GODZILLA
RAGE OF MONSTERS

"This is Tokyo. Once a city of six million people. What has happened here was caused by a force which up until a few days ago was entirely beyond the scope of Man's imagination."
Godzilla: King of the Monsters

COMPONENTS

Rulebook
12 8-sided game dice
4 Modular Game Boards
4 Monster Figures
4 Monster Statistic Cards
10 Injury Cards
32 City Blocks
(20 red, 8 gray, 4 blue)
32 Rubble Tokens
(18 rocky, 8 burning, 8 smoking)
4 Special Rubble Tokens
(4 Explosions)
36 Crowd Tokens
(20 light, 10 moderate, 6 heavy)
13 Special Crowd Tokens
(4 Meganulons, 4 Shockirus, 4 Xilien Invaders)
40 Statistic Tracker Tokens
(Use coins or some other token for the prototype)
12 Empowered Tokens
(Use coins or some other token for the prototype)
12 Injury Tokens
(Use coins or some other token for the prototype)

GETTING STARTED

Setting up a game of Godzilla: Rage of Monsters has been broken down into four easy steps to help get you playing faster.

NOTE: Before you set up your first game of Godzilla: Rage of Monsters, it is recommended that you read through the entire rulebook first.

STEP 1: MONSTERS

The first thing you need to do when setting up a game of Godzilla: Rage of Monsters is to decide which monster you are going to play. This can be done randomly or, if all players agree, you can pick the monster you want to play.

Once you know which monster you are going to play, you should place the appropriate monster model and stat card on the table in front of you.

STEP 2: GAME BOARD

After monsters have been chosen, you need to take the 4 game boards, shuffle them, and then arrange them together on the table so that they form a large square like in the graphic below.

It doesn't matter which way the individual boards are oriented as long as they are placed together to form a single larger square.

Example Game Board Set up

STEP 3: MODELS

After the game boards have been set up, you need to place a city block model in every foundation square (grey squares) on the board. When placing city blocks, you must place 1 blue city block on each game board, and 2 grey city blocks on each game board.

Then you need to place the 4 Maser Cannon models in the center most squares (! squares). When placing the Maser Cannons you must place one Maser Cannon in each of the indicated squares.

Lastly, you need to place your monster's model in the unoccupied corner square (X square) closest to where you are sitting.

NOTE: If you are playing a two player game, monsters must be placed so that they are in opposing corners diagonally across from each other.

STEP 4: TOKENS

Once all models have been placed on the city board, you need to take all of the rubble tokens and mix them together, face down, and place them in a pile off to the side of the board. This pile is known as the rubble token pile.

Once the rubble token pile is set up, you need to do the same thing with the crowd tokens. That pile is known as the crowd token pile.

When setting up the rubble and crowd token piles, you must choose whether or not to use the special rubble or special crowd tokens. Any special tokens being used must be mixed in with the appropriate token pile.

Finally, take the injury cards, shuffle them and place them facedown off to the side of the board.

NOW YOU ARE READY TO START PLAYING!

ENDING THE GAME

A game of Godzilla: Rage of Monsters is played until only one monster remains on the board.

Whenever a monster gains its 10th wound, it is knocked out of the game and removed from the board.

ALTERNATE VICTORY CONDITIONS

If all players agree, you can add alternate victory conditions to your games of Godzilla: Rage of Monsters.

If a player fulfills an alternate victory condition, before any other player, that player is declared the winner.

There are three alternate victory conditions you can use, each is detailed below.

DESTRUCTION

If you are using the destruction alternate victory condition, the first player to destroy 20 points worth of city blocks will win the game. Blue blocks are worth 3 points each, grey blocks are worth 2 points each, and red blocks are worth 1 point each.

EVACUATION

If you are using the evacuation alternate victory condition, the first player to rescue 20 points worth of crowd tokens will win the game. Heavy crowds (red) are worth 3 points each, moderate crowds (blue) are worth 2 points each, and light crowds (black) are worth 1 point each.

OPPOSITION

This alternate victory condition may only be used if you are playing a two-player, or team game.

If you are using the opposition alternate victory condition, one player or team must try and fulfill the destruction alternate victory condition while the other player or team must try and fulfill the evacuation victory condition.

THE RETURN OF…

If you are using an alternate victory condition, instead of your monster being knocked out of the game when it gains 10 wounds, it will instead return to the game during your next turn.

If your monster gains 10 wounds it is removed from the board until the beginning of your next turn. At the beginning of your next turn, you must return all of your monster's statistics to their starting values and place it in an unoccupied starting square. Once that is done your turn ends. The game then continues as normal.

NOTES ON THIS PNP
DICE

The eight-sided dice required to play Godzilla: Rage of Monsters, referred to as game dice, are used to determine different results during the course of the game. Because of this, the numbers on the dice are used to represent different symbols that would be used if this were the actual game and not just a print and play file.

