

GIANT MONSTER RAMPAGE RED ALERT



EXPANSION BOOK

GIANT MONSTER RAMPAGE RED ALERT

A GAME FROM
RADIOACTIVE PRESS

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INTRODUCTION

Welcome to Giant Monster Rampage: Red Alert. GMR: Red Alert is an expansion for Giant Monster Rampage 3rd edition. In this expansion you will find all the rules you need to build your very own military style strike force and battle against or with the monsters that terrorize the world. You must have a copy of Giant Monster Rampage 3rd edition to use this expansion.

CREATING A STRIKE FORCE

Below is a series of steps to help guide you through the creation of your strike force.

1. POINT TOTAL

Before you can begin making your strike force you need to determine how many points you will have to create it. You have the same number of points to create your strike force as a monster player has to make a monster. The average point total for a monster and a strike force is 200.

2. MINIATURES

You should have the miniatures you are going to use for your strike force handy before creating it. The miniatures should be small in comparison to the monster figures being used to give the illusion of the immense size of the monsters being fought. When creating your units you should also try to stay true

to what the miniature shows in terms of weapons and mode of movement.

3. UNIT TYPES

To make the creation of your strike force quickly GMR: Red Alert has three different unit types. Each unit already has its base statistics but it's up to you to add weapons and upgrades to it.

4. WEAPONS

All of the weapons are listed together in the weapons chapter. Make sure you read through all of the weapons to determine which one is right for the unit you are trying to create.

5. DETAILS

A little bit of detail goes a long way. What type of strike force have you created? Is it an MCCC force designed to protect the cities of the world, or an alien force bent on enslaving the earth? The details are for you to decide.

CHAPTER 1: STATISTICS

STATISTICS

For the sake of keeping the game simple, all units use the same statistics as giant monsters with the exception of command. All of the statistics are listed below with a brief review of how they are used. You can change the name of the statistics if you want them to be more in line with what you'd expect a strike force to have. For example you can change toughness to armor, or instinct to morale. The name isn't what's important only how they are used is what's important.

DISTANCE

This statistic measures a unit's ability to move around. How far a unit may move depends on the order it is given.

DEXTERITY

This statistic measures how well a unit fights and defends itself in close combat. It is primarily used to avoid being hit by a giant monster.

TOUGHNESS

This statistic is a measure of how resilient a unit is to taking damage. It is used to prevent the loss of wounds.

INSTINCT

This statistic is a measure of a unit's will to survive as well as its common sense.

WOUNDS

This statistic is a measure of how much damage a unit can sustain before being destroyed.

COMMAND

This statistic is a measure of how much control you have over your units. This statistic is not bought with creation points. How you get and use command points is discussed in the sequence of play chapter.

NATURAL ATTACKS

This statistic is a measure of how many natural attacks the unit possesses. No unit starts with natural attacks. Units can purchase an upgrade that will grant them natural attacks. Only those units that purchase the upgrade have this statistic.

CHAPTER 2: UNIT TYPES

UNIT TYPES

In this chapter are the three base units you can use in your strike force. Each unit can be further customized in the upgrades and weapons chapters. There is no limit to the number or types of units your strike force may include.

THE UNITS

Each unit is laid out as follows.

Name: This is the common name for the unit. It is recommended you change it to fit the theme of your strike force.

Points: This is how many creation points it costs to buy the unit.

Weapon Limit: This is the maximum number of ranged weapons you may arm the unit with.

Description: This is where you will find information about what the unit is.

Special Rule: If a unit has a special rule this is where it will be described.

Statistics: This is where you will find the statistics for that unit.

AIRCRAFT

Points: 5

Weapon Limit: 5

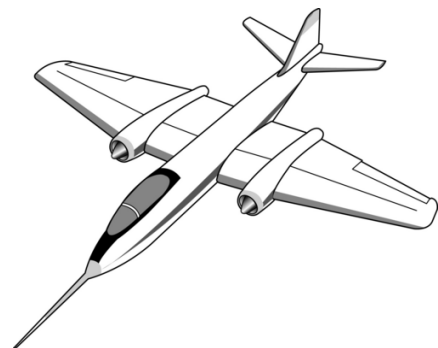
Aircraft units represent all manner of flying vehicles from helicopters to flying saucers.

