



# K-DAY: KAIJU WAR!



## Game Rules

### 1. OBJECTIVE & GAME SETUP










#### 1.1 Objective & Win Condition

- K-Day: Kaiju War! is a solo dice game where you play Zillasaur, **destroying Buildings** in Cities and **battling Guardian Kaijus** that emerge to protect the land.
- It is Action Point (AP) based: Zillasaur starts each day with **4 APs**, and has **14 days** of destruction to achieve **300 Victory Points (VP)**.
- You **win** if you are able to **score 300 VPs** and have **at least 1 Health Point (HP)** before or by the **end of the 14<sup>th</sup> day**.
- You **lose** if you fail to reach 300 VPs or if Zillasaur's HP is reduced to zero.

#### 1.2 Equipment Needed

- **A4 size print out** of the game sheet
- **Pen or pencil**
- **2 Tokens** – 1 for Guardian kaiju and 1 in a different color for Zillasaur (can be replaced by cut-outs in the Annex or your own Kaiju miniatures!)
- **11 x 6-sided Dice (d6)** - **6** in 1 color (Zillasaur's) and **5** in another color (opponents')

#### 1.3 Placing Tokens on the Game Sheet

- **Roll 1 x d6** and place **Zillasaur** in 1 of the 3 **Ocean** (  ) spaces with the corresponding number shown at the bottom of the Ocean spaces.
- **Roll 1 x d6** to determine the **Guardian** that will emerge:
  -  –  **King Hydra**
  -  –  **Mothster**
  -  –  **Burrogon**
  -  –  **Pterodan**
- **Roll 2 x d6** and place **Guardian** in the corresponding number on the **City** space.

#### 1.4 Determine Event (Optional: not recommended for first play)

- As an optional play to increase the difficulty, **Roll 1 x d6** to determine 1 event occurring for the entire game. See Annex A or Game Sheet for event description.

## 2. BASIC TURN SEQUENCE

### 2.1 A Day in Kaiju War

- Zillasaur begins the game with **6 HP** and starts each day with **4 Action Points (AP)** that can be used for:

Action	AP Cost	Dice Used
<b>Movement</b>	1 AP per space	Nil
<b>Attack a City</b>	1 AP per roll with up to 2 re-rolls	6 dice (see 2.2)
<b>Gain HP</b>	4 AP (only at a Nuclear Plant)	11 dice (see 2.3)
<b>Engage a Guardian</b>	1 AP per battle	10 dice (see 2.4)

- The **day ends** when all 4 APs are used up or if you choose to forfeit the remaining AP. **Cross out 1 day** on the **Day Count Tracking Bar** on the Game Sheet and:
  - **Take HP loss = no. of Army Units in City** (if any, see 2.2); and
  - **Move the Guardian** (see 2.7).

### 2.2 Attacking a City – Use 6 x d6 (Zillasaur)

- Zillasaur **scores VPs** indicated for each City when all the **Buildings** (🏠) are **destroyed** (indicated by crossing out the boxes on the Game Sheet). **VPs are recorded** by crossing out the **Victory Points Tracking Bar** on the Game Sheet.
- The **Army units** (👤) in each City **do not need to be destroyed** to score the VP. Army units may be destroyed as a measure to prevent losing HP (see below).
- 1 attack AP consists of a roll of **6 x d6** – you may choose to keep or **re-roll** any die with **up to 2 re-rolls** (except 1 - see below).
- City Attack dice are resolved as follows (see *Example #1*):

- 1

-

**Locked!** Can be **unlocked** and re-rolled together with a 

6
- If '1' remains **locked** or is rolled on a **3<sup>rd</sup> roll**, Army attacks and Zillasaur takes **1 HP loss** for **1 or 2**

1

 ; **2 HP loss** for **3+**

1

 per Attack roll.  
(note: after resolving battle dice - no effect if Army was destroyed).
- 2

-

**Miss! No effect**
- 3

-

**3 of a kind = 1 damage to Buildings** (🏠)  
**4 or 5 of a kind = 2 damage; 6 of a kind = 4 damage**
- 4

-

**3 of a kind = 2 damage to Buildings** (🏠)  
**4 or 5 of a kind = 3 damage; 6 of a kind = 5 damage**
- 5

-

**2 of a kind = 1 damage to Army** (👤)
- 6

-

**Wild or Unlock** a 

1

 if re-rolled together  
(i.e. a 

6

 on a final re-roll may no longer be used to unlock a 

1

 and will have to count as wild for 

2

 , 

3

 or 

4

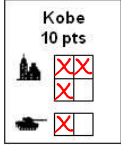
 )

Example #1 - Attack on Kobe City using 6 x d6:

**A Good Day:**

Roll #1: 4, 4 (Keep) 1, 1 (Re-roll) 1, 6 (Unlock to Re-roll)

Roll #3: 4, 4, 4, 4 (Wild) 5, 5 (Wild)

Outcome: 



3 Building Damage, 1 Army Damage

**A 'Bad Dice' Day:**

Roll #1: 4 (Keep) 1, 1, 1 (Re-roll) 1, 1 (Locked)

Roll #3: 4, 4 (No effect) 1, 1, 1, 1 (Army Attacks!)


