



PUNCH

DEAL 3 DAMAGE TO
AN ADJACENT BUILDING



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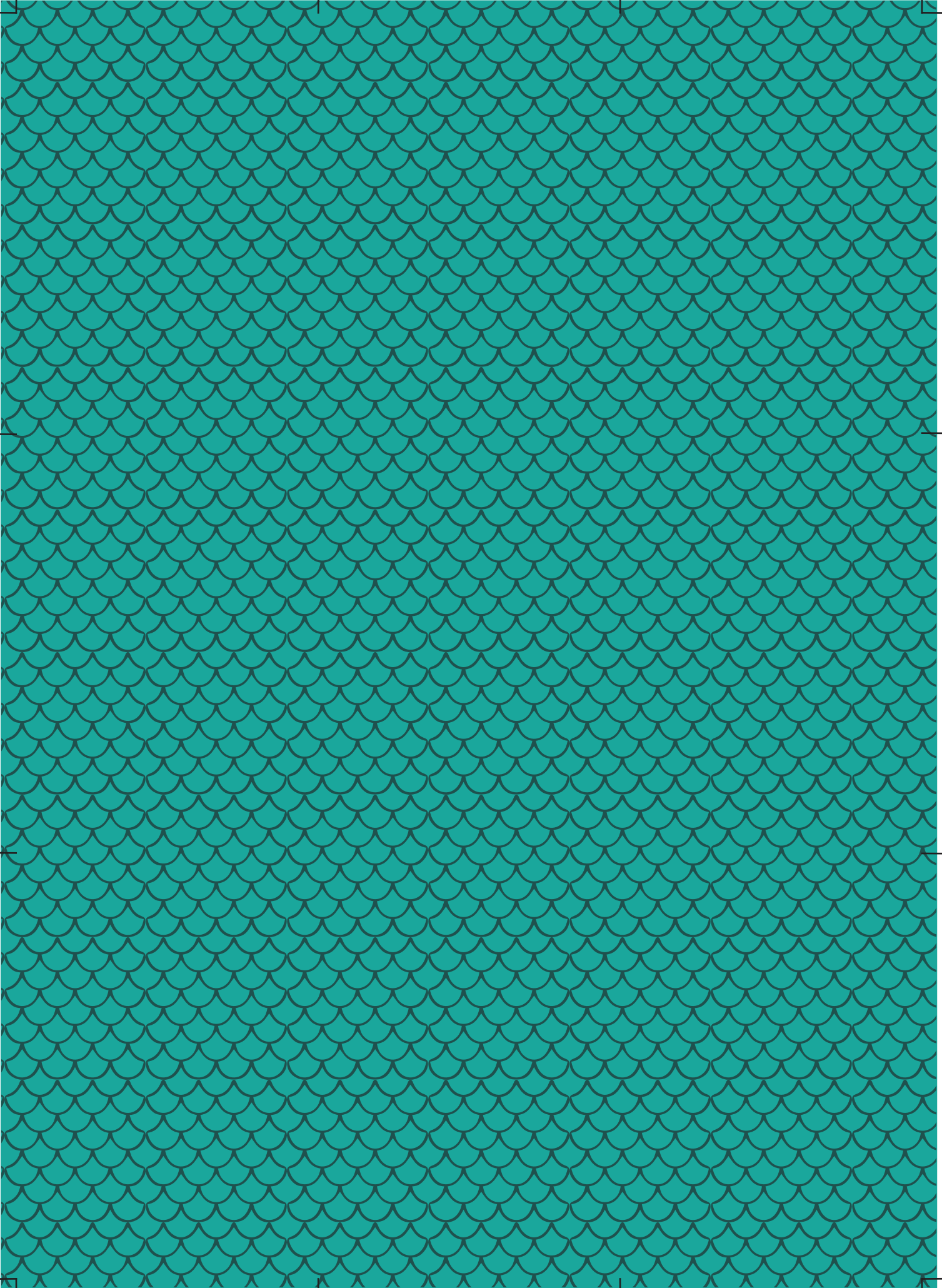
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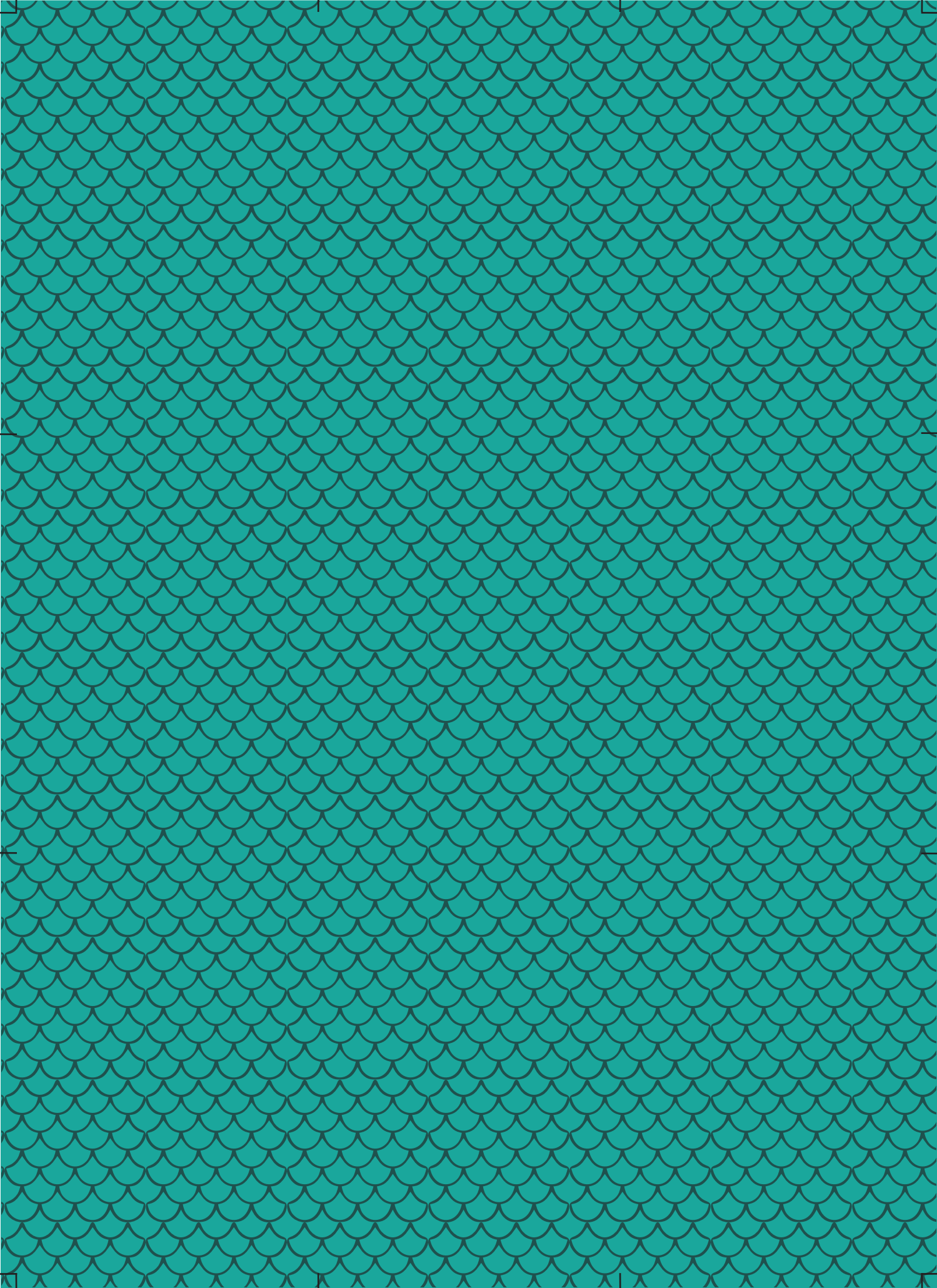
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DEMORALISING ROAR