Special Rule, Always In Flight: Aircraft units are always flying and therefore ignore all terrain features at all times, except those terrain pieces that affect flying monsters or units. They must, however, end their move in a place that the unit's miniature will fit.

Special Rule, Always moving: Aircraft vehicles must move at least 4" in one direction each turn unless they have an upgrade that allows them to remain stationary.

AIRCRAFT STATISTICS

| | |
|------------------|----------|
| Distance | 6 |
| Dexterity | 4 |
| Toughness | 3 |
| Instinct | 3 |
| Wounds | 1 |



ARMORED VEHICLE

Points: 3

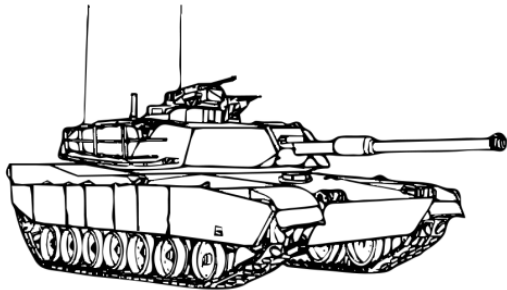
Weapon Limit: 3

Armored vehicles represent all manner of ground vehicles from tanks to robotic walkers.

Special Rule, Sink: Armored vehicles treat water terrain as blocking terrain unless they have an upgrade that allows them to move through water. If an armored vehicle, that cannot enter water terrain, is knocked back into water terrain it is considered to be destroyed and removed from the playing field.

ARMORED VEHICLE STATISTICS

| | |
|-----------|---|
| Distance | 4 |
| Dexterity | 3 |
| Toughness | 4 |
| Instinct | 3 |
| Wounds | 1 |



INFANTRY

Points: 1

Weapon Limit: 1

Infantry represent all manner of foot soldiers from humans to aliens.

Special Rule, Small Targets: Any monster that targets an infantry unit with its natural attacks has a +2 modifier added to its to hit target numbers. Also due to their small size

infantry units suffer +1 damage from any giant monster's natural attacks.

INFANTRY STATISTICS

| | |
|-----------|---|
| Distance | 2 |
| Dexterity | 3 |
| Toughness | 2 |
| Instinct | 2 |
| Wounds | 1 |



CHAPTER 3: UPGRADES

UPGRADES

Not all units are created equal. This chapter contains various upgrades you can use to help individualize your different units. All upgrades are broken down by unit type.

AIRCRAFT UPGRADES

The following upgrades may only be purchased for aircraft units.

BOOSTER ROCKETS

Points: 5

An aircraft unit with this upgrade has booster rockets that increase its speed. An aircraft unit with this upgrade may move 4x its distance rating in inches when given an advance order or 3x its distance rating in inches when given an advance and fire/strike order.

HOI ST

Points: 3

This upgrade allows aircraft vehicles that also have the rotors / repulsor lift upgrade to transport armored vehicle units across the playing field. An aircraft unit may hoist any armored vehicle unit that is within 2" of it at the beginning of the movement phase. The aircraft unit

may move and attack as normal. At the end of the aircraft unit's move you must place the armored vehicle unit anywhere within 2" of the aircraft unit, in terrain it could normally occupy. The armored vehicle unit may not move or attack the turn it is hoisted. An aircraft unit can hoist 1 armored vehicle unit at a time.

Rotors / REPULSOR LI FT

Points: 1

An aircraft unit with this upgrade is capable of hovering in one spot. The aircraft unit with this upgrade ignores the always moving special rule.

ARMORED VEHICLE UPGRADES

The following upgrades may only be purchased by armored vehicle units.

AMPHI BI OUS

Points: 1

An armored vehicle with this upgrade ignores the special rule sink and may move through water as normal. The armored vehicle unit is still subject to any movement penalties from the water terrain.

SKIMMER

Points: 3

An armored vehicle with this upgrade ignores all terrain features, except non-water blocking terrain as it moves.

TRANSPORT

Points: 3

An armored vehicle unit with this upgrade is able to transport infantry units across the playing field. An armored vehicle unit may pick up any infantry unit that is within 2" of it at the beginning of the movement phase. The armored vehicle unit may move and attack as normal. At the end of the armored vehicle unit's move you must place the infantry unit anywhere within 2" of the armored vehicle unit in terrain it could normally occupy. The infantry unit may not move or attack the turn it is transported. A transport armored vehicle can hold up to 3 infantry units.

