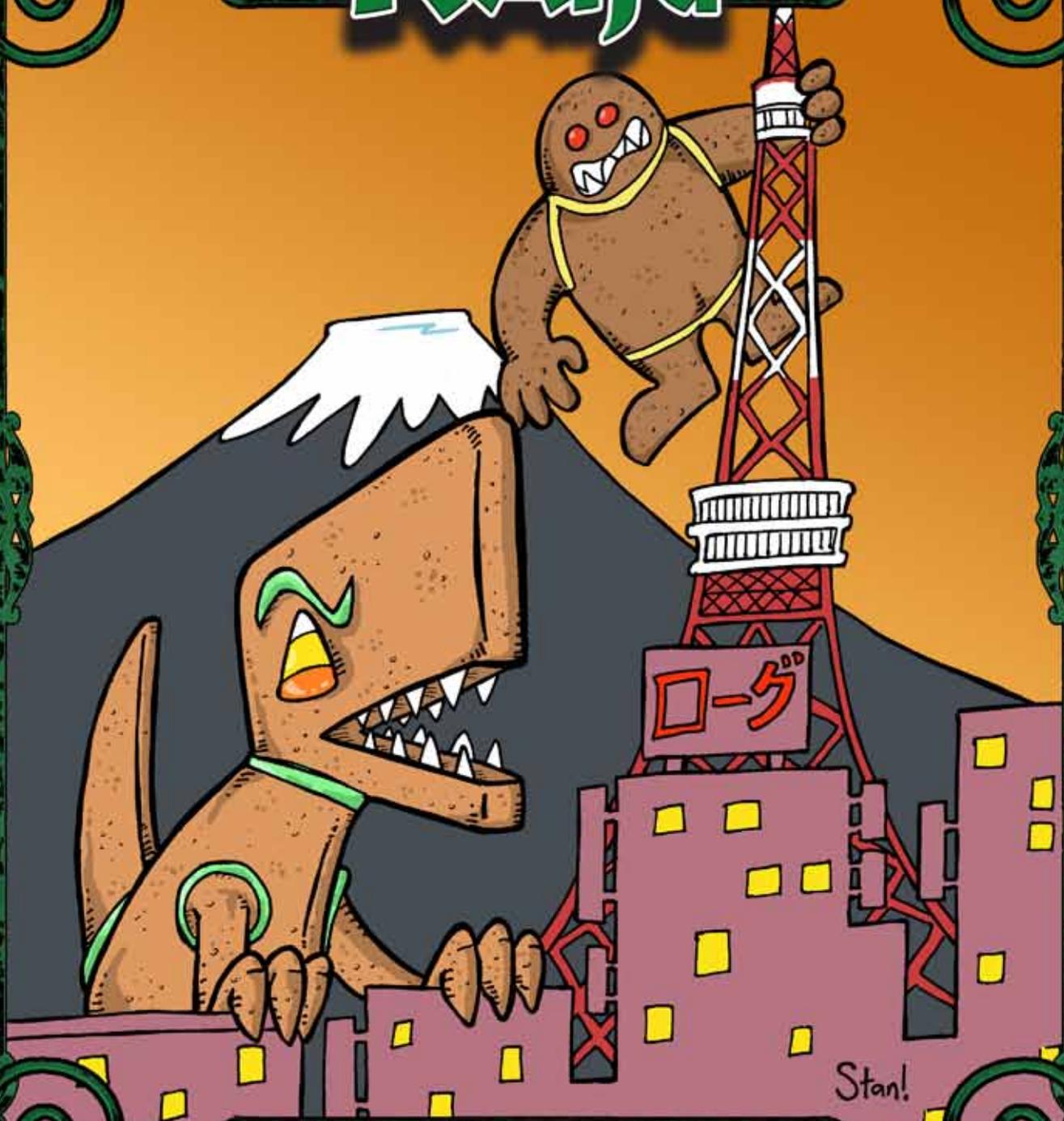# GINGERBREAD KAIJU

It's Christmastime in Tokyo, and sirens are blaring. Men, women, and children put aside work, school, shopping, and the many distractions that life in modern Japan offers. They move quickly, but calmly to the nearest emergency shelters, for they know only too well what these klaxons mean. Soon the air will be filled with the smell of freshly baked dough, cinnamon, and nutmeg—the kaiju are coming!

Gingerbread Kaiju is a none-too-serious board game where each player takes on the role of a kaiju—a giant monster of incredible destructive force—that happens to be made entirely of gingerbread cookies. As anyone who has seen a Godzilla or Gamera movie will tell you, kaiju do not generally get along very well . . . and they ALL hate Tokyo!

In this game, your kaiju will smash up the city to gather power, then unleash this confectionary wrath on the other monsters in hopes of destroying them all and being crowned the King of the Kaiju!

THE GAME

In order to play *Gingerbread Kaiju*, you will need*:

• 1 Kaiju per player
• Assorted candies, cookies, and baked goods
• Decorative icing
• 1 Deck of standard playing cards
• 1 or more d12s

* In point of fact, you don't *need* all of these things. Any of the edible items can be replaced by standard, inedible game markers (meeples, chits, colored chips, etc.), but then you'll miss out on the fun of literally devouring your opponents. Alternatively, you can replace the high calorie items with healthier choices (celery sticks, baby carrots, hummus, etc.).

BEFORE THE GAME

In preparation for a game of *Gingerbread Kaiju*, you will have to do the following:

Make Kaiju—First and foremost, you must make the kaiju themselves. Since this involves baking a batch of gingerbread cookies, it is the most time consuming and complex part of the process. Details (including a recipe and how to use the kaiju cookie templates) are in Appendix II: Monster Creation.

