

IDW

MECHAGODZILLA

REGAINING CONTROL

While this side of the card is face up, any figure that was occupying Mechagodzilla still occupies Mechagodzilla as if he were a full cover destructible object. At the end of the round, flip this card over.



CYBORG

EVENT HERO

DESTROYER

TORMENTED

HUGE 17

DESTRUCTIVE SPIRIT OF GODZILLA

After revealing an Order Marker on any other card you control and instead of taking a turn with that card, you must take a turn with Mechagodzilla. During this turn, if possible, Mechagodzilla must move closer to a huge figure and must attack.

PROJECTILE ARSENAL 5 SPECIAL ATTACK

Range 4 + Special. Attack 5 + Special. When attacking with this special attack, you may:

- add 2 to the range;
- roll 1 additional attack die; or
- choose all figures adjacent to the targeted figure, other than Mechagodzilla, to be affected.

After attacking with this special attack, Mechagodzilla may attack with it one additional time.



15 LIFE

MOVE 6

RANGE 1

ATTACK 10

DEFENSE 6