DISCARD ALL CARDS IN SUPPORT



DEMORALISING ROAR

DISCARD ALL CARDS IN SUPPORT



DEMORALISING ROAR

DISCARD ALL CARDS IN SUPPORT



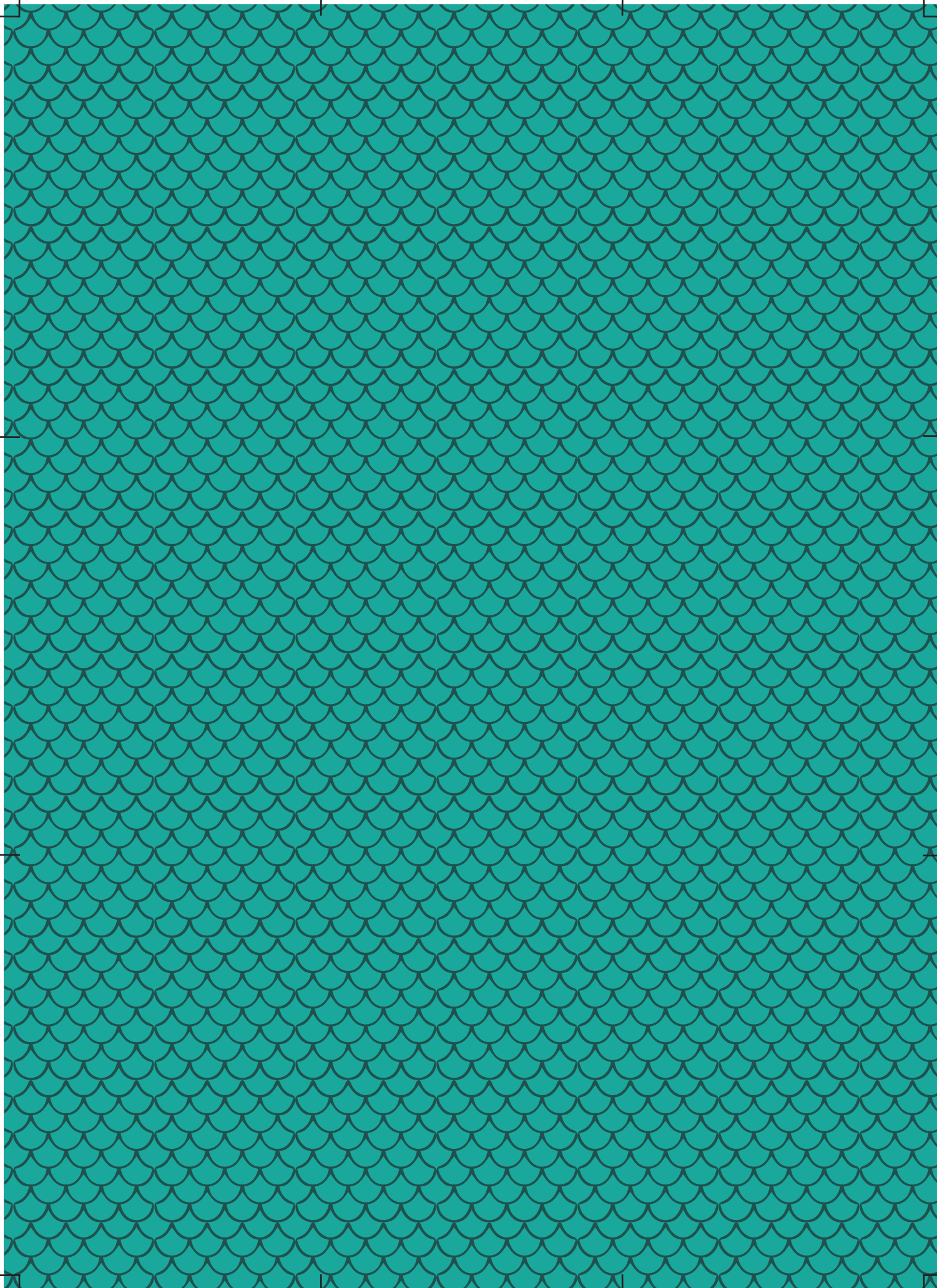
DEMORALISING ROAR

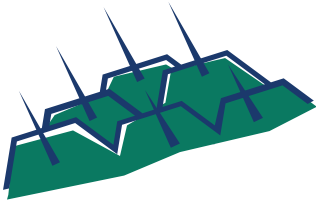
DISCARD ALL CARDS IN SUPPORT



DEMORALISING ROAR

DISCARD ALL CARDS IN SUPPORT

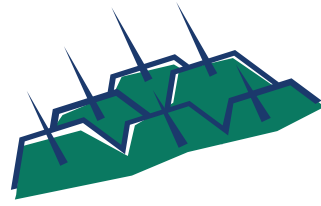




HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
THAT WOULD BE APPLIED
TO KAIJU TO 1**

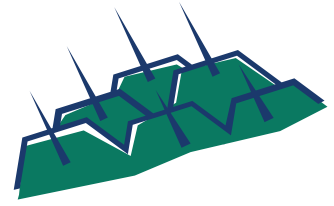
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HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
THAT WOULD BE APPLIED
TO KAIJU TO 1**

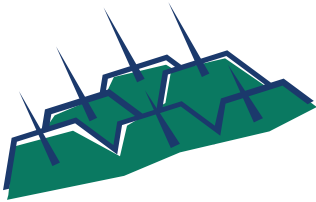
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HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
THAT WOULD BE APPLIED
TO KAIJU TO 1**

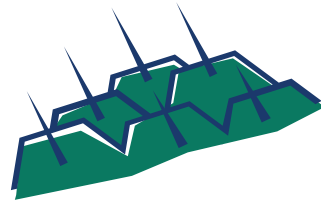
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HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
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TO KAIJU TO 1**