For the purpose of this game, the number 1 is considered to be 2 "blocks" and the numbers 2 and 3 are considered to be 1 "block". The numbers 4 and 5 are considered to be "special symbols" and are neither "hits" nor "blocks". The number 6 is considered to be 1 "hit", and the numbers 7 and 8 are considered to be 2 "hits".

MODELS

You will frequently see the rules reference the term model or models. For the purpose of these rules, a model is considered to be any three dimensional game element represented by a molded plastic component. Tokens (flat cardboard elements) are not considered to be models.

NOTE: Since this game is a print and play file, some models are represented by tokens. Those models represented by tokens are still considered to be models and will follow all of the rules as the appropriate type of model.

If possible, it is recommended that you use actual models to represent those game elements instead of the provided tokens.

MONSTER CARDS

Below is all of the information detailed on your monster's statistic card.

STARTING STATISTICS

The red numbers found next to your monster's statistics are your monster's starting ratings for those statistics. If a statistic does not have a red number, the starting rating for that statistic is 0.

The rating of a statistic may be modified by certain game effects throughout the course of a game. When this happens, a statistic tracker token should be used to show what the rating has been modified to. Whenever a statistic rating is modified, the modified rating can never be less than 0 or greater than the highest number listed on the monster's card for the statistic being modified.

STOMP

This statistic tells you how many squares your monster can move.

BASH

This statistic tells you how many dice you roll when your monster makes a bash attack.

BLAST

This statistic tells you how many dice you roll when your monster makes a blast attack.

RANGE

This statistic tells you the maximum number of squares that may separate your monster from the target of its blast attack.

DEFENSE

This statistic tells you how many dice you roll when your monster is the target of a bash or blast attack.

RAGE (R)

This statistic tells you how many rage points your monster has gained.

WOUNDS (W)

This statistic tells you how many wounds your monster has gained.

POWERS

Powers are special abilities that a monster possesses, that may affect how it moves, fights, or uses other game effects. When and how you can use a specific power is detailed in the power's text on the monster's card. For example, Godzilla has the following power:

TAIL WHIP: IF GODZILLA IS THE TARGET OF AN UNSUCCESSFUL BASH ATTACK, YOU MAY KNOCK THE ATTACKING MONSTER BACK 1 SQUARE FOR EVERY "SPECIAL SYMBOL" YOU ROLLED FOR YOUR DEFENSE ROLL.

As you can see from the power's text, if your opponent's bash attack is unsuccessful, you have the choice to knock the attacking monster back 1 square for every "special symbol" you rolled for your defense dice.

If the text of a power contradicts the rules found in this rulebook, the power's text overrules the rulebook and the power is used as written.

MAY VS. MUST

All powers are written so that they use one of two signifying words to show if their effects are optional or not.

If you encounter the word "may" in the description of a power, it means the effect of that power is optional and you get to choose whether or not to apply that power's effect.

If you encounter the word "must" in the description of a power, it means the effect of that power is not optional and you must always apply that power's effect.

HOW TO PLAY

Godzilla: Rage of Monsters is played in a series of phases and turns.

During your turn you will get to move and take an action with your monster in a series of phases.

A phase is a specific time during your turn where you are only allowed to perform specific actions.

PLAYER ORDER

Before you start a game of Godzilla: Rage of Monsters you need to determine the order players will get to take their turns.

It is recommended that the player order start with the youngest player and go clockwise around the table from there.

PLAYER TURN

Once you have determined the player order, play begins with the first player taking their turn.

Below is a list of phases you must progress through when it is your turn.

#1 REINFORCEMENT PHASE

During this phase, if your monster destroyed any Maser Cannons during your last turn, you must place those Maser Cannons back on the board at this time.

When you place a Maser Cannon back on the board, you must place it in an unoccupied clear, forest, or rocky rubble square that is at least 4 squares away from any monster figure.

#2 RAGE PHASE

During this phase you are allowed to spend any rage points your monster has gained during previous turns.

The first thing you must do before you spend any of your monster's rage points is to reset your monster's statistics back to their starting values and then apply injury effects to them. Once that is done, you may spend rage points as normal.

Rage points can be spent in one of two ways. The first way is as a temporary statistic boost. If spent in this way, you may give your monster a +1 bonus to its stomp, bash, blast, range, or defense statistic for every rage point spent (+1 for every 2 rage points spent if the statistic has an injury token on it). This bonus lasts until the beginning of your next turn.

The second way rage points can be spent is to purchase an empowered token. You may purchase one empowered token for every three rage points spent. When you purchase an empowered token for your monster, the token is placed next to your monster's statistic card until you decide to use it. Your monster may never have more than one empowered token.

