

# GIANT MONSTER RAMPAGE REVISED



# **GIANT MONSTER RAMPAGE REVISED**

## **WRITTEN BY**

Ken Lewis

## **COVER ART**

Matt Frank

## **INTERIOR ART**

Matt Frank

## **ADDITIONAL IDEAS, MATERIAL, AND PLAYTESTING BY**

Brian Barrow, Alan Beeks, Matthew Byers, John Daywalt, Micah Joy, Daniel Mannix, Kyle Mannix, Matthew Mastrogiovanni, Stephen Rohde, Scott Smith, Andrew Sinclair, Derrick Stenson, and Tony Toon

## **TABLE OF CONTENTS**

Introduction	Pg. 3
Chapter 1: Monster Kingdoms	Pg. 5
Chapter 2: Monster Statistics	Pg. 7
Chapter 3: Enhancements	Pg. 9
Chapter 4: The Military	Pg. 25
Chapter 5: Monster Swarms	Pg. 33
Chapter 6: The Playing Field	Pg. 35
Chapter 7: Sequence of Play	Pg. 41
Chapter 8: Combat	Pg. 44
Chapter 9: Scenarios	Pg. 52
Chapter 10: Optional Rules	Pg. 55
Chapter 11: Known Monsters	Pg. 67
Appendix: Tables and Charts	Pg. 71

Giant Monster Rampage Revised is copyright © 2005 Radioactive Press. All rights reserved.  
All artwork is copyright © 2005 Radioactive Press and all respective artists. All rights reserved.  
Cannot be used without permission from Radioactive Press.

# INTRODUCTION TO GIANT MONSTER RAMPAGE

## INTRODUCTION

Giant Monster Rampage is a turn based combat game for two or more players set in a world where giant monsters really exist. The game allows players to take control of one of several different monster types, from mutant animals to alien robots. Giant Monster Rampage is unique in that it allows players to create and personalize their own monster or make an existing one as seen on television or in a movie. The object of the game is simply to cause as much damage and destruction as possible.

## MUTATOR X

Several weeks after the bombing of Hiroshima and Nagasaki a strange sickness began to show itself in the survivors of that devastating attack. Both man and animal alike were affected. The disease caused strange mutations but rarely killed anything infected. Many believed this new disease to be nothing more than the effects of radiation sickness. They were wrong. Several years later a young scientist named Eiji Honda, studying the lasting effects of radiation on animals in the blast area, discovered that all of the animals that exhibited mutations possessed a new type of virus. Eiji then focused his research towards this new pathogen. He began to grow cultures of the virus and eventually started injecting healthy animals with it. He was not surprised when some those animals began to exhibit the same mutations seen in the animals that survived the bombing. He named this new microbe Mutator X. Now that he had found the cause of the mutations he began to search for a cure. He focused his research on the animals that were injected with the virus but did not develop mutations of any kind. Several years passed and all the while more and more animals became infected with the virus. By the end of the 1950s the virus could be found in nearly every country around the globe. During this time Eiji had managed to discover that most animals were naturally immune to the virus and that only a few actually exhibited the mutations. He also discovered that infected animals that have been exposed to radiation were more likely

to develop mutations than those that have not. Ultimately Eiji with the help of several geneticists discovered that all animals have a gene that when exposed to large amounts of radiation alters itself and allows the virus to invade cells. This gene was dubbed the genesis gene. Eiji also discovered that some animals already have the altered gene even though they have not been exposed to radiation of any kind. This led to the discovery that the gene can be inherited from infected parents. After compiling all of his research Eiji came to the conclusion that Mutator X only affects certain animals that have a genetic predisposition for it and that when Mutator X infects an animal it invades all cells and alters the genome producing the mutations. Shortly after Eiji announced his discovery to the scientific community in 1957, the first of many giant monsters made its appearance, the world was never the same.



## THE OTHERS

While the majority of monsters that emerged were mutants of normal animals some new types of monsters started to appear over the years. These new monsters included prehistoric creatures, giant robots, and the very bizarre elemental, dimensional, and undead monsters. These latter three, while rare, posed the biggest threat to the cities of the world.

## **SANCTUARY: THE MONSTER ISLES**

Forced to take action or watch their cities be trampled under the feet of these immense creatures the U.N. created a special task force in 1965, dedicated to disposing these immense adversaries. The group was called the Monster Control Capture and Containment taskforce or MCCC for short. Seeing no better candidate the U.N. chose Eiji Honda to be in charge. The taskforce had the might of several countries military arsenals at their command, but they soon discovered that modern weapons had little to no effect on the giant monsters. Since they couldn't destroy the monsters the group focused on finding a way to contain and control them. The answer came in the form of a small force field generator developed by a college physics student. Once he learned of the new invention Eiji proposed that a large force field generator be created, one that would be able to cover several hundred miles. Then they could find a way to capture the giant monsters and move them to the enclosed area where they could be studied and if they were lucky would destroy each other keeping their numbers in check. Eiji proposed a location in the south pacific that contained several islands of various sizes spread out over a three hundred mile radius. The U.N. agreed and work began on what was to become the Sanctuary Islands, also known as the Monster Isles.

### **MONSTER CREATION GUIDELINES**

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

#### **1. MONSTER**

It is important that you have your monster toy (miniature) before you begin. If you do not have one check with the other players before you buy one. It is important that all of the figures be similar in size.

#### **2. POINT VALUES**

Before you can begin making a monster, all of the players must agree on how many points will be available to create their monsters. An average monster costs 150 points.

#### **3. KINGDOM**

Pick your monster's kingdom. There are nine kingdoms for you to choose from. The kingdom

you choose should represent the way your monster looks.

#### **4. STATISTICS**

Assign statistic scores to your monster. Each player uses their points to buy statistics. Certain statistics are not bought; these will be discussed further in chapter 2.

#### **5. ENHANCEMENTS**

Buy enhancements for your monster. Each player uses their points to purchase special enhancements for their monster. Enhancements are discussed in chapter 3.

#### **6. OPTIONS**

There are a lot of optional rules for use with Giant Monster Rampage. All players should agree upon and / or be made aware of any optional rules, including house rules that are going to be used before monsters are created.

#### **7. DETAILS**

Now your monster needs a name and a history. Is it a prehistoric monster awakened from a long slumber, or is it an alien invader sent to destroy the civilizations of earth? The details are for you to decide. Once you are done with the details you are ready to play

### **WHAT YOU NEED TO PLAY**

To play Giant Monster Rampage you will need the following items:

- This rulebook
- A monster toy (miniature) (3-6" recommended)
- A copy of the monster 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)
- Several building blocks (connectable plastic blocks recommended)

### **MONSTER TOYS (MINIATURES)**

Finding a monster toy should not be that difficult nor should it cost you a lot of money. Any toy store usually has a wide variety of monster type toys to choose from. Before you buy a monster make sure you check with the other players to see what scale monsters they are using. You don't want to buy a monster that stands 6" tall when all of your friends' monsters are only 3".

# CHAPTER 1

## MONSTER KINGDOMS

### KINGDOMS

Not all monsters are the same; they come in a variety of shapes and sizes. The kingdom system was developed by scientists working for the MCCC as a way to classify the different types of monsters that have emerged. Choosing a kingdom does not limit your monster in any way. Kingdoms are used as a background for the origin of your monster. Read through them all and pick the one that best describes your monster.

#### ALIEN

This kingdom of monsters is of extraterrestrial origin or just a bizarre genetic mix. Alien monsters have odd appearances and can look like several types of creatures mixed into one. Alien monsters are generally not the result of Mutator X infection. Most of these types of monsters come from distant galaxies.

#### ANIMATED PLANT

This kingdom of monster represents plant-like creatures that have mutated to large size and developed the ability to move. It was originally believed that the Mutator X virus could not affect plants but recent discoveries have shown that the Mutator X virus can cause mutations in plants under the right conditions. The exact conditions that allow the mutations are still under investigation.

#### DIMENSIONAL

Dimensional monsters are from other planes of existence, many of which have been worshipped by inhabitants of earth as deities. They tend to look like mythical creatures and possess strange and wondrous powers. It has been confirmed by scientists that several dimensions lay close to the one we live in. At certain times the barriers between these dimensions weaken allowing some things to cross over into our world.

#### ELEMENTAL

The elementals are truly weird monsters. Their bodies are composed of one or more non-living elements. No logical explanation has been found for the existence of these creatures. They have no biological or mechanical systems explaining their reason for being. Despite little advances in

their knowledge of elementals scientists continue to search for a reason. One theory that has gained the most popularity is that elemental monsters are in fact creatures of energy able to animate inanimate objects like stone or water.

#### HERO

The heroes are those humans who possess strange abilities like those used by many monsters. While the kingdom may be known as hero not all heroes are good-natured. Comic book characters come to life is what some scientists call those individuals who possess strange powers and abilities. All heroes are a result of humans or humanoids becoming infected with the Mutator X virus.

#### MECH

This kingdom represents any kind of giant sized robotic machine, including monsters that are half living half-machine, commonly called cyborgs. Most mechs and cyborgs have been created by the MCCC in an effort to have the means to battle giant rampaging monsters on even terms. However, a few countries have started to develop mechs and cyborgs for more than just defense. It should be mentioned that all cyborgs developed to date have malfunctioned in one form or another causing more damage than any possible benefits they could possess. All such projects have been banned in most civilized countries.

#### MUTATED ANIMAL

Most giant monsters belong to this kingdom. This kingdom represents any modern day animal that has mutated to large size. All mutated animals are a result of Mutator X infection.

#### PREHISTORIC CREATURE

This is the second most common kingdom. Monsters from this kingdom are throwbacks to a bygone age; the last living descendent from a time when giant monsters ruled the earth. How these monsters survived so long without being discovered remains a mystery. Some scientists believe that these monsters are capable of extremely long periods of hibernation and possess some sort of biological system that



allows them to absorb nutrients through their skin from their surrounding environment.

### **UNDEAD MONSTROSITY**

This kingdom is for those unexplainable monsters that though they appear living do not have a spark of life in their decaying bodies. Monsters from this kingdom are commonly referred to as zombies or spirits. Like the elementals there is no explanation for why these monsters exist. The energy monster theory proposed for the existence of elemental monsters has also been suggested for the reason these abominations exist.



# CHAPTER 2

## MONSTER STATISTICS

### STATISTICS

All monsters have eight statistics that help to define their physical aspects. Below is a list of the statistics with a brief description on how each is used.

#### DISTANCE

This statistic represents your monster's ability to move around. A monster may move double its distance statistic in inches each phase, triple its distance statistic if it is running. This includes flying monsters in which case it is called darting.

#### STRENGTH

This statistic represents how strong your monster is. It is used to see how much damage your monster can inflict with its natural attacks as well as how many tons it may lift. A monster can lift 15,000 tons per point of strength it possesses. For example a monster that has a strength score of 3 would be able to lift 45,000 tons. Below is a chart used to determine how many wounds your monster inflicts with each of its natural attacks. Note: This is your monster's base natural attack damage and may be increased with enhancements.

STRENGTH DAMAGE CHART	
Strength	Damage
1-5	1
6-8	2
9-10	3

#### DEXTERITY

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

#### TOUGHNESS

This statistic is a measure of how resilient a monster is to taking damage. It is used when trying to avoid taking wounds.

#### WOUNDS

This statistic is a measure of how much damage a monster can sustain before it is incapacitated.

Wounds are not bought like other statistics however additional wounds can be purchased with creation points.

#### ATOMIC POWER

This statistic is a measure of how much atomic energy a monster can harness from its body, internal reactor, or similar energy source to use enhancements. 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.

#### TONNAGE

This statistic is a measure of how many tons your monster weighs. Like atomic power this statistic is not bought it is calculated based off of the monster's other statistics.

#### NATURAL ATTACKS

A natural attack is an attack where a monster uses its arms, legs, teeth or any other available means for striking its opponent. The number of wounds inflicted by a natural attack depends on your monster's strength.

#### POINT TOTAL

Before buying statistics all players must agree on how many creation points each player will be allowed to spend on his or her monster. Creation points are used to buy a monster's statistics and enhancements. As a guideline the average monster costs 150 points. This total may be raised or lowered depending on the level of power you want your monster to possess.

#### BUYING STATISTICS

Statistics are gained by spending creation points to buy them. With the exception of atomic power, natural attacks, tonnage, and wounds all other statistics must be bought with creation points. 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

### ATOMIC POWER

Atomic power is a randomly generated statistic and can only be enhanced with special enhancements.

### WOUNDS

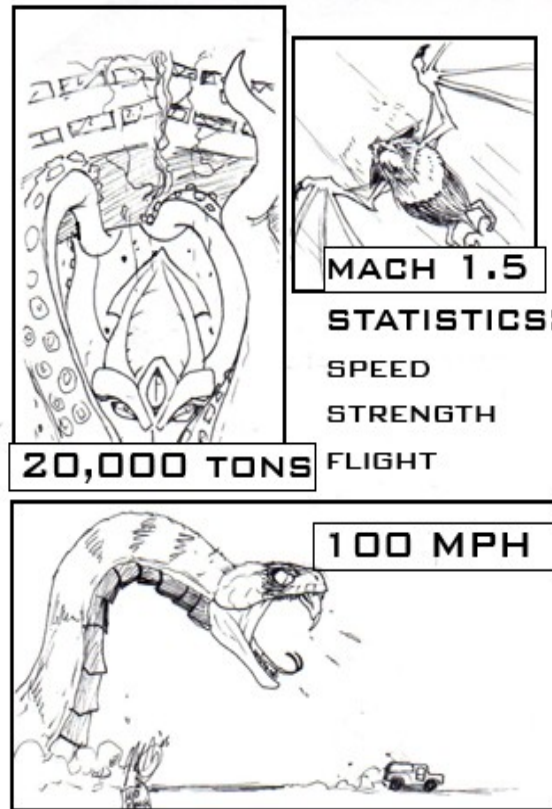
Each Monster starts the game with 10 wounds. Additional wounds may be bought at the cost of 10 creation points per wound. A monster may also give up a wound to gain 10 creation points to spend on other things. A monster may never have more than 15 or less than 5 wounds.

### NATURAL ATTACKS

All monsters start the game with 2 natural attacks. Additional natural attacks may be bought at the cost of 20 creation points per attack. A monster may also give up a natural attack to gain 20 creation points to spend on other things. A monster may never have more than 5 or less than 1 natural attack.

### TONNAGE

A monster's tonnage is based off of its statistics. To calculate your monster's tonnage add together its distance, strength, dexterity and toughness. Multiply that number by 3,000. The resulting number is your monster's tonnage. You can buy extra tonnage for your monster at the cost of 1 creation point per 5,000 ton increase.





# CHAPTER 3 ENHANCEMENTS

## ENHANCEMENTS

Like the kingdoms, the MCCC has classified all enhancements that have been used by monsters to date. This is by no means a complete listing of all enhancements that a monster can possess. Every year there seems to appear a new enhancement or a variation of an old one. All enhancements are classified into one of two categories: physical enhancements and atomic enhancements. Physical enhancements are those powers that do not require atomic power to use. Atomic enhancements are those powers that do require atomic power to use. Thanks to the development of the AP wave reader scientists have been able to determine the approximate amount of atomic power that a monster uses when it activates an atomic enhancement as well as how much the monster possesses itself. This information has helped many MCCC taskforces know when to strike and when to keep their distance. All enhancements are laid out as follows. If one of the categories is not listed with an enhancement then it 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 cost you to purchase the enhancement.

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

**Duration:** Some enhancements have affects 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 unless otherwise stated in the enhancement's description. 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 unless otherwise stated in the enhancement's description. 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. This means it can affect all targets within the listed range. 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 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.

### 360° VISION

**Points:** 20

**Type:** Special

A monster with this enhancement can see in all directions. Any monster attacking this monster on its side or rear facings does not receive the modifier to its target number for attacking these locations.

### ADHESIVE

**Points:** 20

**Type:** Special

A monster with this enhancement has a body or limbs that are covered in a sticky substance making it hard to move the monster against its will. When trying to move this monster by force it may attempt to resist the move. To resist the monster must roll equal to or under its strength on a d10. If the roll is successful the monster is not moved. If the roll is unsuccessful the monster may be moved as normal. This enhancement cannot be used if the attacker's strength is twice that of the monster using this enhancement.

### ANNELID BODY

**Points:** 20

**Type:** Special

A monster with this enhancement has a long cylindrical body that either lacks legs or has numerous tiny legs. This monster cannot be knocked down. A monster with this enhancement cannot take any other enhancement that contains the word body.

### ATOMIC PARASITE

**Points:** -10 per atomic enhancement possessed by the monster

**Type:** Special

A monster that is an atomic parasite is unable to create its own atomic power. It must therefore leech its atomic power from other monsters. A monster with this enhancement does not roll for atomic power as normal. It gains its power by attacking other monsters with its natural attacks. For every wound this monster inflicts, after wound absorption rolls, with its natural attacks it gains 1 atomic power point and the wounded monster loses 1. A monster can never gain more than 10 atomic power points in this way. Points gained are not lost at the beginning of a new round like normal. However the monster may choose to spend some to raise its initiative. Points spent in this way are lost. This enhancement cannot be taken with any other enhancement that alters a monster's atomic power points and how they are gained. Additionally it has no affect against monster's that have a current atomic power score of 0.

### ATOMIC LEECH

**Points:** 25

**Type:** Special

A monster with this physical enhancement is able to leech atomic power from another monster with one of its natural attacks. This enhancement must be bought for a single natural attack. When the natural attack that is enhanced with this enhancement wounds an opponent the attacking monster gains 1 atomic power point for each wound inflicted after absorption rolls. The monster attacked loses 1 atomic power point for each wound inflicted. A monster can only gain as much atomic power as the attacked monster has to lose.

### BACKUP GENERATOR

**Points:** 20

A monster with a backup generator has two sources of atomic power. If your monster has a backup generator you may choose to roll 2d10 when rolling for atomic power and pick the highest. If both dice roll the same number you may add them together. However due to the dangerous nature of atomic power a monster that chooses to use its backup generator will suffer 1 wound that cannot be absorbed.

### BURROWING LIMBS

**Points:** 15

**Type:** Movement

A monster with this enhancement has appendages that are made for burrowing. This monster may choose to move by burrowing during its movement phase. While burrowing the monster may move as normal but may not run. It may also ignore all terrain features as it moves. Once the monster has completed its move it must surface in terrain it could normally occupy. This enhancement also allows the monster to perform the combat maneuver, burrowing pitfall.

### CORROSIVE BLOOD

**Points:** 30

**Type:** Special

A monster with this enhancement has blood that acts like acid when it comes into contact with the air. Anytime this monster suffers wounds from a close combat attack, the attacker suffers 1 wound from the corrosive blood. This damage is only applied once per attack that successfully inflicts at least 1 wound after absorption rolls.

### ELASTIC APPENDAGE

**Points:** 10

**Type:** Close Combat

This enhancement must be bought for a single natural attack. The natural attack enhanced with this enhancement can be used to attack targets that are behind another monster or terrain providing the target is within the monster's reach. You must declare when this attack is being used before rolling to hit.

### ENHANCED SENSES

**Points:** 15

**Type:** Defensive

A monster with this enhancement has finely attuned senses. Anytime this monster is declared as the target of an attack roll a d10. If the roll is 4 or less the monster may add 1 to its opponent's target number. This ability can only be used once per turn.

### ENERGY CONVERSION

**Points:** 15

**Type:** Special

A monster with this physical enhancement can catabolize its own body and turn it into atomic power. This monster may choose to inflict one wound on itself and gain 2 atomic power points. Wounds lost in this way cannot be absorbed but they may be healed as normal. This

enhancement may be used at anytime before a to hit roll is made.

### FINLESS

**Points:** -5

**Type:** Special

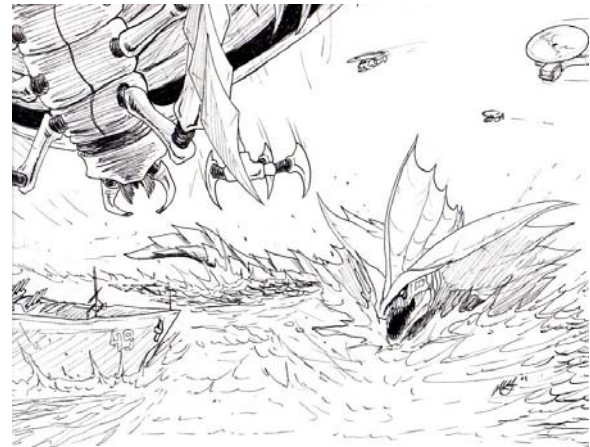
A monster with this enhancement is not equipped for swimming nor can it swim. At the beginning of this monster's turn if it is in deep water terrain it suffers 1 wound. Additionally this monster treats every 1" moved through deep and shallow water terrain as 3". This enhancement cannot be taken with the enhancement fins/webbed feet. NOTE: This enhancement should only be allowed if there is going to be an adequate amount of water terrain on the playing field.

### FINS/ WEBBED FEET

**Points:** 10

**Type:** Movement

A monster with this enhancement has fins or similar appendages designed for swimming. A monster with fins ignores all movement penalties when moving through water terrain. This enhancement cannot be taken with the enhancement finless.



### FLAT FOOTED

**Points:** 15

**Type:** Special

A monster with this enhancement has sure footing making it harder to knock it down. This monster gets a +2 bonus to its dexterity when making knockdown checks.

### **GNAWING TEETH**

**Points:** 25

**Type:** Close Combat

A monster with this enhancement has teeth that can gnaw through anything. This enhancement is used to enhance a single natural attack. The natural attack enhanced with this enhancement gains a +1 to its damage and it ignores the effects of any enhancement that increases a monster's toughness. Additionally if a natural 10 is rolled the attack inflicts an additional wound. You must declare when this attack is being used before any to hit rolls are made.

### **HEALTH CONVERSION**

**Points:** 20

**Type:** Special

A monster with this enhancement can take some of its own life force to temporarily boost one of its own statistics. This monster may choose to inflict one wound on itself and add a +2 bonus to any of the following statistics: distance, strength, dexterity, or toughness. This bonus lasts until the end of the current round. Wounds lost through the use of this enhancement cannot be absorbed but they may be healed as normal. This enhancement may be used at anytime before a to hit roll is made.

### **HEAVY**

**Points:** 25

**Type:** Special

A monster with this enhancement is extremely heavy, when determining this monster's tonnage double the end result.

### **HIGH METABOLISM**

**Points:** 25

**Type:** Special

Monsters with this enhancement have a biological or mechanical system that is adept at protecting the monster from adverse side affects. A monster with this enhancement does not suffer statistic reduction from any atomic or physical enhancement directed at it.

### **IMPALER**

**Points:** 10

**Type:** Special

A monster with this enhancement has a large horn, antlers or similar sharp protrusion on its head. Add 1 to the number of wounds caused by this monster when it uses the maneuver ramming.

### **LEAPING MUSCLES**

**Points:** 15

**Type:** Movement

A monster with this enhancement is able to leap. A monster that can leap may move twice its strength statistic in a straight line ignoring all terrain features and monsters as it moves. This move may be made in addition to the monsters normal move. A leap can only be used once per movement phase.

### **LONG APPENDAGE**

**Points:** 5 per 1" increase

**Type:** Close Combat

A monster with this enhancement has a natural attack that has a longer than normal reach. This enhancement only pertains to a single natural attack, but can be bought separately for multiple attacks. For every 5 points spent on this enhancement a single natural attack's reach is increased by 1" up to a maximum of 6". NOTE: All monsters have a base reach of 2"

### **MASSIVE APPENDAGE**

**Points:** 20

**Type:** Close Combat

A monster with this enhancement has a huge appendage like a claw, massive jaws, or large cybernetic weapon. This enhancement must be assigned to a single natural attack. That attack gets a +1 bonus to damage and will inflict double damage on the to hit roll of a natural 10.