Outcome: 2 HP damage to Zillasaur!


 HP 


\* - 3 or more 1 delivers a max of 2 HP damage to Zillasaur per attack roll


- If Zillasaur **ends the day in a City** with Army units, Army attacks and Zillasaur **loses as many HPs as there are Army units**. This is resolved before Guardian movement and includes Cities that are destroyed but with Army units remaining. However, Army units will not attack if Zillasaur initiated a **Kaiju Battle** for that day and does not attack the City at all for that day.

### 2.3 Gain HP: Nuclear Regenerate! – Use 6 x d6 (Zillasaur) vs 5 x d6 (Army Air Strike)


- Nuclear regeneration occurs when Zillasaur starts a day on one of the Nuclear Plant (  ) spaces and using all 4 APs (i.e. lose 1 day) to attempt to gain HP (up to a maximum of 12 HP gain indicated on the Game Sheet).
- Roll **6 x d6** for Zillasaur, with up to 2 re-rolls, working on the combination based on how aggressively you wish to gain HP. Zillasaur's dice are resolved as follows:





 - **No effect.** Can be re-rolled (not locked)

 - **Dodge** (1 per die)

 - **Regenerate**

- 1 to 3 Regen dice = Gain 2 HP  
 - 4 Regen dice = Gain 4 HP  
 - 5 Regen dice = Gain 6 HP

 - **Wild** (assign to Dodge or Regen before Air Strike dice roll)

- After Zillasaur's rolls are finalized, including allocation of any 'Wild' dice, roll **5 x d6** for Army Air Strike:
  -  to  - **Miss**
  -  to  - **Strike!**
- The total **hit** on Zillasaur is the **number of Strike dice minus the number Zillasaur Dodge dice** (see Example #2).
- Nuclear Regeneration and Air Strike are resolved as follows:
  - 1 hit = Zillasaur **loses 1 HP** but still **scores any HP gain\***
  - 2 or more hits = Zillasaur **loses 1 HP** and any **gain in HP is negated**

\* Note: Zillasaur must survive the Air Strike in order to score the HP gain.

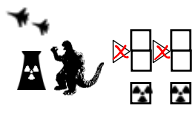
Example #2 - Nuclear Heal and Air Strike that follows using all 11 dice!:

**A Good Day:**

Zillasaur: 2 Dodge (1 Wild, 1 1), 4 Regenerate (2 Wild, 2 1)

Air Strike: 2 Strike (2 6), 3 Miss (3 1)

Outcome: 4 HP Gain for Zillasaur!

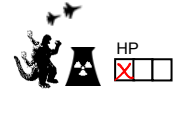


**A 'Bad Dice' Day:**

Zillasaur: 1 Dodge (1 1), 3 Regenerate (3 1)

Air Strike: 2 Hits! (2 6), 3 Strike (3 6), 2 Miss (2 1)

Outcome: 1 HP damage and no HP gain!



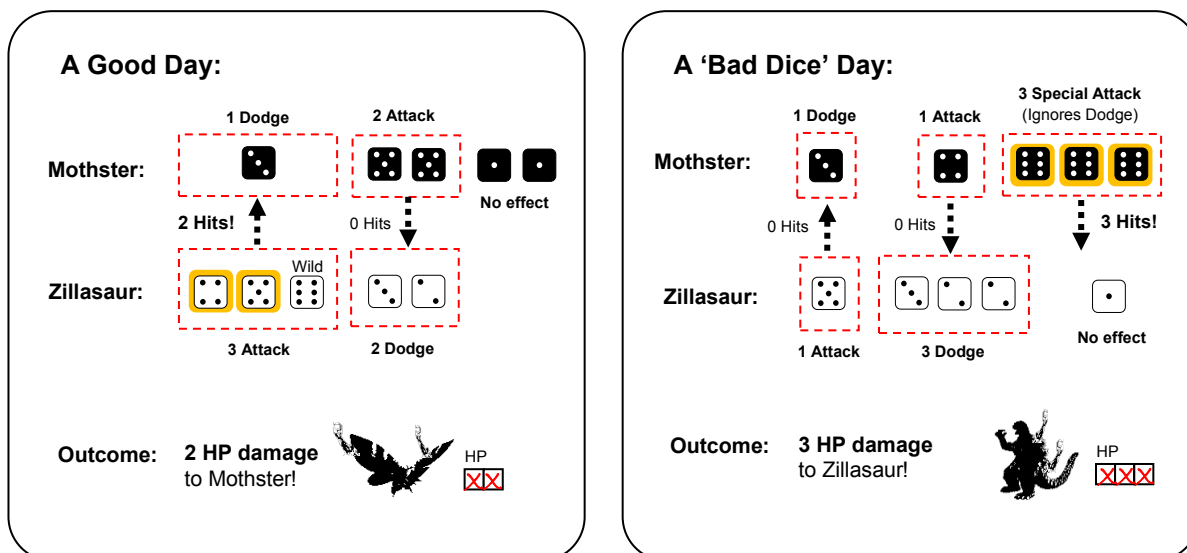
## 2.4 Engaging a Guardian in a Kaiju Battle! – Use 5 x d6 (Zillasaur) vs 5 x d6 (Guardian)

