

KAIJU SIEGE – GAME RULES

INTRODUCTION

You are a daimyo in the Edo period, sworn to protect your shogun against all enemies. However, no one was prepared for the emergence of Kaiju attacking castles all over Japan. The battles against these bovine-headed Kaiju faded into folklore as the *Ushi-Oni*, or the Ox Demons.

GOAL

You command a group of Peasants and Warriors to defend your castle and protect your Shogun against a Kaiju attack.

 You **win** if you manage to **kill the Kaiju** and have **2 or less 'Severe Damage'** on the Castle Wall and Shogun's Tower by the end of round 10.

 You **lose** if either:

- 1 section of the **Castle Wall** is destroyed; or
- Total '**Severe Damage**' exceeds 4; or
- The **Shogun's Tower** is destroyed; or
- You fail to kill the Kaiju by the end of round 10.

COMPONENTS REQUIRED

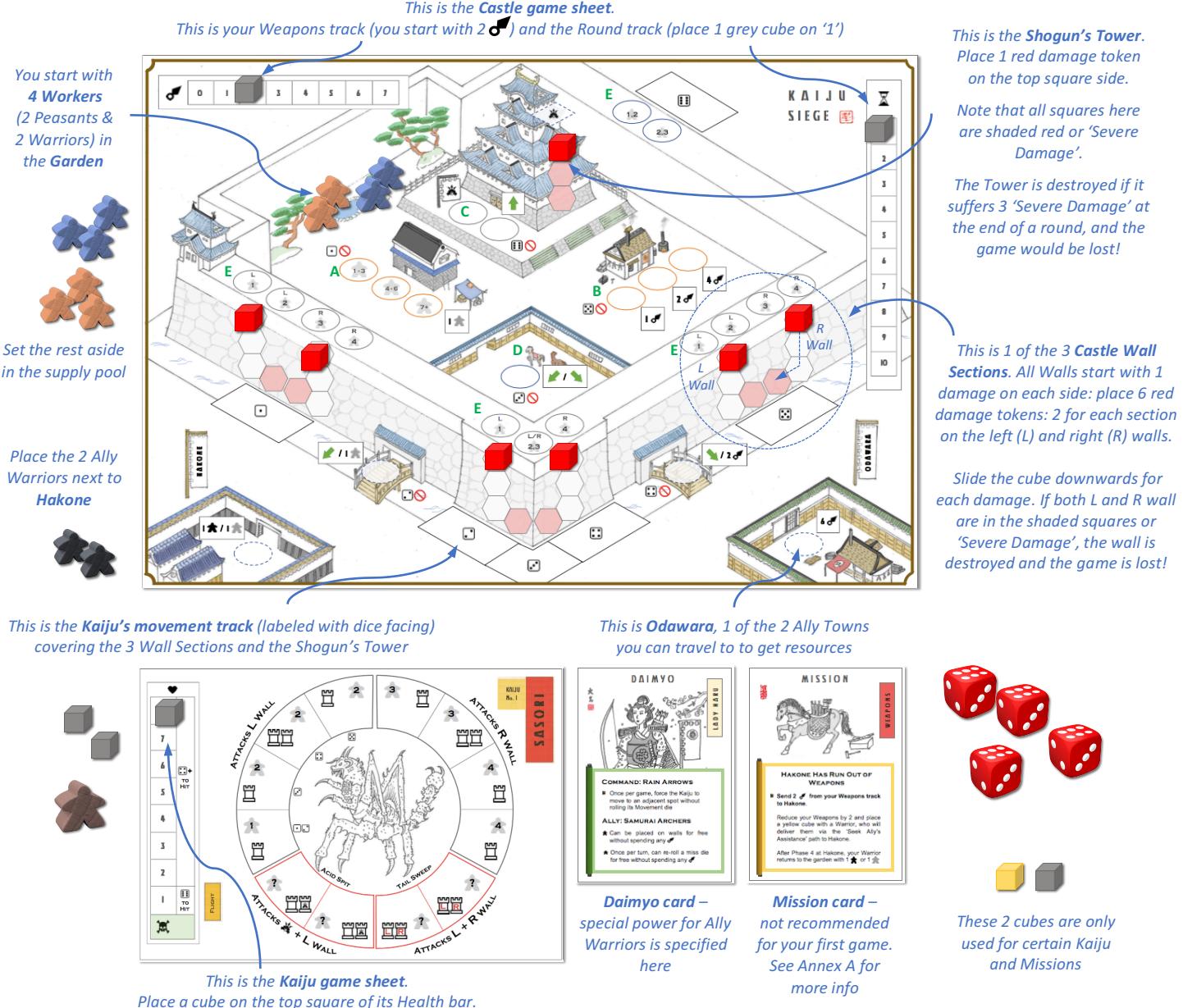
- 5 x Orange meeples (Peasants)
- 5 x Blue meeples (Warriors)
- 2 x Black meeples (Ally Warriors)
- 1 x Brown (large) meeple (Kaiju)
- 7 x Red cubes (Damage tokens)
- 6 x Grey cubes (as markers)
- 1 x Yellow cube (for Mission use only)
- 4 x six-sided die (d6)

