



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

