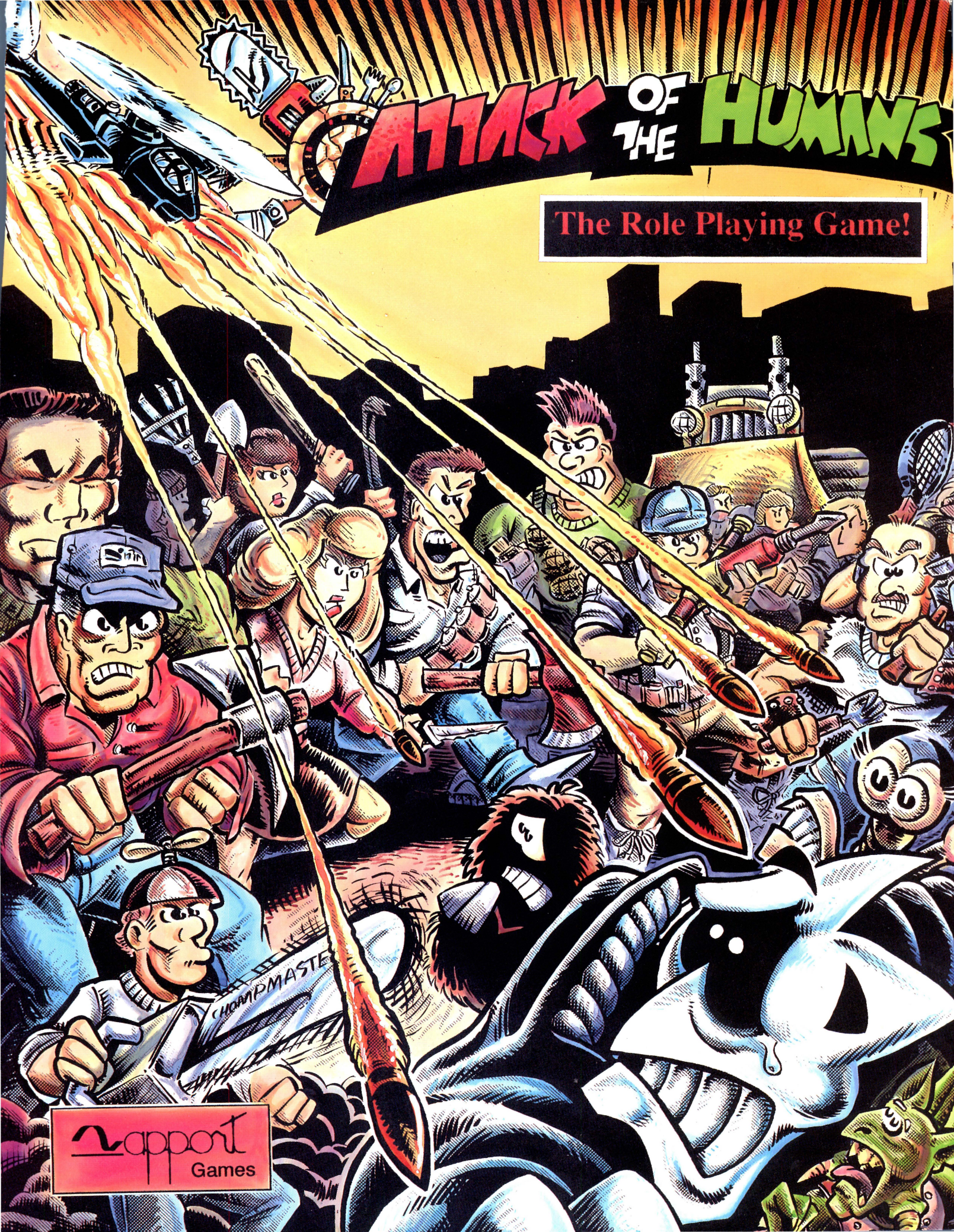




ATTACK OF THE HUMANS

The Role Playing Game!

rapport
Games



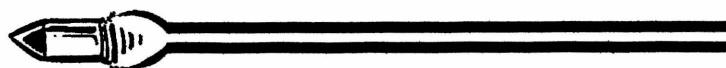
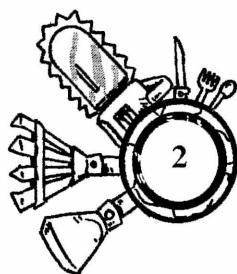
Basic Rules, Character Creation, Adventure Creation, Character Sheets

©1990 Rapport Games

The Attack of the Humans logo is a trademark of Rapport Games

Written by Devin Durham

Concept by Phil Morrissey



Credits

Game Design Devin Durham
Original Concept and Guidance Phil Morrissey
Contributions to Design Amy Stuart
..... Matt Fairleigh
..... John Macdonnell
..... Tim Baum

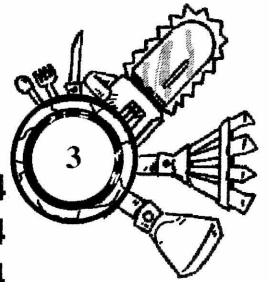
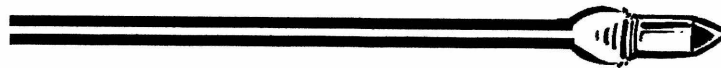
Graphic Director Phil Morrissey
Cover Art Phil Morrissey
Interior Art Marty Salsman
..... Phil Morrissey
..... Tom Verre
..... John Sies
..... Mark Wallace

Playtesters Amy Stuart
..... Phil Morrissey
..... John Macdonnell
..... Tim Baum
..... Ernest Stubblefield
..... Cindy Foster
..... Norm Kilpatrick
..... John Fitch
..... Jason Durham
..... Daniel Bell
..... Britt Eubanks
..... Kevin McCoy
..... Scott Sauer

A Very Special Thanks To: Ray Jackson
..... Dave Budrick
..... Jim Foley
..... Chris Williams

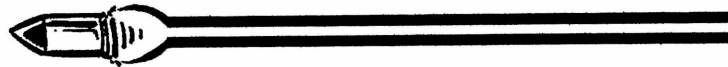
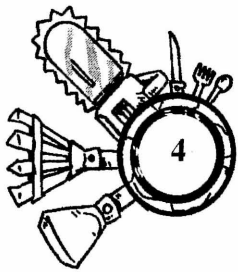
Attack of the Humans, ©1990 Rapport Games. All Rights Reserved. No portion of this book may be copied or transferred by any means without express written consent of the author.

This book was constructed with a wide outside margin. This was to give us some area to scoot the art into, providing a minimum disruption of the text. It also gives a handy area to write down notes, as well as some place to put your thumb when you hold the book. We sincerely hope you enjoy Attack of the Humans.



What is Attack of the Humans?	4
Attack of the Humans: The Role Playing Game	4
Players of Attack of the Humans	4
Required Materials	5
Required Attitudes	5
The World of Attack of the Humans	6
Basic Assumptions	7
The World of the Past	7
The World of the Present	8
A Timeline of Human/Monster Interaction	9
The Anatomy of a Monster	13
Characters in Attack of the Humans	16
Player Characters	17
How to Create a Character in Six Easy Steps	18
Skill Descriptions	21
Non Player Characters	28
Equipment	29
Getting Things Done	34
Skills	35
Combat	38
Common Monsters	45
Adventures	74
What is an Adventure?	75
Adventures in Attack of the Humans	75
The Proper Tone	75
Incentives	77
A Letter To All Operatives	80
A Sample Attack of the Humans Session	81
Monster Commission Reports	84
An Epilogue	90





What is Attack of the Humans?

This section is primarily for those of you who have never played a role playing game before. If you are familiar with how most role playing games work, then you can probably just go ahead and skip to the next section.



A note on conventions: When referring to players and the like, the text may say either “he” or “she.” There is no actual reference to any particular sex here, it just makes it easier to read if the pronoun changes every once in a while. We are not trying to indicate that either men or women should feel excluded. It is our sincerest hope that every single man, woman and child in the continental U.S. and abroad will buy and play Attack of the Humans.

At various times in the book, you may see an abbreviation that looks something like this: “4d10.” This means to pick up four 10 sided dice and roll them. The first number is the amount of dice to be rolled, the “d” is really just a separator, and then the last number tells exactly which type of die to roll. Dice rolls are used as random number generators, and usually there is a given number that you are trying to roll under. For example, if you are told that “you will need to roll a 7 or less on 2d6” then this means that you need to pick up two 6 sided dice and roll them. If the total of the two dice is less than 7, then you have accomplished whatever it is that you were trying to do.

Attack of the Humans: The Role Playing Game

Attack of the Humans is a role playing game. That means that each player will assume an alter ego, and pretend that they are that alter ego for the duration of the game. This alter ego is called a “character” and is nothing more than some scribbles on a piece of paper. A character sheet is included with the game, you will need to photocopy it and use the copy. Don’t write on the original, because you only get one. Don’t waste it.

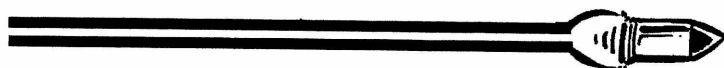
It is up to the player to give personality to the character. You will be required to give the character a name, and his other attributes will either be assigned or randomly generated. You must look at the sheet and imagine what this character is like, and try to act like him. Playing a role playing game is very much like being in a play with no lines. There is a director that tells you what is in each scene, but there are no lines for you to memorize; you have to make them up yourself.

Most players will play a character “larger than life” which means that they will pick some particular aspect of the character’s personality and play it up to a huge degree. For example, if you think that your character might be a bit paranoid, you might hype that up to such an extent that if the character were a real person he wouldn’t be able to function in society.

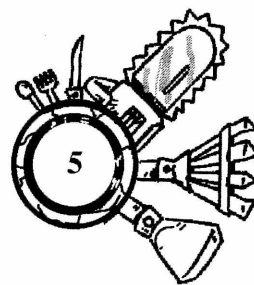
Players of Attack of the Humans

Attack of the Humans requires at least 2 players, one of which is called the “Monster Master” or MM for short. Sometimes he may be called M&M, or maybe just M. It all depends on how people feel about him at the moment. There is always one MM, but

AOTH!



there may be as many players as the MM feels that he can handle. The MM is the master of the game, the controller, the decider of fates, the ruler of the land. It is up to him to create the situations that the players will adventure in, and it is up to him to role play the various people that the players will come in contact with. The MM is also a referee and a judge, and it is up to him to keep everything in a game civil and running smoothly. A good MM will make a game enjoyable and fun, just as a bad one will ruin a game.



It is the MM's responsibility to come up with the scenarios that the players will adventure through. It is important that the MM has a complete understanding of the rules. It is helpful if the MM is a very imaginative person.

Things Needed for Attack of the Humans

Required Materials: At least two players, one of which assumes the role of "Monster Master," a few pieces of paper and some pencils, a sense of humor, some monsters to kill, and at least one of each of the following types of dice: 4 sided, 6 sided, 8 sided, 10 sided, and 20 sided. You will also need some photocopies of the character sheet. If you have some spare time, grab an envelope and send a letter to your congressman explaining that there should be more anti-monster legislation.

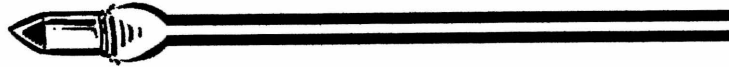
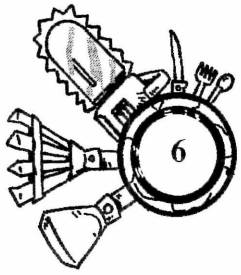
Required Attitudes

Because Attack of the Humans was written to have fun with, it was written with a humorous attitude. Attack of the Humans has a tendency to become very violent, but please don't accept this as a tenet that you base your way of life on. Attack of the Humans is just a game, and we are not trying to make any social statements here. Just have fun, kill LOTS of monsters, and enjoy yourself. Please.

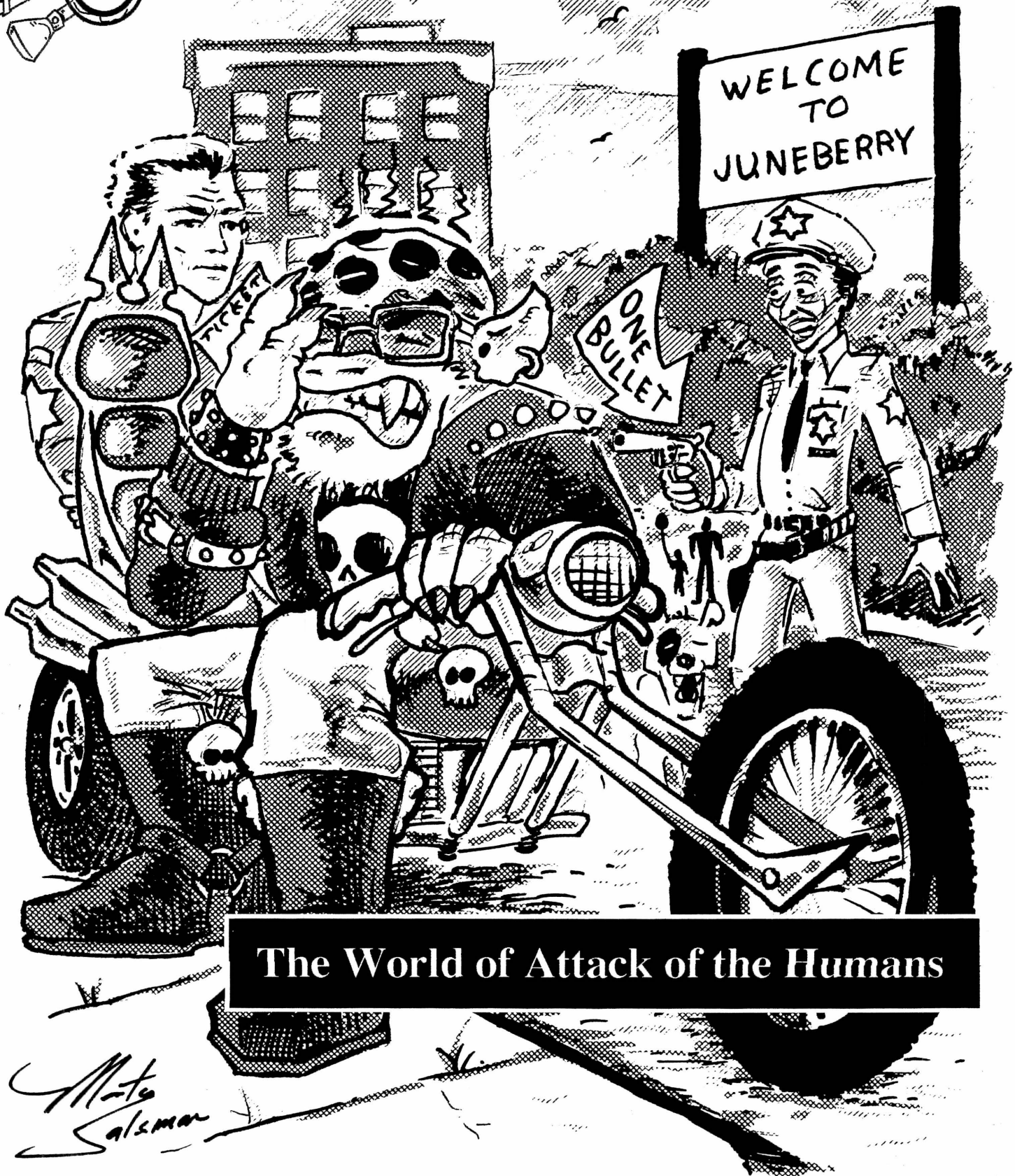
Have a sense of humor. You will need it. Most of the situations that you will find yourself in are somewhat ridiculous, but just remember that you are playing this game to have fun! With this in mind, read on, and have lots and lots of fun.



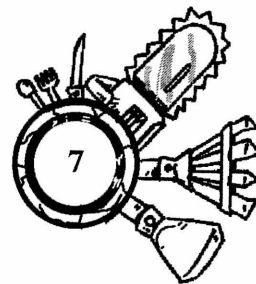
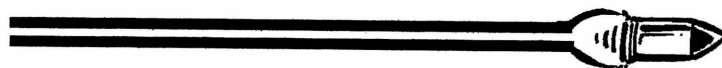
Mark Wallace 1990



AOTH!



The World of Attack of the Humans



The World of Attack of the Humans

Have you ever been sitting in your living room, watching some horrible B grade monster movie, and said "You know, if I were in that position, I would do this....?" Have you ever been playing a role playing game, and stumbled upon some village that had been ravaged by monsters, and thought to yourself "Why didn't they just do this..." Have you ever started *really* thinking about it, so much that all sorts of really stupid ideas start cropping up and before long you are rolling on the floor laughing and wishing that somebody else out there thought that what you had just said was as funny as it was? If you have, then this game is for you. If not, it's for you anyway because you desperately need some humor in your life.

