

GIANT MONSTER RAMPAGE



CORE ROLEBOOK

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A GAME FROM

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WRITTEN BY

Ken Lewis

SPECIAL THANKS TO

Michales Joy and Rich Oden

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INTRODUCTION

INTRODUCTION

Giant Monster Rampage is a turn based combat game for two or more players set in a world where earth-shaking giant monsters roam the planet.

The game allows players to create and control one of several different types of monsters, from mutant animals to alien robots and everything in between.

Giant Monster Rampage is unique in that it allows players complete control over their monster creation. Players can create an existing monster from popular media or one from their own imagination. The possibilities are limitless.

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 bizarre disease began to manifest itself in some of the survivors of that devastating attack. Man and animal alike were afflicted.

The disease caused strange physical mutations but rarely killed those infected. Many believed the 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 in

animals from the blast area, discovered that all of the animals that exhibited mutations were infected with an unknown virus.

Eiji turned the focus of his research towards this new pathogen. He began to grow cultures of the virus and inject it into uninfected animals. He was not surprised when some of those animals began to develop mutations. Eiji named the new virus Mutator X.

Now that the cause of the mutations was found, Eiji once again changed the focus of his research. This time he was searching for a cure to the virus. He began to study those animals that were injected with the virus but did not develop any mutations.

Several years later Eiji was able to show that most animals on the planet, humans included, were immune to the mutating effects of the Mutator X virus. He was able to determine that animals exposed to radiation were more likely to become susceptible to the virus thus the sudden outbreak in the survivors of the Hiroshima and Nagasaki bombings.

One year after Eiji published his findings the first mutant giant monster made its appearance. The world hasn't been the same since.

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 greater detail in their appropriate chapters.

1. FIGURE

The first thing you need is a figure to represent your rampaging monster. All figures being used should be similar in scale. The recommended figure size is 6".

2. POINT TOTAL

Before you can create your monster all players must agree on how many points you will use to buy statistics and powers. An average monster costs 200 points.

3. KINGDOMS

The first thing you must decide for your monster is what kingdom it belongs to. Kingdoms are used to classify the different types of monsters and also determine the maximum rating a monster can have in its statistics.

4. STATISTICS

Now use your creation points to assign statistic scores to your monster. Some statistics are not bought. These will be discussed further in the statistics chapter.

5. POWERS

Now buy special powers for your monster. Powers are bizarre abilities granted to a monster buy its cells infected with Mutator X.

6. DETAILS

Now your monster needs a name and a history. Is it a prehistoric animal awakened from a long slumber, or is it an alien invader sent to destroy Earth? The details are for you to decide.

WHAT YOU NEED TO PLAY

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

- Giant Monster Rampage Core Rulebook
- 1 monster figure per player
- 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)
- Playing Field at least 3' X 3'

CHAPTER 1

KINGDOMS

KINGDOMS

Not all monsters are alike; they come in a variety of shapes and sizes. The kingdom system was developed by scientists to help classify the different types of monsters that have emerged. A monster's kingdom dictates its maximum statistic ratings as well as granting a special rule exclusive to that kingdom. Each player must choose a single kingdom for their monster to belong to.

ALIEN

This kingdom represents monsters that are of an extraterrestrial origin or a bizarre genetic mix. Alien monsters have odd appearances and tend to look like several different types of monsters all rolled into one. This is the only kingdom that has living monsters that are not infected with the Mutator X virus.

Special Rule, Morph: All alien monsters have the ability to adapt to their environment. An alien monster may swap any two of the following statistics: distance, dexterity, and toughness. The swap must be made during the movement phase in place of moving and only

lasts until the end of the current turn.

ALIEN STATISTIC MAXIMUMS	
Distance	5
Dexterity	8
Toughness	6
Instinct	4

ANIMAL

This kingdom represents all of the normal animals that have become mutated by the Mutator X virus. This kingdom includes prehistoric animals that have been rejuvenated by the virus. The majority of monsters are from this kingdom.

Special Rule, Rage: Animal monsters are easy to enrage. Any animal monster that is wounded in close combat gets -1 to its to hit target number for every wound taken that phase, up to -3. This bonus only applies to a single retaliatory attack.

ANIMAL STATISTIC MAXIMUMS	
Distance	8
Dexterity	6
Toughness	5
Instinct	6

ELEMENTAL

This kingdom represents all monsters that have their origins in animated elemental forms. They have no biological or mechanical systems granting them life. The reason for their existence is unknown.

Special Rule, Lifeless: All elemental monsters lack mechanical and biological components. This allows them to ignore the statistic reduction from any attack.

ELEMENTAL STATISTIC MAXIMUMS	
Distance	6
Dexterity	6
Toughness	8
Instinct	4

FLORA

This kingdom represents all monsters that have their origins in plant life. Monsters from this kingdom are rare since plants do not succumb to the Mutator X virus as easily as animals.

Special Rule, Root: All flora monsters may choose to root at the end of their movement phase, provided they are not in flight. A rooted monster cannot be knocked back, knocked down, thrown, or carried while rooted. At the beginning of the rooted monsters next turn it must chose to stay rooted or uproot. A monster cannot move while rooted nor can it move the turn it uproots.

FLORA STATISTIC MAXIMUMS	
Distance	5
Dexterity	4
Toughness	6
Instinct	8

MECHANICAL

This kingdom is used to represent all man made robotic monsters. Nearly all monsters from this kingdom are used by militaries around the world to combat giant monsters. This kingdom is also used to classify any monster that is half mechanical and half something else. These monsters are often referred to as cyborgs.

Special Rule, Alternator: All mechanical monsters have a back up power supply. During the atomic power phase a mechanical monster may choose to reroll its atomic power. This second roll is halved (round down) and must be kept.

MECHANICAL STATISTIC MAXIMUMS	
Distance	6
Dexterity	5
Toughness	8
Instinct	4

CHAPTER 2

STATISTICS

STATISTICS

All monsters have seven statistics that help define their physical abilities. Below is a list of each statistic with a brief description on how it is used.