Whenever a monster's statistics are modified, a statistic tracker token must be used to indicate which statistic has been modified and what its rating has been modified to. Any statistic that has been temporarily modified must be returned to its starting rating at the end of the current round.

EMPOWERED TOKENS

An empowered token allows you to reroll any number of dice used for one of your bash or blast attack rolls or one of your defense rolls.

You must decide if you are going to use your empowered token after the roll you want to reroll has been made, but before any effects of that roll have been applied.

If you choose to use an empowered token you must return the token to the empowered token pile and then choose which specific dice you want to reroll, then reroll them.

#3 MOVEMENT PHASE

During this phase you must decide whether or not to move your monster.

If you decide to move your monster, it may be moved as described in the movement section of this rulebook.

#4 ACTION PHASE

Once you have completed your movement phase, you may then give your monster one action from the list of actions below.

ATTACK

If your monster is given an attack action, it may make a bash or a blast attack against any model that may be chosen as a target.

CRUSH

If your monster is given a crush action, it may remove 1 crowd token from the board that is in an adjacent square.

Your monster will then gain 1 rage point if a light crowd token was removed, 2 rage points if a moderate crowd token was removed, or 3 rage points if a heavy crowd token was removed.

Any crowd tokens removed in this way are mixed back into the crowd token pile.

HEAL

If your monster is given a heal action, you must roll a number of game dice equal to the number of wounds your monster has suffered.

If any "special symbols" are rolled, you must remove 1 wound, or 1 injury, from your monster for every "special symbol" that was rolled.

ROAR

If your monster is given a roar action, you may move any crowd tokens or non-monster models, in squares adjacent to your monster. When you move a crowd token or model, you may move it up to 2 squares in any direction, providing it is moved to a square that it can normally occupy.

#5 MASER CANNON ATTACK PHASE

After you have completed your monster's action, if your monster is within range of any Maser Cannons, those Maser Cannons will attack your monster as detailed under the Maser Cannon entry in the models section of this rulebook. **NOTE: Maser Cannons only attack the monster of the player whose turn it is.**

#6 MASER CANNON MOVEMENT PHASE

During this phase of your turn, you may select a model representing a Maser Cannon and move it.

When you select a Maser Cannon to move, you cannot move any of them that occupy the same game board as your monster.

NOTE: A game board is defined as one of the 5 square by 5 square board sections that make up the larger board.

Maser Cannons follow all of the same rules for movement as a monster with any exceptions noted in the Maser Cannon rules found in the models section of this rulebook

ENDING A TURN

Once you have finished moving a Maser Cannon model, your turn ends and the next player's turn begins.

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MOVEMENT

A monster's stomp rating dictates the number of squares you may move it during the movement phase of your turn.

When you move your monster, a clear square is counted as 1 square of movement, a forest, rubble (any kind), or water square is counted as 2 squares of movement, and any square containing a crowd token is considered to be whatever it normally is +1. For example, if you moved your monster into a forest square containing a crowd token, you would count that one square as 3 squares of movement.

If the path you move your monster takes it through the intersection of four squares, only the square the monster is leaving and the one it is entering are used to determine if any game effects need to be applied to your monster's movement, the other two squares are ignored.

Below is a graphic showing an example of monster X being moved. For this example, X has a stomp rating of 4. In the graphic, X is moved into an adjacent clear square which costs 1 square of movement. X is then moved into an adjacent forest square (green square) which costs an additional two squares of movement, bringing its current movement total to 3 squares. X is then moved into a clear adjacent square bringing its movement total to 4 squares of movement. X cannot be moved any further for that action because it has used all 4 squares of movement granted by its stomp rating of 4.

NOTE: Any model that has a stomp rating follows all of the same movement rules as monsters unless specifically stated otherwise in the model's rules entry.

ADJACENCT SQUARES

Any squares that are next to each other along a diagonal, vertical or horizontal path are considered to be adjacent to each other for all game purposes.

Below is a graphic showing a square occupied by monster X along with every square that is adjacent to the square X occupies (grey squares).

OCCUPANCY

When a model is in a square, the square that model is in is considered to be occupied. A square can only be occupied by a single model unless a game effect specifically states otherwise.

When you move a model, it cannot be moved through a square that is already occupied unless a game effect allows otherwise.

KNOCK BACK

Knock back is a special type of move that occurs when a model is the target of a successful attack or the target of an effect that specifically causes knock back.

When a monster or other multiple wound model gains wounds from an attack, and isn't knocked out as a result of those wounds, the appropriate model is knocked back 1 square for every wound it gained.

NOTE: Knock back moves are applied after applying all damage and associated effects from a successful attack.

When a model is knocked back, it is moved along the diagonal, horizontal, or vertical path that would move it directly away from the attacker that caused it to be knocked back.