Sort the Cards—Separate the playing cards into two decks—the Ward Deck and the Karma Deck. The Ward Deck contains 20 cards (the 10, Jack, Queen, King, and Ace of all four suits). The Karma Deck should have 34 cards (the 2–9 cards of each suit, plus two Jokers). Details on what each of the cards in the Ward and Karma decks stand for are in Appendix I: The Card Decks.

Prepare a Resource Bank—Gather the candies, baked goods, and other treats you will use as markers during the game and set them aside in a neutral spot on or near the table. You will probably get hungry during the game, and it will be important to be able to tell in-game resources from available snacks.
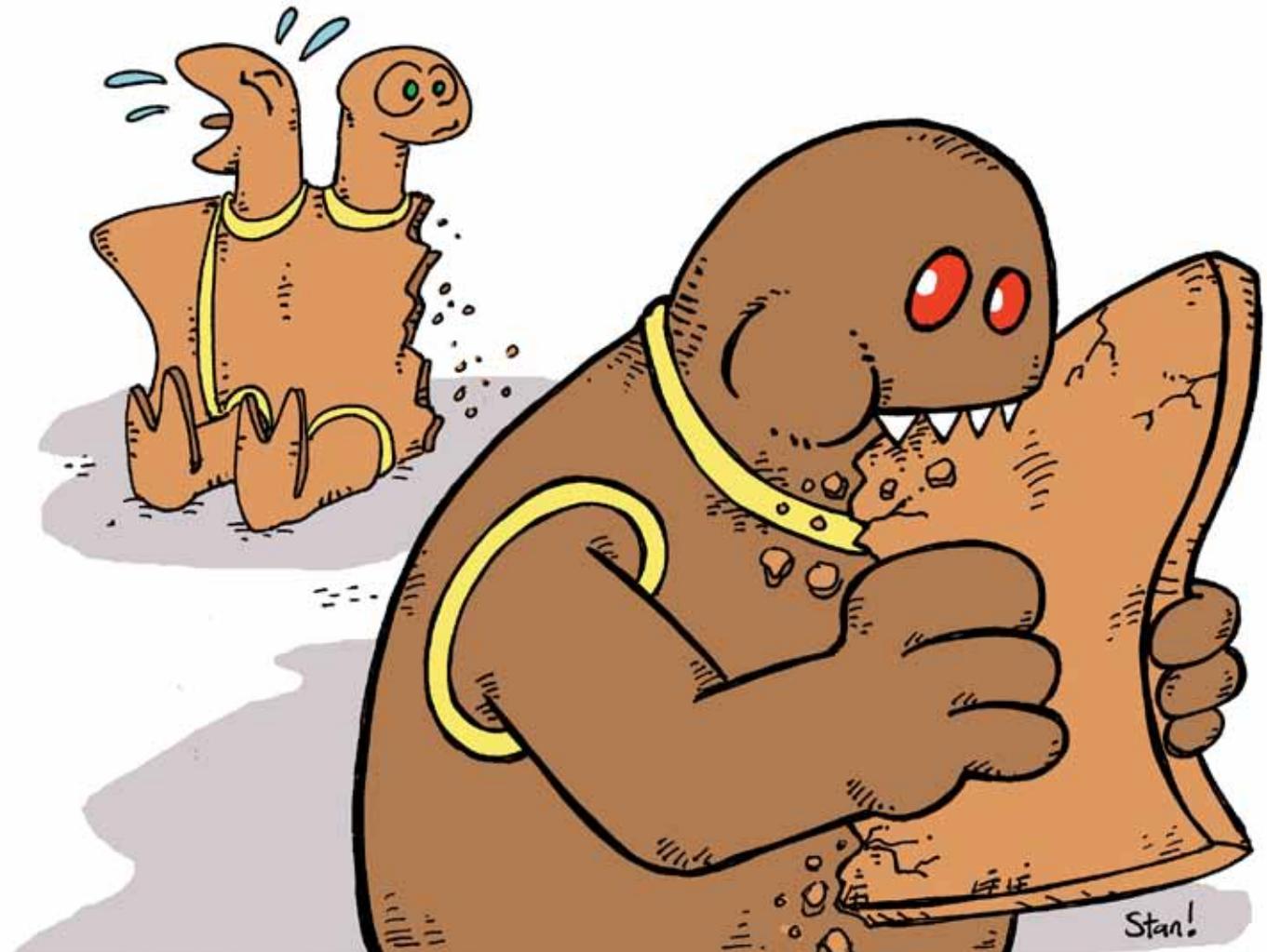
You will also want to come to an agreement at this time about what specific resources the different treats represent. There are four different resource types in Gingerbread Kaiju—Buildings, Equipment, UFOs, and People. We recommend the following edible representations:

- Buildings—Full-size candy bard, brownies, lemon bars, and other non-round baked goods
- Equipment—Fun-size candy bars, fudge, caramels, large sucking candy
- UFOs—Cookies, crackers, other round baked goods
- People—M&Ms, Reese's Pieces, Skittles, candy corn, small sucking candy

SETTING UP THE BOARD

Gingerbread Kaiju can be played on any table or flat area large enough to hold a standard board game. Shuffle the Ward Deck and deal the cards out face down in a 4x5 grid (that is, a rectangle made up of four rows, each containing five cards). Be sure to leave space between the cards since each represents a Ward—a whole neighborhood in the Tokyo area—and may be visited by one or more kaiju at a time.