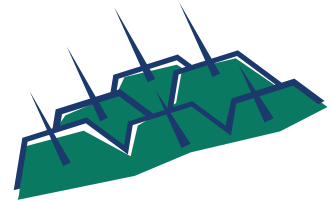
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HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
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TO KAIJU TO 1**

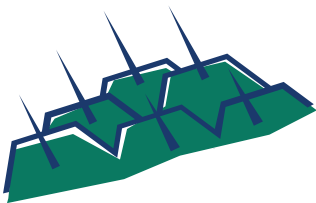
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HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
THAT WOULD BE APPLIED
TO KAIJU TO 1**

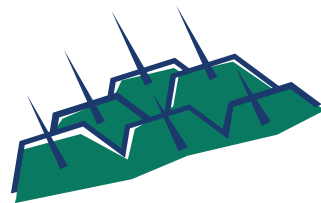
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HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
THAT WOULD BE APPLIED
TO KAIJU TO 1**

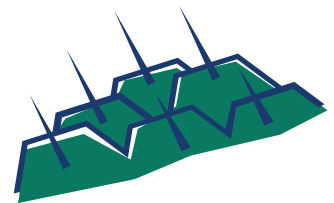
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HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
THAT WOULD BE APPLIED
TO KAIJU TO 1**

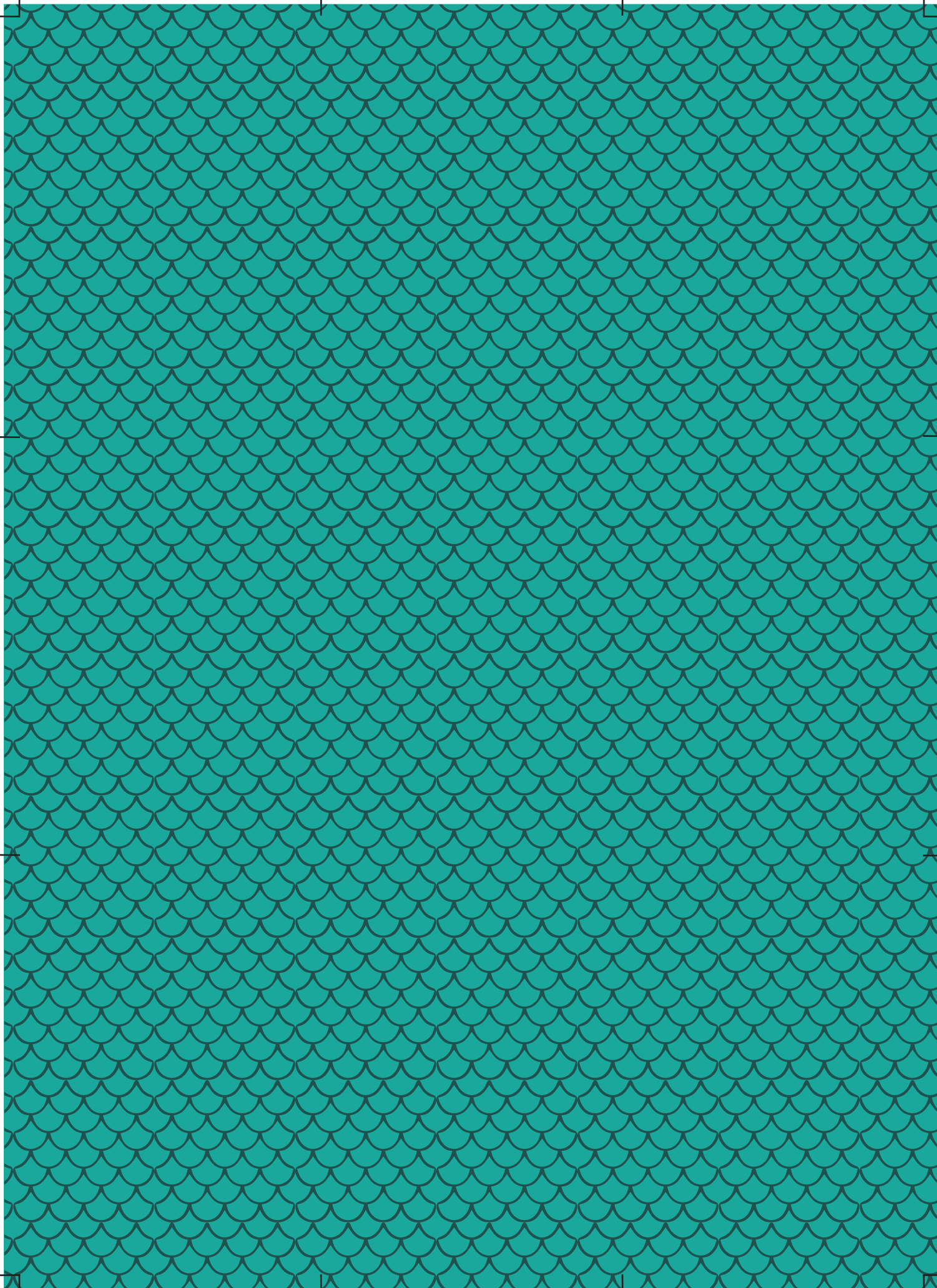
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HARDENED CARAPACE

