GIANT MONSTER RAMPAGE:
ATOMIC HUMANS

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INTRODUCTION

In the late 50's a scientist studying the affects of radiation on the survivors of the bombing of Hiroshima and Nagasaki discovered a new virus that could cause mutations in plants and animals. He later discovered that this virus was responsible for the sudden appearance of gargantuan monsters with strange abilities (see Giant Monster Rampage: Revised). What the scientist didn't know was that this virus was also granting some of the same abilities to average human beings, giving them extraordinary powers and attributes. Many of these individuals had to hide their true identity for fear of government scrutiny, scientific tests, and not to mention the property destruction bills. Once a person develops these strange powers they must make a choice. Some become heroes helping to make the world a better place. Some become criminals using their abilities to further their own ends. Despite the choice they make, these individuals have become atomic humans.

GMR: Atomic Humans brings super heroes and villains into the world of Giant Monster Rampage: Revised by expanding on the hero kingdom mentioned in GMR: Revised. You can use these rules to create a super powered human to fight giant monsters or you can use them to create epic battles between heroes and villains. You must own a copy of Giant Monster Rampage: Revised to use this book.

Below is a series of steps to help guide you through the creation of your characters. All of the steps will be discussed in detail in their appropriate sections.

1. POINT VALUES

Before you can begin making your characters you must first decide if the battle is a one-on-one or team game. In a one-on-one game each player has 200 points to make their character. In a team game each player has 1000 points to create a team of characters. The point totals given are recommended for an average game. These totals can be raised or lowered if all players agree.

2. STATISTICS

Assign statistic scores to your characters. Statistics are bought using the point total that the players agreed upon.

3. POWERS

Buy powers for your character. Each player uses their points to buy special powers for their character.

4. OPTIONS

All of the optional rules used for Giant Monster Rampage can also be used for atomic humans.

5. DETAILS

Now your characters need names and histories. How did they get their powers? Are they fighting for the good or ill of the world? The details are yours to decide. Once you are done with the details you are ready to play.

WHAT YOU NEED TO PLAY

To play Giant Monster Rampage: Atomic Humans you will need the following items:
- Giant Monster Rampage: Revised Rulebook
- Giant Monster Rampage: Evolution Rulebook (optional)

- Giant Monster Rampage: Atomic Humans Rulebook
- Miniatures
- A copy of the character record sheet or a blank piece of paper
- Pencil
- Tape measure or similar measuring device marked in inches
- At least three 10-sided dice (abbreviated d10 from here on)

CHAPTER 1: CLASSIFICATION

CLASSIFICATION

It has become the job of the Atomic Human Registry, AHR for short, to classify all atomic humans. Below is the classification system developed by them to sort atomic humans by type. This classification system replaces the kingdom classification system when dealing with humans. It is possible for a single atomic human to belong to more than one type, but this is rare.

BRAINIAC

The brainiac is an atomic human who possesses strange mental powers such as telepathy, telekinesis, or mind control. This type also applies to those with super human intelligence.

BRICK

A brick is an atomic human that is incredibly tough and strong. They tend to be much larger than normal humans with bulging muscles.

CONTROLLER

A controller is an atomic human that is able to control something such as the weather or plants.

FIGHTER

A fighter is an atomic human that possesses extraordinary close combat prowess. They tend to be skilled in many different types of martial arts and other fighting styles.

GADGETEER

A gadgeteer is not really an atomic human but rather someone who has developed technology that allows them to mimic the powers of atomic humans.

MAGICIAN

A magician, like the gadgeteer, is not a true atomic human. A magician has learned to use magic to mimic the powers of atomic humans.

PROJECTOR

A projector is an atomic human that is able to project something from his body. The most common types of projectors are able to project different types of energy.

SHAPESHIFTER

A shapeshifter is an atomic human that is able to alter the shape and size of his body. Many shapeshifters can turn into entirely different creatures.

SPEEDSTER

A speedster is an atomic human that is able to run or fly extremely fast. Many are able to traverse the globe in a matter of minutes.

CHAPTER 2: STATISTICS

STATISTICS

All atomic human characters use the same statistics as giant monsters. All of the statistics are listed below with a brief description of how they are used. Some statistics work differently for atomic humans than they do for giant monsters.

DISTANCE

This statistic represents your character's ability to move around. A character may move twice his distance rating in inches when walking, three times if he is running.

STRENGTH

This statistic represents how strong your character is. It is used to see how much damage he can inflict with his close combat attacks. It is also used to throw other characters, giant monsters, and objects if the character also possesses the power super strength. A character cannot throw another character, giant monster, or object if he does not possess the power super strength.

STRENGTH DAMAGE CHART	
Strength	**Damage**
1-4	1
5-8	2
9-10	3

DEXTERITY

This statistic measures how well your character fights in close combat. It is used primarily when attempting to hit another character or giant monster as well as to avoid being knocked down.

MIND

Mind is an optional statistic. This statistic represents your character's mental fortitude and speed of thought. It is used for certain powers as well as determining initiative. This is a new statistic that can used whenever atomic humans are being used. While mind can be used for giant monsters it is recommended that it be used for battles that only involve atomic humans.

TOUGHNESS

This statistic is a measure of how resilient your character is to taking physical damage. It is used when trying to avoid taking damage from any attack.

WOUNDS

This statistic is a measure of how much damage a character can sustain before he is incapacitated.

CLOSE COMBAT ATTACKS

This statistic represents the number of close combat attacks your character may make each turn.

ATOMIC POWER

This statistic is a measure of how much atomic energy a character can harness from his body, internal reactor, or similar energy source to use powers. Atomic power is not bought like other statistics but instead is determined randomly every round of the game. Atomic power and how it is used is discussed further in Chapter 7: Sequence of Play in the Giant Monster Rampage: Revised rulebook

GAME TYPE

Before you can purchase statistics for your characters you must first decide what type of game you are going to play. There are two different types of games that can be played. The type of game that is going to be played

dictates the number of characters that can be used.

ONE-ON-ONE

In this type of game each player creates a single character to fight with. This can either be character versus giant monster or character versus character.

TEAM

In this type of game each player creates a team of characters to fight with. A team must consist of at least 3 individual characters. A team can be used to fight a single giant monster, multiple giant monsters or another team.

POINT TOTAL

Before buying statistics all players must agree on how many creation points they will be allowed to spend on their characters and/or giant monsters. Creation points are used to buy a character's statistics and powers. As a guideline the average point total for a one-on-one game is 200 points. The average point total for a team game is 1000 points. This total may be raised or lowered depending on the level of power you want your characters to possess.

BUYING STATISTICS

Statistics are gained by spending creation points to buy them. Below is a chart that is used to determine your statistic point costs. All statistics must have a rating of at least 1 and may not be bought above 6 unless otherwise noted.

STATISTIC COST CHART*	
Stat	**Cost**
1	5
2	10
3	15
4	25
5	35
6	50

* This table does not apply to close combat or wounds. See below for their point costs.