### **MULTIPE BLAST POINTS**

**Points:** 10 per power

**Type:** Special

This enhancement allows a monster to use a specific ranged attack enhancement more than once during its ranged combat phase. The ranged attack enhancement must be chosen when this enhancement is taken. The ranged attack enhancement with this enhancement can be used as many times as the monster wants with the atomic power points it possesses. It can also be used against different targets. This enhancement cannot be taken with ranged enhancements that have an area of effect.

### **NATURAL ARMOR**

**Points:** 25

**Type:** Defensive

A monster with natural armor has very thick skin. Whenever this monster fails a wound absorption roll it may reroll it. This enhancement only applies to a single wound's absorption roll and may only be used once per turn.

### PARALYZING TOUCH

**Points:** 25

**Type:** Close Combat

**Duration:** 1 round

This enhancement allows a monster to cause paralysis with its natural attacks. This enhancement must be bought for a specific natural attack. Any monster that is hit by a natural attack enhanced with this enhancement must roll equal to or under its toughness or have its dexterity and distance statistics reduced to 1 for the remainder of the current round. Attacks enhanced with this enhancement must be declared before any to hit rolls are made.

### PERMANENT ATOMIC POWER

**Points:** 30 per point

**Type:** Special

Some monsters are able to generate a stable amount of atomic power per round. This atomic power is constant in addition to the randomly generated atomic power. A monster may purchase 1 permanent atomic power point per 30 points spent on this enhancement. A monster cannot purchase more than 5 permanent atomic power points. When rolling for this monster's atomic power, roll a d10 and add in the permanent atomic power. This can result in a monster having more than 10 atomic power points. However due to the dangerous nature of atomic power at high levels if a monster ever has 15 atomic power points it suffers 1 wound that cannot be absorbed.

### SCRAWNY

**Points:** -5

**Type:** Special

A monster with this enhancement is extremely skinny, when determining this monster's tonnage divide the end result by half rounded up to the nearest thousand.

### SHELL

**Points:** 20

**Type:** Defensive

A monster with this enhancement has a large shell, carapace, or similar tough substance that covers its back. This monster receives a +2 bonus to its toughness against any attacks that hit it in its rear facing.

### SLIMY

**Points:** 15

**Type:** Defensive

A monster with this option is covered in a thick viscous slime. Any monster that attempts to grab

or throw a monster with this enhancement has their target number increased by 2.

### SPINY HIDE

**Points:** 15

**Type:** Special

A monster with this enhancement has a bunch of thick spines, thorns, or similar sharp protrusion sticking out of its body. Any close combat attacks made against this monster that roll a natural 1 to hit will inflict one wound on the attacker. Additionally this monster inflicts 1 extra point of damage when using the combat maneuver backward hurl.

### TAIL

**Points:** 10

**Type:** Close combat

A monster with this enhancement has an extremely long tail that it can use with deadly efficiency. This enhancement gives the monster an additional natural attack that can only be used from its rear facing.

### WEAK

**Points:** -5

**Type:** Special

A monster with this enhancement has weak appendages not designed for feats of strength. This monster can only lift 5,000 tons per point of strength.

### WINGS

**Points:** 20

**Type:** Movement

A monster with this enhancement has large wings allowing it to fly. A monster that can fly moves twice its distance statistic in inches and ignores all terrain pieces and monsters when it moves. When this monster moves it must declare if it is flying or walking. If flying it must declare if it is landing or staying in flight at the end of its movement phase.

### WINGS, DOUBLE PAIR

**Points:** 30

**Type:** Movement

A monster with this enhancement has two pairs of wings a common trait amongst flying arthropod monsters. Monsters with two pairs of wings may move up to three times their distance rating while flying, four times if darting, and may ignore all terrain pieces and monsters while moving. When this monster moves it must declare if it is flying or walking. If flying it must

declare if it is landing or staying in flight at the end of its movement phase.

## ATOMIC ENHANCEMENTS

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

### ARC BLAST

**Points:** 25  
**Energy:** 2  
**Type:** Ranged  
**Range:** 24"  
**Damage:** 1(3 max)

This enhancement allows a monster to shoot a beam of energy that arcs over terrain like a rainbow. This enhancement can be used against any target within range whether or not the user of this enhancement can see it. The user must still roll to hit adding the appropriate terrain and range modifiers to the target number. There is a +3 cover modifier for targets that cannot be seen. A monster may increase the damage of this enhancement by spending 2 additional atomic power points for every extra point of damage inflicted up to a maximum of 3.

### ARTILLERY BLAST

**Points:** 30  
**Energy:** 2  
**Type:** Ranged  
**Range:** 60"  
**Damage:** 1 (3 max)

A monster with this enhancement is equipped with large built-in firearms, missile launchers, or similar weapons. The damage inflicted with this enhancement can be increased by 1 to a maximum of 3 for every additional 2 atomic power points spent on this enhancement.

### ATOMIC ATTACK

**Points:** 25  
**Energy:** 3  
**Type:** Close Combat

This enhancement allows a monster to cause knockback with one of its natural attacks. The player must declare which attack is going to be enhanced with this enhancement before any to hit rolls are made. If the enhanced attack hits, the target monster suffers normal damage and is knocked back 1d10+ attacker's strength in inches.

### BARRIER

**Points:** 30  
**Energy:** 2  
**Type:** Special  
**Duration:** Permanent or until destroyed

A monster with this enhancement is able to create barriers of some sort. When this enhancement is taken the monster must decide which type of barrier it can create. There are two different kinds solid and damage causing. A solid barrier enhancement creates 1, 1" x 1" block for every 2 atomic power points spent. Each block is considered to be 12" tall for the purpose of line of sight. These blocks must be placed touching each other in some way, even if it is just corner-to-corner. Solid barriers block line of sight and can only be crossed over by monsters that can ignore terrain as they move. A solid barrier section can be destroyed by inflicting 1 wound upon it. A damaging barrier enhancement is like a solid barrier with the exception that they can be moved and shot through by any monster. Any monster moving through a damaging barrier section suffers 1 wound. Once a damaging barrier section is walked over it is destroyed. A monster must decide which type of barrier it can create when this enhancement is chosen. NOTE: Solid barrier sections are treated as medium sized items that can be picked up and used as weapons.

### BOOST

**Points:** 25  
**Energy:** 1  
**Type:** Movement  
**Duration:** 1 phase

This enhancement allows a monster to use atomic energy to increase the distance it can move. This enhancement can be used with any other type of movement enhancement. For every atomic power point spent the monster may extend the maximum distance it may move by 1". This enhancement must be used before the monster moves.

### CAMOUFLAGE

**Points:** 30  
**Energy:** 3  
**Type:** Special  
**Duration:** Until an action is taken

This enhancement allows a monster to change its natural coloring to match its surroundings. While this enhancement is active the monster using it cannot be the target of any ranged attacks made by a monster that is further than 6"



away. It may still be the target of area of effect and close combat attacks as normal. Additionally the monster is not subject to military strikes while in this state. This enhancement remains active until the monster moves, uses another enhancement, or makes a ranged or close combat attack. This enhancement may be activated during the movement, ranged combat, or close combat phase of any player's turn. It must be activated before any to hit rolls are made.

#### **CHAIN ENERGY BLAST**

**Points:** 25  
**Energy:** 1  
**Type:** Ranged  
**Range:** 6"  
**Damage:** 1

This enhancement allows a monster to shoot a beam of energy that once it hits its target it can be used to hit another target. When this enhancement is used roll to hit the target as a normal ranged attack. If the attack is successful you may spend another atomic power point and choose another target that is within 6" of the target just hit. If the second target is hit you may pay another atomic power point and choose another target within 6" of that target and so on until you either miss with an attack or run out of atomic power points. Once a target has been hit by the chain energy blast it cannot be chosen as a target again for the remainder of that round.

#### **CURTAIN ENERGY BLAST**

**Points:** 20  
**Energy:** 3  
**Type:** Ranged  
**Range:** 18"  
**Damage:** 1

A curtain energy blast is an energy blast that travels along the ground and extends into the air. When this enhancement is used measure out 18" from the monsters front facing. The first target the blast comes into contact with may be hit as a normal ranged attack. Flying monsters hit by this attack must roll equal to or under their dexterity on a d10 or fall to the ground suffering an additional wound. Monsters that fall in this way are automatically knocked down.

#### **DEADLY SKIN**

**Points:** 25  
**Energy:** 3  
**Type:** Defensive  
**Duration:** 1 turn

A monster with this enhancement is able to make its skin deadly to touch. A monster that attacks a monster that has activated this enhancement suffers 1 wound for each successful natural attack made against it.

#### **DENSITY BEAM**

**Points:** 30  
**Energy:** 3  
**Type:** Ranged  
**Range:** 18"  
**Damage:** 1-4

A monster with this enhancement is able to produce a beam that greatly increases the gravitational pressure on a monster's body. A monster hit by a density beam suffers damage based on its tonnage. Use the chart below to determine how much damage is inflicted.

<b>Tonnage</b>	<b>Damage</b>
0-25,000	1
26,000-50,000	2
51,000-75,000	3
76,000+	4

Buildings are immune to this enhancement.

#### **DENSITY CONTROL**

**Points:** 20  
**Energy:** 2  
**Type:** Special  
**Duration:** 1 Turn

When this enhancement is used the monster may increase or decrease its tonnage by 10,000 tons for every 2 atomic power points spent. A monster's tonnage cannot be lowered to less than 10,000 tons through the use of this enhancement. This enhancement can be activated during the movement, ranged combat, or close combat phase of any player's turn and lasts until the end of that turn.

#### **DISEASED**

**Points:** 30  
**Energy:** 4  
**Type:** Close Combat  
**Duration:** 1 Round

Some monster's bodies are crawling with an untold number of pathogens. When this enhancement is activated the monster causes the pathogens that inhabit its body to multiply rapidly. Any monster that is wounded by this monster's natural attacks has its toughness score reduced by 2 to a minimum of 1 for the remainder of the round. The affects are not cumulative. No matter how many times the

monster is wounded it only suffers the penalty once. The penalty is taken immediately after taking a wound from a natural attack while this enhancement is active.

### EARTHQUAKE

**Points:** 20  
**Energy:** 3  
**Type:** Ranged, AoE  
**Range:** 6"

By slamming its massive fists on the ground or stomping its feet a monster can create a minor earthquake. Any monster in the area of effect of this enhancement must roll equal to or under their dexterity on a d10 or be knocked down. Additionally roll a d10 for every building in the area of effect, on the roll of a 10 that building is completely destroyed. Building sections destroyed in this way are awarded to the monster that used this enhancement.

### EMISSION

**Points:** 20  
**Energy:** 3  
**Type:** Ranged, AoE  
**Range:** 6"  
**Damage:** 1

This enhancement allows a monster to emit a toxic gaseous substance from its pores or mouth. The gas affects all monsters within 6". No to hit rolls are required. Any monster affected by the gas suffers 1 wound and must roll under their toughness on a d10. If this roll is failed the monster's strength is reduced by 1/2 for the remainder of the round. This enhancement has no affect on buildings.

### ENCASE

**Points:** 40  
**Energy:** 4  
**Type:** Ranged  
**Range:** 12"

This enhancement allows a monster to encase another monster in a solid shell, like crystal, ice or stone. Any monster hit by this enhancement is immediately encased. The monster cannot move or make attacks of any kind. Likewise the monster cannot be attacked. There are two ways a monster can free itself from being encased. The first is by rolling equal to or under its strength on a d10. The encased monster can only make one attempt each round to free itself. This attempt must be made during the monster's movement phase. If the monster manages to free itself it may not move but may attack as normal. The second way is to use a ranged

enhancement with an area of effect during its ranged attack phase. The stuff the monster is encased in has a toughness of 4. If the enhancement used inflicts at least 1 wound on it, it is destroyed and the monster is free. A monster freed in this way cannot move or use any other type of ranged enhancement that turn.

### ENERGIZE

**Points:** 30  
**Energy:** 4  
**Type:** Ranged, AoE  
**Range:** 3"  
**Damage:** 1

A monster that uses this enhancement causes the energy in its body to lash out in all directions. Any monster within 6" of the monster using this enhancement suffers 1 wound and is knocked back 1d10". Roll to hit each target separately. Buildings are immune to the effects of this enhancement.

### ENERGY BEAM

**Points:** 25  
**Energy:** 2+  
**Type:** Ranged  
**Range:** 48"  
**Damage:** 1 (3 max)

This enhancement allows a monster to shoot forth a beam of energy like a laser. A monster may choose to increase the damage of its energy beam by paying 2 additional atomic power points per point of damage increased up to a maximum of 3. Like the energy blast below the energy beam is a common enhancement possessed by giant monsters.



### ENERGY BLAST

**Points:** 20**Energy:** 3+

**Type:** Ranged, Spray

**Range:** 12"

**Damage:** 1(3 max)

This enhancement allows a monster to breath a cone of energy. A monster may choose to increase the range of its energy blast by spending 2 additional atomic power points per 12" increase. A monster may also choose to increase the damage of its energy blast by paying 2 additional atomic power points per point of damage increased up to a maximum of 3. This is the most common enhancement possessed by giant monsters.

### ENERGY WEAPON

**Points:** 20

**Energy:** 2+

**Type:** Close Combat

**Range:** 6"

**Damage:** 1 (3 max)

A monster with this enhancement can create a weapon out of pure energy such as a horn or claws. This enhancement must be used to enhance a single natural attack. The attack enhanced has a reach of 6" and inflicts 1 wound for every 2 atomic power points put into this enhancement up to a maximum of 3. Damage from this enhancement is inflicted instead of the monsters normal natural attack damage.

### ETHEREAL BLAST

**Points:** 30

**Energy:** 3+

**Type:** Ranged

**Range:** 12"(24" max)

**Damage:** 2

This enhancement allows a monster to shoot forth a blast of ethereal energy. An ethereal blast ignores all terrain features when used meaning monsters that are the target of an ethereal blast do not get the bonus for being behind terrain or in terrain that offers cover of any kind including full cover. A monster may increase the range of its ethereal blast by 6" for every 3 additional atomic power points it spends on this enhancement up to a maximum range of 24". This enhancement can only be used against other monsters.

### EXPLOSIVE FIREBALL

**Points:** 30

**Energy:** 3+

**Type:** Ranged

**Range:** 24"

**Damage:** 2/1

When a monster uses this enhancement it shoots forth a fireball that explodes upon impact. Any target hit by the fireball suffers 2 wounds. Additionally any targets within 3" of the target that was hit suffer 1 wound unless they can roll equal to or under their dexterity on a d10. Since buildings do not have a dexterity statistic they always suffer the wound. A monster may increase the blast radius of the fireball by 3" for every 3 atomic power points spent in addition to the base cost of this enhancement.

### FESTERING SORE

**Points:** 30

**Energy:** 4

**Type:** Close Combat

This enhancement allows a monster to coat one of its natural attacks in a deadly chemical substance that does not allow wounds to heal. When this enhancement is used the monster must declare which natural attack will be enhanced before rolling to hit. Any monster hit by an attack enhanced with festering sore must roll to absorb the wounds as normal. Any wounds not absorbed cannot be healed during the healing round. Wounds caused by festering sore should be marked to show they cannot be healed. These wounds can only be regained through the use of the enhancements regenerate or vampirism.

### FLAME BREATH

**Points:** 20

**Energy:** 3

**Type:** Ranged, Spray

**Range:** 24"

**Damage:** 1-8" 3, 9-16" 2, 17-24" 1

When this enhancement is used the monster shoots forth a great gout of flame. The damage dealt by the fire depends on where the target is in relation to the monster using this enhancement. If the target is 1-8" away from the monster it suffers 3 wounds, if the target is 9-16" away it suffers 2 wounds, and if the target is 17-24" away it suffers 1 wound.

### FLUX RAY

**Points:** 25

**Energy:** 3

**Type:** Ranged

**Range:** 12"

This enhancement causes adverse reactions in Mutator X infected cells causing them to either use up atomic power or create more. Any monster hit by this enhancement must roll a d10.

The resulting number is the monster's new atomic power point number for the current round. If this makes the atomic power point total higher than it was before the monster suffers 1 wound for every 2 point increase from the sudden rise in energy.

### **FORCE BLAST**

**Points:** 20  
**Energy:** 2+  
**Type:** Ranged  
**Range:** 24"  
**Damage:** 1

This enhancement is a special type of energy blast that hits with enough force to knock a monster back. Any monster hit suffers 1 wound and is knocked back 3". A monster may increase the distance a monster is knocked back by spending 2 additional atomic power points for every 3" added to the knock back distance. A monster that is knocked back must roll equal to or under its dexterity on a d10 or also be knocked down.

### **FORCE FIELD**

**Points:** 20 / 40  
**Energy:** 2  
**Type:** Defensive  
**Duration:** 1 ranged attack

A monster with this enhancement is able to create a force field to protect itself from harm. There are two versions of this enhancement. The lower costing version allows the monster to create a small force field that only protects its front facing. The higher cost version allows the monster to create a force field that protects its entire body. A force field can only withstand an amount of damage dependent on the amount of atomic power used. A force field will block 1 wound for every 2 atomic power points used to activate this enhancement. A force field can only be used to block a single ranged attack. Multiple ranged attacks must be blocked separately. The type of force field used must be chosen when this enhancement is taken.

### **FREEZE BLAST**

**Points:** 30  
**Energy:** 3  
**Type:** Ranged  
**Range:** 24"  
**Damage:** 2

This enhancement allows a monster to shoot forth an arctic blast of air and ice that freezes anything it hits. Any monster hit by freeze blast suffers 2 wounds and has its distance and

dexterity statistics reduced by 1/2 for the remainder of the round. In addition the affected monster cannot use any movement enhancements until the next round. If a natural 10 is rolled when rolling to hit with this enhancement the target monster's distance and dexterity statistics are reduced to 1.

### **GRAVITY BEAM**

**Points:** 20  
**Energy:** 3  
**Type:** Ranged  
**Range:** 24"  
**Damage:** 1+1

The gravity beam is a special type of energy blast that is designed to combat flying monsters. Any monster hit by a gravity beam suffers 1 wound and must roll equal to or under their dexterity on a d10 or crash to the ground. If a monster crashes to the ground as the result of this enhancement it takes another wound from the fall and is automatically knocked down.

### **HURRICANE BLAST**

**Points:** 30  
**Energy:** 3+  
**Type:** Ranged  
**Range:** 12"

When this enhancement is used the monster generates hurricane force winds, usually by flapping its wings really fast. Any monster within 12" of the front facing of a monster using this enhancement is knocked back 1d10" and must roll equal to or over its dexterity on a d10 or be knocked down. The monster using this enhancement can add 1" to the distance all monsters are knocked back for every atomic power point added to the base energy cost of this enhancement.

### **HYPNOTIC GAZE**

**Points:** 30  
**Energy:** 3  
**Type:** Defensive  
**Range:** 12"  
**Duration:** 1 phase

When this enhancement is used the monster's gaze causes its target to become hypnotized. This enhancement can only be used on a target that is facing the user. Any monster that is hypnotized may not attack the user of this enhancement for the duration of the current phase.

### INTANGIBILITY

**Points:** 25  
**Energy:** 3  
**Type:** Special  
**Duration:** 1 phase

When a monster uses this enhancement its body becomes insubstantial. While in this form the monster cannot be the target of ranged or close combat attacks. Additionally the monster may ignore all terrain features and monsters when it moves. If used in this way the monster may not end its move in a terrain feature it wouldn't normally be able to occupy. This enhancement may be activated during the movement, ranged combat, or close combat phase of any player's turn. Once activated the enhancement lasts until the end of the current phase.

### INVISIBILITY

**Points:** 25  
**Energy:** 4  
**Type:** Defensive  
**Duration:** 1 round or until an attack is made

A monster that activates this enhancement becomes invisible. An invisible monster may not be the target of a ranged or close combat attack. This enhancement lasts for one turn or until the monster using it makes a ranged or close combat attack.

### LIQUID BLAST

**Points:** 25  
**Energy:** 3  
**Type:** Ranged, Spray  
**Range:** 12"  
**Damage:** 1-4

This enhancement allows a monster to spew forth a torrent of corrosive liquid usually in the form of acidic bile or superheated saliva. Any monster hit by this enhancement suffers 1 wound. If the wound is not absorbed then the monster receives another wound if the second wound is not absorbed the monster receives a third wound if the third wound is not absorbed then the monster receives a fourth and final wound. This enhancement only inflicts 1 wound on buildings.

### LUCK

**Points:** 30  
**Energy:** 3

A monster with this enhancement is able to bend the laws of fate. When this enhancement is used the monster can force his opponent to reroll any single die roll used in the game, or the monster

may reroll one of its own die rolls. This enhancement only applies to a single die not multiple dice unless the atomic power is spent for each individual die.

### METAMORPHOSE

**Points:** 30  
**Energy:** 8  
**Type:** Special  
**Duration:** Until the end of the game

This enhancement allows a monster to metamorphose into a new and different form to help it fight its enemies. This enhancement must be used during the movement phase of the monster's turn. The new form that this monster changes into, when it uses this enhancement, must be created before the game begins. Once this enhancement is used the monster can do nothing until the beginning of its next turn and is considered to be prone while in this state. This enhancement can only be used once per game. Any damage inflicted on a monster before it uses this enhancement is carried over to the metamorphosed creature.

### MIND BLAST

**Points:** 30  
**Energy:** 4  
**Type:** Ranged  
**Range:** Unlimited  
**Damage:** 1

A monster that uses this enhancement attacks the mind of its target telepathically causing it pain and confusion. This enhancement has an unlimited range but the user must be able to see its 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.

### MORPH LIMBS

**Points:** 25  
**Energy:** 3+  
**Type:** Close Combat  
**Damage:** 1  
**Duration:** 1 phase

This enhancement allows a monster to sprout appendages from its body. These appendages may be used to attack another monster or building in close combat in addition to its normal natural attacks. The monster using this enhancement can grow one appendage for every 3 atomic power points spent. Each appendage gives the monster 1 additional natural attack that inflicts 1 wound. The

appendages are absorbed back into the monster's body at the end of the current phase.

### MULTIBLAST

**Points:** 40  
**Energy:** 2  
**Type:** Ranged  
**Range:** 24"  
**Damage:** 1 (5 max)

When a monster uses this enhancement it shoots forth multiple blasts in rapid succession at its target. A monster must pay 2 atomic power points for each shot. Roll each shot as a separate ranged attack. These shots can be made against a single target or multiple targets.

### PHASE

**Points:** 25  
**Energy:** 3  
**Type:** Defensive  
**Duration:** 1 phase

This enhancement allows a monster to use illusions to make it appear as if it were in one place, while actually in another. When this enhancement is activated any monster that targets the user adds 2 to their target number on any to hit rolls.

### PROPULSION

**Points:** 20  
**Energy:** 3 / 1  
**Type:** Movement  
**Duration:** 1 round or phase

This enhancement allows a monster to fly using some sort of internal engine be it biological or mechanical. A flying monster can move two times its distance rating in inches, three times if darting, and may ignore all terrain features and monsters. A monster that is in flight stays in flight until the beginning of the next turn or until it lands whichever comes first. If a flying monster wants to land it must declare so by the end of its movement phase. If a monster starts its turn flying it must spend 1 atomic power point to stay in flight or land immediately. A monster that starts its move on the ground and wants to use this enhancement must spend 3 atomic power points.

### RECONFIGURATION

**Points:** 30  
**Energy:** 3  
**Type:** Special  
**Duration:** 1 turn

This enhancement allows a monster to shift its statistics around. When used the monster may

swap any two of its statistics. Only distance, strength, dexterity, and toughness statistics may be swapped. This enhancement may be activated at anytime and lasts for the remainder of the current turn.