As the game begins, the kaiju are approaching Tokyo, which means they are not yet on the board. Kaiju generally do not get along well, so if there are 4 or fewer players each kaiju must approach the city from a different direction and enter play on a different side of the board. In a two-player game, the kaiju must start on opposite sides of the board.

Have each player roll 1d12 (reroll ties). In the order of the die results (highest to lowest), the players pick which Ward their kaijus will use to enter the city and place their kaiju cookies atop that card. Note that the players should not yet look at what is on the Ward Card.

Kaiju cannot start the game in identical or adjacent Wards. There must be at least one empty Ward between all kaiju at the beginning of the game. If, when a player's turn comes, it is impossible to give her kaiju a legal starting position, the blocking opponent whose turn it was most recently must move his kaiju so that a legal position becomes available.

When all the kaiju have been assigned their starting Wards, flip over those Ward Cards (and only those Ward Cards) and use the Resource Bank to populate them as indicated.

PLAYING THE GAME

Once the board is set up and the starting Wards have been populated, it's time to start the game. May the mightiest kaiju win!

Winning the Game: The goal of the game is simple—to be the last kaiju standing or, barring that, the last kaiju to fall. If at any point there is only one kaiju left, that kaiju wins. If all the remaining kaiju die in the same turn, the one that died last is considered the victor.

Who Goes First: The player who has most recently watched a kaiju film gets to take the first turn. In case of ties, have the tied players each roll 1d12—the highest result wins. Reroll ties until a winner is determined.

On Your Turn: When it is your turn, the first thing you must do is discard Karma Cards until you hold

no more than your maximum hand size. Your maximum hand size is equal to the number of body parts your kaiju currently has.

If your kaiju is in a Ward that has not yet been revealed, flip the Ward Card and use the Resource Bank to populate it as indicated.

Apply any effects indicated on the Ward Card for the Ward which your kaiju is currently in.

Once that is done, you may spend up to two (2) action points on the following maneuvers.

- **Move (1 action point)—**Move your kaiju to a neighboring Ward. Diagonal movement is illegal unless the kaiju has a Special Ability that specifically allows it. If that Ward Card has not yet been revealed AND you still have one or more action points left to spend, flip the Ward Card and use the Resource Bank to populate it as indicated. Do not apply any effects indicated on the Ward Card (that only happens at the start of a turn). If you have no action points unspent, leave the Ward Card face down.
- **Stomp (1 action point)—**This is how kaiju do damage to the buildings, people, and equipment in the Ward around them. (See the special rules for "Stomping and Biting.")
- **Bite (1 action point)—**This is the basic way that kaiju do damage to each other. In order to Bite another kaiju, both creatures must be in the same Ward. (See the special rules for "Stomping and Biting.")
- **Activate Special Power (2 action points)—**All kaiju have at least one Special Power (see Appendix II: Monster Creation). If the body part that controls a Special Power is rendered useless, the kaiju may no longer use that Special Power.
- **Mutate (2 action points)—**Under certain conditions a kaiju can Mutate, gaining new Special Powers. This maneuver may only be used in conjunction with a Ward or Karma Card that generates mutations. (See Appendix II: Monster Creation.)

Once per turn you may play a single Karma Card from your hand. You may only spend Karma Cards on your turn, though if you've already played "Tiny Singing Women" on the table in front of you, you may activate it during another player's turn. (See Appendix I: The Card Decks.)

When you are done spending action points, draw a card from the Karma Deck and add it to your hand. Drawing this card marks the end of your turn. It now becomes the turn of the player to your left.

SPECIAL RULES

The following special rules apply when the indicated situations arise.

Stomping and Biting: When a kaiju performs a Stomp or Bite maneuver, the following rules apply unless a Karma Card, Special Power, or Ward description dictates otherwise.

The player whose kaiju is performing the maneuver rolls 1d12.

In the case of a Stomp, the kaiju does the indicated amount of damage to the resources in the Ward. If there is more than one resource in the Ward, the player decides what order they are damaged. To destroy a resource marker takes 1 point of damage for a Person, 2 points of damage for Equipment, and 4 points of damage for a Building. You cannot do partial damage to a Building or Equipment—they must be destroyed in full. If there is nothing left in the Ward that can be damaged by the remaining Stomp damage, the Stomp is over.

The Stomping player should remove the destroyed resources from the Ward and place them in her kaiju's Power Pool. (Do not eat them! That comes later. If you eat the resources now, your kaiju cannot use those points later.)

In the case of a Bite, the kaiju does the indicated amount of damage to another kaiju (or a UFO). The defending kaiju's player decides how to apply this damage. The choices are as follows.

- **Power Pool**—The player may pay for some or all of the damage with resources from her kaiju's Power Pool.
- **Body Part**—Any damage not paid for with resources from the Power Pool must be applied to one of the kaiju's body parts. Each body part can take only a certain amount of damage before it is rendered useless. (See Appendix II: Monster Creation for details.) Once a body part is rendered useless, the kaiju suffers no more damage from that attack.

Resources consumed by a Bite are not added to the attacking kaiju's Power Pool. Remove them from the game (preferably by eating them).

When Kaiju Can See Each Other: At the beginning of your turn, if there are kaiju in one or more of the Wards adjacent to the one your kaiju is in (including those that are diagonally connected), you must spend at least one (1) action point to Move toward or attack one of them. Any remaining action points may be spent as you desire.

When Kaiju Meet: If, at the beginning of your turn, one or more kaiju is in the same Ward with yours, you must spend at least one (1) action point to attack another kaiju. Any remaining action points may be spent as you desire.