CLOSE COMBAT ATTACKS

All characters start the game with 2 close combat attacks. Additional close combat attacks may be bought at the cost of 20 creation points per attack. Additionally a character can give up a natural attack to gain 5 creation points. A character with 0 close combat attacks cannot attack or retaliate when in close combat. Close combat attacks are an Atomic human's equivalent to a giant monster's natural attacks.

WOUNDS

Every individual character starts the game with 5 wounds in a team game and 10 wounds in a one-on-one game. Additional wounds may be bought at the cost of 10 creation points per wound. A character can also choose to give up a wound to gain 10 creation points. A character cannot be given more than 15 wounds or less than 3.

CHAPTER 3:
SUPER POWERS

SUPER POWERS

In Giant Monster Rampage the monsters use powers that are called enhancements. In atomic humans these powers are called super powers. Super powers work exactly like enhancements, the name has just been changed to better fit the super powered humans in atomic humans.

BUYING
SUPER POWERS

Atomic humans can buy any powers from Giant Monster Rampage: Revised, Giant Monster Rampage: Evolution, or Giant Monster Rampage: Atomic Humans with the exceptions noted below. The following enhancements cannot be purchased by atomic humans.

PHYSICAL ENHANCEMENTS
Heavy
Scrawny
Strong
Weak

ATOMIC ENHANCEMENTS
Density Beam
Density Control

The following enhancement has altered effects when used by an atomic human.

Telekinesis: This power costs 1 atomic power point per toughness point possessed by the target to activate when used against another atomic human. The power works as normal against giant monsters.

The following power has altered effects when used by a giant monster in a game with atomic humans.

Shrink: When this power is used the monster becomes the size of a character

and is treated as a character. All other effects of the power do not work. If this power is used by an atomic human they become tiny and gain all of the benefits of the innate power tiny body.

REVISED POWERS

The following powers have been revised to include the new mind statistic. The revised versions of the powers are found below in the super powers section. The revised versions of the powers must be used if the mind statistic is being used. If the power was normally available to giant monsters then they may still purchase the revised version from this book. Below is a list of the revised powers.

Mind Blast
Terror Wave

NEW SUPER POWERS

The following super powers can only be purchased by atomic humans unless otherwise noted in the power's description. All super powers are laid out as follows.

Name: This is the common name of the power. You may change it to fit the concept of your character.

Points: This is how many creation points it cost you to purchase the power.

Energy: Some powers require atomic power to activate. This is where you will find how many atomic power points the power takes to activate.

Duration: Some powers have effects that last longer than others. This is where you find out how long the power lasts. There are three different durations used, a phase, a turn, or a round. Whichever one is listed for the power, it lasts until the end of that specific timeframe. For example if the power

had a duration of 1 turn it would last until the end of the current turn in which it was activated.

Type: Each power belongs to one of five different subcategories. Each is listed below with a brief description.

> **Close Combat:** These powers are used when fighting in close quarters with another character and can only be used during the close combat phase of the game. A close combat power can only be used once per close combat phase.

> **Defensive:** These powers are used to prevent injury to your character and can be used in any phase during any player's turn. However, they must be activated before any to hit rolls are made. There is no limit to the number of times you may activate a defensive power unless stated in the power's description.

> **Movement:** These powers are used to help your character move around and can only be used during the movement phase of the game. A movement power can only be used once per turn.

> **Ranged Combat:** Ranged powers are combat powers used at a distance to try and damage opponents. These powers can only be used during the ranged combat phase. Ranged combat powers can only be used once per turn.

> **Special:** Special powers have unique times in which they can be used. When and how they can be used is listed in the powers description.

Range: If the power has a range this is where it is listed. Some powers have an area of effect meaning it can affect all targets within the listed range. Other ranged attacks have a spray ability. A spray attack can affect all targets in a straight line from the attacker out to the attack's maximum distance. For both area of effect and spray attacks that inflict damage you must roll to hit each target separately unless the power's description says otherwise.

Damage: This is the amount of wounds inflicted by the power.

Description: This is where you will find the detailed information about the power.

INNATE POWERS

The following powers represent innate attributes that can be possessed by a character sort of like a giant monster's physical enhancements. These powers do not require atomic power and are considered active at all times. Any innate powers taken for a character should be apparent on the miniature being used where applicable. If your character looks like it should have one of the innate powers and you do not purchase it, your character does not gain the benefits from it.

ACROBATICS
Points: 20
Type: Defensive
A character with this power has been trained in acrobatics. Anytime this character is declared the target of a close combat attack he may use this power. To use this power the character must roll equal to or under his dexterity on a d10. If the roll is successful the character that is attacking him must add 2 to his to hit target number. If the roll fails the character may not perform any retaliatory strikes that phase. This power cannot be used if the attacking character also has acrobatics.

DENSE
Points: 15
Type: Special
A character that possesses this power now has a tonnage statistic. The character's tonnage is calculated exactly as if he were a giant monster. A character with a tonnage statistic can be affected by any powers that affect tonnage.

EXPERT TACTICIAN
Points: 25
Type: Special
A character with this power is an expert at battlefield tactics. When determining

initiative this character doubles his mind statistic.

INTIMIDATION

Points: 15

A character with this power is intimidating to look upon. Any character that wants to move within 3" of a character with this power must first roll equal to or under their mind statistic. If the roll succeeds the character has overcome their fear and may move as normal. If the roll fails the character could not overcome their fear and cannot move closer than 3" to the intimidating character.

INVINCIBLE

Points: 50
Type: Defensive

A character with this power is extremely hard to damage. Whenever this character is successfully hit by an attack, roll a d10. On the roll of 8-10 the character suffers no wounds from the attack. If the roll is 1-7 the character must roll to absorb wounds as normal. Giant Monsters may purchase this power.

IRON WILL

Points: 30

A character with this power has a strong mental shield. This character doubles their mind statistic against the following powers: Brain Bomb, Intimidate, Mind Control, . If a character's mind statistic is 10 or higher after being doubled then they are immune to the listed powers. Giant monsters may purchase this power.

KINETIC TRANSFERENCE

Points: 25
Type: Special

A character with this power is able to change kinetic energy into atomic power. Anytime this character is successfully hit with a natural attack he gains 1 atomic power. This power works regardless of whether or not the character takes damage from the attacks.

LUCK

Points: 30
Type: Special

A character with this power is blessed with luck. Once per round this character can force his opponent to reroll one of his dice, or the character may use it to reroll one of his or a teammate's single die roll. The second result must be kept.

MARKSMAN

Points: 40
Type: Special

A character with this power is an extremely good shot when it comes to using ranged attacks. This character always hits on a 6 or higher when using ranged attacks. Cover and range modifiers are disregarded.

PLASTICITY

Points: 30
Type: Special

A character with plasticity has a rubbery body that can be stretched to incredible lengths. This character never needs to roll to see if he can leave close combat. Additionally he ignores all movement penalties from terrain, including blocking terrain, and can make his close combat attacks against any character that is within 2X his normal close combat attack reach. Characters with this power do not take damage from being knocked back.

