



**IDW**

**BIOLLANTE**

**SPORE REGENERATION**

Start the game with 2 yellow Spore Markers on this card. If Biollante would receive any number of wounds and be destroyed, you may instead remove a Spore Marker from this card, ignore those wounds, and remove all Wound Markers from this card.



**KAIJU**

**EVENT HERO**

**DESTROYER**

**WILD**

**HUGE 13**

**GRASPING PLANT TENDRILS**

At the start of each player's turn, you may choose up to 2 figures within 12 spaces of Biollante. Roll one unblockable attack die against each chosen figure. If you roll a shield, the chosen figure may not move until the start of the next player's turn.

**CORROSIVE SPRAY  
SPECIAL ATTACK**

Range 9. Attack 9.

Biollante may only use this special attack if there are no Spore Markers on this card. If the defending figure receives one or more wounds from this attack, that figure is not considered to have clear sight on any other figures for the remainder of this round.



**6 LIFE**

**MOVE 6**

**RANGE 6**

**ATTACK 6**

**DEFENSE 5**

**1000 POINTS**