### REFLECTION

**Points:** 30  
**Energy:** 4  
**Type:** Defensive

This enhancement allows a monster to redirect any ranged enhancement made against it back at the attacker. The monster using this enhancement must still roll to hit as if it were the attacker. This enhancement cannot be used against ranged enhancements that have an area of effect.



### REGENERATION

**Points:** 30  
**Energy:** 4  
**Type:** Special

A monster with this enhancement is able to regenerate lost wounds using atomic power. A monster regains 1 wound for every 4 atomic power points spent when activating this enhancement. This enhancement may be activated at anytime. Note: A monster that has been reduced to 0 wounds is considered knocked out and cannot use any enhancements.

### SLIME BLAST

**Points:** 20  
**Energy:** 2  
**Type:** Ranged, Spray  
**Range:** 12"

With this enhancement a monster is able to shoot forth a large amount of sticky slime. Any monster hit by the slime has its dexterity and distance statistics reduced by half for the remainder of the round. Additionally the monster



must roll equal to or under its modified dexterity or be knocked down.

### SONIC BLAST

**Points:** 25  
**Energy:** 3  
**Type:** Ranged, Spray  
**Range:** 18"  
**Damage:** 2

This enhancement allows a monster to emit a concentrated shriek of sound powerful enough to cause damage. Any monster or building hit by the blast suffer 2 wounds. In addition all monsters hit must roll under their toughness on a d10. If this roll is failed that monster must add 2 to all of its target numbers for the remainder of the turn. This penalty does not stack if a monster is the target of multiple sonic blasts.

### SPAWN

**Points:** 25  
**Energy:** 3  
**Type:** Special

This enhancement allows a monster to spawn smaller versions of itself. The monster can create 1 spawn for every 3 atomic power points it spends on this enhancement. Place the spawn anywhere within 2" of the monster that created them. All spawn have the following statistics.

**Spawn**  
**Distance:** 2  
**Strength:** 2  
**Dexterity:** 2  
**Toughness:** 2  
**Wounds:** 1  
**Natural Attacks:** 1

Use a quarter or adequately sized miniature to represent the spawn. The spawn can move and attack as a normal monster during its parent monster's turn. Spawn monsters cannot use combat maneuvers and are removed from play if they receive any damage. This enhancement can only be used during the movement phase instead of the monster moving.

### STATISTIC BOOST

**Points:** 40  
**Energy:** 2  
**Type:** Special  
**Duration:** 1 phase

This enhancement allows a monster to boost its distance, dexterity, strength, or toughness statistics. When this enhancement is used the monster may increase one of the listed statistics by 1 for every 2 atomic power points spent. No

stat may be increased above 10 with this enhancement. This enhancement may be activated at anytime during the movement, ranged combat, or close combat phase of any player's turn.

### STRETCH

**Points:** 20  
**Energy:** 2  
**Type:** Close Combat  
**Duration:** 1 phase

When a monster uses this enhancement it causes its limbs to grow and allows the monster to reach further. For every 2 atomic power points spent on this enhancement the monster's natural attack reach is increased by 2". The monster's appendages return to normal size at the end of the current phase. This enhancement can only be used to extend the reach of a single natural attack. Multiple natural attacks may be stretched by paying the atomic power for each one separately.

### TELEKINESIS

**Points:** 30  
**Energy:** 1 per 20,000 tons lifted / 6" moved  
**Type:** Ranged  
**Range:** 12" (24" max)

This power allows a monster to move objects with its mind or some sort of energy projection. This monster can move another monster or an object that can be thrown. A monster can lift 20,000 tons per atomic power point spent. The range this enhancement can be used at depends on how much atomic energy the monster puts into it. The enhancement has a base range of 12" that can be increased by 6" for every additional atomic power point spent up to a maximum of 24". When this enhancement is used the monster may move a monster or object to anywhere within the range it paid for. This range is measured from the monster using this enhancement. Monsters or objects moved must be moved into terrain they could normally occupy, treacherous terrain included. The location the monster is placed must also be within line of sight of the monster using this enhancement. A monster or object may be moved into buildings. Treat the resulting destruction from the monster as if it had been knocked back into the building. Treat the object as if it were thrown by the monster.

### TELEPORT

**Points:** 30 **Energy:** 5

**Type:** Movement

This enhancement allows a monster to instantly teleport itself to another location. The location chosen must be within 12" of the monster's starting position and be free of any buildings, monsters, or other types of obstacles. A monster that teleports may still move as normal before or after teleporting providing it has movement remaining.

### TEMPORARY MUTATION

**Points:** 30

**Energy:** 5

**Type:** Special

**Duration:** 1 round

This enhancement allows a monster to use its atomic power and cause a physical mutation. When this enhancement is used the monster may choose a single physical enhancement and gain it for the remainder of the current round. This enhancement may be used at anytime as long as no to hit rolls have been made.

### TERROR WAVE

**Points:** 40

**Energy:** 4

**Type:** Special, AoE

**Range:** 6"

**Duration:** 1 phase

A monster with this enhancement is able to make itself a terrible sight to behold causing incredible fear and insanity to all those who get to close. Any monster that comes within 6" of the monster that activated this enhancement must roll a d10 and consult the table below. This enhancement 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.

### TORNADO CHARIOT

**Points:** 30

**Energy:** 4

**Type:** Movement

**Duration:** 1 Phase

When a monster uses this enhancement it creates a spinning vortex of air around itself. When moving the monster may move over any terrain feature as if it wasn't there. Any building or monster that comes into contact with the monster using this enhancement suffers 1 wound. Additionally monsters are knocked back 1d10/2" rounded up. If a monster uses this enhancement it can use no other enhancement that phase nor may it make any ranged attacks that turn.

### VAMPIRISM

**Points:** 25

**Energy:** 4

**Type:** Close Combat

A monster that uses this enhancement is able to heal itself when it wounds other monsters. This enhancement must be used to enhance a single natural attack and must be activated before any to hit rolls are made. If the natural attack enhanced with this enhancement wounds another monster, the monster using it regains 1 lost wound. A monster may never have more wounds than it started the game with.

### VENOM ATTACK

**Points:** 10+ Side Effect

**Energy:** 3

**Type:** Ranged, Spray / Close Combat

**Range:** 12"

**Damage:** 1 or as natural attack +1

A monster with this enhancement is able to secrete a powerful toxin and can either spray it from its body or coat one of its natural attacks with it. If used as a ranged attack the enhancement has a range of 12" and inflicts 1 damage as well as a venomous side effect that must be chosen from the list below. If used as a close combat enhancement the chosen natural attack has a +1 bonus to damage and the same venomous side affect as the ranged version. You may choose to purchase multiple venomous side affects for you venom attack. This enhancement has no affect on buildings.

#### Venomous Side Effects

These effects only apply if the target takes a wound from the attack.

**Blindness:** +10 points: All of the monster's target numbers are increased by 2 for the remainder of the turn.

**Dexterity:** +10 points: The target's dexterity is reduced to 1 for the remainder of the turn

**Distance:** +10 Points: The target's distance is reduced to 1 for the remainder of the turn.

**Knockdown:** +10 points: The target is automatically knocked down. If the target cannot be knocked down it is still considered prone until the beginning of its next phase.

**Strength:** +10 Points: The targets strength is reduced to 1 for the remainder of the turn.

**Toughness:** +25 Point: The targets toughness is reduced to 1 for the remainder of the turn.

### VOID BEAM

**Points:** 30

**Energy:** 4

**Type:** Ranged

**Range:** 12"

**Duration:** 1 Round

This enhancement allows a monster to shoot a ray that stops a monster from spending any atomic power points. Any monster hit by this enhancement cannot spend any atomic power points for the remainder of the current round.

### WEBBING

**Points:** 25

**Energy:** 2

**Type:** Special

**Range:** 2" / 12"

This enhancement has two different ways it can be used. The first allows a monster to create a piece of web terrain. A monster may create 1 piece of web terrain for every 2 atomic power points it spends on this enhancement. When a web is created it may be placed anywhere within 2" of the monster that created it. Any monster that moves over a piece of web terrain must roll equal to or under its strength on a d10 for every 1" of web terrain it moves through. Once a roll is failed the monster cannot move any further that phase as it is stuck in the web. A monster that is stuck in a web cannot be knocked back, knocked down, or thrown. The monster may try to continue moving as normal during its next movement phase. Use a round piece of felt 2" across to represent web terrain. The second way this enhancement can be used is as a ranged attack. The ranged attack version of this enhancement allows a monster to shoot out long strands of webbing. A monster hit by the webbing becomes caught and can take no actions until it is able to free itself. To free itself

from the webbing the affected monster must roll equal to or under its strength on a D10. A monster may make an attempt to free itself once for every natural attack it possesses. This attempt is made during the affected monster's movement phase. If the monster frees itself it may not move or use any movement type enhancements but may make ranged and close combat attacks as normal. Monsters with this enhancement are immune to all affects generated by it.

### WELD BLAST

**Points:** 30

**Energy:** 3

**Type:** Ranged

**Range:** 12"

**Damage:** 1(3 max)

A monster with this power is able to shoot forth a super heated beam of fire or the like. Any monster hit by a weld blast suffers 1 wound and has a -1 modifier to its toughness when attempting to absorb wounds inflicted from a weld blast. Additionally a monster can increase the heat of its weld blast by adding more atomic power to it. For every 3 additional atomic power points put into this enhancement the user may choose to have it inflict 1 additional wound or to add a further -1 penalty to the target's toughness.

### ZIP

**Points:** 30

**Energy:** 4

**Type:** Movement

**Duration:** 1 Phase

This enhancement allows a monster to move really fast. This enhancement can be used with any of the movement physical enhancements except leaping muscles. When this enhancement is used the monster may move four times its current distance rating. A monster that moves using zip cannot make ranged attacks of any kind that turn.

## ATOMIC ENHANCEMENT LIMITATIONS

The following options allow you to put limitations on your atomic enhancements to help you further individualize them for your monster. You may take as many limitations as you want but they may never lower an enhancement's point total to less than 10 points.

### **HARMFUL**

**Points:** -5

An enhancement with this limitation causes a monster damage when it is used. Anytime this enhancement is used the monster suffers 1 wound. This wound may be absorbed as normal.

### **RECHARGE**

**Points:** -5

An enhancement with this limitation cannot be used every round. When this enhancement is activated it cannot be activated again until after the next round. This limitation cannot be taken with the single use limitation.

### **SINGLE USE**

**Points:** -1/2 (round up)

An enhancement with this limitation can only be used once per game regardless of whether or not it was successful. This limitation cannot be used on enhancements that already have a single use like metamorphose.

### **STATIONARY**

**Points:** -5

This limitation can only be used on enhancements that have a range. This enhancement cannot be used if the monster moves during its movement phase.

### **UNSTABLE**

**Points:** -5

An enhancement with this limitation can be unpredictable. Anytime you want to use an enhancement with this limitation roll a d10. If a 1 or a 2 are rolled the enhancement cannot be used that phase.

# CHAPTER 4 THE MILITARY

## THE MILITARY

The military is always a city's first line of defense against giant rampaging monsters. All military efforts are controlled and organized by the MCCC. The following rules will allow players to create and control a military defense force. If these rules are used then there is no longer a military strike phase for players controlling monsters. Note: Normally in giant monster movies the military has little to no affect on the monsters. These rules have been added for those player's who wish to have a military force that has a fighting chance.

## MILITARY MINIATURES

The following rules were written with the intent of using any military type toys that can usually be bought at your local discount store. Each figure represents a platoon, division, or group of the figure type. For example, if you had three plastic army men in your military force they would represent three platoons of soldiers, not three individual soldiers.

## UNIT TYPE

Unit types are similar to giant monster kingdoms they help describe what type of unit you are creating and also dictate what type of upgrades you can buy for your unit. Below is a list of the different unit types with a brief description.

### INFANTRY

This unit represents the basic foot soldiers in an army. It can also represent any type of living unit such as dogs, police officers, scientists, aliens, etc...

### VEHICLE

Vehicle units are the machines of an army. They range from jeeps to jets and can also be used to create science fiction style vehicles like flying saucers.

### WEAPON EMPLACEMENT

A weapon emplacement is a stationary weapon of some kind like a rocket launcher or a howitzer. These weapons are usually towed onto the playing field.

## STATISTICS

Military unit statistics are a little different than those of giant monsters. Below is a list of the statistics possessed by military units and how each one is used.

### DISTANCE

This statistic is a measure of far a unit may move each turn. How far a unit can move depends on its type. Infantry units can move 1" per point of distance or they may run, which allows them to move 2" per point of distance. Vehicle units can move 2" per point of distance. Vehicle units can never run. The maximum distance a unit can have depends on its type. Vehicles can have a maximum distance of 6, infantry have a maximum of 3, and weapon emplacements do not have a distance statistic.

### TOUGHNESS

This statistic is a measure of how resilient the unit is to damage. When attempting to absorb wounds a unit must roll equal to or under their toughness on a d10. Infantry units can have a maximum toughness of 3. Vehicle and weapon emplacement units can have a maximum toughness of 6.

### WOUNDS

This statistic is a measure of how much damage a unit can sustain before it is destroyed. All units start the game with 1 wound. Infantry units cannot be given more wounds. Vehicle and weapon emplacement units can be given up to 3 wounds.

### COMMAND POINTS

Command points are similar to atomic power points for players using a military strike force. Command points are not bought but are instead rolled for at the beginning of the military player's phase. The number rolled is how many command points the military player has to use on special commands.

### BUYING STATISTICS

Distance and toughness statistics are bought with creation points. Use the table below to determine the cost of your statistics.

STATISTIC COST CHART	
Statistic*	Cost
1	1
2	2
3	4
4	5
5	7
6	8

\*Note: All statistics with the exception of command points must have a score of at least 1, except weapon emplacements, which cannot have more than a 0 in their distance statistic

### BUYING WOUNDS

Only vehicle and weapon emplacement units can be given more wounds. Each additional wound costs 5 creation points. Infantry units cannot be given more wounds. Vehicle and weapon emplacement units can be given up to 3.

### UNIT OPTIONS

Once you have assigned statistics to your units you can give them options. Options are used to further enhance your military units. Options are separated into three different categories: infantry, vehicle, and weapon emplacement. Infantry options can only be given to infantry units, vehicle options can only be given to vehicle units, and weapon emplacement options can only be given to weapon emplacements..

#### INFANTRY OPTIONS

The following options only apply to infantry units.

##### Commander

**Points: 5**

A unit with this option is considered to have a high-ranking soldier amongst its ranks. As long as this unit is alive add +1 to the command point roll.

##### Jet Packs

**Points: 3**

A unit with this option is equipped with jet packs that allow them to fly. The unit may move up to twice its distance rating and still shoot it may also ignore all terrain features when it moves. After the unit is moved you must declare whether or not it is staying in flight.

### MCCC Squad

**Points: 10**

A unit with this option has some training with the MCCC and has fought giant monsters before. This unit may force a monster to reroll any successful wound absorption rolls inflicted from its attacks. This ability can only be used once per round and forces the monster to reroll all successful wound absorption rolls from a single attack.

### Medic

**Points: 5**

A unit with this option has a medic amongst its ranks. Any time this unit is wounded, regardless of the number of wounds, roll a d10. On the roll of 1-7 the medic cannot help, the soldiers' wounds are too severe. On the roll of 8-10 the medic is able to patch up the soldiers and the unit suffers no wounds however due to the quick procedures the unit has its toughness lowered by 1 to a minimum of 1 for the remainder of the battle. This ability can only be used once per round.

### Paratroopers

**Points: 3**

An infantry unit with this option enters the battle by parachuting onto the playing field. Do not place a unit with this option on the table at the beginning of the game. Instead you may place them anywhere on the table at the beginning of any of your movement phases. To do this place the unit where you want it to land then roll a d10. The resulting number is how many inches the unit is off course. Use the upper point of the d10 as the direction the unit is moved. If the direction and distance indicated put the unit in terrain they cannot normally occupy they are destroyed and removed from play. A unit that enters the game this way cannot move or make a ranged attack that round.

### Scuba Gear

**Points: 1**

A unit with this option can move through water terrain without penalty and may submerge under the water. To submerge the unit must be in water terrain and declare it is submerging during its movement phase. A submerged unit cannot attack nor be the target of any type of attack. You must declare whether a submerged unit is surfacing by the end of your movement phase. NOTE: Submerged units can still be destroyed by the combat maneuver stomp or falling monsters.



### **Shield Generator**

**Points: 5**

A unit with this option is equipped with a portable shield generator. This shield generator protects the unit making them harder to hit with ranged attacks. Any ranged attacks made against the unit have their target numbers increased by 2.

### **Teleportation Gear**

**Points: 5**

A unit with this option is equipped with a teleportation device. The device allows the unit to move anywhere within 12" of its original position providing its in terrain they can normally occupy. This option can only be used during the movement phase and only once per round. A unit may still use its normal movement rate before or after using this option.

### **VEHICLE OPTIONS**

The following options only apply to vehicle units.

#### **Amphibious**

**Points: 1**

A vehicle unit with this option can move through water terrain without penalty.

#### **Hovering**

**Points: 2**

A vehicle unit with this option skims the surface of the land and can ignore all terrain features except buildings and impassable terrain when it moves. A vehicle with this option cannot buy the options amphibious, jet, rotary, or waterborne.

#### **Jet**

**Points: 5**

A vehicle unit with this option has the ability to fly through the use of powerful jet engines. As a flying vehicle it can ignore all terrain features when it moves. The vehicle must always stay in flight and can move up to five times its distance rating. Vehicles with jet engines must always move at least 12" during the movement phase even if they have not been given a command. If you have to move a jet without a command the move must be 12" in the direction the jet is facing. A vehicle with this option cannot buy the options amphibious, hovering, rotary, or waterborne.

#### **Mechanic**

**Points: 5**

A unit with this option has a mechanic amongst its ranks. Any time this unit is wounded,

regardless of the number of wounds, roll a d10. On the roll of 1-7 the mechanic cannot help, the vehicles' damage is too severe. On the roll of 8-10 the mechanic is able to patch up the vehicles and the unit suffers no wounds however due to the quick repairs the unit has its toughness lowered by 1 to a minimum of 1. This ability can only be used once per round and cannot be used on units that can fly or that are waterborne.

#### **Rotary**

**Points: 3**

A vehicle with this option has the ability to fly through the use of rotary blades like a helicopter. The vehicle can move up to three times its distance statistic during the movement phase. As a flying vehicle it can ignore all terrain features as it moves. Additionally rotary vehicles can land at any time during their movement phase; if they do land their move is ended. A vehicle with this option cannot buy the options amphibious, hovering, or jet.

#### **Submersible**

**Points: 1**

A vehicle with this option can submerge under the water. To submerge the vehicle must be in water terrain and declare it is submerging during its movement phase. A submerged vehicle cannot attack nor be the target of any type of attack. A vehicle must also possess the options amphibious or waterborne to buy this option. NOTE: Submerged units can still be destroyed by the combat maneuver stomp or falling monsters.

#### **Waterborne**

**Points: - 3**

A vehicle with this option is designed as a water going vessel of some kind and can never leave the water. This unit can be placed on any piece of water terrain that is at least 12" away from their opponent's monster or units. A waterborne vehicle moves through water without penalty.

#### **Shield Generator**

**Points: 10**

A unit with this option is equipped with a portable shield generator. This shield generator protects the unit and any other units within 3" making them harder to hit with ranged attacks. Any ranged attacks made against the units have their target numbers increased by 2.

### Teleportation Gear

**Points:** 10

A unit with this option is equipped with a teleportation device. The device allows the unit and any other units within 3" to move anywhere within 12" of their original position providing its in terrain they can normally occupy. This option can only be used during the controlling player's movement phase and only once per round. A unit may still use its normal movement rate before or after using this option.

### Towing Hitch

**Points:** 1

A unit with this option can move weapon emplacement units around the playing field. To do this the vehicle unit must be within 3" of the weapon emplacement unit at the beginning of the movement phase. If this requirement is met the weapon emplacement may be moved with the vehicle when it moves. When a weapon emplacement is towed neither the vehicle nor the weapon emplacement may shoot that round. Once a vehicle has reached its destination the weapon emplacement may be placed anywhere within 3" of it facing in any direction. This option cannot be taken by vehicles with the hover, rotary, jet, or waterborne options.

### Transport

**Points:** 1 point per infantry unit (Max 5)

This option allows a vehicle to carry troops around the playing field. A vehicle can carry one infantry unit for each point it spends on this option up to a maximum of 5. A vehicle may pick up any infantry unit that is within 3" of it at the beginning of the movement phase. If this requirement is met the infantry unit may be moved with the vehicle as it moves. Once a vehicle has reached its destination the infantry unit may be placed anywhere within 3" of it. When an infantry unit is transported neither the vehicle nor the infantry unit may shoot that round. This option cannot be taken by vehicles with the jet option.

### WEAPON EMPLACEMENT OPTIONS

The following options only apply to weapon emplacement units.

#### Repair Technician

**Points:** 5

A unit with this option has a repair technician. Any time this unit is wounded, regardless of the number of wounds, roll a d10. On the roll of 1-7 the repair technician cannot help, the weapon

emplacement's damage is too severe. On the roll of 8-10 the repair technician is able to patch up the weapon emplacement and the unit suffers no wounds however due to the quick repairs the unit has its toughness lowered by 1 to a minimum of 1. This ability can only be used once per round.

### Shield Generator

**Points:** 10

A unit with this option is equipped with a portable shield generator. This shield generator protects the unit and any other units within 3" making them harder to hit with ranged attacks. Any ranged attacks made against the units have their target numbers increased by 2.

### Swivel Mount

**Points:** 10

This option allows a weapon emplacement to be fired in any direction. If this option is not taken the weapon emplacement can only be fired out of its forward facing.

### Teleportation Gear

**Points:** 15

A unit with this option is equipped with a teleportation device. The device allows the unit to move anywhere within 12" of its original position providing its in terrain it can normally occupy. This option can only be used during the controlling player's movement phase and only once per round.

## WEAPONS

Once your unit has been given its options it is time to arm it with some weaponry. You can buy a unit any number of weapons but as a rule of thumb you should only buy weapons that are represented on the miniature you are using. A unit may only fire one of the weapons it possesses on a single shoot command.

### INFANTRY WEAPONS

Use the following charts to create ranged weapons for your infantry units. You must pay for each unit's weapons separately.

INFANTRY RANGE	
Range	Cost
6"	0
12"	1
18"	2
24"	3

<b>INFANTRY DAMAGE</b>	
Damage	Cost
1	1
2	2
3	4

### **VEHICLE AND WEAPON EMPLACEMENT WEAPONS**

Use the following charts to create weapons for your vehicle and weapon emplacement units. You must pay each unit's weapons separately.

<b>VEHICLE &amp; WEAPON EMPLACEMENT RANGE</b>	
Range	Cost
12"	0
24"	1
36"	2
48"	4
60"*	5
Unlimited*	10

\* These ranges can only be taken by weapon emplacement units.

<b>VEHICLE AND WEAPON EMPLACEMENT DAMAGE</b>	
Damage	Cost
1	1
2	2
3	4

### **WEAPON OPTIONS**

The following options can be added to any unit's weapons. Each option must be bought separately for each different weapon.

#### **Explosive**

**Points:** 1

A weapon with this option will explode upon impact with the target. Any targets within 3" of the original target will suffer 1 wound from the blast.

#### **Indirect fire**

**Points:** 3

This weapon may be used to attack targets that cannot be seen. A target that is completely out of sight has a +3 cover modifier when determining the to hit target number. A unit with this option must remain stationary during its movement phase to fire.

## **MILITARY AND TERRAIN**

Terrain functions the same for military units as for giant monsters with the following exceptions.

### **BUILDINGS**

Buildings are considered to be blocking terrain to all military units except those that can fly. Building sections can be destroyed by military units. Vehicle units inflict normal damage to building sections. Infantry units must -1 from their damage when attacking buildings. If this lowers the damage to 0 then the weapon has no affect on buildings.