A knock back move is treated as a normal move, counting all squares as normal, with the exception that a model cannot use any powers associated with movement when it is knocked back, unless the power specifically affects knock back moves. **NOTE: The attacker gets to decide the direction a target is knocked back, if more than one direction would take the target directly away from the attacker.**

If a model would be knocked off the board, the model stops moving in the square before it would leave the board and is treated as if it had collided with something.

COLLISIONS

When a model is knocked back, it can only be knocked back into an unoccupied square. If the path a model is knocked back would move it into an occupied square, the model stops moving in the square before the occupied square, but is treated as if had collided with the occupant of the occupied square.

If a model collides with a model occupying another square, roll a number of game dice equal to the remaining distance the knocked back model was supposed to be moved. Both models must gain 1 wound for every "special symbol" rolled.

KNOCK DOWN

If your monster is knocked back 3 or more squares or gains 3 wounds from a single attack or from a collision with a building or another monster, it must be knocked down after all other effects have been resolved.

When your monster is knocked down, the figure representing it should be placed on its side until its next turn.

A monster that has been knocked down cannot be moved during its controller's turn, but it must be placed upright, in place of moving, indicating that it is no longer knocked down. Additionally, any "special symbols" rolled for any defense roll it makes, while it is knocked down are ignored for all game effects.

ATTACKING

When you give your monster an attack action, you may have your monster make an attack against a target model.

When you have your monster make an attack, you must first declare what type of attack it is using, along with what model it will be targeting. There are two different types of attacks your monster can make, a bash attack or a blast attack.

A bash attack can only be used against a target that is in a square adjacent to your monster, and a blast attack can only be used against a target that is in a square that is not adjacent to your monster, but is within range of your monster's attack.

The graphic below shows monster X along with two possible targets it can attack (monster Y and Monster Z). If X chooses to attack Y, it must use its bash attack because Y is in a square adjacent to X. If X choses to attack Z, it must use its blast attack because Z is in a square that is not adjacent to X.

	Y	X
Z		

After you have selected the target of your monster's attack, you must roll a number of game dice equal to the statistic rating of the attack being performed (maximum 6 dice). This is known as the attack roll.

Once the results of the attack roll have been determined, the controller of the target, or the player whose turn is next if the target is an uncontrolled model, gets to roll a number of game dice equal to the rating of the target model's defense statistic and/or bonus defense dice (maximum 6 dice). This is known as the defense roll.

After both rolls have been completed, the total number of "hits" from your attack roll is compared to the total number of "blocks" rolled from the target's defense roll. If there are more "hits" than "blocks", the attack is considered to be successful and the target gains 1 wound for every "hit" rolled over the number of "blocks", to a maximum of 3 wounds.

For example, if you rolled 5 "hits" and your opponent rolled 3 "blocks", the target would gain 2 wounds because there were 2 more "hits" than there were "blocks".

If there are an equal number of, or more, "blocks" rolled than "hits", the attack is considered to be unsuccessful and the target gains no wounds.

After the results of the attack and defense rolls are determined, the target must record the wounds it suffered on its monster card.

NOTE: Make sure to check the attacker's and target's powers and apply their effects at the appropriate time if applicable.

If the target isn't knocked out after gaining the appropriate number of wounds, it must then be knocked back as detailed in the knock back rules in the movement section of this rulebook.

INJURY CARDS

Whenever your monster would gain more than 3 wounds, the additional wounds are ignored, but you must draw an injury card.

When you draw an injury card you must place an injury token over the statistic indicated by the card (stomp/foot card, bash/slash card, blast/explosion card, defense/scales card, controller's choice/dna strand). You must then apply a -1 modifier to that statistic, during the rage phase of your turn, for every injury token on it. Additionally, as long as there is an injury card on a statistic, it will cost you 2 rage points to increase that statistic by 1 point.

You can remove 1 injury token from a statistic, during a heal action, instead of removing a wound.

"IT'S GETTING ANGRY"

If your monster gains wounds as a result of a successful attack made by another model, your monster will gain 1 rage point after the resolution of the attack that caused it to gain wounds.

Only 1 rage point is gained per attack made against a monster, regardless of the number of wounds the monster gained as a result of that attack.

COUNTING RANGE

When determining range from your monster to a target model, you must start counting the range in the square adjacent to your monster that is closest to your target and stop counting in the square your target occupies.

NOTE: When counting range, you must take the shortest path possible (least number of squares) to your target. If multiple paths qualify as the shortest, you may choose which path to use.

The squares you use to count range are also used to determine if the target gets to apply any bonus defense dice to its defense roll. Because of this, you must declare which squares you are using to count range if there are multiple paths you can choose to your target.

The graphic below shows an example of counting range from the attacking monster X to the target monster Y.