- A Guardian **cannot be bypassed** and must be engaged if Zillasaur enters the same space. Zillasaur may move into a space (1AP) with a Guardian and must spend **1 additional AP to engage**.
- If Zillasaur has no AP remaining after the move, Kaiju Battle will still be initiated at the end of the day. The Guardian will attack in lieu of moving.
- Kaiju Battle** – switch to **5 x d6 for Zillasaur** and **5 x d6 for Guardian**. In one battle turn, the 10 dice are rolled together - player can review the outcome and choose to **re-roll** Zillasaur's dice with **up to 2 re-rolls** (except 1 - see below). A Guardian's dice will only be rolled once.
- Zillasaur's dice are resolved as follows:

1	- No effect and Locked! Can be unlocked and re-rolled together with a 6
2	- Dodge (1 per die)
3	- Attack (1 per die)
6	- Wild or Unlocks a 1 to be re-rolled <u>together</u>

- The **difference between the number of Attack and Dodge dice** will be the **HP damage** dealt.
- Guardian's battle dice** are resolved uniquely for each kaiju (King Hydras and Mothster have special attacks!); see Game Sheet or Annex of this Game Rules.
- If Kaiju Battle is **not ended after every 3 battle turns**, lose **1 day** and any remaining APs and continue the battle. Army attacks are ignored during and after a Kaiju Battle.

Example #3 - Kaiju Battle! Zillasaur vs Mothster using 10 x d6:





## 2.5 Ending a Kaiju Battle

- A battle ends if the **Guardian's HP is reduced to 'Retreats' or 'Eliminated'** as indicated on the Game Sheet. **VP** for defeating the Kaiju is **scored in both cases**.
- The defeated Guardian is removed from the Game Sheet and a **new Guardian will be placed immediately** but it will not move for the day; re-roll dice for the following conditions:
  - d6 determined an eliminated Guardian : Re-roll to determine another Guardian
  - 2 x d6 lands Guardian in same City as Zillasaur: re- roll to place in a different City
- After battle dice is resolved, **Zillasaur may choose to retreat**, losing any remaining APs. No day loss is incurred if the retreat occurred within the 3 battle turns for that day. Zillasaur must move backwards to the nearest Ocean space.



## 2.6 Zillasaur's Special Attacks – Radioactive Ray & Tail Sweep!



- Special Attacks can be used after an attack (on either Buildings, Army Units or Guardian).
- Special Attacks require **no AP** but can be activated only after the battle dice are resolved.
- Special attacks inflict damages based on a **1 x d6 roll**:

Once per game - Radioactive Ray!:  to  = 2 damage

 to  = 3 damage







Twice per game - Tail Sweep!: **Zillasaur loses 1 HP** to inflict the following :

-  to  = 1 damage

 to  = 2 damage

## 2.7 End of Day – Guardian Moves

- After taking up to 4 AP, **cross out 1 day** from the bar on the right side of the Game Sheet. Any unused AP is forfeited and does not carry over to the next day.
- **Roll 1 x d6** to determine **Guardian's movement** as follows:

Move <b>LEFT</b> :	 1 space L	 2 spaces L	 3 spaces L
Move <b>RIGHT</b> :	 1 space R	 2 spaces R	 3 spaces R

- 2 of the Guardian kaijus have **special movement** (see Annex A or Game Sheet) – Burrogon moves without rolling the d6, and Pterodan moves 1 additional space.
- If Guardian is on a space with alternate routes, it will select the route that moves it closer to Zillasaur.
- A Guardian will **not move into an Ocean or Nuclear Plant space**. The left boundary is Nagasaki City and the right boundary is Aomori City.
- If Guardian is, for example, on left edge of map (Nagasaki city) and rolled to move LEFT, the Guardian will not move for that day (except for Burrogon – see Annex A).

## 2.8 Guardian Heals – During Movement Phase

- A Guardian (except Burrogon) that had retreated and re-entered Japan will heal 1 HP if it remains stationary after rolling the movement die (e.g. if a Guardian is on the leftmost city Nagasaki and rolled to move LEFT, it will not move and will gain 1 HP).
- This healing occurs just once and only applies to Guardians that re-entered Japan (indicated by checking the arrow on the Guardians' HP bars in the Game Sheet)

## 2.9 Kaiju Battle on the Final Day

- At the end of the **14<sup>th</sup> day**, if a Guardian moves into same space as Zillasaur, a Kaiju Battle will still commence.
- For Kaiju Battle on the final day, Zillasaur may choose to:
  - **Retreat after** at least 1 battle turn, if you have already scored 300 VP and wishes to avoid conflict. You **lose** if Zillasaur's HP is reduced to zero for that 1 battle turn;
  - or
  - **Defeat the Guardian in 3 battle turns** to score the VP. You **lose** if you are unable to defeat the Guardian in 3 battle turns or if Zillasaur's HP is reduced to zero.
- If Zillasaur successfully defeated the Guardian, the **VPs scored will count** towards the total VPs within the 14 days.