### **HILLS**

Hills are considered difficult terrain for all ground moving units. Every 1" moved counts as 2".

### **POWER LINES**

Power lines do not affect military units.

### **SANDBAG EMPLACEMENT**

Sandbag emplacements are special barricades used by infantry units to protect themselves. Any infantry unit that is behind a sandbag emplacement is considered to be 3/4 covered for the purpose of ranged attacks. A military defense force can buy sandbag emplacements at the cost of 2 point per emplacement. Sandbag emplacements may be placed anywhere within 6" of the military players table edge. If a monster walks over a sandbag emplacement it is destroyed. Vehicle units that cannot fly treat sandbag emplacements as blocking terrain.

### **TREACHEROUS TERRAIN**

Any unit that finds itself in treacherous terrain is instantly destroyed.

### **WATER**

Unless the unit has an option that allows it to move through water any unit that finds itself in water terrain is instantly destroyed.

### **MILITARY SETUP**

You may set up your military defense force anywhere within 6" of your table edge. No unit may be placed within 24" of an opposing monster or military force.

## **MILITARY TURN SEQUENCE**

The military player uses the same turn sequence as a monster player with the following exceptions.

### **INITIATIVE**

During this round the military player rolls a d10 and adds any unspent command points to the roll. The result is then compared to the other player's initiative roll. Whichever player rolled the highest gets to go first that round.

### **COMMAND**

During this round you must roll a d10. The resulting number is how many command points you have to spend for that round. You must then give commands to your units. Below is a list of commands and their command point cost. Each military unit may only be given 1 command a turn.

#### **Move**

**Command Point Cost: 1**

Give this command to a unit you want to move. The unit may move up to its base movement rate. Infantry units may also run.

#### **Move and Shoot**

**Command Point Cost: 2**

Give this command to a unit you want to move and then shoot. The unit may move up to its base movement rate and then shoot if allowed. Units that can still fire after running may run and then shoot under this command.

#### **Retreat**

**Command Point Cost: 2**

This command allows a unit to retreat. This command is one of two commands that may be given during any player's turn during any phase. This order must be given after the unit has been declared as a target but before any to hit rolls are made. Once this command has been given the unit must move its full distance away from the attacking monster. Infantry units must run if able. If the unit is still in range after retreating the monster may continue with its attack as normal.

#### **Shoot**

**Command Point Cost: 1**

Give this command to a unit you want to remain stationary in the movement phase but shoot in the ranged combat phase.

#### **Take Cover**

**Command Point Cost: 1**

This command can only be given to an infantry unit. It can be given to the unit during any player's turn during any phase. The command must be given before any to hit rolls are made. A unit that has taken cover cannot attack in the same round that it took cover. Any opponent trying to hit an infantry unit that has taken cover has its to hit target numbers increased by 1. If using plastic army men replace the figure with one that is lying down. A unit that has taken cover may move as normal during its next movement phase but may not run.

#### **Giving Commands**

All commands, with the exception of retreat and take cover, must be given during the command point phase after command points have been rolled for. Each command is then acted out during the appropriate phase. For example if a unit was given a move and shoot order it would move during the movement phase and then shoot during the ranged combat phase.

#### **Formations and Commands**

If two units of the same type are within 2" of each other they may be given a formation command. A formation command allows you to give a single command to multiple units. You only have to pay the command point cost once. No more than three units may be in a formation.

## **COMBAT**

Military units fight similarly to giant monsters with a few exceptions.

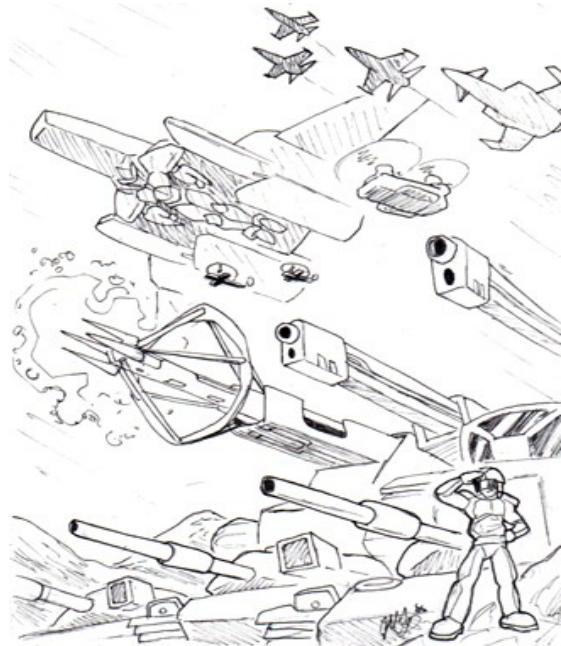
#### **RANGED COMBAT**

Military units use the same ranged combat modifiers as giant monsters. Since military units do not rely upon atomic power to fuel their weapons they have other limitations. An infantry unit can only use 1 ranged weapon a round if it moved or not. Vehicle units can fire all of their weapons if they remained stationary, or 1 if they moved. Weapon emplacements can fire one weapon as long as they have not been towed that turn.

#### **CLOSE COMBAT**

Military units cannot fight in close combat against giant monsters. They do not have anything capable of harming them. Additionally anytime a military unit is hit in close combat by a monster's natural attacks it suffers double the

monsters normal damage. So for example if a monster hit a vehicle unit and its normal damage was 2. The vehicle unit would suffer 4 wounds. When determining the target number for a monster attacking a military unit use the unit's distance statistic in place of dexterity.



### FACINGS

Infantry units do not use facings. Their weapons can be fired in any direction. If a facing is called for always consider an infantry unit to be attacked in its front facing. Vehicle units can fire all of their weapons from any facing except the rear facing. Vehicle units use the normal facings when being attacked. Weapon emplacements can only fire their weapons out of their front facing unless they have the option swivel mount.

### MONSTER COMBAT MANEUVERS

The following maneuvers cannot be used by a giant monster against military units: Block, Dragging, Hammer Slam, Hold, Kangaroo Kick, Ramming, Stunning Blow, Tornado Throw, and Tripping.

### MILITARY COMBAT MANEUVERS

The following maneuvers can only be used by military units.

#### Point Blank Shot

**Phase:** close combat

**Requirements:** Infantry units only

This maneuver allows an infantry unit to use its ranged weapons during an opponent's close

combat phase. This is considered the unit's retaliatory strike. No command is needed. Weapon emplacements cannot use this maneuver.

### Strafe

**Phase:** Movement

**Requirements:** Vehicle units only

This maneuver can only be used by a vehicle unit that has been given the move and shoot command. At any time during the unit's movement it may choose to fire one of its weapons with a +1 modifier to its target number. After the weapon is used the vehicle may continue moving using any unspent distance it has left. If this maneuver is used the vehicle does not get to attack during the ranged combat phase.

### KNOCK BACK AND MILITARY UNITS

Whenever a military unit is knocked back it suffers double the amount of damage that would normally be applied if no wounds would normally be applied the unit suffers 1 wound. If an infantry unit is knocked into a building, object or vehicle that unit suffers an additional wound in addition to any other wounds suffered. If a vehicle unit is knocked into a building, object or another vehicle both the vehicle that is knocked back and the object that is hit suffer 1 wound in addition to any other wounds suffered. If the vehicle is knocked back into an infantry unit the infantry unit suffers 1 wound.

### KNOCK DOWN AND MILITARY UNITS

Military units cannot be knocked down. Instead of checking to see if a military unit is knocked down they must roll to see if they become disorganized. To do this, roll a d10, if the resulting number is equal to or under the unit's distance they are fine. If the roll is higher than the unit's distance they have become disorganized. A disorganized unit cannot take any actions for the remainder of the round. A disorganization check is made whenever an attack made against a military unit calls for a dexterity roll to see if the target is knocked down.

### KNOCKED DOWN MONSTERS

If a monster is knocked down on top of a military unit, that unit must roll equal to or under its distance or be destroyed. Units that successfully make the roll are able to get out of the way and are moved to the nearest open area.

### **REINFORCEMENTS**

During this phase a military player gets to roll and see if any reinforcements arrive. To see if reinforcements arrive roll a d10 for every unit that has been destroyed up to a max of 3. If more than 3 units have been destroyed the military player may choose which units to roll for. Each unit should be rolled for separately. On the roll of a 10 that unit is returned to play. Place the unit anywhere within 6" of the military player's table edge.

# CHAPTER 5 MONSTER SWARMS

## SWARMS

A monster swarm is a group of similar creatures all mutated to large size. They overrun an area attacking anything in their path. Common swarm creatures might be ants, birds, lizards, rats, snakes, or spiders. The following rules will allow players to reenact swarm type movies.

### SWARM CREATION

If you are playing a swarm you have the same amount of points to create your swarm as your opponents that are playing a monster or military defense force. For example if you were playing a game where the military player had 150 points then you would also have 150 points. Buying a swarm is slightly different than buying a giant monster. When creating monsters for a swarm you need only make one monster as a template. All of the monsters in the swarm will then use this template. Use the steps below to create your swarm monster template.

#### STEP 1: CHOOSE A KINGDOM

Any kingdom can be chosen for creation of your swarm.

#### STEP 2: BUY STATISTICS

Buy statistics as if you were creating a normal monster with the exception of natural attacks and tonnage, which are discussed below.

##### Natural Attacks

A swarm monster only gets 1 natural attack. You cannot buy more nor do you get the creation point bonus for reduced natural attacks.

##### Tonnage

To determine a swarm monster's tonnage add together its strength, dexterity, and toughness statistics. Multiple the added statistics by 1,000, the end result is the monster's tonnage. You may increase a swarm monster's tonnage by 1,000 tons for every 1 creation point you spend.

#### STEP 3: BUY ENHANCEMENTS

Like statistics, buy enhancements for your swarm monster as if you were creating a normal giant monster. NOTE: Swarm monsters that take the enhancement metamorphose may choose to

morph into a single giant monster. If the enhancement is used in this way remove all the swarm monsters from the playing field and place the new monster anywhere within 6" of the controlling player's table edge. This new monster's current wound statistic is equal to the number of swarm monsters that were removed from the table when this enhancement was used. Its maximum wound statistic is equal to the number of swarm monsters the controlling player started the game with.

#### STEP 4: DETERMINE YOUR SWARM NUMBER

The total number of monsters in your swarm is equal to the number of wounds you have purchased for the base swarm monster. So, if your monster has 10 wounds then you have 10 swarm monsters in your swarm.



## **ADDITIONAL SWARM RULES**

The following rules additions or changes are used when playing a swarm.

### **SET UP**

The swarm player may set his or her monsters up anywhere within 3" of their table edge providing it is at least 24" away from the other player's monsters or units.

### **MOVEMENT**

The swarm player may choose to move any number of swarm monsters during the movement phase. Swarm monsters move the same as giant monsters.

### **LIFTING**

A swarm monster can lift 1,500 tons per point of strength. Multiple swarm monsters may band together to lift a heavy opponent.

### **COMBAT**

Swarm monsters fight the same as giant monsters, when multiple monsters are attacking the same target roll for each one to hit separately.

### **NATURAL ATTACK DAMAGE**

All of a swarm monster's natural attacks inflict 1 wound regardless of the monster's strength.

### **MILITARY STRIKES**

If a swarm player rolls a military strike their opponent may choose which swarm monster is the target. The target must be chosen before rolling on the military strike table.

### **ATOMIC POWER POINTS**

When a swarm player rolls for atomic power he or she rolls 1d10 and adds 1 for every swarm monster still alive over the first. These points can be used on any swarm monster.

### **COMBAT MANEUVERS**

Swarm monsters can use combat maneuvers against other swarm monsters and military units as normal. They cannot use them against normal giant monsters.

### **BUILDINGS**

Swarm monsters may attack buildings as normal. However, since they are much smaller than giant monsters any damage inflicted by a swarm monster on a building is absorbed on the roll of a 1-3 instead of the normal 1.

## **THERE'S MORE!!!**

There are more replaces the healing phase for swarm players. During this phase the swarm player rolls 1d10 if he or she has lost any swarm monsters. If a 10 is rolled a new swarm monster has entered the playing field. Place the monster anywhere within 6" of the swarm monster's table edge.



# CHAPTER 6

## THE PLAYING FIELD

### THE PLAYING FIELD

The playing field is where the game is going to be played. It doesn't matter what size your playing field is going to be, however it should be at least 4' by 4' to allow enough room for the monsters to maneuver around. The playing field should be set up prior to the game and should feature several terrain pieces. Terrain is the scenery that makes up the playing field, it helps create the atmosphere of the game as well as providing obstacles for the monsters to navigate around or destroy. The different types of terrain that are used in the game are listed below.

#### ACID CLOUD

An acid cloud is a thick cloud of toxic chemicals that will burn any monster that comes into contact with it. This terrain piece is usually created when a monster destroys a corrosive chemical plant (see dangerous buildings for more information). Any monster, flying or walking, that moves through or lands in acid cloud terrain suffers 1 wound each round they are in the cloud. This damage is applied the moment the monster enters the acid cloud terrain and at the beginning of its next and subsequent turns as long as it is in the acid cloud terrain. Also since the cloud is so thick it blocks line of sight. Any monsters trying to make an attack against a target inside the cloud has a +3 modifier added to their target number. This modifier also applies to monsters inside the cloud that are trying to attack a target that is outside the cloud. If using altitude levels the cloud extends through all levels. The acid cloud should be represented by a yellow piece of felt no bigger than 10" across. This terrain piece is removed from play if it is the target or in the target area of a hurricane blast. This terrain piece is considered treacherous.

#### ACID POOL

An acid pool is a large pool of corrosive chemicals that will burn any monster that comes into contact with it. This terrain piece is usually created when a monster destroys a corrosive chemical plant (see dangerous buildings for more information). Any monster that walks

through or lands in acid pool terrain suffers 1 wound each round they are in the pool. This damage is applied the moment the monster enters the acid pool terrain and at the beginning of its next and subsequent turns as long as it is in the acid pool terrain. For movement purposes the acid pool is like water terrain every 1" a monster moves through the pool counts as 2". Monsters with the physical enhancement fins/webbed feet ignore this movement penalty. A piece of light green felt no larger than 10" across should be used to represent the acid pool. This terrain piece is considered treacherous.

#### BOULDERS

Boulders are large impassable rocks that are more than just terrain. Boulders can also be used as ranged weapons. To throw a boulder a monster must be within 2" of the boulder it wants to throw. A monster can throw a boulder 6" for every point of strength it possesses. When a boulder is thrown it is treated as a normal ranged attack that inflicts 2 wounds. Once a boulder is thrown it is removed from the playing field regardless of whether or not it hit its intended target. Small rocks should be used to represent boulders.

#### BUILDINGS

Buildings play a major role in Giant Monster Rampage and should always be the most dominant terrain feature. Buildings are created using stackable blocks. These blocks can be made of wood or plastic or any other stackable items you want to use. The size of the blocks doesn't matter however the smaller the blocks the more you'll need. There should be several buildings on the playing field of varying height. Each block represents one building section. These sections are equivalent to wounds. When a building suffers a wound a building section is removed from that building. All destroyed building sections are removed from the top.

### **DANGEROUS BUILDINGS**

Some buildings are extremely dangerous if destroyed. Below is a list of these buildings and the effects they have when destroyed.

#### **Corrosive Chemical Plant**

A corrosive chemical plant should be represented by a group of at least 10 building sections. When a corrosive chemical plant is destroyed it releases a toxic chemical cloud or pool. Once the building is destroyed roll a d10. On the roll of 1-5 place an acid pool terrain piece in the place the building once stood on a roll of 6-10 place an acid cloud terrain piece.

#### **Electric Power Plant**

An electric power plant should be represented by a group of at least 10 building sections. If a monster makes a close combat attack against an electric power plant or if it is knocked back into one it will suffer 1 wound from contact with the building. Additionally the monster must roll equal to or under its dexterity on a d10 or be knocked down.

#### **Military Base**

A military base should be represented by a group of at least 15 building sections. Any monster that is within 3" of a military base when it rolls to see if it is the target of a military strike must subtract 3 from the roll. If a monster is within 4"-6" it must subtract 2 from the roll. If the monster is within 7"-12" it must subtract 1. If the modifier lowers the result to 1 or less the monster is the target of a military strike. Once a military base is destroyed monsters no longer have to roll for military strikes.

#### **Nuclear Power Plant**

A nuclear power plant should be represented by a group of at least 10 building sections. When a nuclear power plant is destroyed it causes massive amounts of radiation to leak into the surrounding area. Once destroyed mark the center of where the plant was with a small round piece of black felt with a diameter no bigger than 4". Any monster that is within 12" of the destroyed plant marker during their movement phase suffers 1 wound from absorbing massive amounts of radiation. Additionally any monster within 12" of the destroyed power plant marker at the beginning of their turn rolls an additional d10 when rolling for atomic power and picks the highest. If doubles are rolled they are added together. This can result in a monster having more than 10 atomic power points.

#### **Oil Refinery**

An oil refinery should be represented by a group of at least 10 building sections. When an oil refinery is destroyed it causes a massive oil spill. Once the refinery is destroyed place an oil spill terrain piece in the center of where the building once stood.

### **FIRE**

This type of terrain represents burning waste and rubble, usually left behind in the wake of a monster's attack. Any monster that walks through or lands in fire terrain suffers 1 wound each round they are in the fire. This damage is applied the moment the monster enters the fire terrain and at the beginning of its next and subsequent turns as long as it is in the fire terrain. Large pieces of orange felt cut into whatever shape you want the fire to take should be used to represent fire terrain. This terrain piece is considered treacherous.



### **FORESTS**

Forests are mainly a nuisance to monsters, wading through the trees tends to slow them down. Any monster that moves into forest terrain must treat every 1" moved as if it were 2". Flying monsters ignore this penalty when flying over. To make forest terrain all you have to do is get a piece of green felt and cut it into whatever shape

and size you want. When your done place it where you want it on the playing field.

## HILLS

Hills represent a significant rise in the land of the playing field. This terrain like the other types of terrain is meant to be an obstacle to the monster, but can also provide protective cover. There are two types of hills that can be used impassable or layered. Impassable hills are hills that are too steep for a monster to climb and they must therefore find another way around them. Layered hills consist of multiple layers with each layer being smaller than the one beneath it. A monster may move over layered hills with no movement penalty. It is possible to mix the two different kinds of hills. Any such hills would have one or more facings that would be impassable with the rest being layered. There are several books available at hobby shops on how to make hills however it would probably be easier to buy pre-made hills from the same stores. If that is not an option you can always use books and place a brown cloth over them.

## ICEBERG

An iceberg is a large floating piece of ice that can be moved by a monster. An iceberg is considered to be blocking terrain and can only be placed inside a piece of water terrain. Any monster that is within 3" of an iceberg may choose to move the iceberg. To move an iceberg the monster must have a strength of at least 2. If the monster is able to move the iceberg it may push it in the direction it is traveling as it moves. If the iceberg comes into contact with another monster that monster suffers 1 wound and must roll equal to or under its dexterity on a d10 or be knocked down. If the iceberg comes into contact with another monster or the edge of the water terrain it cannot be moved any further. An iceberg can be destroyed by any single attack that will inflict 3 wounds.

## LAVA

Lava terrain is just what its name suggests, molten rock. It can be used in one of two ways, it can be laid out as a river or in pools. Any monster that walks over or lands in lava terrain suffers 2 wounds each round that the monster is in the lava terrain. This damage is applied the moment the monster enters the lava terrain and at the beginning of its next and subsequent turns as long as it is in the lava terrain. Additionally

lava counts as difficult terrain therefore every 1" moved while in lava counts as 2". Red felt cut into the shapes you desire should be used to represent lava terrain. This terrain piece is considered treacherous.

## OBJECTS

City streets are littered with many items that monsters might find useful as weapons, such as trees, cars, or telephone poles. The following rules allow monsters to pick up pieces of the scenery and throw them or use them as hand held weapons. The different items that can be found on the playing field come in three sizes: small, medium, and large. These items will vary in actual size depending on the scale of figures you are using. You should decide which items fall under the different size categories. No matter what scale you use the different size items all function the same.

**Small:** A small item adds +1 to the monster's close combat damage for a single natural attack. A small item can be thrown 10x a monster's strength statistic and inflicts 1 wound. Small items have an average weight of 10,000 tons.

**Medium:** A medium item adds +2 to the monster's close combat damage and ads +1" to the monster's reach if used as a close combat weapon. A medium item can be thrown 5x a monster's strength statistic and inflicts 2 wounds. Medium items have an average weight of 20,000 tons

**Large:** A large item adds +3 damage to the monster's close combat damage and adds +2" to the monster's reach if used as a close combat weapon. A large item can be thrown 3 times a monster's strength statistic and inflicts 3 wounds. Large items have an average weight of 40,000 tons.

Once an item is thrown it is destroyed and cannot be used again. If an item is used as a close combat weapon it is destroyed only on a successful hit regardless of whether or not the target suffers damage. All damage bonuses applied to the item for being a close combat weapon cannot be further enhanced with close combat enhancements. A monster may only throw one object per round.

## **OIL SPILL**

An oil spill is a large pool of slippery oil. Whenever a monster moves through an oil spill that monster must roll equal to or under its dexterity on a d10 or be knocked down from slipping on the oil. The knockdown check has a modifier of +1 for every 1" the monster moves through the oil spill terrain. This modifier is added to the dice roll then compared with the monster's dexterity. The knockdown check is made once the monster has finished moving. Additionally if an oil spill is the target of a flame blast or similar fire based attack it is immediately converted into fire terrain. No to hit roll is required to target an oil spill. A black piece of felt no larger than 10" should be used to represent an oil spill. This terrain piece is considered treacherous.

## **POWER LINES**

For the most part power lines do not bother monsters and rarely hurt them. However, these cables can discharge a large amount of electricity when snapped. Any monster that walks through a power line must roll a d10. If the result is a 1 or a 2 that monster suffers 1 wound as a massive amount of energy is shot through its body. The best way to represent power line terrain is to get some string and cut it into several 6" pieces. Then all you do is lay the strings on the playing field where you want the power lines to be. Any monster that walks over the string is considered to have walked through the power line. Once a power line is walked through roll to see if it shocks the monster then remove it from play.

## **TAR PIT**

A tar pit is a large pool of hot bubbling tar. Tar pits are treated as extremely difficult terrain for monsters meaning every 1" moved is treated as if it were 3". Due to the sticky nature of tar pits any monster that is in a tar pit must roll under their dexterity statistic on a d10 or sink deeper into the pit. If a monster fails this roll three times in a row it sinks beneath the surface never to be seen again. This check is made during the monster's movement phase after it has moved. Additionally a monster suffers 1 wound from the hot tar each round that it is in the pit. This damage is applied the moment the monster enters the tar pit terrain and at the beginning of its next and subsequent turns as long as it is in the tar pit terrain. A large piece of black felt cut

into whatever shape you want the pit to be should be used to represent a tar pit. If you are using an oil spill terrain piece on the same playing field as a tar pit you should designate which is which by writing on small piece of paper and placing it near the appropriate terrain piece. This terrain piece is considered treacherous.

## **TELEPORTATION**

### **GATE/ WORM HOLE**

This type of terrain consists of two identical pieces of terrain that are placed at different places on the playing field. Both pieces should be at least 24" apart. If a monster enters this type of terrain it is instantly transported to the other piece. The monster's facing remains the same when transported. This type of terrain should be represented by 2 circular pieces of black felt at least 3" across.

## **WATER**

Water, like forests can be annoying to a monster because it slows them down. There are two types of water terrain shallow water and deep water. Any monster that enters shallow water must treat every 1" moved as if it were 2". Any monster that enters deep water must treat every 1" moved as if it were 3". Additionally any monster that is in deep water is considered to be in 1/2 cover. To make water terrain simply get a piece of blue felt and cut it into lakes or river sections and place them where you want on the playing field. Light blue felt should be used for shallow water and dark blue felt for deep water.