Basic Assumptions

Attack of the Humans is where you play the part of those poor helpless people trapped in a horribly thought-out plot line. Be it in movies, books, games, or whatever else, there always seem to be innocent victims that were not quite bright enough to avoid the monsters, let alone kill them off. What is a monster without innocent victims anyway? Dead, that's what he is. If the world is to be saved from virulent hordes of toxic waste extruding bio-morphs, it's up to us. Why should the humans always be on the receiving end of the stick? Why should two thirds of the earth's population be killed off by giant acne monsters before some wise guy thinks to spread benzoyl peroxide in their path? Well here at Rapport Games, we are sick of it! It's time somebody stood up and shouted "I'm sick of being slaughtered by monsters, and I'm not going to stand for it any more!" We're smarter than the idiot monsters are, and it's time to turn the tables. Wholesale slaughter of monsters is long overdue, and it's time that it begins.

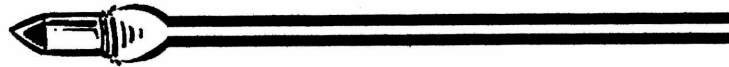
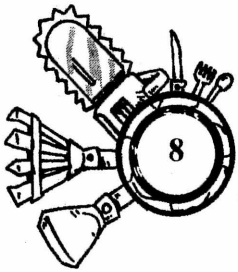
So, Attack of the Humans is a violent monster bash, with the often usually being the victors. This is usually what happens in other games, but we thought it would be a good idea to get that right out into the open. No plays on morality, no social statements, no supporting special interest groups, you are just here to kill monsters.

Violence is a key element of the game, but thinking will also get you far. You will often find yourself confronted by problems that will require the application of certain skills, and it is often impossible to "win" a given scenario without first solving some sort of problem (like "what do the monsters want this time," or "I wonder how they react to eggnog"). Remember also that this is a role playing game, so you should make a concentrated effort to really play your character. It's no fun to play with a group of faceless, no-personality sheets of paper.

The World of the Past

In Attack of the Humans, monsters exist and are actively attempting to overthrow the reign of humanity. Not everybody is aware of this though, and there is good reason...

A long time ago there were monsters everywhere. Books and newspaper articles written in the medieval, renaissance and dark ages all speak of monsters as if they were commonplace, and they were. Grendel actually lived, and Beowulf was one of the humans who fought back. The skies were filled with dragons, sea serpents prowled the waters,



and it was unsafe to go the the outhouse if it was dark outside. The groans of tortured humans filled the air. It was a dark time.

With the advent and spread of firearms, things changed. It was now a little more equal when it came to monster-human confrontations, and the monsters were generally more keen on the "no hope for humans" style of fighting. Monsters were driven back by the thousands, and then they finally gave up. All over the world, monsters just ceased to exist. No one knew where they went, or when they might return. The only definite fact was that they were gone. The groans of humans who have had their targets taken away filled the air. As more and more time passed, and no monsters showed their fanged faces, people began to forget, and to believe that the old stories were fiction or delusions.

Time passed. Weapons became better and better. People got really good at killing each other. Two world wars rocked the planet. And something happened...

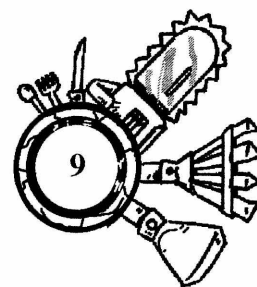
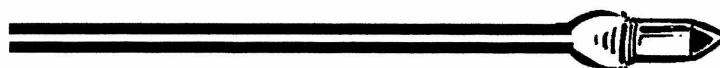
The World of the Present

Attack of the Humans takes place today; in today's world, in today's societies. Most people don't believe in monsters, and there are very few that have ever seen them. The governments are aware, but unsure of what to do. The U.S. is certain that they are the result of toxic waste, or some such, and the Russians are sure that they are a CIA hoax. Whatever the wishes of government and people, the monsters are real, and they don't like humans, and they are planning on taking over.

In the early 1950's, flying saucers began to visit our tiny blue planet. Perhaps it was they who stirred the monsters (there are certainly monsters piloting the blasted things). Perhaps it was WWII, or maybe underground nuclear testing. Maybe it was none of the above, and the monsters just decided to come back on their own initiative. Who knows? Who cares? All that is really important is that they must die!

Since the monsters began to reestablish themselves as a major force on the planet, there have been several monster attacks on major cities. Sometimes they go unnoticed. There is evidence to support that a huge contingent of blood sucking iguanas attacked East LA in 1987. Nothing was ever heard of them, but there are several people in that area that have these really neat looking belts now...





A Timeline of Human/Monster Interaction

1,697,855 BC Ook Johnson jumped by Randar, the lava lizard. First known attack by a monster upon a human.

1,697,350 BC After five hundred and five years of being attacked by Randar, the tribe of the really muddy bog forms the first 'monster assault team.'

1,697,349 BC Randar, the lava lizard, turns 556. 'Monster assault team' mysteriously disbanded.

1,697,348-
500,000 BC Dinosaur throwbacks chow down on prehistoric humans during this time.

499,999 BC
(Tuesday) Big Meteor hits Indian ocean, dinos get theirs.

499,998 BC
(Tuesday) Ten minutes after humans come out in the open, figuring that it has been long enough for the dinos to have finally died off, Kharll the mutant bobcat devours five of them.

499,997-
125,000 BC Big cats and mutant animals chow down on prehistoric humans. Humans get short end of stick.

124,999 BC Humans invent axe.

124,999-
124,998 Tides turn in humans favor and cat skin coats are all the rage that year.

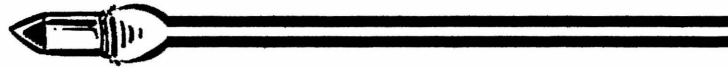
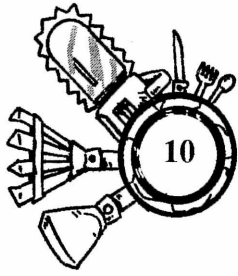
50,000 BC Atlantis sinks, tons of sea monsters spawned, land human population, of course, doesn't notice. The monsters do.

47,651 BC First development of a spoken human language.

47,651 BC
(Thursday) First really stupid name given to a monster.

Later that day Ocean going giant squid, "Buffy," devours idiot who named her. Tribe applauds.

45,921 BC Last Neanderthal given retirement party, moves to Florida, discovers "Toe jam."



36,427 BC

(Monday)

Semi-intelligent monster first discovers fire. Sneaky human friend steals patent, gets rich.

36,427 BC

(Tuesday)

Monsters discover BETTER axes. Sneaky human friend gets his.

36,427 BC

(Wednesday)

Sneaky human's wife sues monster's estate.

30,000 BC

Humans and monsters race across Bering strait trying to claim North America. To the surprise of both parties giant squid had already claimed south Texas and Louisiana.

22,736-

5000 BC

Not much really happens except for the usual human/monster genocidal rumbles. Astonishingly, civilization manages to move forward. Monsters still on top.

3500 BC

Egyptian civilization begins to take shape. Various monsters put on goofy-looking animal masks to trick unsuspecting locals. Works real well.

3300 BC

Monsters try similar trick on ancient Greeks. It works reasonably well but with many mixed results due to bad mask choice and local attitudes.

3250 BC

The 'Hercules' fiasco marks a major turning point in monster/human relations. Early bronze age begins.

3000 BC

North American monsters actually try to disguise themselves as humans. Trick backfires and local Indian tribes develop weird rituals.

2305 BC

New monster interest in mysticism leads to really sick designs that disgust the hell out of everybody.

2304 BC

Idiot middle Easterner writes dopey book about new monsters, dies ignominious death in desert due to lack of forethought and water.

2300-

1300 BC

Upper class monster migration from Europe and Africa to oriental nations because this area of the world is "too scuzzy."

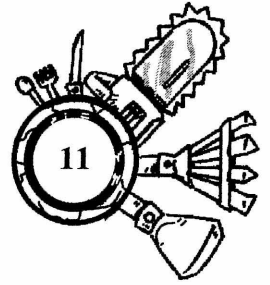
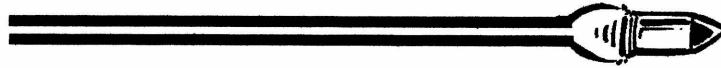
92 AD

Latest batch of Roman Caesars suspected of being monsters in goofy disguises (see 'Hercules' fiasco in Greece). Monsters vehemently deny any involvement. Aknon, saliva avatar of Zeus, quotes "They weren't any of ours." Aknon was immediately bludgeoned to death by irate Roman onlookers.

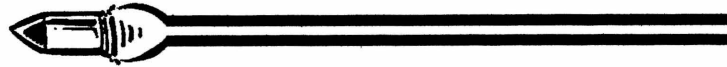
250 AD

Monsters, after several defeats and embarrassments, retreat to upper Europe and assault the small but growing civilizations that exist there.

AOTH!

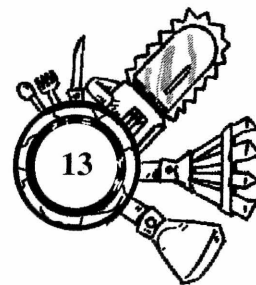


- 350 AD Big reptiles become all the rage as the new evolution of monsters.
- 425 AD Big reptiles learn pyrotechnics. Catapults catch on with local kingdoms.
- 550
- 950 AD Various battles fought between monsters and humans across the world.
Time of monsters is coming to an end.
- 1100 AD After many years of getting the snot beaten out of them by idiot kings,
the monsters collectively decide to make a strategic withdrawal for awhile to regroup.
- 1200-
- 1400 AD Lots of knights bash each other and brag a lot but not much else. Looks
pretty grim for Humanity. No sign of monsters anywhere and myths begin to take shape
in their absence. The one involving moldy cheddar cheese and nubile, but ugly, prin-
cesses becomes the most popular.
- 1407 AD Randar, the lava lizard, turns 1, 699, 331.
- 1492 AD Columbus discovers America. His crew discovers new term for throwing
up. The word 'barf' appears.
- 1550 AD Shirley Maclaine reincarnated for fourth time as buzzard in Ireland.
- 1575 AD Famed psychic Nostradamus predicts his death at the hands of a monster.
Neighbors scoff, but the next day all they find is a skull, a napkin, and a two shilling tip.
- 1600 AD New world begins to take shape. Puritans decide that "those pesky
Indians just have to go."
- 1640 AD Monsters continue to not show up anywhere.
- 1734 AD Shirley Maclaine dies for fifth time in a French debtor's prison. Other
inmates "glad whining stopped."
- 1789 AD French revolution. Quote from a mob member: "We just wanted deli
sandwiches, but I guess we'll settle for freedom."
- 1837 AD Charles Dickens publishes first novel. Original title, "The Picknick
Capers" doesn't go over well, and he decides to change the name.
- 1866 AD The skeleton of Cro-Magnon man was found in France by Louis Lartet.
Scientists cannot explain odd shaped teeth marks about the head of the skeleton.
- 1900 AD Max Planck formulates a quantum theory of light. Friends still claim that
"Max is more boring than cheese."



12





The Anatomy of a Monster

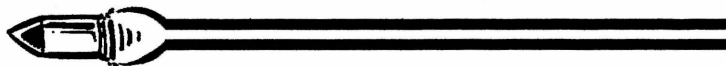
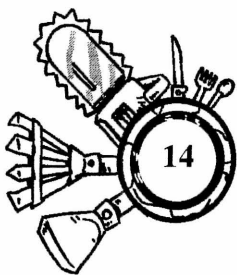
Well, now we have explained who the monsters are, and how they have affected human history, and how you should feel about them, but we haven't yet addressed these two burning issues: "What exactly is a monster," and "Where do they come from."

The first step would be to define exactly what a monster is. We must, of course, know what it is that we are fighting.

For any object (be it animal, vegetable, mineral, ectoplasm, or whatever) to be considered a monster, it must roughly fit into the following categories: it must be somewhat lethal, it must have a contempt for human life, and it must be able to carry out its desires. (Categories were kindly provided by the U.S. Bureau of Monster Statistics.) Could certain humans be included in this description? Yes. Could a maddened radioactive tree that attempts to fall on someone in a park be included? Yes. Nearly anything can be a monster, it all really just depends on what its attitude is.

Monsters will come in many different shapes and sizes. Some of them will be normal animals gone mad, but most will be the product of something, and will most likely be horribly misshapen. (What do you expect from a monster?) Monsters may be toxic waste-inundated dust bunnies, or disfigured slime devils, or quixotic alien skull hunters. They will range in size from mosquito to skyscraper. The weapons they use may range anywhere from bad looks to magnetic beams o' death. And always, always they are trying to kill people.





Where do they come from? That's a good question. There are several theories, and some of them may even be correct. Some people think that monsters are some sort of divine wrath, sent down to torture us. Some think that monsters are the result of toxic waste dumps and radioactive sludge. Some think that monsters are visitors from outer space, or the 73rd dimension. In truth, each individual case seems to have its own origins. It is up to the MM to decide where the monsters come from in a given adventure. There are a few guidelines to follow:

- 1) Make it intelligently. Silly works to a degree, but can get very boring in a hurry. Make your monsters functional in some way. If they have some function in ecology, that helps.
- 2) Make it detectable. The players should be able to figure out why the monsters are there. The origin may be a puzzle to figure out, or it could be blatant. (If a UFO lands on the White House lawn, opens its doors and spews out 700 to 1000 hungry president-eating aliens, it is fairly obvious that the monsters came from the space ship).
- 3) Make it conquerable. The players should be able to stop the flow of monsters. They may not be able to permanently stop them though...



© SIES '90

All monsters have certain statistics that will describe them. These statistics are:

Type: The type or name of the monster.

Size: How big the critter is.

Intelligence: Tells how smart the beast is. Groups of monsters that have an intelligence greater than "low" will probably not fight to the death. Once a significant number of them is killed, the rest may turn and run...this is at the MMs discretion.

Origin: Where the monster comes from.

Defense Level: The DL of this particular type of monster. May be a random number assigned by a die roll.

Number of Attacks: How many times this monster may attack in a turn. If the number is greater than one, the monster may not use the same attack more than once per turn, it must switch off through the range of attacks that it has available. Some monsters are exceptions to this rule, if so, it will be in the monster description.

To Hit modifier: A plus or minus number that modifies a human's To Hit roll. The modifier may be due to the monster's size, or perhaps another factor, like speed.

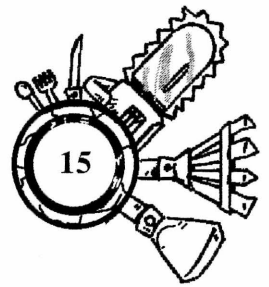
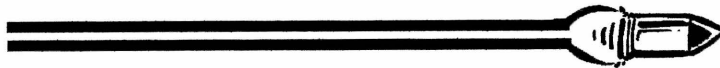
Accuracy: This number is what the monster must roll under with a 6 and 10 sided die to hit a target.

Special: Any oddities of the monster will be listed here.

Description: Details what the monster *actually looks like*.

Attacks: Lists and details the various attacks the monster has at its disposal.

Some monsters have regenerative properties, but if killed they stop regenerating. Once a critter is dead, it is dead.



WEAPONLESS ★ DEFENSELESS
DON'T YOU BELIEVE IT!



NOT A CARE
 IN THE WORLD



AN ATTACK!!



COUNTER ATTACK!

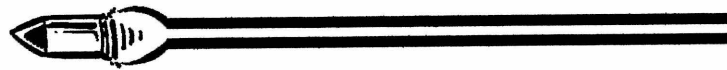
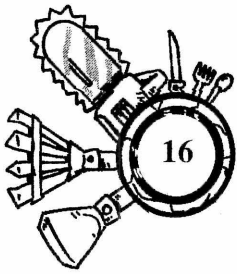


WHEN YOUR **BABY**, IS YOUR
 ONLY LINE OF DEFENSE!!!

Gibber
BABY FOOD™
 FOR THAT POO-POO POWER OF
FEAR!!!

*Moto
 Salzman*

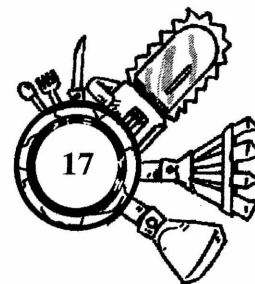
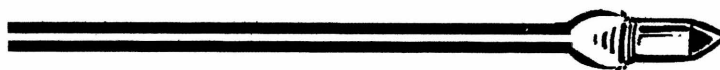
SUBLMIC MESSAGE#17 : SEND ALL YOUR MONEY TO US NOW!!!



AOTH!



Characters in Attack of the Humans



Characters in Attack of the Humans

There are two different types of character in Attack of the Humans: player characters, and non-player characters. (Abbreviated PC and NPC.) PCs are the characters that are generated and played by the players of the game, NPCs are the people that you meet. NPCs are most often played by the MM. NPCs will sometimes be very important in an adventure, sometimes not. In movie terms, an NPC is a supporting actor, not the star.

