

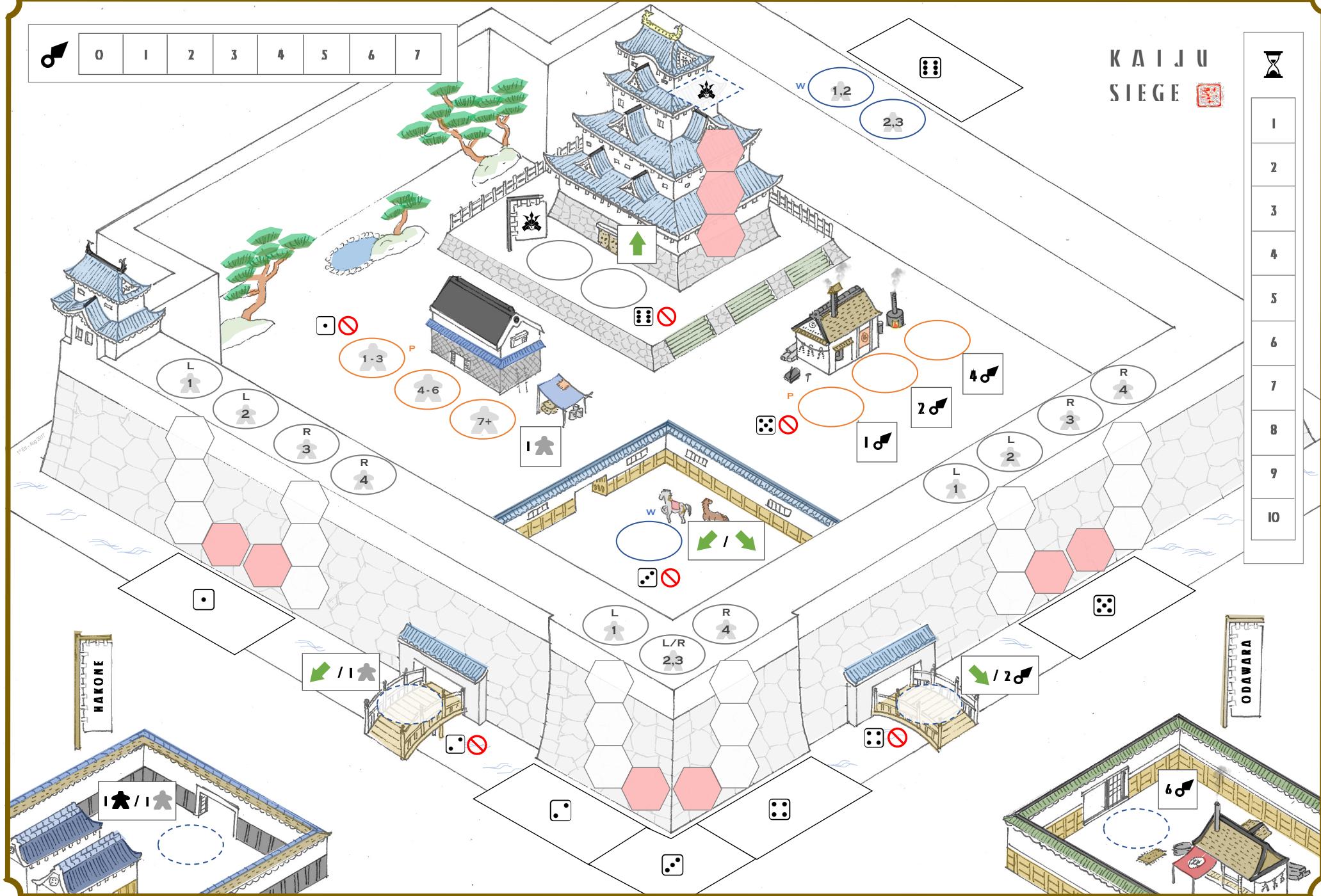


0 1 2 3 4 5 6 7

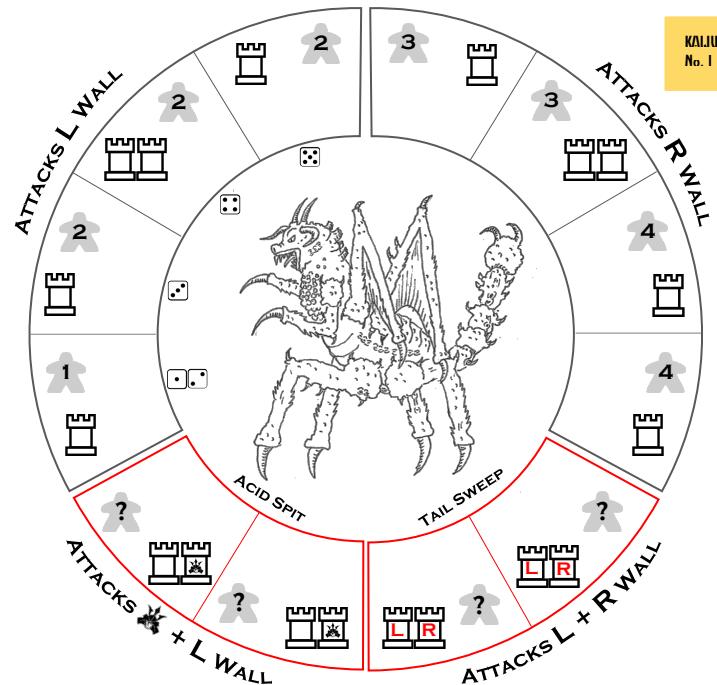
KAIJU  
SIEGE