STEALTH

Points: 25
Type: Special

A character with stealth is able to move around without easily being detected and can make better use of cover. This character gets a +1 bonus to any cover modifiers he has when being attacked. Additionally if this character attacks another character in his side or rear facings that character does not get to attempt to turn and face his attacker that turn. This only applies if the character with stealth did not at any time pass the target character's front facing. Targets with the power 360º vision may attempt to turn and face their attacker as normal.

SUPER SPEED

Points: 50
Type: Special

A character with this power can move extremely fast. This character doubles the distance he may move. For example if you had a normal character with a distance of 3. He would normally be able to walk 6" and run 9". If he had this power he would be able to walk 12" and run 18". Additionally this character may make an additional move during any other player's movement phase

by spending 2 atomic power ponts. This move is made immediately after the player's whose turn it is, has moved. The character with super speed makes this move as if it were his movement phase, meaning he can perform movement combat maneuvers. Also since the character is so fast, anytime he is the target of an attack the attacker must increase his to hit target number by 1.

SUPER STRENGTH

Points: 30
Type: Special
A character with this power is able to lift many tons. This character uses the giant monster strength lifting chart and may throw other characters and giant monsters as well as using objects as if he were a giant monster.

TINY BODY

Points: 30
Type: Special
A character with this power is tiny. Their bodies are no more than a foot tall. A tiny character moves 1" per point of distance when walking, 2" per point of distance when running. Any attacks made against them have a +2 to hit modifier added to the to hit target number.

Atomic POWERS

All of the following powers are atomic powers. All atomic powers require the character to spend atomic power points to activate them.

ANIMATE

Points: 25
Type: Special
Energy: 1 small object, 2 medium object, 3 large object
Range: 12"
A character with this power is able to animate inanimate objects. When this power is used the object that is animated can do one of two things. It can be moved anywhere within 6" of its original position or it can be used to make a single close combat attack against any target that is within 2" of it. All objects are considered to have a dexterity of 3 when rolling to hit. The amount of damage inflicted depends on the size of the object. Small sized objects inflict 1 wound, medium sized objects inflict two

wounds and large sized objects inflict 3 wounds. Objects used in this way are not destroyed after they are used. This power can only be activated during the character's movement or close combat phases respective of which action is being taken with the object. This power can only be used once per round. More information about objects can be found in Chapter 6 of Giant Monster Rampage: Revised.

BRAIN BOMB

Points: 40
Type: Ranged
Energy: See below
Range: 12"
Requirements: Mind statistic 4+
A character with this power is able to attack the brain of another causing extreme pain depending on the target's mental capacity. To activate this power the user must spend one atomic power point per point of mind statistic possessed by the target. They must then make a normal ranged to hit roll. If the attack is successful the target suffers damage based on his mind statistic, see chart below.

MIND DAMAGE CHART	
Mind	**Damage**
1-2	3
3-4	2
5+	1

Any damage inflicted by this power can only be absorbed by rolling equal to or under the target's mind statistic. Toughness cannot be used to absorb the wounds from this power.

CONSTRUCT

Points: 30
Energy: by size
Type: Special
This power allows an atomic human to create constructs. These are generally made out of some sort of energy. There are three types of constructs that can be made.

Small
Energy: 3/1
Distance: 3
Strength: 3
Dexterity: 3
Toughness: 3

Medium
Energy: 4/2
Distance: 4
Strength: 4
Dexterity: 4
Toughness: 4

Large
Energy: 5/3
Distance: 5
Strength: 5
Dexterity: 5
Toughness: 5

A character can only create one construct at a time. A construct can be created during any phase and take an action the phase it was created. A construct can move an unlimited distance away from its creator as long as the creator has line of sight to it. If the line of sight is ever broken the construct is destroyed. A construct is also destroyed at the beginning of its creator's turn unless the creator spends atomic power to keep it in play. This cost is the second number listed under the construct's energy. The last way to destroy a construct is to damage it. If a construct suffers 1 wound it is destroyed unless its creator spends 2 atomic power points per wound suffered by the construct. A newly created construct must be placed within 3" of its creator. Some sort of small token should be used to represent constructs. It is recommended that a dime be used for small constructs, a nickel for medium constructs, and a quarter for large constructs.

ERUPTION
Points: 30
Energy: 4
Type: Ranged
Ranged: 6"
When a character uses this power he calls forth a geyser of lava from deep beneath the earth. When this power is used place a round piece of red felt with a 2" diameter anywhere within range of the power. That piece of felt is considered to be lava terrain. If the lava terrain piece is placed under a character or monster, the character or monster must roll equal to or under their dexterity on a d10 or suffer 1 wound. If the roll is successful place the character or monster next to the edge of the lava terrain. Buildings with lava terrain underneath them

suffer 1 wound at the beginning of the power user's phase.

FORCE ATTACK
Points: 20
Type: Ranged
Energy: 2
Range: 12"
This power allows a character to create a telekinetic bolt that can be used to knock opponents down. This attack requires a to hit roll to succeed. Any character successfully hit by a force attack must roll equal to or under their dexterity or be knocked down. There are two special options that can be purchased with this power.

Force Blast
Points: 5
Energy: 3
Range: 12"
When this option is used the hero projects a stronger telekinetic bolt that can knock opponents back. This option requires an activation roll before rolling to hit. If the activation roll is successful roll to hit as normal. Any character hit is knocked back 1d10". If the activation roll is failed the character may not use this option be he may still use the basic force attack power.

Force Wave
Points: 10
Energy: 4
Range: 6" AoE
When this option is used the character creates a wave of telekinetic force that pushes in all directions. Any targets that are within 6" of the user of this power and that are not behind cover may be hit. This option requires an activation roll and then a to hit roll to use. If the activation roll is successful roll to hit each target as normal. Any character hit is knocked back 1d10". If the activation roll is failed the character may not use this option be he may still use the basic force attack power.

FUSE
Points: 25
Energy: 3
Type: Special
This power allows two or more characters to fuse into one. All characters that want to fuse must possess this power. In order to

activate this power all of the characters that are going to fuse must be within 3" of each other and spend 3 atomic power points each. When the characters are fused their statistics become an average of all fused characters, rounded up. For example if two characters fused and they had distance statistics of 3 and 6. They would have an average distance of 5 (6+3=9 9/2=4.5 = 5). This is done for all statistics except wounds. When determining wounds add together all the remaining wounds of all fused characters then divide the result by 2, the resulting number is how many wounds the fused character has. Fused characters also have access to powers possessed by any character that is part of the fuse. Fused characters only possess one of each power. Duplicate powers do not function. When rolling atomic power only 1d10 is rolled. Fused characters can unfuse at anytime. If a fused character is reduced to 0 wounds then all characters that are part of the fuse are considered to be knocked out.

GROW
Points: 20
Energy: 4
Type: Special
Duration: 1 round
This power allows a character to grow to the size of a giant monster. While in this state the character is treated as a giant monster. The character also gains the tonnage statistic. Additionally the giant character may carry a friendly teammate. To do this the character that is going to be carried must be within 3" of the giant character. A character can only be carried during the movement phase and must be placed within 3" of the giant character once the movement phase is over.