INFANTRY UPGRADES

The following upgrades may only be purchased by infantry units.

DROP Troopers

Points: 3

An Infantry unit with this upgrade is dropped or teleported onto the playing field. Any infantry unit with this upgrade is not placed on the playing field as normal. Instead they can be placed anywhere on the playing field. To place the infantry unit, choose a spot on the playing field that the unit can

normally occupy then roll a d10. The number rolled is the distance the unit is off course and the top point of the d10 is the direction the unit is moved. If this puts the unit in terrain it could not normally occupy then the unit is lost and removed from the playing field.

JUMP Troopers

Points: 3

An infantry unit with this upgrade is equipped with jump packs or a similar device that allows the unit to move over or through obstacles. When the unit with this upgrade is moved it ignores all terrain features but must be placed in terrain it could normally occupy.

SUPER Troopers

Points: 1

An infantry unit with this upgrade is in fact a group of super heroes or genetically altered individuals. The infantry unit with this upgrade has a dexterity rating of 4 and a toughness rating of 4 instead of the normal 3 and 2 respectively.

UNIVERSAL UPGRADES

The following upgrades can be taken by any unit.

CLOSE COMBAT ATTACHMENT

Points: 1

A unit with this upgrade has a close combat weapon of some sort attached to it that is capable of injuring a giant monster. The unit with this upgrade gains a natural

attack with a reach of 2" that inflicts 1 wound. A unit may be given this upgrade up to three times.

HAZARD ARMOR

Points: 3

A unit with this upgrade has special armor that makes it immune to the effects of electricity, fire, and radiation terrain. A unit with this upgrade ignores the effects of electricity, fire, and radiation terrain.

MASSIVE SIZE

Points: 5

A unit with this upgrade is two to three times larger than units of the same type. The unit with this upgrade has 3 wounds. Massive units cannot be hoisted or transported. Massive units that also have the hoist or transport upgrades may hoist or transport twice the normal number of units allowed.

SELF DESTRUCT

Points: 1

A unit with this upgrade will explode when it loses its last wound. Any monsters or units, friend or foe, within 2" of the unit when it loses its last wound will suffer 1 wound.

SHIELD GENERATOR

Points: 3

A unit with this upgrade has a portable shield generator. Any ranged attacks directed at a unit with a shield generator have a +2 modifier added to the to hit target number.

STEALTH TECHNOLOGY

Points: 3

A unit with this upgrade has special equipment that camouflages them or renders them invisible. Before a unit with this upgrade can be targeted with a ranged attack the attacker must first roll equal to or under their instinct rating on a d10. If the roll succeeds the unit may be attacked as normal. If the roll fails the unit cannot be selected as the target of a ranged attack by that attacker for the remainder of the current round.

TARGETING SYSTEM

Points: 3

A unit with this upgrade has a sophisticated targeting system. A unit with this upgrade ignores all modifiers that increase their to hit target numbers for ranged attacks.



CHAPTER 4: FIREPOWER

FIREPOWER

In this chapter you get to arm your units with ranged weapons. The ranged weapons have been made generic so that you can better customize the weapons you have in mind for your units.

RANGED WEAPON TYPES

Ranged weapons have been broken down into four generic categories so that you can better customize your weapons.

BLASTGUN

Blastguns are your basic projectile shooting firearms. To make a blastgun the first thing you need to do is pick the range you want the weapon to have from the table below. The range is the maximum distance the weapon may fire.

| BLASTGUN RANGE | |
|----------------|--------|
| RANGE | POINTS |
| 6" | 1 |
| 12" | 3 |
| 18" | 5 |
| 24" | 7 |

Once you have picked the range you need to use the table

below to determine the damage the weapon will inflict.

| BLASTGUN DAMAGE | |
|-----------------|--------|
| DAMAGE | POINTS |
| 1 | 1 |
| 2 | 3 |
| 3 | 5 |

The last thing you need to do when making your weapon is add together the point values from the range and damage you have chosen to get the total point cost of your weapon.