Player Characters

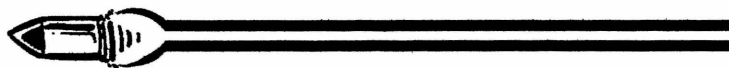
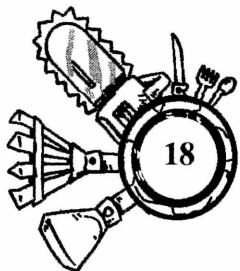
There are three different "classes" that a PC can be. There is "Brainiac," "Athlete," and "Typical Person." The names are pretty descriptive of what the characters are like. Brainiacs tend to have lots of knowledge, and little sense or physical ability to use it. Athletes are in good physical shape, but a little slow in the processing section, and the Typical Person is the most well-rounded type.

A PC has a few attributes and a number of skills that are used to describe him. More specifically, there are three separate attributes, and three categories that the skills are divided into. The attributes and skills are related, as you will soon see.

The three attributes are: "Brains," "Fitness," and "Common Sense." While it doesn't seem as though these could describe much, they actually tell quite a bit about a character...

The first attribute is Brains. This determines the *learned knowledge* of the character, not his actual IQ as determined by an IQ test. If you want to know your character's IQ, just do the following: IQ is mostly learned knowledge, and partly wisdom. It is possible to have vast quantities of knowledge, and no common sense whatsoever, just as it is possible to be filled with wisdom and know very little. To accurately determine a character's IQ, add the Brains score to 1/2 of the Common Sense score and multiply by 10. For example, a beginning Brainiac has Brains of 10 and Common Sense of 5. $10 + 2.5 = 12.5$. $12.5 \times 10 = 125$. Therefore a beginning Brainiac has an IQ of 125. Following the same formula, an Athlete, with Brains of 5 and Common Sense of 5, will have an IQ of 75. ($5 + 2.5 = 7.5$, $7.5 \times 10 = 75$.) Are we presuming that, in Attack of the Humans, Athletes are mostly Neanderthalic idiots with muscles and weapons? Yes, we are. Are we saying that they are that way in real life? No, we are not. You will have to draw your own conclusions there. The Brains attribute also determines how many Brain skills your character can have. A character may never have more skills in the Brain category than he has Brains.

The next attribute is Fitness. This represents what kind of shape a character is in. The higher the number, the better off she is physically. In order to get some idea of how strong a character is, you can assume that each point of Fitness equates to 15 pounds of bench press strength. In other words, a character with a fitness rating of 10 should be able to bench press 150 pounds. (Not bad). Knowing that a Typical Person starts with a fitness rating of 7 (you don't know this yet, because I haven't told you yet, unless you are reading ahead), you could figure that a Typical Person could bench press 105 pounds. As with Brains, a character may never have more Fitness skills than his Fitness



AOTH!

rating. Fitness also affects how much lethality a punch will have: a fitness of less than 10 is 1d4-2, 10 to 15 is 1d4, and 16 and up is 1d6.

Finally there is Common Sense, and this relates how much wisdom and built-in intelligence a character has. There is nothing that can be directly related to the Common Sense skill, but the higher the number is, the better off your character is. As before, a character may not have more Common Sense skills than her Common Sense rating.

How to create a character in 6 easy steps.

Step One. Put your name and the Character name in the appropriate areas. Can't think of a character name? Fill it in later. Can't think of your name? Go back to bed. Try again tomorrow.

Step Two. Select a character type. The type should reflect the kind of character that you want to play. Albert Einstien (a scientist of some repute, perhaps you have heard of him?) was not an Athlete. He was a Brainiac.

Step Three. Fill in the Brains, Fitness and Common Sense attributes with the numbers

that you find in the "Character Attributes" table. Don't like what you see? Think some of the attributes are too low? Don't worry, there are things you can do to change them.

Step Four. On a piece of scrap paper write down the numbers that you just used to fill in the attributes. These numbers represent the number of "skill points" that you have left remaining. These points are different from the attributes, although they are based on the attributes. Don't get them confused! There is a big difference between skill points and attributes.

Attributes determine the maximum number of skills that a character can have in any given category, and skill points determine how many they get *when generated*. You will be spending skill points on other things than just skills and when you do, you reduce the total number of skills that you will get during the character generation. These points are very important, so don't lose them or get them confused. You should have three separate numbers, not one. Keep them that way. At this



Character Sheet

Character Name: _____ Player Name: _____

Character Type: ☐ Brainiac ☐ Athlete ☐ Typical Person

Character Stats: Brains: _____ Fitness: _____ Common Sense: _____

Cash: _____ Experience Points: _____ ☐ OK ☐ Wounded ☐ Unconscious

Brains Skills	Fitness Skills	Common Sense
☐ Oliver Twist	☐ Use Pistol	☐ See Q brains
☐ Goochy Theory	☐ Use Rifle	☐ Hide
☐ Make Device	☐ Use Hand Auto Rifle	☐ Attack Monster
☐ Daring Weapon	☐ Use Automatic Rifle	☐ Fight Monster
☐ Computer Use	☐ Use Bomb Weapon	☐ Harvest Cluster
☐ Computer Design	☐ Use Power Tools	☐ Monthly Monster
☐ Understand Chemistry	☐ Use Melee Weapon	☐ Sense of Direction
☐ Understand Genetics	☐ Use Machine	☐ Astrol
☐ Understand Atomic	☐ Use Thrown Weapon	☐ Stacking
☐ Understand Quantum	☐ Downfall	☐ Stopping
☐ Theory	☐ Use Toxic Weapon	☐ Climbing
☐ Understand Engineering	☐ Use Gun	☐ Open Lock
☐ Foreign Language	☐ Use Trench	☐ Make Map
☐ Aerodynamics	☐ Use Flame	☐ First Aid
☐ Common Sense (Brains)	☐ Use Bomb	☐ Write Lie
☐ Psychology Systems	☐ Use Construction Equipment	☐ First Trap
☐ Metaphor	☐ Use Rocket	☐ Find Location
☐ Physics	☐ Pick off	☐ Spool Road
☐ Poetry	☐ Running	☐ Camouflage
☐ History	☐ Assassinate	☐ Clean
☐ Electronics	☐ Eat Anything	☐ Communication
☐ Geography	☐ Pick Muscle	☐ Prepare Food
☐ Geology	☐ Climbing	☐ Build
☐ Meteorology	☐ Jumping	☐ Make Pistol
☐ Psychology	☐ First Aid	☐ Etc
☐ Knowledge	☐ First Aid	☐ Improve
☐ Code Breaking	☐ Carry Staff	☐ Landship
☐ Engineering	☐ Ditching	
☐ Ditching	☐ Good Cook	
	☐ Hold Breath	





Step Five. Roll your skills. Consult the “Character Skills” tables. Each skill point that you have represents one roll on the appropriate category table. If you have 5 Brains skill points left, you will roll five times on the Brains table. You will need a 10 sided and a 6 sided die. Roll them both at the same time, and then consult the appropriate table. On the six sided, a 1 or 2 will move you to the first sub-table, a 3 or 4 will go to the second, and a 5 or 6 will take you to the third. Once in the correct sub-table, your 10 sided die will tell you which skill you just received. Make a note on your character sheet that you just got one level in the indicated skill. The most that any one character can have of any skill is five levels, in the unlikely event that you roll the same skill more than five times, just re-roll. A result of “+1 Brains,” “+1 Fitness,” or “+1 Common Sense” immediately increases

Bob

Strength

1 to 8

3 to 4

5 to 6

Character Skills

Bob: 145, 140

Common Sense

1 to 8

3 to 4

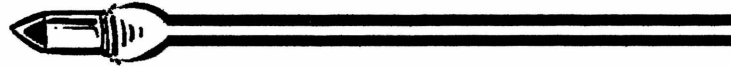
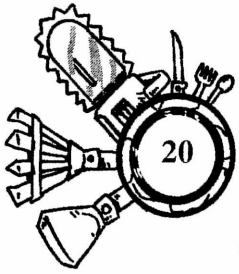
5 to 6

Fitness

1 to 8

3 to 4

5 to 6



the indicated attribute. This does not add any skill points, it just increases the attribute by one.

Step Six. Buy equipment. Be careful to keep track of the cash that your character has on hand.

Characters have a limit as to how much they can carry. The number of items that a character can carry is affected by a number of things; the weight of the items, their size, etc. In order to put those limits down on paper, items are rated on a scale called "weight class." All items will fall into a weight class of some sort. The classes are:

A=24 lbs.

B=12 lbs.

C=6 lbs.

D=3 lbs.

E=1 lbs.

Notice that B is half as much as A, C is half as much as B and one fourth that of A, and so on. Each character can carry up to A weight comfortably for extended periods. This means that all of the character's equipment added together cannot weigh more than A. Characters with levels of carry stuff will be able to carry more than just an A weight. All equipment must be weight rated. A character can carry any combination of weight classes, as long as the total is not greater than A. For example, a character could carry 6 Es, 2 Ds, and a B. $6+6=12$, $12+12=24=A$.

Some equipment will weigh less than a pound, but will still be rated at E. This is because objects take up space as well as weight, and there is only so much space a character can carry. If a box of matches weighs one quarter of a pound, this does not mean that you can indefinitely carry 96 boxes of matches. A box of matches will be rated at E.

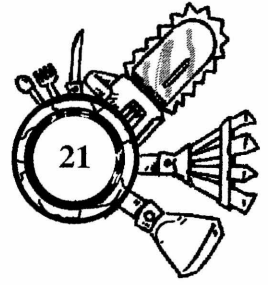
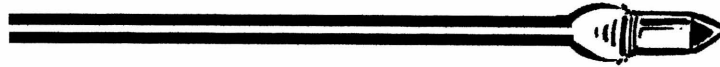
There will be the occasional item that does take up no space or weight, in a figurative sense. A wallet, for example, or your clothes.

In the case of equipment that is not listed in this book, and the MM allows to be brought in, the MM is responsible for assigning the equipment a weight class. Try to be fair. Most catalogs have the weight of items listed, just round to the nearest weight class.

In the equipment list, you may find a weight class that looks like this: "BC." This means that the item weighs 18 pounds. $12+6$...get it? A piece of equipment might be rated AA (48 lbs), or ABC (42 lbs) or any other combination of classes.

That's it! You are now ready to go forth and combat the hordes of horrible alien creatures out to eat our children and destroy our way of life. Good luck, and have fun.

AOTH!



Skill Descriptions

Brain Skills (In order of occurrence)

Clever Trap-Needed to successfully create a functional trap. This skill may need to be combined with other skills. The "Rube Goldberg" style of trap is highly recommended.

Goofy Theory-Allows the character to come up with some off the wall idea that actually works. This skill may only be used once per adventure, and the effects are minor, but it may get the characters out of a bad situation. "Hey, what happens if we put salt on them and eat them" is an example of a goofy theory. Note that with the above goofy theory, someone will have to eat the monsters, requiring "eat anything" skill.

Make Device-A handy skill that, when combined with other skills, may allow a character to create an interesting and useful device. It is up to the MM to decide exactly what to allow.

Develop Weapon-Similar to "make device," except with more lethal results.

Computer Use-The character has skill in using computers.

Computer Design-The character is a programmer, and has some idea of how to make custom circuit boards. Access to parts and a soldering iron is required.

Understand Chemicals-The character has an understanding of chemistry.

Understand Genetics-The character knows genetics, and may be breeding a long-tailed hamster in his backyard.

Understand Atomics-The character knows the consequences and theories behind atomic fission and fusion.

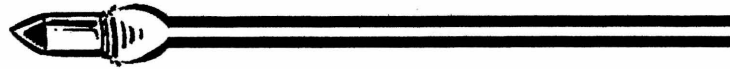
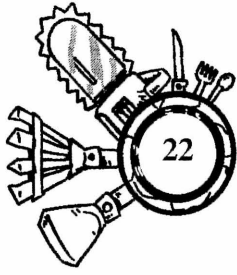
Understand Quantum Theory-The character understands and reads the latest theories regarding quantum mechanics. Character is prone to sitting up late at night holding his head, and muttering "where's that damned electron now?"

Understand Explosives-The character played with fireworks when small, and now has an understanding of explosives, their uses, and the best way to utilize them.

Foreign Language-The character speaks a foreign language. Each level represents one language. The languages are chosen by the player, and need to be written down somewhere.

Aerodynamics-The character understands aerodynamics and lift systems. A high level in this skill will allow characters to point out flaws in aerodynamic designs.

Combustion Engines-A knowledge of how engines work, and how to fix them. Includes piston, diesel and rotary engines.



AOTH!

Propulsion Systems-A knowledge of the theory and practice of rockets, jets, and jet propulsion systems. A high level in this skill might allow repair of such systems.

Metallurgy-An understanding of alloys, and metal making processes.

Physics-Character is versed in the formulas that make up modern-day physics. Could be called upon to solve complicated mass/energy/destructive potential equations.

Forgery-The ability to write like someone else.

History-A thorough knowledge of the history of man.

Electronics-Character understands circuits, and might be able to repair sophisticated devices (assuming parts can be found). A first level electronic skill is sufficient to wire a house, and set up a Home Entertainment System (VCR, stereo, TV, cable, satellite, integrated phone, surround sound, compact disc, and video game).

Geography-Character knows a great amount of the world's surface by heart, and can identify where California is on a globe.

Geology-Character understands the structure of the world below the surface, and can identify rock formations and types.

Meteorology-Character understands the causes of weather, and can predict rain, storms, and hurricanes. Character also knows quite a bit about the upper atmosphere.

Psychology-Character has training in how the mind works, and the various mental diseases that people tend to have. Might be able to cure someone, given the time.

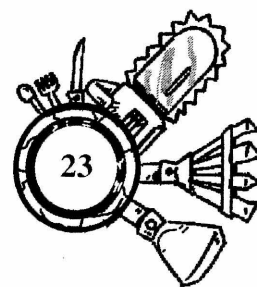
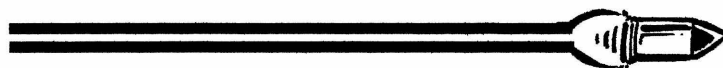
Horticulture-Understanding of plants, and what makes them grow. Has a "green thumb."

Code Breaking-Character is good at breaking codes. Possibly has had military training, certainly sits around on Sundays and solves the "cryptoquip" puzzle in the newspaper.

Engineering-Character has had training in the mathematics of construction, and understands building design. Can read a blueprint.

Drafting-Character can use drafting tools to create interesting shapes on paper. Can make, as well as read, a blueprint.

AOTH!



Fitness Skills (In order of occurrence)

Use Pistol-Character is skilled in the use of a pistol.

Use Rifle-Character is skilled in the use of a rifle. *Also includes shotguns.*

Use Semi Auto Rifle-Character is skilled in the use of semi-automatic weapons.

Use Automatic Rifle-Character is skilled in the use of automatic weapons.

Use Beam Weapons-Character is skilled in the use of lasers and the like.

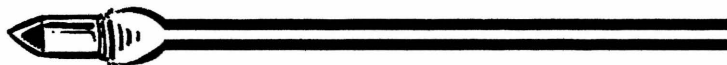
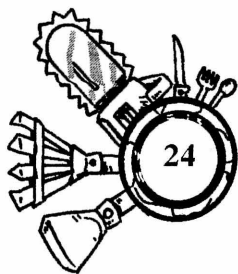
Use Power Tools-Character can use a variety of different power tools, and knows how to use them without getting hurt. This skill is needed if a character wishes to use a power tool as a weapon.

Use Melee Weapons-Character knows how to brawl. This skill will allow him to use all of the melee weapons.

Use Missiles-The knowledge of missile type weapon systems, and how to arm, aim and use them.

Use Thrown Weapons-The character is a good thrower, and could pitch well in a baseball game. Character has a good, accurate arm.





Bowman-Character knows how to use bows, compound or otherwise.

Use Exotic Weapon-A generic skill designed to fill the holes of other weapon types. If it isn't listed above, this is the skill that you need.

Use Cars-Character can drive a car, and knows how to drive in a combat situation (includes pickups).

Use Trucks-Character can drive a Semi, and could use it to run over something.

Use Planes-Pilot ability. From ultra-lights to commercial jets.

Use Boats-Understands navigation, and can run a sail boat. Character probably grew up near the ocean.

Use Construction Equipment-Character knows how to drive and operate heavy construction equipment. This skill will also allow a character to drive a tank.

Use Rockets-Character is an astronaut, and has the guts to ride a rocket into outer space.

Fisticuffs-Martial Arts. Each level of fisticuffs will increase the AL (one per level) of a melee weapon that the character is using.

Running-Character is a frequent jogger, and can run for long distances.

Acrobatics-Character has had acrobatic training, and can do astounding things. Has an excellent sense of balance. A character using acrobatics to evade with gets a +1 DL per level of acrobatics.

Eat Anything-The somewhat disgusting ability to eat a huge variety of foods and non-foods. This guy probably drinks a raw egg every morning.

Flex Muscles-The dubious ability to strut around with muscles extended. Nearly useless skill.

Climbing-The character is a skilled rock climber. Understands what tools are needed, and can climb many different faces.

Jumping-The character can jump an excessively high distance. The height is 3 foot +1 foot per level of skill. (Measured from floor to bottom of feet).