Alien Invasion: When you play the "Alien Invasion" Karma Card, put a UFO marker into the Ward of your choice. Make a note so you can remember which UFO is the original one— more may be arriving soon. (Or you can use one type of cookie for the original UFO, and different cookies for future UFOs.) A kaiju can target a UFO with a Bite or a Special Power. It takes 5 points of damage to destroy a UFO. When a kaiju destroys a UFO, add one Equipment counter to that kaiju's Power Pool.

When a kaiju starts his turn in a Ward with a UFO (or moves into a Ward where there is a UFO), the kaiju takes damage equal to the total number of UFOs in the whole city. If there are two UFOs in the Ward, the kaiju takes that damage twice. If there are three UFOs, the kaiju takes the damage three times, and so on. (Apply the damage as if each UFO had made a Bite attack.)

At the start of each of your upcoming turns, if the original UFO is still on the board, it summons another UFO, which you can place in any Ward adjacent to one that already has a UFO in it. Once the original UFO is destroyed, no more UFOs will be summoned.
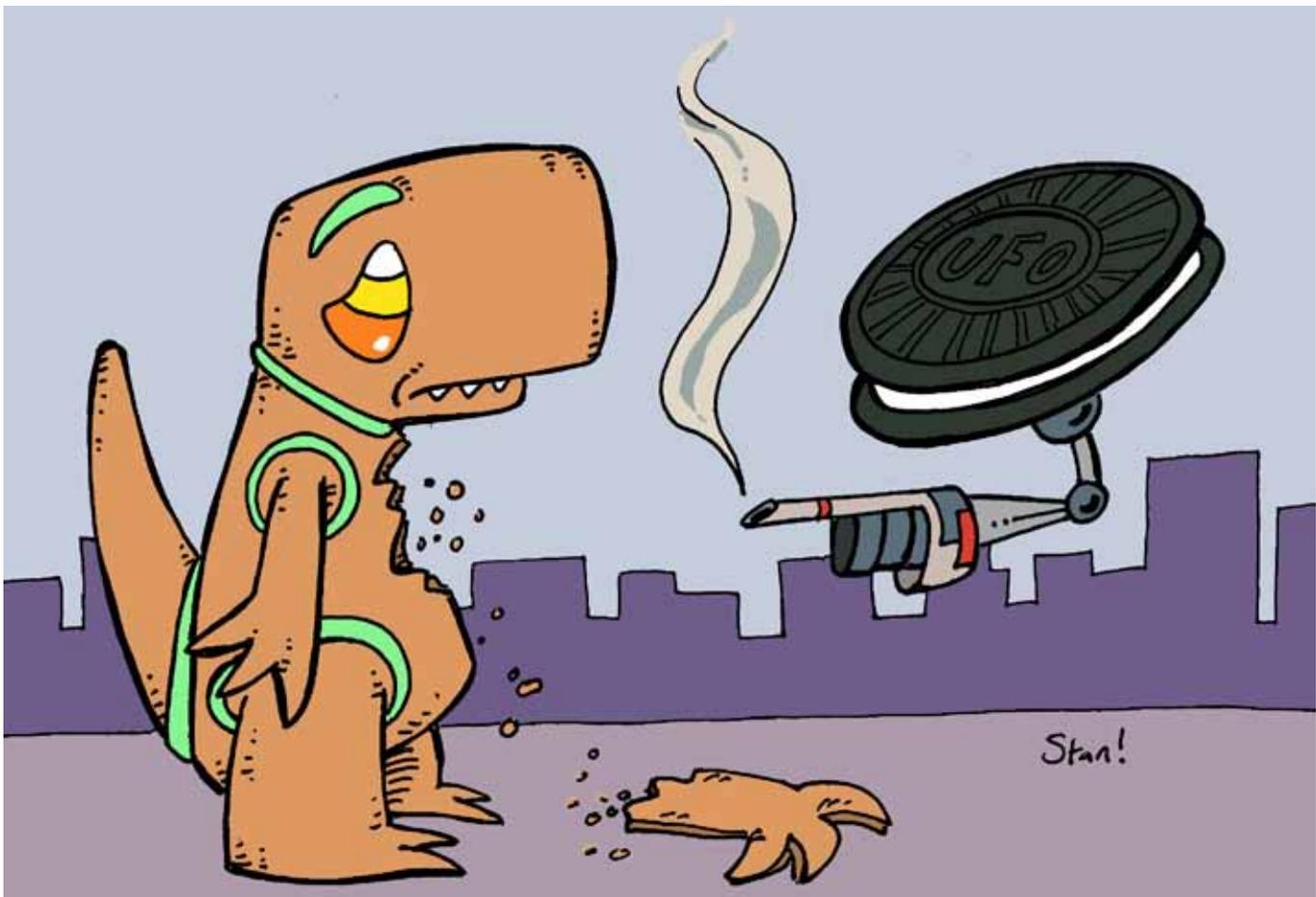
Appendix 1 The Card Decks

As described in the Before the Game section above, you must divide the cards into two decks—the Ward Deck and the Karma Deck. Once that is done, simply refer to the following charts to find the specific meaning of any card.

The Ward Deck contains the 20 Wards (neighborhoods) of the greater Tokyo area. Half of them are real-world locations that offer no special game effects. The other half are a mixture or real and fictional locales that each cause a slight rules variation that occurs whenever a kaiju is present.

