

GIANT MONSTER RAMPAGE: EVOLUTION



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GIANT MONSTER RAMPAGE: EVOLUTION

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GIANT MONSTER RAMPAGE: EVOLUTION

INTRODUCTION

Giant Monster Rampage: Evolution is an expansion for Giant Monster Rampage: Revised. It contains new physical and atomic enhancements as well as new optional rules to help evolve your games of Giant Monster Rampage into the most destructive monster combat game possible. You must own Giant Monster Rampage: Revised in order to use this book.

“Just Another Day in the MCCC”

The pilot of the arsenal mech waited for the command. He watched as the two warrior mechs fought hand to hand with the giant mantis-like insect. They looked like two giant samurais wielding immense swords. It was amazing how the two metal behemoths could move with such grace.

Despite how well the mechs moved they were still losing to a giant bug. They were supposed to lure the monster out into the open, away from the city. Then the might of the arsenal mech could be unleashed upon it and destroy it. But, that's not what was happening. The four-armed insect was fast; able to avoid or block every blow the warrior mechs threw at it. To make matters worse every time they got it moving in the right direction it would leap over them and they would be back where they started.

“Status,” the commander's deep voice crackled over the mech's communications system.

“Mission incomplete,” the pilot of the arsenal mech responded.

“What do you mean mission incomplete?” The commander yelled through the speakers.

“The bugs not falling for it. It won't leave the city.”

“Do you have a lock on it?”

“Yes sir,” the pilot answered then turned on his weapon systems and centered the mech's computerized crosshairs on the bug's bulbous head.

“Tell the warrior mechs to fall back, then fire at will.” The commander ordered.

“What about the city sir? I thought we were to protect it at all cost.”

“Change of plans. Now tell them to fall back.”

“Yes sir,” the pilot answered then opened up the radio channel so the other two mechs could hear him. “Change of plans gentlemen, the commander wants you to fall back to standby position and wait.”

“What the hell? Is he crazy?” the pilot of the first warrior mech scoffed

“I don't give the orders. I just follow them.” The pilot of the arsenal mech said “Now unless you want to be in the center of my target zone, I suggest you get the hell out of there.”

The two warrior mech pilots didn't need to be told twice. They had seen what the arsenal mech was capable of. They engaged their foot rockets and jumped away from the giant insect. The mutant mantis just watched as the two mechs flew away.

Once the warrior mechs were out of range the pilot of the arsenal mech flipped open a little red cover on his control panel then pushed the button underneath. Every weapon on the mech roared to life. Rockets fired from a pair of launchers on its back, the four cannons that served as arms belched out their immense shells, a large laser shot forth from the mech's chest, and that was just 1/4 of the weapons that rained death down upon the massive bug. Before the pilot could exhale, the spot where the bug was standing was soon turned into a huge cloud of dust and debris.

“Mission complete,” the pilot smugly said into the speaker.

“Come back. You’re breaking up.” The commander’s voice was broken up as static began to pour through the speakers. The sound of static quickly turned into a high-pitched squeal forcing the pilot to turn off his radio.

“What the...” He wasn’t able to finish the thought as a shrill sound began to vibrate the foundation of the mech. It was like a million locusts had descended on the mech all chirping as loudly as they could. He was forced to cover his ears to protect them from the cacophony.

Outside the two warrior mechs sprang into action but there was no way they would be able to reach the arsenal mech in time. They watched as the mantis flew down directly on top of the arsenal mech using its massive scythe like talons to sever the mech in half. Once it was sure the arsenal mech was no longer a threat the giant mantis returned to its nest in the heart of the city.

“Right back where we started.” The pilot of the first warrior mech said.

NEW KINGDOMS

DEITY

Monsters from this kingdom are created through mystical forces. They are usually worshipped by primitive civilizations or created to protect something like stopping the destruction of natural habitats. Many deity monsters appear when the civilization that worships them, or land they were created to protect is threatened.

GENETIC CREATION

Monsters from this kingdom are created by scientists with little to no care about what their creations will do. Many of these genetic freaks do not survive long. Those that do are far more deadly than monsters from the other kingdoms.

CHAPTER 1: ENHANCEMENTS

ENHANCEMENTS

Below is a list of all the new physical and atomic enhancements that monsters have possessed in recent years. Each enhancement is listed using the format below. If an enhancement does not have a specific category then that category does not apply to that enhancement.

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

Points: This is how many creation points it costs you to purchase the enhancement.

Energy: This is the amount of atomic power points required to use the enhancement.

Duration: Some enhancements have effects that last longer than others. This is where you find out how long the enhancement lasts. There are three different durations used, a phase, a turn, or a round. Whichever one is listed for the enhancement it lasts until the end of that specific timeframe. For example if the enhancement had a duration of 1 turn it would last until the end of the current turn in which it was activated.

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

Close Combat: These enhancements are used when fighting in close quarters with another monster and can only be used during the close combat phase of the game. A close combat enhancement can only be used once per close combat phase.

Defensive: These enhancements are used to prevent injury to your monster 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 enhancement unless stated in the enhancement's description.

Movement: These enhancements are used to help your monster move around and can only be used during the movement phase of the game. A movement enhancement can only be used once per turn.

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

Special: Special enhancements have unique times in which they can be used. When and how they can be used is listed in the enhancement's description.

Range: If the enhancement has a range this is where it is listed. Some enhancements have AoE listed after the range. This means the enhancement's range has an area of effect and it can affect all targets within the listed range no matter what direction they are from the attacker. Other ranged attacks have spray next to the range. 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 enhancement's description says otherwise.

Damage: Any wounds caused by the enhancement will be listed here.

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

PHYSICAL ENHANCEMENTS

The following enhancements represent physical attributes and innate abilities that can be possessed by a monster. Any physical attributes taken for a monster should be apparent on the miniature being used where applicable. If your monster looks like it should have one of the physical enhancements and you do not purchase that enhancement, your monster does not gain the benefits from it.

AMORPHOUS BLOB BODY

Points: 30

Type: Special

A monster with this enhancement has a body that is nothing more than a gelatinous mass. Amorphous blobs have no side or rear facings. All facings on a blob are considered to be front. Additionally, due to their gelatinous bodies, monsters with this enhancement can squeeze through the narrowest cracks. As long as there is a gap in the terrain this monster's miniature size does not matter when moving through it. A monster with this enhancement cannot take any other enhancement that has the word body in its title. This enhancement also allows the monster to perform the combat maneuver engulf.

ARMLESS

Points: -10

Type: Special

A monster with this enhancement lacks arms or similar appendages. This monster cannot perform any maneuver that requires grabbing, dragging, holding, throwing, entangling, or any similar type of maneuver that would require the monster to grab hold of its target.

CLIMBING LIMBS

Points: 15

Type: Movement

A monster with this enhancement has limbs or a body designed for climbing. A monster that can climb can move over blocking terrain. Blocking terrain is treated as difficult terrain for monsters with this enhancement. For every 1" of distance the monster moves over blocking terrain treat it as 2". Only horizontal distance is measured when moving over blocking terrain not vertical.

CURLING BODY

Points: 25

Type: Special

A monster with this enhancement is able to curl its body into a ball. While in this state the monster is able to move as normal by rolling around. This enhancement also gives the monster some protection when being knocked back. If a monster with this enhancement is knocked back it can try to roll into a ball. To do this it must roll equal to or under its dexterity. If this roll is successful the monster suffers no damage associated with the knock back, like getting injured from being thrown into a building. Additionally a monster with this enhancement does not need to make knockdown checks when knocked back. Lastly a monster with this enhancement can choose to use the force of the knock back and accelerate itself or create a counter spin that will lessen the distance knocked back. If the monster accelerates itself the distance knocked back is doubled. If the monster creates a counter spin the distance knocked back is halved rounded up. The monster must roll equal to or under its dexterity to try to accelerate or counter spin. This enhancement also allows the monster to use the combat maneuver rolling ram.

CYBERNETIC VEHICLE ATTACHMENT

Points: 15

Type: Movement

A monster with this enhancement has some sort of vehicle attachment put onto their legs or in place of their legs. A monster with this enhancement ignores all difficult terrain movement penalties when moving, except water, while moving on the ground.

DEFENSIVE POSTURE

Points: 20

Type: Defensive

A monster with this enhancement is able to position its body in such a way that it protects vulnerable spots. This usually entails tucking limbs up into the body, hunching down, or something similar. A monster that uses this enhancement must declare that it is doing so during its movement phase. A monster that assumes its defensive posture cannot take any actions for the remainder of its turn. A monster in a defensive posture gains a +2 bonus to its toughness but due to the fact

that it is stationary any attacks made against it are considered to be made against a prone target. Additionally a monster that is using this enhancement and is attacked in close combat does not get its retaliatory attacks. A monster is assumed to return to its normal fighting posture at the beginning of its next turn.

