



IDW
GODZILLA

ATOMIC BREATH SPECIAL ATTACK

Range Special. Attack 4.
Before taking a turn with Godzilla, place a blue Atomic Charge marker on this card up to a maximum of 8. Remove 4 Atomic Charge markers from this card to use this special attack. Choose 8 spaces in a straight line from Godzilla. All figures on the chosen spaces and in clear sight of Godzilla are affected by this special attack. Roll 4 attack dice once for all affected figures. Each skull rolled counts as one additional hit.



KAIJU

EVENT HERO

DESTROYER

FEROCIOUS

HUGE 17

WAKE OF DESTRUCTION

While moving, Godzilla may destroy any destructible object or obstacle that is adjacent and unoccupied; may move through and never takes leaving engagement attacks from figures that are not huge; and does not stop his movement when entering water spaces. After moving, roll 1 unblockable attack die against each figure Godzilla moved through.

KING OF THE MONSTERS

You may add 4 attack dice to Godzilla's normal attack if at least one of the following is true:

- Godzilla did not move this turn; or
- Godzilla attacks a huge figure or a destructible object.



20
LIFE

MOVE 7

RANGE 1

ATTACK 6

DEFENSE 5

1000

POINTS

