



# GODZILLA ON A RAMPAGE

AGILITY: 5 | TOUGHNESS: 5 |



## SETUP

- Godzilla begins the game with 3 Power tokens in play.
- When Godzilla activates or its attack resolves, it creates 1 power token.
- When Godzilla retaliates against a player with 15 or more health, it sacrifices 1 Power token. If it did, its attack gets +2 damage.

## RETALIATION

To retaliate, roll a d6 to determine which attack Godzilla uses:



## ENEMY CHARACTER ACTIVATION

Enemy characters activate after all players have passed during the Combat Phase. When an enemy character activates, roll a d6, then refer to that character's activation table to determine what happens.

## ACTIVATION TABLE

### ROLL 1: TOUGH SCALES

Until the next activation—

- Godzilla's toughness cannot be ignored.
- Each time a player does not deal damage to Godzilla during their turn, Godzilla creates 1 Power token. If Godzilla creates 3 Power tokens this way, it retaliates against each player.

### ROLL 2: SWEEPING TAIL TRIP

Godzilla retaliates against each player and creates 2 Power tokens.

### ROLL 3: SAVAGE STOMP

The player with the most health sacrifices 1 foundation. Then Godzilla retaliates against them.

### ROLL 4: BRUTAL KAIJU BITE

Godzilla retaliates against the last player to deal damage to it. Godzilla sacrifices 2 Power tokens. For each token sacrificed, Godzilla's attack gets +1 speed.

### ROLL 5: TOTAL DESTRUCTION OF THE CITY

Each player sacrifices 1 foundation. If the sacrificed foundation had a difficulty of 0, they sacrifice 1 additional foundation. Godzilla creates 1 Power token for each foundation sacrificed.

### ROLL 6: UNLEASH THE HEAT RAY

Godzilla sacrifices all of its Power tokens. The players lose a total of X health distributed among them as they choose. X equals twice the number of sacrificed tokens.



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