPPORT

ENGRAGE

1. Kaiju RAMPAGES immediately & destroys all adjacent buildings

2. Increase the engrage board by 1 (if KAIJU hand increases, KAIJU is to draw this hand now)

3. Remove this engrage card from the game



ENGRAGE

1. Kaiju RAMPAGES immediately & destroys all adjacent buildings
2. Increase the engrage board by 1 (if KAIJU hand increases, KAIJU is to draw this hand now)
3. Remove this engrage card from the game



ENGRAGE

1. Kaiju RAMPAGES immediately & destroys all adjacent buildings
2. Increase the engrage board by 1 (if KAIJU hand increases, KAIJU is to draw this hand now)
3. Remove this engrage card from the game



ENGRAGE

1. Kaiju RAMPAGES immediately & destroys all adjacent buildings
2. Increase the engrage board by 1 (if KAIJU hand increases, KAIJU is to draw this hand now)
3. Remove this engrage card from the game



ENGRAGE

1. Kaiju RAMPAGES immediately & destroys all adjacent buildings
2. Increase the engrage board by 1 (if KAIJU hand increases, KAIJU is to draw this hand now)
3. Remove this engrage card from the game



ENGRAGE

1. Kaiju RAMPAGES immediately & destroys all adjacent buildings
2. Increase the engrage board by 1 (if KAIJU hand increases, KAIJU is to draw this hand now)
3. Remove this engrage card from the game



ENGRAGE

1. Kaiju RAMPAGES immediately & destroys all adjacent buildings
2. Increase the engrage board by 1 (if KAIJU hand increases, KAIJU is to draw this hand now)
3. Remove this engrage card from the game



ENGRAGE

1. Kaiju RAMPAGES immediately & destroys all adjacent buildings
2. Increase the engrage board by 1 (if KAIJU hand increases, KAIJU is to draw this hand now)
3. Remove this engrage card from the game



SHIELDING

PREVENTS DAMAGE FROM THE NEXT KAIJU ATTACK FOR 1 BUILDING. CHOOSE THE BUILDING NOW



SHIELDING

PREVENTS DAMAGE FROM THE NEXT KAIJU ATTACK FOR 1 BUILDING. CHOOSE THE BUILDING NOW



SHIELDING

PREVENTS DAMAGE FROM THE
NEXT KAIJU ATTACK FOR 1 BUILDING.
CHOOSE THE BUILDING NOW



SHIELDING

PREVENTS DAMAGE FROM THE
NEXT KAIJU ATTACK FOR 1 BUILDING.
CHOOSE THE BUILDING NOW



SHIELDING

PREVENTS DAMAGE FROM THE
NEXT KAIJU ATTACK FOR 1 BUILDING.
CHOOSE THE BUILDING NOW



SHIELDING

PREVENTS DAMAGE FROM THE
NEXT KAIJU ATTACK FOR 1 BUILDING.
CHOOSE THE BUILDING NOW



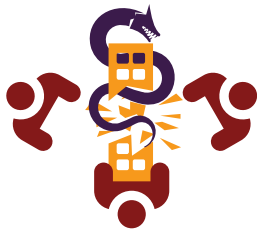
SHIELDING

PREVENTS DAMAGE FROM THE
NEXT KAIJU ATTACK FOR 1 BUILDING.
CHOOSE THE BUILDING NOW



REPELLANT

PUSH KAIJU 1 SPACE IN ANY
DIRECTION (KAIJU MUST STILL
HAVE ONE HEX ON WATER)



CO-ORDINATED ASSUALT

EACH DEFENDER MAY PLAY AN
ASSUALT CARD FROM THEIR HAND



REPELLANT

PUSH KAIJU 1 SPACE IN ANY
DIRECTION (KAIJU MUST STILL
HAVE ONE HEX ON WATER)



REPELLANT

PUSH KAIJU 1 SPACE IN ANY
DIRECTION (KAIJU MUST STILL
HAVE ONE HEX ON WATER)



CO-ORDINATED SHIELDING

EACH DEFENDER MAY PLAY A SHIELDING CARD FROM THEIR HAND



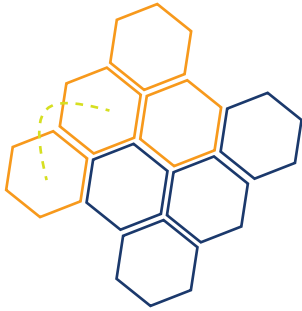
DAZING FLARE

REDUCE KAIJUS NEXT TURN BY 1 ACTION (TO A MINIMUM OF 1 ACTION)



DAZING FLARE

REDUCE KAIJUS NEXT TURN BY 1 ACTION (TO A MINIMUM OF 1 ACTION)



CABLE NET

IF KAIJU DESTROYS A BUILDING ON ITS NEXT TURN, IT CAN ONLY MOVE 1 HEX INSTEAD OF ANY NUMBER OF HEXES



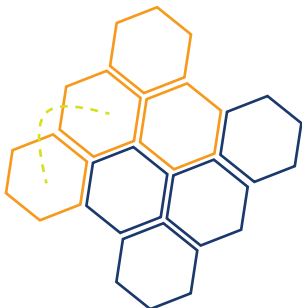
DAZING FLARE

REDUCE KAIJUS NEXT TURN BY 1 ACTION (TO A MINIMUM OF 1 ACTION)



DAZING FLARE

REDUCE KAIJUS NEXT TURN BY 1 ACTION (TO A MINIMUM OF 1 ACTION)



CABLE NET

IF KAIJU DESTROYS A BUILDING ON ITS NEXT TURN, IT CAN ONLY MOVE 1 HEX INSTEAD OF ANY NUMBER OF HEXES



BAIT & SWITCH

MOVE KAIJU ANYWHERE ON CITY MAP. KAIJU MUST TOUCH A BUILDING & HAVE A HEX ON WATER