BONUS DEFENSE DICE

When you count range to a target's square, any square you counted that is occupied by a model, that is not also your target, will grant that target +1 defense die for each model in a counted square. **NOTE: Regardless of the number of bonus defense dice gained by a target, 8 is the maximum number of dice that may be rolled for a defense roll.**

The graphic below shows monster X and two possible targets of its blast attack (monster Y and monster Z). If X attacks Y, when counting range, the controlling player must count a square with a city block (grey square) before reaching Y. That means Y will get +1 defense dice to roll against X's blast attack. If X wants to attack Z, when counting range the controlling player must count a square with a city block (grey square) and a square containing another monster (Y) before reaching Z. That means Z will get +2 defense dice to roll against X's blast attack.

			X
	Y		
Z			

BOARD ELEMENTS

Below is a list of the different types of squares that appear on the game boards.

CLEAR

A clear square is a square that does not contain any terrain such as forest, rubble, or water and is counted as 1 square for movement purposes.

FOREST/WATER

All forest and water squares are counted as 2 squares for movement purposes.

Only monster models and those tokens or models that specifically say they allow it, can occupy water squares. If a model or token that cannot occupy a water square is forced into a water square, that model or token is considered to be destroyed and is removed from the board.

FOUNDATION

Foundation squares are the squares where city blocks are placed. A foundation square without a city block or rubble token in it is treated as a clear square.

CROWD TOKENS

Below is a list of the different tokens found in the crowd token pile, along with all of the rules associated with using those tokens.

If a crowd token has (special crowd token) listed next to its title, it means that token is optional and should only be used if all players agree.

PRODUCING CROWD TOKENS

Whenever a city block is successfully attacked, that city block will produce 1 crowd token for every wound the block gained, after the resolution of that attack.

When a crowd token is produced, the player that caused the token to be produced, must grab a random token from the crowd token pile, without looking at it and place it face down in an unoccupied clear, forest, or rocky rubble square that is adjacent to the square occupied by the city block that was attacked. If you run out of squares to place crowd tokens, any leftover tokens are returned to the crowd token pile.

After all possible crowd tokens are placed on the board; the player that placed them must flip them over and resolve any game effects triggered by them.

CROWDS

Crowds are a game effect that represents the fleeing citizens of a city. Crowds are primarily used as a way for monsters to gain rage points. Other than that they are a nuisance to monster movement.

There are three different types of crowd tokens, light (black), moderate (blue), and heavy (red). These types come into play when crowds are crushed or rescued.

If a crowd is revealed when flipping over crowd tokens, the crowd token is left where it is and subject to the following rules:

CROWD TOKENS AND MODEL MOVEMENT

Any square containing a crowd token is counted as +1 square of movement when determining how many movement points it costs to enter a square containing one.

If a model possesses a power that allows it to count a square as a clear square, that model will ignore the movement penalty of any crowd tokens in those squares.

MOVING CROWD TOKENS

A crowd token can only be moved one of three ways. The first way a crowd token may be moved is if a monster ends a move in the same square as one. If a monster ends a move in a square that contains a crowd token, the player that caused the monster to move, may move that crowd token to an adjacent square the token can normally occupy. If there are no adjacent squares the crowd token can be moved to, remove the crowd token from the board and return it to the crowd token pile.

The second way a crowd token can be moved is as a reaction to an attack made against an adjacent model. Whenever any target is attacked, after the resolution of that attack, any crowd tokens in squares adjacent to the target, must be moved 1 square, away from that target into a square the token can normally occupy. The attacking player is the one who gets to decide the direction and order the tokens are moved.

The third way a crowd token can be moved is through the use of the roar action detailed in the monster action section.

Whenever a crowd token is moved, it can only be moved into an unoccupied clear, forest, or rocky rubble square or a square occupied by a Maser Cannon. If a game effect would force a crowd to be moved into a square other than the ones listed, that crowd is instead removed from the board and mixed back into the crowd token pile.

NOTE: Crowd tokens are considered to be occupants of a square when moving other crowd tokens.

RESCUING CROWDS

If a crowd is moved into a square occupied by a Maser Cannon, or a Maser Cannon is moved into a square containing a crowd, that crowd is considered to have been rescued and is returned to the crowd token pile.

If you are using the evacuation alternate victory condition, the token must be given to the player that caused it to be rescued, instead of placing it back in the token pile.

MEGANULON (SPECIAL)

If a Meganulon is revealed instead of a crowd when flipping over crowd tokens, you must remove the token from the game and replace it with a Meganulon model. **NOTE: If you do not have an appropriate model for the Meganulon you can leave the token on the board and have it represent the Grub model.**

SHOBIJIN (SPECIAL)

If the Shobijin are revealed instead of a crowd, they are left on the board until a model enters their square.

If your monster enters the square with the Shobijin token in it, place the Shobijin token on your monster's card. If any other model enters the square with

the Shobijin token in it, the token is removed from the board and placed back into the crowd token pile.

