



GAMERA

EVENT HERO
KAIJU
GUARDIAN
TENACIOUS
HUGE 15

12
6 1
6 7
1000

SPINNING FLAME SHELL SPECIAL MOVE
Move 8.
Gamera gains Flying and Stealth. After moving, roll 1 damage die against each figure that Gamera passed over.

PLASMA FLAME SPECIAL ATTACK
Range 5. Attack 5. Heat.
All figures, other than Gamera, adjacent to the target are also affected. If a figure takes 1+ wounds, roll 1 Heat damage die against that figure for each wound taken.

HUGE SHELL WITHDRAWAL
Once per round, after Gamera is targeted for an attack or ability, you may reveal Order Marker X on this card to ignore all wounds for this turn.

DATE ROLL

Icons: Fire, Earth, Air, Water, Energy