## ANNEX A – INFORMATION ON GUARDIANS, OPTIONAL EVENTS & KAIJU TOKENS



### KING HYDRAH

- **Enters Japan:** On Roll of
- **Health Points:** 4 (Retreats) + 3 (Eliminated)
- **Victory Points:** 40 pts per defeat
- **Special Attack:** Multi-lightning strike - King Hydrah's 3 heads attack! Each die counts as 2 Attack
- **Battle Dice:**
  - Miss! No effect
  - Dodge (1 per die)
  - Attack (1 per die)
  - Special Attack = 2 Attacks per die (may be dodged)



### MOTHSTER

- **Enters Japan:** On Roll of or
- **Health Points:** 4 (Retreats) + 3 (Eliminated)
- **Victory Points:** 30 pts per defeat
- **Special Attack:** Moth grubs attack! Each die counts as 1 Attack that ignores Zillasaur's Dodge dice.
- **Battle Dice:**
  - Miss! No effect
  - Dodge (1 per die)
  - Attack (1 per die)
  - Special Attack = 1 Attack per die that cannot be dodged



### BURROGON

- **Enters Japan:** On Roll of or
- **Health Points:** 4 (Retreats) + 3 (Eliminated)
- **Victory Points:** 30 pts per defeat
- **Special Movement:** Burrow! Without rolling the d6 to determine movement, Burrogon burrows and moves 1 space closer to Zillasaur
- **Battle Dice:**
  - Miss! No effect
  - Dodge (1 per die)
  - Attack (1 per die)



### PTERODAN

- **Enters Japan:** On Roll of
- **Health Points:** 4 (Retreats) + 3 (Eliminated)
- **Victory Points:** 30 pts per defeat
- **Special Movement:** Power Glide! After rolling the d6 to determine movement, Pterodan glides 1 additional space if the map permits.
- **Battle Dice:**
  - Miss! No effect
  - Dodge (1 per die)
  - Attack (1 per die)

### EVENTS – Optional: 1 per game to increase difficulty; roll 1 x d6 to determine event:

- Super X hovercrafts arrived! **Use only 5 x d6** when attacking Cities connected to the 3 Ocean spaces (e.g. Nagasaki (2), Kobe (6) and Sapporo (14)). Super X hovercrafts are loaded with cadmium missiles capable of inhibiting Zillasaur!
- Maser weaponry mobilised! Destroy all Buildings in Tokyo (9) by the end of day 8 before the army sets up the Maser. If not, lose 2 HP upon first entry into Tokyo or if in Tokyo at end of day 8.
- Guardians energy low. Defeat at least 1 Guardian by the end of the day 4. If not, take 1 HP loss for every Kaiju Battle from day 5 onwards.
- Guardians energy peaked! Avoid Kaiju Battle for the first 5 days. Take 2 HP loss for every Kaiju Battle occurring within the 5 days.
- Oxygen destroyer spotted! Destroy either Nagoya (7) or Niigata (11) without destroying any Army units by end of day 12. Otherwise, lose 20 VPs. The Army is consolidating the weapon against Zillasaur and must be immobilized without damaging the oxygen destroyers.
- Key installations bonus! Destroy at least three 20 pts Cities by end of day 14 to score an additional 20 VPs.