BURSTGUN

Burst guns are firearms that explode upon impact like a missile, grenade, or something similar. To make a burstgun the first thing you need to do is pick the range you want the weapon to have from the table below. The range is the maximum distance the weapon may fire.

| BURSTGUN RANGE | |
|----------------|--------|
| RANGE | POINTS |
| 6" | 1 |
| 12" | 3 |
| 18" | 5 |
| 24" | 7 |

Once you have picked the range you need to use the table

below to determine the damage the weapon will inflict.

| BURSTGUN DAMAGE | |
|------------------------|---------------|
| DAMAGE | POINTS |
| 1 | 1 |
| 2 | 3 |
| 3 | 5 |

When a burstgun hits its intended target it explodes. This explosion, called the burst radius, will automatically hit any targets within a certain range of the original target. Any targets in the burst radius will suffer 1 wound. Now that you know what a burst radius is its time to choose one for your weapon.

| BURSTGUN BURST RADI US | |
|-------------------------------|---------------|
| RANGE | POINTS |
| 2" | 3 |
| 4" | 5 |
| 6" | 7 |

The last thing you need to do is add together the point values from the range, damage, and burst radius you have chosen to get the total point cost of your weapon.

PULSEGUN

A pulsegun is a weapon that fires in all directions at once. To make a pulsegun the first thing you need to do is pick the area of effect you want the weapon to have from the table below. When an area of effect weapon is used any targets within the listed range may be hit. You must roll to hit each target separately.

| PULSEGUN AREA OF EFFECT | |
|--------------------------------|---------------|
| RANGE | POINTS |
| 3" | 3 |
| 6" | 5 |
| 9" | 7 |

Once you have picked the area of effect you need to use the table below to determine the damage the weapon will inflict.

| pul segun DAMAGE | |
|-------------------------|---------------|
| DAMAGE | POINTS |
| 1 | 1 |
| 2 | 3 |
| 3 | 5 |

The last thing you need to do when making your weapon is add together the points from the area of effect and damage you have chosen to get the total point cost of your weapon.

SPRAYGUN

A spraygun is a weapon that fires a continuous stream of a flammable or corrosive substance. To make a spray the first thing you need to do is pick the range you want the weapon to have from the table below. The range is the maximum distance the weapon may fire.

| SPRAYGUN RANGE | |
|-----------------------|---------------|
| RANGE | POINTS |
| 6" | 1 |
| 9" | 3 |
| 12" | 5 |

The next thing you need to determine is the width of the spraygun's stream. Any target that is in a straight line that is up to the weapon's range and within the stream's width may be hit. You must roll to hit each target separately. Use the table below to determine the width of your weapons stream.

| SPRAYGUN STREAM WIDTH | |
|-----------------------|--------|
| RANGE | POINTS |
| 1" | 1 |
| 2" | 3 |
| 3" | 5 |

Once you have picked the stream width you need to use the table below to determine the damage the weapon will inflict.

| SPRAYGUN DAMAGE | |
|-----------------|--------|
| DAMAGE | POINTS |
| 1 | 1 |
| 2 | 3 |
| 3 | 5 |

The last thing you need to do when making your weapon is add together the points from the range, stream width, and damage you have chosen to get the total point cost of your weapon.

ADVANCED TECHNOLOGY

The following advanced technology upgrades represent things that are more in the realm of science fiction than reality. Any of the following upgrades can be added

to any of the ranged weapons above unless otherwise noted. A ranged weapon may have no more than one of the upgrades below and a strike force cannot have more than five ranged weapons with advanced technology upgrades.

FORCEGUN

Points: 5

A weapon with this upgrade hits with enough force to knock targets back. Any targets hit by a forcegun are knocked back 1d10/2" away from the attacker. A weapon with this upgrade does not have to be given a damage value.

FREEZEGUN

Points: 5

Any targets hit by a weapon with this upgrade become covered in a thick layer of frost. An affected target has its distance and dexterity statistics reduced to 1 until the end of the current round. This reduction applies even if the target absorbs all of the damage from the weapon with this upgrade. A weapon with this upgrade does not have to be given a damage value.

GASGUN

Points: 5

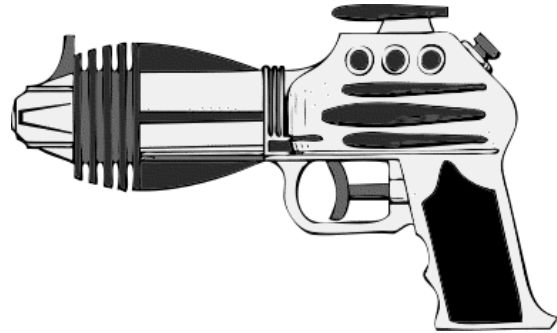
Limitations: Sprayguns and pulseguns only

A weapon with this upgrade shoots forth a cloud of toxic gas. Any target hit by a gasgun must roll equal to or under its toughness on a d10. If the roll is failed and the target is a monster, the monster is knocked down. If the roll is failed and the target is a unit the unit is confused. A weapon with this upgrade does not have to be given a damage value.