If you have the Shobijin token on your card, whenever you are supposed to draw tokens from a token pile, you may draw 2 tokens and choose which token to play.

If you choose to use the effect of the Shobijin during your turn, you must return the Shobijin token to the crowd token pile at the end of your turn.

SHOCKIRUS (SPECIAL)

If a shockirus is revealed instead of a crowd, it is left on the board until a model enters the square it is in.

If your monster enters the square containing a shockirus, place the token representing that shockirus on your monster's card. This must be done before your monster continues moving.

If your monster's card has shockirus token on it, at the end of your rage phase, the opponent whose turn is next may reduce any statistic possessed by your monster, except wounds, by 2 for every shockirus on your monster's card. This statistic reduction lasts until the beginning of your next turn.

NOTE: Statistics reduced in this way cannot lower a statistic's rating to less than 0.

If your monster has a shockirus token on its card and it is the target of an unsuccessful bash attack made by an opposing monster, you must remove one shockirus token from your monster's card and place it on the card of the monster that made the unsuccessful bash attack. Likewise, if your monster has a shockirus token on its card and it makes a successful bash attack against an opposing monster, you must move one shockirus token from your monster's card to the card of the monster that was successfully attacked.

If a non-monster model enters a square containing a shockirus, the player that caused the model to move into the square must roll 1 game die. If the result of the roll is a "block" put the shockirus token back into the crowd token pile. If the result of the roll is a "hit" remove the model from the game board. If the result of the roll is a "special symbol", remove the model from the board and mix the shockirus token back into the crowd token pile.

XILIEN INVADERS (SPECIAL)

If the Xilien invaders are revealed instead of a crowd when flipping over crowd tokens, you must remove the token from the game and replace it with a Xilien saucer model. **NOTE: If you do not have an appropriate model for the saucer you can leave the token on the board and have it represent the saucer model.**

RUBBLE TOKENS

Below is a list of the different tokens found in the rubble token pile, along with all of the rules associated with using those tokens.

If a rubble token has (special) listed next to its title, it means that token is optional and should only be used if all players agree.

PRODUCING RUBBLE TOKENS

Whenever a city block is destroyed, after crowd tokens are produced, that city block will produce 1 rubble token.

When a rubble token is produced, the player that caused the token to be produced, must grab a random token from the rubble token pile, without looking at it and place it face down in the appropriate foundation square.

After the rubble token has been placed, the player that placed it must flip it over and resolve any game effects triggered by it.

BURNING RUBBLE

Any square containing burning rubble is considered to be a burning rubble square instead of what it normally is. All smoking rubble squares are counted as 2 squares when counting movement.

If your monster enters a burning rubble square it will gain 1 wound and it will be unable to gain bonus defense dice as long as it occupies the burning rubble square.

EXPLOSION (SPECIAL)

If an explosion token is revealed, all monsters adjacent to the explosion token gain 2 wounds and are knocked down. All other models and crowd tokens adjacent to the explosion token are removed from the board and returned to their appropriate token piles. Any Maser Cannons removed in this way are considered to have been destroyed by the player that caused the explosion to occur.

Once the effects of the explosion token have been applied remove it from the game.

ROCKY RUBBLE

Any square containing rocky rubble is considered to be a rocky rubble square instead of what it normally is. All smoking rubble squares are counted as 2 squares when counting movement

If your monster occupies a rocky rubble square it will gain 1 bonus defense dice if it is attacked while occupying the rocky rubble square, however you cannot give it an attack action as long as it occupies the rocky rubble square.

Additionally, all rocky rubble squares are counted as 2 squares when counting movement.

SMOKING RUBBLE

Any square containing smoking rubble is considered to be a smoking rubble square instead of what it normally is. All smoking rubble squares are counted as 2 squares when counting movement.

If your monster occupies a smoking rubble square, you must skip the action phase of your turn.

If you count a smoking rubble square when determining range to a target for a blast attack, that target cannot be chosen as the target of that blast attack.

MODELS

Models are the three dimensional plastic game elements used in the game to represent certain combatants and scenery.

All models are considered to be occupants of the square they are in and possess statistics allowing them to be targeted by a monster's bash or blast attack as well as any power that can be used against models.

Below is a list of the different models used in the game along with any rules that pertain to them.

MASER CANNONS

STOMP: 3 BASH: 0 BLAST: 3 RANGE: 3 DEFENSE: 0 WOUNDS: 1

If a monster is within range of a single Maser Cannon's blast attack during the Maser Cannon attack phase of that player's turn, that attack is made and resolved as a normal blast attack with the exception that Maser Cannons may use their blast attacks against adjacent targets.