THE WARD DECK					
Card	Ward	Bldgs	Ppl	Eqpmt	Notes
10♥	Tokyo Tower	1	4	0	
J♥	The Diet Building	1	2	3	
Q♥	Shinjuku	3	6	0	
K♥	Shibuya	2	8	0	
A♥	Meiji Shrine	1	5	0	
10♣	Ginza	2	4	1	
J♣	Tokyo Station	1	4	2	
Q♣	Yokohama	3	4	0	
K♣	Tokyo Bay	0	0	6	
A♣	Toho Studios	1	2	4	
10♦	Hanaeda Airport	1	3	4	If a kaiju ends its turn in this Ward, roll 1d12. If the result is 8 or higher, remove 1 equipment marker and all people markers from the Ward as desperate citizens escape by plane.
J♦	Yokosuka Naval Base	0	6	6	If the "Battleships Attack" card is played on a kaiju in this Ward, it does double damage.
Q♦	JSDF Headquarters	0	6	6	If a kaiju ends its turn in this Ward, it takes 1 point of damage for every 2 equipment markers here.
K♦	Research Lab	1	2	4	If there is at least one person marker in this Ward, any kaiju that begins its turn here takes 2 points of damage for every equipment marker here.
A♦	Nuclear Power Plant	2	0	2	If there are no building markers remaining in this Ward, any kaiju that begins its turn here can Mutate.
10♠	Maser Tank Battery	0	0	8	If a kaiju ends its turn in this Ward, it takes 1 point of damage for every equipment marker here.
J♠	Massive Power Lines	1	0	4	If the "JSDF Jets Attack" card is played on a kaiju in this Ward, it does double damage.
Q♠	Panicked Crowd	0	10	0	If a kaiju ends its turn in this Ward, remove 1 people marker as citizens start to take cover.
K♠	Oil Refinery	4	0	0	If there are no building markers remaining in this Ward, any kaiju that ends its turn here takes 1d12 damage.
A♠	Psychic Research Center	1	6	1	When a kaiju enters this Ward, it 1 point damage for each person marker here. A kaiju that begins its turn here takes 2 points of damage for each person marker.

The Karma Deck contains 34 cards that players may use to increase the fortunes of their kaiju or, more often, inflict pain on other players' kaiju. When a Karma Card does damage to a kaiju, apply the damage as described for the Bite maneuver.

THE KARMA DECK	
Card	Effect
2♥	Battleships Attack— Play this card on a kaiju. That kaiju takes 3 points of damage.
3♥	Battleships Attack— Play this card on a kaiju. That kaiju takes 3 points of damage.
4♥	Battleships Attack— Play this card on a kaiju. That kaiju takes 3 points of damage.
5♥	JSDF Jets Attack—Play this card on a kaiju. That kaiju takes 3 points of damage.
6♥	JSDF Jets Attack—Play this card on a kaiju. That kaiju takes 3 points of damage.
7♥	JSDF Jets Attack—Play this card on a kaiju. That kaiju takes 3 points of damage.
8♥	Maser Tanks Attack— Play this card on a kaiju. That kaiju takes 6 points of damage.
9♥	Maser Tanks Attack— Play this card on a kaiju. That kaiju takes 6 points of damage.
2♣	UFO Attacks— Play this card on a kaiju. That kaiju takes 6 points of damage.
3♣	UFO Attacks— Play this card on a kaiju. That kaiju takes 6 points of damage.
4♣	JSDF Patrol—Add 2 pieces of equipment to any single Ward.
5♣	JSDF Patrol—Add 2 pieces of equipment to any single Ward.
6♣	JSDF Assault—Add 3 pieces of equipment to any single Ward.
7♣	JSDF Last Stand—Add 5 pieces of equipment to any single Ward.
8♣	Panicked Crowd—Add 10 people to any single Ward.
9♣	Panicked Crowd—Add 10 people to any single Ward.
2♦	Burst of Speed—Your kaiju gains 1 addition action point to spend this turn.
3♦	Burst of Speed—Your kaiju gains 1 addition action point to spend this turn.
4♦	Tiny Singing Women—Play onto the table in front of you. Discard to reroll any single die roll. You choose which result to use.
5♦	Tiny Singing Women— Play onto the table in front of you. Discard to reroll any single die roll. You choose which result to use.
6♦	Psychic Kid—A psychic kid likes your kaiju and creates a mental link with him. You may look at one unflipped Ward Card.
7♦	Where'd He Go?—Despite your kaiju's vast size, humanity loses track of him until he reappears somewhere else. Move up to 1d12 spaces.
8♦	Stompy Montage—While the movie's theme song plays, each kaiju can perform a Move and, if the Ward it ends up in has already been flipped, the kaiju may also perform a Stomp.
9♦	Nuke!—Select a Ward that has already been flipped. Destroy all resources in the Ward. All kaiju in the Ward must roll 1d12. Rolls 1d12 for the nuke. If the nuke's roll is equal to or higher than a kaiju's, that kaiju takes 6 points of damage. Kaiju that rolled higher than the nuke can Mutate during their next turn.
2♠	Kaiju Maniacs—1d12 people (giant monster fans) appear around every kaiju, snapping photos and looking incredibly delicious.
3♠	Noble Police Officer—Select a Ward that has already been flipped. Move all of the people in that ward into an adjacent Ward.
4♠	Earthquake!—Select a Ward that has already been flipped. Discard 1d12 points of resources from that Ward.
5♠	Earthquake!—Select a Ward that has already been flipped. Discard 1d12 points of resources from that Ward.
6♠	Lightning Storm—Play immediately. All kaiju add 5 points to their Power Pool.
7♠	Alien Death Ray—Play immediately. All kaiju take 5 damage.
8♠	Alien Death Ray—Play immediately. All kaiju take 5 damage.
9♠	Oxygen Destroyer—Play immediately. All kaiju take 1d12 damage.
Joker	Alien Invasion—Place a UFO into the Ward of your choice. See "Special Rules" for details.