HEAL
Points: 40
Activation: 4
Type: Special
This power allows a character to heal another character. To heal another character the user must be within 2" of the character to be healed. A character can heal 1 lost wound with a successful activation roll. This power can be used during any phase in place of this character taken an action that phase. This power can only be used in team games.

MIND CONTROL
Points: 50
Type: Special
Energy: See below
Duration: 1 turn
Range: 12"
This power allows a character to enter the mind of another character and take control of them. This power must be used during the possessing characters movement phase instead of moving. If a character uses this power he cannot do anything else for the remainder of the turn regardless of whether or not the power was successful. To use this power the character must be within 12" of the target, spend one atomic power point for every point of mind the target possesses, and make a normal ranged to hit roll. If the to hit roll succeeds the target has been mind controlled. If the roll was successful the character may use the mind-controlled character as if he were a member of the same team. Control of the character is returned at the end of the current turn. This power cannot be used on giant monsters their minds are far too chaotic to control.

MIND BLAST (REVISED)
Points: 30
Energy: See Below
Type: Ranged
Range: Unlimited
Damage: 1
Requirements: Mind statistic 3+
A character that uses this power attacks the mind of its target telepathically causing it pain and confusion. To activate this power the character must spend one atomic power point for every point of mind statistic that the target possesses. This power has an unlimited range but the user must be able to see his target. Any target hit by this enhancement suffers 1 wound and has a +2 modifier to all its target numbers for the current round. This enhancement has no affect on buildings and may not be used against multiple opponents

PLANT CONTROL
Points: See below
Type: Special
Range: 12"
A character with this power are able to make plants do different things. The different ways the power can be used is listed below. You

must purchase each separate power option in order to use it. Giant monsters may purchase this power.

Remove Plant Obstacle
Points: 5
Energy: 2
This option allows a character to command the plants in a single forest terrain piece to get out of his way so that he has a clear shot. If this option is successfully activated any characters in the forest terrain, nominated by the user of this power, no longer receive the benefits of being in cover. This option must be activated during the character's ranged combat phase before he rolls to hit.

Creeping Plants
Points: 10
Energy: 4
This option allows the character to move a single piece of forest terrain 3" in any direction. This can only be done on forest terrain pieces that are no bigger than 8" x 8". The area moved must be moved to an area it could normally occupy. This power can be used at any time, during any player's turn, before to hit rolls are made

Plant Attack
Points: 10
Energy: 3
This option allows the character to command the plants to attack. If used in this way any characters, except this character's teammates, in a single forest terrain piece may be hit. Roll to hit each character separately. All forest terrain pieces have a dexterity of 3 for determining close combat to hit target numbers. Any characters hit suffer 1 wound and must make a knockdown check. This option can only be activated during the character's close combat phase in place of taking an action that phase.

Entangle
Points: 10
Energy: 3
This option allows a character to stop opponents from moving while in a single forest terrain piece. If used in this way any character trying to move in the forest terrain piece must roll equal to or under their dexterity or be stuck. Any character that fails their dexterity roll cannot move during that movement phase. This option must be activated during the opponent's movement phase.

SLIPPERY TERRAIN
Points: 20
Energy: 1 per1" x 1" square
Type: Ranged
Range: 6"
Duration: Permanent until destroyed
This power allows a character to create an area of slippery terrain. The character may create up to ten 1" by 1" squares of slippery terrain. Place the slippery terrain pieces anywhere within 6" of the character that created them. Any character that walks or runs over a slippery terrain piece must roll equal to or under his dexterity or be knocked down. A slippery terrain piece is destroyed if a character walks over it or it is the target of an attack that inflicts at least 1 wound. Giant monsters may purchase this power.

STEAL POWER
Points: 40
Type: Close Combat
Energy: 4
Duration: 1 round
This power allows a character to steal the powers of another. This power must be used to enhance a single natural attack. If the attack enhanced with this enhancement successfully hits no damage is inflicted and the character has stolen a power from the target, chosen at random. Powers gained in this way stay with the character for the remainder of the current round. The character the power was stolen from loses the power until the beginning of the next round. This power may be activated once per close combat attack.

TERROR WAVE (REVISED)
Points: 25
Energy: 3
Type: Special, AoE
Range: 6"
Duration: 1 phase
A character with this power is able to make himself a terrible sight to behold causing incredible fear and insanity to all those who get to close. Any character that comes within 6" of the character that activated this power must roll a d10 subtract their mind statistic from the result then consult the table

below. This power can be activated at anytime before a to hit roll is made.

1-2: No affect
3-4: Monster moves 1d10" away from the monster with this enhancement. This move must be directly away from the monster using this enhancement. When the monster moves it will take the shortest route around blocking and treacherous terrain.
5-6: The monster is overloaded with insane thoughts and images All of its target numbers are increased by 2 for the remainder of the current turn.
7-8: The monster is too afraid to do anything; it cannot attack or move this turn.
9-10: The monster is overcome with so much fear it causes physical harm. The monster suffers 1 wound from the affects. Roll again on this table.

WATER CONTROL

Points: See below
Type: Special
Range: 12"

A character with this power is able to manipulate water. The different ways the power can be used are listed below. You must purchase each separate power option in order to use it. Giant monsters may purchase this power.

Part Water

Points: 5
Energy: 2

This option allows a character to command the water in a single water terrain piece to get out of his way so that he has a clear shot. If this option is successfully activated any characters in the water terrain, nominated by the user of this power, no longer receive the benefits of being in cover. This option must be activated during the character's ranged combat phase before he rolls to hit. This option can also be activated during the power user's movement phase so that he may move through the water terrain without penalty.

Flood

Points: 10
Energy: 3

This option allows the character to move a single water terrain piece 3" in any direction. This can only be done on water terrain

pieces that are no bigger than 8" x 8". The water terrain piece moved must be moved to an area it could normally occupy. This power can be used at any time, during any player's turn, before to hit rolls are made.

Water Attack

Points: 10
Energy: 3

This option allows the character to command the water to attack. If used in this way any characters, except this character's teammates, in the chosen water terrain piece may be hit. Roll to hit each character separately. All water terrain pieces have a dexterity of 3 for determining close combat to hit target numbers. Any characters hit suffer 1 wound and must make a knockdown check. This option can only be activated during the character's close combat phase instead of taking a normal action that phase.

Riptide

Points: 10
Energy: 3

This option allows the character to stop opponents from moving while in a single water terrain piece. If used in this way any character trying to move while in the chosen water terrain piece must roll equal to or under their dexterity or be unable to move that movement phase. This option can only be activated during the opponent's movement phase.

CHAPTER 4:
PLAYING FIELD

PLAYING FIELD

When using atomic humans the playing field is slightly altered to make up for their small sizes compared to the immense monsters from Giant Monster Rampage: Revised. You can use these rules to simulate more accurate human versus monster terrain or just use the terrain as it appears in Giant Monster Rampage: Revised

ACID POOLS, LAVA, TAR PITS

These terrain pieces work the same as they do for giant monsters except for movement. Characters that find themselves in one of these terrain types may only move 2" during their movement phase regardless of their distance statistic.