If a player's monster is within range of multiple Maser Cannons' blast attacks, during the Maser Cannon attack phase of that player's turn, the blast attack dice of all Maser Cannons attacking are combined and rolled as a single attack, which is then resolved as a normal blast attack. If a player's monster is attacked by multiple Maser Cannons, that monster will gain bonus defense dice as normal, from each individual Maser Cannon attacking. Any bonus defense dice gained are added together and combined with the monster's normal defense dice and rolled as a single roll.

When a Maser Cannon is destroyed, the model representing it is given to the player whose monster destroyed it so that it may be placed back on the board during the reinforcement phase of the next turn.

CITY BLOCKS

STOMP: 0 BASH: 0 BLAST: 0 RANGE: 0 DEFENSE: 0 WOUNDS: 1-3

City blocks are a destructible game element used to block movement, add defense dice, and produce crowd tokens.

A city block can only be destroyed if a certain number of wounds are gained by it, as a result of a single attack. The number of wounds needed to destroy a city block depends on the color of the block. Red blocks are destroyed if they gain 1 or more wounds, grey blocks are destroyed if they gain 2 or more wounds, and blue blocks are destroyed if they gain 3 or more wounds.

If a city block does not gain enough wounds to destroy it, any wounds it did gain are ignored after crowd tokens are produced.

NOTE: Don't forget that a city block will produce one crowd token for every wound it gained, regardless of whether or not it is destroyed and a city block will produce one rubble token when it is destroyed.

MEGANULONS

STOMP: 4 BASH: 0 BLAST: 0 RANGE: 0 DEFENSE: 0 WOUNDS: 1

If there is a meganulon model on the game board, whenever a player is allowed to move a Maser Cannon, that player may instead move the Meganulon model.

During the Maser Cannon movement phase of any player's turn, if there are any crowds in a square adjacent to or occupied by a Meganulon model,

those crowds are returned to the crowd token pile.

A Meganulon may be chosen as the target of a monster's attack. Any attacks made against a Meganulon are made as normal, with the exception that a Meganulon has a defense rating of 0 and only gets a defense roll if it gains bonus defense dice.

A Meganulon will be destroyed and removed from the board if it gains 1 or more wounds.

If a Meganulon is destroyed as a result of a monster's bash attack, the monster that destroyed the Grub gets to reduce its wound total by 2 points.

🏔 XILIEN SAUCER

STOMP: 3 BASH: 0 BLAST: 0 RANGE: 3
DEFENSE: 0 WOUNDS: 2

If there is a Xilien saucer model on the game board, whenever a player is allowed to move a Maser Cannon, that player may instead move a saucer.

When moving a saucer, treat every square the saucer moves into as a clear and unoccupied square, with the exception that a saucer cannot end its move in an occupied square. Additionally, saucer models may occupy water squares.

A saucer can only be destroyed and removed from the board if it gains 2 or more wounds from a single attack. If a saucer does not gain enough wounds to destroy it, any wounds it did gain are removed from it after the resolution of the attack that wounded it.

During the Maser Cannon attack phase of a player's turn, if there is a saucer model within 3 squares of the monster whose turn it is, that saucer's model and that monster's model must swap squares. This swap must be made

before determining if any Maser Cannons are going to attack the monster.

If there is more than one saucer model within 3 squares of a monster, the opponent whose turn is next gets to decide which saucer the monster switches places with.

NOTE: A monster will only switch places with one saucer during its turn, regardless of how many saucers are within range after the initial switch.

W								R
1								1
2	**STOMP**	1	2	**3**	4	5	6	2
3	**BASH**	1	2	**3**	4	5	6	3
4	**BLAST**	1	2	**3**	4	5	6	4
5	**RANGE**	1	2	**3**	4	5	6	5
6	**DEFENSE**	1	2	**3**	4	5	6	6
7								7
8								8
9								9
10								10

GODZILLA

STATISTICS

POWERS

AQUATIC: WHEN YOU MOVE GODZILLA DURING THE MOVEMENT PHASE OF YOUR TURN, YOU MAY COUNT ALL WATER SQUARES HE MOVES INTO AS CLEAR SQUARES.

SWEEPING BLAST: WHEN YOU MAKE A BLAST ATTACK ROLL WITH GODZILLA, YOU MAY APPLY ALL "HITS" ROLLED TO ONE ADDITIONAL TARGET FOR EVERY "SPECIAL SYMBOL" ALSO ROLLED. ANY ADDITIONAL TARGETS CHOSEN MUST BE WITHIN RANGE AND IN A SQUARE ADJACENT TO THE ORIGINAL TARGET.

TAIL WHIP: IF GODZILLA IS THE TARGET OF AN UNSUCCESSFUL BASH ATTACK, YOU MAY KNOCK THE ATTACKING MONSTER BACK 1 SQUARE FOR EVERY "SPECIAL SYMBOL" YOU ROLLED FOR GODZILLA'S DEFENSE ROLL.