POI SONGUN

Points: 3

A weapon with this upgrade inflicts a poisonous substance into a wounded target. Any target wounded by a weapon with this upgrade must reduce one of the following statistics, distance, dexterity, toughness, or instinct, to 1. If the chosen statistic already has a value of 1 a different statistic must be chosen. The statistic reduction lasts until the end of the current round and only applies to targets that lose a wound from the attack. Targets that absorb all of the wounds from the attack do not suffer the statistic reduction.



PSYCHEGUN

Points: 3

A weapon with this upgrade attacks the mind of the target instead of the body. A target hit by a psychegun must use their instinct statistic to absorb wounds instead of their toughness.

STONEBUSTER

Points: 5

A weapon with this upgrade is capable of destroying building sections. A weapon with this upgrade can be used to attack buildings the same as giant monsters.

CHAPTER 5: THE PLAYING FIELD

THE PLAYING FIELD

How units interact with the terrain on the playing field is slightly different than giant monsters. Below are all of the different terrain features used in Giant Monster Rampage and how they affect units.

BUILDINGS

Buildings are considered blocking terrain to all units except aircraft units. Buildings can only be attacked by units that have a weapon with the stonebuster upgrade.

BUILDINGS AS BUNKERS

Any, non-massive, infantry unit that is within 1" of a building may enter that building. If an infantry unit enters a building Place the unit next to or on top of the building, if possible. It is also a good idea to place a token of some kind next to the unit to indicate that it is inside the building.

An infantry unit that is inside a building gets a +2 bonus to its toughness and any attacks directed at them have a +2 modifier added to the to hit target number. Attacks

directed at a unit inside the building will not damage the building.

Any infantry unit that is inside a building may fire out of any side of the building. Likewise the infantry unit may be attacked from any side of the building. When measuring range measure from the center edge of the side that is being fired to or from.

Any attacks directed at the building itself will only affect the units inside if the last building section is destroyed. Once the last building section of a building is destroyed, roll a d10, separately for each unit inside. On a roll of 1-7 the unit is destroyed and removed from the playing field. On a roll of 8-10 the unit manages to escape and is placed anywhere within 1" of where the building once stood.

ELECTRICITY

Any non-aircraft units that enter electricity terrain must roll equal to or under their toughness on a d10 or become disorganized.

FIRE

Fire terrain affects all non-aircraft units the same as giant monsters.

FOREST

Forest terrain affects non-aircraft units the same as giant monsters when moving through it.

FORESTS AS COVER

Any non-aircraft unit that occupies forest terrain gets a +1 bonus to its toughness. Additionally any attacks directed at a unit that is completely in forest terrain has a +1 modifier to the to the target number.

HILLS

Hill terrain affects non-aircraft units the same as giant monsters.

OBJECTS

Objects are considered blocking terrain to non-aircraft units and can only be used by giant monsters. However, units can use weapons with the stonebuster upgrade to destroy objects the same way a giant monster does.

LAVA

Any non-aircraft unit that enters lava terrain suffers 1 wound that cannot be absorbed. Additionally any non-aircraft unit that starts its turn in lava terrain suffers 1 wound that cannot be absorbed.

RADIATION

Any non-aircraft unit that enters a piece of radiation terrain must reduce their toughness rating by 1 for the remainder of the current game. If this would lower the unit's toughness to 0 remove the unit from the game instead.

WATER

Water terrain is considered blocking terrain to non-aircraft units unless they have an upgrade that allows them to move through it or over it. Any unit that can move through water terrain may do so with the same penalty as a giant monster.



CHAPTER 6: SEQUENCE OF PLAY

SEQUENCE OF PLAY

Units use a sequence of play very similar to the one used by giant monsters with a few changes. Below is a list of the sequence of play as it applies to units.

MONSTERS AND UNITS

If you are using a monster and a strike force together at the beginning of your turn you must decide which one, the monster or the units you want to use first.