DISTANCE

This statistic measures your monster's ability to move around. A monster may move double its distance rating in inches during its movement phase; triple its distance rating if it is running.

DEXTERITY

This statistic measures how well your monster fights and defends itself in close combat. It is also used to help prevent your monster from being knocked down.

TOUGHNESS

This statistic is a measure of how resilient your monster is to taking damage.

INSTINCT

This statistic is a measure of a monster's will to survive as well as its base intelligence.

WOUNDS

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

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. This statistic is not bought with creation points. How you get and use atomic power points is discussed in the sequence of play chapter.

NATURAL ATTACKS

This statistic is a measure of how many natural attacks a monster possesses. Natural attacks are a monster's physical means of attacking with things such as teeth and claws. All natural attacks have a base reach of 2".

POINT TOTAL

Before you can buy your statistics you should decide on how many points each player will have to spend. An average monster costs 200 points. This total can be raised or lowered depending on the power level you wish the monsters to possess.

BUYING STATISTICS

Statistics are bought with creation points. Only a monster's distance, dexterity, toughness, and instinct statistics must be bought using the following table. A monster's wounds and natural attacks may be altered with creation points. How to do this is discussed in the appropriate sections below.

Statistic Rating	Point Cost
1	5
2	10
3	15
4	25
5	35
6	45
7	65
8	85

STATISTIC MAXIMUMS

A monster's statistics are limited by its kingdom. When buying your monster's statistics you can buy up to the listed maximum for that monster's kingdom. You may purchase statistics higher than the

listed maximum however you must pay 10 additional creation points for every point the statistic is over the listed maximum. For example if you wanted to have an 8 in distance but, the listed maximum for the kingdom you chose is 6, you would have to pay 105 points (85 for a statistic of 8 and 20 points for being 2 points over the listed maximum). A monster's distance, dexterity, toughness, and instinct statistics may not be bought above a rating of 8.

WOUNDS

All monsters start the game with 10 wounds. You may purchase additional wounds at the cost of 10 points per wound. Additionally, you may give up a wound to gain 10 creation points to spend on other things. A monster may not have more than 15 or less than 5 wounds.

NATURAL ATTACKS

A monster starts the game with 0 natural attacks. A monster must purchase its natural attacks from the following table. To use the table you must decide how much damage you want the natural attack to inflict then pay the appropriate creation point cost. A monster may not be given more than 5 natural attacks.

Wounds Inflicted	Point Cost
1	10
2	20
3	30

CHAPTER 3

POWERS &

ABILITIES

POWERS & ABILITIES

Powers are the weird manifestations of atomic power inside a monster's body that require the expenditure of atomic power points while abilities are things that monsters have learned or always possessed and that do not require atomic power to use. All powers and abilities are listed using the following format. If one of the categories is not listed that means it does not apply to that power or ability.

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

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

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

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

Defensive: These powers and abilities 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 power unless stated in the power's description.

Movement: These powers and abilities are used to help your monster move around and can only be used during the movement phase of the game. A movement power or ability can only be used once

per turn.

Ranged Combat: Ranged powers or abilities are used from a distance to try and inflict damage on your opponents. These powers or abilities can only be used during the ranged combat phase. Ranged combat powers and abilities can only be used once per turn.

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

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

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

Damage: This is the number of wounds inflicted by the power or ability.

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

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

ABILITIES

Abilities represent the natural instincts and physical makeup of a monster. Abilities do not require atomic power points to activate.

ABSORB

Points: 5 per wound inflicted by natural attack

Type: Close Combat

This ability must be assigned to a specific natural attack. A natural attack enhanced with absorb allows a monster to absorb energy from a city's power grid and convert it into atomic power. Whenever the natural attack enhanced with absorb destroys at least 1 building section the monster gains 1 atomic power point. Only one atomic power point is gained per attack enhanced with absorb regardless of the amount of building sections destroyed.

BURROWING

Points: 20

Type: Movement

A burrowing monster is able to tunnel its way underground. During its movement phase a monster with burrowing ignores all monsters and terrain features, except water and lava, as it moves. A burrowing monster must surface at the end of its move in terrain it can normally occupy.

CLING

Points: 20

Type: Special

A monster that can cling is able to adhere to the ground with incredible tenacity. If this monster rolls equal to or under its dexterity on a d10 it cannot be knocked back. This roll is made against any attack that would knock the monster back. Additionally any monster that tries to throw or carry this monster must add +2 to its to hit target number.

DAZE

Points: 5

Type: Close Combat

This ability must be assigned to a specific natural attack. A natural attack enhanced with daze is able to stun a monster. Any monster hit by an attack enhanced with daze must roll equal to or under their instinct rating on a d10. If the roll succeeds nothing happens. If the roll fails the target monster is dazed. A dazed monster cannot make retaliatory attacks.

ELASTIC

Points: 10

This power must be assigned to a specific natural attack. A natural attack enhanced with elastic ignores blocking terrain, such as buildings, and other monsters when determining if a target is within reach.

ELONGATED

Points: 5

Type: Special

An elongated monster has a long serpentine body that allows it to twist and turn quickly. An elongated monster may automatically turn to face its opponent in close combat without having to roll.

EXTENDED REACH

Points: 3 per 1"

This ability must be assigned to a specific natural attack. A natural attack enhanced with extended reach has a longer than normal reach. You may increase the reach of any natural attack by 1" for every 3 creation points spent up to a maximum of 6".

FAST

Points: 30

Type: Movement

A fast monster can move across the playing field with incredible speed and ease. A fast giant monster can move 3X its distance rating in inches at all times, not just when it is running.

FINS

Points: 5

Type: Movement

A monster with fins is able to move through water with ease. A monster with fins ignores all movement penalties applied when moving through water terrain pieces.

