

HOLD YOUR FIRE!
SURVIVORS
located at grid reference

L2

Win this card only when the people are rescued. You may **NOT** attack the monster again until these survivors are safe (or dead...!)

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H7

Win this card only when the people are rescued. You may **NOT** attack the monster again until these survivors are safe (or dead...!)

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J5

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B6

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H2

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D5

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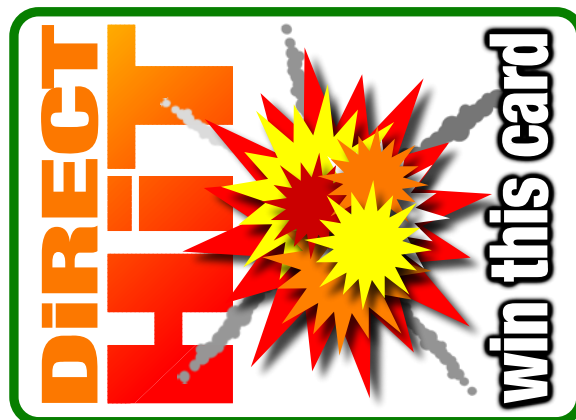
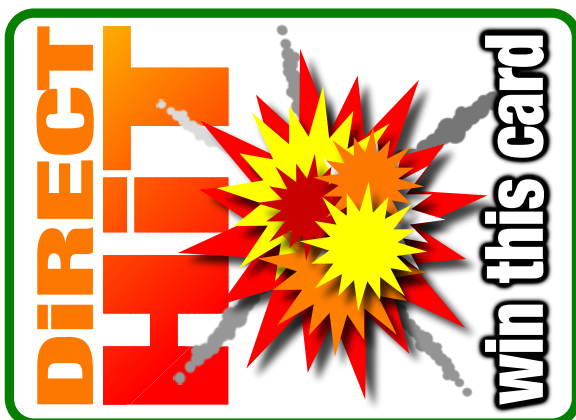
A2

Win this card only when the people are rescued. You may **NOT** attack the monster again until these survivors are safe (or dead...!)

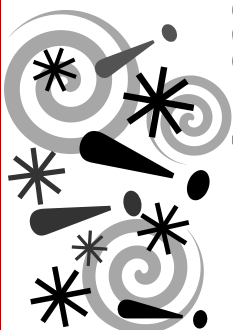
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D8

Win this card only when the people are rescued. You may **NOT** attack the monster again until these survivors are safe (or dead...!)



**MONSTER
RAGE**



Monster spins 360°
Win this card if
NO damage is caused

**FIRE
CREW**



**ALL fires
extinguished**
Remove all fire tokens from play.
WIN this card

**MONSTER
QUAKE**

ALL burning buildings collapse



Remove all burning buildings from the
board then discard this card.
**WIN this card if there are no buildings
on fire**

**CRITICAL
HIT**



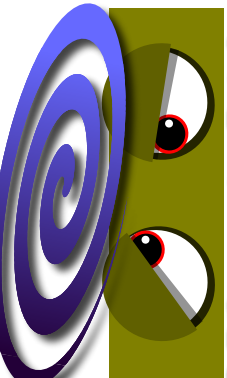
**win this card and a
reserve unit**

**MONSTER
flySWAT**



your helicopter is history!
If this HIT was made by a helicopter it
is destroyed, discard this card.
If a tank unit made this HIT
WIN this card.

**MONSTER
DAZED**



Roll the monster die twice
**WIN this card ONLY if NO
damage is caused.**

**MONSTER
REVENGE
attack**



Roll the regular die
if the result is equal to or greater
than the number of squares between
the firing unit and the Monster then
that unit is destroyed. **WIN this card**
ONLY if your unit is safe.

**DIRECT
HIT**



win this card

Print on the reverse of all four card sheets

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