Appendix II Monster Creation

Gingerbread Kaiju requires, even more than in most games, that you put a good deal of effort in to creating your characters—as in you have to bake the critters from scratch! Before you can do that, though, you must decide which kaiju you're going to create. There are 8 templates for you to choose from—Bakedzilla, King Konk, Cocoonra, Terrordon, Giddy Ra, Ultra-Mech, Turtlesaurus, and Globby.

Every kaiju has two or more Special Powers, each one associated with one or more body parts. The Special Powers are explained in full on the template cards. If the body part that a Special Power is associated with becomes rendered useless, the power is deactivated and the kaiju can no longer use it.

Once you've decided which kaiju you want to use in play, begin mixing up a batch of gingerbread cookies (see the sidebar for our favorite recipe). When the dough is ready, use copies of the appropriate Kaiju Cookie Cutter Templates to trim it into the proper shapes. Make as many as you can, so you can play the game as often as you like.

When the baking is done, use icing to mark off each of the kaijus' body parts (for easy reference during play). In preparation for the game, players can also use gumdrops, candies, sprinkles, and other edible decorations to give your kaiju an appropriately fierce continence. You may want to put an extra special decoration (perhaps a Hershey's Kiss) on any body part that is associated with a Special Power. This will help you to remember that having that body part be rendered useless has an added effect, too.

Using Special Powers: Some Special Powers are defensive in nature and are active all the time (such as King Konk's "Monkey Dancing" ability). Others are offensive in nature and cost 2 action points to activate (such as Bakedzilla's "Atomic Halitosis" power), as opposed to just 1 action point to perform a Bite or Stomp maneuver. What's more, offensive Special Powers also consume energy from the kaiju's Power Pool.

For example, if Terrordon wants to use his Sonic Screech ability to attack a kaiju in a neighboring Ward, his player must first spend 2 action points and consume 3 points worth of resources from the kaiju's Power Pool (and in this case, we DO mean "consume"—feel free to gobble them up). If the player does not have enough action points or enough resources in the Power Pool, Terrordon will have to take some other course of action.

When a Special Power does damage to a kaiju, apply the damage in the same manner as described for the Bite maneuver.

Mutating: Under certain circumstances, a kaiju can perform the Mutate maneuver. (See the "Nuclear Power Plant" Ward and the "Nuke!" Karma Card for details.) When this happens, the kaiju consume 10 resources from its Power Pool in order to gain a new Special Power from the list below. Each mutation must be associated with a particular body part (just like regular Special Powers are). You must assign a mutation a body part that currently has no Special Powers associated with it, if your kaiju has any. In other words, you cannot have more than one Special Power associated to a single body part until ALL body parts have at least one Special Power.

- **Armor**—The kaiju develops a thick carapace that subtracts –2 points from any damage he receives. This ability requires no action point cost per use—it applies to all attacks the kaiju suffers.
- **Breath Weapon (3 power points)**—The kaiju can use this breath weapon to attack targets that are in adjacent Wards (not diagonal) or the one that the kaiju is currently in. This attack does 1d12 damage. If the kaiju already has a breath weapon, that attack instead becomes able to target opponents in diagonal Wards and gains +6 to damage.
- **Counter-Attack**— Any time the kaiju is the target of a Bite attack, the attacker also takes 2 points of damage. This ability requires no action point cost per use—it applies to all Bite attacks the kaiju suffers.
- **Flight**—The kaiju may Move diagonally from Ward to Ward. This ability requires no action point cost per use—it applies to all Move actions the kaiju makes.
- **Frenzy**—The kaiju is in the constant grips of battle lust, and gains 1 additional action point to spend every turn. If the kaiju already has Frenzy, increase the number of additional action points by +1 (do not assign different Frenzy Special Powers to separate body parts). This ability requires no action point cost per use—it applies on every turn the kaiju takes.
- **Healing**—The kaiju can consume up to 5 power points and target one of its body parts. For every power point consumed, the kaiju heals one point of damage from that body part. The body part must currently be active (in other words, a kaiju cannot Heal a body part that has been rendered useless).
- **Regeneration**—The kaiju can consume up to 10 power points and targets one of its body parts. For every 2 points consumed, the kaiju heals one point of damage from that body part. This can be used to revive body parts that had previously been rendered useless. If any Special Abilities were assigned to that body part, they become active again, too.
- **Web Spinning (3 power points)**—The kaiju can target an opponent in the same Ward and covers him with sticky webs. That kaiju cannot take Move or Stomp actions until the webs are destroyed by 4 points of damage from Bite or special attacks. If the kaiju already has web spinning, the attack instead becomes able to target opponents in adjacent or diagonal Wards.
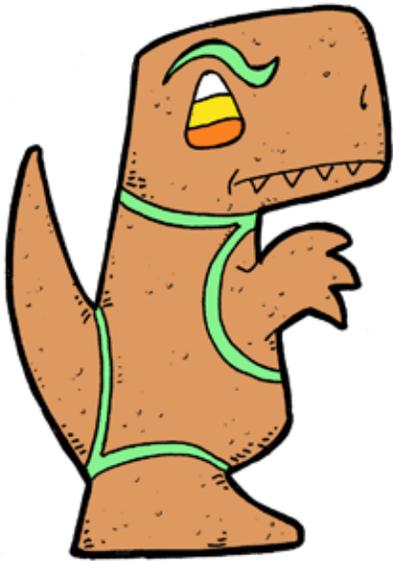
Bakedzilla—King of the Gingerbread Kaiju

5 body parts (head 4, arms 4, tail 4, feet 4, and torso 4)

High-Fructose Rage (torso)—Because he is fueled by nuclear rage (and sugar) any time Bakedzilla is the target of a Bite attack, the attacker also takes 2 points of damage.