FLIGHT

Points: 25

Type: Movement

A monster with flight is able to soar over the playing field with wings or a propulsion system. During the movement phase a monster with flight ignores all terrain features and other monsters as they move. They must still end their movement in terrain they could normally occupy.

HEAVY

Points: 25

Type: Special

This monster is too heavy to lift. This monster cannot be thrown or carried. Additionally when this monster is knocked back the distance is halved (round up).

LEAP

Points: 25

Type: Movement

A monster with leap has the ability to jump. At any time during the movement phase a monster with leap may make a jump move. The jump move is equal to 2X the monster's dexterity rating, in inches. The jump move must be made in a straight line and may be made in addition to the monster's normal move. The jump move ignores all terrain features and monsters when

it is made. A monster may only jump once per movement phase.

KNOCK DOWN

Points: 10

Type: Close Combat

This ability must be assigned to a specific natural attack. A natural attack enhanced with knock down hits with enough force to knock a monster down. Whenever a monster is hit by an attack enhanced with knock down it must roll equal to or under its dexterity on a d10 or be knocked down.

PARALYSIS

Points: 25

Type: Close Combat

This ability must be assigned to a specific natural attack. A natural attack enhanced with paralysis causes any monster hit to become immobile. Any monster hit by this attack cannot move during its next movement phase.

PIERCE

Points: 10 per -1

Type: Close Combat

This ability must be assigned to a specific natural attack. The natural attack this ability is applied to reduces any monster's toughness before it can roll to absorb any wounds from the natural attack. A monster may purchase a -1 toughness modifier for every 10 points it spends on this ability up to a maximum of -3

POISON

Points: 10 per wound inflicted by natural attack

This ability must be assigned to a specific natural attack. A natural attack enhanced with poison causes statistic loss in any monster that takes damage from the attack. Whenever a monster suffers at least 1 wound from a natural attack enhanced with poison it must roll equal to or under its unmodified toughness or suffer statistic loss. A monster that suffers statistic loss has its distance, dexterity, or instinct (morale) rating reduced to 1 until the beginning of its next turn. The statistic that is reduced is determined randomly by rolling on the table below.

STATISTIC LOSS TABLE

Roll	Statistic Loss
1-3	Distance
4-6	Dexterity
7-9	Instinct
10	Attacker's Choice

REGENERATION

Points: 30

Type: Special

A monster with regeneration heals faster than other monsters. During the recovery phase a monster with regeneration regains a lost wound on a d10 roll of 8-10.

SQUAT

Points: 15

Type: Special

A squat monster is harder to knock over than a normal monster. Squat monsters may re-roll a failed

knock down check but they must keep the result of the second roll.

POWERS

Powers are the bizarre almost supernatural abilities monsters have developed. These powers require the expenditure of atomic power points to activate.

ADHESIVE BLAST

Points: 20

Type: Ranged, spray

Energy: 1

Range: 6"

Duration: 1 round

This power allows a monster to shoot forth an adhesive substance like webbing or slime. Any monster hit by an adhesive blast is immediately encased in an adhesive substance. An encased monster has its distance and dexterity ratings reduced by 1/2 (round up). The effects of this power last until the end of the current turn. The monster that activates this power may increase the range by 3" for every additional atomic power point spent

BOMB BLAST

Points: 20

Type: Ranged

Energy: 2

Damage: 2

Range: 18"

This power allows a monster to lob bombs from its body. These bombs can be biological or mechanical in nature. When using a bomb blast the monster does not have to have line of sight to its target. To use a bomb blast select any target on the playing field that is

within range. Next roll to hit as a normal ranged attack. If the attack roll is successful the bomb hits its intended target. If the attack roll is not successful the bomb has gone off course. To determine where the bomb lands roll a d10, the top point of the d10 is the direction the bomb travels, the number rolled is the number of inches it has gone off course. Use the center of the intended target as the starting point for determining where a bomb that has gone off course lands. If the bomb does not land on a valid target nothing happens. If the bomb lands on a valid target it suffers wounds as if it were the intended target, even if the new target is the monster that used this power. Any target hit by a bomb blast suffers 2 wounds and must roll equal to or under their dexterity rating on a d10 or be knocked down. This power may be activated multiple times during the same phase. A monster may increase the range of this power by 3" for every additional atomic power point spent.

CAMOUFLAGE

Points: 25
Type: Special
Energy: 3
Duration: 1 turn

A monster with this power is able to change the color of its skin to match its surroundings. In order to attack a camouflaged monster the attacker must first roll equal to or under its instinct rating on a d10. The roll only needs to be made once per ranged combat phase and once per close combat phase. If the roll fails the camouflaged monster cannot be attacked that phase. Additionally all

ranged attacks made against a camouflaged monster have a +2 modifier added to the to hit target number. This power must be activated during the movement phase and lasts until the monster's next movement phase.

CORONA

Points: 30
Type: Defensive
Energy: 4
Damage: 1
Duration: 1 turn

A monster with this power is able to create a dangerous corona about its body. This corona can be flame, electricity, subfreezing air, or something similar. Any monster that successfully makes a close combat attack against a monster that has an activated corona suffers 1 wound. This is applied to every successful close combat attack including those made when using a combat maneuver. This power must be activated before any to hit rolls are made and lasts until the end of the current turn.

ENERGY BLAST

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

A monster with this power is able to shoot forth blasts of energy. This is the most common type of blast possessed by giant monsters. A monster may increase the range of this power by 6" for every additional atomic power point spent.

EXPLOSIVE BLAST

Points: 25
Type: Ranged
Energy: 3
Range: 18"
Damage: 1

A monster with this power is able to shoot forth a projectile that explodes upon impact. When a target is hit by an explosive blast, any targets within 3" of the original target are also hit. A monster may increase the range of this power by 6" for every additional atomic power point spent.