First Aid-Character is skilled in the practice of first aid. A needed skill to be able to heal someone.

Parachute-Character has been trained with parachutes, and has the guts to jump out of a perfectly good airplane.

AOTH!



Carry Stuff-Character can lift and carry an abnormal amount. Each level of carry stuff lets the character carry one more "A" class of weight.

Drinking-Character has the ability to imbibe great quantities of alcohol before becoming inebriated.

Good Looks-Character has those natural good looks. Could provide useful in a social situation.

Hold Breath-Character can hold breath for excessive amount of time. 3 minutes +1 minute per level.

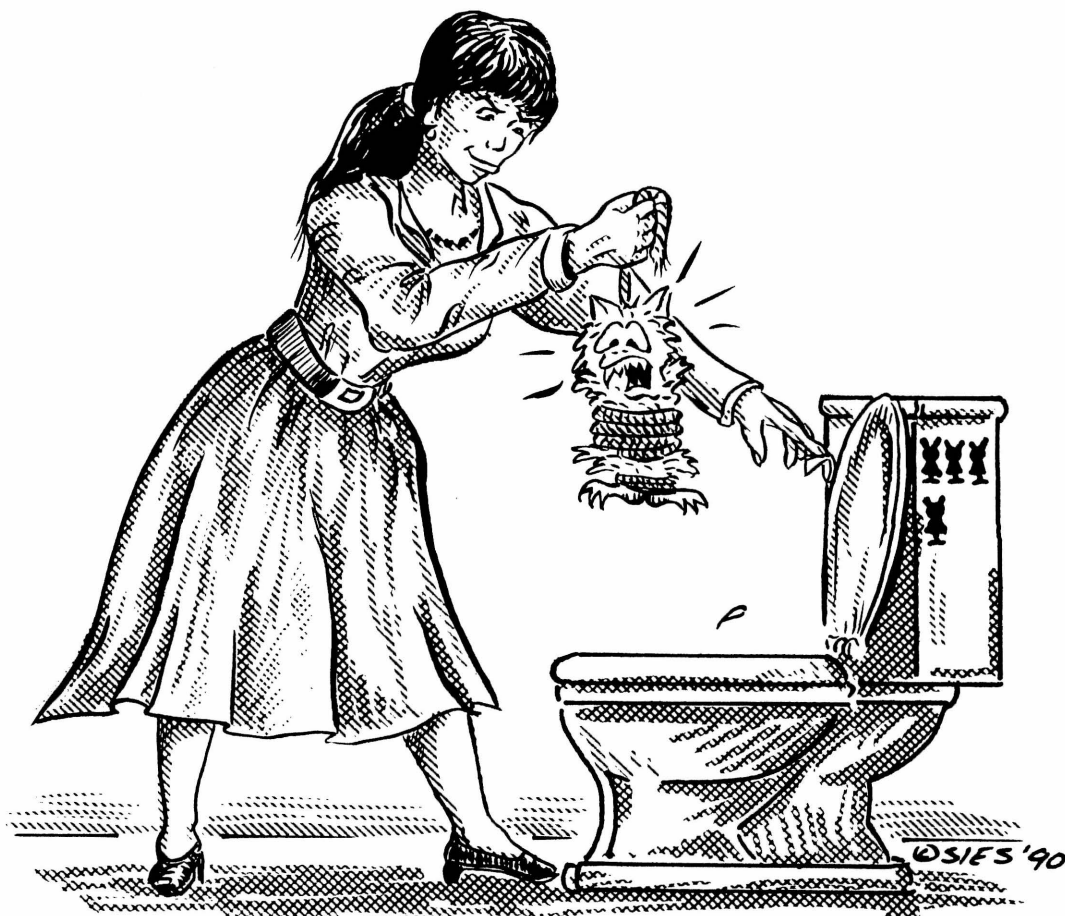
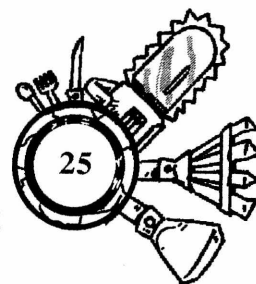
Common Sense Skills (In order of occurrence)

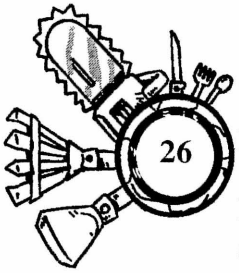
See Obvious-One of the more useful skills in the game. When a group of characters are in a room, and they are blatantly missing some important fact or clue, the MM may ask a player to try to "See Obvious." This skill allows a character to suddenly notice some obnoxiously obvious fact that he has been consistently failing to perceive.

Hide-Skill in hiding behind bushes, around corners, and in the trunks of cars. Useful for avoiding monsters, or getting into drive-in movies for free.

Attract Monster-The character has something, some scent, or look, that attracts monsters. Monsters will always attack/devour/gestate on/fondle this character first.

Repel Monster-The reverse of Attract Monster. Can only be used to cancel the effects of Attract Monster. If a character has as many levels of Repel monster as he has of Attract Monster, they cancel each other out. Any further levels of Repel Monster have no effect.





AOTH!

Incessant Chatter-Character has the ability to talk about nothing for incredibly long periods of time. Can be useful for stalling someone.

Identify Monster-Character can make an educated guess concerning a monster's origin and species.

Sense O' Direction-If the character gets lost, she can use Sense O' Direction to help find her way.

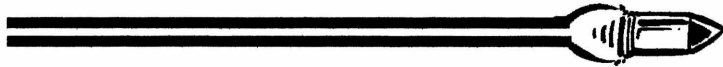
Artist-Character can draw, sculpt, or otherwise express himself in an artistic way. A character with artist skill is required to buy 125 dollars worth of art equipment per level As Soon As Possible, and carry it with him wherever he goes.

Sneaking-The ability to sneak past a monster or person without them noticing.

Shopping-Character has the ability to find bargains, and can locate difficult to find articles. A character with shopping receives a 5% discount off any purchase per level. Shopping is a required skill to be able to locate weapons that are designated "restricted"



AOTH!



or "unavailable." (A roll will be needed, see "Getting things done.")

Camping-The understanding of the equipment and procedures necessary for camping in a hostile environment.

Open Lock-Gives the character a chance to open locks, locked doors, safes, and other mechanically locked obstacles.

Make Map-Character can make readable maps, also has map reading skill.

First Aid-Character is skilled in the practice of first aid. A needed skill to be able to heal someone.

White Lie-Character stands a good chance of "putting one over" on someone. Could be useful in person-to-person situations.

Find Trap-Character can sometimes spot traps before someone sets them off.

Find Location-Given vague directions, character stands a good chance of still figuring out where to go. Combined with Sense O' Direction, Find Location is a powerful skill.

Speed Read-Character can read and absorb text at a rapid rate. Each level of skill is sufficient to read two 8.5X11" pages in one minute.

Camouflage-Character understands the uses of camouflage, and can hide vehicles and other large objects. This skill is also useful for spotting camouflaged items.

Clean-Character can clean things, and enjoys it. A high level of clean makes the character a compulsive cleaner, cleaning anything she comes in contact with.

Communication-Character is skilled in person to person communications. A useful skill for a politician.

Prepare Food-Cooking skill.

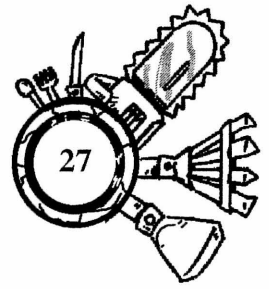
Build-Character has carpentry skill, and can build houses, shelters, barns, knick-knack shelves and the like.

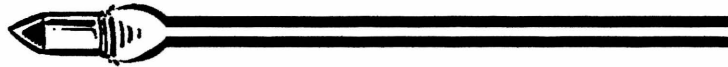
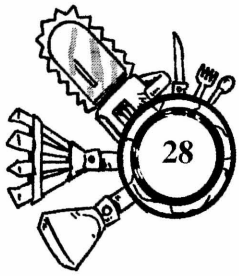
Make Friend-Character is a friendly type, and has no troubles making friends wherever she goes. (Although not with monsters, of course).

Fix-Required skill to be able to fix anything, and must be combined with another appropriate skill. For more info, see "Getting things done."

Impersonate-Character can humorously impersonate famous people. Good for a laugh. Might be used to fool someone.

Leadership-Character can lead others, is sure of himself, and inspires confidence in others.



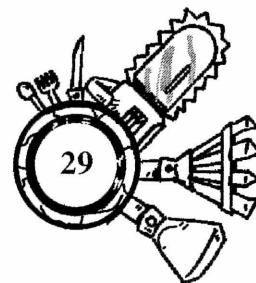


Non Player Characters

The other type of character in the game is called a “non-player character” or NPC for short. NPCs are the people that you meet as you battle alien slavemasters, and usually seem to be police chiefs, army generals, or local sheriffs. Everybody in the world, aside from the PCs, are NPCs. A NPC can be built just the same way that the PCs are, or they could just be a sketchy description on a piece of scrap paper. It is up to the MM to give personality to NPCs. NPCs are often used to give clues, bother the players, be a tasty snack for monsters, help the players along their way, and provide a background for future adventures.

The NPC is the MM’s tool for guiding the players. It is important that the MM use them intelligently. Sometimes, if a monster is intelligent enough, they might be played as a NPC. It is up to the MM.

AOTH!

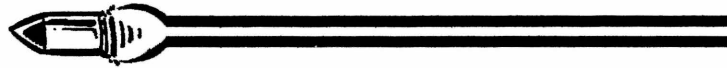
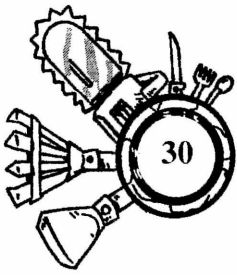


Step one: Insert head into shown opening, "A."

One-B: Ignore screams.



Equipment



Equipment

There are two different types of equipment in Attack of the Humans: weapons, and everything else. The only equipment that you will find listed in this book are weapons. Since the game takes place in the modern day world, and your characters are supposed to be active participants in society, then anything that exists today is available for the characters to use, as long as they can afford it. The recommended way to deal with equipping is this: go out and get a JC Penny catalog and let the characters buy anything that they want from there. The prices need to be firm (unless a character has shopping) and the MM must approve all purchases. If a player brings in another catalog, the MM must approve it before it can be used. The MM can decide to raise or lower prices, but one thing must remain firm: The prices for guns, as listed in this book, must not change. They are set at where they need to be, and even if a player says that he knows a guy that can get him some gun real cheap, too bad. If a character wants a gun that is not listed, then it is up to the MM to assign stats to it but BE CAREFUL and don't unbalance the game. It is also up to the MM to assign weight classes to all items that a character wants to bring into the game. Just try to be fair.

There is a major emphasis in Attack of the Humans on non standard weapons. Characters are encouraged to come up with new weapons, and the MM is expected to come up with the stats for these weapons. Characters can come up with all sorts of interesting weapons. This is encouraged and allowed. There is a number of "other" weapons in the weapons listing, but this is by no means the total number of such weapons. Be creative! Have fun! Kill monsters!

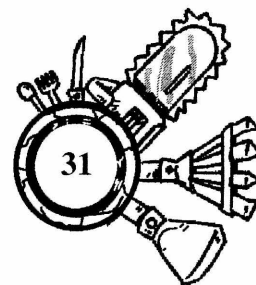
It is assumed that players have all the clothes that they need. If they wish to buy heavy clothing as an armor, then they must pay for it.

There are various types of body armor that players probably won't be able to find in any catalog (well, any normal catalog, anyway). You will find prices and statistics for these at the end of the weapons section. Again, don't mess around with these figures if you can avoid it.

An apology to gun buffs: there are no doubt all sorts of errors, flub ups, and goofs in the weapons listing. We are not trying to be the final word in weapons specs, we are just trying to present a playable system. If you would, please, just grit your teeth and live with it, it would be very appreciated.



AOTH!



Pistols

	Range	Rnds	AL	Lethality	Cost	Weight	Avail
.22	F	10	1	1d4	200/1	DE/E	E
.357	F	6	2	1d4	225/1	DE/E	E
.38 Special	F	6	3	1d4	250/1	DE/E	E
.38 Police	F	6	3	1d6	275/1	DE/E	E
Sat. Night Special ¹	C	6	1	1d4	40/1	D/E	E
.44	F	8	4	1d6	350/1	C/E	E
.45	F	8	3	1d8	375/1	C/E	E

1. This weapon will jam and become functionless on a roll of 20 on a 20 sided die.

Rifles

	Range	Rnds	AL	Lethality	Cost	Weight	Avail
30-06	V	4	7	1d8	500/1	B/E	E
.22	F	12	1	1d4	250/1	C/E	E
9mm	V	10	7	1d8	800/1	B/E	R
7.62mm	V	10	6	1d6	750/1	B/E	R
Shotgun ¹	C/F	3	2	1d4	300/1	C/E	E
Dbl Barrel Shotgun ¹²	C/F	1	4	1d8	450/1	B/E	E
Sawed Off Shotgun ¹	C	3	1	1d6	325/1	C/E	E
Flamethrower ³	C	10	1	1d4	800/50	A/D	M
Bow	F	1	3	1d4	200/5	D/E	E
Crossbow	F	1	4	1d6	300/5	C/E	E

1. Area attack weapon, will attack all targets in a group. Roll to hit for each target.

2. If only one barrel is fired, treat as normal shotgun.

3. Once a target is hit, it will continue to burn for 10 turns, treat as additional 1AL, 1d4 attack that hits automatically.

Machine Guns

	Range	Rnds	AL	Lethality	Cost	Weight	Avail
Tommy Gun ¹	F	40	3	1d4	750/5	BC/D	M
AK-47 ¹	V	15	7	1d8	1100/5	BC/EE	R
M-16 ¹	V	20	5	1d10	1500/10	B/EE	R
Minigun (5.56mm portable electricgatlign) ²	V	1000	6	1d6	10000/1500	A/A	M
Automatic .22 ¹	F	50	1	1d4	500/5	B/E	R
Uzi ¹	F	30	4	1d4	900/10	B/E	R
Mac 11 ²	F	30	4	1d4	950/5	C/E	M
Auto Shotgun ¹	F	10	2	1d4	1000/10	BC/D	M
BAR ¹	V	50	7	1d8	1200/15	A/C	M
Tripod Mounted MG ²	V	100	8	1d10	1700/30	AA/A	M

1. Can be fired in semi or full automatic mode. When firing in auto, each shot uses 4 rounds.

2. Cannot be fired in semi automatic mode. When firing in automatic, can fire 4, 10 or 25 rounds.

Military Only

	Range	Rnds	AL	Lethality	Cost	Weight	Avail
Anti Tank Gun ³	V	10	50	1d20	-	-	M
TOW	V	1	40	1d20	-	-	M
Stinger	V	1	30	1d20	-	-	M
LAW	F	1	25	1d20	-	-	M
Tank Gun ³	V/I	50	60	2d20	-	-	M
Train Mounted Gun ⁴	V/I	50	100	6d20	-	-	M
AG, GG Missiles ³	V/I	1	60	2d20	-	-	M
30mm Auto Cannon ¹	V	3000	10	1d20	-	-	M
Vulcan ¹	V	3000	10	1d20	-	-	M
Flamethrower ²	F	20	2	1d6	-	-	M

1. Expend 30 rounds per shot.

2. Once a target is hit, it will continue to burn for 10 turns, treat as additional 2AL, 1d6 attack that hits automatically.

3. Area effect. All creatures within C are attacked.

4. Area effect. All creatures within 150 yards are attacked.

Column Explanations

Range: Maximum range of the weapon.

T=touching

C=Close

F=Far

V=Very Far

I=Indirect

Rnds: Maximum number of rounds that a weapon can hold. Some weapons (such as a club) have no rounds, and will have a dash in this column.

AL: Attack Level

Lethality: How likely the weapon is to kill its target, expressed as a die roll.

Cost: First number indicates the cost of the weapon itself, the second number is the cost of a fully loaded clip or magazine.

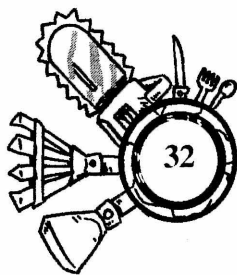
Weight: First letter indicates the weight of the weapon itself, the second number is the weight of a fully loaded clip or magazine.

Avail: The availability of this weapon to the general public.

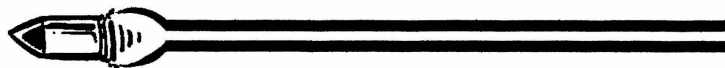
E=General access

R= Restricted access, requires a successful roll of shopping to acquire.

M= Military only. requires a successful roll of shopping -1 to acquire.



Melee



AOTH!

Column Explanations

Range: Maximum range of the weapon.

T=touching

C=Close

F=Far

V=Very Far

I=Indirect

Rnds: Maximum number of rounds that a weapon can hold. Some weapons (such as a club) have no rounds, and will have a dash in this column.

AL: Attack Level

Lethality: How likely the weapon is to kill its target, expressed as a die roll.