DETERMINATION

Points: 5

Type: Special

A monster with this enhancement is determined to succeed at all costs. This enhancement allows the monster to reroll one of its dice rolls. This roll can only be used once per game and only on a single die. This enhancement may be bought up to 3 times.

DISPOSABLE PARTS

Points: 20

Type: Special

A monster with this enhancement has parts or appendages that it does not really need. If it were to lose these parts in combat it wouldn't be affected at all. Once per game a monster with this enhancement can ignore the affects of any single close combat or ranged combat attack including any enhancements attached to the attack. This enhancement must be used after the to hit roll but before any wound absorption rolls are made. Once this enhancement is used it cannot be used again for the remainder of the game. This enhancement can only be bought once.

DORSAL SPINE

Points: 10

Type: Special

A monster with this enhancement has an extremely large dorsal spine or fin like that of sharks. Any attempt to grab this monster from its rear facing has a +1 modifier added to the to hit target number. Additionally if this monster has the enhancement burrowing limbs it may knock down monsters it moves under. When this monster uses burrowing limbs and it moves under at least 1/2 of another monster it may choose to attempt to knock that monster down. The monster moved under must roll equal to or under its dexterity on a d10 or be knocked down and suffer 1 wound. Any buildings moved under suffer 1 wound.

ENHANCED HEALING

Points: 25

Type: Special

A monster with this enhancement heals better than other monsters. During the healing phase this monster regains a lost wound on the roll of a 9 or a 10.

GLIDE MEMBRANE

Points: 10

Type: Movement

This enhancement allows a monster to leap high into the air then glide a short distance. It must be used in place of the monster moving as normal that turn. When this enhancement is used the monster leaps straight up into the air then uses skin flaps or a sail like structure to glide. When a monster glides roll a d10 and add in the monster's strength. The number rolled is the distance the monster may glide. A gliding monster ignores all terrain features and monsters as it moves. The monster must land at the end of the glide move and cannot move any further that round. This enhancement can only be used once per round.

HOVER MECHANISM

Points: 30

Type: Movement

A monster with this enhancement is constantly in flight. Its feet never touch the ground. When moving this monster ignores all terrain features and monsters. A monster with a hover mechanism cannot be knocked down but it can be knocked back as normal. Any automatic knockdown results are ignored.

IMPAIRED HEALING

Points: -20

Type: Special

A monster with this enhancement does not heal as well or as fast as other monsters. If this monster rolls a 1 during the healing phase it suffers another wound that cannot be absorbed.

LIMITED POWER SUPPLY

Points: -15

Type: Special

A monster with this enhancement has a limited timeframe in which it may use its atomic power. If a monster has this enhancement it does not roll for atomic

power at the beginning of a new round. Instead the monster rolls its atomic power at the beginning of its turn. Additionally the monster can only spend atomic power points during its turn. Once its turn is over its atomic power points drop to 0.

MARTIAL ARTS

Points: 25

Type: Close Combat

A monster with this enhancement has been trained in some form of martial arts. This monster gets an adjusted dexterity statistic when fighting monsters that do not possess this enhancement and that have a higher dexterity. If those requirements are met the monster with this enhancement has a dexterity rating equal to the monster it is fighting.

PIERCING

Points: 10 natural attack, 20 ranged

Type: Close Combat or Ranged

This enhancement is an option for a single natural attack or damage causing ranged attack. Anytime another monster is attacked with a piercing attack that monster must lower its toughness by 1 before rolling to absorb any damage inflicted by the piercing attack. If the to hit roll was a natural 10 the monster's toughness is lowered by 2. A monster's toughness cannot be lowered to less than 1 through the use of this enhancement.

POOR VISION

Points: -15

Type: Special

A monster with this enhancement cannot see very well or very far. A monster with poor vision must add 1 to all target numbers involving ranged attacks. This enhancement cannot be taken if any other enhancement with the word vision is possessed by the monster.

RAGE

Points: 30

Type: Close Combat

Whenever a monster with this enhancement suffers a wound it becomes enraged. An enraged monster gains 1 additional natural attack for every wound that is inflicted on it up to a maximum of 3. Absorbed wounds do not count. This attack bonus lasts until the end of the current player's phase at which

point the monster is no longer enraged. Additionally all attacks made by a monster that has become enraged have a +1 modifier added to the to hit target number.

RAZOR EDGES

Points: 10

Type: Close Combat

Requirements: Ability to fly

A monster with this enhancement has razor sharp edges along its wings or sharp spines on its chest. When this monster performs the maneuver flyby attack it gets +1 to its damage.

REAR FACING RANGED ENHANCEMENT

Points: -10 / -5 with 360° Vision

Type: Special

A monster with this enhancement has an atomic enhancement that can only be fired from its rear facing. This enhancement must be chosen with a ranged enhancement. The chosen ranged enhancement cannot have an area of affect range. The enhancement chosen can only be fired from the monster's rear facing. It cannot be fired in any other direction. Additionally the monster suffers a -1 penalty to that enhancement's target numbers, unless the monster has the physical enhancement 360° vision in which case the monster suffers no penalties. This enhancement cannot be taken with the enhancement amorphous blob body

SLUG BODY

Points: -10 / -5 if the monster has wings

Type: special

A monster with this enhancement has a body like a slug. They lack legs and move slowly. A monster with this enhancement can only move 1" per point of distance it possesses, 2" if it is running, or more appropriately sliding fast. This penalty only applies if the monster is moving on or under the ground. A monster with this enhancement cannot take any other enhancement that contains the word body.

SPITTING MUSCLES

Points: 20

Type: Ranged

A monster with this enhancement has a large mouth or similar structure that allows it to pick up objects and shoot them at a target instead of throwing them. A monster may shoot an item twice as far as it would

normally be able to throw it. An object that is used in this way is destroyed after being used regardless of whether or not it hit its intended target. Only one object may be shot per round.

STRONG

Points: 20

Type: Close Combat

A monster with this enhancement is extremely strong and able to lift more than most monsters. This monster may lift 25,000 tons per point of strength it possesses.

TELESCOPIC VISION

Points: 20

Type: Special

A monster with this enhancement is able to bring objects that are far away into better focus. When this monster makes a ranged attack it may lower its target number by 1.

X-RAY VISION

Points: 25

Type: Special

A monster with x-ray vision can see through solid objects. When a monster with this enhancement makes a ranged attack it ignores all cover modifiers applied to its target number. The monster must still be able to see some part of its target for it to make the attack.

ATOMIC ENHANCEMENTS

Atomic enhancements are special powers that are possessed by monsters. Atomic enhancements require the expenditure of atomic power points to use.

ABSORB ENERGY

Points: 40

Energy: 1

Type: Special

This enhancement allows the monster to absorb all of the atomic power points of an atomic enhancement attack that successfully hits it. The monster is still affected by the enhancement as normal. This enhancement only works on atomic enhancements that specifically target the monster that possesses this enhancement.

ACCELERATION BLAST

Points: 25

Energy: 3

Type: Ranged

Damage: 0- 6" 1, 7-12" 2, 13-18" 3

This enhancement allows a monster to shoot forth a beam, missile or some other type of projectile that causes more damage the further away the target is. If the target is within 0-6" it will suffer 1 wound, if it is within 7-12" it will suffer 2 wounds, and if it is within 12-18" it will suffer 3 wounds.

ATOMIC NULLIFICATION

Points: 50

Energy: As enhancement canceled +1

Type: Special

Range: 18"

This enhancement allows a monster to completely cancel the effects of any other atomic enhancement. This enhancement must be used after the enhancement to be canceled has been announced and the atomic power points required to activate it are spent. It cannot be used after any hit rolls have been made. The atomic power point cost of this enhancement is the same as that spent on the enhancement to be canceled +1. This enhancement can be used against any monster within 18".

ATOMIZATION

Points: 30

Energy: 4

Type: Ranged

Range: 6" AoE

When this enhancement is used the monster's body explodes into billions of subatomic particles. The monster that uses this enhancement suffers 1 wound that cannot be absorbed. Any monster or building within 6" of the monster that activated this enhancement suffers 3 wounds and is knocked back 1d10". When a monster uses this enhancement it must attempt to reform its body during his next movement phase. To reform its body the monster must roll equal to or under its toughness on a d10 during its next movement phase. If this roll is failed the monster suffers another wound and must try to reform its body again next round. The monster can take no actions until its body is reformed. NOTE: A monster must attempt to reform its body,

BLINDING SPIT

Points: 20

Energy: 3

Type: Defensive

Duration: 1 phase

A monster with this enhancement is able to spit out a blinding substance. This substance burns upon impact and causes the affected monster discomfort. Any monster hit by the blinding spit has a +2 modifier added to all of its to hit target numbers for the remainder of the current phase. This enhancement can be used on any monster that attempts to attack the possessor of this enhancement during the close combat phase.