Printed components:

- 1 x Castle game sheet
- 1 x Kaiju sheet
- 1 x Daimyo sheet
- 1 x Mission sheet (optional)

SETUP

Choose a Daimyo and a Kaiju and set up as shown:



This is the **Castle game sheet**.

This is your **Weapons track** (you start with 2 ⚡) and the **Round track** (place 1 grey cube on '1')

You start with **4 Workers** (2 Peasants & 2 Warriors) in the **Garden**

Set the rest aside in the **supply pool**

Place the 2 Ally Warriors next to **Hakone**

This is the **Kaiju's movement track** (labeled with dice facing) covering the 3 Wall Sections and the Shogun's Tower

This is **Odawara**, 1 of the 2 Ally Towns you can travel to to get resources

This is the **Kaiju game sheet**. Place a cube on the top square of its Health bar. The donut is known as the '**Kaiju Attack Cycle**'

Daimyo card – special power for Ally Warriors is specified here

Mission card – not recommended for your first game. See Annex A for more info

These 2 cubes are only used for certain Kaiju and Missions

This is the **Shogun's Tower**. Place 1 red damage token on the top square side.

Note that all squares here are shaded red or 'Severe Damage'.

The Tower is destroyed if it suffers 3 'Severe Damage' at the end of a round, and the game would be lost!

ROUND SEQUENCE

The game consists of 10 rounds with 4 phases in each round:

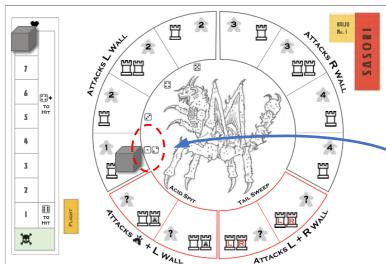
- 1 Kaiju Movement
- 2 Place Workers
- 3 Kaiju Attack
- 4 Resolve Workers' Actions

1 KAIJU MOVEMENT

Round 1 only: Roll 1 x d6 and place the Kaiju on the corresponding spot on the Kaiju Movement track (rectangular spots with d6 icons) on the Castle game sheet.

Note: A Kaiju will not start at (attacking the Shogun's Tower). Re-roll the movement d6 if a '6' is rolled.

Place a grey cube on the 'Kaiju Attack Cycle' on the Kaiju game sheet, corresponding to the d6 rolled.



Example:
 rolled for Kaiju movement at Setup
Place the cube at the sector with the matching die value

Blocking: When the Kaiju attacks from its spot, it blocks 1 area on the Castle game sheet marked by the corresponding d6 and a icon. E.g., a Kaiju attacking from will block building A (refer to game sheet on pg 1).

Place a grey 'Block' cube at the area as a reminder that it is blocked for this round, and no workers can be placed there.

At Start of each Round (Rounds 2 to 10):

Roll 1 x d6 and move the Kaiju to the corresponding spot on the Kaiju Movement track.

Note: A Kaiju will not stay at the same spot. Re-roll the movement d6 if necessary to place the Kaiju in a different spot.

Move the 'Block' cube on the Castle game sheet to block the area corresponding to the Kaiju's new attack spot.

2 PLACE WORKERS

Place your Workers from the Garden on the circular spots (**A** to **E** below) on the Castle game sheet to gain rewards:

- Orange border: Peasants only
- Blue border: Warriors only (including Ally)
- Grey border: All Workers (including Ally)
- Blue dotted: Warriors only; cannot place directly (see 'C - Shogun's Tower' and 'D - Seek Ally's Assistance')

See Annex B for an example of how to place your workers.

A Warehouse



Reward: Take **1 Worker** from the supply (either Peasant or Warrior) and add it to your Garden

► Place 1 to 3 Peasants. The higher the total number of Workers* on the Castle game sheet at Phase 2, the more Peasants are required to gain the reward.

- 1 to 3 Workers** on game sheet: **1 Peasant** required
- 4 to 6 Workers** on game sheet: **2 Peasants** required
- 7+ Workers** on game sheet: **3 Peasants** required

* Includes Warriors on roof, travelling, Ally Warriors gained, and any unused Workers in the Garden.