## **OUTER SPACE**

It is not uncommon for an alien race to send a giant monster as its weapon of mass destruction. It is also not uncommon for earth's defending monsters to go out into space to eliminate the threat before it causes too much destruction. To fight in space all monsters must have the ability to fly. All monsters are considered to be in flight at all times. Enhancements that allow flight are active at all times and require no atomic power points to use. Due to the weightlessness of space any monster can throw another monster regardless of its strength. If an attack calls for a monster to roll to see if it is knocked down the roll is made as normal. If the monster fails the roll the monster is not knocked down it is instead considered to

be disoriented. A disoriented monster must add +2 to all of its to hit numbers for the remainder of the current round. The only terrain pieces that can be used in outer space games are: Acid cloud, asteroids (described below), buildings (space stations or satellites), and worm holes.

### **ASTEROIDS**

Asteroids are large chunks of rock that float around in space. To use asteroids in an outer space game of Giant Monster Rampage place lava rocks (or any kind of rocks you can find) at various places on the playing field. Then at the beginning of every round roll a d10 for every asteroid on the table. The number rolled is how far the asteroid travels; use the top point of the die as the direction the asteroid travels. If an asteroid hits a monster that monster suffers 2 wounds and must make a knockdown check. If an asteroid hits a building roll a d10. The resulting number is how many wounds are inflicted on the building. Giant monsters can also use asteroids as if they were boulders.

### **UNDERWATER**

Not all giant monster battles are fought in the center of civilization. Some monsters fight in the deepest darkest reaches of the oceans. The following rules will allow you to take your games of Giant Monster Rampage beneath the waves. In an underwater game monsters with the physical enhancement fins are able to swim through the water. A swimming monster can ignore all terrain pieces as it moves as if it were flying, except those that specifically say otherwise. If a monster does not have the fins physical enhancement it must walk along the ocean floor. Monsters with the physical enhancement finless cannot go underwater. All of the rules for fighting on land function as normal while fighting underwater with the exception of knock back. Any time a monster is knocked back the distance is halved. The following terrain pieces can be used underwater: buildings, boulders, forests, hills, kelp forest (described below), lava, and steam vent (described below).

### **KELP FOREST**

A kelp forest is like a normal forest with a few exceptions. The first is that kelp forests grow from the seabed all the way to the surface. This means that kelp forests are considered hindering terrain to any monster that moves

through it including swimming monsters. For every 1" moved through a kelp forest treat it as 2". Also since kelp forests grow so high they block line of sight and give full cover to any monster inside it.

### **STEAM VENT**

A steam vent is a small raised area that releases hot gases into the water making the water boil. Any monster that moves over a steam vent, including swimming monsters suffers 1 wound from the hot water. You can use a small piece of black felt to represent the area of the steam vent.

### **MUTATED SEA LIFE**

Some of the creatures of the deep have been mutated to gigantic size by the Mutator X virus. Most of these creatures cannot move very fast if at all and all of them are just pieces of the scenery. All mutated sea life is considered to be blocking terrain. You may have the following living terrain pieces move around the playing field if you wish. If you do so roll 1d10/2, the resulting number is how far the creature moves the top point of the d10 is in which direction the creature moves. If two or more different types of creatures come into contact with each other they suffer the appropriate damage but none of the side affects. Each piece of living terrain has 3 wounds. This number may be increased to suit your level of play.

### **MUTATED ANEMONE**

Mutated anemones look like large fleshy flowers with bright colors and long tentacles that flow with the current. While they may look harmless mutated anemones are predators. Any monster that comes into contact with a mutated anemone suffers 1 wound and must roll equal to or under its dexterity on a d10 or be knocked down as the anemone's paralyzing sting takes affect.

### **MUTATED MOLLUSK**

Mutated mollusks just look like enormous clams. Any monster that comes into contact with a mutated mollusk will have any available appendage clamped onto by the mollusk. A monster that is attacked by a mutated mollusk suffers 1 wound and cannot move unless it rolls equal to or under its strength on a d10. This strength check can be made once per natural attack possessed by the monster. This check is made during the monster's movement phase in

place of moving. A monster will continue to suffer 1 wound per round that the mollusk is attached.

### **MUTATED SEA STAR**

Mutated sea stars look like enormous versions of normal sea stars. Any monster that comes within 2" of a sea star must roll equal or under their dexterity on a d10 or be latched onto by the sea star. A monster that has a giant sea star latched onto it suffers 1 wound and has a -2 penalty to all to hit rolls. Remove the sea star terrain to show that it is now attached to a monster. The monster may still move and attack as normal. A monster may attempt to free it self from the sea star's grip by rolling equal to or under its strength on a d10. A monster may make this attempt once for each natural attack it possess. This check is made during the monster's movement phase in place of moving. If the monster is able to free it self place the sea star terrain anywhere within 6" of it. If the monster is unable to free itself it suffers 1 wound. A monster is automatically released if the sea star is destroyed.

### **MUTATED URCHIN**

A mutated urchin looks like a giant ball of long sharp spikes. Any monster that comes into contact with a mutated urchin suffers 2 wounds.

## **WEATHER CONDITIONS**

Not all giant monster battles happen on a bright sunny day. Sometimes the weather takes a turn for the worse. However, this does not deter giant monsters. Below are some rules that will allow you to use different weather conditions in your game.

### **BLIZZARD**

A blizzard blankets the playing field in a carpet of snow or ice. No monster may target another monster or building that is further than 12" away. Any monster that moves over 4" must roll equal to or under their dexterity on a d10 after they move or be knocked down.

### **DOWN POUR**

A massive thunderstorm rages over the playing field. The rain is coming down so hard that visibility is limited. No monster may target another monster or building that is further than 24" away with a ranged attack. Any monster that moves over 8" must roll equal to or under their

dexterity on a d10 after they move or be knocked down.

### **FOG**

A blanket of thick fog covers the playing field. No monster may use a ranged attack against a target that is further than 6" away. This rule can also be used for night fights.

### **GALE FORCE WINDS**

High winds blow across the playing field making ranged attacks harder to use. All ranged attacks have their target numbers increased by 2. Additionally all flying monsters must roll equal to or under their dexterity on a d10 at the beginning of their movement phase or lose their flying ability and fall to the ground.

### **TORNADO**

There is a tornado on the playing field. Use a round piece of felt approximately 6" wide to represent the tornado. Place the tornado in the center of the playing field. At the beginning of each new round one player rolls a d10. The number rolled is how far the tornado moves. The direction the tornado is moved depends on which way the top point of the d10 is facing. If the tornado comes into contact with a monster the monster suffers 3 wounds and is thrown in a random direction 1d10". A monster thrown in this way must make a knock down check. If the tornado hits a building roll a d10. The number rolled is the amount of wounds the building suffers. If the building is not destroyed the tornado stops moving. If the building is destroyed the tornado may continue moving the remainder of its distance.

### **RANDOM CONDITION GENERATOR**

Roll 1d10 and consult the chart below to generate random fighting conditions.

1. Roll Twice\* (ignore duplicate results)
2. Blizzard
3. Fog
4. Gale Force Winds
5. Down Pour
6. Tornado
- 7-10 Normal

\* Down pour and blizzard cannot both be used on the same playing field.

# CHAPTER 7

## SEQUENCE OF PLAY

### SEQUENCE OF PLAY

Giant Monster Rampage is played in a series of rounds, turns, and phases. A round is one complete cycle of the game where every player has had a turn. A turn is where a single player gets to move and attack with their monster in a series of phases. A phase is a specific time during a player's turn where they can only do specific things. Below is a list of the phases and a description that tells players what they can do during each phase. You should decide how many rounds you want the game to last before you play. Once all players have played through the last round the game ends.

### GAME OBJECTIVES

Each game of Giant Monster Rampage is played with an objective. The objective for each game should be chosen before the game begins. This can be done randomly or agreed upon by all the players. Below is a list of the different game objectives.

#### PROPERTY DAMAGE

In a property damage game the objective is to destroy as many building sections as possible. The monster that has destroyed the most building sections at the end of the game wins. Players should keep track of how many building sections their monsters destroy.

#### ANNIHILATION

The objective of an annihilation game is to destroy the other monsters. The monster that inflicted the most wounds on the other monsters at the end of the game wins. Players should keep track of how many wounds their monsters inflict. Wounds that are absorbed do not count towards this total.

#### MONSTER RAMPAGE

The objective of a monster rampage game is to cause as much damage as possible to both buildings and other monsters. This type of game is basically a combination of the other two. The player's whose monster has destroyed the most building sections, and caused the most wounds to the other monsters wins the game. The total number of building sections destroyed and

wounds caused are added together to determine the winner.

### SET UP

Before the game begins the player's need to position their monsters on the playing field. Each player should roll a d10, the player that rolls the highest selects where they want to put their monster, then the player that rolled the next highest places theirs and so on until all of the monsters have been placed on the playing field. When a player places a monster it must be within 6" of the edge of the playing field and at least 24" away from another monster.

### INITIATIVE

At the beginning of each round the players need to roll to see which one of them will get to play the first turn. To do this each player must roll a d10 and add any unspent atomic power points to the number rolled. For example: a player rolls a 3 and has 3 left over atomic power points. That gives the player an initiative of 6. The player who has the highest initiative score gets to play the first turn, then the next highest gets the second turn and so on until every player has had a turn. In the event of a tie, the player that rolled the highest unmodified roll goes first. If there is still a tie, those players must roll again. Initiative for the first round is rolled without adding in atomic power since the game has just begun and no monster has atomic power points yet.

### ATOMIC POWER

Before the first player of the round starts their turn each player must roll for their monster's atomic power points. To do this each player rolls a d10. The number rolled is how many atomic power points their monster has to spend on their enhancements for the duration of the current round.

### PHASE I: MILITARY STRIKES (OPTIONAL)

It is the goal of the MCCC taskforce to capture all monsters and move them to the Sanctuary

Islands before they cause too much damage. To represent this there is a small chance each round that a player's monster is the target of a military strike called in by the taskforce. To see if a monster is targeted the player must roll a d10, on the roll of a 1 the player's monster has been targeted and must roll again on the following table. This phase is optional.

#### **Military Strike Table**

1. **Change of Target:** The military has called off their attack and decided to attack another monster. The player whose turn it is must select another monster to receive the attack. The player whose monster was chosen must roll on this table re-rolling if the result is a 1.
2. **Uh-Oh:** The military has decided to try out an experimental weapon on the monster, but something has gone wrong. The monster is unharmed by the attack and is able to absorb 3 atomic power points from the experimental weapon. Note: This may allow a monster to have more than 10 atomic power points.
3. **Strafing Run:** The monster is strafed by several small attack aircraft that it easily swats from the sky. However it loses 2 atomic power points in the process.
4. **Toy Tanks:** The monster is attacked by a group of tanks and suffers 1 wound from the assault before it is able to crush them like tin cans.
5. **High Voltage:** The monster is attacked by several large energy producing weapons, the monster either suffers 2 wounds or loses 3 atomic power points. The controlling player may choose which. If the monster does not possess enough atomic power it must take the wounds.
6. **Aerial Bombardment:** The monster is the target of a bombing run; it suffers 2 wounds and is knocked down from the force of the blasts.
7. **Trap:** The monster wandered into a trap set by the military. It suffers 2 wounds and loses 3 atomic power points.
8. **Missile Strike:** The monster is hit by several cruise missiles suffering 3 wounds from the attack.
9. **Drained:** The monster is the target of a concerted military effort. The monster manages to defeat its attackers but

used up all of its atomic power in the process. The monster is considered to have an atomic power score of 0 for the remainder of the round.

10. **Secret Weapon:** The monster is hit by a secret military weapon that knocks it unconscious for the remainder of its turn. The monster is knocked down and may take no actions this round. Play continues with the next player's turn.

#### **PHASE 2: MOVEMENT**

During this phase the player whose turn it is may move their monster, use any movement based enhancements, or movement combat maneuvers, but not more than 1 in the same phase unless allowed by the action being taken. A monster may move twice its distance rating in inches when walking or it may run or dart allowing it to move triple its distance rating. A running/darting monster must move in a straight line and it may not use any ranged enhancements during the turn that it ran. A monster may be turned in any direction during its movement phase unless it ran/darted. If it ran/darted it may only be turned before or after it has completed its move. Burrowing or swimming monsters can never run. NOTE: Running refers to monsters on the ground, darting refers to monsters that are flying.

#### **BLOCK PASSAGE**

Whenever a monster tries to walk past another monster it may be stopped. To stop a monster from walking past your monster you must first declare your intentions when the moving monster comes within 3". The moving monster must then roll equal to or under its dexterity on a d10. If the roll is successful the monster may move past as normal. If the roll is unsuccessful the monster must stop where its passage was blocked and cannot move any further that phase. If more than one monster is simultaneously attempting to block a monster's passage the moving monster gets a -1 penalty to its dexterity for every monster over the first.

#### **BREAKING AWAY**

Whenever a monster is within 2" of another monster it is considered to be in close combat with that monster. If one of those monster wants to leave it may be stopped by the other monster. To do this you must declare that your monster is trying to prevent the monster from leaving. The monster that is leaving must then roll equal to or



under its dexterity on a d10. If the roll is successful the monster may leave and move as normal. If the roll is unsuccessful the monster may not leave. If a monster is trying to leave combat with more than one opponent that is trying to stop it, it gets a -1 penalty to its dexterity for every monster over the first.

### **PHASE 3: RANGED COMBAT**

During this phase the player whose round it is may use any ranged enhancements their monster possesses to attack other monsters or buildings. Ranged combat is discussed in greater detail in chapter 8 of this book.

### **PHASE 4: CLOSE COMBAT**

During this phase the player whose turn it is may use any close combat enhancements or natural attacks possessed by their monster to attack other monsters or buildings. Close combat is discussed in greater detail in chapter 8 of this book.

### **PHASE 5: HEALING**

During this phase a monster may attempt to heal itself of any damage it has sustained. To do this the player's whose turn it is rolls a d10. If the roll is a 10 the monster regains 1 lost wound.

### **NEW ROUND**

Once a player has progressed through all of the phases play continues with the player whose turn is next. If all players have had a turn they must start a new round by rolling initiative to see who gets the first turn in the new round. Then they must roll to see how many atomic power points they have for the new round.



# CHAPTER 8 COMBAT

## COMBAT

The most important aspect of the game is combat. This chapter details all the rules you will need to know to make an attack during the ranged and close combat phases of the game.

### TO HIT

All attacks have a base target number of 6. This number is then modified depending on the type of attack that is being performed. Once all modifiers have been added to or subtracted from the base target number, you are ready to make your attack roll. In order for an attack to be successful you must roll equal to or over the target number on a d10. Note: The target number may never be higher than 10 or lower than 2. A roll of a 1 always fails and a roll of 10 always succeeds.

### FACING

A monster's facing is its relative position to another monster or building. The appearance of the monster dictates its facings. Most monsters have four facings front, left side, right side, and rear. If a monster does not have any definable facings its front facing is considered to be where its natural attacks originate. The rear would be opposite that and the sides in between the two. When in combat if you are unable to determine what facing your monster is attacking, like being on the border between the side and rear, the defender decides which facing you attack.

### MEASURING RANGE

Range is always measured from the center of the monster attacking to the center of the target monster or building. Arms, tentacles, tails, and other extremities are not to be measured to or from. Players may measure distances at anytime during the game.

### FLYING MONSTERS AND COMBAT

It is assumed that flying monsters are flying at an altitude that will allow them to attack other monsters with both ranged and close combat

attacks. Therefore they can be targeted for both ranged and close combat attacks as normal.

### RANGED COMBAT

Ranged combat is where a monster or building is attacked from a distance usually with an enhancement of some sort. All ranged attacks must be made from the monster's front or side facing unless the attack being used says otherwise or it has an area of effect. To use a ranged attack you must first declare your target. In order for a monster or building to be declared as a target it must be further than 3" away from the attacker and at least 1/3 of its body in line of sight. If your target can be attacked you must then measure the range to it to make sure it is within the listed range of the attack. You must then modify your to hit number using the ranged combat table below. Before you roll to hit you must first spend any required atomic power points. Then your target has the option of using any defensive enhancements to protect itself. Once the target has decided whether or not to use any defensive enhancements roll a d10 to see if the ranged attack is successful.

RANGED TO HIT MODIFIERS		
	Range	Modifier
Short	3-12"	-1
Medium	13"-24"	0
Long	25-48"	+1
Extreme	49"+	+2
Special Modifiers		
1/2 Covered by Terrain		+1
2/3 Covered by Terrain		+2
Target Prone		-2
Building		-2
Multiple Targets		+1 per target

To use the modifier chart the listed modifier must be added or subtracted from the base target number of 6. For example if the targeted monster was within short range the target number to hit it would be 5 (6-1). If it were at long range the target number would be 7 (6+1).

## AREA OF EFFECT ATTACKS

Area of effect attacks can affect all monsters within range. Any ranged combat attacks that have an area of effect range must roll to hit each target separately unless otherwise stated in the enhancement's description.

## SPRAY ATTACKS

When using a spray attack measure out the full distance of the enhancement in the direction you want to use it. Any targets in the path of the spray may be hit. Roll to hit each target separately unless otherwise stated in the enhancement's description.

## MULTIPLE TARGETS

It is possible for a Monster to use a ranged enhancement that does not have the spray or area of effect abilities to attack multiple targets. To accomplish this the player must first designate all of their targets before they roll to hit. Only monsters and buildings in the attacking monster's front facing may be declared as targets. Each target must be within range, must be in a continuing line from left to right or vice versa, and must be within 6" of the target before it. The player then rolls to hit each target separately as a normal ranged attack, but must add a +1 cumulative to hit penalty for each target (+1 first target, +2 second target, +3 third target etc...). If the monster misses one of the targets it can continue to shoot at the next target.

## CLOSE COMBAT

Close combat is where a monster attacks a building or another monster with its natural attacks. Sometimes these attacks are enhanced with special enhancements. To attack a monster or building in close combat the attacking monster must be facing its target and within 2" of it. The player must then declare the monster's attacks and any enhancements it will be using. All atomic power points required for enhancements must then be spent. If the target is a monster it has the option of using any defensive enhancements to protect itself. Once the target has decided whether or not to use any defensive enhancements roll a d10 for each natural attack to see if they are successful. All close combat attacks have a base target number of 6 and use the modifier chart below. Once the attacker has attacked the defender may attack

back if possible. The defender gets to use its full number of natural attacks in this retaliatory strike. This is the only time an opponent may attack outside of the normal turn sequence. The defender only gets the retaliatory strikes if the attacker got its attacks.

CLOSE COMBAT TO HIT MODIFIERS	
	Modifier
Opponent has higher dex	+1 per difference
Opponent has lower dex	-1 per difference
Attacking Side Facing	-1
Attacking Rear Facing	-2
Special Modifiers	
Opponent Prone	-2
Attacker Prone	+2
Building	-2

This modifier table is used the same way as the ranged combat one. Negative modifiers are subtracted from the base to hit number of 6; positive modifiers are added to it.

## FACINGS AND

## CLOSE COMBAT

The facing a monster attacks in close combat is important. All close combat attacks must be made from a monster's front or side facing and the attacker must attack the defending monsters closest facing. If you are unable to determine which facing is closest the defending monster may choose which facing is attacked.

## TURNING TO FACE

When a monster is attacked in a facing other than its front it may attempt to turn around and face its attacker. To do this the monster must roll equal to or under its dexterity on a d10. If the roll is successful the monster may turn around and face its attacker. If the roll fails the monster is stuck where it is. This check can only be made once per close combat phase and must be made before any to hit rolls are made. If a monster is already in close combat with a monster it cannot turn around to face any new opponents that attack it.

## SPUTTING ATTACKS

It is possible for more than two monsters to be in close combat at once. If this is the case the attacker may choose to split up its natural attacks amongst the defenders as it see fit.

## WOUNDS

Every time a monster is successfully attacked they take damage. This damage is in the form of wounds. The number of wounds inflicted depends on the attack. This damage however can be prevented by either an enhancement or the monster's natural toughness. Whenever a monster suffers a wound it may attempt to absorb it. To do this the controlling player must roll equal to or under their monster's toughness on a d10. This roll must be made separately for every wound that is suffered. Even though buildings do not have a toughness statistic they can still absorb wounds on a d10 roll of a 1. Every wound inflicted removes a building section. NOTE: A monster may not willingly choose to take damage it must always attempt to absorb the wounds.



## COMBAT MANEUVERS

Combat maneuvers are special attacks that a monster may perform during a specific phase. To use a combat maneuver a monster must forfeit all of its natural attacks for that turn, unless otherwise stated in the maneuvers description. The monster must also meet any listed requirements.

### BACKWARD HURL

**Phase:** Ranged

This is a special maneuver that quadruped monsters often use, especially those that have large bony ridges or spikes on their backs. When this maneuver is used the monster launches itself backward at another monster or building. Effectively using itself as a ranged attack. A monster may launch itself backwards 3" for every point of strength it possesses. For example if a monster had a strength of 4 it would be able to launch itself backwards up to 12". Roll

to hit as a normal ranged combat attack. Any building or monster hit by this attack suffers 2 wounds. Additionally any monsters hit by this attack must also roll equal to or under their dexterity on a d10 or be knocked down. The monster using this maneuver must also roll equal to or under its dexterity after the attack is completed or be knocked down. The monster that uses this maneuver must be moved towards its target and must make the knockdown check regardless of whether or not the attack was successful.

### BLOCK

**Phase:** Close Combat

This combat maneuver allows a monster that is being attacked in close combat to block any incoming blows. This maneuver can only be used against another monster's natural attacks, including natural attacks that are enhanced with enhancements. The target number to block an attack is whatever the attacking monster rolled to hit. For example if the attacking monster rolled a 7 the defending monster would need to roll a 7 or higher to block. A monster may make a block attempt for every natural attack it possesses. The defending monster must declare which specific attack is going to be blocked before any block rolls are made. A monster that used its natural attacks to attack cannot block in the same phase. Nor can a monster that blocked use its natural attacks for retaliatory strikes.

### BUILDING WALKTHROUGH

**Phase:** Movement

This maneuver allows a monster to simply walk through a building destroying it as it goes. A monster can destroy 1 building section for every 1" of unspent movement it has left. For example if a monster with a distance of 4 moved 4" up to a building it would be able to destroy up to 4 building sections. The monster must still roll 4 or higher on a d10 to destroy a building section and the section can still attempt to absorb. If the monster has any unspent movement left and the building has been completely destroyed it may continue to move as normal. This maneuver cannot be used with any other maneuver involving buildings.

### BURROWING PITFALL

**Phase:** Movement

**Requirements:** Burrowing limbs physical enhancement.

This maneuver allows a monster to burrow underneath another monster or building and

create an area of unstable ground. To use this maneuver a monster must have the physical enhancement burrowing limbs and must have enough distance to burrow completely underneath the target monster or building. If these requirements are met the target monster must roll equal to or under its dexterity on a d10 with a +1 modifier added to the roll. If the check fails the monster is knocked down. If this maneuver is used against a building roll a d10, on the roll of a 9 or 10 the building collapses into the ground and is destroyed.

### **DRAGGING**

**Phase:** Movement

**Requirements:** Able to lift 1/2 of target's tonnage  
This maneuver allows a monster to drag another monster along as it moves. To do this the monster must be within 2" of its intended target and able to lift at least half of the target monster's tonnage. For example if a monster with a strength of 1 wanted to drag a monster that weighed 30,000 tons it could do so because it can lift 15,000 tons which is half of the target monster's tonnage. The monster must then make a to hit roll as a normal close combat attack to grab the monster. If successful the monster deals no damage and may drag the target monster along with it as it moves. The monster that is performing this maneuver may not use any movement enhancements except ones that allow flight. A flying monster that drags a non-flying monster may not ignore buildings when it moves but may ignore movement penalties of all other terrain types. If this maneuver is used to drag a monster into a building treat it as if it had been thrown into the building. If a flying monster is dragged it must roll equal to or under its dexterity on a d10 at the end of the drag maneuver or be knocked down. The monster that is being dragged may be placed anywhere within 2" of the monster doing the dragging at the end of the move. A monster that drags another monster can choose to let go of the monster it is dragging at anytime.