BOMB BLAST

Points: 25

Energy: 2+

Type: Special

Damage: 1 (3 max)

This enhancement can only be used by a flying monster. When used the monster shoots forth a blast of energy or something similar straight down beneath itself. This enhancement must be used during the movement phase as the monster moves. It can be activated at any time during the monster's move. The monster may continue to move after using this enhancement. Only targets directly beneath the monster can be attacked using this enhancement. Roll to hit as a normal ranged attack. If altitude levels are used this enhancement is considered to have unlimited range but remember it can only be used on targets directly below the monster using it. The damage caused by this enhancement can be increased by 1 to a maximum of 3 for every additional 2 atomic power points spent when activated.

CACOPHONY

Points: 30

Energy: 4

Type: Special

Range: Unlimited

Duration: 1 round or until wounded or knocked down

A monster with this enhancement is able to emit a deafening cacophony of noise and disrupting vibrations. This enhancement must be activated during the monster's movement phase instead of moving. Once this enhancement is active the monster can take no other actions for the remainder of

the round, including retaliatory strikes in close combat. All monsters on the playing field, except the one using this enhancement, have a +3 modifier to all to hit rolls for the remainder of the round. This enhancement is canceled if the monster suffers a wound, is knocked down, or chooses to end it early. Once the enhancement is canceled the to hit penalty is removed.

CAPTURE CABLES

Points: 25

Energy: 3

Type: Ranged

Range: 12"

Damage: 1

A monster with this enhancement is equipped with cables or appendages used to grapple a monster. Any monster hit by this enhancement becomes grappled. A grappled monster suffers 1 wound and can be dragged by the monster that grappled it. The monster dragging the grappled monster must be able to lift at least 1/2 of the grappled monster's tonnage. A grappled monster may also be lifted by a flying monster provided it can lift the monster as normal. A grappled monster remains grappled unless it is willingly freed by the attacking monster or if it breaks free. To break free the monster must roll equal to or under its strength on a d10 at the beginning of its movement phase. If the monster frees itself it cannot move but may attack as normal. A grappled monster cannot move or attack but it may use defensive and special enhancements that do not cause damage.

CHAOS BOMBS

Points: 25

Energy: 2 per bomb

Type: Ranged

Range: 2d10"

Damage: 2

A monster with this enhancement is able to launch bombs into the air, however the direction and range of those bombs is determined randomly. When this enhancement is used roll 2d10 for each individual bomb created. The number rolled is the distance the bomb is launched. The direction the bomb travels is the same as the direction the top point of one of the d10s is facing, the player may choose which one. Once you have determined the exact

position of the bomb it explodes inflicting 2 wounds on anything within 1" of it including buildings. The bomb itself is considered to be 1" by 1". Chaos bombs ignore all terrain features when determining where they land.

CHEMICAL BLAST

Points: 20

Energy: 3

Type: Ranged, Spray

Range: 18"

Damage: 2

This enhancement allows a monster to shoot forth a blast of corrosive chemicals. Any monster hit by a chemical blast suffers 2 wounds. If a 9 or 10 is rolled when trying to absorb damage from a chemical blast attack, the monster that rolled the 9 or 10 suffers an additional wound as the chemicals invade its body. This additional wound may be absorbed as normal however, if a 9 or 10 is rolled again the monster suffers yet another wound.

CLUSTER BLAST

Points: 30

Energy: 4

Type: Ranged

Range: 18"

Damage: 1 per successful hit

When this enhancement is used the monster fires a single beam that erupts into small explosions. Once this enhancement is activated roll a d10 then divide the result by 2 (round up). The resulting number is how many explosions are created. You must then roll to hit for each explosion. Each explosion hits on a d10 roll of a 6 or higher. No modifiers are added to this to hit roll. The attacked monster suffers 1 wound for each successful hit. If a monster is hit by 5 cluster blast explosions it must also make a knockdown check.

DARKNESS

Points: 20

Energy: 3

Type: Defensive, AoE

Range: 6"

Duration: 1 Phase

Some monsters have special glands that can secrete a type of thick smoky cloud. Any monsters within the cloud or any monsters attacking a monster in the cloud have a +3 modifier added to all of their to hit target numbers when making ranged attacks.

Additionally, all close combat attacks made by monsters in the cloud have a +2 modifier to their to hit target numbers.

DEADLY PUSTULE

Points: 20

Energy: 2 or 1 Wound

Type: Special

Damage: 2

Duration: Permanent or until destroyed

This enhancement allows the monster to create a growth on its body then slough it off. This pustule is filled with a nasty vile concoction that is released if the pustule is broken. This power can only be used during the monster's movement phase. When this enhancement is used the monster may create 1 pustule for every 2 atomic power points it spends on this enhancement. If the monster does not have enough atomic power points to use this enhancement it may instead suffer 1 wound to activate it. Each wound suffered creates 1 pustule. These wounds cannot be absorbed. The pustules are placed anywhere within 2" of the monster that created them. Any monster that steps or is thrown onto a pustule suffers 2 wounds from the nastiness inside. Use pennies to represent pustules. A pustule can be destroyed by inflicting 1 wound upon it. All attacks against pustules have a target number of 4. Once a pustule is activated or destroyed remove it from the playing field.

DEFLECTION

Points: 25

Energy: As power

Type: Defensive

This enhancement allows a monster to deflect ranged attacks away from itself so it is not harmed. When this enhancement is used the monster must spend an amount of atomic power points equal to the ranged attack being deflected. If the monster cannot spend the required amount of atomic power points then this enhancement cannot be used. This enhancement cannot be used against any ranged attack that has an area of effect.

DIRT BLAST

Points: 15

Energy: 2+

Type: Ranged, Spray

Range: 12"

Damage: 1(3 max)

Some monsters have developed a unique ranged attack that involves spitting dirt. When this enhancement is used the monster swallows a huge amount of dirt, rocks, or cement then regurgitates it with great force. The force with which the rocks are regurgitated depends on the amount of atomic power used in the attack. For every 2 additional atomic power points spent on this enhancement the monster may increase the range by 6" or increase the damage by 1 to a maximum of 3. Any monster hit by the blast suffers the appropriate wounds and must make a knock down check.

DRAINING PARASITES

Points: 25

Energy: 2

Type: Close combat

A monster with this enhancement has parasites that have been mutated. These parasites do not hurt their host but can be used to attack their opponents. This enhancement must be used to enhance a single natural attack. If the attack enhanced with this enhancement successfully hits the target is infected with the parasites. During the beginning of the infected monster's next movement phase it must roll equal to or under its toughness on a d10. This roll must be made before the monster takes any action. If the roll fails the monster loses 1 atomic power point for every point it missed its toughness by. For example if the monster rolled a 6 and it had a toughness of 4 it would lose 2 atomic power points (6-4=2). This roll must be made for every successful natural attack that was enhanced with this enhancement.

ECHOLOCAION/ RADAR

Points: 10

Energy: 2

Type: Special

This enhancement allows a monster to use echolocation/ radar to find monsters that are invisible or camouflaged. If a monster is using an enhancement that makes it hard to see such as camouflage, darkness, or invisibility this enhancement allows the monster using it to attack the hidden monster with out using the enhancement's modifiers.

ELECTRIC ROUTING

Points: 30

Energy: 4

Type: Movement

A monster that uses this enhancement can travel through power lines and similar cables by turning its body into pure energy. To use this enhancement the monster must be within 3" of a building. When this enhancement is used the monster may move to any other building on the playing field. The monster must be placed within 3" of the chosen building.

ENERGY DOME

Points: 40

Energy: 5

Type: Special

Range: 6"

Duration: Until the end of the current round

A monster with this enhancement is able to create an energy dome. This dome extends out 6" from the monster. Monsters outside the dome's area of affect cannot come within 6" of the monster that activated it. Monsters within the dome's area of affect cannot move further than 6" away from the monster that activated it. Likewise monsters outside the dome's area of affect cannot harm monsters inside and vice versa. A monster can spend an additional 5 atomic power points to extend the dome's area of affect to 12". The monster that uses this enhancement cannot move while this enhancement is active. If the monster is wounded or knocked back or down this enhancement is automatically canceled. The dome lasts until the end of the current round or until canceled.