1  
2  
3  
4  
5  
6  
7  
8  
9  
10

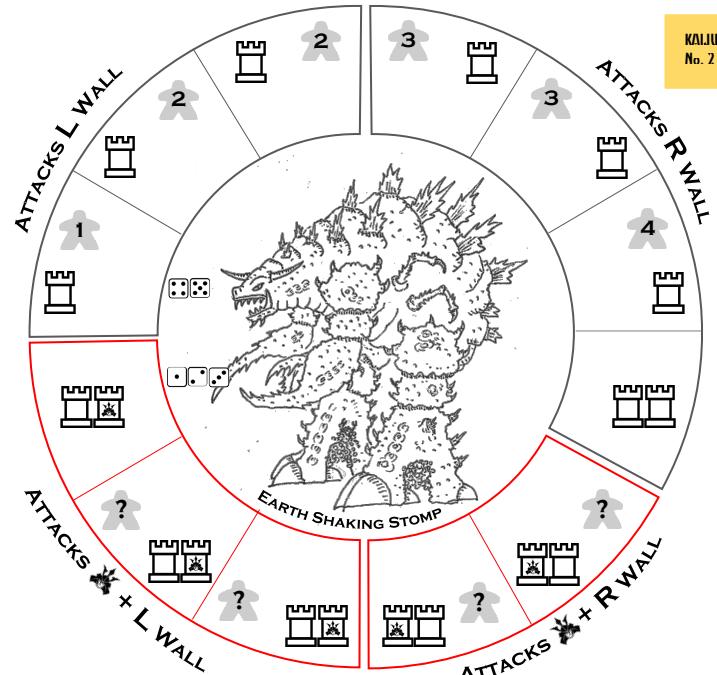
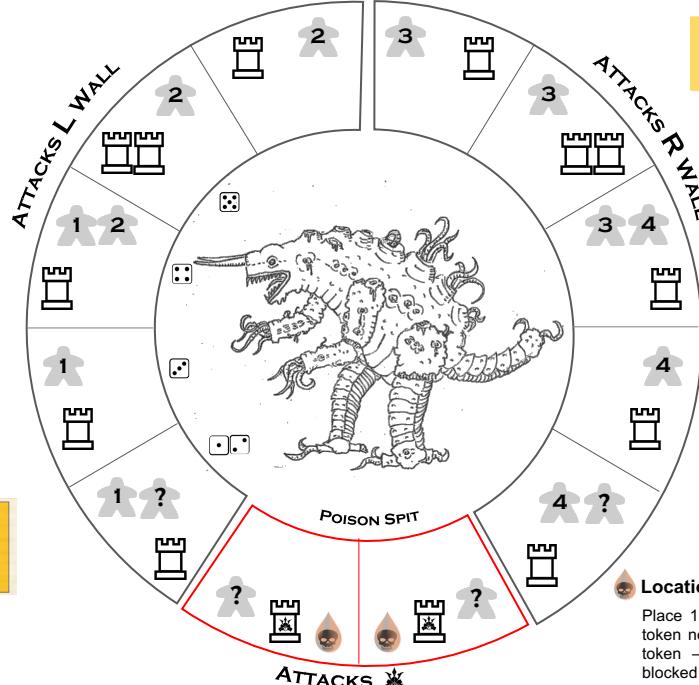