MILITARY STRIKES

If one or more players are using a strike force then the giant monster player does not have a military strike phase.

PLACING UNITS

Units are placed the same as giant monsters. All units must be placed within 6" of the table edge and cannot be within 24" of an opposing monster or

unit. If you cannot place a unit using these restrictions place it as far away from an opposing monster or unit as you can. A roll off should be used to determine who gets to pick their table edge and set up first.

INITIATIVE

When rolling for initiative the strike force player adds in any unspent command points to the roll. If players are using giant monsters with a strike force the players do not add any unspent command points or unspent atomic power points to the roll. Instead each player adds in the number of units of theirs that were destroyed the previous turn or the number of wounds lost by their monster, whichever is higher.

COMMAND POINTS

Instead of having atomic power points a strike force has command points. Command points are used to give orders to the different units. Command points are rolled at the beginning of a new round before the first player takes his turn.

When rolling for command points each player rolls a d10. The number rolled is the players command point total for the current round.

PHASE 1: ORDERS

During this phase the strike force player must give orders to his units. The player can only give as many orders as he has command points to do so. Below is a list of the different orders that can be given and their command point costs. Even if an order costs 0 command points the order must be given during this phase.

ADVANCE

Command Points: 1

A unit that is given this order may move 3x its distance rating in inches during the movement phase.

ADVANCE AND FIRE

Command Points: 2

A unit that has been given this order may move 2x its distance rating in inches during the movement phase and then attack using its ranged weapons during the ranged combat phase.

ADVANCE AND STRIKE

Command Points: 2

A unit that has been given this order may move 2x its distance rating in inches during the movement phase and then

attack using its natural attacks during the close combat phase.

ADVANCE, FIRE, AND STRIKE

Command Points: 3

A unit that has been given this order may move 2x its distance rating during the movement phase, attack with a single ranged weapon during the ranged combat phase, and attack using all of its natural attacks during the close combat phase.

FIRE

Command Points: 1

A unit that has been given this order may attack using its ranged weapons during the ranged combat phase.

STRIKE

Command Points: 0

A unit that has been given this order may attack using its natural attacks during the close combat phase.

UNIT FORMATIONS

If two or three units of the same type are within 1" of each other they are considered to be a formation. A unit formation allows you to give a single order to multiple units. For example if you had three infantry units within 1" of each other you could give them all a move order and it would only cost 1 command point. The units must be in formation at the beginning of the turn to benefit from this

rule. No more than three units can make up a formation.

PHASE 2: MOVEMENT

During this phase the units that have advance orders may be moved. The units may be moved in any order. All units in a single formation must be moved one after the other until all units in the formation have moved.

PHASE 3: RANGED COMBAT

During this phase the units with fire orders may attack. The units may attack in any order. All units in a single formation must attack one after the other until all units in the formation have attacked.

PHASE 4: CLOSE COMBAT

During this phase the units with strike orders may attack. The units may attack in any order. All units in a single formation must attack one after the other until all units in the formation have attacked.

PHASE 5: REINFORCEMENTS

During this phase you get to roll to see if any reinforcements have arrived. To do this, roll a d10. On a roll of 9 or 10 a unit reinforcement has arrived to help. A unit reinforcement can be any unit that has been destroyed and

removed from the playing field. If no units have been destroyed skip the reinforcement phase. The unit reinforcement can be placed anywhere within 6" of your starting edge.

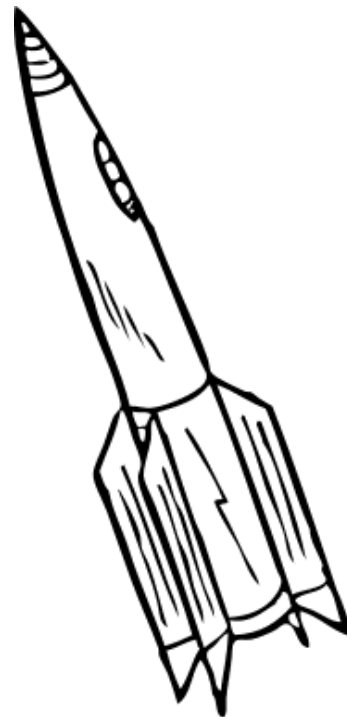
SPECIAL ORDER

There is one order that can only be given in certain situations. That order is listed below.