ENERGY RESERVE

Points: 40

Energy: 1

Type: Special

Duration: Until used or destroyed

This enhancement allows a monster to create a reserve source of energy by creating special objects like crystals. When this enhancement is used the monster creates a special token for every 1 atomic power point spent to activate this enhancement. This enhancement must be activated during the monsters movement phase instead of moving. The tokens are 1" x 1" and must be placed randomly. To place

the tokens roll a d10 for each token created. The number rolled is the distance away from the monster the token must be placed. The top point of the d10 is the direction the token must be placed. Any tokens that have their centers touching a building, treacherous terrain, or another monster are immediately destroyed. During the monster's next turn it may use any tokens that are within 3" of itself to add power points to its atomic power point pool. The monster gains 2 atomic power points for every token that is used. A monster may use tokens to raise its atomic power above 10, however due to the unstable nature of atomic power the monster suffers 1 wound that cannot be absorbed if its atomic power is increased above 10. Once a token is used it is removed from the game. Tokens may also be destroyed. Tokens are destroyed if they are walked over by any monster or if they are the target of any attack that inflicts wounds. The base to hit target number to attack a token is 4. Tokens do not have toughness and therefore cannot absorb wounds.

FIRE TRAIL

Points: 20

Energy: 3

Type: Special

Damage: 1

Duration: 1 phase

This enhancement allows a flying monster to shoot forth a blast of intense heat as it moves incinerating any living thing it moves over. When this enhancement is active any monster that is flown over suffers 1 wound. No to hit roll is needed. The target monster must be completely flown over to be affected. Only monsters on the ground are affected by this enhancement. This enhancement can only be activated during the movement phase.

HURRICANE CONE

Points: 20

Energy: 3

Type: Ranged

Range: 12"

This enhancement is similar to the enhancement hurricane blast only it can only be used against a single target. Any monster hit by the hurricane cone is knocked back 1d10+5". The monster using this enhancement may increase the distance a monster is knocked back by spending 1

additional atomic power point per 1" increase. A monster that is knocked back must roll equal to or under its dexterity on a d10 or be knocked down.

HYPNOTIC LURE

Points: 20

Energy: 3

Type: Special

Range: Unlimited

This enhancement allows a monster to hypnotize another monster. When this enhancement is used the monster's eyes or body pulsates and flashes bright colors that hypnotize the target. In order for this enhancement to work the target must have its front facing towards the monster using this enhancement. The hypnotized monster must move its full distance towards the hypnotizing monster. If it is walking it will walk, if it is flying it will fly. This enhancement can only be used during the monster's movement phase.

KEENING

Points: 15

Energy: 3

Type: Defensive, AoE

Range: 12"

Duration: 1 Phase

When a monster uses this enhancement it generates an extremely loud, shrill sound that disorients any monsters nearby. Any monster within 12" of a monster that uses this enhancement has all of its to hit rolls increased by 1. No to hit roll is required to use this enhancement.

LEVITATE

Points: 15

Energy: 2

Type: Movement

A monster with this enhancement is able to levitate just above the surface of the ground. While levitating the monster can ignore all terrain features as it moves except blocking terrain. A levitating monster cannot dart while using this power.

MIMIC ENHANCEMENT

Points: 30

Energy: 3

Type: Special

A monster with this enhancement is able to drain the genetic information that allows a monster to use a specific atomic

enhancement. The monster may then alter its DNA so that it may also use the enhancement. This enhancement must be used to enhance a single natural attack. If the attack enhanced with this enhancement successfully wounds the target monster this monster may choose an atomic enhancement that monster possesses and gain it. The monster keeps the new atomic power until the beginning of its next turn. At this time the monster must decide to lose the enhancement or pay 2 atomic power points to keep it for another round. The monster must pay 2 atomic power points each new round it wishes to keep the mimicked enhancement.

MULTIPLICITY

Points: 50

Energy: 2 +1 wound

Type: Special

This enhancement allows a monster to create an exact duplicate of itself. This duplicate costs 1 wound and 2 atomic power point to create. The monster may create as many copies of itself as it wants. Each additional copy costs 1 wound and 2 atomic power point to create. At any time during the monster's turn it can cancel its copies. The monster regains back every wound that was used providing the copy was not destroyed. If a copy was destroyed that wound is lost. This enhancement can be activated at anytime during any of this monster's phases in place of taking an action that phase. Monster copies only have one wound but all of its other statistics are the same as the original. Monster copies cannot use enhancements and therefore do not have atomic power points.

MUSK

Points: 20

Energy: 4

Type: Defensive, AoE

Range: 12

Duration: 1 Phase

When this enhancement is used the monster emits a foul smelling odor capable of making other monsters sick. Any monster that is within 12" of a monster that activates this enhancement must immediately move to the nearest area that is outside this enhancement's area of effect.

NOISE BUBBLE

Points: 30

Energy: 3 per bubble

Type: Ranged, AoE

Range: 6"

Duration: Permanent until destroyed

This enhancement allows a monster to create a bubble that contains a dangerously loud noise. When this enhancement is used place the bubble anywhere within 6" of the monster that created it and within 1" of any other monster or building or other blocking terrain feature. At the beginning of this monster's next turn the bubble is moved 6" in a random direction. Roll a d10 and use the top point for the direction it moves. If the bubble comes into contact with a monster, building, or blocking terrain feature it pops releasing its deadly sonic vibrations. Any monster or building within 3" of the bubble suffers 1 wound. Additionally monsters in the area of affect suffer a +1 to hit modifier on all attacks until the end of the current round. A bubble can be destroyed by inflicting 1 wound on it.

PARALYSIS BLAST

Points: 30

Energy: 4

Type: Ranged

Range: 24"

A monster with this enhancement is able to shoot forth a beam, missile, or something similar that causes paralysis. Any monster hit by this enhancement must roll equal to or under their toughness or become paralyzed. A paralyzed monster can take no actions until the beginning of its next turn.

PARASITE LAUNCHER

Points: 30

Energy: 4

Type: Ranged

Range: 12"

Damage: 1 per parasite

A monster with this enhancement has a strange biological cannon that creates and launches parasites. When this enhancement is used several parasites are launched. To determine how many parasites are launched roll a d10 then divide the result by 2. The resulting number is the number of parasites that have been launched. Roll to hit for each separate parasite. Any parasites that hit inflict one wound as they inject acid into the target. A monster that is hit by a parasite

has a -1 modifier to its toughness when rolling to absorb wounds from the parasites.

POISON GAS/POWDER

Points: 30

Energy: 3+

Type: Defensive, AoE

Range: 6"

Duration: 1 Phase

This enhancement allows a monster to secrete a poisonous gas or powder. When this enhancement is activated any monster within 6" becomes temporarily paralyzed. The monster can take no action for the remainder of the current phase. A monster may increase the range of this enhancement by 6" for every 3 additional atomic power points spent on this enhancement.

ROCKET BLAST

Points: 15

Energy: 2+

Type: Defensive

Damage: 1 (3 max)

This enhancement can only be used on a monster that flies within 2" of the monster that possesses this enhancement. Once activated the monster shoots forth blasts of energy or a similar type of projectile straight up. Roll to hit as a normal ranged attack. If altitude levels are being used this enhancement is considered to have an unlimited range, but you must remember that only targets flying within 2" of the monster that possesses this enhancement can be targeted. Any monster hit by this enhancement suffers 1 wound. The damage caused by this enhancement can be increased by 1 to a maximum of 3 for every additional 2 atomic power points spent when activated.

SELF DESTRUCT

Points: 20

Energy: Varies

Type: Ranged

Range: 12"

Damage: Varies

This enhancement is a monster's last line of defense. To use this enhancement the possessing monster must have suffered its last wound. When this enhancement is activated the atomic power contained inside its body forces it to explode. Any targets within 12" are automatically hit. Each target suffers 1 wound for every 2 atomic power

points the monster possessed when it lost its last wound. This enhancement is activated immediately when the monster loses its last wound.

SHRINK

Points: 25

Energy: 4

Type: Special

Duration: 1 round

This enhancement allows a monster to shrink down to the size of a normal human. When it is used replace the monster figure with a penny. The penny is now the monster for the remainder of the current round. While in its shrunken form the monster may move through buildings as if they weren't there. Additionally any to hit rolls made against the shrunken monster have a +2 modifier added to their to hit target number. Once the round is over replace the penny with the monster figure.

SLIME POOL

Points: 20

Energy: 2

Type: Special

Duration: Permanent or until destroyed

This enhancement allows a monster to create pools of slime. The monster may create one slime pool for every 2 atomic power points it spends on this enhancement. Place the slime pools anywhere within 2" of the monster that created them. Any monster that walks or runs over a slime pool must roll equal to or under its dexterity or be knocked down. This enhancement can only be used during the movement phase of this monster's turn. Use quarters or green felt circles the size of quarters to represent slime pools. A slime pool is destroyed after it is stepped on.