8	1
7	
6	+ TO HIT
5	
4	
3	
2	
1	+ TO HIT
	SKULL

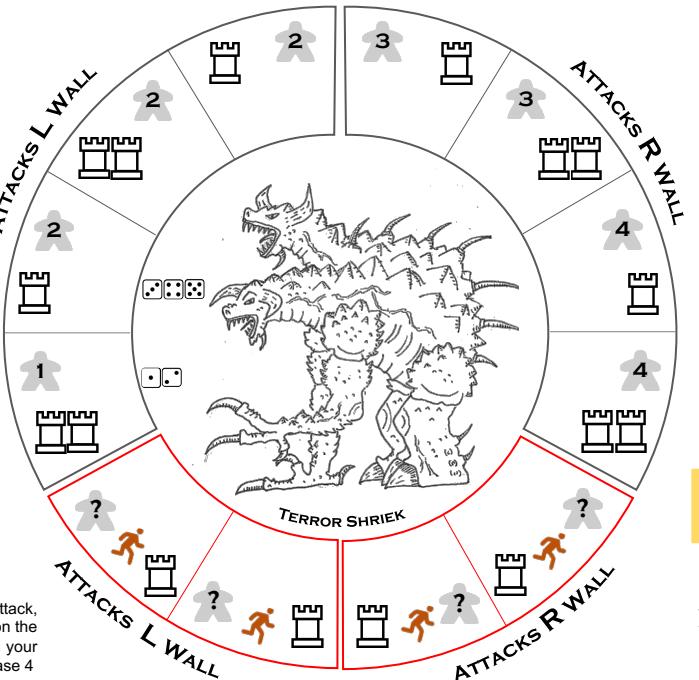


9	
8	+ TO HIT
7	BUT
6	+1♥ FOR EACH
5	
4	
3	
2	
1	
	SKULL

HEALING



4	
3	+ TO HIT
2	
1	
	SKULL



**DAIMYO**

LORD AKI

No. 1

**COMMAND: URGENT REPAIR**

- Once per game during Phase 4, you can deal 2 wall damages to 1 Wall Section to repair 1 'Severe Damage' of another Wall Section or the Shogun's Tower.

**ALLY: DUAL KATANA SAMURAI**

- When attacking, Dual Katana Samurai rolls  $2 \times d6$  instead of 1. You may pay 1  $\diamond$  to re-roll 1 die only per round.

**DAIMYO**

LORD ARASHI

No. 2

**COMMAND: HORSE EXPERT**

- Once per game, place 1 Warrior directly on a bridge without starting from the 'Seek Ally's Assistance' spot.

**ALLY: RONIN**

- May pay an additional 1  $\diamond$  for a Ronin to perform 1 extra attack per round.
- Instead of an attack roll, a Ronin can jump on the Kaiju and sacrifice himself as an attack value of  $2 \times \square +$ .

**DAIMYO**

LORD FUYU

No. 3

**COMMAND: FOCUSED ATTACK**

- Once per game, +1 to all attack dice, including re-rolls. Must declare use of Focused Attack before rolling die/s.

**ALLY: NINJA**

- Can be placed directly on Shogun Tower's roof.
- When attacked on Castle Wall or the roof, can make 1 saving throw – the Ninja survives with a roll of  $\square +$ .

**DAIMYO**

LADY HARU

No. 4

**COMMAND: RAIN ARROWS**

- Once per game, force the Kaiju to move to an adjacent spot without rolling its Movement die.

**ALLY: SAMURAI ARCHERS**

- Can be placed on Castle Wall to attack a Kaiju without spending any  $\diamond$ .
- Once per turn, can re-roll a miss die for free without spending any  $\diamond$ .

**DAIMYO**

LORD KAYAKU

No. 5

**COMMAND: COVER FIRE**

- Once per game, can place Worker/s in an area blocked by the Kaiju

**ALLY: MATCHLOCK ASHIGARU**

- +1 to attack die roll value.
- May pay 2  $\diamond$  to place a Matchlock Ashigaru on an adjacent Wall Section to attack the Kaiju. May pay 2  $\diamond$  to re-roll miss die once when attacking from adjacent section.

**DAIMYO**

LADY KAIYO

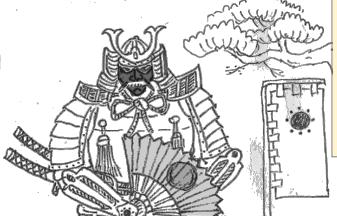
No. 6

**COMMAND: ENGINEERING**

- Once per game, 1 Peasant can perform wall repair as if he were 2 Peasants.

**ALLY: ONNA-BUGEISHA**

- Can be deployed both as a Peasant and a Warrior.
- When placed on the Castle Wall, can perform both the Peasant's action to prevent wall damage and the Warrior's action to attack the Kaiju at once.