### **DROPPING**

**Phase:** Close Combat

**Requirements:** Flight and able to lift target's tonnage

This maneuver allows a flying monster to pick up a monster on the ground and drop it from a high altitude. This maneuver must be used in the close combat phase of the game. A monster that is going to use this maneuver must be in flight, have enough strength to lift its target, and be

within 2" of its target. If these requirements are met the attacking monster must make a to hit roll as a normal close combat attack with a +1 modifier. If this roll is successful the monster has lifted its target high into the air and then dropped it. A dropped monster suffers 2 wounds and is automatically knocked down. If a dropped monster possesses an enhancement that allows it to fly it may activate it to take flight as it is falling and thus negate any effects from this maneuver. A monster with a physical enhancement that allows flight must roll equal to or under its dexterity to activate the flight.

### **ENTANGLE**

**Phase:** Close Combat

**Requirement:** Natural attack with a reach of at least 4"

This maneuver allows a monster with a natural attack that has a reach of 4" or greater to use that attack to entangle an opponent. The monster makes a normal close combat attack against its target. If successful the target monster is entangled and suffers 1 wound. While entangled the attacker may not use any movement, ranged, or close combat enhancements or take any other action except to free or drag (see dragging maneuver) its captive. The monster that is being entangled may use the movement enhancement teleport, or any ranged enhancement that has an area of effect, or any defensive enhancements. The monster that is doing the entangling may choose to free its captive during any phase of any player's turn. To free itself from entanglement a monster must roll equal to or under its strength on a d10. The entangled monster may try to free itself once per round during its movement phase and gets to roll a d10 for every natural attack it possesses. Once a monster frees itself it may not move, but may use non-movement enhancements and attack as normal. If the monster cannot free itself it suffers 1 wound as the other monster tightens its grip.

### **FEINT**

**Phase:** Close Combat

This maneuver allows a monster to use all but one of its natural attacks to try and distract a target monster so that it can land a well-placed blow. When this maneuver is used the monster gets a -1 to its target number for every natural attack it possesses over 1. A monster that uses this maneuver gets a single natural attack with the above modifier. No target number can be made lower than 2. A roll of a 1 always fails.

### **FIRING ON THE MOVE**

**Phase:** Movement:

This maneuver allows a monster to move and then use a ranged attack then continue moving. To use this maneuver you must declare that you are doing so before you move your monster. Then at anytime during the monster's movement phase it may use a ranged attack. The attack has a +1 modifier to its target number in addition to any other modifiers. Once the attack has been resolved the monster may continue moving as normal. A monster that uses this maneuver does not give up its natural attacks to perform it. However, the monster forfeits its ranged combat phase for that turn.

### **FIRING THROUGH A BUILDING**

**Phase:** Ranged

This maneuver allows a monster to use its ranged attack to attack targets that are on the other side of a building. In order to use this maneuver the attacking monster's ranged attack must inflict at least 2 wounds. Once this maneuver is declared the attacker must check to see if the defender is in range. If the defender is in range the maneuver may be used as normal. If the defender is not in range this maneuver may not be used but the attacker may still attack the building if it is in range. To use this maneuver the attacker must first attack the building between itself and the defender. If this attack is successful the building suffers 1 wound. If the building absorbs the wound the maneuver has failed. If the building does not absorb the wound the attack punches through the building and may hit the target on the other side. The attacker must roll to hit the defender with a +1 to its target number in addition to the normal modifiers for range. If this attack is successful the defender suffers the remaining wounds from the attack. Ranged attacks that inflict more than 2 wounds may be used to fire through multiple buildings. Each building suffers 1 wound that is subtracted from the total wounds dealt. This maneuver cannot be used with area of effect attacks. A monster that uses this maneuver does not give up its natural attacks to perform it.

### **FLYBY ATTACK**

**Phase:** Movement

**Requirement:** Flight

This maneuver can only be used by a monster with the ability to fly. While in flight the monster may move, make a single close combat attack, and then continue to move up to its maximum

distance. The attack is treated as a normal close combat attack and inflicts the normal damage for that monster's natural attacks. Additionally a monster that is the target of a flyby attack must roll equal to or under their dexterity on a d10 or be knocked down. If a monster is attacked with this maneuver that monster may not attack back with retaliatory strikes. This maneuver can also be used by monsters with the physical enhancement fins/webbed feet for a swim by attack if using the underwater rules.

### **HAMMER SLAM**

**Phase:** Close Combat

**Requirements:** Able to lift target's tonnage

When a monster uses this maneuver it grabs its opponent by one of its appendages and lifts it up then slams it back down upon the ground. A monster must have enough strength to lift its target before it can use this maneuver. When used the monster must make a normal close combat attack against the target with a +1 modifier. If successful the attacking monster may lift its opponent up and slam it down a number of times equal to how many natural attacks the monster possesses. The monster being attacked suffers 1 wound per slam and must roll equal to or under its dexterity on a d10 or be knocked down.

### **JUMPING ATTACK**

**Phase:** Movement

**Requirements:** Leaping muscles physical enhancement

A monster that uses this maneuver leaps into the air and attempts to land on its opponent. To use the maneuver the monster must have the physical enhancement leaping muscles. The monster must also have enough distance to land on top of its target. Roll to hit with a target number equal to 2 + the target's dexterity. If a building is the target the attack has a target number of 4. If a monster or building is hit it suffers 1 wound for every 25,000 tons the jumping monster weighs. For example a monster that weighed 1-25,000 tons would inflict 1 wound, and monster that weighed 26,000-50,000 tons would inflict 2 wounds and so on. Additionally any monster that is hit is automatically knocked down.

### **KANGAROO KICK**

**Phase:** Close Combat

**Requirement:** Prehensile tail or tail physical enhancement

This is a very tricky maneuver for most monsters to perform. It requires the monster to lean back and balance on its tail while kicking out at its opponent with its legs. When this maneuver is used the attacking monster rolls to hit as a normal close combat attack with a +1 modifier. Any monster or buildings hit by this attack suffers 2 wounds. Additionally monsters are knocked back 2d10"+attacker's strength.

### **MONSTER CLUB**

**Phase:** Close Combat

**Requirements:** Able to lift target's tonnage

This maneuver allows a monster to pick up another monster and use it as a weapon to hit a third monster or a building. In order to use this maneuver the attacking monster must be able to lift the target monster and be within 2" of it. Next the monster must make a close combat attack with a +1 modifier to the target number. If this is successful the monster may attempt to hit another monster or building with the monster that it just picked up. To do this requires a normal close combat attack with a +1 modifier. If this is successful both the monster being used as a club and the target suffer 1 wound. If the target is another monster, that monster must roll equal to or under its dexterity or be knocked down. If the attack is unsuccessful no damage is inflicted however the monster that was picked up must roll equal to or under its dexterity or be knocked down. Place the monster that was picked up anywhere in the attacking monster's front or side facings after the maneuver is used.

### **RAMMING**

**Phase:** Movement

Ramming is where one monster runs into another monster in an attempt to knock it back. This maneuver must be used in the movement phase of the monsters turn. To use this maneuver the attacking monster must be at least 6" away from its target with no terrain between them. The monster performing this maneuver must also have enough distance to reach its target. If these requirements are met the attacking monster is moved into contact with its target and the player must make a to hit roll as a normal close combat attack with a +1 modifier to successfully ram it. If successful the target suffers 1 wound for every 6" of distance the monster covered to ram it and it is knocked back 1d10 + the attacker's strength in inches.

### **RECKLESS ASSAULT**

**Phase:** Close Combat

A monster that uses this maneuver attacks with all its might caring little for its own safety. When this maneuver is used the attacking monster doubles its number of natural attacks but must increase its target number by 2. Additionally the monster that is attacked has a -2 modifier for its retaliatory attacks. A monster may not use any atomic enhancements the same phase that it uses reckless assault.

### **RETURN THROW**

**Phase:** Ranged

**Requirements:** Dexterity of 3 or higher

This maneuver allows a monster to swat or catch and throw back an item that was thrown at it. To use this maneuver the monster must be the target of a successful thrown item attack and have a dexterity of at least 3. If those requirements are met then the monster may attempt to grab the thrown item and throw it back. To throw the item back the monster must roll a d10. If the number rolled is higher than what the attacker rolled to hit the monster has caught the item and thrown it back. If the roll is lower than what the attacker rolled the item hits the monster and it suffers an additional wound from the impact. If the roll is equal to what the attacker rolled the item is harmlessly swatted away. This maneuver may be used to throw an item back and forth numerous times until one monster rolls lower than the other.

### **SHOCK WAVE**

**Phase:** movement

**Requirements:** Able to move 18" in a straight line.

This maneuver allows a monster that is able to move at least 18" in a straight line during a single movement round to create a sonic shockwave that can damage nearby monsters or buildings. This maneuver can be used by any monster whether it is on the ground or in the air. The use of this maneuver must be declared before the monster is moved. To use this maneuver simply measure out the distance the monster is going to travel. Any targets within 2" of the path the monster takes will suffer 1 wound and must make a knockdown check. Place the monster at the end of the path once the affects have been applied. This maneuver cannot be used with any other maneuver.

### **STOMP**

**Phase:** Movement

**Requirements:** Can only be used against military units on the ground.

Some monsters prefer to just step on the pesky military units as they walk. Whenever a monster uses this maneuver it may step on any military units it moves over as it walks. Any unit that is stepped on must roll equal to or under their distance statistic on a d10 or suffer 3 wounds. This maneuver cannot be used against flying units.

### **STUNNING BLOW**

**Phase:** Close Combat

Some monsters know how to fight well in close combat, so well that they know how and where to strike their opponent to stun them. To use this maneuver the attacking monster rolls to hit as a normal close combat attack but adds +2 to the target number. If the attack is successful the defending monster suffers the normal amount of damage and loses 1 natural attack for the remainder of the phase. A monster may use this maneuver once a round for every natural attack it possess. Attacks made with this maneuver may not be enhanced with atomic enhancements.

### **TAIL SWEEP**

**Phase:** Close Combat

**Requirements:** Prehensile tail or tail physical enhancement

This maneuver can only be used against military units. When a monster uses this maneuver it turns its body completely around in a 360 degree circle. As it moves its tail sweeps the ground hitting any thing in its path. Any military unit within 4" of a giant monster that uses this maneuver may be hit. Roll to hit each unit as a normal close combat attack. Any unit hit suffers 2 wounds.

### **THROWING**

**Phase:** Close Combat

**Requirements:** Able to lift target's tonnage

Some monsters are strong enough to lift another monster and throw them. To do this the attacking monster must be within 2" of the target monster and be strong enough to lift it. The player whose monster is performing this maneuver must roll to hit as a normal close combat attack but suffers a further to hit modifier of +1. If the attack is successful the monster lifts its opponent and may throw it in any direction. The thrown monster suffers 1 wound and is moved 1d10+attacker's strength in inches in a direction chosen by the attacker. A monster that is thrown is automatically knocked down.

### **THROWING BUILDINGS**

**Phase:** Ranged

**Requirements:** Able to lift building section's tonnage

Some monsters are not content to just destroy buildings, they prefer to pick them up and throw them around. To pick up a building a monster must be strong enough to lift the buildings current number of building sections. Each building section weighs 20,000 tons. A monster may throw a building 1d10" -1 for each building section on the building. This attack is treated as a normal ranged attack. If the building hits another monster or building that monster or building suffers 1 wound for every building section on the thrown building. The thrown building is destroyed after it is thrown. Any building sections destroyed by throwing a building are awarded to the monster that threw the building.

### **TOPPLING BUILDINGS**

**Phase:** Close combat

Sometimes monsters like to push buildings on top of other monsters or military units. To do this the monster that wants to topple the building must be within 2" of the target building. The target monster or unit that the building is going to be pushed onto must also be within 2" of the same building. The monster then makes its close combat attacks against the building as normal. Every wound inflicted topples a building section onto the target. The monster or unit that the building sections are toppled onto suffers 1 wound for every building section that was toppled on top of it. This maneuver cannot be used against monsters or units that are flying.

### **TORNADO THROW**

**Phase:** Close Combat

**Requirements:** Able to lift target's tonnage

This maneuver allows a monster to throw another monster further than a normal throw by grabbing a monster's tail, arm, leg.... etc and spinning around several times before releasing it. To use this maneuver the attacking monster must be within 2" of its target, able to lift the target, and must make a normal close combat attack with a +1 modifier to the to hit target number. If the attack is successful the target is thrown in a random direction. The direction the monster is thrown in is determined by rolling a d10. Whichever way the top point of the d10 is facing is the direction the monster is thrown. Any monster thrown in this way is moved 2d10"+ the



throwing monster's strength in the direction indicated by the direction dice.

### **TRIPPING**

**Phase:** Close Combat

Some monsters are just too big to pick up but can still be knocked down. To do this the attacking monster must be within 2" of its target and must make a to hit roll as a normal close combat attack with a +1 modifier. If successful the target monster suffers 1 wound and must roll equal to or under its dexterity on a d10 or be knocked down.

### **KNOCK BACK**

Some enhancements and combat maneuvers allow a monster to be knocked back. When a monster is knocked back it is moved a number of inches away from the attacking monster as indicated by the attack that caused the knock back. This move must be in a straight line. Anytime a monster is knocked back it must always make a knock down check by rolling equal to or under its dexterity on a d10 or be knocked down.

### **BUILDINGS AND KNOCK BACK**

A monster knocked into a building suffers 1 wound. This damage is applied each time it is knocked into a building in addition to any other wounds caused by the attack that caused the knock back. Whenever a monster is knocked into a building you must also roll a d10. The resulting number is how many wounds the knocked back monster inflicts on the building. If this is enough to destroy the building continue to move the knocked back monster the remaining distance it was knocked back. If any building sections remain the building has stopped the monster from going any further. The monster still has to make a knock down check at the end of the knock back move. Any building sections destroyed are awarded to the monster that caused the knock back. It is possible for a monster to be knocked through several different buildings.

### **MONSTERS AND KNOCK BACK**

Whenever a monster is knocked back into another monster, the monster it is knocked into stops it from going any further. Both monsters suffer 1 wound and must then make a knock down check.

### **MILITARY UNITS AND MONSTERS BEING KNOCKED BACK**

All military units are ignored when moving a knocked back monster.

### **TABLE EDGE AND KNOCK BACK**

If the distance a monster is knocked back is enough to knock it completely off the edge of the table it is instead placed at the table edge. The monster must still make any required knock down checks.

### **KNOCK DOWN**

When a monster is knocked back there is a chance it will also be knocked down. Whenever a monster is knocked back the controlling player must roll under the monster's dexterity on a d10. This roll is commonly referred to as a knock down check. If this roll is failed the monster is placed on its side and considered prone. The player that caused the monster to be knocked down decides which direction the monster falls. If a monster is knocked down on top of a building it is treated as if it were knocked back into the building. Any building sections destroyed in this way are awarded to the player that caused the monster to be knocked down. Any attacks directed against a prone monster have a -2 to hit modifier. Additionally any attacks made by the prone monster have a +2 to hit modifier. A monster must spend half of its available distance to stand back up during its movement phase. A monster may not run or use movement enhancements the same round that it stands up.

# CHAPTER 9 SCENARIOS

## SCENARIOS

Scenarios are battles that have special rules and/or objectives for monsters. Scenarios are laid out as follows.

**Name:** This is where the name of the scenario is  
**# of Player's:** This is how many player's you need to play that specific scenario  
**Points:** This is how many creation points players have to buy their monsters for that scenario. If it says any under points then players decide how many points they want to play with.  
**Time Limit:** This is how long the scenario lasts  
**Special Conditions:** This is where you will find any special rules that pertain to the scenario  
**Victory Conditions:** This is where you will find the conditions needed to win the scenario.



### BATTLE FOR EARTH

**# of Players:** 2  
**Points:** Any  
**Time Limit:** 20 rounds  
**Special Conditions:** A monster has been sent from another planet to destroy the civilizations of earth. It is up to an earth monster to save the day. This game takes place on three different environments and consists of three games. The first game takes place in space and uses the outer space rules. The second game takes place underwater. The third game takes place in a city. Each game lasts 20 rounds before moving on to the next game and environment. Both monsters involved in this scenario must have the ability to

fly and cannot have the physical enhancement finless.

**Victory Conditions:** The monster that inflicts the most wounds on the other monster, totaled from all three games, wins.

### BEACON

**# of Players:** 2+

**Points:** Any

**Time Limit:** Until Beacon is destroyed

**Special Conditions:** A mad scientist has created a beacon that attracts monsters and placed it in a building. Place a penny under a building in the center of the playing field. The building should be at least five sections high. All monsters must move at least 3" towards the beacon during their movement phase. They cannot willingly move away. If the building the beacon is in takes damage but still has sections remaining, the beacon is moved, by the scientist, to the next nearest undamaged building within 6". If there are multiple buildings or all available buildings are damaged the scientist will choose the one with the most remaining sections. If he is already in the one with the most remaining sections he will not move. The playing field should have several buildings.

**Victory Conditions:** The game ends after the scientist and his beacon are destroyed. To destroy the beacon all a monster needs to do is destroy the last building section in the building the scientist is in and have him fail his escape roll. When the last section of a building holding the scientist is destroyed the scientist gets to make an escape roll. To make an escape roll a player other than the one whose turn it is must roll a d10. If the number is over the number of wounds inflicted by the attack that destroyed the last building section the scientist escapes to the nearest building no matter where it is. If the roll fails the scientist and his beacon are destroyed in the rubble. The scientist only gets to make an escape roll if there are buildings still on the playing field. Once the beacon is destroyed the monster with the most building sections wins.

### CHAOS

**# of Players:** 3

**Points:** 200

**Time Limit:** None

**Special Conditions:** A giant monster has entered a city at the same time as a monster swarm. An MCCC military defense force has been sent in to deal with the problem. In this game one player plays a giant monster, one player plays a monster swarm, and one player plays a military defense force.

**Victory Conditions:** The last player on the playing field wins the game.

### CONCENTRATED ASSAULT

**# of Players:** 2+

**Points:** Any

**Time Limit:** None

**Special Conditions:** The monsters are being bombarded by a concentrated military effort called in by the MCCC to destroy them. All monsters in the game must roll on the military attack chart at the beginning of their phase.

**Victory Conditions:** Last monster standing wins.

### DAVID AND GOLIATH

**# of Players:** 2

**Points:** Any

**Time Limit:** None

**Special Conditions:** A giant monster has started to rampage through a city. Luckily for the citizens a super hero lives in the city. One player must make a monster and one player a super hero. A super hero is created as if he were a giant monster. The monster figure should be no smaller than 6" and the hero figure no bigger than 2". The playing field should be of a city and have lots of buildings.

**Victory Conditions:** The last one standing wins the battle.

### INVADER

**# of Players:** 4

**Points:** See special conditions

**Time Limit:** None

**Special Conditions:** In this scenario a powerful monster has invaded the territory of three other monsters. One player must be chosen to be the invader. This player makes a monster worth 450 points. The other three players make monsters worth 150 points. The person playing the invader places his or her monster in the middle of the battlefield. The other three players' place one monster on any table edge. Only one monster may be placed per table edge.

**Victory Conditions:** If the invader destroys two of the other monsters it wins. If the other monsters destroy the invader they win.

### KING OF THE HILL

**# of Players:** 2+

**Points:** Any

**Time Limit:** 15 Rounds

**Special Conditions:** All of the players are fighting for control over a single piece of hill terrain. The terrain piece must be placed in the center of the playing field.

**Victory Conditions:** The player whose monster is on the hill at the end of 15 rounds wins the game. If there are multiple opponents on the hill then the game goes another round until there is a single monster on the hill at the end of the round.

### LIKE FATHER LIKE SON

**# of Players:** 2+

**Points:** 300

**Time Limit:** None

**Special Conditions:** A monster and its offspring have encountered another monster and its offspring. Being the good parents that they are the monsters see each other as a threat that must be destroyed. Each player must make a 200 point monster and a 100 point offspring. A parent and its offspring must be from the same kingdom. The offspring cannot have any statistics higher than its parent. If a monster's offspring is reduced to 0 wounds the parent monster becomes enraged and gets a -1 modifier to all its target numbers.

**Victory Conditions:** The first player to eliminate all of the other parent monsters wins the game.

### PROTECTOR

**# of Players:** 2

**Points:** 150

**Time Limit:** 10 turns

**Special Conditions:** In this scenario one monster is protecting a city from the rampage of another. One player must be the protector of the city the other is the attacker.

**Victory Condition:** The attacker must destroy 20 building sections in 10 rounds to win, if it doesn't the protector wins.

### SOLITAIRE

**# of Player's:** 1

**Points:** 150

**Time Limit:** 6 turns

**Special Conditions:** Your monster is on a rampage bent on destroying any city that lays in its path. The playing field should have at least 10 buildings with at least 30 sections. When setting up the buildings they should be at least 4" apart from each other.

**Victory Conditions:** This scenario is designed to see just how destructive your monster can be. At the end of the 6 rounds if your monster has destroyed 0-10 building sections it is considered to be a novice monster, if it destroyed 11-20 it is considered to be an experienced monster, if it destroyed 21+ it is considered to be king of the monsters.

### **WEATHER MACHINE**

**# of Players:** 2+

**Points:** 150

**Time Limit:** None

**Special Conditions:** A mad scientist has created a weather machine and placed it on top of the tallest building on the battlefield. The weather machine has gone haywire and changes the weather frequently. Each round the player who gets the first turn must roll a d10 and consult the following table to see what weather conditions they will be fighting in that round.

1. Roll Twice\* (ignore duplicate results)
2. Blizzard
3. Fog
4. Gale Force Winds
5. Down Pour
6. Tornado\*\*
- 7-10 Normal

\* Down pour and blizzard cannot be used on the same playing field. Reroll if this happens.

\*\* When tornados are created they will remain on the playing field until the end of the game. Regardless of the current weather condition

The building the weather machine is on should be in the middle of the battlefield and have at least 10 building sections. Each building section of this building is considered to be fortified and therefore it has a toughness of 4 when attempting to absorb wounds.

**Victory Conditions:** The monster whose attack causes the building with the weather machine to be destroyed wins the game.

# CHAPTER 10 OPTIONAL RULES

## OPTIONAL RULES

The following rules are optional. All players should agree to the use of them before the game begins. You can use all of them or just the ones you want to enhance your Giant Monster Rampage experience.

### GIANT MONSTER

#### RAMPAGE 3-D

When dealing with monsters that can fly and submerge it is natural to want to add depth to a game. The following rules add a 3-D element to battles involving flying or underwater monsters.

#### ALTITUDE/ DEPTH LEVELS

There are three different altitude/ depth levels that can be used when playing a 3-D game of Giant Monster Rampage. For sake of ease these are labeled 1, 2, and 3. There is a 0 level but that applies to the ground. A monster that is at level 1 is traveling just above the surface of the ground. They may still ignore all terrain pieces as normal except buildings. They may also be attacked in close combat by monsters that are on level 0. A monster that is at level 2 is traveling at mid level. Monsters at level 2 ignore all terrain pieces except those that say they cannot be ignored by flying / swimming monsters. A monster that is traveling at level 3 is either traveling high up in the clouds if flying or traveling on the surface of the water if playing underwater. At the beginning of a game that uses altitude/ depth rules each monster may choose what altitude/ depth it starts at. To change your monster's altitude/ depth level costs 6" of your monster's movement. So, for example a flying monster wanted to go from level 1 to level 2 it would cost 6". If the same flying monster wanted to go from level 1 to level 3 it would cost 12" of movement. If a monster drops to level 0 it is considered to have landed on the ground. Only monsters that are traveling at the same altitude/ depth level may engage in close combat, with the

exception of those on level 1. When measuring range to a monster that is on a different altitude/ depth level you must add 6" to the range for every level of difference, ignoring level 1. For example if your monster was on level 0 and you were targeting a monster on level 2 you would have to add 6" to the range. NOTE: It is recommended that these rules only be used if all monsters involved in the battle can fly (altitude levels) or swim (depth levels).