STINGER LAUNCHER

Points: 25

Energy: 2

Type: Ranged

Range: 12"

Damage: 2

A monster with this enhancement is able to launch poisonous stingers from its body. Any monster that is hit by a poisonous stinger suffers 2 wounds and must roll equal to or under its toughness on a d10 or be knocked down. A monster may launch 1 stinger for every 2 atomic power points it

spends on this power. The additional stingers may be launched at the same target or multiple targets.

STUN GUN

Points: 25

Energy: 3

Type: Ranged

Range: 12"

Damage: 1

A monster with this enhancement is equipped with long cables or tentacles tipped with huge barbs. When these cables/tentacles are fired at another monster the barbs pierce the flesh and then high voltages of electricity are pumped through the cables/tentacles into the monster. Any monster hit by the cables suffers 1 wound and is immediately knocked down.

TELEPORTATION BEAM

Points: 40

Energy: 4

Type: Ranged

Range: 24"

This enhancement allows a monster to shoot a beam that cause its targets to teleport. Any monster hit by the beam is instantly teleported 1d10" in a random direction. When rolling to see how far the monster is teleported use the top point of the d10 as the direction. Monsters teleported into a building inflict 1d10 wounds on the building and suffer 1 wound themselves. Building sections removed in this way are rewarded to the user of this enhancement. If the building is not completely destroyed place the monster facing the closest edge of what remains of the building. If a monster's move would take it into the middle of blocking terrain it instead suffers 2 wounds and is placed on the nearest edge of the terrain piece.

TRANSDIMENSIONAL PORTAL

Points: 30

Energy: 3

Type: Special

Range: 12"

A monster with this enhancement is able to create small portals that it can use to attack other monsters and buildings at a distance. This enhancement can be used one of two ways. The first is as a portal to fire a ranged attack through. If used in this way the monster can create a portal and fire a

ranged attack through it. Ranged attacks with an area of effect cannot be used in this way. Choose a point within 12" of the monster. This point must be within line of sight. The point is where the ranged attack originates. Measure from the chosen point to the target being attacked when determining range. The target does not have to be within line of sight of the monster using this enhancement. All to hit modifiers are based on the chosen point not the monster. The second way to use this enhancement is as a portal for natural attacks. If used in this way the monster can make one natural attack per 3 atomic power points spent. These attacks can be made against the same target or multiple targets. The target must be within 12". No line of sight is required. A monster attacked in this way does not get its retaliatory strikes. This enhancement can only be activated during the ranged or close combat phases of the monster's turn not both.

TRANSFERENCE ENERGY BLAST

Points: 30

Energy: 3

Type: Range

Range: Unlimited

Damage: 1/3

This enhancement allows a monster to channel a blast of energy through a city's electric system. This enhancement can only be used if the monster is within 3" of a building and can only be used to affect another monster that is within 3" of a building. When this enhancement is used you must roll to hit the target as a normal ranged attack, adding a +3 to hit modifier if the target is completely obscured by terrain. Any monster hit suffers 1 wound. The amount of damage inflicted may be increased by 1 for every additional 2 atomic power points put into this enhancement when it is used. This enhancement can only inflict a maximum of 3 wounds.

VACUUM

Points: 25

Energy: 4

Type: Ranged

When this enhancement is activated the monster creates an area of intense suction drawing any objects and monsters towards it. Any monster or object that is within 12" and has an unobstructed path to the

monster is moved 1d10" towards it. The object or monster will stop when it comes within 2" of the monster that activated this enhancement.

VORTEX

Points: 25

Energy: 4

Type: Defensive

Duration: 1 phase

This enhancement allows a monster to spin around in a circle really fast making it harder and more dangerous to hit. Once activated the monster using this enhancement has an effective dexterity of 6 when determining the to hit target number for natural attacks. Additionally when this enhancement is activated any monster that attacks this monster may be hit back. For every successful natural attack made against the monster make a natural attack against the attacker. The monster using this enhancement has a dexterity of 6 for these attacks. If any of the attacks succeed they inflict one wound. A monster that uses this enhancement does not get its normal number of natural attacks while this enhancement remains active. This power can only be activated during the close combat phase of any player's turn.

WEATHER CONTROL

Points: 60

Type: Special

A monster with this enhancement is able to control the weather. All of the different things a monster can do with this enhancement are listed below. Unless otherwise stated all of the affects of this enhancement last until the end of the current round or until canceled by another monster with this enhancement. This power can be used during any phase in place of taking an action that phase but can only be activated once per round. The only exception to this is call lightning, which must be used during the ranged combat phase.

Call Lightning

Energy: 3

This ability allows a monster to call forth a bolt of lightning to strike its foes. This ability can be used to attack a single foe or multiple foes. If this ability is used against a single foe you must pay 3 atomic power points and roll to hit the target. If successful the opponent is struck by lightning. If used

against multiple foes you must pay 3 atomic power points per target. This attack can be used to strike an opponent anywhere on the playing field. If call lightning is used to attack a monster that cannot be seen, a +3 modifier must be added to the to hit target number. Any target hit by lightning suffers 2 wounds and must make a knockdown check.

Hurricane Winds

Energy: 6

This ability is similar to the enhancement hurricane blast only all monsters on the field, except the user, are knocked back 1d10" in a direction indicated by the user of this ability. Monsters moved in this way must roll equal to or under their dexterity on a d10 or be knocked down once they have been moved.

Call Fog

Energy: 5

Duration: 1 Round

This ability allows the monster to blanket the playing field in a thick fog. The fog acts just like the fog weather condition found in the weather conditions section of Chapter 6 of Giant Monster Rampage Revised.

Call Rain

Energy: 5

Duration: 1 Round

This ability allows the monster to call forth a torrent of rain. The rain functions the same way as the rain weather condition found in the weather conditions section of Chapter 6 of Giant Monster Rampage Revised.

Call Snow

Energy: 4

Duration: 1 Round

This ability allows a monster to call forth a blizzard. The blizzard functions the same way as the blizzard weather condition found in the weather conditions section of Chapter 6 of Giant Monster Rampage Revised.

Create Tornado

Energy: 5

Duration: 1 Round

This ability allows the hero to create a tornado anywhere on the playing field. The tornado can only be placed in an open area at least 6" away from any monster. The tornado functions like a normal tornado as

described in the weather conditions section of chapter 6. Additionally once the tornado is on the field the monster can either let it move as normal or try to control its movement. To control its movement the monster must spend 3 atomic power points during its movement phase instead of moving. If the required atomic power is spent the monster can move the tornado 6" in any direction.

Cancel Weather

Energy: Same as effect canceled

This ability allows a monster to cancel any of the effects that are created through the use of this enhancement. The cancel attempt can be made during any phase instead of taken a normal action for that phase.

CHAPTER TWO: PLAYING FIELD OPTIONS

THE PLAYING FIELD

The following rules can be used to help make the playing field more interesting or dangerous.

NEW TERRAIN

ICE

Ice terrain is a large patch of slippery frozen water. Any time a monster moves while on ice terrain it must make a knockdown check or fall down. Use a piece of white felt to represent a piece of ice terrain.

JUNGLE

Jungle terrain is like forest terrain only harder to move through. The trees in a jungle are closer together and the underbrush is full of little bushes and vines. Any monster that walks through jungle terrain treats every 1" moved as 3". You can use a green piece of felt cut in whatever shape you desire to represent jungle terrain. If you are also using forest terrain make sure that the two different pieces of terrain are different shades of green.

LANDMARKS

Some cities contain structures that are considered to be landmarks. Landmarks are structures that hold a special significance to the people of the world. A landmark should be created using at least twenty blocks. If you have a miniature of a landmark you could use that instead. In either case the landmark should have at least 20 sections (wounds if you are using a miniature). The landmark should also have a toughness of at least 4. At the end of the game the monster that destroyed the most sections of a landmark gets 5 bonus experience points. If you are not using experience points then each section of a landmark is worth 2 sections when totaling up the number of building sections destroyed.

RUBBLE

Rubble is created from the pieces of destroyed buildings. When all of the sections of a building are destroyed place a round piece of grey felt no larger than 4" across where the last building section was removed. A monster that moves through rubble terrain treats every 1" moved as if it were 2". Additionally rubble piles can be used as a source of small items to be thrown. You may limit the number of times a rubble pile may be used to throw an item or you can make it an inexhaustible supply.

Burning Rubble

You may also create burning rubble to show pieces of buildings that have burst into flame. To do this anytime a rubble counter is placed roll a d10. On a roll of a 1 or 2 the rubble is burning rubble. Burning rubble works the same as normal rubble except any monster that moves through it or is thrown into it suffers 1 wound from the flames. Place a small orange piece of felt on top of the rubble terrain piece to signify that it is burning.