FALLBACK

Command Points: 1

Any time a unit is attacked, after the attack is resolved this order may be given immediately, providing the unit is still on the table. A unit that has been given this order may immediately move 2x its distance rating in inches.



CHAPTER 7: COMBAT

COMBAT

Units make their attacks the same way a giant monster does with a few minor changes.

TARGET NUMBER

All unit attacks have a base target number of 6 just like giant monsters.

AIRCRAFT UNITS

Only giant monsters and opposing aircraft units may make close combat attacks against an aircraft unit. Likewise aircraft units can only make close combat attacks against opposing aircraft units or giant monsters. NOTE: Only units with the close combat attachment upgrade can make close combat attacks.

CRITICAL HITS

If a unit rolls a critical hit against a monster the critical hit works as described in the Giant Monster Rampage core rulebook. If a giant monster or a unit roll a critical hit against a unit. The unit that was hit does not get to roll to absorb the damage from that attack.

RANGED COMBAT

A unit progresses through the same steps when making a ranged attack with the exception of the atomic power step. Units do not have to pay atomic power for their attacks. A unit may fire all of the ranged weapons it possesses. Below is an updated ranged to hit table.

| 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+ (monsters only) | +1 |
| In forest terrain (units only) | +1 |
| Infantry in building | +2 |
| <u>Special</u> | |
| target prone, disorganized, or a building | -2 |

CLOSE COMBAT

Only units with the close combat attachment upgrade may make close combat attacks. A unit uses the same steps to make a close combat attack as a giant monster. Below is an updated close combat to hit table.

| 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+ (monsters only) | +1 |
| In forest terrain (units only) | +1 |
| Infantry in building | +2 |
| <u>Special</u> | |
| target prone, disorganized, or a building | -2 |

DISORGANIZED UNITS

If an attack against a unit calls for a knock down check the unit must make a disorganization check. To do this the unit must roll equal to or under its instinct rating on a d10. If the roll succeeds the unit is fine. If the roll fails the unit is

disorganized. A disorganized unit is easier to hit as indicated by a -2 modifier to any attacks made against them. Additionally a unit that starts its turn disorganized cannot be given any orders that turn as it regroups. The unit will return to normal at the end of the turn in which it regrouped.

SPLITTING ATTACKS

Units may not split their natural attacks amongst multiple targets.

WOUNDS

Units absorb and lose wounds the same way that giant monsters do.

KNOCK BACK

Units can be knocked back just like monsters. If a unit is knocked back into blocking terrain it suffers 1 wound that cannot be absorbed. If a unit is knocked back into another unit, both units suffer 1 wound that cannot be absorbed. If a unit is knocked back into a monster, the unit suffers 1 wound that cannot be absorbed. The monster does not suffer any damage from the unit that was knocked into it. Massive units that survive a knock back are automatically disorganized.

COMBAT MANEUVERS

All giant monster combat maneuvers can be used against units. Remember that any maneuver that causes knock down will instead cause disorganization in units.

NEW COMBAT MANEUVER

The following is a new combat maneuver that can be used by giant monsters to attack units.