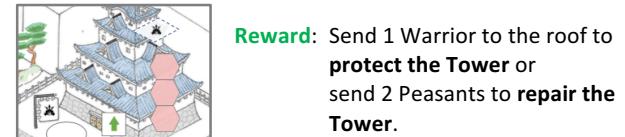
B Blacksmith



Reward: Gain **Weapons** for your Warriors' use to attack the Kaiju.

► Place 1 to 3 Peasants. More peasants working in the Blacksmith will get you more weapons. Place 1, 2 or 3 Peasants to gain 1/ 2/ 4 respectively.

C Shogun's Tower



Reward: Send 1 Warrior to the roof to **protect the Tower** or send 2 Peasants to **repair the Tower**.

► Place 1 Warrior: during Phase 4, the Warrior climbs to the roof (to the dotted square spot) and can be sacrificed to block 1 damage to the Shogun's Tower (see pg 4 – Warrior on roof). You may return a Warrior on the roof to your Garden during Phase 2 of each round.

► Place 2 Peasants: Move damaged token upwards by 1. If the damaged token is in the top square, remove it from the game sheet.

Note: All damage to the Tower are 'Severe Damage' that requires 2 Peasants to repair each damage.

D Seek Ally's Assistance



Reward: Travel 1 space towards the Ally's towns to gain either an **additional Worker or more Weapons**.

► Place 1 Warrior: during Phase 4, the Warrior travels 1 space towards either Hakone (bottom left corner of Castle game sheet) or to Odawara (bottom right), provided the path is not blocked by the Kaiju.

A Warrior who travelled 1 space will end on a bridge (see Castle game sheet). Provided the space is not blocked, a Warrior beginning Phase 4 on a bridge may either gain the intermediate reward of that bridge, or travel to the Ally's town.

Hakone track:

- Bridge intermediate reward: travel 1 space to Hakone **or** gain 1 Worker (Warrior or Peasant);
- Final reward at Hakone: gain 1 Ally Warrior **or** 1 Worker .

Note: Ally Warriors cannot be placed as Peasants. Their power differs based on the Daimyo used in each game, and are described on the Daimyo cards.

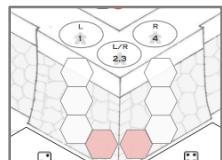
Odawara track:

- Bridge intermediate reward: travel 1 space to Odawara or gain 2 Weapons ⚔;
- Final reward at Odawara – gain 6 Weapons ⚔.

The Warrior returns to your garden together with the reward only at the end of Phase 4.

Blocked: If the Kaiju moves during Phase 1 and blocks a bridge occupied by a Warrior, lay the Warrior down (as shown in Annex B) – he must remain on the same spot during Phase 4 with no rewards. Stand the Warrior up after the Kaiju moves off at the start of the next round.

E Castle Wall



Reward: A Warrior can attack the Kaiju. A Peasant can repair the wall or prevent wall damage from Kaiju's attack.

There are 4 Castle Wall Sections that you can place Workers on - 3 sections, each with a left (L) and right (R) side, and 1 section beside the Shogun's Tower with 2 spots for Warriors only. You may place 1 Worker on each spot. However, be aware that you may lose 1 or 2 Workers to the Kaiju's attack!

► **Place 1 to 4 Warriors:** Spend 1 ⚔ for each Warrior/ Ally Warrior placed. You cannot place a Warrior if you do not have sufficient Weapon to spend at the start of Phase 2.

During Phase 4, each surviving Warrior in the same wall section as the Kaiju, regardless of L/R side, can roll 1 x d6 to attack the Kaiju (see pg 4 - Phase 4/ Attack the Kaiju).

► **Place 1 to 4 Peasants** (Kaiju is not in the same section): Each Peasant can repair 1 wall damage only if the Kaiju is not in the same section. A Peasant can only repair a specific side of the wall when placed in the corresponding side (L or R) as labelled on the spots.

Move the damage token upwards by 1 square for each Peasant present on the side of the wall. If the damage token is in the top square, remove the token from the game sheet.

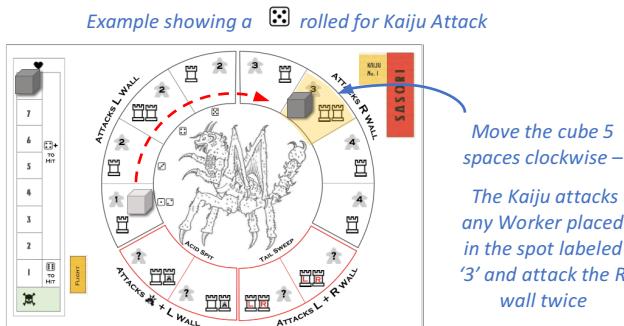
Note: If the damage token has moved into the red shaded square or 'Severe Damage', it takes **2 Peasants** to repair 1 Severe Damage.