BOULDERS

A character must have the power super strength in order to throw boulders.

BUILDINGS/WALLS

Many heroic battles take place in the heart of crowded cities. In these types of battles there are lots of buildings for the characters to maneuver over, around, or through. Buildings are created using stackable blocks. These blocks can be made of wood or plastic or any other stackable items the player's want to use. The size of the blocks doesn't matter however the smaller the blocks the more you'll need. When placing buildings, complete buildings are not created, instead an outline of the building, and its interior walls if you wish, is created by placing the blocks in the desired shape. These sections are called walls and are equivalent to wounds. The only difference is when a building suffers a wound a wall section is removed from that building. All wall sections have a toughness score of 4 (1

if attacked by a character with super strength, or a giant monster) for the purpose of absorbing wounds. When removing building wall sections you only remove those sections within 2" of the character or monster. If a character or monster inflicts more damage then there are building sections within 2", the extra damage is wasted.

DANGEROUS BUILDINGS

Dangerous buildings are not used in games that use atomic humans. Instead dangerous things are used.

DANGEROUS THINGS

Dangerous things represent things that are dangerous when destroyed. Below is a list of some of the dangerous things commonly found in a game of atomic humans. Feel free to create your own dangerous things.

Corrosive Container: A corrosive container has 3 wounds and a toughness of 3. If a corrosive container is destroyed it sprays corrosive liquid in all directions. Any characters within 3" of a corrosive container when it explodes suffers 1 wound.

Explosive Container: An explosive container has 3 wounds and a toughness of 3. If an explosive container is destroyed it explodes. Any characters within 3" of an explosive container when it explodes suffers 1 wound and must roll equal to or under their dexterity on a d10 or be knocked down.

Mutagenic Container: A mutagenic container has a toughness 3 wounds and a toughness of 5. A mutagenic container contains a chemical that causes rapid mutations. Sometimes they are good and other times they are bad. If a mutagenic container is destroyed all characters within 3" must roll on the table below.

MUTATIONS*	
Roll	Result
1	-1 to any statistic
2	-1 Distance
3	-1 Dexterity
4	-1 Toughness
5	-1 Strength
6	+1 Distance
7	+1Dexterity
8	+1 Toughness
9	+1 Strength
10	+1 to any statistic

*The effects of the mutagenic container only last for the duration of the current game and are not permanent.

Nuclear Container: A nuclear container has 3 wounds and a toughness of 5. When a nuclear container is destroyed it releases nuclear material in all directions. Any character within 6" of a nuclear container when it is destroyed must roll a d10. ON the roll of 1-5 the character loses 3 atomic power points. On the roll of 6-10 the character gains 3 atomic power points.

Oil Drum: An oil drum has 3 wounds and a toughness of 3. If an oil drum is destroyed it sprays slippery oil in all directions. Any character within 3" of an oil drum when it is destroyed must roll equal to or under their dexterity on a d10 or be knocked down.

Reactor: A reactor has 5 wounds and a toughness of 5. If a reactor is destroyed it explodes. Any characters within 6" of a reactor when it explodes suffers 3 wounds and is knocked back 1d10".

FORESTS

Forests are the same for characters as they are for giant monsters when it comes to movement. The difference for characters is that they can hide in a forest. Any character that is completely within a piece of forest terrain gains the benefit of 1/2 cover from ranged attacks.

POWER LINES

Characters ignore the effects of power lines.

WATER

Water terrain is a major problem for characters. Characters that move through shallow water must treat every 1" moved as 3". Characters that move through deep water can only move 2" during their movement phase regardless of their distance statistic. If a character has the physical enhancement fins/webbed feet then they treat water terrain the same as giant monsters.

THE REST

Any terrain not listed here functions the same for characters as it does for giant monsters.

CHAPTER 5:
SEQUENCE OF PLAY

SEQUENCE OF PLAY

Atomic humans have the same sequence of play as giant monsters. They go through the same round, turn, and phases as giant monsters. The only difference is in how initiative and teams of atomic humans are handled.

SET UP

When setting up a team of atomic humans you must place all of the team members within 3" of each other.

ATOMIC POWER

Atomic power is rolled separately for each atomic human in a team.

INITIATIVE

If their is only one atomic human (or giant monster) per side initiative is determined as normal. If one side has a monster and one side a team initiative is determined by a d10 roll. During the team player's turn he may use all of his characters one at a time taking each one through all of the phases before moving on to the next. If there are two teams of atomic humans then initiative is determined as flows. To determine which player gets to take the first turn when using teams of atomic humans all players must roll a d10. The player that rolled the highest gets to choose one character and take a turn with him. The next highest player does the same thing until all players have used a character. Once all players have used a character the player that rolled the highest initiative chooses another character to use, then the next highest and so on. Play continues like this until all players have used all of the character's they wish that round. Once all characters that are going to be used have been used a new round begins by rerolling initiative.

PASS

In a team VS team battle a player may choose to pass his current turn and not take an action with a character. A player may only pass once per round

PHASE 1: MOVEMENT

The movement phase is the same for atomic humans as it is for giant monsters except that atomic humans have a few different options and situational rules. The following rules only apply to atomic humans.

FLYING HEROES AND MOVEMENT

There are too different flight options for characters that can fly. The first is hovering. A character that is hovering is considered to be flying just above the ground. The second option is flying high. A character that is flying high is soaring way above the playing field. Regardless of which flying option a character is using he always ignores all terrain pieces as he moves. How these options affect combat is discussed in chapter 5. If a character with flight is not using either one of these options he is considered to be walking on the ground.

BUILDINGS AND MOVEMENT

When a character's move takes him into contact with a building he must declare if he is going over it or through it. Only characters with flight or leaping muscles can go over a building. A character that is going over a building and that does not have enough move to clear the building must be given a token of some kind to show he is above the building and not inside it. If a character is going to go through a building he must use a doorway or create one himself.

JUMPING

There may come a time when a character might want to jump from one building to another or he might want to leap over an obstacle. All characters have the ability to jump. The distance a character can jump depends on his strength and his size. A character can only make one jump attempt per movement phase. Use the table below to determine the distance your character can jump.

Tiny: 1/2" per strength point
Normal: 1" per strength point
Giant: 2" per point of strength. This includes giant monsters.

A character can jump over vertical obstacles no taller than 1/2 the maximum distance the character can jump. For example if your character could jump 6" he would be able to jump over any obstacle that was no taller than 3". A character can move up to half his distance then make a jump. When a character jumps he must roll a d10 after being moved. If the roll is a 1 the character falls upon landing and is considered to be knocked down. Once a character jumps his movement ends. Characters with the physical enhancement leaping muscles do not need to roll after jumping, may continue to move after jumping and may jump after moving their full distance.