FLAME BLAST

Points: 25
Type: Ranged, Spray
Energy: 3
Range: 6"
Damage: 2

A monster with this power is able to shoot forth gouts of flame. When this power is used measure out the power's full range, in a straight line, in the direction it is being used. Any targets under that straight line may be hit. Roll to hit each target separately. A monster may increase the range of this power by 3" for every additional atomic power point spent.

FORCE BLAST

Points: 15
Type: Ranged
Energy: 3
Range: 6"

A monster with this power is able to generate a powerful gust of wind from its mouth, wings, or fins. Any monster targeted by this power

is knocked back 1d10". No to hit roll is required for this power. A monster may increase the range of this power by 3" for every additional atomic power point spent.

FREEZE BLAST

Points: 20
Type: Ranged
Energy: 3
Range: 6"
Damage: 2

A monster with this power is able to shoot forth a blast of air so cold it freezes anything it comes into contact. Any monster hit by a freeze blast suffers 2 wounds and has its distance and dexterity ratings reduced to 1 until the end of the current round. A monster may increase the range of this power by 3" for every additional atomic power point spent.

GAS BLAST

Points: 10
Type: Ranged, Spray
Energy: 2
Range: 3"

A monster with this power is able to spew forth a noxious gaseous substance. When this power is used measure out the power's full range, in a straight line, in the direction it is being used. Any monsters under that straight line are automatically hit. Any monster hit must roll equal to or under its toughness on a d10 or be knocked down. A monster may increase the range of this power by 3" for every additional atomic power point spent.

INVISIBILITY

Points: 30

Type: Special

Energy: 5

Duration: See below

A monster with this power is able to turn itself invisible. While invisible the monster cannot be the target of any type of attack but may still be affected by any area of effect attacks. This power lasts until the end of the current round or until the monster makes an attack or suffers a wound. This power must be activated during the monster's movement phase.

LASER BLAST

Points: 30

Type: Ranged

Energy: 3

Range: 24"

Damage: 1

A monster with this power is able to shoot forth a beam of concentrated light. Any target hit by a laser blast has a -2 modifier to its toughness when absorbing wounds from the attack. A monster may increase the range of this power by 12" for every additional atomic power point spent.

LIQUID BLAST

Points: 20

Type: Ranged, Spray

Energy: 3

Range: 6"

Damage: 1-5

A monster with this power is able to shoot forth a dangerous liquid substance such as acid. When this power is used measure out the power's full range, in a straight line, in the direction it is being used. Any

targets under that straight line may be hit. Roll to hit each target separately. Any target hit by this power suffers 1 wound. If this wound is not absorbed the target suffers an additional wound. If this second wound is not absorbed the target suffers an additional wound. This keeps occurring until the target absorbs a wound, is incapacitated, or suffers 5 wounds from the attack, whichever comes first. A monster may increase the range of this power by 3" for every additional atomic power point spent.

MECHANICAL BLAST

Points: 20

Type: Ranged

Energy: 3

Range: 18"

Damage: 1

A monster with this power is able to fire solid projectiles like bullets. When this power is used roll a d10 and divide the result in half, rounding up. The resulting number is how many shots are fired. The shots must all be fired at the same target. Roll to hit for each shot separately. Any shots that hit inflict 1 wound. Additionally any target hit by a mechanical blast must roll equal to or under its dexterity rating on a d10 or be knocked down. A monster may increase the range of this power by 6" for every additional atomic power point spent.

PARASITE BLAST

Points: 25

Type: Ranged

Energy: 2+

Range: 6"

Damage: 1-5

A monster with this power has tiny organisms that live within its body. The monster can use these organisms as part of a ranged attack. Any target hit by a parasite blast suffers 1 wound for every 2 atomic power points spent to activate it. Additionally any target hit has a +2 modifier added to all to hit target numbers until the end of the current round. A monster may increase the range of this power by 3" for every additional atomic power point spent.

PSYCHIC BLAST

Points: 25

Type: Ranged

Energy: 3

Range: 24"

Damage: 2

A monster with this power is able to focus its psyche into a concentrated blast of mental power. Any monster hit by this power must use its instinct statistic to absorb the wounds instead of its toughness. A monster may increase the range of this power by 6" for every additional atomic power point spent.

PULSE

Points: 20

Type: Ranged, area of effect

Energy: 3

Range: 3"

Damage: 1

A monster with this power is able to create a deadly pulse that radiates out from the monster in all

directions. The pulse can be anything from energy to sound or even a hail of projectiles. Any target within range is automatically hit when this power is used. No to hit rolls are needed. Any target hit suffers 1 wound. A monster may increase the range of this power by 1" for every additional atomic power point spent.

REFLECTION

Points: 40

Type: Defensive

Energy: 4

A monster with this power is able to redirect any ranged attack power targeted at it back upon the user. The monster using this power must roll to hit the original attacker as a normal ranged attack. This power must be activated before any to hit rolls are made and only works if the user of the power is hit by a ranged combat power. This power cannot be used against any area of effect ranged powers.

SHIELD

Points: 30

Type: Defensive

Energy: 2+

Duration: 1 phase or successful attack, whichever comes first

A monster with this power is able to create a shield of some sort to protect itself from harm. When used the shield will reduce any damage inflicted by 1 for every 2 atomic power points spent to activate it. The shield must be activated before any to hit rolls are made. A shield can only be used against a single ranged or natural attack per activation. The shield will last until the end of the current phase or until

a successful attack is made against the shield.

SONIC BLAST

Points: 25

Type: Ranged, Spray

Energy: 2

Range: 12"

Damage: 2

A monster with this power is able to emit a concentrated stream of noise able to break stone. Any target hit by a sonic blast suffers 2 wounds. Additionally any monster s hit must roll equal to or under their instinct rating on a d10 or flee. A fleeing monster must move 1d10 inches directly away from the monster that attacked using sonic blast. A monster may increase the range of this power by 6" for every additional atomic power point spent.