MECHAGODZILLA

W							R
1							1

STATISTICS

STOMP	1	2	**3**	4	5	6
BASH	1	**2**	3	4	5	6
BLAST	1	2	**3**	4	5	6
RANGE	1	2	**3**	4	5	6
DEFENSE	1	2	3	**4**	5	6

W column: 1 2 3 4 5 6 7 8 9 10
R column: 1 2 3 4 5 6 7 8 9 10

POWERS

FORCE FIELD: IF MECHAGODZILLA OCCUPIES A CLEAR SQUARE WHEN YOU MAKE A DEFENSE ROLL, ANY "SPECIAL SYMBOLS" YOU ROLLED ARE COUNTED AS "BLOCKS".

FULL ARSENAL: YOU MAY FORCE A TARGET OF MECHAGODZILLA'S BLAST ATTACK TO REROLL ONE "BLOCK" RESULT OF YOUR CHOICE FOR EVERY "SPECIAL SYMBOL" YOU ROLLED FOR YOUR ATTACK ROLL.

ROCKET PROPULSION: WHEN YOU GIVE MECHAGODZILLA AN ACTION THAT ALLOWS HIM TO MOVE, AND YOU MOVE HIM ALONG THE SAME DIAGONAL, HORIZONTAL, OR VERTICAL PATH FOR HIS ENTIRE MOVE, YOU MAY COUNT EVERY SQUARE HE MOVES INTO AS A CLEAR AND UNOCCUPIED SQUARE, EXCEPT THE SQUARE YOU ENDS HIS MOVE IN, THAT SQUARE IS COUNTED AS NORMAL.

GIGAN

STATISTICS

STOMP	1	2	3	**4**	5	6
BASH	1	2	3	**4**	5	6
BLAST	1	**2**	3	4	5	6
RANGE	**1**	2	3	4	5	6
DEFENSE	1	2	3	**4**	5	6

POWERS

ANTIGRAV PROPULSION: IF YOU MOVE GIGAN ALONG THE SAME DIAGONAL, HORIZONTAL, OR VERTICAL PATH FOR HIS ENTIRE MOVE DURING THE MOVEMENT PHASE OF YOUR TURN, YOU MAY TREAT EVERY SQUARE HE MOVES INTO AS A CLEAR AND UNOCCUPIED SQUARE, EXCEPT THE SQUARE HE ENDS HIS MOVE IN, THAT SQUARE IS TREATED AS NORMAL.

BUZZSAW DEFENSE: IF GIGAN IS THE TARGET OF AN UNSUCCESSFUL BASH ATTACK, THE ATTACKER MUST GAIN 1 WOUND FOR EVERY SPECIAL SYMBOL YOU ROLLED FOR YOUR DEFENSE ROLL.

HOOKED HORROR: YOU MAY FORCE A TARGET OF GIGAN'S BASH ATTACK TO REROLL ONE "BLOCK" RESULT OF YOUR CHOICE FOR EVERY "SPECIAL SYMBOL" YOU ROLLED FOR YOUR ATTACK ROLL.

MOTHRA

STATISTICS

	1	2	3	4	5	6
STOMP	1	2	3	4	**5**	6
BASH	1	2	**3**	4	5	6
BLAST	1	**2**	3	4	5	6
RANGE	1	**2**	3	4	5	6
DEFENSE	1	2	**3**	4	5	6

W: 1 2 3 4 5 6 7 8 9 10

R: 1 2 3 4 5 6 7 8 9 10

POWERS

AERIAL MONSTER: WHENEVER YOU MOVE MOTHRA DURING YOUR TURN, YOU MUST TREAT EVERY SQUARE SHE MOVES INTO AS A CLEAR AND UNOCCUPIED SQUARE, EXCEPT THE SQUARE SHE ENDS HER MOVE IN. THE SQUARE SHE ENDS HER MOVE IN MUST BE TREATED AS A CLEAR SQUARE THAT FOLLOWS THE NORMAL RULES FOR OCCUPANCY.

POISON: IF MOTHRA MAKES A SUCCESSFUL DEFENSE ROLL AGAINST A BASH ATTACK, THE ATTACKING MONSTER MUST DRAW AN INJURY CARD IF YOU ROLLED AT LEAST 1 "SPECIAL SYMBOL" FOR HER DEFENSE ROLL.

WING BUFFET: WHENEVER MOTHRA MAKES A BLAST ATTACK, THE TARGET OF THAT ATTACK DOES NOT GET TO MAKE A DEFENSE ROLL AND IT DOES NOT GAIN ANY WOUNDS AS A RESULT OF THAT ATTACK ROLL. INSTEAD, THE TARGET OF THE ATTACK IS KNOCKED BACK 1 SQUARE FOR EVERY SPECIAL SYMBOL YOU ROLLED FOR THE ATTACK ROLL.