► **Place 1 to 4 Peasants** (Kaiju is in the same section): Each surviving Peasant can prevent 1 wall damage if the Kaiju attacks the wall. This action is also specific to the side (L or R) that the Peasant is placed on.

Wall damage prevention is explained below in Phase 3, under Attacking Walls and Wall Crumbling.

3 KAIJU ATTACK

After placing all your Workers, roll 1 x d6 to determine the Kaiju's attack. This is done by moving the grey cube clockwise on the Kaiju Attack Cycle the same number of spaces as the die value rolled:



Hint: The Attack Cycle allows you to somewhat predict the Kaiju's attacking tendency each round.

Attacking Workers: The Kaiju will attack the wall section it is currently on. Always resolve a Kaiju's attack on Workers before its attack on walls. The number shown in the meeple icon on its Attack Cycle is the spot/s (matching the number labelled in meeple icons on each spot on the Castle Wall) that the Kaiju attacks this round.

Any Worker placed on an attacked spot is removed from the game sheet and returned to the supply pool without performing any actions. Return Ally Warriors to Hakone.

If the meeple icon on the Kaiju Attack Cycle shows a '?', roll 1 x d6 to determine which spot the Kaiju attacks.

Hint: While '?' is more random, there is a higher chance of survival as a '5' or '6' means the Kaiju missed!

Attacking Walls: The text on the perimeter of the Kaiju Attack Cycle indicates if the attack is on the L, R wall of the wall section the Kaiju is currently on, and/or the Shogun's Tower .

Shift the damage token down by 1 hex for each damage dealt. However, Peasant/s placed on the same side of the wall attacked can prevent 1 damage each.

Note: Each Peasant can only prevent 1 wall damage; return him to the Garden once he has done that.

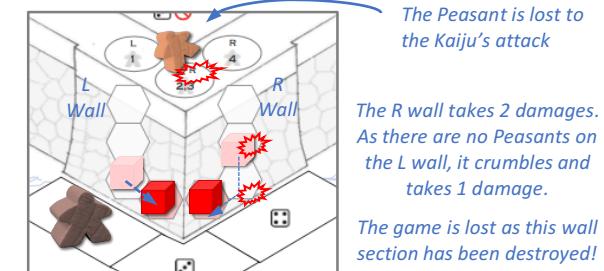
Wall Crumbling: When the Kaiju deals at least 1 damage to one side of a wall section, the other side of the same wall will crumble and suffer 1 damage as well. However, if a Peasant worker is placed there, the Wall Crumbling damage will be prevented.

Note: The Wall Crumbling effect will not occur if a Peasant had prevented the original attack such that no damage has been dealt to the wall.

Example: The Kaiju attacks spot '3' and the R wall twice. Let's look at how 2 different Peasants' placement can affect the outcome.

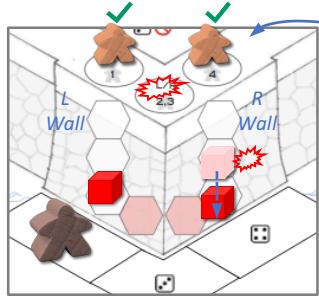
Scenario 1: No Peasants Present & Wall Section Destroyed

You placed a Peasant on spot '2,3' of the corner wall section, where he can tend to either the L or the R Wall



Scenario 2: 2 Peasants Present – Wall Damage & Crumbling Prevented

You placed 1 Peasant on spot '1' and 1 on spot '4'



The Peasant on spot '4' prevented 1 of the 2 damages to the R wall.

Still, the R wall took 1 damage, and the L wall is subjected to crumble. Fortunately, your Peasant on spot '1' prevented it and the L wall takes no damage.

Severe Damage: When the damage token on the wall reaches the red shaded square, that side of the wall is considered 'Severe Damage'.

If the Kaiju attacks the side of a wall already in 'Severe Damage', its damage token will not move any farther. However, it is still considered a wall damage and hence, the other side of the wall will still crumble.

Skull: When both L & R sides of a same wall section are in 'Severe Damage', the game is lost!

Shogun's Tower: If the Kaiju is on the spot of its movement track next to the Shogun's Tower, it will attack the Shogun's Tower the same number of times as the icon shown on its Attack Cycle, ignoring L, R or . So, in the example above, it will simply deal 2 damages to the Shogun's Tower.

