

IDW

MECHAGODZILLA
VEHICLE DESTRUCTIBLE OBJECT

GHOST IN THE MACHINE

Start the game with this card flipped to this side. After revealing an Order Marker on the card of Mechagodzilla's driver and before taking a turn with the driver, you must roll the 20-sided die. Subtract 2 from your roll for each huge figure within 4 clear sight spaces. If you roll 5 or lower, flip this card over.



FULL COVER

EVENT VEHICLE

OCCUPANCY **1**

HUGE **17**

FLYING DRAG

Once per round before moving, you may choose for Mechagodzilla to gain the Flying special power for this turn. After moving, you may choose a huge enemy figure that Mechagodzilla passed over. Place that figure on any empty spaces adjacent to Mechagodzilla. It will not take any leaving engagement attacks.

TWIN MASER CANNON

Instead of attacking, choose up to 2 figures that are within 2 spaces of each other and within 6 clear sight spaces of Mechagodzilla. Roll the 20-sided die once for each figure. If you choose only one figure and that figure is huge, you may roll for that figure twice. If you roll 12 or higher, that figure receives 2 wounds.



15
LIFE

MOVE 6

RANGE 6

ATTACK 7

DEFENSE 6

900

POINTS