PHASE 2 AND 3: RANGED AND CLOSE COMBAT

These phases are the same for atomic humans as they are for giant monsters.

PHASE 4: HEALING

If there is only one atomic human then this phase works as normal. If there is a team of atomic humans then this phase works a little different. When rolling to heal a team of atomic humans roll a d10 as normal. If the roll is a 10 you may give 1 wound back to any member of your team that is wounded.

CHAPTER 6:
COMBAT

COMBAT

Atomic humans use the same combat rules to attack as giant monsters. However being smaller gives atomic humans some advantage over their gigantic opponents.

FLYING
AND COMBAT

A character that is hovering can be attacked with close combat attacks and ranged attacks by any other character that is also on the ground or hovering. A character that is flying high can only make ranged attacks against characters on the ground or hovering, likewise characters on the ground or hovering can only make ranged combat attacks against a character that is flying high. All ranged attacks that are made against and made by a character that is flying high must add 12" to the distance measured. If multiple characters are flying high then those characters may attack each other as normal. These rules only apply to atomic humans. Giant monsters can attack an atomic human no matter what level he is flying at.

FALLING

If a character is knocked back while on an elevated piece of terrain or fails a knockdown check while flying high the character will fall. A character that falls suffers 2 wounds and is automatically knocked down if applicable. If a character on the ground has a power that lets him fly he may try to activate it to avoid falling. To do this roll a d10. If the roll is equal to or under the character's dexterity he has successfully activated the flight power and is now considered to be hovering. If the roll is higher than the character's dexterity he falls as normal. If the power requires atomic power the character must spend the required amount before rolling. Characters that fall from flying high are considered to be on the ground after falling.

COMBAT MANEUVERS

CREATE DOORWAY
Phase: Movement
Requirements: Super Strength
This maneuver allows a character to move up to a building and create a doorway so he may enter. A character must have the power super strength to use this maneuver. When this maneuver is used the character may use his close combat attacks to attack any wall sections within reach. If the character destroys enough to allow him to enter he may use any unspent movement he has to continue moving.

CANNONBALL
Phase: Ranged Combat
Requirements: Super Strength
This maneuver allows a character with super strength to throw another character so that the thrown character hits an opponent. The character that is going to be thrown must be within 2" of the character that is going to do the throwing. A character can be thrown 3" for every point of strength the throwing character possesses. When this maneuver is used place the thrown character next to his intended target. The thrown character may then make a single close combat attack against the target, activating any close combat powers he wants to use. The target does not get to make retaliatory strikes against the thrown character. The character that did the throwing and the thrown character are both considered to have been activated that round. This maneuver can only be used during the throwing monster's initiative.

CHAPTER 7: OPTIONAL RULES

OPTIONAL RULES

The following rules are considered to be optional. All players must decide on what optional rules will be allowed. These optional rules work best in games that only involve atomic humans.

MOUNTS

Many characters ride into battle on a mount of some sort like a horse or motorcycle. The following rules will allow you to buy mounts for your characters. A character is considered to be mounted at all times during the game. For sake of game play a mount and its rider can never be separated.

Point Cost: Mounts have two costs listed for points. These points are based on how the mount can move. The first point value is for walking, the second one is for flying. Mounts follow the same rules for movement as characters unless otherwise stated in the mount's description.

MOUNT, LIVING
Points: 25/35
A living mount is any creature that can be ridden. It can be anything from a horse to a dinosaur to an alien lizard. For game purposes a living mount allows the mounted character to move 4x his distance characteristic. A character that moves using a mount can still use ranged attacks after he moves. A living mount gives the character a bonus close combat attack made at a dexterity of 3 and inflicts 1 wound

MOUNT, ROBOTIC
Points: 35/45
A robotic mount is a mechanical construction that can be ridden. Most robotic mounts look like mechanical versions of normal animals however; it is not uncommon to see something that looks like a car with arms and legs. For game purposes a robotic mount allows the mounted character to move 4x his distance characteristic. A character that moves using a mount can still use ranged attacks after he moves. A robotic mount gives the character a bonus close combat attack made at a dexterity of 3 and inflicts 1 wound and a +1 to his toughness while mounted

MOUNT, VEHICULAR
Points: 25/35
A vehicular mount is nothing more than a single passenger vehicle, like a motorcycle. For game purposes a vehicular mount allows the mounted character to move 4x his distance characteristic. A character that moves using a mount can still use ranged attacks after he moves. A vehicular mount gives the character +1 to his toughness while mounted and +1 damage when using the maneuver ram.

MOUNTS AND COMBAT
For all intents and purposes a mount is an upgrade for a character. Such is the bond between a character and his mount that he will not leave his mount during combat. They fight and move as one.

GADGETS

Gadgets are mechanical devices usually created by villains to help them achieve their nefarious ends. Gadgets can be anything from mobile laser guns to stationary buzz saws as big as a man. There are two different types of gadgets that can be purchased each is listed below. All gadgets are considered to be objects and can be used as such. Gadgets that are mobile require any character that is trying to pick them to roll equal to or under their dexterity before doing so.

GADGET SIZE

After you have decided what type of gadget you are going to make and have purchased powers and/ or close combat attacks for it you must determine its size.

GADGET, SMALL

Points: Same point value as powers and attacks
Toughness: 3
Wounds: 3
Atomic Power: 3

GADGET, MEDIUM

Points: +1/2 point value (rounded down) of powers and attack points
Toughness: 4
Wounds: 5
Atomic Power: 5

GADGET, LARGE

Points: Double point value of powers and attacks
Toughness: 5
Wounds: 7
Atomic Power: 7

NATURAL ATTACKS

Gadgets may be given close combat attacks at the cost of 5 points per close combat attack to a maximum of 3. A gadget with natural attacks is considered to have a dexterity of 3.

POWERS AND ENHANCEMENTS

Gadgets may be given any powers or enhancements that do not require the mind statistic and that they have the atomic power to activate.

GADGET OPTIONS

Below is a list of special abilities and rules that can be given to gadgets

MOBILE

Mobile gadgets are able to move around the playing field. There are four different movement modes available to gadgets. Despite the type of movement possessed by a gadget all mobile gadgets can move 3" during their movement phase. A gadget that buys the hover or flight movement modes also gets the walker mode for free.

Walker

Points: 5
A walker gadget moves along the ground.

Flight

Points: 15
A flying gadget can fly and ignores all terrain as it moves. This gadget follows all the rules for flying as if it were a character.

Hover

Points: 10
A hovering gadget moves by hovering. It can ignore all terrain pieces except blocking terrain when it moves.

MIND LINKED

Points: 5
A gadget that is mind linked is mentally controlled by another character. Mind linked gadgets can move where they want and choose their target instead of attacking the closest target. If the character the gadgets are mind linked too is knocked out, the gadgets must attack the closet target as normal

GADGETS AND COMBAT

Gadgets function a little differently than characters below are any rules changes or clarifications that pertain to gadgets in close combat.

Initiative: To determine a gadget's initiative roll a d10 and divide the result by 2. The resulting number is the gadgets effective mind statistic for initiative purposes. If the mind statistic is not being used then the gadgets atomic power is used for initiative purposes.