**REDUCE THE NEXT DAMAGE
THAT WOULD BE APPLIED
TO KAIJU TO 1**

1





SMASH

DEAL & DAMAGE TO
AN ADJACENT BUILDING



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SMASH

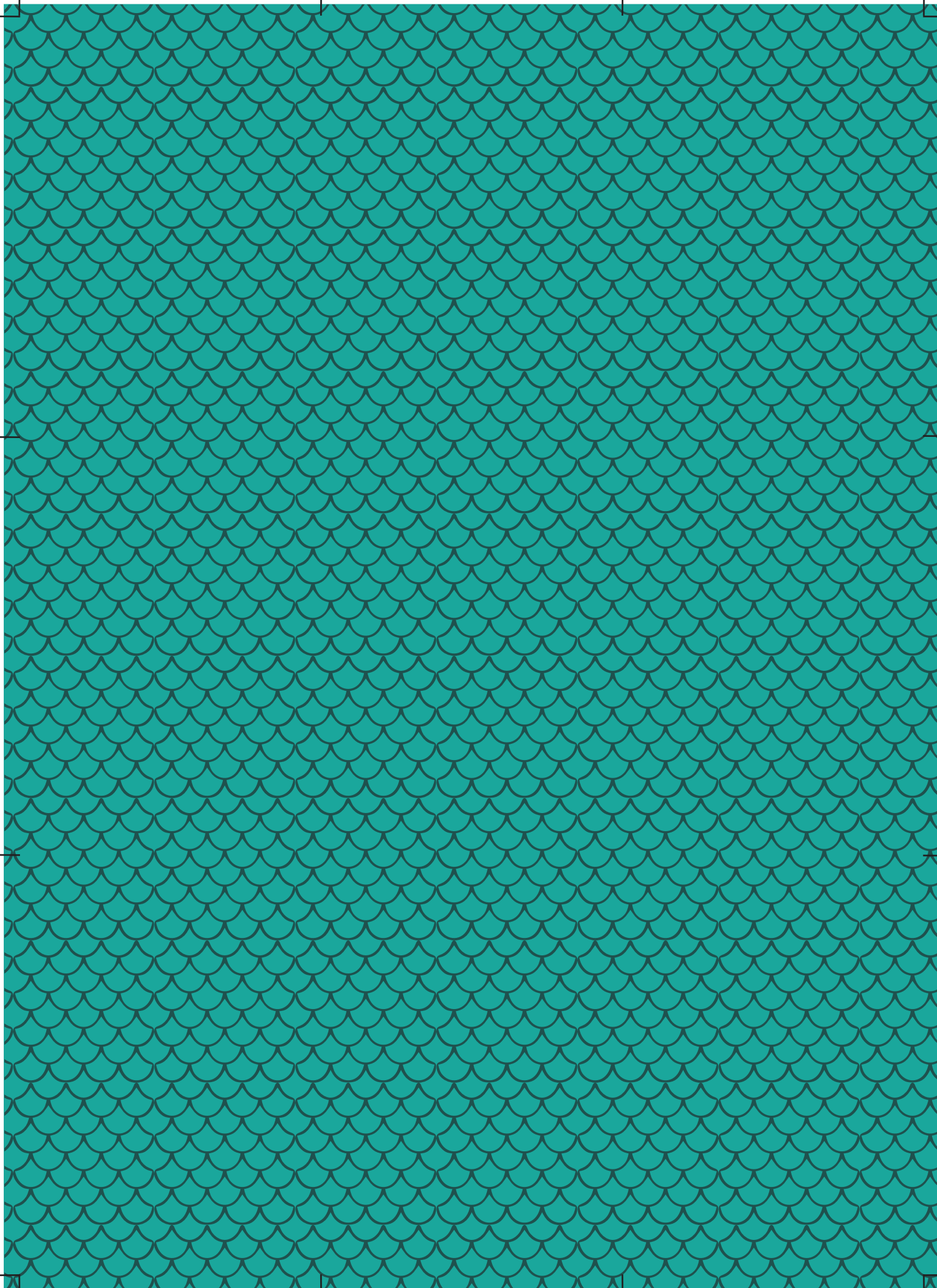
DEAL & DAMAGE TO
AN ADJACENT BUILDING



SMASH

DEAL & DAMAGE TO
AN ADJACENT BUILDING







SMASH

DEAL 6 DAMAGE TO
AN ADJACENT BUILDING

6



TERRIFYING SCREECH

DISCARD ONE CARD
FROM SUPPORT



TERRIFYING SCREECH

DISCARD ONE CARD
FROM SUPPORT



TERRIFYING SCREECH

DISCARD ONE CARD
FROM SUPPORT



TERRIFYING SCREECH

DISCARD ONE CARD
FROM SUPPORT



TERRIFYING SCREECH

DISCARD ONE CARD
FROM SUPPORT



TERRIFYING SCREECH

DISCARD ONE CARD
FROM SUPPORT