Kaiju tokens cut outs



Square Kaiju tokens cut outs

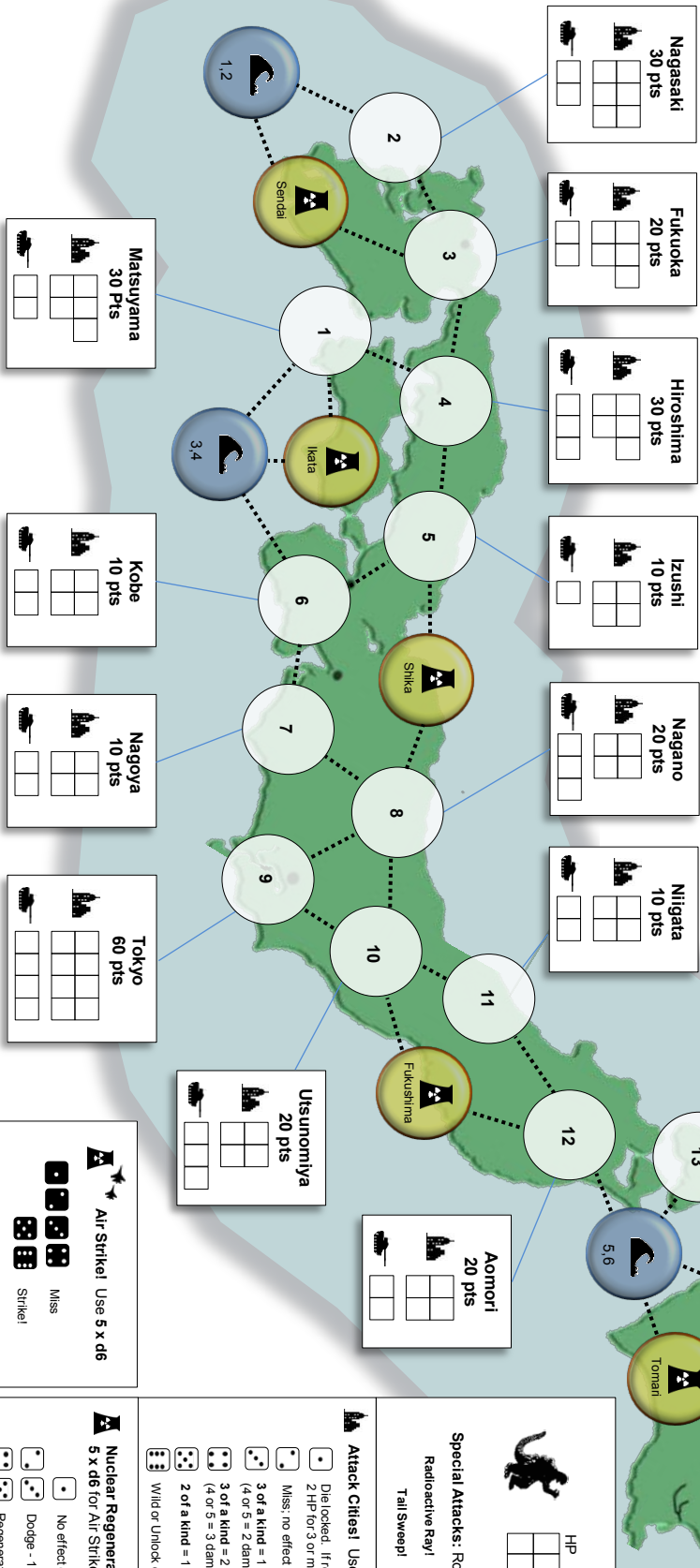


# K-DAY: KAIJU WAR!



**Game Events:** At start of game, roll 1 x d6 to determine game event.

- Super X hovercrafts arrived! Use only 5 x d6 when attacking Cities connected to the 3 Ocean spaces.
- Maser weaponry mobilised! Destroy Tokyo by the end of day 8. If not, lose 2 HP upon first entry to Tokyo or if in Tokyo on day 8.
- Guardians' energy low. Defeat at least 1 Guardian by the end of the 4th day. If not, take 1 HP loss for every Kaiju Battle from the 5th day onwards.
- Guardians' energy peaked! Avoid Kaiju Battle for the first 5 days. Take 2 HP loss for every Kaiju Battle occurring within the 5 days.
- Oxygen destroyer spotted! Destroy either Nagoya (7) or Niigata (11) by day 12 without destroying any Army Units. Otherwise, score 320 VP's to win.
- Key installations bonus! Destroy at least three 20 pts Cities by end of day 14 to score an additional 20 VP's.



**GUARDIAN EMERGES!**

- Roll 1 x d6 to determine Guardian and 2 x d6 to place in corresponding City. (Re-roll if Guardian has been eliminated)
- Roll 1 x d6 to move Guardian at end of the day. A Guardian will not move into Ocean or Nuclear Plant.

Move Left: 1 space, 2 spaces, 3 spaces

Move Right: 1 space, 2 spaces, 3 spaces

**KING HYDRAH - 40 pts**

HP: 4

Retreats! 1

Heal 1

Eliminated! 1

No effect

Dodge 1

Attack 1

Multi-Lightning attacks! Counts as 2 x Attack

**MOTHSTER - 30 pts**

HP: 3

Retreats! 1

Heal 1

Eliminated! 1

No effect

Dodge 1

Attack 1

Moth Grub attacks! Ignores Dodge

**BURROGON - 30 pts**

HP: 3

Retreats! 1

Heal 1

Eliminated! 1

No effect

Dodge 1

Attack 1

Special Movement: Burrow! Do not roll dice - move 1 space towards Zillasaur

**PTERODAN - 30 pts**

HP: 3

Retreats! 1

Heal 1

Eliminated! 1

No effect

Dodge 1

Attack 1

Special Movement: Power Glide! Move 1 additional space based on the d6 rolled

**KAIJU BATTLE!**

- Use 5 x d6 with up to 2 re-rolls and 5 x d6 for Guardian with no re-rolls for each battle turn. (Zillasaur's Special Attacks may be used after battle dice are resolved).
- If a Guardian is not defeated in 3 battle turns, lose 1 day and continue the battle. Remove and replace defeated Guardian immediately.

Die locked, miss if remaining after re-rolls

Dodge - 1 per die

Attack - 1 HP per die

Wild or Unlock 1 die for re-roll

**ZILLASAUR**

HP: 160

Max HP: 160

Special Attacks: Roll 1 d6 after battle dice (0 AP):

- Radioactive Ray! 1-3 = 2 damage, 4-6 = 3 damage
- Tail Sweep! 1-3 = 1 HP to Inflict, 4-6 = 2 HP damage

Attack Cities! Use 6 x d6, up to 2 re-rolls (1 AP)

Die locked. If remaining after re-rolls, lose 1 HP for 1 or 2 dice, and 2 HP for 3 or more dice.

