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**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...!)

**HOLD YOUR FIRE!**  
**SURVIVORS**  
located at grid reference

J5

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

**HOLD YOUR FIRE!**  
**SURVIVORS**  
located at grid reference

H2

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

**HOLD YOUR FIRE!**  
**SURVIVORS**  
located at grid reference

A2

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

**HOLD YOUR FIRE!**  
**SURVIVORS**  
located at grid reference

H7

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

**HOLD YOUR FIRE!**  
**SURVIVORS**  
located at grid reference

B6

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

**HOLD YOUR FIRE!**  
**SURVIVORS**  
located at grid reference

D5

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

**HOLD YOUR FIRE!**  
**SURVIVORS**  
located at grid reference

D8

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

for non-commercial use only



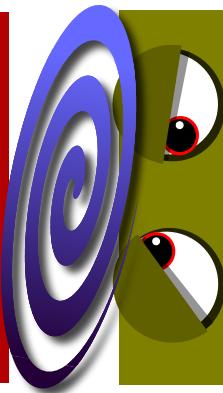
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## MISSION ACCOMPLISHED



You killed the  
**MONSTER**  
win this card to end the game

## MONSTER DAZED



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

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## MONSTER OUAKE

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

## FIRE STORM!

Existing fires spread to ALL  
adjacent buildings.  
WIN this card only if no MORE  
buildings catch fire

## FIRE STORM!

Existing fires spread to ALL  
adjacent buildings.  
WIN this card only if no MORE  
buildings catch fire

## DIRECT HIT



win this card

## DIRECT HIT



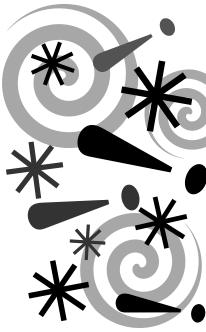
win this card



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Print this sheet twice

# MONSTER RAGE



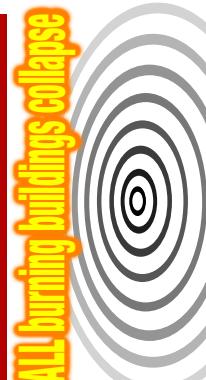
Monster spins 360°  
Win this card if  
NO damage is caused

# FIRE CREW

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

for non-commercial use only

# 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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