Cost: First number indicates the cost of the weapon itself, the second number is the cost of a fully loaded clip or magazine.

Weight: First letter indicates the weight of the weapon itself, the second number is the weight of a fully loaded clip or magazine.

Avail: The availability of this weapon to the general public.

E=General access

R= Restricted access, requires a successful roll of shopping to acquire.

M= Military only. requires a successful roll of shopping -1 to acquire.

Others

Chainsaw

Electric Knife

Drill

Aerosol Sprays

Thrown Breakables

Rock (Thrown)

Arc Welder

Bare Electric Wire

Garrote

Water Balloon

Electric Squirt Gun

Hubcap

Garden Tiller¹

Lawn Mower¹

Portable Saw

Nail Gun

Staple Gun

Acid²

Industrial Cleaners

Harvesting

Equipment¹³

Jack Hammer

Grenade⁴

Dynamite⁴⁵

1. Must run over target to affect it.

2. Once a target is hit, it will continue to sizzle for 5 turns, treat as additional 1AL, 1d4 attack that hits automatically.

3. Once target is hit, it will be caught in the machinery and attacked every turn until dead.

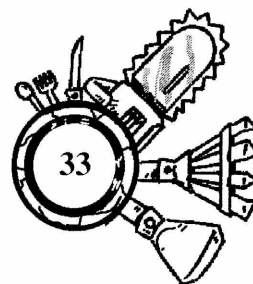
4. Area effect weapon. All creatures within T are attacked.

5. Dynamite is lit and left, cannot be thrown. There is no range listing for dynamite.

Body Armor

	DL	Cost	Weight	Availability
Nude Human	1	0	-	E
Normal Clothing	2	0	-	E
Heavy Clothing	3	25	E	E
Leather Clothing	4	400	E	E
Flack Jacket	5	600	D	E
Kevlar	6	1000	D	R
Kevlar w/ceramic and metal inserts	10	5000	C	M
Gloves ¹	.5	10	-	E
Heavy boots ¹	.5	75	-	E
Helmet (motorcycle, hardhat, etc.) ¹	1	100	E	E

1. This item can be combined with other armor types to increase the over all DL. Gloves and Boots must both be worn to get a 1 point increase. The .5 is lost otherwise.



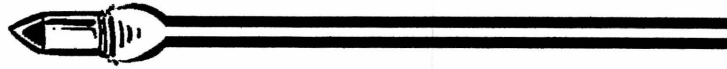
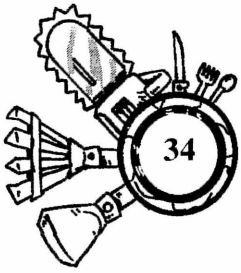
Weapons Design Sheet

Type	Range	Rounds	Attack Level

Lethality	Cost	Weight	Availability

Description of Weapon:

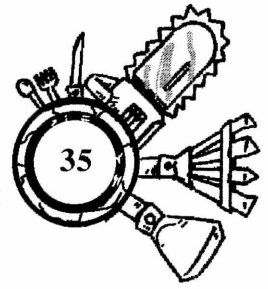
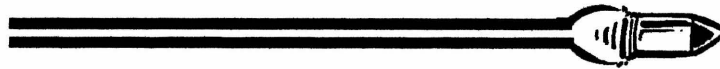
Weapon Sketch:



AOTH!

Getting Things Done





Getting Things Done

During the course of an adventure, characters will often attempt to do things that will further their cause. If they don't, they will probably die, so the point is sort of moot, but we couldn't think of any other sentence that would open this section. That out of the way, the question is this: What does the MM do when a player says "I want my character to climb the cliff face, parachute off the side, and fix the walkie-talkie while trying to convince the local sheriff that his mother in law really IS a demon from dimension Q." This is what skills are for. When dealing with monsters, the best way to handle them is to kill them. This is what weapons are for.

Skills

When the characters are created, they are randomly assigned a predetermined number of skills. These skills represent a lifetime of learning, perhaps from personal experience, schooling, military training, or career related. As characters progress they get experience and they will learn new skills or get better at ones that they already know. Characters can combine skills to help them solve problems, and several characters can get together to solve a problem.

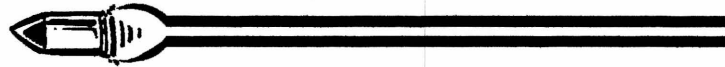
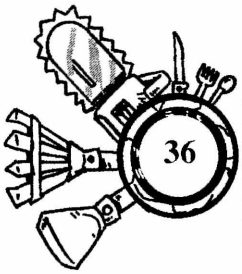
A level of one in any given skill means that a character has some knowledge of the skill. A two indicates greater knowledge, a three shows a professional level of knowledge, a four says that the character is an expert on the subject and a level of five makes the character a walking encyclopedia. No skill may exceed five levels. Characters that have a level of zero in a given skill are assumed to have only a rudimentary knowledge of the subject, certainly not enough to act intelligently upon. The level that a character has in a skill directly determines how successful he will be when trying to accomplish a task that involves that skill.

A six sided die determines the success or failure when a character is trying to do something that requires a skill. The level of skill that the character has is what she will need to roll under to accomplish the task. This means that a character with a skill level of zero in electronics has no hope of trying to fix a broken walkie-talkie. A character with 4 levels of forgery has a 4 in 6 chance of successfully forging a pass into a secret government testing ground (he would need to roll a 4 or less).

It is up to the MM to determine which skills would be relevant to a given task. The MM may also wish to impose an additional penalty or bonus depending on the situation.

An example of skill use: Professor VonBaum is trying to create a vat of acids out of ordinary toiletry products. He has two levels of understand chemicals. He will need to roll a two or less on a six-sided die to create the acid. If he fails, he will just have a vat of evil smelling fluids.

Any given character may try ONCE to complete a task; he simply can't roll again and again until he succeeds. If he fails, he just can't do it. It won't happen, no way, no how. He failed. Bombed out. Can't do it.



AOTH!

Skills should be used only rarely to determine life or death. For example, if a character has parachuting of 1, and decides to parachute out of a perfectly good airplane, don't force her to roll to see whether she lives through it; make her roll to see if she can force herself to do it, or perhaps make her roll to see if the parachute is in good enough condition to use. Don't kill a character in this manner, it's no fun. That's what we play games for, you know. Fun. Remember?

A roll of 6 is always a failure. This is because any given skill may have no more than five levels, so a five or less is the maximum that a character can have.

The next important concept in skills (and one of the things that makes Attack of the Humans the terribly unique and cutting edge game that it is) is Skill Combinatics. Put simply, characters are allowed and encouraged to combine their skills to work on a problem. More than one character can put their skills in the pot, and often this is need to solve a problem or to blow up a ravaging mutant alien lava plant.

Skill Combinatics with one character works the same way as if you have one skill: just decide which skills are relevant, add up the numbers, and roll on a six sided die. The MM may rule that certain skills are required, and also may impose bonuses or penalties depending on the situation. Regardless of how many skills can be brought to bear, a roll of six is still failure. The character does not have to roll a die for each of the individual skills being used; all the skills are being combined to produce one attempt. The MM also has the right to disqualify a skill if she feels that it is not relevant.

Skill Combinatics involving more than one character is a little different. On an individual level, it is the same as normal combining, but *each* character involved must make a successful roll for the job to be completed satisfactorily. So, if two characters are involved in doing something, both of them must make a roll to see if things happen correctly. Now the question is: "Why would anyone want to do this? It seems to be reducing the chance of something happening correctly."

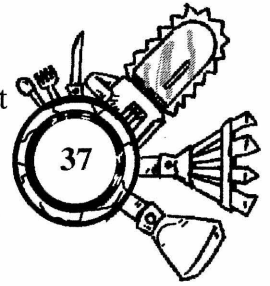
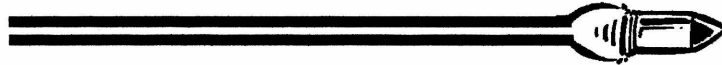
This is true. The reason that you might be forced to do this is if you get into a situation where two or more characters individually don't have all the skills that they need, but together they do.

For Example: Two characters are trying to strap a solid rocket booster onto a 1972 Chevy Nova. One character has 2 levels of make device, and one level of propulsion systems. The other character has one level of use cars, and one level of use rockets. To be able to strap the rocket on, and make it work, the first character has to roll a 3 or less, and the other has to roll a 2 or less on a six sided die.

Some skills will not often require a roll to be made. For example, you won't need to roll against your prepare food skill to be able to make breakfast, but if you want it to be edible, you should have at least one level of prepare food (and some eggs).

There are certain skills that have special rules about them:

AOTH!



Goofy Theory: Potentially the most potent of the skills, goofy theory is the one skill that will produce the most dynamic events. Goofy theory allows the character to come up with some sort of off-the-wall idea about how to get out of a sticky situation that might actually work. The MM is the judge of whether or not the theory is goofy enough. Assuming the MM agrees, the character will then combine whatever other skills are relevant and roll to see if his theory works. If it does, it will have the intended result, and all will go on. If not, nothing happens. Goofy theory will never produce a major result, it is only sufficient to get the characters out of a mess. Each character may only use goofy theory once per adventure. If they attempt it and fail, too bad.

Make Device: Must be combined with at least one other relevant skill. Make device will not stand on it's own. On the other hand, make device is a required skill whenever a character is trying to make any kind of device.

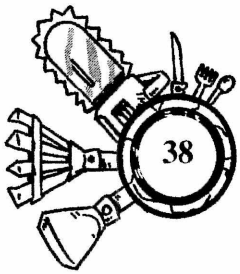
Weapons skills: Detailed in the combat section.

First Aid: At the end of each combat turn, characters may attempt to heal themselves and each other. More detail about the exact timing is contained in the combat section. First aid is a required skill for any healing to happen. First aid is a stand-alone skill, no skills may be combined with it. The skill level that a character has in first aid is the chance that he has to heal someone, as per the normal skill rules (must roll skill level or less to succeed). If a heal is made, it will move the character up one health level (see the combat rules). No amount of first aid can heal a character higher than OK, and any healing done to an OK character has no effect. More than one character may attempt to heal a character (separate rolls), and healing yourself is allowed.

Between adventures all characters (except the dead ones) heal back to their Normal level, no first aid needed. There is more detail on healing in the combat section.

Fix: This skill is required before a character can attempt to fix anything, and another skill may have to be combined with it, at the discretion of the MM. For example, if a character wants to fix a car, the MM may decide that the character also needs the skills use car and understand combustion engines. If the character does not have these skills, then he will have to find another that does or not fix the car.





Combat

When playing Attack of the Humans, you will often notice that violence is usually the best way to deal with something. Unfortunately, most of the somethings that you are trying to be violent upon are also trying to be violent back. This violence upon violence and killing things is a highly complicated and esoteric form of behavior that we call "combat."

Combat in Attack of the Humans is generally very short and bloody. Weapons are very lethal, and usually if you can hit something, you will kill it. Combat is broken up into "turns" of five seconds each. In a turn, a character (or monster) can run, make an attack, and heal. A breakdown of what happens in a turn is:

Humans move

Monsters move

Humans attack/determine damage to monsters

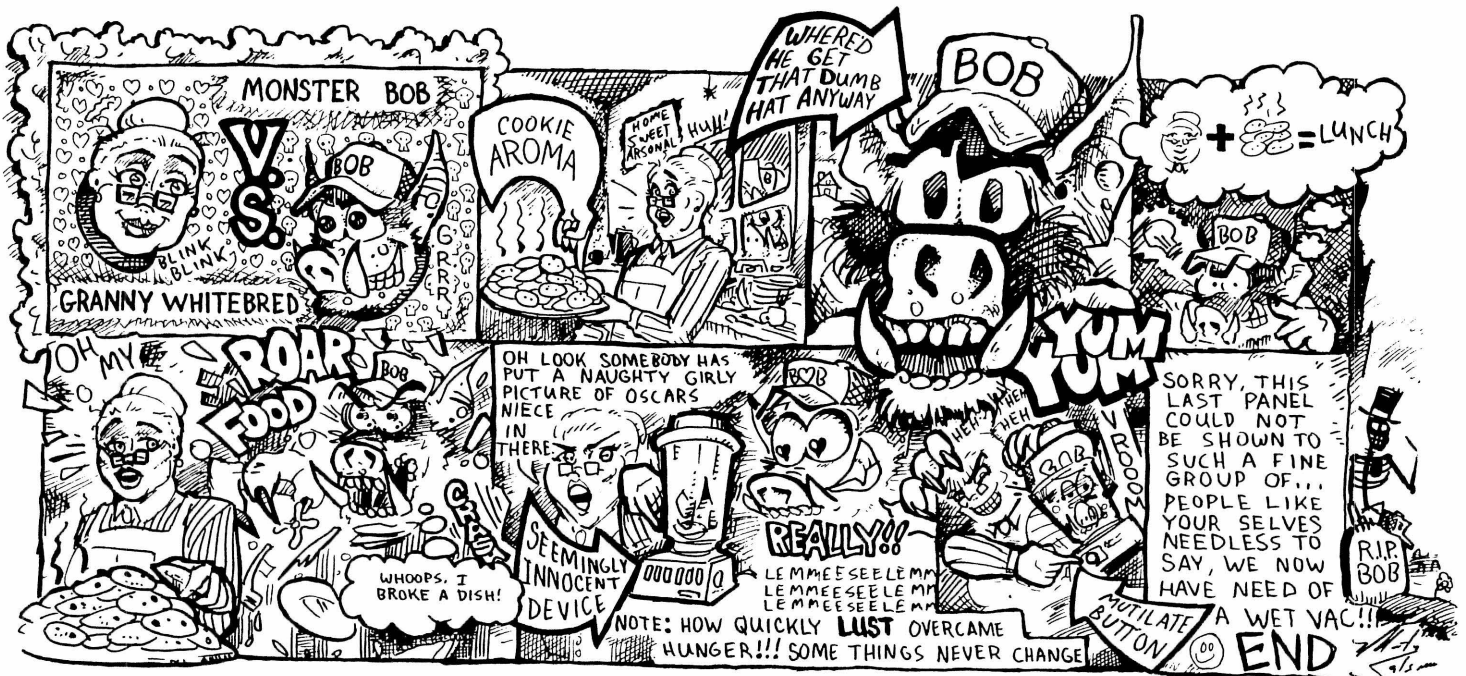
Monsters attack/determine damage to humans

First Aid

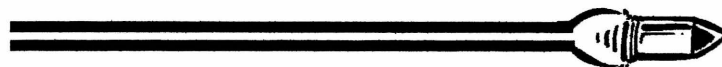
We will approach each section as it happens.

Movement

Before one can fully understand the hideously complex and straining aspects of movement, one must first study the ranges involved. In Attack of the Humans there are 5 distinct ranges: Touching, Close, Far, Very far, and Indirect. All weapons are rated as to their maximum effective distance, and that is noted in the weapons table. T, C, F, V, and I. The letter tells you how far away a weapon is effective, and it includes all of the smaller ranges. For example, since a Vulcan machine gun is range rated at V, then it will also fire into the F, C, and T ranges.



AOTH!



Here is how these ranges are determined:

Touching: Combatants are close enough to touch each other. No more than 3 feet apart.

Close: From 3 feet apart to 15 feet.

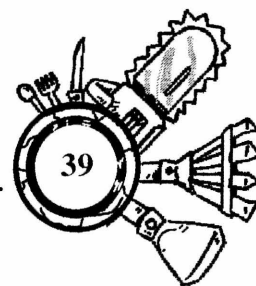
Far: From 15 feet to 300 yards.

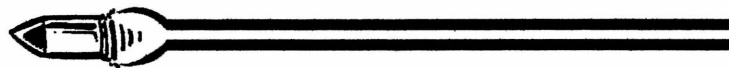
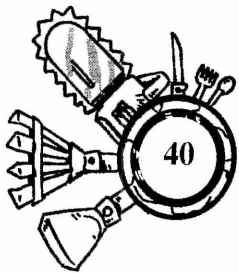
Very Far: From 300 yards on, basically line of sight.

Indirect: Out of sight. Weapon travels over hills to get to target, target could be as far as 30 miles away.

When moving, a human can move from touching to close or vice-versa, from close to far or vice-versa, or can move around in the far range. Given two turns a character can move from the far range to the close range. It is unlikely that any given combat will last long enough for anyone to move from very far to far, but that is up to the MM.

Humans move first, and then monsters. This lets the monsters react to the humans.





Attacking

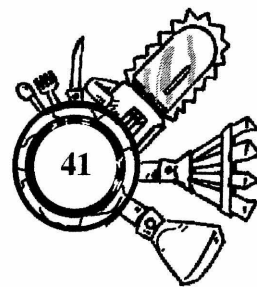
Attacks will be made with a variety of weapons: usually the monsters will be using some sort of biological weapon and the humans will be using some sort of acquired weapon but this is not necessarily so. All weapons, regardless of their origin, are rated in two ways: Attack Level and Lethality. You will see attack level abbreviated as AL on the weapons list, and here also. The AL of a weapon is how much punch it delivers, how much penetrating force it can produce. Lethality is how likely the weapon is to kill its target. Did you notice that lethality is marked by a size of die? Good, this is important.