Miss: no effect

3 of a kind = 1 damage to Buildings (4 or 5 = 2 damage, 6 of a kind = 4 damage)

3 of a kind = 2 damage to Buildings (4 or 5 = 3 damage, 6 of a kind = 5 damage)

2 of a kind = 1 damage to Army

Wild or Unlock die

Nuclear Regeneratell! Use 6 x d6, up to 2 re-rolls (4 AP) and 5 x d6 for Air Strike!

No effect (can be re-rolled)

Dodge - 1 per die against each Air Strike hit

Regenerate 1-3 Regen Dice = Gain 2 HP

4 Regen Dice = Gain 4 HP

5 Regen Dice = Gain 6 HP

Wild

Day Count Tracking

K-Day

+1	+8
+2	+9
+3	+10
+4	+11
+5	+12
+6	+13
+7	+14

Victory Points Tracking

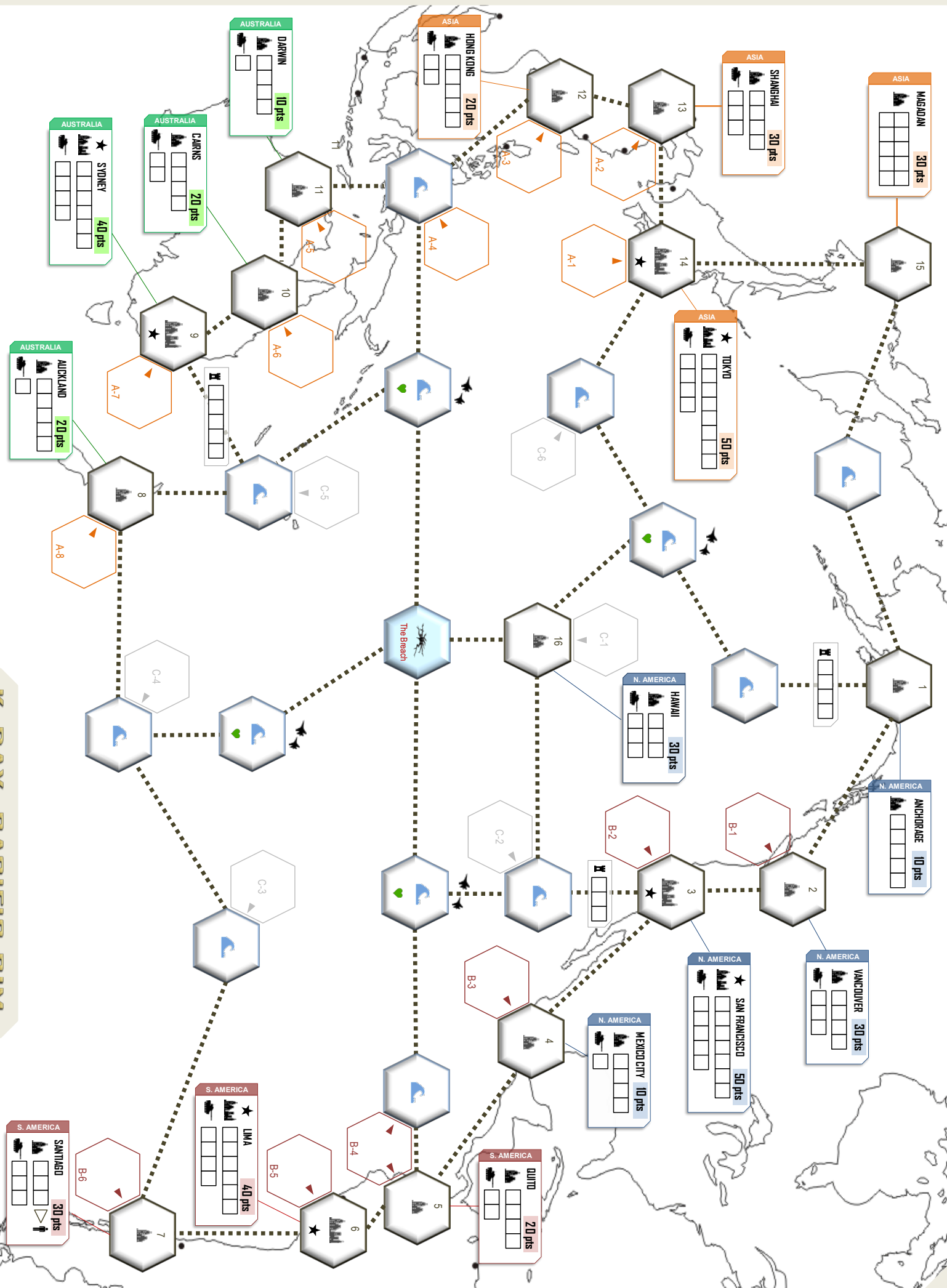
VP

10	160
20	170
30	180
40	190
50	200
60	210
70	220
80	230
90	240
100	250
110	260
120	270
130	280
140	290
150	300

