

# GODZILLA

## REIGN OF KAIJU

## KAIJU PVE

### SETUP

Each enemy character has a specific number of HP per player.

Each player reveals their character and shuffles their decks. Then reveals 10 cards from the top of their deck. Each player may build up to 3 foundations from among the 10 cards they revealed this way, then shuffle their deck.

Finally, players draw their opening hands and make mulligan decisions.

### RULES

The Combat Phase is collective for all players, but each player maintains their own card pool. At the beginning of the first Combat Phase of the game, choose a player to go first. The first player designation then moves clockwise from player to player at the start of each subsequent Combat Phase.

During the Combat Phase, players take turns. On their turn, each player may play 1 card or 1 form ability from their hand before passing. In addition, once during each Combat Phase, each player may play 1 form ability on a card in their stage on their turn. After all players have taken a turn, the enemy character activates (see “Enemy Character Activation” on the enemy character card). Then it is the first player’s turn again.

Note: If a player fails a check to play a card on their turn, the enemy character retaliates against them (see “Retaliation” on the enemy character card).

The Combat Phase continues until either no player is able to play any cards or form abilities, or all players choose to end the Combat Phase (and all enemy character actions have resolved).

When the Combat Phase ends, the enemy character retaliates against all players. Then players clear their card pools and begin a new collective Start Phase.

When the enemy character activates, roll a d6 and take the corresponding actions from the enemy character’s table. If an activation affects all players, begin with the first player and resolve the effect from left to right.

If a player’s card or effect asks a rival to make a choice, the player who controls the card or effect makes that choice instead. If a card or effect depends on a rival taking an action the enemy character is not able to take (for example, an if statement that depends on your rival committing a card), the player may use that effect assuming that their rival enabled the most favorable outcome.

### ATTACKING AND BLOCKING

Player attacks deal their damage minus the enemy character’s toughness. When the enemy character’s toughness prevents at least some damage from an attack, that attack is considered to be partially blocked.

If the speed of a player’s attack is greater than or equal to the enemy character’s agility, that attack ignores toughness.

In addition to players blocking for themselves as usual, any player may block for another player during a retaliation. The block is placed in its owner’s card pool. If a block for another player is successful, the blocking player loses 1 health and the defending player takes either no damage for a full block or half damage (rounded up) for a partial block as usual.

In addition to playing enhance abilities during their own attack, each player may play 1 enhance ability during each other player’s attack.

### ADVANCED RULES

The enemy character’s attacks are considered to have the same resource symbols as the enemy character.

If a player plays a Stun ability, the enemy character loses health equal to that ability’s Stun rating.

Desperate Savagery mode (optional): If the enemy character has less than 50 health, its attacks get +1 speed and +1 damage.