All objects (even Jello to a certain extent) have an inherent trait that is termed "Defense Level" or DL for short. The DL of an object is how much resistance to weapon penetration that object has. Weapon penetration is AL. So, DL is directly used to counter AL. Humans and monsters are affected by DL in different ways, though...

Monsters are given a DL rating that is descriptive of the amount of protection that their body gives them. Most monsters won't be wearing armor (many don't need to) but a few might. Hi tech alien brain eaters from the funky planet Zenon might very well be wearing armor. Monsters have this real bad problem with their DL, though: It wears off. It is presumed that they are working on this, but for right now when a monster is hit, his DL will go down. More on this in a minute.

Humans, on the other hand, have a DL that stays the same. It will dip down when hit, but bounces back the next turn, ready to soak up another round of damage. Why is this so? Why does human armor stand up to fire, when the monster's does not? Because this is Attack of the Humans, stupid. Humans are supposed to have the advantage, this is our game! Monsters are still very lethal, regardless of that little problem, so don't worry about them, they can take care of themselves.





Now we need to talk about hitting things. If you take a shot with your weapon, you don't always hit your target. Monsters are even worse shots than humans (most of the time). To see if a character has hit its intended target, he must roll one 6 sided and one 10 sided die. The number that he needs to roll is modified by various factors, but is a base of eight. This means that he needs to roll an eight or less to hit. On the ten sided die, a roll of "0" indicates a "10."

The base to hit is an eight or less. There are ways to increase the chance to hit. If the character has any relevant weapons skills then she will receive a plus one on the base chance for each level of skill. For example: If farmer Bob is trying to shoot a mutant cow with his shotgun, and he has two levels of use rifle, then his base chance to hit is eight plus two, which equals ten. Bob needs to roll a ten or less.

If a character does not have a relevant weapons skill, it does not mean that he cannot fire the weapon, he just will not get any to hit bonus.

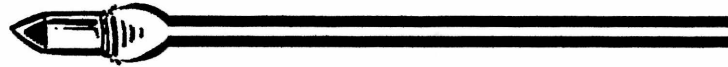
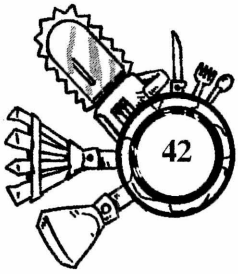
There are a few other circumstances which can affect the to hit roll:

Size: Human sized targets do not change the roll. Targets smaller than humans will subtract one from the roll. Little tiny targets will subtract two. Larger than human targets will add to the roll, depending on exactly how large they are. The actual number that will be added is determined by the MM.

Evading: Humans and monsters can declare that they are evading. When evading, no attacks can be made, and no ranges can be changed. An evading target will subtract 2 from the To Hit roll.

Range: There are no penalties for range. If the target is in the weapon's maximum range,





AOTH!

then the To Hit roll stays the same. If the target is outside that range then there will be no To Hit roll, because it won't shoot that far.

Moving: If the attacker did not move in the same turn that he (it) is attacking, then he (it) gets one added to his (its) To Hit roll.

Monsters are affected by the same modifiers, and can also evade, if they are intelligent enough (few are). The base To Hit of a monster varies; the monster description will tell what the base To Hit is for that particular monster.

If a weapon does hit its target, it may or may not kill it. The rules for resolving damage against humans and resolving damage against monsters are slightly different, but in most ways the same. The reason that they are different is to give the humans a slight advantage in combat. The best heroes are the ones who get chewed up a bit and still win, right? Who cheers for the guy that gets stabbed in the pinky and falls over stone cold dead? No one.

Monsters have two conditions: living and dead. When living, they act as normal, and when dead, well, they are dead. A weapon, when it hits, will either kill the monster or not kill the monster. There is no in-between. This does not mean that the monster is not taking damage, though...

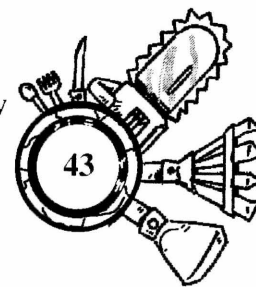
When a weapon hits a monster, it immediately reduces the monster's DL by as many points as the weapon's AL. This is to reflect that weapon's "chipping away" of the monster's armor. The DL stays at the reduced level for as long as the monster remains alive (some monsters may regenerate...it will be in the monster's description if it does.) The new DL number is what the human must roll **equal to or above** to see if the monster is dead. The roll is performed with the die specified by the lethality section of the weapon description. If the roll is higher than the DL, the monster is dead. If not, it lives with no depreciation of its facilities. If the monster's DL is reduced to zero or less, then it is automatically dead.

There will be circumstances where the DL is greater than can possibly be rolled with the lethality die of a weapon. In this instance, the weapon simply cannot kill that monster with one blow. It will take more than one hit to kill the monster with that weapon.

If a monster is hit by more than one weapon in one turn, each weapon is a separate attack. Reduce the DL and roll lethality for each weapon.

Example: Farmer Bob is attacking a Gargantutick with his shotgun. The Gargantutick has a DL of 8. He hits, and reduces the Gargantutick's DL by 2. It now has a DL of 6. The lethality of a shotgun is 1d4, so there is no chance that the monster will die (you cannot roll a 6 on a four sided die.) On the next turn, Bob hits again and once again reduces the monster's DL by 2. The Gargantutick's DL is now down to 4, so Bob has a chance of killing it. Bob rolls a d4, and gets a 2. The monster is still alive. The next turn, Bob's friend Dave joins in with a .22 pistol. Both Bob and Dave hit. Dave's pistol takes 1 more off the monster's DL, reducing it to 3. Rolling a D4, Dave gets a 2, not

AOTH!



enough to kill the monster. Bob's shotgun takes 2 more off Gargantutick's DL, and now its DL is only 1. Bob rolls a d4 and gets a 1, which is now enough to kill the Gargantutick. Bob gets credit for killing the monster.

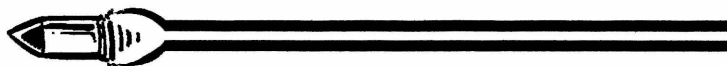
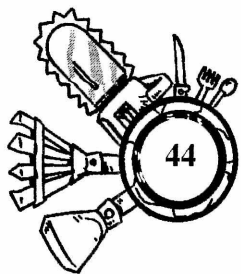
When humans are hit by weapons, the procedure is nearly the same, except that if the lethality roll is successfully made, the human is not necessarily killed, and the DL is not permanently reduced.

Humans have "health levels" that represent the human's condition. If a human has a lethality roll successfully made against him, he is moved down one health level. The health levels are: Normal, OK, Wounded, Unconscious, and Dead. Two of the levels are not shown on the character sheet: Normal and Dead. Characters are assumed to be in the normal condition when an adventure begins, and characters that are dead have no use for record keeping at all, so those are not shown on the sheet. Characters could be moved all the way to death in one round. Characters can be healed at the end of each round, see the first aid rules in the skills section, page 37. A character can be brought back from the dead once each adventure, provided that she can get successful first aid on the same turn that she died. Any delay will mean death to the character. If a character dies for the second time, then she is dead. That is it. DEAD.

Between battles, a character with first aid can heal themselves and other characters back up to OK, no further. A character may not be taken back up to the "Normal" condition, if they have been hit at all, it shows some, and the character's highest rating can only be OK. If a character has had his one "free" death, and was healed in time, then the highest that he can be healed to is Wounded. Between adventures, all characters can heal back to the Normal level. A character that is at Wounded can only carry 1/2 as much equipment as normal. This is because the character is hurt, and cannot strain himself. You need only worry about this between combats, characters that were OK can deal with extra weight during a combat sequence. Between combats, the character can only carry 1/2 his normal amount. The only characters that this rule will affect are the ones that have been brought back from the dead, as they can only be healed back up to Wounded.

A human's DL is different from monsters also. Initially, it is the same, meaning that when a weapon hits it reduces the DL and then a lethality roll is made. The difference is that immediately after the roll is made, the DL goes back to its normal level. If more than one monster hits in one turn, each one reduces the DL in turn, and between each of them the DL snaps back to its normal level.

For example: Sally is bitten by Velnick, the master of pus, and a glowing voltore in the same turn. Sally is wearing a flack jacket which gives her a DL of 5. Sally is already Wounded. Velnick has a AL of 4, and a lethality of 1d6. Sally's DL is reduced to 1, and Velnick rolls a d6 and gets a 2, which knocks Sally down to Unconscious. The glowing voltore has a AL of 2 and a lethality of d4. Sally's DL goes back up to 5. This is one of the advantages of being a human. It gets taken back down to 3 by the voltore's attack, and the voltore rolls a 3 on its lethality roll. This moves Sally down another health level, to "dead." Unless one of her friends is around, she will be permanently dead.



For the sake of easy game play, monsters tend to “group up” into small groups when several of them are involved in a combat (nice of them to do this for us, huh?) A group can be anywhere from one to hundreds of monsters.

If a group of monsters is attacking a single human, only so many of them can “get at him.” No more than six monsters at a time can attack any one human, roll a six sider to determine how many are in position. The MM can also arbitrarily determine the number himself.

There are a few special circumstances that will occur during combat.

Changing weapons: If a character wishes to change weapons during combat, it takes “no time,” meaning that there is no penalty for changing. A character can attack with one weapon one turn, and another weapon the next.

Reloading: It takes one turn to reload any weapon. During reloading the character can be treated as “evading.” The weapon may not fire while it is being reloaded, and the character doing the reloading may not use any other weapon.

Cover: A human or monster may take cover behind an object: the DL of the object is added to the DL of the human or monster for purposes of taking damage.

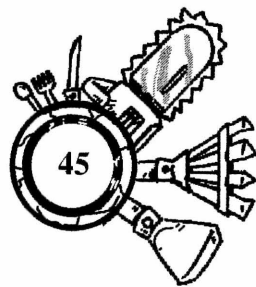
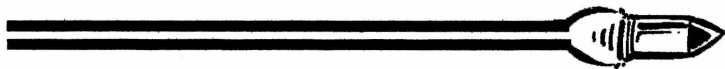
Inanimate objects have a DL of their own, and will be destroyed if the DL is reduced to zero.

Automatic weapons: Some weapons have the ability to fire more than one round per turn. In this case, the weapon may be able to attack more than one monster. If there is more than one monster in a “group” then the weapon will attack as many as it can, up to the number of rounds fired. If there are more monsters in the group than rounds, the weapon will attack only as many monsters as there were rounds fired. If there are less monsters, then some of the rounds will go to the same monster. If there is only one monster, it is attacked as many times as rounds fired.

For example, if a character fired an M-16 into a group of monsters at full auto (4 rounds) and there were, say, 6 monsters, then the first four will be attacked by the shot. The character will have to roll four times, once for each round fired. If there were three monsters in the group, then each one would be attacked once, and one of them would be attacked twice. If there was only one monster, it would be attacked four times.

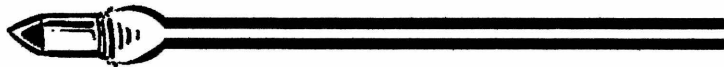
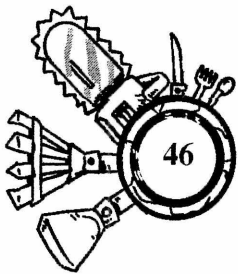
Shotguns: A shotgun, if fired into a “group” of monsters, will attack each monster in the group as if the gun was fired directly at it, up to 4 monsters. Unlike automatic fire, there will never be a situation where one monster is hit more than once, this rule is just intended to simulate the spreading shot characteristic of shotguns. This will effectively allow a shotgun wielder to attack up to 4 monsters with one shot.

Area: Some explosive weapons have an area effect, basically a blast. All monsters, and any humans, in the immediate area of an area affect weapon are immediately attacked by the weapon, with a base chance to hit of 10. The exact area varies, and is in the weapon chart. Each target will need to be rolled for separately.



Common Monsters





Common Monsters

In the interest of furthering human endeavors this list of common monsters has been compiled. Even though this list covers a wide spectrum of monsters, there is no way that all monsters could possibly be listed. Expect variations. New monsters are popping up all the time. The MM can make as many new monsters as he feels fit; the monsters here are intended to be used as examples as well as foes.

AI Computers

Type: Artificial intelligence computer

Size: Large, car sized

Intelligence: Vast

Origin: Possibly electrical short, or the brainchild of an excellent programmer.

Defense Level: 5

Number of Attacks: 1

To Hit Modifier: +3

Accuracy: 16

Number in Group: 1

Special: AI computers are not mobile themselves, although they may move other objects if connected to them physically

Description: An AI computer is one of the greatest fears of mankind: A computer that has decided to take over. Somehow, this microminiaturized electronic terror feels as though humans have got to go. Not all attacks from an AI computer will be physical, they have a liking for reducing your credit rating.

Attacks:	Range	Rnds	AL	Lethality
Slamming Doors	T	-	1	1d4
Electrical Shock	C	-	8	1d6

Alien Brain Men

Type: "Cerebroid"

Size: Man sized

Intelligence: Human

Origin: Outer Space. More specifically, the planet Medulla

Defense Level: 15 (force field)

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 8

Number in Group: 1 to 5

Special: A cerebroid's DL is regenerative: They get 4 points back per turn, may not exceed 15

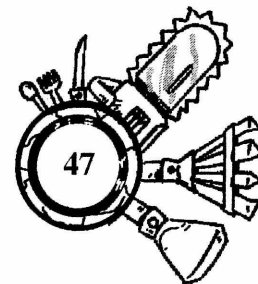
Description: Alien brain men are the most common type of alien to visit the planet earth. They fly in inexplicable spaceships and seem to be preoccupied with dissecting human subjects. If possible, a cerebroid will carry an unconscious human back to the space ship, in order to perform bizarre rituals upon them. Cerebroids prefer female subjects.



AOTH!



A cerebroid stands about 4 and 1/2 foot tall, has large brown eyes, and is usually seen wearing a grey jumpsuit. Their skin is very light. Cerebroids seem to only be interested in obtaining subjects, and will not communicate with humans at all. Cerebroids will defend themselves, and will retreat if possible. The spaceship of cerebroids seems to be interdimensional as it will fade out of existence if threatened...even if it has to leave crew members behind.



Attacks:	Range	Rnds	AL	Lethality
Ray gun	F	10	10	1d10

Alien Robot

Type: Psychotic murdering mechanics

Size: Human

Intelligence: Medium

Origin: Crazy alien scientists

Defense Level: 10

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 12

Number in Group: 1 to 14

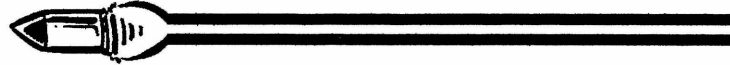
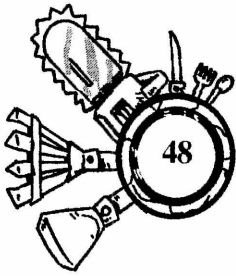
Special:

Description: Alien robots are the product of a bizarre culture located somewhere near the edge of our galaxy. Television broadcasts from Earth reached this world, and they thought it was great entertainment, especially all the killing. In order to enhance the experience they built a series of robots to mimic the actions of humans. This was a mistake.

With the alien race now all dead, the robots must search out violence in other parts of the galaxy. What better place than Earth?

Alien robots stand about 6 feet tall, and are a metallized parody of a human. A permanent scowl creases their faces, and they always talk in gruff, short sentences. They are often armed with quite lethal firepower, but their guns are actually attached to their hands, and cannot be taken off and used by someone else.

Attacks:	Range	Rnds	AL	Lethality
Big Blaster	V	10	8	1d10



AOTH!

Amoeba

Type: Human shaped protoplasm

Size: Human

Intelligence: Human

Origin: The other form of intelligent life that evolved on this planet

Defense Level: 5

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 10

Number in Group: 20 to 100

Special: No damage from bullet weapons

Description: Amoeba is our name for this race, their true name is unknown. Amoebas seem to have evolved some time ago, but disappeared until recently. They are primarily interested in taking over the Earth.

Amoebas are one-celled animals, in a human shape. They are translucent, and if looking closely at them, you can see particles of stuff floating about in them. They wear human clothes, and have made several attempts to infiltrate human society. Amoebas speak to each other, but not to humans.

Amoebas are totally immune to bullets. It just simply doesn't bother them. All other weapons will have normal effects. Amoebas have no hesitation about using bullet weapons themselves.

Attacks:	Range	Rnds	AL	Lethality
Varies				

Animated Apparel

Type: Animated clothing

Size: Man sized

Intelligence: None

Origin: Lightning blasted detergent

Defense Level: 2

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 6

Number in Group: 2 to 10

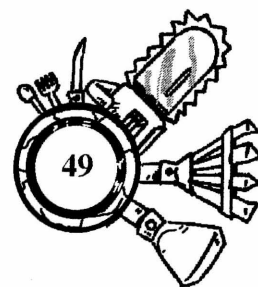
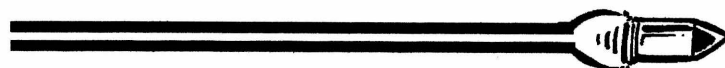
Special:

Description: Beware your washing machine if your detergent has been exposed to a lightning storm! Often, this will lead to animated apparel.