VP

310	320
-----	-----





## KAIJU

### ▷ KNIFEHEAD

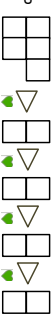


**Swim:** Movement between 2 Ocean spaces are free (excluding the Breach)

**Special Attacks:** roll 1 x d6 after combat roll:

**Snout Assault** ☐ 1-2: 1 damage; 3-6: 3 damage

**Bite** ☐ 1-2: 0 damage; 3-6: 1 damage



### ▷ RAIJU

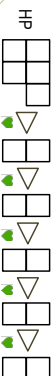


**Speed:** Raiju has 5 AP per day instead of 4.

**Special Attacks:** roll 1 x d6 after combat roll:

**Sneak Attack** ☐ 1-4: Jaeger rolls 2 less d6

5-6: Jaeger rolls 3 less d6 for the next combat roll



### ▷ THE SPASSER

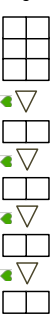


**Dive:** Entry into an Ocean space from land does not cost any AP

**Special Attacks:** roll 1 x d6 after combat roll:

**Head Butt** ☐ 1-4: 2 damage; 5-6: 3 damage

**Charge** ☐ 1-4: 1 damage; 5-6: 2 damage (lose 1 HP)



### ▷ LEATHERBACK



**Armour:** Ignore 1 attack from Army land or air strikes

**Special Attacks:** roll 1 x d6 after combat roll:

**Pounce** ☐ 1-3: 1 damage; 4-6: 2 damage

**Call for Ally** ☐ 1-4: Ally appears at the Breach



### Attack Cities / Anti-Kaiju Walls

Use 6 x d6, up to 2 re-rolls

1 AP

• Die locked. If remaining after re-rolls, lose 1 HP for 1 or 2 dice, and 2 HP for 3 or more dice.

• Miss: no effect

• 3 of a kind = 1 damage to Buildings/ Walls (4 or 5 = 2 damage; 6 of a kind = 4 damage)

• 3 of a kind = 2 damage to Buildings/ Walls (4 or 5 = 3 damage; 6 of a kind = 5 damage)

• 2 of a kind = 1 damage to Army

• Wild or Unlock die

### OTACHI - ALLY!



▷ HP ☐ Retreats  
▷ HP ☐ Destroyed!

**Fight:** Move 3 spaces towards battle location after each battle turn. Does not engage Jaegers during fight and may fly over anti-kaiju walls.

**Combat:** Add 1 d6 to Leatherback's combat roll upon arrival at the battle location. Damages dealt by a Jaeger will go to Otachi first.

## JAEGERS

### COYOTE TANGO



**Armour** ☐ Retreats  
☐ Destroyed!

**Mortar Cannons**

If on the same Track, and adjacent to you after movement, it deals 1 damage



### TACIT RONIN



**Armour** ☐ Retreats  
☐ Destroyed!

**Rear Jets**

If on the same Track, and adjacent to you after movement, it will move into your space and engage



### CHERNO ALPHA



**Armour** ☐ Retreats  
☐ Destroyed!

**Tesla Fists**

Activates if it rolls 2 or more 6s, reducing your combatroll to 1 re-roll



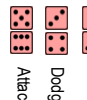
### CRIMSON TYPHOON



**Armour** ☐ Retreats  
☐ Destroyed!

**Triple Arm Attack**

You must roll and assign your combat dice before Crimson Typhoon



### GIPSY DANGER



**Armour** ☐ Retreats  
☐ Destroyed!

• Miss  
• Dodge  
• Attack

Wrist Swords - cannot be dodged



### STRIKER EUREKA



**Armour** ☐ Retreats  
☐ Destroyed!

• Miss  
• Dodge  
• Attack

Anti-Kaiju Missiles - counts as 2 Attacks



## REGENERATION

**Kaiju HP Regeneration** - Use 6 x d6, up to 2 re-rolls

4 AP

• No effect (can be re-rolled)

• Dodge - 1 per die against each Air Strike hit

• Regenerate: 1 - 3 Regen Dice = Gain 2 HP

• 4 Regen Dice = Gain 4 HP

• 5 Regen Dice = Gain 6 HP

• Wild

**Air Strike** - Use 5 x d6

• Air Strike Dice Roll:

• Miss

• Hit

• 1 Hit = 1 HP loss

• 2+ Hits = 1 HP loss + No gain in HP!

## KAIJU - JAEGER BATTLE

### Kaiju-Jaeger Battle

• Use 5 x d6 with up to 2 re-rolls and 5 x d6 for Jaeger with no re-rolls for each battle turn.

• Your Kaiju's Special Attacks may be used after battle dice are resolved.

• If a Jaeger is not defeated in 3 battle turns, lose 1 day and continue the battle.

• Remove and replace a defeated Jaeger immediately.