STOMP / SWAT

Type: Close Combat

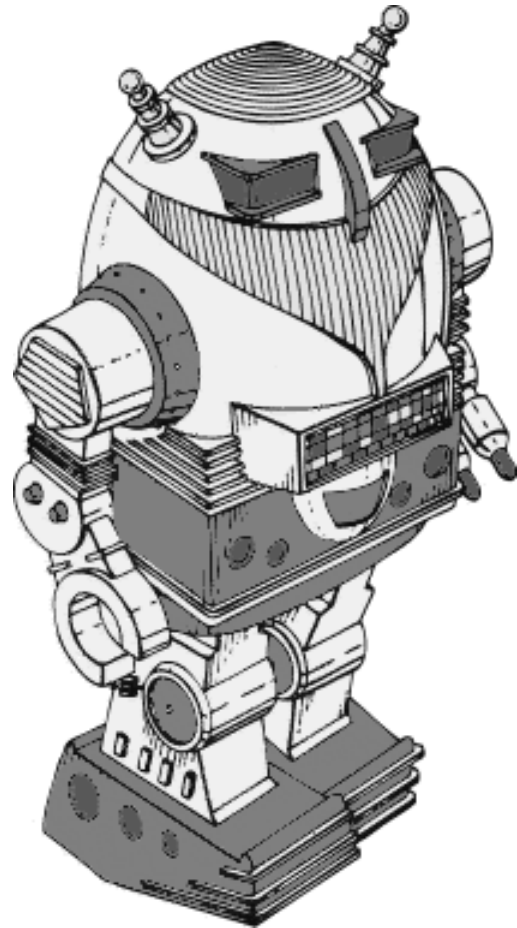
Phase: Movement

Attack Cost: All

Modifier: +1

Damage: 1

This maneuver allows a giant monster to use its natural attacks as it moves to stomp on or swat at units. During the course of the giant monster's movement phase the monster may attack any units that it comes within 2" of as it moves. The monster may move and attack units until it has run out of distance or natural attacks. The monster may make a number of attacks equal to its natural attack statistic.



GMR:RED ALERT

UNIT RECORD SHEET

| UNIT #1 | | unit #2 | | unit #3 | |
|-----------|---------|-----------|---------|-----------|---------|
| TYPE: | POINTS: | TYPE: | POINTS: | TYPE: | POINTS: |
| DISTANCE | | DISTANCE | | DISTANCE | |
| DEXTERITY | | DEXTERITY | | DEXTERITY | |
| TOUGHNESS | | TOUGHNESS | | TOUGHNESS | |
| INSTINCT | | INSTINCT | | INSTINCT | |
| ATTACKS | | ATTACKS | | ATTACKS | |
| WOUNDS | 0 0 0 | WOUNDS | 0 0 0 | WOUNDS | 0 0 0 |
| WEAPONS | | WEAPONS | | WEAPONS | |
| | | | | | |
| UPGRADES | | UPGRADES | | UPGRADES | |
| | | | | | |
| UNIT #4 | | unit #5 | | unit #6 | |
| TYPE: | POINTS: | TYPE: | POINTS: | TYPE: | POINTS: |
| DISTANCE | | DISTANCE | | DISTANCE | |
| DEXTERITY | | DEXTERITY | | DEXTERITY | |
| TOUGHNESS | | TOUGHNESS | | TOUGHNESS | |
| INSTINCT | | INSTINCT | | INSTINCT | |
| ATTACKS | | ATTACKS | | ATTACKS | |
| WOUNDS | 0 0 0 | WOUNDS | 0 0 0 | WOUNDS | 0 0 0 |
| WEAPONS | | WEAPONS | | WEAPONS | |
| | | | | | |
| UPGRADES | | UPGRADES | | UPGRADES | |
| | | | | | |

COMMAND POINTS 0 0 0 0 0 0 0 0 0 0 0

NOTES

GMR:RED ALERT

UNIT RECORD SHEET

| UNIT #7 | | unit #8 | | unit #9 | |
|-----------------|---------|-----------------|---------|-----------------|---------|
| TYPE: | POINTS: | TYPE: | POINTS: | TYPE: | POINTS: |
| DISTANCE | | DISTANCE | | DISTANCE | |
| DEXTERITY | | DEXTERITY | | DEXTERITY | |
| TOUGHNESS | | TOUGHNESS | | TOUGHNESS | |
| INSTINCT | | INSTINCT | | INSTINCT | |
| ATTACKS | | ATTACKS | | ATTACKS | |
| WOUNDS | 0 0 0 | WOUNDS | 0 0 0 | WOUNDS | 0 0 0 |
| WEAPONS | | WEAPONS | | WEAPONS | |
| | | | | | |
| UPGRADES | | UPGRADES | | UPGRADES | |
| | | | | | |
| UNIT #10 | | unit #11 | | unit #12 | |
| TYPE: | POINTS: | TYPE: | POINTS: | TYPE: | POINTS: |
| DISTANCE | | DISTANCE | | DISTANCE | |
| DEXTERITY | | DEXTERITY | | DEXTERITY | |
| TOUGHNESS | | TOUGHNESS | | TOUGHNESS | |
| INSTINCT | | INSTINCT | | INSTINCT | |
| ATTACKS | | ATTACKS | | ATTACKS | |
| WOUNDS | 0 0 0 | WOUNDS | 0 0 0 | WOUNDS | 0 0 0 |
| WEAPONS | | WEAPONS | | WEAPONS | |
| | | | | | |
| UPGRADES | | UPGRADES | | UPGRADES | |
| | | | | | |

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