TRACTOR BEAM

Points: 25

Type: Ranged

Energy: 2

Range: 24"

A monster with this power is able to draw another monster closer. When this power is used the monster must roll to hit the target monster as a normal ranged attack. If the attack is successful the attacking monster may move the target monster towards itself. The target monster can be moved 2" for every atomic power point spent to activate this power. If the target monster is moved into another monster, building or blocking terrain treat it as if it had been knocked into the appropriate item. When moved, the target

monster must be moved directly towards the monster that used this power and left in terrain it could normally occupy. The target monster does not have to be moved the full distance. Once the target monster is moved it must roll equal to or under its dexterity on a 10 or be knocked down.

TRANSFORM

Points: 40

Type: Special

Energy: 6

A monster with this power is able to change its form. When this power is taken the monster must create a second monster with the same number of points. This second monster is what the transforming monster changes into. If the second monster also has the transform power than the monster is able to change between the two forms. This power must be activated during the movement phase in place of moving. If you also possess the Toy Battle System game Vehicular Genocide the second form may be created using the rules found in that book. The vehicle form may buy the transform power from this book but may not buy any other powers.

CHAPTER 4:

PLAYING FIELD

PLAYING FIELD

The playing field is where the game is going to be played. The playing field should be at least 3' by 3' to ensure that the monsters have plenty of room to maneuver around. The playing field should be set up prior to the game and should contain several terrain pieces. Terrain is the scenery that makes up the playing field, it helps create the atmosphere for the game as well as providing obstacles for the monsters to navigate around or destroy. All terrain features belong to one of two different types. The first type is normal terrain. Normal terrain is terrain that cannot harm a monster but it may hinder it. The second type of terrain is treacherous. This type of terrain can harm a monster as well as hinder it. Additionally some terrain features are considered blocking terrain. Blocking terrain can not be moved over unless the monster possesses a movement power or ability that allows it to ignore terrain features. All terrain pieces are listed below with a brief description of how it is used as well as how to create it.

BUILDINGS

Type: Normal, blocking

Buildings play a major role in Giant Monster rampage and should be the most dominant terrain feature. Buildings are created using stackable blocks. These blocks can be made of wood or plastic and can be of any size. However, the smaller the size of the blocks the more you will have to use to create your buildings. Each block that makes up a building is considered a building section. These sections are equivalent to wounds. So for every point of damage inflicted on a building a building section is removed. Building sections are always removed from the top down. Like monsters, buildings have a toughness statistic. A building's toughness rating is 4. A building's toughness is used to prevent wounds the same way a monster does. Buildings are considered blocking terrain for movement purposes.

ELECTRICITY

Type: Treacherous

Whenever a monster destroys all of the building sections of a building there is a chance that the ruins of the building can leave a bed

of exposed wires and live electricity. Once a building is completely destroyed roll a d10. On the roll of a 1 or 2 the ruins are electric. Place an electricity terrain piece where the building once stood. The electricity terrain piece should be a circular piece of light blue or white felt 3" across. Any target that moves through a piece of electricity terrain suffers 1 wound and must roll equal to or under their dexterity on a d10 or be knocked down. Additionally any target that starts its movement phase in electricity terrain suffers these affects as well. All high voltage buildings should be designated at the beginning of the game. It is recommended you use blocks that are a different color to represent high voltage buildings.

FIRE

Type: Treacherous

Whenever a monster destroys all of the building sections of a building there is a chance that the ruins of the building can burst into flames. Once a building is completely destroyed roll a d10. On the roll of a 1 or 2 the ruins are enflamed. Place a fire terrain piece where the building once stood. The fire terrain piece should be a circular piece of orange or yellow felt 3" across. Any target that moves through a piece of fire terrain suffers 1 wound. Additionally any target that starts its movement phase in fire terrain suffers 1 wound.

FORESTS

Type: Normal

Forests are a nuisance to monsters. Wading through the trees

slows them down. Any monster that moves through forest terrain must treat every 1" moved as if it were 2". Forest terrain should be made with large pieces of green felt.

HILLS

Type: Normal or blocking

Hills represent a significant rise in the land of the playing field. This terrain like the other types of terrain is meant to be a hindrance to the monsters, 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 traverse and are considered blocking terrain and must therefore be moved around. Layered hills consist of multiple layers with each layer being smaller than the one beneath it. Monsters may move over layered hills but must treat every 1" moved as if it were 2". It is possible to mix the two different kinds of hills. Any such hills would have one or more facings that would be blocking 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 colored cloth over them.

OBJECTS

Type: Normal, blocking

City streets are littered with many items that monsters may find useful as weapons, such as trees, telephone poles, and cars. The following terrain rules allow monsters to pick pieces of the scenery and use them as projectiles or handheld

weapons. All players must be made aware of which pieces of the terrain are considered objects. A monster may use any object that it is within 2" of it. An object can be used one of two different ways. The first way is as a projectile during the monster's ranged combat phase. If used in this way the object can be thrown 12" and inflicts 1 wound.

The second way an object can be used is as a hand held weapon. If used in this way the monster adds +1 damage to one of its natural attacks. A natural attack that uses an object as a weapon does not get to add any powers or abilities to it.

Once an object is used it is destroyed whether or not the attack using it was successful. A monster may attack an object as if it were a building section. If the attack is successful and the object fails its wound absorption roll it is destroyed. Objects are considered blocking terrain.

LAVA

Type: Treacherous

As its name suggests lava terrain is a pool or river of molten rock. Any monster that enters lava terrain suffers 1 wound. Additionally any monster that starts its movement phase in lava terrain suffers 1 wound. Any monster that moves through lava terrain must treat every 1" moved as if it were 2". Red felt cut into strips or pools can be used to represent lava terrain.

