

# MEGA MUTANT. MASSIVE MONSTER

AGILITY: 5 | TOUGHNESS: 4 |



## STATIC ABILITIES

- When a player plays an attack, if its zone matches the attack zone of the last attack played this Combat Phase, set its speed to 0.
- When Mega Mutant loses health, if it has half its maximum health or less, transform Mega Mutant.

## RETALIATION

To "retaliate," roll a D6 to determine which attack Mega Mutant uses:



30  
PER PLAYER

## ENEMY CHARACTER ACTIVATION

Enemy characters activate after all players have either played a card or passed during the Combat Phase. When an enemy character activates, roll a D6, then refer to that character's activation table to determine what happens.

## ACTIVATION TABLE

**ROLL 1-2 : I SEE YOU!** – Retaliate against the player with the most foundations. That attack gets +1 damage for each foundation in the defending player's stage. (In case of a tie, the players choose which player is attacked.)

**ROLL 3-4 : HURLING INSULTS** – Each player commits 1 foundation.

**ROLL 5 : STOMPING THE STREETS** – Each player discards 1 foundation. If they can't, they lose 3 health.

**ROLL 6 : TOPPLING TOWERS** – Retaliate against the player with the most health. If this attack is not blocked, each player loses 2 health. (In case of a tie, the players choose which player is attacked.)

# MEGA MUTANT, UNLEASHED

30  
PER PLAYER

AGILITY: 6 | TOUGHNESS: 4 |   

## STATIC ABILITIES

- When a player plays an attack, if its zone matches the attack zone of the last attack played this Combat Phase, set its speed to 0.
- When a player plays a Pizza card, they gain 1 health.

## RETALIATION

To “retaliate,” roll a D6 to determine which attack Mega Mutant, Unleashed uses:



## ENEMY CHARACTER ACTIVATION

Enemy characters activate after all players have either played a card or passed during the Combat Phase. When an enemy character activates, roll a D6, then refer to that character’s activation table to determine what happens.

## ACTIVATION TABLE

**ROLL 1-2 : I SEE YOU!** – Retaliate against the player with the most foundations. That attack gets +1 damage for each foundation in the defending player’s stage. (In case of a tie, the players choose which player is attacked.)

**ROLL 3-4 : MEAN MUGGING** – Each player commits 2 foundations.

**ROLL 5 : TAIL SWING** – Retaliate against each player using a 4-speed, low attack for 4 damage.

**ROLL 6 : SMASH INTO THE PAVEMENT** – Retaliate against the player with the least health. That attack gains Throw. (In case of a tie, the players choose which player is attacked.)