SWAMP

Swamp terrain is a mixture of water and forest terrain. Any monster that moves into swamp terrain treats every 1" moved as if it were 3". Additionally any monster that runs while in swamp terrain must make a knockdown check or slip and fall on the thick slimy mud that lines that bottom of the swamp. Use a dark green piece of felt to represent swamp terrain.

NEW FIGHTING CONDITIONS

AERIAL COMBAT

Sometimes a monster battle takes place high up in the clouds above a city. The following rules will allow you to recreate these aerial battles.

Flying

All monsters must be able to fly in order to fight in an aerial combat. If a monster requires atomic power to fly and it is unable to activate its enhancement it is considered to be in free fall until it is able to activate its flight enhancement. If a monster is unable to activate the enhancement after three rounds, it crashes to the ground and is eliminated from the game.

Fighting

Monsters attack as normal in an aerial battle with the exception noted below.

Free Fall

A monster that becomes knocked down during an aerial battle is considered to be in free fall. A monster that is in free fall must spend half of its available movement to return to normal flight. Any attacks made against a monster in free fall have a -2 modifier to all to hit target numbers. Any attacks made by a monster in free fall have a +2 modifier to all to hit target numbers.

Clouds

Clouds are a new terrain type for use in aerial games. Many monster use clouds as cover from attacks. Any monster that is in cloud terrain is considered to be in 1/2 cover. Monsters behind a cloud are considered to be in full cover. Since clouds are not stationary they will move at the beginning of each new round. To move a cloud, roll a d10. The number rolled is how many inches the cloud moves. The top point of the d10 is the direction the cloud moves. This roll must be made for each individual cloud. A moving cloud will only stop if it hits another cloud or the edge of the playing field. Pieces of white felt cut into whatever shapes you desire should be used to represent clouds.

Storm Cloud

A storm cloud is a new type of treacherous terrain found only in aerial battles. Storm clouds function the exact same way as normal clouds with the exception that they can cause a monster damage through adverse weather conditions like lightning. If a monster starts its turn in a storm cloud roll a d10. On the roll of a 1 or a 2 the monster suffers one wound from a lightning bolt, large pieces of hail, or some similar weather

condition. Pieces of grey felt cut into whatever shapes you desire should be used to represent storm clouds.

ALTERNATE DIMENSION

With the discovery of different dimensions and the monsters they contain it is entirely possible for a monster battle to take place in an alternate dimension. The laws of physics tend to be a lot different in these places with the monsters never knowing what will happen. Below is a list of effects that can be used to simulate the strange things that happen in these dimensions. You may pick one or more of these effects or choose them randomly. If your monsters are fighting in an alternate dimension then military strike rules are not used, unless you want the rules to represent the alternate dimension's alien inhabitants attacking the monsters as they fight.

Confusion: A dimension with this effect tends to confuse monsters and make them forgetful. At the beginning of each player's turn roll a 10. If the roll is a 1 or 2 the monster is confused and starts to wander. When a monster wanders roll a d10. The top point of the d10 is the direction the monster moves. The monster must use its full walking distance, moving in the direction indicated by the d10. The monster will only stop moving if it comes into contact with another monster, building, or blocking terrain. The monster will not stop when it enters treacherous terrain since it is confused and doesn't know any better. Once the wander move has been made the monster's turn is over.

Flux: A dimension with flux has strange effects on atomic power and atomic enhancements. Whenever an atomic enhancement is used roll a d10. The number rolled is the base cost of the enhancement for the remainder of the current turn. Flux has no affect on physical enhancements.

Heavy Gravity: A dimension with this effect has a very heavy gravity field. All monsters may only move 1" per point of distance they possess, 2" if they run. Additional any time something is thrown the distance is halved before being moved. The enhancement zip is unaffected by this effect.

Heavy Resistance: A dimension with this effect has an atmosphere that creates a lot of resistance for ranged attacks. While this effect is in play all ranges for ranged combat attacks are halved. This effect cannot be in play the same time as no resistance.

No Resistance: A dimension with this effect has a different type of atmosphere, one that extends the range of all ranged attacks. While this effect is in play all ranges for ranged combat attacks are doubled. This effect cannot be in play the same time as heavy resistance.

ELECTRICAL STORM

In this type of fighting condition the monsters are fighting in the middle of a violent electrical storm. Lightning is striking all over making it likely that at some point a monster may be struck. Instead of rolling for military strikes, each monster must roll to see if it has been struck by lightning. This roll is made at the beginning of each new round before atomic power is rolled for. To see if a monster is hit by lightning each player rolls a D10. If the roll is a 1 the monster has been hit by lightning. Any monster hit by lightning suffers 1 wound and must make an immediate knockdown check.

SCENARIOS

ALIEN INFECTION

of Players: 4+

Points: 200

Time Limit: None

Special Conditions: In this scenario a deadly alien intelligence has infected a monster. It is up to the other monsters to destroy this alien menace before it infects other monsters. However destroying the alien intelligence is not so easy. It has the ability to jump from monster to monster. At the beginning of each new round measure the distance to the nearest monster then roll a d10 and consult the chart below.

Distance	Roll
0-6"	2+
7-12"	4+
13-24"	6+
25-48"	8+
49"+	10

If the roll is equal to or higher than the number next to the closest monster's range that monster has become the new host of the alien intelligence. A monster that was previously the host for the alien intelligence gets to make a toughness check to resist being reinfected. To do this roll a d10. If the roll is equal to or under the monster's toughness it has resisted the alien and is not infected. The current host retains the alien intelligence. If it rolls higher than its toughness it has been reinfected. To determine which monster starts the game infected all players roll a d10. The player that rolls the lowest has the infected monster.

Victory Conditions: The monster that destroys the monster hosting the alien intelligence wins the game. If the infected monster destroys the last monster on the playing field it wins.

MELTDOWN

of Players: 2+

Points: 200

Time Limit: None

Special Conditions: In this scenario all of the atomic energy in the monsters has become unstable. Starting at the beginning of the second round and every subsequent round every monster suffers 1 wound that cannot be absorbed. Additionally monsters may not heal or use any enhancements that heal. The only way for a monster to heal is to attack another monster. Every time a monster successfully wounds another monster with a ranged or natural attack it regains 1 lost wound. A monster can only regain one wound per phase.

Victory Conditions: Last monster standing wins.

MONSTER BALL

of Players: 2+

Points: 200

Time Limit: None

Special Conditions: In this scenario the monsters have decided to play a game of monster ball. All of the players must be divided into two teams of equal monsters. Place a token or object about the size of a quarter in the center of the playing field. This token is the "ball". Next create an area in the center of each team's playing edge that is 2" wide and 6" long. This area is the goal. The

object of the scenario is to get the ball and take it into your opponent's goal. A monster that is within 2" of the ball may pick it up. The ball can only be picked up during a monster's movement phase. If a monster carrying the ball suffers any wounds it immediately drops the ball. Place the ball anywhere within 2" of the monster that dropped it. To score a goal a monster must have at least 1/2 of its body in the goal area. Once a goal is scored place the ball back in the center of the playing field. A monster may choose to throw the ball to another monster during its ranged combat phase instead of attacking that phase. To do this the monster throwing it must make a ranged combat attack against the monster that is going to catch the ball. If the attack succeeds the throw was on target. Next the monster that is going to catch the ball must roll equal to or under its dexterity on a d10. If this roll succeeds the ball is caught. If it fails the monster drops the ball and it is placed 3" away from the catching monster in any direction. If the ranged combat attack fails roll 1d10. The resulting number is how many inches the ball missed its intended target by. The top point of the d10 indicates which way the ball is placed, using the catching monster as the starting point. A monster may throw the ball 4" per point of strength it possesses.

Victory Conditions: The game ends when a predetermined number of goals have been scored or a predetermined number of rounds have been played.

POISONED

of Players: 2+

Points: 200

Time Limit: None

Special Conditions: In this scenario all of the monsters have been poisoned by the MCCC. Starting at the beginning of the third round and every subsequent round every monster must -1 from its distance, strength, dexterity, toughness, or wound statistics. This can be done randomly or you can allow players to choose which statistic is lowered. Use the chart below if you decide to have random statistic loss.

Roll	Statistic
1-2	Wounds
3-4	Dexterity
5-6	Distance

7-8
9-10

Strength
Toughness

Statistic loss is permanent. A monster that has any of its statistics lowered to 0 will suffer 1 wound at the beginning of its turn for each statistic that has been lowered to 0. If a monster's maximum number of wounds is lowered a monster cannot heal past the new maximum. A monster is removed from play if its wounds ever reach 0.

Victory Conditions: Last monster standing wins.