RADIATION

Type: Treacherous

Some buildings are powered by nuclear reactors. Whenever a monster destroys all of the building sections of a nuclear building there is a chance that the ruins of the building will leak radiation. Once a nuclear building is completely destroyed roll a d10. On the roll of a 1 or 2 the ruins are irradiated. Place a radiation terrain piece where the building once stood. The radiation terrain piece should be a circular piece of neon green, or a similar bright color, felt 3" across. Any monster that moves through a piece of radiation terrain must roll a d10. On a roll of 1-5 the monster loses an atomic power point. On the roll of 6-10 the monster gains an atomic power point. Additionally any target that starts its movement phase in electricity terrain suffers these affects as well. All nuclear buildings should be designated at the beginning of the game. It is recommended you use blocks that are a different color to represent nuclear buildings.

WATER

Type: Normal

Water like forest terrain is a nuisance to monsters because it slows them down. Any monster that moves through water terrain treats every 1" moved as if it were 3". Blue felt cut into strips or pools can be used to represent water terrain.

CHAPTER 5: 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 certain things.

Below is a list of the phases and a description that tells players what they can do during each phase. Player's should decide how many rounds they want the game to last before they play. Once all players have played through the last round the game ends.

PLACING MONSTERS

Before the game begins the players 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 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 any opposing monster. If you cannot place a monster using these restrictions place it as far away from any other monster as you can.

INITIATIVE

At the beginning of each new round the player's need to determine who gets to take the first turn. To do this each player rolls a d10 and adds in any unspent atomic power points from the previous turn. The player that has the highest total gets to take the first turn, the second highest takes the second turn and so on until all players have had a turn. In the case of a tie the player that rolled the highest number on the dice gets to go first. If there is still a tie the players that tied must reroll.

ATOMIC POWER

After initiative is rolled but before the first player takes their turn all players must roll for their monster's atomic power. To do this each player rolls a d10. The resulting number is how many atomic power points their monster has for the current round. A monster can never have more than 10 atomic power points.

PHASE 1: MILITARY STRIKE

The military is constantly trying to stop the monsters from rampaging. Most of the time their efforts are futile however, every once in a while they get lucky. During this phase the player whose turn it is must roll a d10. If the roll is a 1 their monster was the target of a military strike and the player loses all of their atomic power. This phase is used in games that only feature giant monsters.

PHASE 2: MOVEMENT

During this phase the player's whose turn it is may move their monster, use a movement type power, or a movement type combat maneuver. Only one of these actions may be taken during the movement phase. A monster's base movement rate is 2x its distance rating when walking, 3x its distance rating when running. A monster that runs may not make any ranged combat attacks during the ranged combat phase of the turn that it ran. A monster may

be turned in any direction when it is moved. Additionally a monster may always move regardless of whether or not it is in combat with another monster. When a monster wants to move between two pieces of blocking terrain the miniature being used must physically be able to pass between the two pieces of terrain otherwise the monster will be blocked.

PRONE MONSTERS AND MOVEMENT

If a monster starts its movement phase prone the only action it may take that phase is to stand up. The monster may not make any other actions that phase.

PHASE 3: RANGED COMBAT

During this phase the player whose turn it is may make a ranged combat attack against another monster or building. A monster may only make a single ranged combat attack during this phase. Ranged combat is discussed in further detail in the combat chapter.

PHASE 4: CLOSE COMBAT

During this phase the player whose turn it is may use their natural attacks to attack another monster or building. How natural attacks are used is discussed in further detail in the combat chapter.

PHASE 5: RECOVERY

During this phase a monster may attempt to regenerate lost wounds. To do this roll a d10. If the roll is a 9 or 10 the monster regains a single lost wound.

NEW ROUND

Once a player has progressed through all of their phases play continues with the player whose turn is next. Once all players have had a turn a new round begins

GAME OBJECTIVES

Every game of Giant Monster Rampage is played with an objective. The objective of each game should be chosen before the game begins. This can be done randomly or agreed upon by all players. Below are the three main objectives used in Giant Monster Rampage.

DESTRUCTION

In a destruction game the objective is to destroy as many buildings as possible. The monster that destroys the most building sections at the end of the game wins. Each player should keep track of the building sections their monster destroys.

ANNIHILATION

In an annihilation game the objective is to inflict as many wounds on the other monsters as possible. The monster that inflicted the most unabsorbed wounds at the end of the game wins. Each player should keep track of the wounds their monster inflicts.

RAMPAGE

In a rampage game the objective is to destroy as many building sections as possible and inflict the most wounds on the other monsters. The monster with the highest combined total of destroyed building sections and unabsorbed wounds inflicted, wins the game. Each player should keep track of the amount of wounds inflicted and building sections destroyed by their monster.

SCENARIOS

It is possible to come up with your own game objectives in the form of scenarios. Scenarios are special objectives where there is more to playing than just death and destruction.

A sample scenario could be where one monster is defending a city and another is attacking the city. The attacker would have to try and destroy as many buildings as possible while the defending monster would have to stop them from being destroyed. If the attacker destroys 1/2 or more of the buildings in the city he wins.

Scenarios should be fun and not overburdened with special rules.

CHAPTER 6:

COMBAT

COMBAT

Combat is what Giant Monster Rampage is all about. This chapter details all of the rules players need to make ranged and close combat attacks.

TARGET NUMBER

All attacks have a target number. You must roll equal to or over the target number on a d10 for the attack to be successful. All attacks have a base target number of 6. This number is then modified based on things like range and cover. Once all of the modifiers have been added to or subtracted from the base target number of 6 the resulting number is the to hit target number. A target number can never be less than 2 or higher than 10. An attack roll of a 1 always misses and an attack roll of a 10 always hits.

FLYING

For game purposes it is assumed that all flying monsters are flying at altitudes that would allow them to attack and be attacked with both ranged and close combat attacks. Additionally a flying monster that has stopped moving is affected by terrain

as if it were on the ground.

MEASURING

Players may measure distances at any time for any reason. When measuring a distance the player must always measure to and from the center of the miniatures being used. Arms, tentacles, tails, and other extremities should never be measured to or from.