Movement: All gadgets that are not mind linked must move 3" towards the nearest target. If the gadget has natural attacks it will continue moving until it comes within 2" of an enemy character. If the gadget has ranged powers it will stop when it comes within 6" of a character. If the gadget has both natural attacks and ranged powers the controller may choose if it stops at 2" or 6" from an enemy character.

Ranged Combat: Gadgets must choose the closest target to shoot at unless they are mind linked

Close combat: Gadgets must attack the closest target within reach. Gadgets may not split up their attacks if more than one opponent is within reach they must attack the closer of the two. If both are an equal distance away then the controller may choose which character is attacked.

Facings: A gadgets has only one facing front. All of its facings are considered to be front. A gadget can use its raged attack or close combat attacks from any of its front facings.

Objects: If a gadget is used as an object it must roll equal to or under its toughness on a d10. If the roll is successful the gadget takes 1 wound and is placed anywhere within 2" of the target it was used on. If the roll fails the gadget is completely destroyed.

HENCHMEN

Sometimes a character will enlist the aid of a normal human to help him in battle. It is more common for a villain to use henchmen than a hero.

HENCHMEN
Points: 5
Distance: 2
Strength: 2
Dexterity: 2
Mind: 2
Toughness: 2
Wounds: 1
Close Combat Attacks: 1

For an additional 5 points the henchman can be given a ranged attack with a range of 12" and a damage of 1. Henchmen cannot be given any type of enhancement or power. A character's number of henchmen cannot exceed his mind statistic. If the mind statistic is not being used the character cannot have more than 1 henchman for every 50 points the character costs. Henchmen are considered to be the same as characters and move and fight as if they were characters.

SCALABLE POWERS

Characters possess differently levels of powers. Some can only fire weak blasts while others can unleash massive beams of destruction. The following rules allow you to scale some attack powers to better fit your character's concept.

BLAST ATTACK

A blast is a ranged attack of some sort used to harm foes. The first thing you must do is when creating a blast attack is decide what range you want the power to have. Use the table below to decide which range is best for your blast

Range	Points
12"	5
24"	10
36"	15

The last thin you need to do is decide how damage you want your blast to inflict. Use the table below to determine which damage value is best for your blast.

Damage	Points
1	5
2	10
3	15

Now add up the points from your chosen range and damage and you are done.

BURST ATTACK

A burst is a type of blast attack that explodes when it hits its target. The first thing you must do when purchasing your burst attack is to determine what range you want the power to have. Use the table below to decide which range is best for your burst attack.

Range	Points
12"	5
24"	10
36"	15

The next thin you need to do is decide how much damage you want your burst attack to inflict. Use the table below to determine which damage value is best for your blast.

Damage	Points
1	5
2	10
3	15

The last thing you need to decide is the burst radius of your burst attack. Any targets other than the initial target that are in the burst radius of the attack suffer 1/2 of the attacks original damage rounded up. Only the initial target suffers the full damage. Use the chart below to determine your attacks burst radius.

Radius	Points
3"	5
6"	10
9"	15

Now add up the points from your chosen range, damage, and burst radius and you are done.

MULTIBLAST ATTACK

Energy: 3/1

Multiblast is a special type of blast attack that can fire multiple blasts. To use a multiblast attack you must spend 3 atomic power points for the first shot then an additional 1 atomic power points for every shot over the first to a maximum of five. For example to shoot three blasts would cost 5 atomic power points, 3 for the first and 2 for the additional two shoots. Multiblast may be used to attack multiple opponents using the multiple targets rule found in the combat chapter. All multiblast blasts inflict 1 wound. The first thing you must do when purchasing your multiblast attack is to determine what range you want the power to have. Use the table below to decide which range is best for your multiblast

Range	Points
12"	15
24"	20
36"	25

The next thin you need to do is decide how much damage you want your multiblast attack to inflict. Use the table below to determine which damage value is best for your blast.

Damage	Points
1	5
2	25
3	50

The points you spend on the range and the damage are the total cost of the enhancement.

SPRAY ATTACK

A spray is a ranged attack used to harm foes similar to a blast. The difference between a blast and a spray is that a spray can affect all targets within range that are in a line. When using a spray attack measure out the full range, with a tape measure, in a straight line in the direction you want to use it. Any targets touched by the tape measure may be hit. Roll to hit each target separately. The first thing you must do when purchasing your spray attack is to determine what range you want the power to have. Use the table below to decide which range is best for your spray

Range	Points
12"	15
24"	20
36"	25

The last thin you need to do is decide how damage you want your spray to inflict. Use the table below to determine which damage value is best for your blast.

Damage	Points
1	5
2	10
3	15

Now add up the points from your chosen range and damage and you are done.

WAVE ATTACK

A wave is a ranged power that erupts in all directions from the hero that uses the power. The first thing you must do when purchasing your wave attack is to determine what range you want the power to have. Wave powers are all area of affect attacks meaning they affect all targets within the listed range. Use the table below to decide which range is best for your wave.

Range	Points
6"	5
9"	15
12"	25

The last thin you need to do is decide how much damage you want your wave to inflict. Use the table below to determine which damage value is best for your wave.

Damage	Points
1	5
2	10
3	15

Now add up the points from your chosen range and damage and you are done.

ATTACK OPTIONS

The following option can be used to further enhance any of the above powers. To use these add the listed point of the attack option to cost to the power. A power may have multiple attack options.

ACCELERATION
Points: -5
An attack that has this option inflicts more damage the further away it is used. When determining the damage inflicted by a power with this option divide the power's range by its damage. The resulting number is how far the power can be used before the damage increases. For example if you had a power that had a range of 24" and inflicted 2 wounds the result would be 12. This means that the power does 1 wound from 0-12" and 2 wounds from 13-24". If the same power inflicted three wounds it would be 0-8" 1 wound, 9-16" 2 wounds, and 17-24" 3 wounds

ARC
Points: 10
Requirements: Blast or burst attacks only
This option allows a character to use his attack to hit a target he cannot see. When using an attack with this option the character must add a +3 cover modifier to his target number when attempting to hit targets he cannot see. This option does not allow a character to hit invisible targets just those that are blocked from his view by terrain.

ARMOR PIERCING
Points: 20 per –1
Requirements: Blast or burst attacks only
This option gives a character's ranged attack the ability to pierce armor. A power with this option lowers a character's toughness by 1 for every 20 points put into this option up to a maximum of -3. This modifier is only applied if the attack is successful and only applies to the absorption roll for the damage inflicted by that specific attack.

CHAIN
Points: 10
Requirements: blast or burst attacks only
This option allows a hero to select another target by spending 1 action point if his initial attack hits. The new target must be within the attack's range using the first target as the starting point. This option can be used continuously until the hero misses or chooses to stop. A target can only be chosen once.