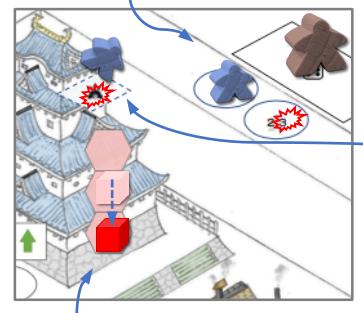
Skull: When the Shogun's Tower suffers 3 'Severe Damage' at the end of a round, the game is lost!

Hint: if the Shogun's Tower was attacked remotely, i.e. the Kaiju is not standing on and the spots on Shogun's Tower are not blocked, it is possible to place 2 Peasants to repair the damage in Phase 4, sometimes saving the Tower from destruction.

Warrior on Roof: A Warrior who progressed to the roof can be sacrificed to block 1 damage to the Shogun's Tower. Return the sacrificed Warrior to the supply pool.

Example: Let's use the same example of the Kaiju attacks spot '3' and the R wall twice, this time from

This Warrior standing on spot '1,2' is safe and can attack the Kaiju in Phase 4



Since the Kaiju is at it deals 2 damages to the Tower instead of the R wall – the Warrior on the roof takes the 1st damage, and the Tower takes the 2nd damage.

If the 3rd damage cannot be repaired by the end of this round, the game is lost!

Some Kaiju have special attacks that damages the Shogun's Tower remotely. Such attacks can also be blocked by a Warrior on the roof.

Hint: As the Shogun's Tower spot is blocked when the Kaiju attacks it, it is important to protect/ repair it when possible or things can turn dire quickly.

4 RESOLVE WORKERS' ACTIONS

- Return any Peasants you have placed in the Warehouse and Blacksmith to the Garden and gain the rewards accordingly. Place any new Worker gained in the Garden; slide the grey cube on your Weapons track to indicate any Weapons gained.
- Return any Peasants you have placed at the Shogun's Tower or on the Castle Wall. Perform any wall repairs if the Kaiju is not in the same Wall Section.
- Return any Peasants on the Castle Wall who did not prevent any wall damage and cannot perform any wall repairs.
- Perform a count of the 'Severe Damage':

All damages to the Shogun's Tower are considered 'Severe Damage' and each damage is a unique count for total 'Severe Damage' at the end of each round.

Red skull: When total 'Severe Damage' in your castle exceeds 4 at the end of a round, the game is lost!

- Move any Warrior you have placed at the Shogun's Tower to the roof (dotted square space).
- Move any Warrior you have placed on the Seek Ally's Assistance path, and gain any reward accordingly.

Note: You do not gain a reward immediately upon traveling to a spot. The reward is earned only after the Warrior spent 1 round at that spot, i.e. during Phase 4 of the next round.

- Attack the Kaiju - Roll 1 x d6 per Warrior on the Castle Wall in the same Wall Section as the Kaiju, i.e. a Warrior can attack the Kaiju from either the L or R side of the same Wall Section.

Check success against the Kaiju's Health bar on the Kaiju game sheet. For each successful hit, move the grey cube on the Kaiju's Health bar down by 1.

Re-roll Attack Die: You may pay 1 additional to perform a re-roll of a miss die once per Warrior per round.

Note: Roll/ resolve Ally Warrior's attack die separately if necessary based on their variable power.

Return Warrior to your Garden after attacking.

- Move the cube on the Round Track down by 1 and start Phase 1 of the new round.

Green circle: You win if you reduce the Kaiju's health to 0 and have 2 or less 'Severe Damage' by the end of round 10

~ End ~

You are now ready to play the game.
Refer to Annex A and Annex B for more information,
and Annex C for bonus Kaiju!

ANNEX A – NOTES ON KAIJU, DAIMYO & MISSIONS

KAIJU

#1 SASORI

Tail Sweep - Attacks both L and R wall; apply 'Wall Crumbling' effect just once on the side with less damage. If both sides are equal, apply 'Wall Crumbling' to the L wall.

#2 JISHINRA

Earth Shaking Stomp - Apply 'Wall Crumbling' effect for any damage on Castle Wall. Able to damage the Shogun's Tower remotely.

♥ - Jishinra can be hit either by 1 attack die roll of '6' or by 2 dice of value '4' or higher from 2 or more Warriors (or Lord Aki's Dual Katana Samurai who rolls 2 attack dice).

#3 DOKUDON

Heal – Dokudon will heal 1 ♥ (up to its max of 9 ♥) for each □ you rolled, even if you re-roll it.