CRITICAL HITS

If an attack roll rolls a natural 10 to hit a critical hit has occurred. A critical hit inflicts +1 damage to the attack being performed. Additionally the monster that was critically hit must reduce one of the following statistics by 1 for the remainder of the game. The statistics are: distance, dexterity, toughness, or instinct. A monster may not lower any of its statistics to less than 1.

RANGED COMBAT

Ranged combat is where a monster uses a ranged combat power or throws an object at another monster or building. Below is a series of steps to help guide you through a ranged combat attack.

SELECT A TARGET

The first thing you must do for a ranged combat attack is select your target. Only targets that have at least 1/3 of the miniature visible to the attacker may be selected as a target.

DECLARE ATTACK

The next thing you must do is declare what type of attack your monster is performing such as using a power or throwing an object. If you are using a ranged combat power you can only activate it once per ranged combat phase however, you may activate several different ranged combat powers during the same ranged combat phase.

PAY ATOMIC POWER

If the declared attack has an atomic power cost associated with it, the appropriate atomic power points must be spent after declaring the attack.

GET TARGET NUMBER

Once the attack has been declared and any atomic power costs paid, you must determine your to hit target number.

RANGED COMBAT TO HIT TABLE

<u>Range</u>	<u>Modifier</u>
0-6"	-1
7-12"	0
12-24"	+1
25"+	+2
<u>Cover</u>	
1/2+	+1
<u>Special</u>	
target prone or a building	-2

To use the modifier chart the listed modifier must be added to or subtracted from the base target number of 6. For example if the target was within 5" the target number to hit it would be 5 (6- 1). If the same target had at least 1/2 cover the target number would be 6 (6-1+1).

ROLL TO HIT

After the to hit target number is calculated you roll to hit. If the rolled number is equal to or over the to hit target number the attack succeeds. If it is less than the to hit target number the attack fails.

CLOSE COMBAT

Close combat is where a monster uses its natural attacks to attack another monster or building. Below is a series of steps to help guide you through a close combat attack.

SELECT A TARGET

The first thing you must do for a close combat attack is select your target. Only targets that have at least

1/3 of the miniature visible to the attacker may be selected as a target.

DECLARE ATTACK

The next thing you must do is declare what natural attacks your monster is using. Such as using the one that inflicts 1 wound or the one that has the ability drain.

PAY ATOMIC POWER

If the declared attack has an atomic power cost associated with it, the appropriate atomic power points must be spent after declaring the attack.

GET TARGET NUMBER

Once the attack has been declared and any atomic power costs paid, you must determine your to hit target number.

CLOSE COMBAT TO HIT TABLE

<u>Reach</u>	<u>Modifier</u>
0-2"	-1
3-4"	0
5"+	+1
<u>Dexterity</u>	
opponent has higher dexterity	+1 per point of difference
opponent has lower dexterity	-1 per point of difference
<u>Cover</u>	
1/2+	+1
<u>Special</u>	
target prone or a building	-2

To use the modifier chart the listed modifier must be added to or subtracted from the base target number of 6. For example if the target was within 2" and had the same dexterity as the attacker the target number to hit it would be 5 (6-1). If the same target had a dexterity rating that was 2 higher than the attacker the target number would be 7 (6-1+2).

ROLL TO HIT

After the to hit target number is calculated you roll to hit. If the rolled number is equal to or over the to hit target number the attack succeeds. If it is less than the to hit target number the attack fails.

RETALIATION

Once the attacking monster has resolved its natural attacks the defending monster may choose a single natural attack that it possesses and retaliate against the attacking monster. These attacks are known as retaliatory attacks.

PRONE MONSTERS

Prone monsters may still use their attacks as normal during the ranged and close combat phases but they may only apply modifiers that increase their to hit target number. They cannot apply any modifier that would lower their to hit target numbers.

SPLITTING ATTACKS

A monster may divide its natural attacks against multiple opponents if it so chooses. However all targets attacked will be allowed a retaliatory attack

WOUNDS

Anytime a monster is attacked there is a chance it will suffer damage. Damage is measured in wounds for monsters and building sections for buildings. The number of wounds inflicted depends on the attack. Whenever a monster suffers damage you may see if the monster's natural toughness absorbs it. To do this you must roll equal to or under your monster's toughness rating on a d10. This roll must be made separately for every point of damage that is inflicted. Buildings absorb monster inflicted damage on a roll of 4 or less. Any point of damage not absorbed causes a monster to lose 1 wound and a building to lose 1 building section.

SELF PRESERVATION

If a monster suffers 3 or more wounds during a close combat or ranged combat phase it must roll equal to or under its instinct rating on a d10 or flee. A fleeing monster moves its base movement rate away from the monster that caused the damage. A fleeing monster may not use any movement abilities or powers.

KNOCK BACK

Some attacks cause a monster to be knocked back. A knocked back monster is moved the appropriate number of inches as indicated in the attack that caused the knock back. The only thing that will prevent a monster from traveling the full knock back distance is blocking terrain or another monster. A monster must check to see if it is knocked down at the end of any knock back move.

BLOCKING TERRAIN & KNOCK BACK

If the path a monster is knocked back brings it into contact with blocking terrain the monster suffers 1 wound and is automatically knocked down. If the blocking terrain is a building the building suffers 1d10/2 (round up) wounds. If the building is completely destroyed the monster continues moving the remainder of the knock back distance if any.

MONSTERS & KNOCK BACK

If the path a monster is knocked back brings it into contact with another monster both monsters suffer 1 wound. The monster that was knocked back is automatically knocked down. The monster that was hit must roll equal to or under its dexterity rating on a d10 or also be knocked down.

KNOCK DOWN

Some attacks and situations will require a monster to check and see if it is knocked down. To see if a monster is knocked down the controlling player must roll equal to or under the monster's dexterity rating on a d10. If the roll fails the monster is knocked down. The player that caused the monster to be knocked down gets to choose how the monster will fall. A knocked down monster is placed on its side and considered prone. A prone monster has to hit modifiers that make it easier to hit.