CRAWLING
Points: -5
A crawling affect on a power means that it travels along the ground when it is used. A power with this option can only be used against targets that are on the ground. Additionally the target must be out in the open. If there is an impassable piece of terrain or another target directly between the attacker and the target the power with this option cannot be used. This option cannot be taken with the option arc.

STATISTIC REDUCTION
Points: 15 minor/ 30 major
A power with this option causes one of a character's statistics to be reduced if it is hit. This option may be taken in the place of damage for the power or in addition to damage. There are two forms of statistic reduction minor and major. A minor statistic reduction will lower the chosen statistic by 1/2 rounded up. A major statistic reduction will lower the statistic to 1. If the power with this option also causes damage the statistic reduction is applied after the damage absorption rolls. Only the following statistics may be chosen for statistic reduction: distance, strength, dexterity, mind, and toughness. The affects of statistic reduction last until the end of the current round.

KNOCKBACK

Points: 10

A power with this option causes knockback. Whenever a hero is hit by a power with this option it is knocked back 1d10" away from the attacker. This option may be taken in the place of a power's damage or in addition to the power's damage.

KNOCKDOWN

Points: 5

A power with this option forces a hero to make a knockdown check if it is successfully hit. This option may be taken in place of a power's damage or in addition to the power's damage.

STAGGERED DAMAGE

Points: -5

A power with this option causes less damage the further away its target is. When this option is chosen divide your power's range by its damage (round up). The resulting number is how many inches the power extends before its damage drops. For example if you had a power that had a range of 24" and inflicted 2 wounds the result would be 12. This means that the power does 2 wounds from 0-12" and 1 wound from 13-24". This option cannot be taken with the option acceleration.

TARGET NUMBER INCREASE

Points: 10+

A power with this option increases an opponent's target numbers. The opponent's target number can be increased by 1 for every 10 points you spend on this option up to a maximum of 3. This option can be taken in the place of damage. This increase lasts until the end of the affected character's next turn.

UNSTABLE

Points: -10

A power with this option is unreliable and dangerous at times. Whenever an unstable power is used there is a chance it will become unstable. If a natural 1 is rolled when attacking with a power that has this option it becomes unstable. When a power becomes unstable it will cause harm whenever it is used. When a power that has become unstable is used the character using it suffers 1 wound. This wound is suffered before any to hit rolls are made. If a character rolls a natural 10 when using a power that has become unstable the power becomes stable once again.

CHAPTER 8:
KNOWN characters

KNOWN CHARACTERS

The following chapter contains pre-made atomic humans from the world of Giant Monster Rampage.

ICEBERG

Point Total: 200
Kingdom: Hero, Brick
Distance: 3
Strength: 5
Dexterity: 3
Toughness: 4
Mind: 2
Atomic Power: 1d10
Wounds: 10
Close Combat Attacks: 3
Physical Powers: Super strength
Atomic Powers: Atomic attack, deadly skin

Little is known about the man that would become the hero Iceberg. All that is known is that he died a soldier during WWII in Europe. Without any relatives to claim his body it became the possession of the United States government. At this time the government had a research facility in Alaska studying cryogenics. The unknown soldier was placed in a metal cylinder and frozen so that the effects of cryogenic freezing could be studied. Over the next twenty years samples were periodically taken to determine the extent of the cellular damage caused by being cryonically frozen. During one of these sample taking sessions a scientist infected with the Mutator-X virus unknowingly spread the virus to the unknown soldier via an infected needle. The virus was immune to the freezing effects of the cold and was able to infect every cell in the frozen soldier's body. The virus slowly began to mutate each cell bringing them back to life in the icy confines of the cylinder. Once all the cells were reactivated the virus initiated a massive mutation that took place in a matter of minutes. The changes brought about by the virus did more than rekindle the life in the dead soldier. It turned him into a frozen behemoth. A giant blue skinned monster whose touch could freeze metal. After the last mutation the beast could no longer be contained by the little metal cylinder. The scientists watched confounded by the increasing pressure building within the cylinder. Before they could open it to see what was wrong, it exploded sending ice and metal shards across the laboratory. They were not ready for what emerged from the wreckage.

PYRE

Point Total: 200
Kingdom: Villain, Projector
Distance: 4
Strength: 2
Dexterity: 4
Toughness: 3
Mind: 4
Atomic Power: 1d10
Wounds: 10
Close Combat Attacks: 2
Physical Powers: Kinetic transference
Atomic Powers: Barrier, deadly skin, flame breath

Anson Bright was a millionaire playboy that became obsessed with possessing super powers. Yet despite injecting himself with several different versions of the Mutator X virus, all of which were isolated from animals, he never developed powers. His top scientists then suggested he get a sample of the virus from an atomic human that was already exhibiting powers. Through a series of well constructed and expensive traps Anson was able to obtain a sample of Iceberg's blood. He then used one of his private laboratories to isolate the virus then injected it into himself. In the end Anson got what he wanted, super powers but, at the cost of his own sanity. The virus gave Anson the ability to control heat and fire. In a sense he gained the exact opposite powers of Iceberg. However, the powers did not come without a price. The unnatural heat of Anson's body caused changes in his brain

making his already volatile nature even more so. Over time his unpredictable nature caused him to lose his fortune. Not used to living without money Anson turned to a life of crime to satisfy his expensive tastes changing his name to Pyre to hide his true identity he embarked on a bloody crime spree. Ironically the hero that Pyre has clashed with the most is the one he got his powers from, the icy behemoth Iceberg. It seems the virulent connection between the two allows them to sense each others presence, an ability that has been both a boon and a bane.

ERRATA AND CLARIFICATIONS

OOPS

Below is a list of the current errata and clarifications from Giant Monster Rampage: Revised AND Giant Monster Rampage: Evolution.

GIANT MONSTER RAMPAGE: REVISED

Enhanced Senses
This enhancement can be used once per phase not once per turn as listed.

Barrier
Blocking barrier tokens should be treated as a single building section for combat purposes.

Energize
This enhancement's range is 3".

Energy Blast
36" is the maximum range the enhancement can be increased to.

Luck
This enhancement's type is special.

Darting
Monsters with the following enhancements may dart while flying: wings, double pair and propulsion. If a monster does not have one of those enhancements it cannot dart while flying.

Weapon Emplacements
When a monster attacks a weapon emplacement in close combat it will always hit the weapon emplacement on the roll of a 4 or higher. No modifiers are added to this target number.

Swarm Monsters
If you take the physical enhancement weak for swarm monsters they can only lift 500 tons per point of strength.

Damage Type Optional Rule
The point cost for military units was mistakenly left out. The point costs for military units to purchase damage types are

Common: 0
Uncommon: 2
Rare: 4

Good Monster Victory Conditions
If you are using the good monster rules when adding up the number of building sections left on the playing field, every 2 building sections count as 1.

Good Monster Experience Rules
A good monster gets 1 experience point for every 5 building sections left on the playing field.

GIANT MONSTER RAMPAGE: EVOLUTION

Rear Facing Ranged Enhancement
The to hit modifier should be +1.

Atomization
Any wounds suffered when trying to reform the monster's body cannot be absorbed.