Although animated apparel is not actually alive, there is enough static electricity stored in them for them to writhe about as if they were living. Horrible and scary, it can take up to 10 days for animated apparel to begin its morbid jaunt.

Attacks:	Range	Rnds	AL	Lethality
Static discharge	C	1	4	1d4
Flailing sleeves	T	-	1	1d4-1

AOTH!



Ankle Ivy

Type: Mobile grasping vines

Size: Small

Intelligence: None

Origin: Greenhouses of mad horticulturists

Defense Level: 1

Number of Attacks: 1

To Hit Modifier: -2

Accuracy: 6

Number in Group: 1 to 10

Special: Ankle Ivy is rooted to one spot, it cannot move further than C range from there. If a human is hit by ankle ivy they are held, unable to escape until the plant is killed. Once ankle ivy hits, it will not attack any longer (it can't, it is using the vine to hold the target).

Description: Ankle ivy is a generic term used to describe all sorts of grasping plants. These plants are fond of grabbing the ankles of unsuspecting passersby and pulling them to the ground. It is uncertain of what the ankle ivy would do to someone who has been so captured, but imagination can run wild...

Attacks:	Range	Rnds	AL	Lethality
Vine	C	-	1	1d4

Bedrock Babies

Type: Rock demons

Size: Man sized

Intelligence: Low

Origin: Usually uncovered by construction crews working on ugly strip malls and cheap subdivisions

Defense Level: 8

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 8

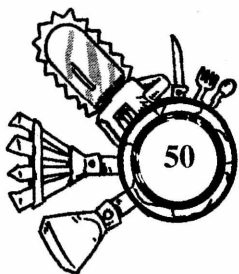
Number in Group: 1 to 3

Special: Bedrock Babies have total immunity to fire, but take double DL loss from jackhammers or other striking weapons, not counting bullets.

Description: These are actually creatures that existed many millions of years ago, and were covered by exploding volcanoes and mudslides and other natural catastrophes. Oddly enough, they all seemed to be covered up near areas where mankind would eventually decide to make strip malls.

Bedrock Babies stand on four legs, and are about 3 feet tall at the shoulder. Each paw has four toes that end in sharp talons. Physically, a bedrock baby looks like a carved tiger, but without the hair and minus the tail. An oversized mouth completes the ensemble, making for one horrible monster.

Attacks:	Range	Rnds	AL	Lethality
Paw swipe	T	-	4	1d4
Bite	T	-	4	1d6

**Berserk Robots****Type:** Out of control machines**Size:** Man sized**Intelligence:** Low to medium**Origin:** Badly maintained robotics, or lightning struck robotics**Defense Level:** 10**Number of Attacks:** 1**To Hit Modifier:** 0**Accuracy:** 10**Number in Group:** 3 to 10**Special:** May or may not be mobile, depending on the 'bot

Description: Sometimes, if the conditions are just right, berserk robots are born. They range from rolling robots to factory construction arms. These monsters are fairly brainless, meaning that they don't really have any purpose other than to kill as many humans as possible.

Attacks:	Range	Rnds	AL	Lethality
Grasping Hand	C	-	1	1d8
Flailing Arm	C	-	2	1d6

Bigfoot**Type:** Missing link ape/human**Size:** Larger than man-sized**Intelligence:** Medium**Origin:** Remote forests. Usually angered by rude campers**Defense Level:** 3**Number of Attacks:** 1**To Hit Modifier:** +1**Accuracy:** 10**Number in Group:** 1 to 10**Special:**

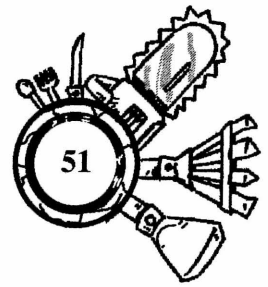
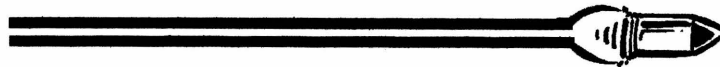
Description: Bigfoot, Sasquatch, Yeti...do they exist? Yes, they do, and they smell.

A bigfoot will often try to sneak up on its targets, but the smell will usually give it away. The bigfoot as a race is usually pretty docile, but sometimes one or more of them will go berserk, killing any and all obnoxious campers in their way. The forestry department often ignores such killing sprees, as it helps rid the forests of idiots.

A bigfoot stands 7 to 9 feet tall, looks slightly human, smells, and has big feet (surprise!). They can use clubs and rocks, but their favorite attack is to grab the opponent and try to rip its arms off.

Attacks:	Range	Rnds	AL	Lethality
Club	T	-	1	1d4
Rock	C	1	1	1d4-2
Grab and pull	T	-	0	1d6

AOTH!



Blind Telepathic Albino City Gators

Type: Flushed pets

Size: Large

Intelligence: Low

Origin: Pets, toilets, and chemicals don't mix

Defense Level: 25

Number of Attacks: 1

To Hit Modifier: +1

Accuracy: 7

Number in Group: 1 to 10

Special:

Description: These are basically pet alligators that grew too large and were flushed down the toilet. Crawling through city sewers, they encountered various chemicals and radioactive compounds, and became extremely aggressive and telepathic.

Blinded due to the lack of light, they are still very perceptive, and will attack anything that comes into their domain.

Attacks:	Range	Rnds	AL	Lethality
Bite and roll	T	-	7	1d10
Tail lash	C	-	2	1d6

Blobs

Type: Creeping protoplasm

Size: Small to Huge

Intelligence: Low

Origin: Radioactive slime rocks that have been brought up from the bottom of the ocean and opened by overzealous scientists and oyster farmers

Defense Level: 3d10

Number of Attacks: DL divided by 5

To Hit Modifier: +(number of attacks)

Accuracy: 8

Number in Group: 1 to 2

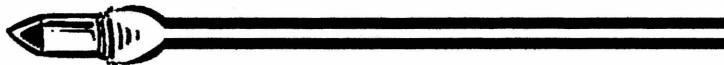
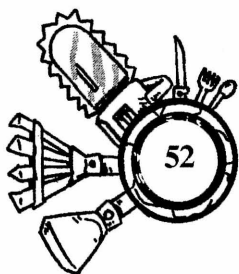
Special: The DL determines how large the blob is. As the blob takes damage, it will be reduced in size. The DL divided by 5 (round up) is how many attacks the blob will get in one turn (minimum 1). This same number is the To Hit modifier. Blobs take only 1/4 DL loss from bullet weapons, and no damage from all types of melee weapons (except for tennis rackets, which do full damage). Fire and cold based attacks will do normal damage. If a blob absorbs and kills a human, it will gain 10 DLs.

Description: Who knows what a blob really is? They seem to be interested in eating humans, and they will do almost anything to get to them.

Blobs come in a multitude of colors, from blood red to chlorophyll green. They ooze along at a pretty good clip, and are really disgusting to look at.

Blobs will attack in one of three ways. The blob bullet is an acidic projectile weapon that the blob can throw at a tremendous distance. The pod swipe is a tentacle of slime that reaches for the target, and absorb is the blob attempting to eat the human.

Attacks:	Range	Rnds	AL	Lethality
Blob Bullet	F	-	6	1d4
Pod Swipe	C	-	8	1d6
Absorb	T	-	10	1d8

**Blood Sucking Spiny Iguanas****Type:** Vampirish reptiles**Size:** Medium**Intelligence:** Low**Origin:** Acid rain-inundated rain forests**Defense Level:** 2**Number of Attacks:** 1**To Hit Modifier:** -1**Accuracy:** 6**Number in Group:** 10 to 70**Special:**

Description: Not much more than a nuisance, the blood sucking spiny iguana could nevertheless be a major threat if encountered in large numbers.

BSSI appear as large, blunt tailed iguanas with a red tint in their beady little eyes. They will often attack en masse, from 20 to 50 at a time.

Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	1	1d4

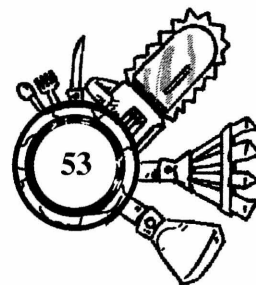
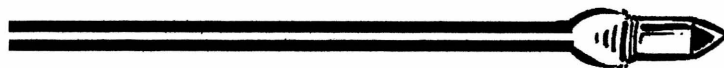
Bugmen**Type:** Bug men**Size:** Human**Intelligence:** Less than human**Origin:** Tropical islands in the Atlantic**Defense Level:** 3**Number of Attacks:** 1**To Hit Modifier:** 0**Accuracy:** 6**Number in Group:** 10 to 150**Special:**

Description: These insect-type persons have 6 limbs and stand about 4 feet tall. They stand on four of their limbs, and their abdomen is vertical, giving bugmen a centaurish look. Bugmen are green, and have huge eyes, and are commonly mistaken for Bug Eyed Monsters. They resent this, and attack with greater fervor.

Bugmen live in villages, and have a loosely organized society. They enjoy sacrificing humans on burning stakes, and look forward to capturing them.

Attacks:	Range	Rnds	AL	Lethality
Spear	T	-	2	1d6
Spear (thrown)	F	1	3	1d6

AOTH!



Chainsaw Creature

Type: Motorized maniacal mutant

Size: Human

Intelligence: Medium

Origin: Bizarre accident involving a hardware store, a minotaur, and an artificial insemination service

Defense Level: 25

Number of Attacks: 2

To Hit Modifier: 0

Accuracy: 10

Number in Group: 1 to 2

Special: Chainsaw creatures may use their chainsaw attack more than once per turn, because they are equipped with two chainsaws. Chainsaw creatures take double damage from electricity.

Description: The chainsaw creature is a bizarre insult against nature. Created in a unique and terrible explosion, chainsaw creatures are nothing less than large metal minotaurs with chainsaws instead of forearms.

Though resilient, chainsaw creatures are especially susceptible to electrical attacks.

Attacks:	Range	Rnds	AL	Lethality
Chainsaw	T	-	7	1d8

Chimera

Type: Mythological beast

Size: Large

Intelligence: High (slightly sub human)

Origin: Mythological

Defense Level: 45

Number of Attacks: 4

To Hit Modifier: +1

Accuracy: 10

Number in Group: 1 (unique)

Special: The chimera regenerates 4 points of DL per turn. Its DL may never exceed 45. Persons bitten by the tail or the snake's head suffer poison...see Flying Albino Siberian Tarantula for more information.

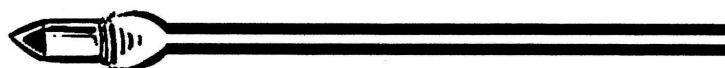
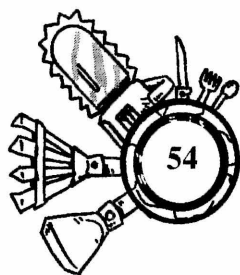
Description: The chimera is a beast of legend. It was supposedly killed in the time of ancient Greece, but has recently resurfaced and is a major terror.

In legend, the chimera walked through armies...this would be more difficult for it today, but it is still a worthwhile opponent.

The chimera has the body of a lion, with the back feet of a goat. It has three heads: one is a lion, one is a snake, and one is a goat. Its tail branches into two snakes, who writhe around constantly and will bite anyone who approaches.

The lion's head breathes fire, the chimera's most terrible attack. The snake's head strikes savagely at some distance, and the goat's head can ram and bite savagely. The chimera has an extremely armored hide, and regenerates to some degree.

The chimera has a certain intelligence, and knows when it is outmatched.



The chimera is the size of a small car.

Attacks:	Range	Rnds	AL	Lethality
Claws	T	-	5	1d6
Lion's head bite	T	-	5	1d8
Goat's head ram	T	-	8	1d4
Goat's head bite	T	-	6	1d6
Snake's head bite	C	-	8	1d6
Tail snake bite	T	-	4	1d4
Flame breath	F	-	20	1d20

Creeping Fungus

Type: Moving mushrooms

Size: Small

Intelligence: None

Origin: Unknown

Defense Level: 1

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 6

Number in Group: 10 to 20

Special:

Description: Creeping fungus is a non intelligent variety of fungoid that moves towards heat sources. Once in contact with protein, they release an acid in order to digest it. They have no intelligence at all, and move very slowly.

Attacks:	Range	Rnds	AL	Lethality
Acid ooze	T	-	3	1d6

Disembodied Body Parts

Type: Creeping digits

Size: Small

Intelligence: None

Origin: Strange space radiation, or partners

Defense Level: 8

Number of Attacks: 1

To Hit Modifier: -2

Accuracy: 5

Number in Group: 1 to 30

Special:

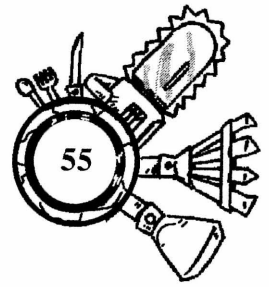
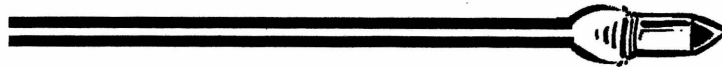
Description: Disembodied body parts are just that: arms, legs, hands and other stuff that is capable of movement independent of the body that they were once attached to. Creeping and crawling, they are in actuality not much more than a nuisance.

Disembodied body parts have a high DL due to the fact that they are incredibly difficult to kill. They just don't want to die!

Disembodied body parts move very slowly, and are fairly easy to escape from.

Attacks:	Range	Rnds	AL	Lethality
Punch, kick, strangle, or grasp	T	-	1	1d4-2

AOTH!



Dust Rodents

Type: Radioactive dust collections

Size: Small

Intelligence: None

Origin: Created when plutonium dust comes into contact with unvacuumed surfaces

Defense Level: 1

Number of Attacks: 1

To Hit Modifier: -2

Accuracy: 6

Number in Group: 1 to 5

Special:

Description: These creatures live under couches and other types of furniture. Once disturbed, they will fight until dead. They expel a radioactive dust cloud, and when killed they erupt into an even larger cloud.

Attacks:	Range	Rnds	AL	Lethality
Attack cloud	T	-	1	1d4
Death cloud	C	-	3	1d8

Evil Stuffed Toys

Type: Unloved kiddie playthings

Size: Small

Intelligence: Medium

Origin: Trash dumps and roadsides around the world

Defense Level: 1

Number of Attacks: 1

To Hit Modifier: -2

Accuracy: 8

Number in Group: 10 to 30

Special:

Description: Bordering on the supernatural, something causes certain toys to become animated and seek revenge upon the humans that did not love them. All toys want to be loved, and these toys are no exception.

It is said that veritable armies of evil stuffed toys can be found lurking in trash sites, looking for someone to avenge themselves upon.

Evil stuffed toys come in a variety of shapes and sizes.

Attacks:	Range	Rnds	AL	Lethality
Claw, kick, scratch and strangle	T	-	1	1d4

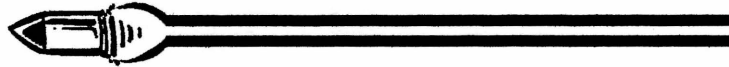
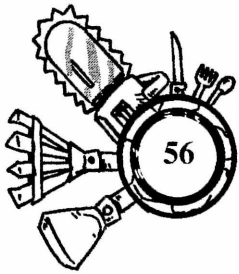
Floating Bottled Brains

Type: Disembodied vacuum sealed intelligence centers

Size: Small

Intelligence: Human

Origin: Seen only after the appearance of Cerebroids, it is suspicioned that these bottled brains are pets of the alien brain men.



Defense Level: 1

Number of Attacks: 1

To Hit Modifier: -2

Accuracy: 6

Number in Group: 1 to 10

Special:

Description: These hideous deformities float about 3 feet off the ground in transparent glass bottles filled with some sort of clear fluid. How they manage to float is uncertain, but it could be some sort of psychic ability.

Floating bottled brains are very intelligent, and very aggressive. They are quite ugly in appearance. No one is quite sure what kind of animal the brains come from, but at least it is easy to break the bottles.

Attacks:	Range	Rnds	AL	Lethality
Psychic energy blast F	-	2	1d6	

Flying Albino Siberian Tarantula

Type: Mutated spider

Size: Small

Intelligence: Low

Origin: Irradiated Siberian lowlands

Defense Level: 2

Number of Attacks: 1

To Hit Modifier: -2

Accuracy: 6

Number in Group: 5 to 30

Special: A character, once bitten, is poisoned. If not taken to a hospital within 1 day, the character will die. Healing costs 100 dollars, and takes one full day. Additional bites will no longer have any effect. A character will only need to heal once, regardless of the number of bites he has.

Description: Originally appearing in Siberia, and now all over the world, these little beasts have brought terror to all who see them.