**DAIMYO**

LORD NATSU

No. 7

**COMMAND: BARRICADE**

- Once per game, place up to 2 Warriors on the Kaiju Movement Track to block the Kaiju from entering the spot/s.

**ALLY: NANBAN BARBARIANS**

- An attack roll of  $\square \square$  deals 2  $\heartsuit$  damages.
- If attacked, lay the Barbarian down. During Phase 4, he can either return to the Garden to heal, or attack the Kaiju with his last breath (return to Hakone).

**DAIMYO**

LORD YAMA

No. 8

**COMMAND: REINFORCED WALL**

- Once per game, you can prevent 1 Wall Crumbling damage without having a Peasant on the attacked wall.

**ALLY: YAMABUSHI MONKS**

- Cancels Kaiju's attack on adjacent Worker/s but not on himself.
- If attacked, a Monk survives if there is an adjacent empty spot he can jump to.

## MISSION



WORKERS

No. 1

### ANSWER ODAWARA'S CALL FOR HELP

- Send 1 Peasant from your Castle game sheet to Odawara.

This Peasant will travel together with 1 of your Warriors via the 'Seek Ally's Assistance' path to Odawara.

After Phase 4 at Odawara, return the Peasant to the supply pool. Your Warrior returns to the Garden with 6d.

## MISSION



WEAPONS

No. 2

### HAKONE HAS RUN OUT OF WEAPONS

- Send 2 d from your Weapons track to Hakone.

Reduce your Weapons by 2 and place a yellow cube with a Warrior, who will deliver them via a 'Seek Ally's Assistance' path to Hakone.

After Phase 4 at Hakone, your Warrior returns to the Garden with 1d or 1g.

## MISSION



DELIVERY

No. 3

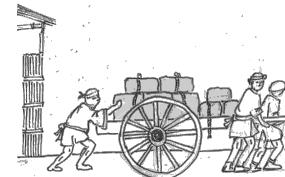
### ODAWARA HAS DISCOVERED THE KAIJU'S WEAKNESS

- Travel to Odawara and pick up the message to deliver to Hakone

Place a yellow cube at Odawara. Use 1 Warrior via the 'Seek Ally's Assistance' path to travel to Odawara to pick up the cube, and then deliver it to Hakone.

After Phase 4 at Hakone, your Warrior returns to the Garden with 1d or 1g.

## MISSION



DELIVERY

No. 4

### HAKONE'S METAL MAKES EFFECTIVE WEAPONS

- Travel to Hakone and pick up the material to deliver to Odawara.

Place a yellow cube at Hakone. Use 1 Warrior via the 'Seek Ally's Assistance' path to travel to Hakone to pick up the cube, and deliver it to Odawara.

After Phase 4 at Odawara, your Warrior returns to the Garden with 6d.

## MISSION



WALL

No. 5

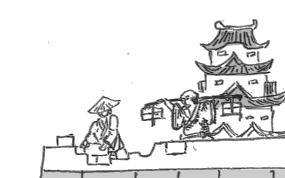
### TRADE STONES FOR WEAPONS

- Add 3 Damage to any Castle Wall Section/s to cannibalize the stones to deliver to Odawara.

Place a yellow cube with a Warrior, who will deliver them via the 'Seek Ally's Assistance' path to Odawara.

After Phase 4 at Odawara, your Warrior returns to the Garden with 6d.

## MISSION



WALL

No. 6

### REPAIR WALL TO PREPARE FOR NEXT ATTACK

- Repair 1 Castle Wall Section fully by the end of round 10

After Phase 4 of round 10, both damage tokens on 1 section of the Castle Wall, excluding the Shogun's Tower, must be removed from the game sheet.

## MISSION



WORKERS

No. 7

### GATHER MEN TOGETHER FOR THE NEXT BATTLE

- Maintain the total number of your Workers at 7+ at the end of round 10

After Phase 4 of round 10, at least 7 Workers, including any Ally Warriors, must return to the Garden.

## MISSION



WEAPONS

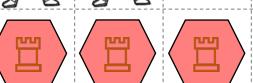
No. 8

### STOCK WEAPONS TO PREPARE FOR NEXT ATTACK

- Ensure your Weapons Track is full at 7d by the end of round 10

After Phase 4 of round 10, you must accumulate 7d.





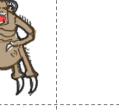
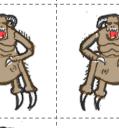
Only for  
Dokudon

Only for  
Ryotogen

For use with  
Missions



Variant Kaiju



Bonus Kaiju