### Kaiju Battle Dice Roll

• Die locked: miss if remaining after re-rolls

• Dodge - 1 per die

• Attack - 1 Armour damage per die if not dodged

• Wild or Unlock 1 die for re-roll

## JAEGERS' DEPLOYMENT & MOVEMENT

### Jaegers' Deployment

Randomly select 3 Jaegers. Roll 1 x d6 and place 1 Jaeger on each of the 3 tracks 'A', 'B' and 'C' based on the die roll (e.g. for a roll of 4, place 1 Jaeger on 'A-4', 1 on 'B-4' and 1 on 'C-4').

### Replacing a Defeated Jaeger

Return the retreated Jaeger's token to the pool, discard if it has been destroyed. Randomly select 1 of the remaining Jaegers tokens and roll a d6 to deploy. Re-roll if it is deployed on the same location as your Kaiju.

### Jaegers' Movement - Roll 1 x d6

TRACK A & B	TRACK C
• 1 space towards Kaiju* roll again	1 space CW
• 2 spaces towards Kaiju*	2 spaces CW
• 3 spaces towards Kaiju*	3 spaces CW
• No movement	No movement

## MISSIONS

▷ Cripple the Stronghold: Destroy all 5 Cities in North America

▷ Global Assault: Destroy at least 1 City on each of the 4 continents

▷ Prepare for Invasion: Destroy all 3 Anti-Kaiju Walls (X) on the map

▷ Maximum Destruction: Destroy at least 3 of the 4 Metropolises (marked with ★)

▷ Capture the Scientist (S): Destroy Santiago (7) with rolls of 3's only, without using any wild dice

▷ Hit and Run: Destroy Hawaii (6) as your last City and end your turn on the Breach

## K-DAY

+1	+8
+2	+9
+3	+10
+4	+11
+5	+12
+6	+13
+7	+14

## VP

10	160
20	170
30	180
40	190
50	200
60	210
70	220
80	230
90	240
100	250
110	260
120	270
130	280
140	290
150	300

GLOSSARY

Adjacent

Used for Jaegers Tacit Ronin and Coyote Tango. 'Adjacent' refers only to spaces of the Jaeger's current Track that are adjacent to the Jaeger.

*Example 1:* If Tacit Ronin is on C-2 and your Kaiju is in Hawaii (16), it will immediately move to C-1 and engage in combat.

*Example 2:* If Coyote Tango is on B-1 Vancouver (2), it will only fire into B-2 San Francisco (3), and not into Anchorage (1) nor any adjacent Ocean spaces that are not on its current Track.

Note: B-4 targets both Quito (5) and the Ocean space next to it. Therefore, both spaces are considered adjacent to B-3 and B-5.

Anti-Kaiju Wall (W)

Additional barrier blocking your Kaiju's path at Anchorage (1), San Francisco (3) and Sydney (9). When on a space on either side of the Wall, you may spend 1 AP to attack the Wall, similar to a City, without moving from your current space. Once the Wall is fully destroyed, the path is accessible to your Kaiju.

Breach, The (🐛)

Your Kaiju's starting point, and retreat point if fleeing from a Jaeger battle. There is only 1 starting point now instead of 3 in the original game. The Breach does not count as an Ocean space for Knifehead and Trespasser's free movement.

Kaiju

Select 1 of the 4 Kaiju. Each Kaiju now has an additional unique and permanent skill, shown beside its picture on the Game Sheet (also indicated on the Kaijus' tokens).

Metropolis (★)

4 of the 16 Cities are Metropolises (marked with a star), 1 in each continent - San Francisco (3), Lima (6), Sydney (9) and Tokyo (14). They are currently used for Mission 4.

Regeneration (💚)

No difference from original game except from the removal of nuclear power plants icons. Kaiju's HP gain now takes place on Ocean spaces marked with a green heart icon instead.

Tracks

There are 3 separate Tracks on the map, each patrolled by a Jaeger. Track A and B are straight paths, while Track C is a circular path that loops (i.e. Jaeger will move from C-6 to C-1).

The Jaegers will only move on their own Tracks. Jaegers patrolling Tracks A and B will only move if your Kaiju is on their Track. Jaeger on Track C moves in a clockwise (CW) direction, and will move regardless of the location of your Kaiju.

*Example:* Your Kaiju is in San Francisco and a Jaeger is 4 spaces away on B-5 (Lima). A '1' was rolled and the Jaeger on Track B moves 1 space towards you to B-4 (Quito); the Jaeger on Track C moves 1 space CW.

As a '1' was rolled, the Jaegers will roll the movement d6 again - a 3 was rolled and the Jaeger on Track B moves up 2 spaces, stopping at your location to engage in battle. The Jaeger on Track C moves 3 spaces CW.

Jaegers

Kaiju hunters (replaces Guardian Kaiju from the original game). Jaegers move less randomly than Guardian Kaiju, and therefore, hunt more effectively. At any one time, 3 Jaegers are deployed. Each Jaeger will only patrol their own tracks. Jaegers have special power indicated on the game sheet and their tokens that can effect during movement, before and during combat.