Poison Spit - Use the spare grey cube as a second 'Block' token when playing with Dokudon. When Dokudon moves off after Poison Spit, do not move its existing 'Block' token. Instead, place the 2nd 'Block' token on the new spot it has moved to. The effect lasts 1 round only. After 1 round, resume using just 1 'Block' token.

#4 RYOTOGON

Two-headed - Use the spare grey cube as a second ♥ token when playing with Ryotogon. Unlike the other Kaiju, a Warrior must stand on the side of the Castle Wall corresponding to Ryotogon's L/ R head he wishes to attack. A Warrior can attack both its L/R head from the Shogun's Tower Castle Wall.

Terror Shriek – After Ryotogon has performed its attack on Workers, resolve 'Terror Shriek' before resolving its attack on Castle Wall. 'Terror Shriek' causes 1 of the remaining Workers (if any) on the attacked wall section (player's choice) to abandon his post and flee to the Garden without taking any actions. The Worker may be deployed as per normal in the next round.

DAIMYO CARDS

#1 LORD AKI

Urgent Repair - You may deal 2 damages to 1 side or 1 to each side of 1 Wall Section, with no 'Wall Crumbling' effect.

#2 LORD ARASHI

Ronin - A Ronin cannot 'jump on Kaiju' using extra attack. You may pay 1 ♀ to re-roll a miss die for the extra attack, as per a normal attack. Ronin vs Ryotogon – must jump from the side of Wall corresponding to the head attacked.

#3 LORD FUYU

Ninja - A Ninja who survived an attack on the roof would have still prevented the 1 damage to the Shogun's Tower and may return to the Garden or stay on the roof.

#4 LADY HARU

Rain Arrows - 'Adjacent' refers to a spot of a +1 or -1 die value. The Shogun's Tower is adjacent to both '1' and '5'.

#5 LORD KAYAKU

Matchlock Ashigaru - Shogun's Tower is adjacent to both the Wall Sections in front of Blacksmith and Warehouse.

#6 LADY KAIYO

Engineering - 1 Peasant can either repair 2 wall damages on the same side of a wall, or 1 'Severe Damage'.

#7 LORD NATSU

Barricade – Place Warrior/s during Phase 1 before rolling for Kaiju movement; re-roll movement die if Kaiju is blocked. Warriors placed cannot be re-deployed this round.

#8 LORD YAMA

Yamabushi Monks - 'Adjacent' refers to a worker/ spot of the same Wall Section only, and regardless of L or R side.

#9 LORD YOSHI

Wako Pirates – You can only flip the die if you chose not to re-roll, i.e. a re-roll attack die cannot be flipped.

#10 LADY YUKI

Yari Samurai – If killed, you gain 2 ♀ immediately; the ♀ gained can be used for re-rolls in the current round.

MISSION CARDS

After you are familiar with the game, you may add 1 of the 10 Mission cards to increase the game's difficulty. Once added, a Mission is mandatory and must be fulfilled for you to win.

#1 ANSWER ODAWARA'S CALL FOR HELP

The Peasant sent is returned to the supply (not Garden), and can still be gained via the Warehouse on later rounds.

#2 HAKONE HAS RUN OUT OF WEAPONS

Use a yellow cube for this Mission.

#3 ODAWARA HAS DISCOVERED THE KAIJU's WEAKNESS

Use a yellow cube for this Mission. Note that you do not gain any reward at Odawara when picking up the cube.

#4 HAKONE'S ALLOY MAKES EFFECTIVE WEAPONS

Use a yellow cube for this Mission. Note that you do not gain any reward at Hakone when picking up the cube.

Note: For #1 - #4, a Warrior moving into the Ally's Town during Phase 4 of round 10 is considered a successful delivery.

#5 TRADE STONES FOR WEAPONS

Add all 3 damages to any Wall Section/s in any combination during Phase 4 of 1 single round to earn the yellow cube.

#6 REPAIR WALL TO PREPARE FOR NEXT ATTACK

If you managed to kill the Kaiju before round 10, you can still perform wall repair up to Phase 4 of round 10.

#7 GATHER MEN TOGETHER FOR THE NEXT BATTLE

If you managed to kill the Kaiju before round 10, you can still gain Workers up to Phase 4 of round 10.

#8 STOCK WEAPONS TO PREPARE FOR NEXT ATTACK

If you managed to kill the Kaiju before round 10, you can still gain Weapons up to phase 4 of round 10.

#9 CONSULT YOUR ALLY

A Warrior moving into Hakone during Phase 4 of round 10 is a mission failure as Ally Warrior did not arrive in Garden.

#10 PROTECT THE SHOGUN AGAINST THE NEXT ATTACK

If you managed to kill the Kaiju before round 10, you can still perform repair on the Tower up to phase 4 of round 10.