BUILDINGS & KNOCK DOWN

If the direction a monster is knocked down would bring it into contact with a building treat the collision as if the monster had been knocked back into the building. Any building sections destroyed in this way are awarded to the monster that caused the original knock down.

MONSTERS & KNOCK DOWN

If the direction a monster is knocked down would bring it into contact with another monster, that monster must roll equal to or under its dexterity rating on a d10 or also be knocked down.

COMBAT MANEUVERS

Combat maneuvers are special attacks that can be performed by a monster in place of using its normal natural attacks. All combat maneuvers require a single attack roll to execute. Close combat maneuvers do not use the reach, damage, or abilities from the natural attacks being used unless otherwise specified. A monster that is the target of a close combat maneuver is still allowed a retaliatory attack providing it is still within reach at the completion of the combat maneuver. Combat maneuvers are laid out as follows.

Name: This is the common name of the combat maneuver.

Requirements: If the combat maneuver requires the monster to possess a specific power or statistic rating it will be listed here.

Type: This is the type of attack that is being performed. All maneuvers require a close combat attack or ranged combat attack.

Phase: This is the phase that the combat maneuver may be used.

Attack Cost: This is the number of natural attacks that must be forfeited in order to use the combat maneuver. For example a combat maneuver that had an attack cost of 2 would require the monster to lose 2 of its natural attacks for the duration of the turn. The monster must choose which natural attacks are applied to the combat maneuver before any to hit rolls are made.

Modifier: This is the modifier that must be added to the base target number along with any other modifiers.

Damage: This is how much damage is inflicted if the combat maneuver is successful.

Description: This is where you will find the detailed description of the combat maneuver and how it is performed.

CARRY

Type: Close Combat

Phase: Movement

Attack Cost: All

Modifier: +1

Damage: 0

This maneuver allows a monster to carry another monster. The attacking monster must be within 2" of the target monster. The monster must then make a single natural attack roll. If the attack roll is successful the attacking monster may carry the target monster with it as it moves. The monster may use any movement powers it possesses during this move. At anytime during the move the attacking monster may drop the target monster. The target monster must be dropped by the end of the move. When the target monster is dropped it is placed within 3" of the attacking monster and must roll to see if it is knocked down. If the target monster is dropped onto a building, treat it as if it had been knocked back into the building. Building sections destroyed in this way are awarded to the monster that carried the target monster.

POUNCE

Requirements: Leaping

Type: Ranged

Phase: Movement

Attack Cost: All

Modifier: +2

Damage: 2(3)

This maneuver allows a monster to use its leaping ability to jump onto another monster. The monster must make a single natural attack roll. If the attack roll is successful the monster lands on top of the target monster and inflicts 2 wounds; 3 wounds if the monster has the heavy ability. Once the maneuver has been completed place the monster within 2" of the target monster whether or not the attack was successful. The monster and the target monster must then roll to see if they are knocked down.

RAM

Type: Close Combat

Phase: Movement

Attack Cost: All

Modifier: +1

Damage: 2

This maneuver allows a monster to run into another monster using its body as a weapon. In order to use this maneuver the attacking monster must be at least 6" away from the target monster, have a clear path to it, and enough distance to reach it. If these conditions are met then the monster may use this maneuver. When this maneuver is used place the attacking monster in contact with the target monster. The monster must be moved directly towards the target monster from the point it started the maneuver. Next make a close combat attack. If the attack is successful the target

monster has been rammed. A rammed monster suffers 2 wounds and is knocked back 2d10". If the attack roll fails the attacking monster must roll equal to or under its dexterity rating on a d10 or be knocked down.

THROW

Type: Close Combat
Phase: Close Combat
Attack Cost: 2
Modifier: +1
Damage: 1

This maneuver allows a monster to pick up and throw another monster. In order to use this maneuver the attacking monster must be within 2" of its target. If these conditions are met the attacking monster may attempt to throw the target. To do this requires a close combat attack roll. If the roll is successful the target is thrown. The thrown monster is moved 2d10" in any direction and suffers 1 wound. The direction is chosen by the controller of the attacking monster. A throw move follows the same rules as knock back.

TOPPLE

Type: Close Combat or Ranged Combat
Phase: Close Combat or Ranged Combat
Attack Cost: See Below
Modifier: +2
Damage: 1

This combat maneuver allows a monster to destroy building sections and use them to attack another monster. This maneuver can only be used on a monster that is within 2" of the building that is being attacked. This maneuver must be

declared before any attack rolls are made. All attacks against a building when this maneuver is being used have a +2 modifier to the to hit target number. When this maneuver is used any building sections destroyed by the attacking monster can be used to make a single attack on a monster within 2" of the building hit. Each attack is treated as a special combat attack that has a to hit target number of 8. No other modifiers are applied. For example if you destroyed 3 building sections on a building that was within 2" of an opposing monster you would get three attacks against that monster that have a to hit target number of 8.

TRIP

Type: Close Combat
Phase: Close Combat
Attack Cost: 1
Modifier: +1
Damage: 0

This maneuver allows a monster to knock another monster down by tripping it. This maneuver requires a successful close combat attack roll. If the roll is successful the target monster is knocked down. This combat maneuver inflicts no damage.

GIANT MONSTER RAMPAGE

MONSTER RECORD SHEET

NAME:

POINT TOTAL:

KINGDOM:

PLAYER:

STATISTICS

NATURAL ATTACKS

DISTANCE
DEXTERITY
TOUGHNESS
INSTINCT

RATING	NAME	REACH	DAMAGE	ABILITIES

POWERS & ABILITIES

NAME

ENERGY

RANGE

DAMAGE

NAME	ENERGY	RANGE	DAMAGE

ATOMIC POWER



WOUNDS



NOTES