Atomic Halitosis (5 power points) (head)—Bakedzilla can use this breath weapon attack targets that are in adjacent Wards (not diagonal) or the one that Bakedzilla is currently in. This attack does damage equal to 1d12 + the number of body parts that Bakedzilla currently has.

Cocoonra—Guardian of All Baked Goods

2 body parts (head 10, torso 10)

Butterfly Effect—Once Cocoonra's torso has been rendered useless, he transforms from a giant worm into a giant butterfly and he gains Flight—Cocoonra may move diagonally from Ward to Ward.

Our Savior—Becaue Cocoonra is well known as the "good monster," human forces never attack him all out. Subtract –2 from all damage caused by battleships, jets, maser tanks, and people.

Web Spinning (3 power points)—Cocoonra target a kaiju in the same Ward and covers him with sticky webs. That kaiju cannot take Move or Stomp actions until the webs are destroyed by 4 points of damage from Bite or special attacks.

Giddy Ra—The Dragon Who Can't Make Up His Mind

7 body parts (left head 2, right head 2, left wing 4, right wing 4, left foot 1, right foot 1, and torso 6)

Electro Sneeze (5 power points) (both heads)—After traveling through the frigid depths of space to get to Earth, Giddy Ra has come down with the cosmic flu. As a result, he can sneeze out bolts of lightning that attack targets in adjacent or diagonal Wards, but not the Ward Giddy Ra is currently in. This attack does 2d12 damage. Both of Giddy Ra's heads must be rendered useless in order to deactivate this power.

Flight (both wings)—Giddy Ra may move diagonally from Ward to Ward. Both of Giddy Ra's wings must be rendered useless in order to deactivate this power.
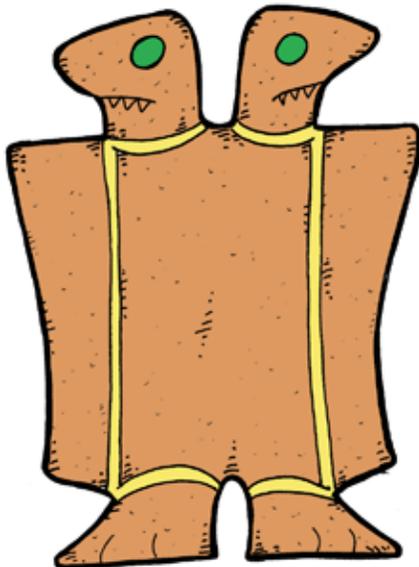
Globbulon—Just a Big, Icky Ball of Slime

1 body part (torso 20)

Slimy Tactics—Because he has no identifiable weak spots, or internal organs of any kind, Globbulon is tough to hurt. He subtracts –3 points of damage from any attack done against him.

Here's Sludge In Your Eye—Because of the high acidity in his slimy body, any time Globbulon is the target of a Bite attack, the attacker also takes 2 points of damage.
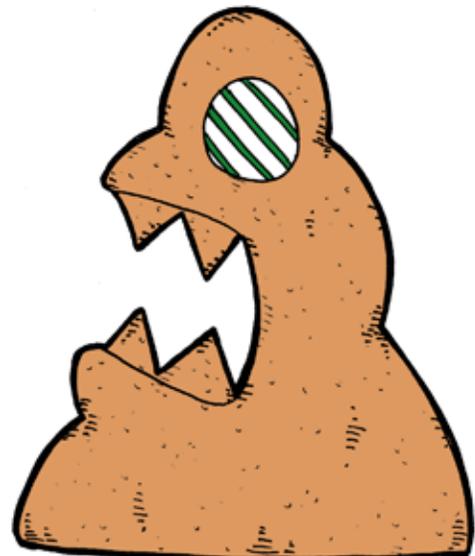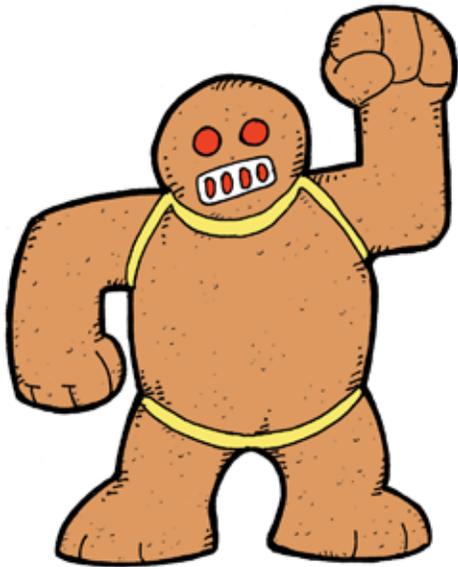
King Konk—The Eighth Wonder of the Cookie Jar

6 body parts (head 4, right arm 3, left arm 3, right leg 3, left leg 3, torso 4)

Prop Flinging (3 power points) (both arms)—If King Konk begins his turn in a Ward that currently has one or more equipment markers, he may use one of them as a projectile weapon. This can be used to attack targets that are in adjacent Wards (not diagonal) or the one that King Konk is currently in. The attack does 1d12 damage, and the equipment marker is removed from play. Both of King Konk's arms must be rendered useless in order to deactivate this power.

Monkey Dancing (torso)—King Konk is surprisingly nimble and able to leap out of the way of danger. Subtract –3 points of damage from any attack made against him as he partially avoids the blow.

Terrordon—Super-Sonic Sugar Bomb

5 body parts (head 4, left wing 5, right wing 5, legs 2, and torso 4)

Flight (both wings)—Terrordon may move diagonally from Ward to Ward. Both of Terrordon's wings must be rendered useless in order to deactivate this power.