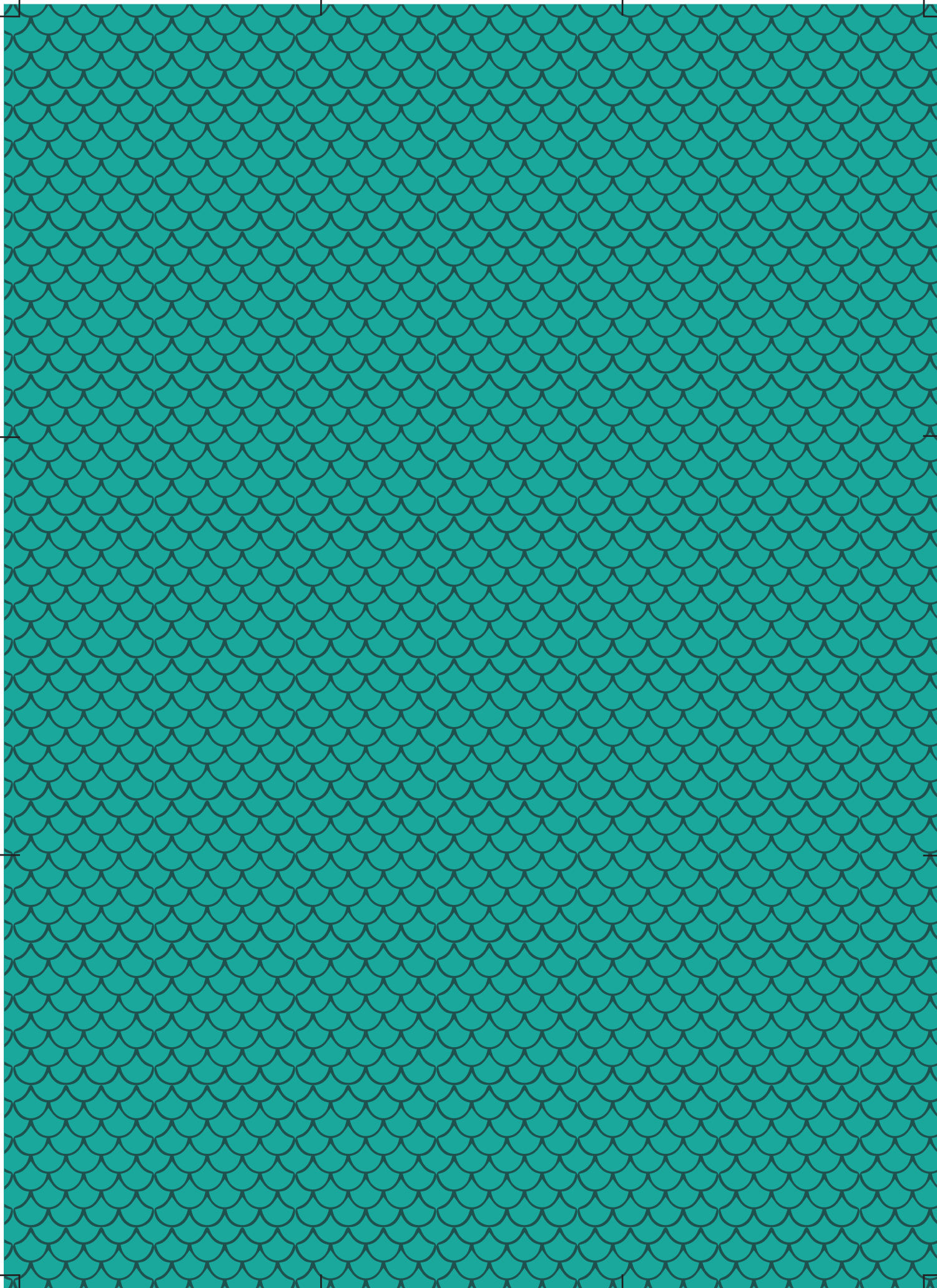
TERRIFYING SCREECH

DISCARD ONE CARD
FROM SUPPORT



TERRIFYING SCREECH

DISCARD ONE CARD
FROM SUPPORT





INSTANT

ADRENALINE SURGE

PLAY 2 CARDS FROM YOUR HAND



INSTANT

ADRENALINE SURGE

PLAY 2 CARDS FROM YOUR HAND



INSTANT

ADRENALINE SURGE

PLAY 2 CARDS FROM YOUR HAND



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ADRENALINE SURGE

PLAY 2 CARDS FROM YOUR HAND



INSTANT

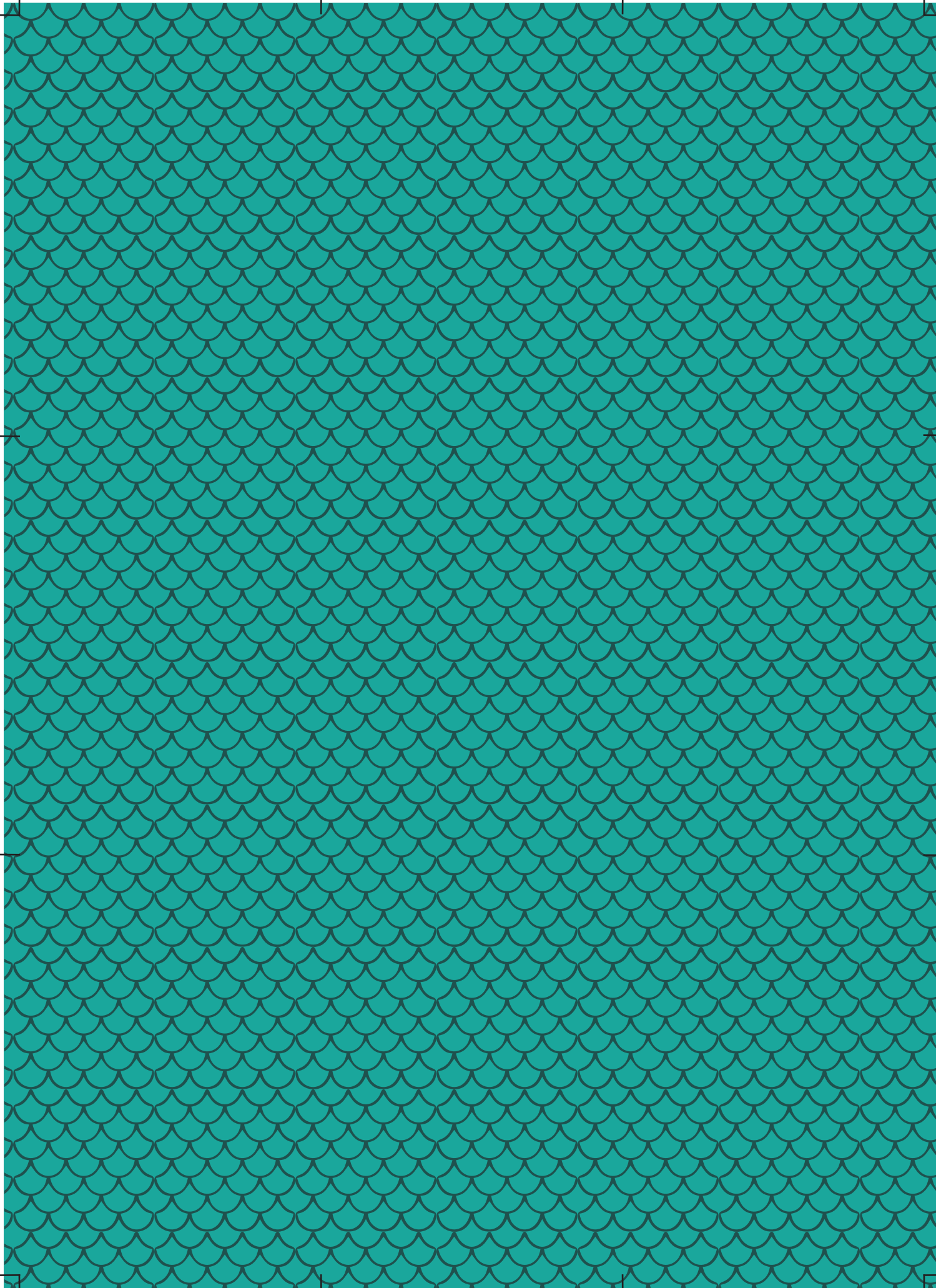
ADRENALINE SURGE

PLAY 2 CARDS FROM YOUR HAND



DESPERATION

DRAW AND PLAY THE TOP CARD OF THE KAIJU DECK





DESPERATION

DRAW AND PLAY THE TOP
CARD OF THE KAIJU DECK



DESPERATION

DRAW AND PLAY THE TOP
CARD OF THE KAIJU DECK