CHAPTER 3: COMBAT AND OPTIONAL RULES

COMBAT

The following chapter contains new combat rules as well as new optional rules to make every game of Giant Monster Rampage different than the last.

COMBAT MANEUVERS

BACK FLIP

Phase: Close combat

Requirements: Martial arts physical enhancement.

This enhancement allows a monster that is in close combat to try and flip out of reach of its opponent. To use this enhancement the monster must roll equal to or under its dexterity on a d10. The number rolled on the d10 is modified by +1 for every point of dexterity the opposing monster has above the monster using this maneuver. The result after adding the modifiers is compared to the monster's dexterity to see if it was successful. If the roll was successful the monster has done a back flip and landed a number of inches away equal to its distance statistic. If the roll is not successful the monster fails to complete its back flip and it cannot perform any natural attacks that phase. This maneuver must be performed immediately after being declared the target of a close combat attack.

ENGULF

Round: Close Combat

Requirements: Amorphous blob body

A monster that uses this maneuver envelopes its opponent with its body trying to suffocate or digest it. To use this maneuver the monster must roll to hit as a normal close combat attack with a +1 modifier to the to hit target number. If successful the monster has engulfed its opponent. The opponent suffers 1 wound each round that this maneuver is maintained. This wound is taken during the Engulfing monster's close combat phase. The opponent may attempt to escape during its movement phase by rolling equal to or

under its strength on a d10. If the opponent is able to free itself it may not move but may make ranged and close combat attacks as normal. While being engulfed neither the engulfing monster or engulfed monster may take any actions except to activate defensive enhancements. The engulfing monster may release its opponent at any time.

LEAPING BLAST

Phase: Movement

Requirements: Leaping muscles

This maneuver allows a monster with leaping muscles to leap into the air and blast a target that was originally out of sight. This maneuver can only be used against a target that is behind a single piece of terrain that is hiding it from view. When this maneuver is used the monster leaps into the air and blasts its target. Roll to hit as a normal ranged attack with a +1 modifier for firing while leaping. This combat maneuver cannot be used with ranged attacks that have an area of effect.

PINNING

Phase: Close Combat

Requirements: Strength equal to or higher than opponent's

This maneuver allows a monster to pin another monster to the ground and hold it there. To use this maneuver the monster must make a single close combat attack with a +2 modifier. If the attack is successful the monster has pinned its opponent to the ground. While pinned both the monster being pinned and the monster doing the pinning are considered to be prone except to each other. The monster that is doing the pinning may choose to sustain the hold or to let the monster go at any time. Additionally the monster that is doing the pinning has a -3 modifier to all of its natural attacks that are made against the pinned monster. The pinned monster can do nothing except try to free itself. To do this the monster must roll a d10 and add 1 for every full 25,000 tons the monster weighs over the pinned monster's maximum lift. If this roll is equal to or under

the monster's strength it has freed itself. If a monster frees itself the monster doing the pinning must roll equal to or under its dexterity or be knocked down. A monster may make one freedom check for each natural attack it possesses. A roll of a 1 is an automatic success.

ROLLING RAM

Phase: Movement

Requirements: Curling Body

This maneuver allows a monster to roll up into a ball and ram another monster. This maneuver can be used no matter how far away the monster is from its target. Additionally the monster may continue to move after making the ram and may attempt to ram additional targets if it has the distance. The monster must make a normal close combat attack with a +1 modifier to the hit target number. Any target hit suffers 1 wound, 2 if the monster also possesses the physical enhancement spiny hide, and is knocked back 1d10".

OPTIONAL RULES

ALTERNATE TURN SEQUENCES

The following rules present two different ways to progress through a turn of Giant Monster Rampage.

VERSION 1

Initiative

All players roll for initiative

Atomic Power Phase

All monster players roll their atomic power.

Military Strike Phase

All players roll to see if their monster is the target of a military strike.

Action Phase

Starting with the player that has the highest initiative, monsters can perform different actions. The actions that can be performed are movement, ranged combat, close combat, or healing. The way this works is the player that rolled the highest initiative gets to perform one action with his monster then the next highest and so on until all monsters and units have performed an action. Once all monsters and units have

taken an action play returns to the player with the highest initiative. That player may now take a second action with his monster. The only stipulation is that a monster or unit cannot perform the same action twice in a turn. Then the next highest player gets a second action and so on. Play continues like this until all players have performed one of each of the actions that they can. After that a new turn starts. All power durations are considered to last for the entirety of the current turn. Military players must use all of the units that have commands that pertain to whatever action they decide to do. For example if a military player chooses move as his or her first action then all units with a move command should be moved.

VERSION 2

Initiative

Initiative is rolled for at the beginning of each action phase. As an optional rule can use the standard initiative rules.

Atomic Power Phase

All monster players roll their atomic power.

Military Strike Phase

All players roll to see if their monster is the target of a military strike.

Movement Action Phase

Starting with the player that has the highest initiative all monsters that can may move.

Ranged Combat Action Phase

Starting with the player that has the highest initiative all monsters that can may make a ranged combat attack.

Close Combat Action Phase

Starting with the player that has the highest initiative all monsters that can may make a close combat attack.

Healing Phase

All injured monsters may roll to heal.

COUNTER BLAST

In some cases it is possible for a monster to block an incoming attack with the same type of attack. To use a counter blast your monster must be the target of a ranged enhancement that causes damage, area of effect enhancements cannot use this rule. If

your monster possesses the same ranged attack enhancement it may activate it defensively and block the incoming attack. However when you block the attack it doesn't necessarily stop the attack. In fact when a counter blast is used the two monsters are locked into a battle of the blasts. What this means is that each monster is firing their ranged enhancement but it is being stopped by the other monster's enhancement. In order to win a battle of the blasts each monster must try to enhance their blast by spending additional atomic power. To do this each player declares how many atomic power points they are adding to their blast. Then each player rolls a d10 adding in the amount of additional atomic power they have spent. Whichever monster rolls the highest wins the battle of the blasts. If the attacker wins the defender is hit by the ranged enhancement as normal. If the defender wins he has successfully blocked the incoming ranged attack. A counter blast used in this way is considered to be defensive and therefore can be activated out of the normal turn sequence.

HANDHELD WEAPONS

Some monsters, mainly mechs, use weapons that must be held in their hands like a gun or a sword. The following rules will allow you to add handheld weapons to your games of Giant Monster Rampage.

Hand Held

Points: 5 per atomic power point

Hand held is a new atomic enhancement option. It may be purchased for any atomic enhancement. The atomic enhancement chosen is now considered to be hand held. A hand held atomic enhancement becomes a piece of equipment with its own atomic power to use and can be disarmed and destroyed as described below. All atomic enhancements that are hand held must be given permanent atomic power. This atomic power can only be used by the hand held item for its own activation. It costs 5 points per permanent atomic power point the item possesses. Any atomic power points spent by the hand held items are returned at the beginning of each new round. A monster can carry up to 2 hand held items. Any hand held items must be represented on the monster. A monster with the physical

enhancement no arms cannot have hand held items. Hand held items are immune to statistic reduction.

Disarm

Round: Close Combat

This maneuver allows a monster to disarm another monster that is carrying a hand held enhancement. When this maneuver is used the attacking monster must declare which item it is attempting to disarm. The monster rolls to hit as a normal close combat attack, if successful the indicated item has been disarmed and is either thrown at the defender's feet or 1d10" in a direction chosen by the attacking monster ignoring terrain and buildings when it is moved. The defender may pick the weapon back up by moving within 2" of it and declaring they are doing so. If there is an opposing monster within 3" of a monster that wants to pick up a disarmed item it may attempt to stop the monster from doing so. If a monster is trying to stop another monster from retrieving a disarmed item each monster rolls a d10 and adds in their dexterity statistic. If the opposing monster rolls higher the item remains on the ground. If the retrieving monster rolls higher it has picked up its item. Only the original owner may pick up the disarmed item.

Destroying Disarmed Items

It is possible for a monster to destroy an item that has been disarmed. To destroy an item the monster must declare the disarmed equipment as the target of a ranged or close combat attack. The to hit number required to hit an item is 4. This number is modified as normal for ranged attacks. If the attack is successful the weapon is destroyed and cannot be repaired.

KNOCKBACK AND WEIGHT

When a monster gets knocked back its weight is bound to slow it down. The following rule allows you to factor a monster's tonnage into the distance it moves when it is knocked back. For every full 25,000 tons a monster weighs subtract 1" from the distance it is knocked back. If this results in a 0 or negative number the monster is not knocked back. The attack just didn't generate enough force to move the monster. The monster must still make a

knockdown check to see if the force of the attack was strong enough to at least do that. You can also factor a monster's weight into how much damage it does when thrown or knocked back into a building. To do this add +1 wound to the amount of damage inflicted on the building for every full 40,000 tons the monster weighs.