#### FALLING AND ALTITUDE / DEPTH LEVELS

If a monster falls while traveling on level 1 or higher it will take damage based on which level it is on. A monster suffers 1 wound for every level it falls from.

#### BATTLE FATIGUE

As a monster suffers damage it is bound to take its toll on the monster's body. The following rules simulate the stresses damage does to a monster's body. For every 2 wounds lost by a monster it must lower one of its statistics by 1. This loss only lasts for the duration of the current battle. If a monster heals back the two wounds lost it will regain the lost statistic as well.

#### BATTLE SCARS

Whenever monsters fight they are bound to do irreparable damage to each other. This damage is referred to as battle scars. The following rules apply only to monster that are involved in an ongoing campaign that uses the experience point system. Whenever a monster is reduced to 0 wounds it gains a battle scar. Roll a d10 and use the chart below to randomly determine which battle scar is gained.

**1. Enhancement Loss:** The monster loses an enhancement. The enhancement lost may be chosen by the controlling player.

**2. Unstable Atomic Power:** The monster's power source becomes unstable. When rolling this monster's atomic power subtract 1 from the result.

**3. Distance Loss:** The monster loses 1 point from its distance statistic. If the monster has a distance of 1 re-roll this result.

**4. Strength Loss:** The monster loses 1 point from its strength statistic. If the monster has a strength of 1 re-roll this result.

**5. Dexterity Loss:** The monster loses 1 point from its dexterity statistic. If the monster has a dexterity of 1 re-roll this result.

**6. Toughness Loss:** The monster loses 1 point from its toughness statistic. If the monster has a toughness of 1 re-roll this result.

**7. Natural Attack Loss:** The monster loses a natural attack. If the monster only has 1 natural attack re-roll this result.

**8-10. No Battle Scar:** The monster has managed to escape the battle without a scar.

#### REMOVING BATTLE SCARS

How to remove a battle scar depends on which type of battle scar your monster has. Statistic points lost must be purchased back as normal in the experience rules. Lost enhancements may be bought back at the enhancement's normal cost. The unstable atomic power battle scar can be bought off for the cost of 15 experience points.

### BUILDINGS

The following rules are designed to make destroying a city a little more challenging and interesting

#### BURNING BUILDINGS

Sometimes when a monster destroys a building it starts a fire. To use burning buildings roll a d10 every time a building is completely destroyed. On the roll of a 1, 2, or 3, the ruins of the building have caught fire. Place a small circular piece of orange or yellow felt, no bigger than 3" across where the last building section of the building was removed. This piece of felt is considered to be fire terrain as described in chapter 6.

### STURDIER BUILDINGS

In a world where giant monsters routinely attack cities someone is bound to design a sturdier building. In Giant Monster Rampage sturdier buildings are represented by giving building sections a higher toughness. Below are three different types of sturdy buildings and the toughness each section has.

TYPE	TOUGHNESS
Normal	1
Sturdy	2
Reinforced	3
Fortified	4

### COMBINED MECHS

Combined mechs are a rare type of mech that is created out of several smaller mechs known as mechas. Mecha are small robotic machines usually in the shape of an animal or vehicle that can combine with each other to form a larger mech. It takes as few as two or as many as five mechas to make up a single combined mech. It is recommended that these rules be used in games with point totals of 250 or more.

#### MECHA STATS

Individual mechas are not created instead you buy the assembled form of the mech. Once you have completed your mech you must then determine the separate mecha's stats. To determine the mecha's stats you must divide each statistic by the number of mechas that make up the combined mech then add 1 to that number.. For example if you had a distance statistic of 6 and three mechas then each mecha would have a distance statistic of 3 ( $6/3 = 2 + 1 = 3$ ). When determining your mecha's statistics treat all results that are less than 1 equal to 1. All statistics are derived in this way. NOTE: A player playing a combined mech still only gets 1d10 for atomic power.

#### MECHA ENHANCEMENTS

All of the enhancements that you have chosen for your combined mech must be distributed to the different mechas. You can have all the enhancements on a single mecha or spread out amongst all of them.

## MECHA COMBAT

Mechas fight like normal mechs and use the same modifier charts. The only exception is that mechas cannot use combat maneuvers until they are in combined mech form unless they are fighting other mechas or swarm monsters.

## COMBINING

To combine into the mech form the mechas must be within 6" of each other and must spend 3 atomic power points. This must be done during the movement phase. If the mechas combine the mech may not move that turn. A combined mech may in turn spend 3 atomic power points during the movement phase to disassemble the mech. If this is done the mechas may not move that turn. When disassembling the mech the separate mechas must be placed within 6" of the combined mech's original position.

## DAMAGE

When the combined mech is damaged the controlling player must assign damage to one of the mechas. If any mecha takes enough wounds to reduce it to 0 it is considered to be out of action. Enhancements possessed by a mecha that has been reduced to 0 wounds cannot be used. Below is a chart to determine what happens if a specific mecha is reduced to 0 wounds while in mech form.

**Arms:** If the mecha or mechas that make up the arms are reduced to 0 wounds the combined mech loses 1/2 of its natural attacks

**Legs:** If the mecha or mechas that make up the legs are reduced to 0 wounds the combined mech has its distance statistic reduced to 1.

**Torso:** If the mecha or mechas that make up the torso are reduced to 0 wounds the combined mech immediately separates itself into the different mechas. No atomic power points need to be spent when this happens.

NOTE: Mechas cannot form into a combined mech if any of them have 0 wounds.

## REPAIR

The individual mechas may attempt to heal themselves as normal mechs during their

healing phase. A mecha that has been reduced to 0 wounds cannot take any actions except to heal. The only way to destroy a combined mech is to reduce all of the mechas to 0 wounds. If all mechas have 0 wounds at the end of the healing phase they are removed from play.

## CRITICAL HITS

Sometimes a monster gets hit so hard it receives extra damage. This rule represents such critical hits. Anytime a natural 10 is rolled when attacking another monster or building the target receives an extra wound from the attack. Critical hits do not apply to attacks that have a target number of 10.

## DAMAGE TYPES

All enhancements that inflict damage do so in a specific way. The following rules will allow you to add damage types to your games of Giant Monster Rampage.

**Arcane:** This damage type uses mystical forces to injure foes and is most commonly referred to as magic.

**Corrosive:** This damage type uses corrosive substances to injure foes, like acid.

**Energy:** This damage type uses different forms of energy to injure foes like electricity.

**Fire:** This damage type uses heat to injure foes most commonly in the form of fire.

**Ice:** This damage type uses intense cold to injure foes by freezing them.

**Kinetic:** This damage type uses a solid or liquid fired with great force to injure foes like bullets or a fire hose. When this damage type is chosen you must decide if the damage is inflicted by a solid or a liquid.

**Psionic:** This damage type uses the mind to injure foes.

**Sonic:** This damage type uses intense sonic vibrations to injure foes.

### **DAMAGE TYPE COMMONALITY**

Damage types fall into one of three commonality groups which show how rare they are and will affect how much some damage type enhancements cost.

**Common:** Energy and Kinetic

**Uncommon:** Corrosive, Fire, Ice, and Sonic

**Rare:** Arcane and Psionic

### **DAMAGE TYPES AND EXISTING ENHANCEMENTS**

Damage type rules weren't taken into account when the enhancements were made. To choose a damage type for your enhancement you must pay the following point costs based on commonality.

**Common:** 0

**Uncommon:** 5

**Rare:** 10

### **MULTIPLE DAMAGE TYPES**

Points: Common 5, uncommon 10, rare, 15  
This option makes it possible for an enhancement to have multiple damage types. In order to have multiple damage types the enhancement must inflict at least 2 wounds. No more than two damage types may be assigned to a single enhancement. When assigning multiple damage types to an enhancement you must divide the wounds as evenly as possible between the two different damage types. You must pay for each damage type separately based on its commonality.

### **DAMAGE TYPES AND NATURAL ATTACKS**

All damage inflicted from natural attacks and combat maneuvers is considered to be kinetic. You may change the type of damage inflicted by spending the following creation points.

Common: 5 (other than kinetic)

Uncommon: 10

Rare: 15

### **DAMAGE TYPE PHYSICAL ENHANCEMENTS**

The following are physical enhancements that can only be used in games where damage types are used.

### **IMPENETRABLE SKIN**

**Points:** 50 common damage type, 30 uncommon damage type, and 20 rare damage type

A monster with this enhancement has skin that is completely immune to a single damage type. The type of damage must be chosen when this enhancement is taken. If the damage type kinetic is chosen the monster is immune to the damage inflicted by both the liquid and solid subtypes. This enhancement can only be taken once.

### **RESISTANT SKIN**

**Points:** 35 common damage type, 25 uncommon damage type, and 10 rare damage type

A monster with this enhancement has skin that is resistant to a single damage type. The type of damage must be chosen when this enhancement is taken. Any damage inflicted by the chosen damage type is reduced by 1 to a minimum of 1. This power works on both the liquid and solid kinetic damage sub types.

### **WEAKNESS**

**Points:** -20 common damage type, -15 uncommon damage type, and -10 rare damage type

A monster with this enhancement has a weakness when it comes to a particular damage type. The damage type the monster has a weakness to must be chosen when this enhancement is taken. Any time this monster takes damage from the chosen damage type it gets a -2 penalty to its toughness statistic when attempting to absorb damage.

### **DAMAGE TYPE ENHANCEMENTS**

The following enhancements can only be used if the damage type optional rule is being used.

### **AURA**

**Points:** 25

**Energy:** 3

**Type:** Special

Duration: 1 Phase

A monster with this enhancement can create a dangerous aura about its body. The type of aura must be chosen from the damage type list. When this enhancement is active, anytime the monster is hit in close combat the attacker takes 1 wound. Additionally a



monster with an aura may choose to inflict the aura's damage type with a close combat attack instead of the normal kinetic damage. This enhancement lasts until the end of the current phase.

### **MANIPULATION**

**Points:** 45 common damage type, 25 uncommon damage type, 15 rare damage type

**Type:** Special

This enhancement allows a monster to manipulate a specific damage type from a ranged attack. When this enhancement is chosen you must decide which damage type the monster can manipulate. If the damage type kinetic is chosen you must decide whether or not your monster's manipulation works on the liquid or solid form. Below is a list of the things that can be done with this enhancement. All of the options below can only be used on successful attacks that come within 6" of the monster that possesses this enhancement and must be used before any damage absorption rolls are made.

#### **Cancel**

**Power:** As enhancement canceled

This option allows the monster to cancel any attack that is of their chosen damage attack. This enhancement may also be used to destroy a barrier of the same damage type.

#### **Rebound**

**Power:** As power +1

This option allows the enhancement user to redirect the attack back at the attacking monster. The monster must roll to hit the attacker as a normal ranged attack.

#### **Redirect**

**Power:** As power +2

This option allows a monster to redirect the attack to another target. The monster may pick a new target providing it is within range of the original attacker's attack. The monster must roll to hit the new target as normal.

### **DESTRUCTIVE MISSES**

Sometimes when a monster misses with a ranged attack there is a chance that it may hit another monster or building nearby. Whenever a monster makes a ranged attack but fails to hit its intended target measure

out the full range of the attack in a straight line that extends from the attacker through the original target. If another monster or building is in the path of the attack you must roll to hit it as normal. If multiple targets are in the path the closest one to the original target must be chosen. If this second attack misses then the attack has failed and cannot use this rule again.

### **EXPERIENCE**

If you want to run a Giant Monster Rampage campaign, then using experience points will allow the players monsters to evolve. Experience points are special points that are awarded to monsters for battles fought. These points can be used to increase a monster's stats or to buy new powers.

#### **EXPERIENCE GAINED**

This chart is used to determine how many experience points each monster receives after a battle.

**Playing:** Each monster that took part in the battle receives 5 experience points

**Winning:** The monster that won the game receives 5 experience points

**Kills:** Any monster that dealt the killing blow to another monster receives 5 experience points

**Critical Hits:** A monster receives 1 experience point for each critical hit it inflicted if the critical hit optional rule is being used.

**Destruction:** A monster receives 5 experience points for every 10 building sections it destroyed.

#### **SPENDING EXPERIENCE**

Once experience has been awarded players may spend those points to buy new enhancements and to raise their statistics. Any points not spent are saved until the player wishes to spend them. Experience points cannot be spent during a game they must be used before or after a game. The chart below list the experience point cost for raising a stat by 1 point or buying a new enhancement. Some statistics have a maximum rating that cannot be exceeded. This limit is listed after the statistic in parenthesis

EXPERIENCE SPENDING CHART		
	Maximum	Experience Cost
Distance	10	20
Strength	10	30
Dexterity	10	30
Toughness	8	40
Wounds	20	20
Natural Attacks	5	30
Atomic Power	2 dice	30
Enhancements	No max	2x listed cost

\*When increasing a monster's statistics don't forget to adjust its tonnage based on its new statistic scores.

### MILITARY EXPERIENCE

Military players receive experience a little different than monsters. To buy new units the military player must spend twice as much experience as the cost of the unit.

**Playing:** Each player that took part in the battle receives 5 experience points

**Winning:** The player that won the game receives 5 experience points

**Kills:** A military player receives 5 points for killing a monster.

**Critical Hits:** A military player receives 1 experience point for each critical hit inflicted if the critical hit optional rule is being used.

**Protection:** A military player receives 5 experience points for every 10 building sections remaining on the playing field.

### HIT LOCATIONS

The following rules allow players to spread their wounds around to different parts of their bodies. There are 4 different to hit locations front, rear, left side, right side. Each location refers to one of the monster's facings.

### HIT LOCATIONS & WOUNDS

Each location has 5 wounds except the front, which has 10. You may buy additional wounds for each location as normal. Also you may remove wounds from any location to add points to your creation total as normal. No location can have more than 15 wounds or fewer than 3.

### HIT LOCATIONS & NATURAL ATTACKS

Natural attacks must be assigned to one or more locations. When assigning natural attacks they should be placed according to how you think your monster would use its appendages to attack. For example, if the monster's arms come out of its side then a natural attack should be placed on the appropriate side location. If its arms come out of the front then the natural attack should be placed in the front location.

### HIT LOCATIONS & ENHANCEMENTS

Enhancements like natural attacks must be assigned to one or more of your monster's locations. Decide which location the enhancement comes from and place it there. For example a monster that breathes fire would place that enhancement in its front location. A monster that has a tail that fires laser beams would place that enhancement in its rear location.

### HIT LOCATIONS & DAMAGE

Assigning wounds to the different to hit locations is easy. The location that is damaged is the same as the facing your monster is being attacked on. If there is a dispute over which facing, like being on the line between the front and side facings, the defender chooses which facing is attacked and thereby choosing which location will take the damage.

### HIT LOCATIONS & DAMAGE AFFECTS

**Front:** If the front facing is reduced to 0 wounds the monster is taken out of action and is no longer able to participate in the battle.

**Left Side:** If the left side is reduced to 0 wounds the monster loses the use of all enhancements and natural attacks assigned to that location. Additionally the monster's distance, strength, and dexterity scores are reduced by 1/2 round up.

**Right Side:** If the right side is reduced to 0 wounds the monster loses the use of all enhancements and natural attacks assigned to that location. Additionally the monster's distance, strength, and dexterity scores are reduced by 1/2 round up.

**Left and Right Sides:** If both Sides are reduced to 0 the monster is taken out of

action and is no longer able to participate in the battle.

**Rear:** If the rear is reduced to 0 wounds the monster loses the use of all enhancements and natural attacks assigned to that location. Additionally the monster's toughness is reduced by 1/2 round up.

#### **HIT LOCATIONS & CALLED SHOTS**

It is possible for a monster to target a specific to hit location on another monster. To do this the monster must declare the called shot before any to hit rolls are made. The chosen location must also be accessible to the attacker. The locations that are accessible depend on what facing is closest to you. You may choose to attack the facing that is closest to you or the ones on either side of that facing. For example if the defending monster's front facing was towards your monster you would be able to choose the front, left side, or right side as your target. The attacker has a +2 modifier to its to hit target number against any attacks made against a facing that is not facing the attacker. If the attack succeeds the monster that was targeted must take the wounds on the chosen location.

#### **HIT LOCATIONS & HEALING**

Healing wounds on a monster's different hit locations is similar to the normal healing rules. Roll a d10 if a 10 is rolled the monster may regain one lost wound from any facing.

### **MCCC MECHS AND GOOD MONSTERS**

Some monsters are non-threatening and sometimes even help to fight other monsters that are threatening civilizations. The MCCC also employs several mechs that it uses to fight giant monsters. The following rules will allow players to play a "good" or MCCC aligned monster. Whether or not a monster is "good" or MCCC aligned must be chosen when the monster is created.

#### **Special Rules**

"Good" monsters cannot purposely destroy buildings. It is their job to protect them. If a "good" monster destroys a building section for any reason it is awarded to its opponent. A "good" monster only fights monsters that

threaten civilizations so two "good" monsters would not fight.

#### **Military Strikes**

Monsters that serve to protect humanity do not roll for military strikes. They do not want to upset the monster. After all it is helping them. A "good" monster also cannot be chosen as the change of target during another monster's military strike phase.

#### **Victory Conditions**

**Property Damage:** "Good" monsters do not destroy buildings in a property damage game. They must instead protect the buildings. At the end of a property damage game the "good" monster adds up the number of undestroyed building sections and compares this to the other monsters total number of building sections destroyed. The one with the highest wins.

**Annihilation:** Remains the same.

**Monster Rampage:** This is a mix of both of the above types of games. The "good" monster adds up the number of wounds it dealt to other monsters and the number of building sections still on the playing field. This result is then compared to the other monsters.

#### **Experience**

"Good" monsters gain experience as normal monsters with the exception that they do not get experience points for destroying buildings. Instead they get experience for building sections that have not been destroyed. A monster gains 5 experience points for every 10 building sections that remain on the playing field.

### **MECHS AND HEAT**

All mech's create a lot of heat when they fire weapons or use other operating systems. The following rules allow player's to simulate a mech's capacity to create and reduce heat. Instead of having an atomic power statistic mech's have a heat statistic. Anytime a mech uses an enhancement that would normally cost atomic power to use that mech takes heat points instead. The number of heat points a mech is given is the same as the number of atomic power points

that is required to activate the enhancement. For example if the mech used an enhancement that cost 3 atomic power points to use the mech would instead be given 3 heat points. The maximum number of heat points a mech can withstand is 10. For every point of heat a mech has over 10 it receives a wound. Wounds received in this way cannot be absorbed but may be healed during the healing round. To remove heat points a mech must either walk or remain stationary during its movement phase. If the mech remains stationary it can remove 3 heat points. If the mech walks it may remove 2 heat points. If the mech is in water terrain at the start of its movement phase it may remove an additional heat point.

## **MECH PILOT PERSONALITIES**

In the giant robot shows, the mech pilots always have personality traits or quirks that can affect the way they fight in battle. If all the players agree to using personality rules roll on the table below to determine which pilot personality each player will have. If all players agree, you may choose your pilot personality. These rules can only be used if all players are playing mech monsters and should only be used if there are 4 or more players.

**1. HATRED:** You have a dislike of one of the enemy pilots that is so intense it overrides any other tactical objective. Choose one mech controlled by an opponent. You must fire upon this mech if it is within range and in line of sight, also if the mech is in movement range you must move into close combat with it.

**2. LOVE:** Through some strange twist of fate you are in love with one of your opponent's mech pilots. Choose the opponent that is the object of your love. You may not fire upon your love interest if any other opposing mechs are in range. If forced to fire on your love you must use the enhancement that does the least amount of damage. When in close combat with your love all of your attacks will inflict 1 wound regardless of your mech's strength.

**3. PROTECTIVE:** You feel the need to protect a fellow teammate because of a family relationship or perhaps because a

favor is owed. Choose the teammate you are trying to protect. You must always remain within 6" of your teammate. If any opposing mech attacks your teammate you must attack them in return.

**4. UNSTABLE:** You have lost all tactical reasoning and some common sense, possibly because of a war wound. If you can move into close combat with an opposing mech you must do so. The only close combat maneuver you may use is reckless assault.

**5. HONORABLE:** You fancy yourself a modern samurai and follow a strict code of combat ethics. You may not attack anyone in the back. Also, since close combat is considered more honorable than ranged combat, you must move into close combat if possible.

**6. INEXPERIENCED:** You are either a new recruit or teenage kid who is not familiar with battlefield tactics. All combat maneuvers performed by you have a +2 modifier

**7. CRAZY MECHANIC:** You are a skilled mechanic who loves to tinker with his mech. Nothing is too experimental or dangerous to put on your mech. When using any atomic enhancements roll on the following chart to see what happens:

1. Enhancement Malfunction. The enhancement cannot be used this round and it inflicts 1 wound on the mech. This wound may be absorbed as normal.
2. The energy cost is increased by 1.
3. The energy cost is lowered by 1 to a minimum of 1.
4. Enhancement Failure. The enhancement cannot be used for the remainder of the current round.
- 5-9. The enhancement functions normally.
10. The enhancement works better than expected. Any ranges associated with it is increased by 6" and any damage is increased by 1.

**8. COWARD:** For whatever reason you are overly concerned about your personal safety. You may never enter close combat unless it is against the opponent's rear facing. If forced into close combat you will fight normally.

**9. OVERCONFIDENT:** You are extremely arrogant and think all challengers are beneath you. As long as you have less damage on your mech than your opponent's mech you have all of your target numbers lowered by 1. If you have more damage on your mech than your opponent you have all of your target numbers increased by 1.

**10.** Choose the personality of your choice.

### **MONSTERS AS LUNCH**

When a monster is reduced to 0 wounds lay it down as if it had been knocked over. Even though the monster is no longer in action it can still be useful to any other monsters on the playing field as a source of nourishment. A monster's body can heal other monsters that eat it. To do this place a d10 next to the monster with the same number as its toughness showing. This is the maximum number of wounds that can be recovered from the downed monster. To eat a monster the monster doing the eating must be within 2" of the downed monster during its close combat phase. Then the player simply declares that the monster is eating from the downed monster. The monster then recovers 1 wound and the maximum number of wounds that can be recovered is reduced by 1. A monster that eats cannot do anything else during its close combat round.

### **MONSTERS AS THROWN OBJECTS**

Monsters that are reduced to 0 wounds can also be used as ranged weapons. Throwing a downed monster requires that the thrower be able to lift the downed monster. A downed monster that is thrown will inflict 1 wound for every 20,000 tons it weighs.

### **PEDESTRIANS**

Pedestrians, every city has them, usually they heed the warning sirens and flee for safety when a giant monster approaches. However, some stay behind either because they couldn't escape in time or they want to stay and watch the carnage. The following rules allow players to use pedestrians in their games of Giant Monster Rampage.

### **PEDESTRIAN COUNTERS**

Whenever a building is destroyed place a pedestrian counter where the building once stood. You can use a small plastic figure or coin to represent the pedestrians. At the beginning of each turn all pedestrian counters must be moved 6" towards the nearest table edge. The pedestrians will not enter water or treacherous terrain and do not suffer movement penalties for moving through forests.

### **PEDESTRIANS AND ENHANCEMENTS**

Any enhancement that causes damage to a counter or forces a counter to be knocked back, or lose statistics will destroy the counter. Remove the counter from play.

