

MONSTER GENERATION REFERENCE SHEET

Kingdom, Max Statistics					
	Alien	Animal	Elemental	Flora	Mechanical
Distance	5	8	6	5	6
Dexterity	8	6	6	4	5
Toughness	6	5	8	6	8
Instinct	4	6	4	8	4
Special	Morph	Rage	Lifeless	Root	Alternator

Natural Attack Cost Table	
Wounds Inflicted	Cost
1	10
2	20
3	30

NOTE:
NO MONSTER MAY HAVE MORE
THEN 5 NATURAL ATTACKS.

Powers						
Name	Points	Type	Energy	Damage	Range	Duration
Adhesive Blast	20	Ranged / Spray	1	-	6"	1 Round
Bomb Blast	20	Ranged	2	2	18"	-
Camouflage	25	Special	3	-	-	1 Turn
Corona	30	Defensive	4	1	-	1 Turn
Energy Blast	30	Ranged	3	3	24"	-
Explosive Blast	25	Ranged	3	1	18"	-
Flame Blast	25	Ranged / Spray	3	2	6"	-
Force Blast	15	Ranged	3	-	6"	-
Freeze Blast	20	Ranged	3	2	6"	-
Gas Blast	10	Ranged / Spray	2	-	3"	-
Invisibility	30	Special	5	-	-	Special
Laser Blast	30	Ranged	3	1	24"	-
Liquid Blast	20	Ranged / Spray	3	1-5	6"	-
Mechanical Blast	20	Ranged	3	1	18"	-
Parasite Blast	25	Ranged	2+	1-5	6"	-
Psychic Blast	25	Ranged	3	2	24"	-
Pulse	20	Ranged / AOE	3	1	3"	-
Reflection	40	Defensive	4	-	-	-
Shield	30	Defensive	2+	-	-	1 Phase / Special
Sonic Blast	25	Ranged / Spray	2	2	12"	-
Tractor Beam	25	Ranged	2	-	24"	-
Transform	40	Special	6	-	-	-

Abilities		
Name	Point Cost	Type
Absorb	5 / wound	Close Combat
Burrowing	20	Movement
Cling	20	Special
Daze	5	Close Combat
Elastic	10	Close Combat
Elongated	5	Close Combat
Extended Reach	3 / 1"	Close Combat
Fast	30	Movement
Fins	5	Movement
Flight	25	Movement
Heavy	25	Special
Leap	25	Movement
Knock Down	10	Close Combat
Paralysis	25	Close Combat
Pierce	10 / -1	Close Combat
Poison	10 / wound	Close Combat
Regeneration	30	Special
Squat	15	Special

NOTE:
REFER TO CHAPTER 3 OF THE GMR CORE RULES FOR
FURTHER INFORMATION ABOUT MONSTER POWERS
AND ABILITIES.

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

NOTE:
FOR EACH POINT BOUGHT OVER A
KINGDOMS MAX STATISTICAL
VALUE ADD 10 POINTS TO THE
COST.

COMBAT REFERENCE SHEET

Ranged Combat to hit Table	
<u>Base</u>	6
<u>Critical Hits</u>	10
<u>Range</u>	<u>Modifier</u>
0-6"	-1
7-12"	0
12-24"	+1
25"+	+2
Cover	
1/2+	+1
<u>Special</u>	
Building	-2
Prone Target	-2

Combat Maneuver Table						
	To-Hit Modifier	Attack Cost	Damage	Requirements	Phase	
Carry	+1	All	0	-	Close Combat	
Pounce	+2	All	2(3)	Leaping	Movement	
Ram	+1	All	2	-	Movement	
Throw	+1	2	1	-	Close Combat	
Topple	+2	Special	1	-	Close or Ranged Combat	
Trip	+1	1	0	-	Close Combat	

Close Combat to hit Table	
<u>Base</u>	6
<u>Critical</u>	10
<u>Reach</u>	<u>Modifier</u>
0-2"	-1
3-4"	0
5"+	+1
<u>Dexterity</u>	
Opponet has Higher Dexterity	+1 Per Point Difference
Opponet has Lower Dexterity	-1 Per Point Difference
<u>Cover</u>	
1/2+	+1
<u>Special</u>	
Prone	-2
Building	-2

Alternate Ranged Combat to hit Table	
<u>Base</u>	5
<u>Critical Hits</u>	1
<u>Range</u>	<u>Modifier</u>
0-6"	+1
7-12"	0
12-24"	-1
25"+	-2
Cover	
1/2+	-1
<u>Special</u>	
Building	+2
Prone Target	+2

Alternate Combat Maneuver Table						
	To-Hit Modifier	Attack Cost	Damage	Requirements	Phase	
Carry	-1	All	0	-	Close Combat	
Pounce	-2	All	2(3)	Leaping	Movement	
Ram	-1	All	2	-	Movement	
Throw	-1	2	1	-	Close Combat	
Topple	-2	Special	1	-	Close or Ranged Combat	
Trip	-1	1	0	-	Close Combat	

Alternate Close Combat to hit Table	
<u>Base</u>	5
<u>Critical</u>	1
<u>Reach</u>	<u>Modifier</u>
0-2"	+1
3-4"	0
5"+	-1
<u>Dexterity</u>	
Opponet has Higher Dexterity	-1 Per Point Difference
Opponet has Lower Dexterity	+1 Per Point Difference
<u>Cover</u>	
1/2+	-1
<u>Special</u>	
Prone	+2
Building	+2

Alternate Abilities and Powers Modifiers	
Rage	+1
Parasite Blast	-2
Camouflage	-2