

TUNNELING



After destroying a city, you may move your monster one space, if your movement allows. You will not destroy anything in that space.

You've discovered the sewers...

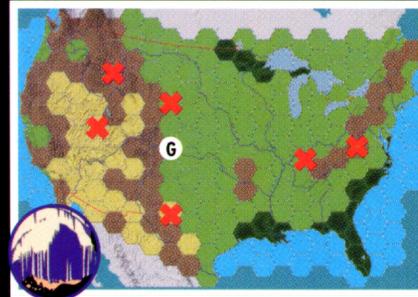
GOOD GUY!



When you are challenged, and your health is lower than your opponent's, discard this card for 1d health and 1 free infamy!

You're the underdog of America! The people love you! If only you could convince the military...

GRY-ZOR THE ANT



MOVE: 3 **3** **DAMAGE: 3**
 Defense
HEALTH: 10 **ATTACKS: 2**

May not cross sea or lake borders.

Collect a "hatchling" infamy for each non-snack city you destroy (max 5).

Monsters Ravage America!™

EXPANSION #1
THE GIANT ANT!

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X-FORCE



Collect \$1 billion for each point of health your monster has (maximum \$20 billion).

"Don't ask. We handle this sort of problem all the time."

DISCARD AFTER USE

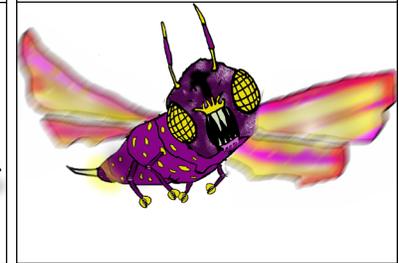
SHRINK RAY



Use at the start of combat. Monster takes 1d-1 damage for each full 10 health he has.

Simple physics, really. Just halve the atoms.

DISCARD AFTER USE



HATCHLING COUNTERS



**FLYING GLOW
 WYRM
 STANDUP**



NEW BACKS FOR THE CARDS.