### **PEDESTRIANS AS LUNCH**

Fighting other monsters and destroying buildings can make a monster hungry. Luckily for them pedestrians can be used as a food source. Any monster that moves within 2" of a pedestrian counter may declare that it is going to use its close combat round to eat the pedestrians. The monster must make a to hit roll for each counter it is going to eat, up to the number of natural attacks it possesses. If the to hit roll is 6 or higher the monster has eaten the pedestrian counter and gains 1 wound. If the roll fails the pedestrians manage to escape this time. Wounds gained from eating a pedestrian counter cannot raise the monster above its starting wound total.

### **SIGNATURE ROAR**

It is a common thing for all monsters to have their own unique roar. The following rules allow players to use those roars as battle cries. Once per game a monster may use its signature roar. A monster that uses its signature roar gets a -1 modifier to all of its to hit rolls and all other monsters get a +1 modifier to all of their to hit rolls against the monster that used its signature roar. These modifiers last until the end of the current round. A monster can regain its signature roar by inflicting 3 wounds, after absorption rolls, on another monster.

## **SPECIAL CHARACTERS**

In the giant monster movies, humans often interact with the monsters by trying to destroy or control them. The special character rules allow you to simulate the actions of these meddling people. In a game where the special characters are used each player controls a monster and a human character such as a hero, evil genius, kid, or romantic interest. Only one of each type may be in play and if these rules are used at least one person must play the evil genius. NOTE: These rules cannot be used if the pedestrian rules are being used.

### **USING SPECIAL CHARACTERS**

Each player selects one of the character types and places it anywhere on the board after monsters have been placed. The characters must start out 12" apart from each other and any monsters. At the beginning of each player's phase they move their character, then resolve any character effects, and then do their normal monster actions. Characters may not be the targets of any attacks (humans are too small for the monsters to notice them). Area effect enhancements also won't affect them (they always seem to escape for some reason). Each character can move 4" and has special effects listed below:

#### **HERO**

If the hero moves within 1" of the evil genius roll 1d10: on a roll of 1-5 the bad guy is defeated and removed from the game, on a roll of 6-10 the evil genius escapes and moves 4" away from the hero. If the hero moves within 1" of a monster carrying the romantic interest, the romantic interest is freed and moves 4" away from the monster. If the hero moves within 1" of a monster not carrying the romantic interest roll on the chart below.

- 1 the hero is wounded by the monster and is removed from the game
- 2 the monster sets off an explosive trap that was laid by the hero and takes a wound
- 3-10 the hero runs around a lot trying not to get stepped on. (No effect)

#### **EVIL GENIUS**

If the evil genius comes within 1" of the romantic interest, the romantic interest is

captured and must move along with the evil genius until freed. If the evil genius contacts a monster roll on this chart:

- 1-2 the evil genius is stomped by the monster and removed from the game
- 3-7 the evil genius tries to control the monster and fails (no effect)
- 8-10 the evil genius has gained control of the monster. On the monster's next phase the player who controls the evil genius gets to move & attack with that monster for that phase only.

If the evil genius has control of the romantic interest when a monster is contacted, the evil genius hands off the romantic interest to the monster. MCCC mechs and "good" monsters controlled by the evil genius can destroy buildings. Any points earned by a monster under the control of the evil genius go to the player controlling the evil genius.

### **ROMANTIC INTEREST**

If at any time the romantic interest comes within 1" of either the evil genius or a monster, the romantic interest is captured. When captured the romantic interest doesn't get a move other than moving along with whatever or whomever captured the romantic interest. A monster who has captured the romantic interest doesn't have to roll for military strikes. MCCC mechs and "good" monsters may not use ranged attacks against monsters carrying a romantic interest. The monster carrying a romantic interest will release the character if contacted by a hero, another monster or if the monster is knocked down. When released, the romantic interest always moves 4" away.

#### **KID**

MCCC mechs and "good" monsters may not use ranged attacks against monsters that are within 1" of the kid. Also a monster that is within 1" of the kid does not have to roll to see if it is the target of a military strike. The kid may not move within 1" of a monster that is in close combat range of another monster, also the kid must move away from any monsters in close combat. When the kid moves within 1" of a monster, the kid will attempt to communicate with it. Roll on the chart below to see what happens:

1-2 The monster becomes "good" for the rest of the turn.

3-4 The two "converse", the monster may not move or attack for the turn.

5-10 The monster doesn't understand (no effect).



## TEAM MONSTERS

The following rules are designed for players who want to control two or more monsters or have players team up in pairs.

### TEAM MONSTERS AND THE TURN SEQUENCE

The turn sequence remains the same for multiple monsters the only difference is that during each phase you must move, or attack with all of your monsters beginning with the one that has the highest dexterity. If both monsters have the same dexterity then you may choose which one acts first each phase.

### TEAM ENHANCEMENTS

The following enhancements can only be used if all players are controlling two or more monsters each or all of the players have formed equal teams.

#### HEAL

**Points:** 25

**Energy:** 4

**Type:** Special

This enhancement allows a monster to heal another monster. To use this enhancement the monster must be within 3" of the monster it wants to heal. A monster may heal 1 wound for every 4 atomic power points it spends on this enhancement. A monster cannot receive more wounds than it started

the game with. This enhancement may be activated during any phase in place of that monster taking an action.

#### LIFE FORCE

**Points:** 25

**Energy:** Varies

**Type:** Special

If this monster suffers its last wound it may use its atomic power to infuse its partner with life. This enhancement is automatically activated when this monster loses its last wound. For every two atomic power points this monster possesses at the time it takes its last wound it may heal one lost wound on one of its teammates. This enhancement cannot give a monster more wounds than it started the game with.

#### TRANSFERENCE

**Points:** 15

**Energy:** 1

**Type:** Special

This enhancement allows a monster to transfer some or all of its atomic power to another monster. To use this enhancement the monster that is transferring the atomic power must be within 3" of its target and spend 1 atomic power point to initiate the transfer. Once initiated the monster may transfer any or all of its atomic power to its partner. This may give a monster an atomic power score greater than 10. This enhancement can be activated during any phase in place of this monster taking an action.

#### TEAM COMBAT MANEUVERS

The following maneuvers can only be used if all players are controlling two or more monsters each or all of the players have formed equal teams that all act during the same turn sequence.

#### ASSISSTED DROP

**Phase:** Close combat

This maneuver allows two flying monsters to pick up another monster and drop it from a high altitude. The monsters combine their strength when determining how much they can lift. To use this maneuver both monsters must be in flight and be within 3" of the target. If these requirements are met the monsters performing this maneuver must each make a normal close combat attack against the target. If successful the target is

picked up then dropped. A dropped monster suffers 3 wounds and must roll equal to or under its dexterity or be knocked down.

### **ASSISTED THROW**

**Phase:** Close Combat

This maneuver allows two of a player's monsters to assist each other in throwing another monster. To use this maneuver both monsters must be within 3" of the target and both must make a normal to hit roll with a -1 to the target number. If they are successful they may throw the target providing they can lift it. When determining if the monsters can lift the target add together the attackers maximum lifting capability. Any monster thrown in this way is moved 2d10 plus the combined strength of the attackers in inches. The thrown monster also suffers 3 wounds and must roll equal to or under its dexterity or be knocked down.

### **MONSTER MISSILE**

**Phase:** Ranged

This maneuver allows a monster to pick up its teammate and throw it at another monster or building. To use this maneuver the monster that is doing the throwing must be within 3" and able to lift the teammate it is going to throw. If the monster meets both those requirements it may throw its teammate. A monster may throw a teammate 4" for every point of strength it possesses. A ranged to hit roll with a +1 to the target number is required to hit the target. If the attack is successful the target suffers damage based on the thrown monster's weight.

<b>TONNAGE</b>	<b>DAMAGE</b>
0-25,000	1
26,000-50,000	2
51,000-75,000	3
76,000+	4

If the target is another monster that monster must roll equal to or under its dexterity after being hit or be knocked down. Additionally the monster that is thrown suffers 1 wound and must roll equal to or under its dexterity or be knocked down. This applies if the target was a monster or a building. Once the maneuver has been performed place the

thrown monster anywhere within 3" of the target.

### **HOLD**

**Phase:** Close Combat

This maneuver allows a monster to hold another monster so that it can be attacked easier by its partner. To hold a monster the attacker must be within 3" and make a successful to hit roll with a +2 modifier to the target number. If this roll is successful the target monster is held. A held monster is considered prone and does not get retaliatory strikes in close combat. The held monster is released after the close combat phase.

### **SANDWICH RAM**

**Phase:** Movement

This maneuver allows two monsters to ram another monster from opposite directions. The resulting affect will have the defending monster sandwiched between the attackers. To use this maneuver both monsters must be at least 6" away from their target and on opposite facings. If the monsters have enough distance to reach their target then they can perform this maneuver. Move both monsters into contact with the target and make a single close combat attack with a +2 to the to hit target number. Use the monster whose dexterity is the highest when determining the target number. If the attack is successful the target monster suffers 3 wounds and must roll equal to or under its dexterity or be knocked down. If the attack fails the attackers must make must roll equal to or under their dexterity or be knocked down.



# CHAPTER 11

## KNOWN MONSTERS

### KNOWN MONSTERS

In this chapter you will find the major monsters that have menaced or served as protectors of cities around the world since the Mutator X virus was first discovered.

#### ACIDOCYST

**Point Total:** 200  
**Kingdom:** Elemental  
**Distance:** 4  
**Strength:** 2  
**Dexterity:** 4  
**Toughness:** 5  
**Atomic Power:** 1d10  
**Wounds:** 10  
**Natural Attacks:** 2  
**Tonnage:** 45,000

**Physical Enhancements:** Corrosive Blood  
**Atomic Enhancements:** Emission, Liquid Blast Regeneration

A chemist residing in Germany working for the MCCC was asked to create a solvent that could be used to clean up the potentially dangerous blood, tissue and other unpleasant waste products left in the wake of a giant monster rampage. After several attempts the chemist was still unable to create a substance strong enough to do the job. Frustrated he poured all of his samples down the drain, one right after another. Unbeknownst to him the chemicals combined in the drain along with some of the organic material that naturally grew on the inside of the pipes. This substance eventually was ejected into the sewer system where it began to grow and developed the ability to move. The newly created life form grew tremendously over the next few weeks until it could be contained in the sewer no longer. The slimy pile of chemical and organic debris erupted out of the sewers of Berlin and began destroying the city. The creature was unlike anything the MCCC had ever seen. All attempts to stop it were futile. Once they were able to get a sample of its body they quickly rushed it to local biologists and chemists in the area. One of the chemists working on the samples was the same person responsible for the creature's creation. It became clear

to him what he had done and what he had to do. He began to develop a substance that would hopefully neutralize the chemicals that made up the creature's body. After working 24 hours straight he believed he had come up with a formula he thought would work. He contacted the MCCC and gave them the chemical formula so that it could be quickly mass-produced. By this time the monster had already destroyed a large section of Berlin and was moving west. Before the monster could reach the next major city the MCCC fired several rockets into it. These were not just ordinary rockets these rockets had their warheads replaced with special designed tips that would inject the monster with the neutralizer. The forces of the MCCC waited hoping the neutralizer would work. Then it began the monster began to liquefy and started to fall apart. The neutralizer had worked. But as they soon discovered it was only a temporary situation. The monster's body was trying to reform. Thinking quickly the MCCC called in dozens of oil tankers and began to fill them up with the debris of the fallen monster. This debris was then transported and contained within specially designed reinforced containers at MCCC headquarters deep in the Australian outback. To this day MCCC scientists are still trying to find a way to completely neutralize the creature they have dubbed Acidocyst. As for the chemist he eventually confessed to being the accidental creator of the monster and is working with the MCCC to find a way to destroy it.

#### CROAKER

**Point Total:** 150  
**Kingdom:** Mutated Animal  
**Distance:** 3  
**Strength:** 4  
**Dexterity:** 3  
**Toughness:** 4  
**Atomic Power:** 1d10  
**Wounds:** 10  
**Natural Attacks:** 3  
**Tonnage:** 42,000  
**Physical Enhancements:** Fins/Webbed Feet

**Atomic Enhancements:** Slime Blast, Sonic Blast

It started late one night then proceeded to get worse. A strange loud croaking sound was coming from somewhere off the coast of Miami. Several helicopters and boats were sent to find the source but it always stopped before they could pinpoint it. This went on for a week until one day the culprit came onto shore. Croaker as it was named was a large amphibious monster that emitted a loud croaking sound. The monster seemed to be responding to something that only it could hear. It seemed to move purposefully through the city seeking something, which it eventually found. Apparently a radio tower was emitting sonic vibrations that disturbed the creature and brought it from its watery home. Once the tower was destroyed the creature returned to the sea. Seeing the monster as a potential threat the MCCC fitted a device onto one of their aircraft that was capable of emitting the same sonic vibrations that disturbed the monster. The aircraft was then used to lure the monster into the sanctuary islands where it now resides. Due to croaker's predictable nature when it comes to the disturbing sound the MCCC will frequently lure Croaker into battle with other monsters. Croaker is the only monster the MCCC has been able to exert a small amount of control over.

**GORILLA X**

**Point Total:** 200

**Kingdom:** Mech

**Distance:** 2

**Strength:** 4

**Dexterity:** 4

**Toughness:** 4

**Atomic Power:** 1d10

**Wounds:** 10

**Natural Attacks:** 3

**Tonnage:** 42,000

**Physical Enhancements:** Massive

Appendage

**Atomic Enhancements:** Artillery Blast, Energy Beam, Force Field

Gorilla X was the first and last failure of the MCCC cyborg program that resulted in the project's cancellation. Gorilla X, originally known as Bonobo, to the inhabitants of the small island he originated on, was the second giant monster to appear. The villagers on the island saw Bonobo as a sort

of deity. They prayed to him and offered him gifts seeking his favor. One day he just up and left the island. The villagers feared they had displeased him. He made landfall in China where he left a trail of destruction several hundred miles long. Bonobo was eventually stopped by the monster Monarch in a battle that lasted several hours. Monarch was the only monster to leave the battle alive, but barely so. After the attack an MCCC science team was sent in to examine the body. Other than a ruptured eye and a shattered left arm the body was pretty much intact. More importantly the brain and spinal cord were unharmed in the attack. The ok was given and the body was transported back to a secret base in the Australian desert where Bonobo was turned into Gorilla X. The immense ape was given a robotic arm in place of his shattered one. In addition to increased strength granted by the arm each finger on the hand, except the thumb, was fitted with a missile launcher. His ruptured eye was replaced with a robotic one capable of firing powerful beams of energy. Lastly large metal plates were placed along his spine to protect the delicate circuitry that was now contained within. As a safety measure special electrodes were placed inside Gorilla X's brain that would allow the cyborg's central nervous system to be shut down in case of an emergency. Gorilla X was complete and just in time. Another giant monster had arisen and the world could not count on the injured Monarch who had not been seen since limping off from the battle with Bonobo. Despite warnings from the robotic engineers that more time was needed to test his systems, Gorilla X was mobilized and sent in to battle the monster Tubekahn, an immense worm like monster capable of burrowing underneath the ground. The battle was to take place in Mexico City in the middle of a tropical storm. After a long battle Gorilla X was eventually able to force Tubekahn to retreat. MCCC officers called Gorilla X a success. However their victory celebration was too soon. While being fitted to his transport harness. Gorilla X was struck by a bolt of lightning. The sleeping giant's robotic systems suddenly became active. Gorilla X went on a rampage destroying everything in his path. All attempts to shut him down failed. His rampage eventually led to the sea where

he was followed all the way back to the island of his birth. Once there the cyborg gorilla shut down. Several attempts have been made to return Gorilla X to the military installation for deactivation but every time a team is sent in he becomes active and extremely violent. For the time being MCCC officials have deemed it safer to leave Gorilla X inactive on the island. However there is a small military presence ordered to keep anyone from touching the sleeping cyborg. The villagers of the island have once again accepted Gorilla X as a type of deity and pray for the time when he will awake and rid the island, and the world, of all those who oppose him.

#### **MONARCH, LARVA**

**Points:** 150  
**Distance:** 3  
**Strength:** 3  
**Dexterity:** 3  
**Toughness:** 3  
**Atomic Power:** 1d10  
**Wounds:** 10  
Natural Attacks: 1  
Tonnage: 36,000  
**Physical Enhancements:** Annelid body, burrowing limbs  
**Atomic Enhancements:** Arc blast, metamorphosis

#### **MONARCH**

**Points:** 150  
**Distance:** 4  
**Strength:** 2  
**Dexterity:** 4  
**Toughness:** 3  
**Atomic Power:** 1d10  
**Wounds:** 10  
**Natural Attacks:** 1  
**Tonnage:** 39,000  
**Physical Enhancements:** Wings  
**Atomic Enhancements:** Energy beam, reflection

Monarch once belonged to a Japanese entomology project that once shared a lab with Eiji Honda. Unfortunately lack of funds shut the project down and the lab technician in charge of the insect's care was ordered to destroy all of the specimens. The technician believed the destruction of the insects was cruel and unnecessary. So, he took them home and set them free in his garden. Everyday he would go out into his yard and look for the insects and sometimes leave

them scraps of food to eat. Unknown to the man one of the caterpillars he freed had become infected with the Mutator X virus while in the lab. Everyday when he returned home from work he would see the colorful caterpillar and think to himself about how big it had gotten since it was set free. He assumed being in captivity had caused the insect to remain small. At least he thought that until he returned home to find a caterpillar as large as his car in the backyard. Not knowing what to do the man called the lab where he worked. It just so happened that Eiji Honda answered the phone. Hearing the story Eiji quickly drove over to the man's house only to find that the caterpillar had fled toward the sea. That did not stop his search however Eiji was able to track down the caterpillar, thanks to strange reports of a sea monster from fishermen, to a small island. More amazingly once on the island Eiji discovered that the caterpillar had already created a cocoon. Eiji spent weeks studying the cocoon until one day something inside began to stir. Several hours later an immense Gold and black butterfly emerged, unfurled its wings and took to the air. The gusts of wind created by the flapping wings knocked Eiji to the ground. However, before the butterfly got too far away Eiji was able to fire a tracking dart into one of its legs as he lay on the ground. News of the gigantic butterfly spread around the world as it was spotted flying over parts of Asia. But the remarkable thing was despite the creature's size it was extremely peaceful. There had been many attempts to destroy the gentle giant and all they succeeded in doing was chasing it away. It never retaliated against its attackers and always returned to the same island if possible. Eiji named the butterfly Monarch. The first of the giant monsters had appeared. Monarch did not become known as the defender of mankind until the giant ape Bonobo attacked China. Monarch quickly arrived at the scene of the primate's destruction homing in on him as if she could sense him from a great distance. The two monsters fought for hours. Monarch was eventually able to critically disable Bonobo however she was also severely wounded in the fight. She managed to flee to her island where she eventually expired but not before laying a single egg. A year later that egg hatched and now a large caterpillar now roams the island. It is the hope of Eiji

that that caterpillar will one day take up where its mother left off. To this day only Eiji knows of the islands whereabouts and of the existence of the monstrous caterpillar he hopes will one day join the fight to save the world from other more dangerous monsters.

border where strange seismic readings have been recorded recently.

### TUBELKAHN

**Points:** 200

**Distance:** 3

**Strength:** 6

**Dexterity:** 3

**Toughness:** 4

**Atomic Power:** 1d10

**Wounds:** 10

**Natural Attacks:** 2

**Physical Enhancements:** Annelid body, burrowing limbs, massive appendage

**Atomic Enhancements:** Slime blast

Tubekahn has been one of the most destructive monsters to ever appear. It first appeared in southern California where it was first mistaken for an earthquake. Seismologists were baffled by the readings they were getting, as it seemed the epicenter of the earthquake was moving. It wasn't until the immense worm surfaced in downtown Los Angeles that the reason for the strange seismic activity was known. What was once an ordinary earthworm was now a 200+ foot worm studded with bonelike protrusions and a large gaping maw. The MCCC quickly mobilized a team but by the time they arrived the worm had destroyed much of downtown Los Angeles and had once again disappeared under the ground. Seismologists were able to track the worm on its southerly course where it once again resurfaced, this time in Mexico City. Seeing this as the perfect opportunity to test out their new anti-monster device the MCCC deployed the cyborg Gorilla X. The two monsters clashed in the middle of a tropical storm destroying large sections of the city as they fought. Thanks to the seismologists many of the cities inhabitants had been warned and were able to evacuate. After a battle that lasted several hours Gorilla X was able to force Tubekahn to retreat. Scientists were able to track Tubekahn as he burrowed under the ground in a path that took him directly to the sea. Once he was under the water scientists lost track of him. Tubekahn's current whereabouts are unknown but it is suspected he is hiding somewhere near the Chinese Mongolian

# APPENDIX TABLES & CHARTS

<b>RANGED TO HIT MODIFIERS</b>		
	<b>Range</b>	<b>Modifier</b>
Short	3-12"	-1
Medium	13"-24"	0
Long	25-48"	+1
Extreme	49"+	+2
<b>Special Modifiers</b>		
1/2 Covered by Terrain		+1
2/3 Covered by Terrain		+2
Target Prone		-2
Building		-2
Multiple Targets		+1 per target

<b>CLOSE COMBAT TO HIT MODIFIERS</b>	
	<b>Modifier</b>
Opponent has higher dex	+1 per difference
Opponent has lower dex	-1 per difference
Attacking Side Facing	-1
Attacking Rear Facing	-2
<b>Special Modifiers</b>	
Opponent Prone	-2
Attacker Prone	+2
Building	-2

<b>STRENGTH DAMAGE CHART</b>	
<b>Strength</b>	<b>Damage</b>
1-5	1
6-10	2

<b>COMBAT MANEUVERS</b>	
<b>Maneuver</b>	<b>Phase</b>
Backward Hurl	Close Combat
Block	Close Combat
Building Walkthrough	Movement
Burrowing Pitfall	Movement
Dragging	Movement
Dropping	Close Combat
Entangle	Close Combat
Feint	Close Combat
Firing on the Move	Movement
Firing Through A Building	Ranged
Flyby Attack	Movement

Hammer Slam	Close Combat
Jumping Attack	Movement
Kangaroo Kick	Close Combat
Monster Club	Close Combat
Ramming	Movement
Reckless Assault	Close Combat
Return Throw	Ranged
Shock Wave	Movement
Stomp	Movement
Stunning Blow	Close Combat
Tail Sweep	Close Combat
Throwing Buildings	Close Combat
Throwing Buildings	Close Combat
Toppling Buildings	Close Combat
Tornado Throw	Close Combat
Tripping	Close Combat

<b>MILITARY STRIKE TABLE</b>	
<b>Roll</b>	<b>Result</b>
1	Pick new Target
2	Gain 3 a.p.
3	Lose 2 a.p.
4	Lose 1 wound
5	Lose 2 wounds or 3 a.p.
6	Lose 2 wounds /knocked down
7	Lose 2 wounds and 3 a.p.
8	Lose 3 wounds
9	Lose all a.p.
10	Lose a turn & knocked down

<b>ROUND SEQUENCE</b>	
Roll Initiative	
Roll Atomic Power	
<b>TURN SEQUENCE</b>	
Phase 1: Movement	
Phase 2: Ranged Combat	
Phase 3: Close Combat	
Phase 4: Healing	

# GIANT MONSTER RAMPAGE

## MONSTER RECORD SHEET

NAME:  
KINGDOM:

TONNAGE:  
POINT TOTAL:

### STATISTICS

### ENHANCEMENTS

DISTANCE	WALK X2 RUN X3	NAME	ENERGY	RANGE	DAMAGE
STRENGTH	LIFT				
DEXTERITY					
TOUGHNESS					
WOUNDS					
ATOMIC POWER					
NATURAL ATTACKS	DAMAGE				

NOTES

WOUNDS INFLICTED

BUILDING SECTIONS DESTROYED

ATOMIC POWER: OOOOOOOOOO

WOUNDS: OOOOOOOOOOOOOOOOOOOOOO