MELTDOWN

The energy contained within a monster can become dangerous if the power level remains too high for too long. If this happens it is commonly referred to as going into meltdown. Whenever a monster rolls a 10 for atomic power it gets a meltdown counter. Then during its next atomic power round before it rolls its atomic power it must make a meltdown roll. When making a meltdown roll a d10 and subtract the number of meltdown counters the monster has. If the result is 0 or less the monster has started to meltdown. Only monsters with meltdown counters have to make this roll. When a monster starts to meltdown, the energy that is created by its body has become unstable. The monster suffers 1 wound at the beginning of its phase and every subsequent phase. This wound cannot be absorbed. If a monster that is in a meltdown is destroyed the energy that is contained within its body is released in a massive explosion. Anything within 12" suffers a number of wounds equal to the meltdown monster's atomic power score when it was destroyed. The only way to get rid of a meltdown counter is when the monster's power level is extremely low. Every time the monster rolls a 1 for atomic power it removes 1 meltdown counter. If a monster survives a battle in which it started to meltdown it is assumed to go into a state of inactivity until its body can heal and return to normal. In other words if a monster is not killed when it is in meltdown, it returns for its next battle as normal.

SIZE

Not all monsters come in the same size. The following rules allow you to use size rules. Every monster is of normal height unless they use their creation points to purchase one of the other sizes. Appropriate size figures should be used to represent the different size categories. All size categories are laid out as follows below. NOTE: If these

size rules are used then the knockdown and weight rules must also be used.

Name: Name of the size category

Points: The number of points required to become this size category

Natural Attack Reach: The number before the slash is the reach of the monster's natural attacks. The number after the slash is the maximum reach the monster can possess through the use of enhancements.

Tonnage: How to determine a monster of that size's tonnage.

Lift: How many tons a monster of that size can lift.

Damage Bonus: This is bonus damage added to the monster's normal damage when fighting a monster that is at least two categories smaller. For example an enormous monster would get a damage bonus when attacking monsters that are normal or smaller.

Tiny

Points: 15

Natural Attack Reach: 1"/ 3" max

Tonnage: Add together Dis, Str, Dex, Tgh x 1,000

Lift: 5,000 tons per point of strength

Damage Bonus: N/A

A tiny monster is harder to hit due to its smaller stature. Any attacks directed at it have a +2 added to the target number from any monsters that are normal sized or larger. Additionally all of the damage a tiny character inflicts from their close combat attacks is reduced by 1 against any monster that is normal sized or larger.

Normal

Points: 0

Natural Attack Reach: 2"/ 6" max

Tonnage: Add together Dis, Str, Dex, Tgh x 3,000

Lift: 15,000 tons per point of strength

Damage Bonus: N/A

Normal sized monsters possess no special rules.

Giant

Points: 30

Natural Attack Reach: 3"/ 9" max

Tonnage: Add together Dis, Str, Dex, Tgh x 6,000

Lift: 30,000 tons per point of strength

Damage Bonus: +1

A giant sized monster is easier to hit due to its immense size. Any attacks directed at it have their target numbers reduced by 2.

Enormous

Points: 60

Natural Attack Reach: 4"/ 12" max

Tonnage: Add together Dis, Str, Dex, Tgh x 12,000

Lift: 60,000 tons per point of strength

Damage Bonus: +2

An enormous monster is extremely easy to hit. Any attacks directed at it have their target numbers reduced by 3.

Size Rules and Swarms / Combined Mechs

If you are using the combined mech rules or have a swarm with the metamorphose enhancement you must purchase two sizes. The first size is for the monster(s) in their uncombined form. The second size is for the monster(s) in their combined form.

Size Enhancements

The following enhancements can only be used if the size rules are also being used.

CHANGE SIZE

Points: 60

Type: Special

Activation: 3 per size category changed

Duration: 1 round

A monster with this enhancement can alter its size. When this enhancement is activated the monster may grow to enormous size or shrink to tiny size. The monster gains all the benefits of its new size. This power can be used at any time before a to hit roll is made. The monster will revert to its true size at the end of the current round.

DENSITY BEAM

If the size rules are being used the following density beam damage table is used.

Tonnage	Damage
0-50,000	1
51,000-100,000	2
101,000-150,000	3
151,000+	4

STUN

Sometimes an attack can hit a monster so hard that it stuns it. Whenever a monster suffers 3 wounds from a single attack it must

roll a d10. If the roll is equal to or under the monster's toughness it is fine. If the roll is over the monster's toughness it is stunned. A stunned monster cannot move or take any kind of action until the beginning of the next round.

CHAPTER 4: KNOWN MONSTERS

KNOWN MONSTERS

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

Orchidosaur

Point Total: 195

Kingdom: Alien

Distance: 4

Strength: 3

Dexterity: 4

Toughness: 4

Atomic Power: 1d10

Wounds: 10

Natural Attacks: 2

Tonnage: 45,000

Physical Enhancements: Disposable Parts

Atomic Enhancements: Camouflage,
Liquid Blast, Poison Gas/Powder

The creature known as Orchidosaur is the most bizarre monster to ever emerge. A genetic fusion between plant and reptile, Orchidosaur is the first monster in which the Mutator X virus has incorporated plant DNA into a host animal. It was first seen by a group of zoologists studying orangutan behavior in Malaysia. It destroyed their camp and injured several of the scientists as it attacked them and used its long vine like appendages that sprouted from around the large fleshy flower on its head to drain the life fluids from their bodies. The incident prompted the local government to send armed soldiers into the jungle and look for the dangerous beast. Only one man came out alive. Instead of sending more men to die the government closed the jungle and hoped the creature would stay put or move into a neighboring country. Everything was quiet for a year until the now gigantic Orchidosaur emerged from the jungle and began attacking villages looking for food, the jungle animals could no longer contain its growing appetite. The local government had no choice but to call in the MCCC. Once they arrived they tried everything they could to contain the creature but nothing seemed to work. The monster was immune to every chemical they threw at it and healed rather rapidly. Exasperated the incident

commander allowed one of the young scientists on his team to try something to capture the rampaging monster. The young man had the carcass of a large mutant fish brought in and used it as bait. Luckily for him his plan worked and they were able to lure the mammoth hybrid back to the Sanctuary Isles.

The Mass

Point Total: 200

Kingdom: Mutated Animal

Distance: 3

Strength: 4

Dexterity: 3

Toughness: 4

Atomic Power: 1d10

Wounds: 10

Natural Attacks: 2

Tonnage: 42,000

Physical Enhancements: Amorphous Blob
Body, Slimy

Atomic Enhancements: Morph Limbs,
Paralysis Blast, Slime Pool

The Mass, as it has been dubbed by the MCCC, is a large gelatinous creature of unknown origin. Scientists speculate that The Mass is some form of mutated deep-sea organism closely related to jellyfish but have been unable to confirm this. Its body is light blue with streaks of red that seem to pulsate through out its glistening body. The Mass even has the ability to create its own light through bioluminescence looking like a crazy laser light show in the distance. The Mass first made its appearance at an Antarctic research station where they were able to get off a single emergency message before the creature completely destroyed the complex and everyone in it.

From there the Mass headed north using its elastic body to move through the water until it was able to attach itself to the bottom of a passing oil tanker. The Mass hitched a ride all the way to Taiwan where the creature detached itself and attacked the city. Unfortunately for the monster Taiwan was home to one of the MCCC's Asian taskforces. They were quickly mobilized and were shocked at the site of this new creature, but nevertheless went about their

job of capturing, or if need be destroying the blob. However their task was not easy one. Capturing The Mass was impossible. Everything they used to contain it failed. The gelatinous body of the monster allowed it to squeeze through the tiniest of cracks. The taskforce had no choice but to destroy it. Of all the weapons at their disposal only one seemed capable of wounding the monster and that was fire. The taskforce quickly mobilized a hellfire mech that quickly disposed of the monster with its assortment of flame throwing weapons. At least they thought they had destroyed the monster. Several months later people began to disappear in the area The Mass was defeated. Local law enforcement thought it was organized crime until they heard the story of a man who had survived an attack by a gelatinous monster that had lashed out from a sewer grate and tried to pull the man down. The man was lucky and all the monster managed to grab was his jacket. Law enforcement officials called in the MCCC, which did a sweep of the sewers using flamethrowers to force the monster out into the open. They managed to get the creature out of the sewers but it quickly eluded them and managed to escape to the sea. Since then it has not been seen, but scientists working for the MCCC know its only a matter of time before it resurfaces again.

ERRATA AND CLARIFICATIONS

OOPS

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

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.