DESPERATION

DRAW AND PLAY THE TOP
CARD OF THE KAIJU DECK



DESPERATION

DRAW AND PLAY THE TOP
CARD OF THE KAIJU DECK



DESPERATION

DRAW AND PLAY THE TOP
CARD OF THE KAIJU DECK



DESPERATION

DRAW AND PLAY THE TOP
CARD OF THE KAIJU DECK



DESPERATION

DRAW AND PLAY THE TOP
CARD OF THE KAIJU DECK



RAMPAGE

DESTROY ALL
ADJACENT BUILDINGS

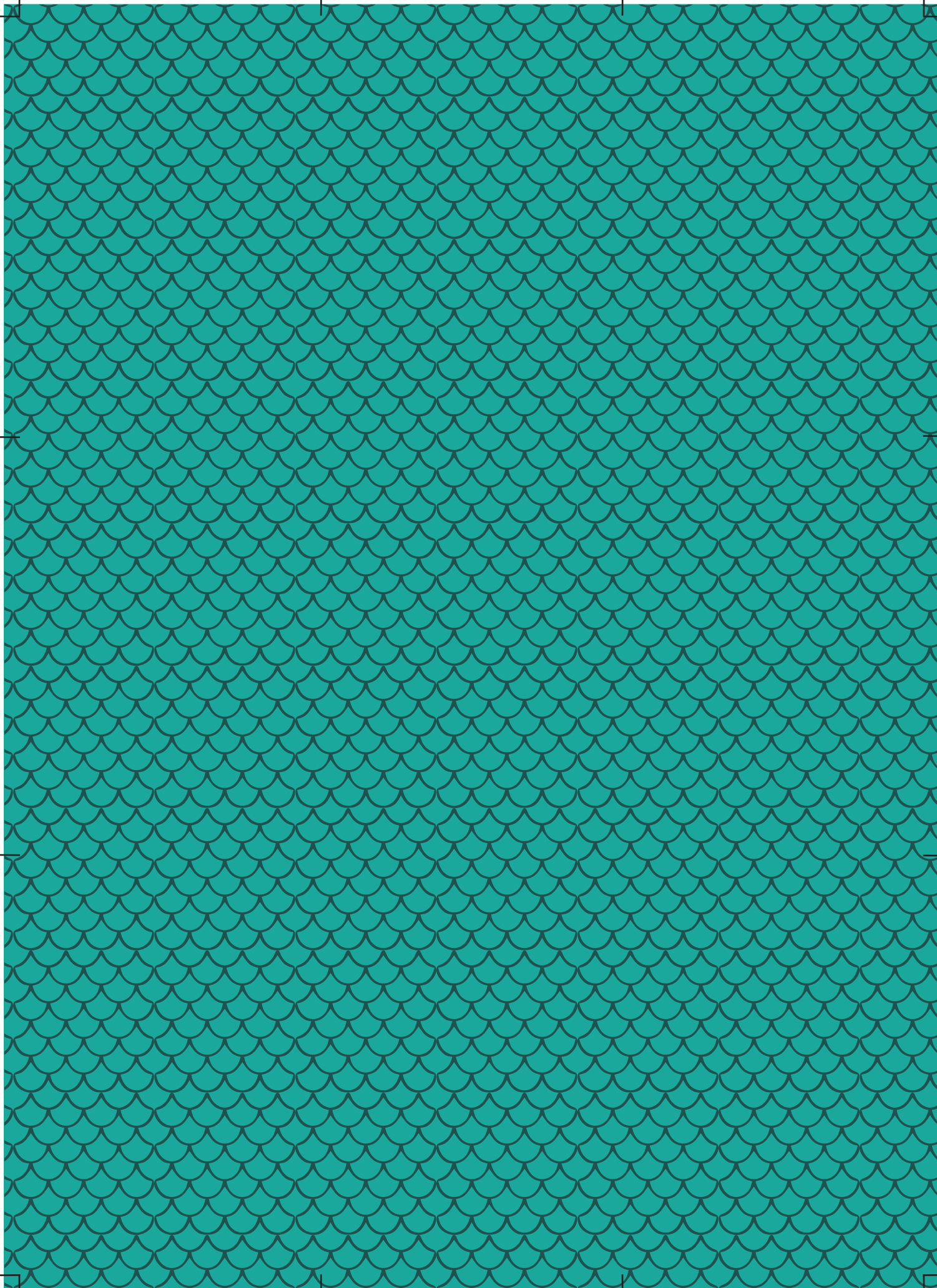
ALL



RAMPAGE

DESTROY ALL
ADJACENT BUILDINGS

ALL





RAMPAGE

DESTROY ALL
ADJACENT BUILDINGS

ALL



RAMPAGE

DESTROY ALL
ADJACENT BUILDINGS

ALL



SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



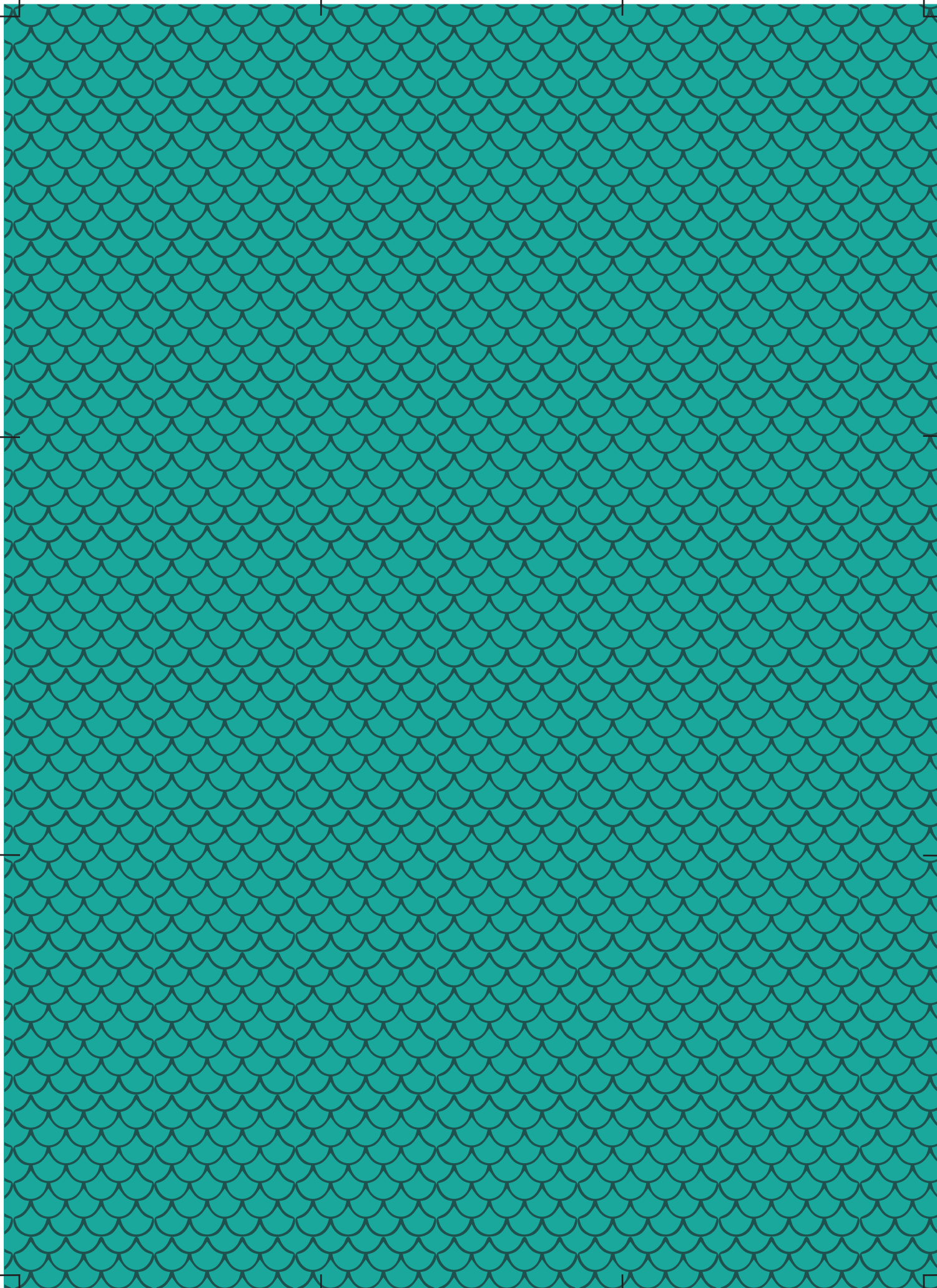
SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE





SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



SONIC WAVE

EACH DEFENDER DISCARD ONE CARD
(AT RANDOM) FROM HAND,
REPLACE FROM DRAW PILE



PSYCHIC FRACTURE

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DEAL 3 DAMAGE TO
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PSYCHIC FRACTURE

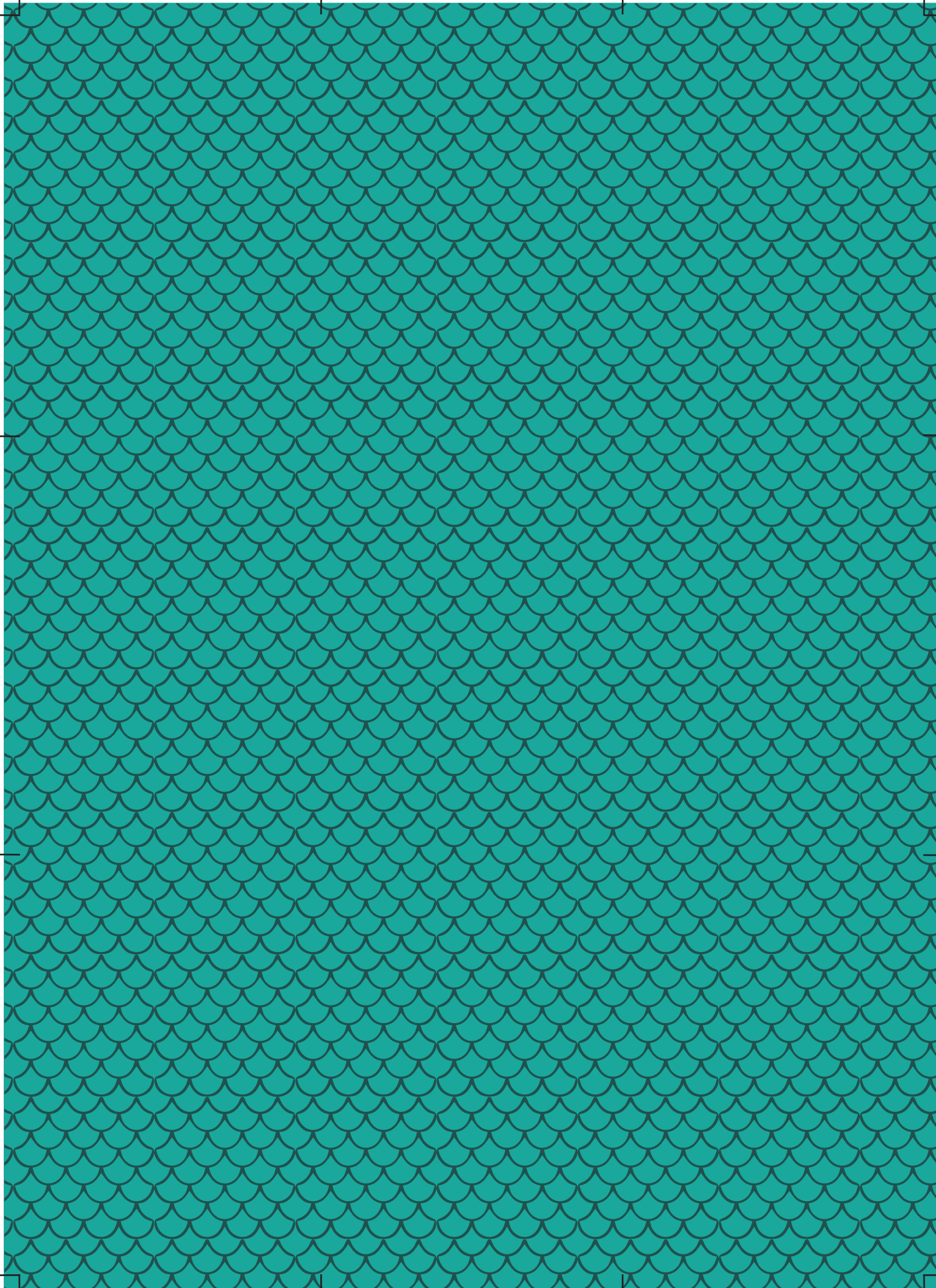
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PSYCHIC FRACTURE

