

**IDW**  
**RODAN**

**CYCLONIC DRIFT STREAMS**

After Rodan moves normally, roll an unblockable attack die against each figure he passed over, or instead 2 if you reveal and remove an "X" Order Marker from this card. You may place each figure that receives a wound on an empty space 2 spaces away from its current placement. It will not take leaving engagement attacks.



**KAIJU**

**EVENT HERO**

**DESTROYER**

**WILD**

**HUGE 16**

**VOLCANIC COMBUSTION**

After Rodan receives one or more wounds, or at the end of the round, roll an unblockable attack die against each figure adjacent to Rodan that does not have the Lava Resistant special power.

**LAVA RESISTANT**

Rodan never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

**HYPERSONIC FLYING**

When using the Flying special power, Rodan may add 5 to his Move number. If he does, he will not take any leaving engagement attacks and cannot attack this turn.



**11**  
**LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 7**

**DEFENSE 7**

**700**  
**POINTS**