ANNEX B

Overview of a game in progress – Phase 3 (Kaiju Attack)

Weapons to Deploy Warriors on Castle Wall: You are out of Weapons and will not be able to deploy any Warriors next round. However, the Samurai Archer can still be deployed for free (as stated on the Daimyo card).



Placing Peasants at the Warehouse:

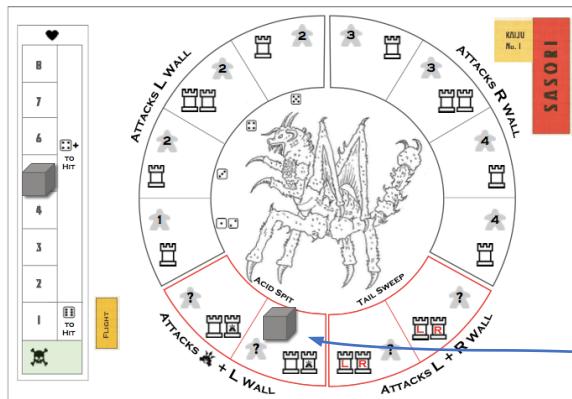
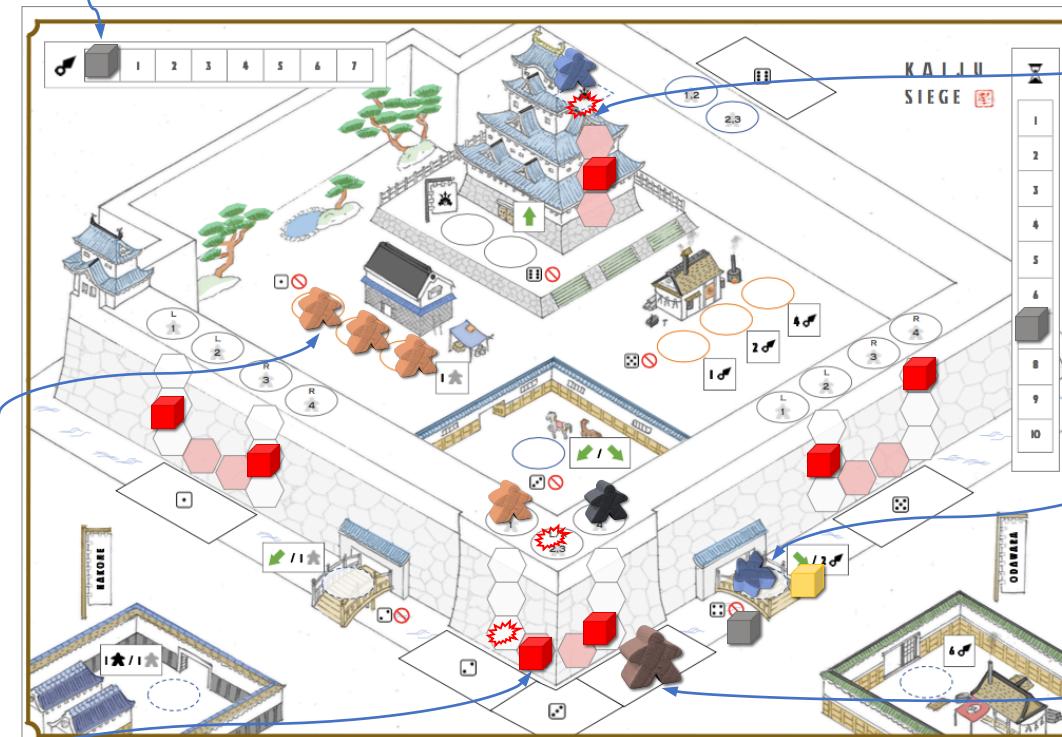
As the total number of Workers on the game sheet is currently 7 (including Ally and traveling Warriors), you need to place 3 Peasants at the Warehouse to gain 1 new Worker.



Repairing 'Severe Damage':

You'll have to place 2 Peasants on the L wall to repair this 'Severe Damage' when you get a chance.

This corner wall section gets attacked the most frequently when the Kaiju is on '2', '3' or '4' of its movement track.



1 Kaiju Attack Cycle

After rolling the d6, the token was moved to this sector, where the Kaiju attacks 1 random meeple (?) by rolling a d6, do 1 damage on the L wall and 1 damage on the Shogun's Tower.

4 Kaiju Attacks Shogun's Tower

The Warrior on the roof can be sacrificed to block the 1 damage dealt to the Shogun's Tower.

The 'Severe Damage' for the Shogun's Tower stands at 2, and the total 'Severe Damage' for this round is '3'.