DEAL 3 DAMAGE TO
AN ADJACENT BUILDING







PSYCHIC FRACTURE

DEAL 3 DAMAGE TO AN ADJACENT BUILDING



PSYCHIC FRACTURE

DEAL 3 DAMAGE TO AN ADJACENT BUILDING



PSYCHIC FRACTURE

DEAL 3 DAMAGE TO AN ADJACENT BUILDING



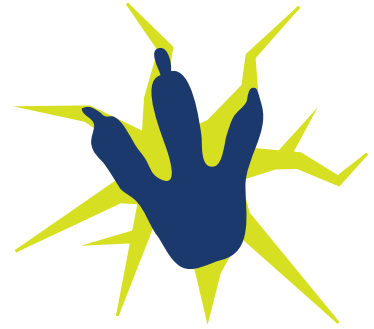
PSYCHIC FRACTURE

DEAL 3 DAMAGE TO AN ADJACENT BUILDING



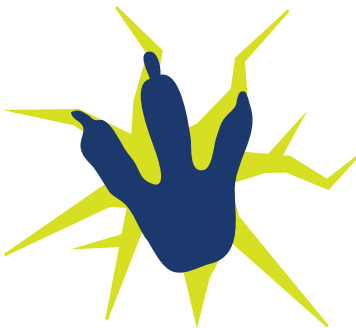
PSYCHIC FRACTURE

DEAL 3 DAMAGE TO AN ADJACENT BUILDING



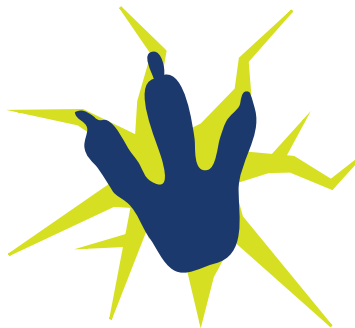
STOMP

DEAL 1 DAMAGE TO ALL ADJACENT BUILDINGS



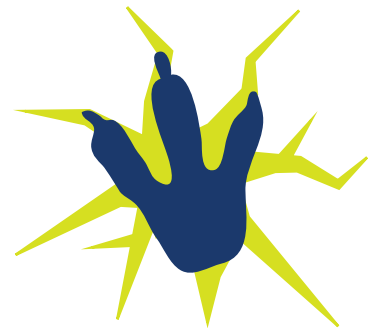
STOMP

DEAL 1 DAMAGE TO ALL ADJACENT BUILDINGS



STOMP

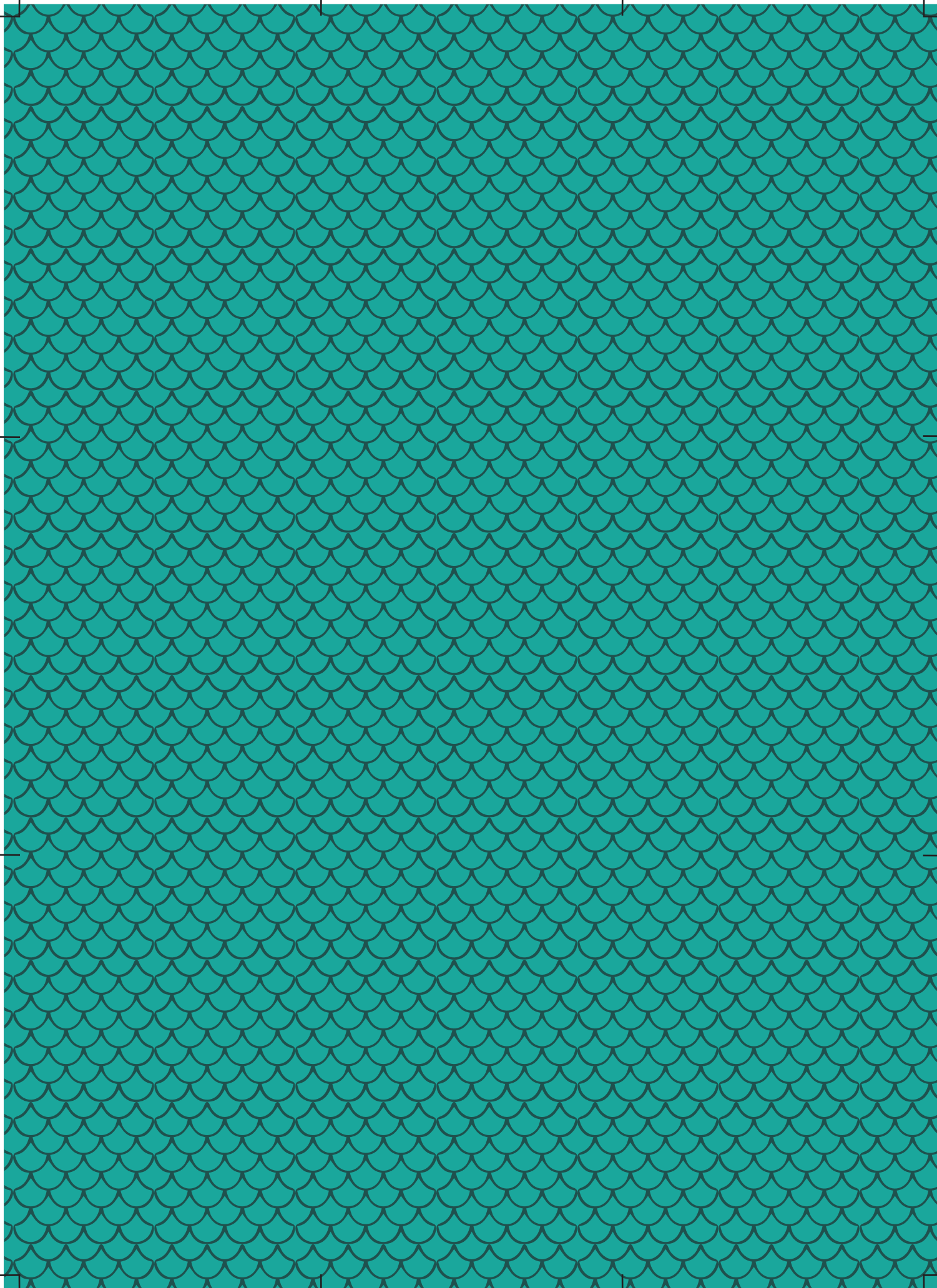
DEAL 1 DAMAGE TO ALL ADJACENT BUILDINGS

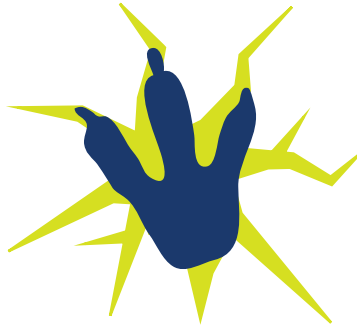


STOMP

DEAL 1 DAMAGE TO ALL ADJACENT BUILDINGS



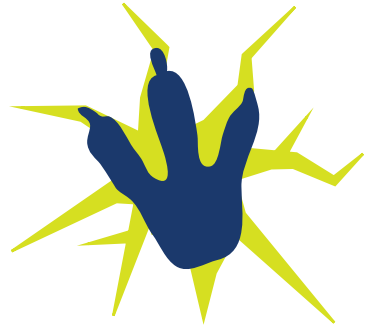




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DEAL 1 DAMAGE TO ALL
ADJACENT BUILDINGS

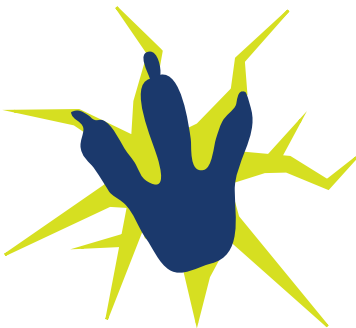
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STOMP

DEAL 1 DAMAGE TO ALL
ADJACENT BUILDINGS

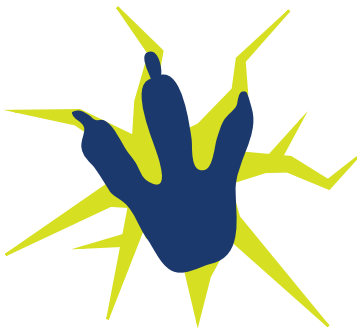
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STOMP

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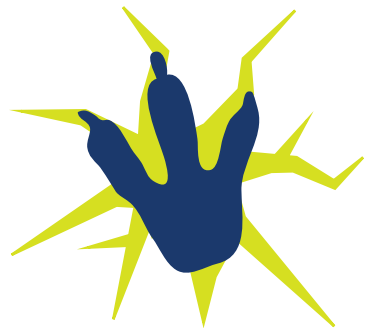
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STOMP

DEAL 1 DAMAGE TO ALL
ADJACENT BUILDINGS

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STOMP

DEAL 1 DAMAGE TO ALL
ADJACENT BUILDINGS

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