Sonic Screech (3 power points) (head)—Terrordon can emit a piercing cry that can attack targets that are in adjacent or diagonal Wards, or the one Terrordon is currently in. This attack does 1d12 damage.
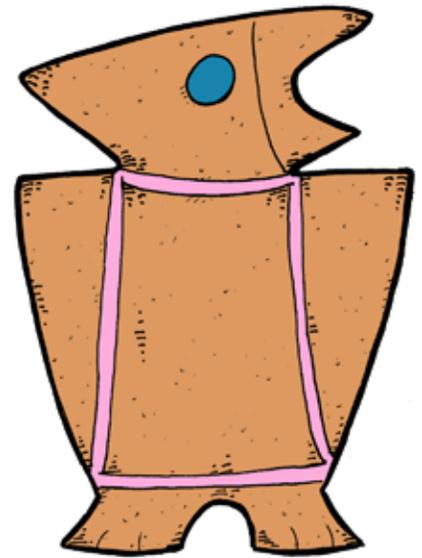
Turtlesaurus—The Favorite Snack of Children Everywhere

6 body parts (head 3, right arm 3, left arm 3, right leg 3, left leg 3, and torso 5)

Shell Game (torso)—If Turtlesaurus's torso is his only remaining functioning body part, he begins to shoot fire from all the holes in his shell. This adds +2 damage to all of his Bite and Stomp attacks.

Fiery Breath (3 power points) (head)— Turtlesaurus can use this breath weapon attack targets that are in adjacent Wards (not diagonal) or the one that Turtlesaurus is currently in. This attack does 1d12 damage.
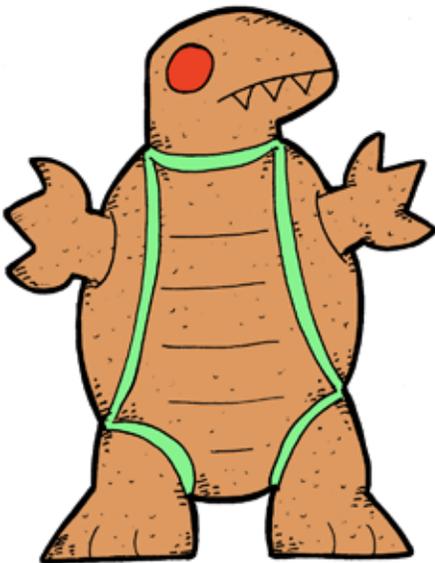
Ultra-Mech—Robo-Warrior for Peace and Destruction

5 body parts (head 4, left arm 4, right arm 4, legs 4, and torso 4)

Ultra-Recovery (torso)—Once per game, when one of Ultra-Mech's body parts is rendered useless, his self-repair systems automatically return it to full working order. You may choose when to activate this power.

Give Them The Finger (3 power points) (right arm)—The fingers on Ultra-Mech's right hand are actually short-range missiles. He can use them on any target in the same Ward that he is in. This attack does 1d12 + 3 damage (roll 1d12, and add 3 to the result). Once used, the missiles must be reloaded. The next time Ultra-Mech wants to use them, roll 1d12. If the result is even, the missiles are ready to fire again. If the result is odd, they are not.

Making your Kaiju

You are welcome to use premade gingerbread cookie dough, if you can find it in your local grocery store. However, if you can't, here is our delicious gingerbread kaiju recipe, perfect for stompy goodness.

When cutting out your monsters, we recommend you use a sharp, smooth-edged knife, or a small rolling cutter. Have fun!

Gingerbread Kaiju Recipe

This recipe makes about 24 normal sized cookies. There is more than enough to make 8 kaiju. You could easily make 12, or even 16, if you're particularly good at Tetris.

Also, you'll need to start the day before. The dough needs to sit overnight (or at least four hours if you start early).

Ingredients

The dry:

3 c	all-purpose flour
1 tsp	baking soda
1 tsp	ground cinnamon
2 tsp	ground ginger
1/4 tsp	ground nutmeg
1/4 tsp	salt

The wet:

3/4 c	brown sugar, firmly packed, no lumps (okay, it's not wet, but it belongs with these ingredients)
3/4 c	butter, softened
1	egg
1/2 c	molasses
1 tsp	pure vanilla extract

Directions

- Mix up "the dry" ingredients in a medium bowl and set aside.
- Beat together the butter and brown sugar until it's fluffy and lighter in color.
- Add in the rest of "the wet" ingredients and mix well.
- Add in "the dry" mixture, about a half cup at a time, scraping down the sides, until it's all integrated.
- The dough should be very firm. Ball it up and squash it into a flat disk. Wrap it in plastic and chill for at least four hours.
- When you're ready to begin, cut your dough in half and put the rest back in the fridge.
- Preheat your oven to 350°F.
- Roll out your dough on a lightly floured surface, to about 1/4 inch thickness. This will be difficult, just have patience and don't let your eagerness to destroy cities destroy your dough!
- Using the patterns provided, cut out your kaiju, being careful not to tear off extremities just yet!
- Place them about 1 inch apart on a parchment-covered baking sheet.
- Bake for 8 minutes, or until just brown. Cool for a couple of minutes, then move them to wire racks.
- Once they're cooled, go to town on the decorations. Use whatever you like! These guys will stay fresh in a sealed container for several days, maybe a week.
- If you're feeling really industrious, you can attach spare triangle pieces to the backs of your monsters to make them stand, though this will require some drying time.
- Happy smashing!!

Credits

Go Rogue!