Blocked while on the bridge: This Warrior carrying the yellow cube for the Mission is blocked (the 'Block' token is the grey cube next to the bridge) while on the bridge.

Therefore, he'll have to remain here during Phase 4, with no rewards.

3 Kaiju Attacks L Wall

A good move – your Peasant placed on the L wall saved the day! Otherwise, the Kaiju would have dealt 1 damage on the L wall (even though it's already under 'Severe Damage') that will cause the R wall to crumble and this wall section destroyed!

2 Kaiju Attacks (?) Meeple

A '2' was rolled. Fortunately, you did not place a Worker there.



ANNEX C – BONUS KAIJU

VARIANT KAIJU – Tower Defense Mode

#5 KUMONGA



Play a variant tower defense mode of Kaiju Siege.

GOAL

You win if you manage to **survive 10 rounds** without suffering any of the game lost conditions as per normal game rules, **and** there are **less than 3 Kumonga remaining** at the end of round 10.

COMPONENTS

- 5 Kaiju meeples

SETUP

At the beginning of the game, place 2 Kumongas on the Kaiju Movement Track: roll 1 x d6 to place 1 Kumonga; flip the d6 to its opposite face (i.e. '1' and '6', '2' and '5' or '3' and '4') to place the other Kumonga. Find the corresponding spot on the top left quadrant of the Kaiju Attack Cycle to place the grey marker cube.

Note: Kumonga can start at spot '6' unlike other Kaiju.

No Blocking: Do not use any 'Block' tokens. As Kumongas are smaller in size, there is no blocking when they attack.

KAIJU ATTACK

Roll 1 x d6 to determine the Kaiju's attack as per normal. Each Kumonga on the Castle game sheet will attack the Worker's spot and deal 1 damage to the wall in their respective Wall Sections.

No Wall Crumbling: there is no 'Wall Crumbling' effect as Kumongas are smaller in size.

Note: When there are 2 or 3 Kumonga attacking the corner wall section, each one will deal 1 damage, and the wall will accumulate damage very quickly.

When the wall a Kumonga is attacking is already in 'Severe Damage', the damage will go to the other side of the wall instead, akin to 'Wall Crumbling' effect of normal rules.

ATTACKING THE KAIJU

Each Kumonga has only 1 Health, hence there is no need to track their Health. Remove its meeple from the Castle game sheet when a Kumonga is hit.

KAIJU MOVEMENT – SPAWNING

During Phase 1, instead of rolling a die to determine Kaiju Movement, just look at the inside track of the Kaiju Attack Cycle on the Kaiju game sheet where the grey marker cube is on. **Spawn either 1 () or 2 () Kumonga** on the Kaiju Movement Track at the spot/s specified by the spider/s and die icons on the inside track of the Attack Cycle.

Each spot on the Kaiju Movement Track can only hold 1 Kumonga. If a Kumonga is spawned on an occupied spot, place it on the next higher die number (i.e. counter-clockwise on the Kaiju Movement Track; '6' loops back to '1').

A maximum of 5 Kumongas can be added to the game sheet. If a sixth Kumonga is spawned, ignore it and try to recover if you can!

SPECIAL APPERANCE KAIJU

#X ZILLASAUR



It's K-Day in Edo Japan - Zillasaur appeared at your castle injured from previous battle. You need to strike it down fast as it's starting to regenerate its health!

Regenerate - Zillasaur's Health grows by 1 each round from round 7 onwards – for example, during Phase 4 of round 8, you would have to reduce its health to the marked by 'R8' on its Health bar to defeat it.

Tail Sweep - Attacks both L and R wall; apply 'Wall Crumbling' effect just once on the side with less damage. If both sides are equal, apply 'Wall Crumbling' to the L wall.

Nuclear Pulse - Choose 1 Worker (if any) on the attacked Castle Wall Section to remove and return to the supply. Able to damage the Shogun's Tower remotely.

Atomic Ray - Deal 1 damage to L and R sides of all 3 Wall Sections and 1 damage to the Shogun's Tower, i.e. total of 7 damages dealt. Do not apply any Wall Crumbling effect. Atomic Ray applies the same when Zillasaur is attacking from the Shogun's Tower ('6').

Note: Each Peasant placed on the wall can prevent 1 wall damage from Atomic Ray.

On the next round following an Atomic Ray attack, Zillasaur will only attack Workers and not Castle Wall, i.e. ignore the icon on the Kaiju Attack Cycle for the next round.

Note: If Zillasaur is rolled to perform Atomic Ray attack for 2 consecutive rounds, no damages occur on the second attack. However, it is considered recharged and will attack Castle Wall as per normal on the following round.