



GAMERA

SPINNING FLAME SHELL 8

Once per round, instead of moving, Gamera may move up to 8 spaces with Spinning Flame Shell. When moving with Spinning Flame Shell, Gamera has the Flying special power, and ignores leaving engagement attacks. After moving with this special power, roll an unblockable attack die against each figure occupying a space that Gamera passed over.



KAIJU

EVENT HERO

GUARDIAN

TENACIOUS

HUGE 15

PLASMA FLAME SPECIAL ATTACK

Range 5. Attack 5.

Any figures adjacent to the targeted figure other than Gamera are also affected by this special attack. Roll attack dice once for all affected figures. If a figure receives one or more wounds from this special attack, roll 1 unblockable attack die against that figure for each wound received. Figures with the Lava Resistant special power are not affected by this special attack.

HUGE SHELL WITHDRAWAL

Once per round, after Gamera is attacked or chosen by a special power, you may reveal an "X" Order Marker on this card. If you do, Gamera ignores all wounds for the remainder of this player turn.



12 LIFE

MOVE 6

RANGE 1

ATTACK 7

DEFENSE 6

1000

POINTS