The Siberian tarantula measures 2 feet from the tip of one leg to the opposite leg. They have sprouted wings and can fly very quickly, up to 25 MPH. This is much faster than a human can run. These spiders are completely white, and can often be found in snow covered areas.

Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	1	1d4-2

Flying Snakes

Type: South American winged serpents

Size: Medium

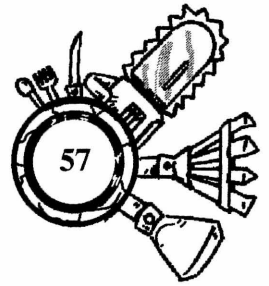
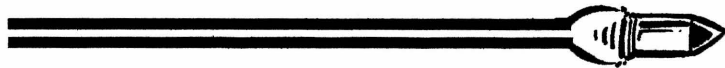
Intelligence: Low

Origin: Swamps and rain

Defense Level: 3

Number of Attacks: 1

AOTH!



To Hit Modifier: -1

Accuracy: 7

Number in Group: 1 to 3

Special: Poison, same rules as Flying Albino Siberian Tarantula

Description: From the ancient Aztec and Mayan legends come flying snakes, nasty winged serpents that look for human victims. Flying snakes come in all sizes, but most are in the 3 to 5 foot range.

Attacks:	Range	Rnds	AL	Lethality
Spat venom	C	-	1	1d4
Bite	T	-	4	1d6

Gargoyles

Type: Stone demons

Size: Man sized

Intelligence: Human

Origin: Gothic buildings and churches

Defense Level: 10

Number of Attacks: 2

To Hit Modifier: 0

Accuracy: 9

Number in Group: 1 to 5

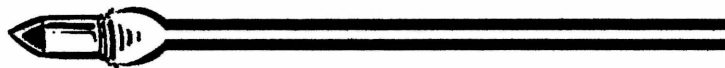
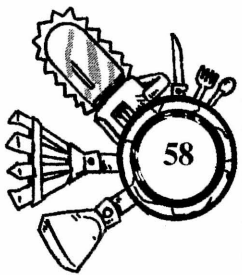
Special:

Description: Gargoyles have been misused as decorations for many years. Once active monsters, when the rest of the monsters decided to retreat for awhile the gargoyles just simply stopped moving. They were eventually mistaken for carvings, and stuck onto buildings everywhere.

A gargoyle's flesh resembles stone, but it is actually a super-hard organic material. Gargoyles have wings, tails, and quite a bad attitude. Gargoyles possess a wickedly shaped beak, and large eyes. Gargoyles can fly at speeds up to 50 MPH, allowing them to catch up to cars and close from Far to Touching range in one round.

Attacks:	Range	Rnds	AL	Lethality
Beak bite	T	-	3	1d8
Claw swipe	T	-	4	1d6
Tail pierce	T	-	5	1d4
Sonic roar	F	-	2	1d4



**Giant Insect****Type:** Big bug**Size:** Medium**Intelligence:** Low**Origin:** Toxic waste dump sites**Defense Level:** 4**Number of Attacks:** 1**To Hit Modifier:** -1**Accuracy:** 6**Number in Group:** 10 to 100**Special:**

Description: Giant insects range in species, but they all are about the same size (3 to 4 feet long) and the same toughness. Some can fly.

They will almost always travel in swarms, searching for food. Humans make good food.

Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	1	1d4

Hemogoblin**Type:** Vampiric flying reptile**Size:** Medium**Intelligence:** Medium**Origin:** Unknown**Defense Level:** 3**Number of Attacks:** 3**To Hit Modifier:** -1**Accuracy:** 8**Number in Group:** 5 to 20**Special:**

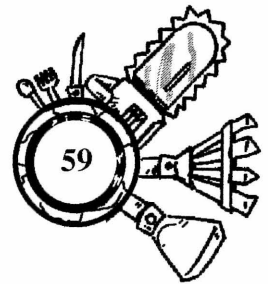
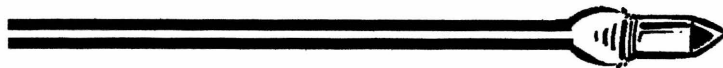
Description: A hemogoblin is a bright green humanoid shaped winged reptile with a taste for blood. They have scales, a triangular head, forked tongue, long tail with a barb, and a nasty set of very sharp teeth. Their wings are very batlike, with a black leathery substance stretched between bones to provide a lifting surface.

Hemogoblins drink blood for sustenance and are not afraid of attacking an armed human to get it. Their powerful wings can carry them at speeds of up to 30 MPH.

Hemogoblins have voices, but cannot speak. They screech during battle, with high pitch voices that sound like fingernails.

Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	4	1d6
Claws	T	-	3	1d6
Tail	C	-	5	1d4

AOTH!



Ichthyoid

Type: Fish person

Size: Human

Intelligence: High, slightly less than human

Origin: Bottom of the sea

Defense Level: 4

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 10

Number in Group: 5 to 30

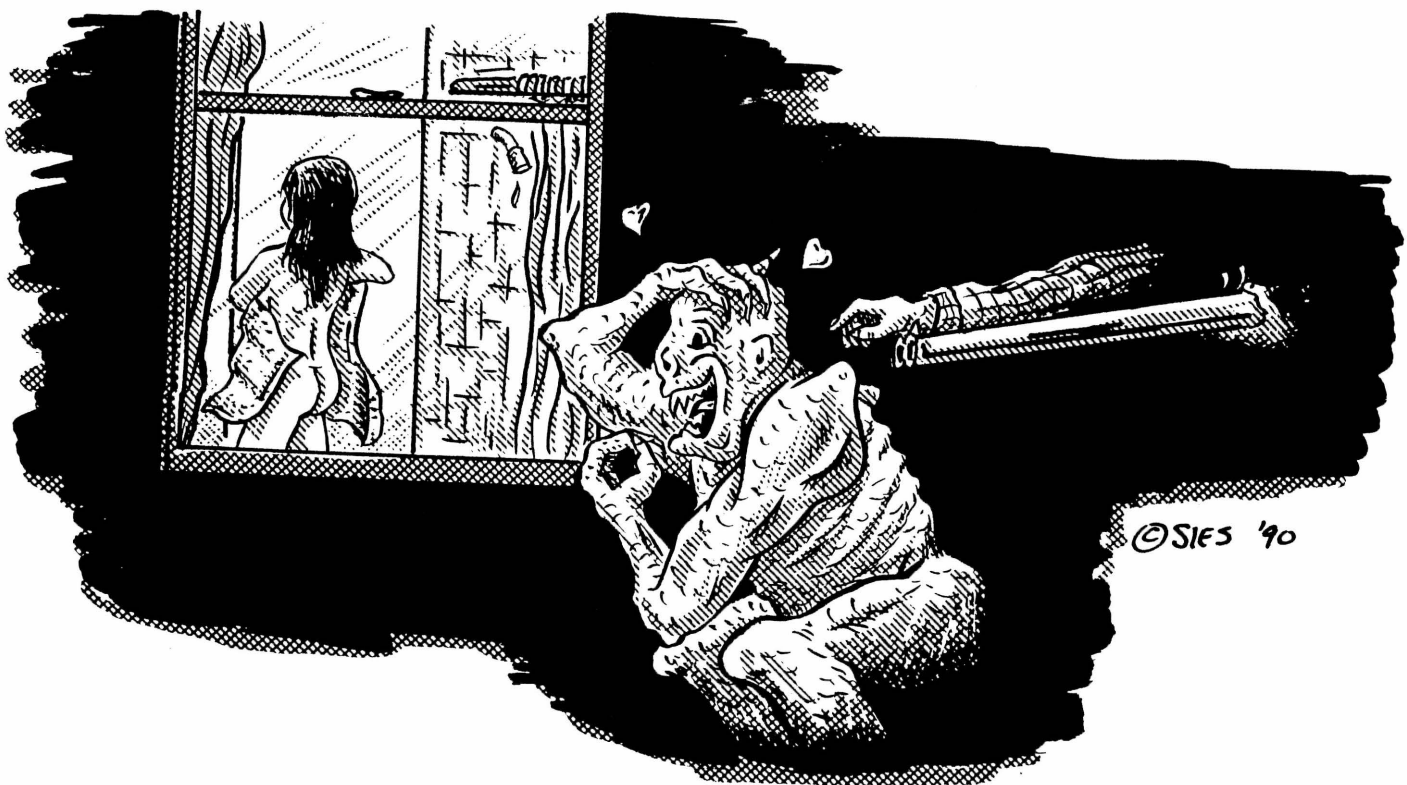
Special:

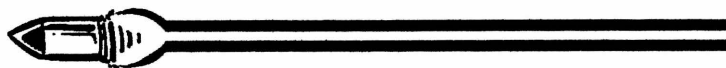
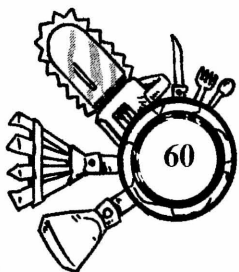
Description: Ichthyoids are usually seen in hunting parties, looking for that oh-so-tasty human treat. They hunt humans, and carry the corpses to fishy chefs at the ocean's bottom.

Occasionally they will also hunt for bikini babes. It is unclear what they will do with the bikini babes, as Ichthyoids reproduce by spreading eggs on the ocean floor. Go figure.

Ichthyoids are varying types of grotesque fishmen living in almost any large body of water. They are usually unarmed, but sometimes they carry spears and wicked "people hooks." Persons hit by people hooks are trapped, impaled by the barbed hook.

Attacks:	Range	Rnds	AL	Lethality
Spear	T	-	2	1d6
Spear (thrown)	F	1	3	1d6
People Hook	T	-	3	1d6





Intruder

Type: Alien shape changer

Size: Varies

Intelligence: Above human

Origin: Crashed spaceship containing alien bent on galactic conquest

Defense Level: 2d10

Number of Attacks: 1

To Hit Modifier: varies

Accuracy: 10

Number in Group: 1

Special: Characters hit and damaged by an intruder will slowly become an intruder. They will lose one health level per turn until dead, whereupon they become an intruder. The only cure is to wound the affected character with a burning attack. This will "burn out" the intruder spores. Intruders themselves are only affected by burning attacks. Cold attacks will slow them down a bit, but is mostly ineffective.

Description: There was once only one intruder. No one knows how many there are now. It is unlikely to ever see more than one.

The intruder is a shape changer, it can take any shape it wishes and can do so perfectly. The only way to discern an intruder from the real thing is a successful roll of identify monster.

The intruder is most interested in somehow finding the remains of its spaceship and fixing it, allowing it to return to space. It will not accept help, and sees humans only as nuisances and breeding stock.

Intruders have a short life span, about 4 hours, forcing it to constantly seek out new life forms to use as breeding grounds. The intruders seem to be a hive intelligence allowing them to know where any others are. If a character is infected, the intruder will attempt to fool the others in the party as to the character's death. By doing this it hopes to be able to infect others.

Intruders will almost never be found in an area that is full of life, they have a tendency to kill off everything in very little time. Most likely an intruder will be found deep in a cave or other such secluded area.

Attacks:	Range	Rnds	AL	Lethality
Intruder infection blow	C	-	3	1d6

Killer Kumquat

Type: Roving garden plant

Size: Large

Intelligence: Low

Origin: garden plots made on top of old chemical plants

Defense Level: 3

Number of Attacks: 1

To Hit Modifier: +1

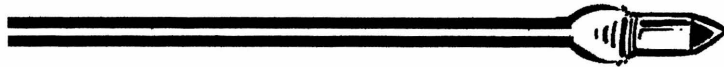
Accuracy: 7

Number in Group: 10 to 100

Special:

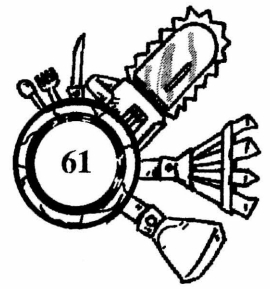
Description: Killer kumquats are typical of other types of animated garden plants.

AOTH!



Enlarged and given the power to move, they make every attempt to roll over any human they come into contact with.

Attacks:	Range	Rnds	AL	Lethality
Roll over	T	-	1	1d8



Lily Pads

Type: Huge slimy psuedopods

Size: Large

Intelligence: None

Origin: Extra-dimensional

Defense Level: 50

Number of Attacks: 1(1)

To Hit Modifier: +3

Accuracy: 12

Number in Group: 1

Special: Lily pads only attack until they have caught food. A captured human can be saved if the lily pad is killed before the character dies, it is assumed that there is enough air in the ooze to sustain life. Characters caught may not fight the monster, they are struggling to stay alive. The number in parentheses represents the automatic digestion attack against a trapped human, it hits automatically.

Description: Lily pads are extradimensional creatures that are brought into swamps due to odd combinations of marsh gases.

These terrible creatures resemble giant lily pads, with a huge mass of gelatinous ooze sitting on top. Lily pads can launch this ooze to surprising distances, and retract it quickly. When the ooze is launched, a long muscle connects it to the lily pad, and when the ooze contacts its target the muscle goes taut and pulls the ooze and the target back. The whole point of this exercise is to gather food. Once the food is caught and retracted, it is held in the ooze and treated with an acid until broken down into food.

As awful as these creatures are, we are quite lucky that the conditions that bring them into this dimension are quite rare.

Attacks:	Range	Rnds	AL	Lethality
Ooze grab	V	-	1	1d4
Digest	T	-	8	1d10

Lungfish

Type: Land roving fish

Size: Small

Intelligence: Low

Origin: Ponds and streams that have been used as dump sites by corporations

Defense Level: 1

Number of Attacks: 1

To Hit Modifier: -2

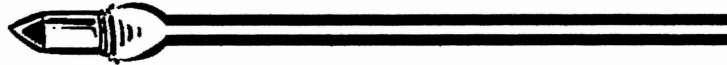
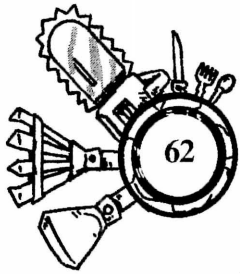
Accuracy: 7

Number in Group: 10 to 20

Special:

Description: Roving for food, an angered and waste treated lungfish can be a vicious opponent. These small fish have developed rudimentary legs, and can breathe air.

Attacks:	Range	Rnds	AL	Lethality
Acidic bite	T	-	3	1d4



Mastihoth

Type: Blowgun beast

Size: Human

Intelligence: Medium

Origin: Unholy union of a blowfish, a porcupine and an alligator

Defense Level: 10

Number of Attacks: 1(6)

To Hit Modifier: 0

Accuracy: 8

Number in Group: 1 to 5

Special: The mastihoth can fire up to 6 quills per turn. They have a maximum number of them, determined by die roll. It takes a mastihoth a full month to "reload" the quill reserve. The quill attack is independent of the mastihoth's normal attack.

Description: The mastihoth looks like a large puffed-up alligator. Mastihoths can be distinguished from normal alligators by the odd aperture that they have between their eyes.

Mastihoths are extremely aggressive and territorial. They live in groups in swampy areas and eat almost anything. For their size they are surprisingly fast and agile.

The most outstanding feature of a mastihoth is its ability to fire a stream of projectiles out of an orifice between its eyes. The mastihoth can fire up to six of these at a time, and if more than one is fired it uses the automatic fire rules.

Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	4	1d8
Tail swipe	T	-	5	1d6
Quill dart	F	3d10	4	1d6

Minotaur

Type: Half bull/half human

Size: Man sized

Intelligence: Medium

Origin: We're not even going to talk about that

Defense Level: 2

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 13

Number in Group: 1

Special:

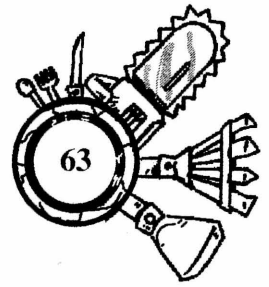
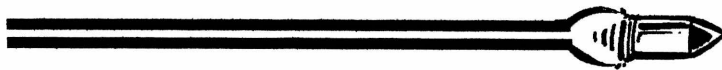
Description: So he wears a Motley Crew T-shirt, so he likes Wheel of Fortune, does this make him human? No.

Minotaurs will most often be found in sewers under big cities (Stone, water, and sort of a maze...you know). A minotaur has a human body and the head of a bull...and the attitude of a newly castrated steer. Quite dangerous, this one.

A minotaur is an expert in concealing himself, and will not attack unless his opponent is unarmed and alone.

Attacks:	Range	Rnds	AL	Lethality
2X4 with nails in it	T	-	1	1d6

AOTH!



Mobile Venus Man Trap

Type: Roving non-vegetarian

Size: Large

Intelligence: Human

Origin: Outer space

Defense Level: 3D6

Number of Attacks: DL divided by 2

To Hit Modifier: +1

Accuracy: 7

Number in Group: 1 to 3

Special: These plants vary in size and the number of eating pods that they have. A dice roll determines the DL, and 1/2 of the DL is the number of pods the plant has. The number of pods determines the number of attacks. The plant will get that many attacks until dead, it does not vary. Characters may attack the pods directly, each one has a DL of 2, and a To Hit mod of -3. If a pod is "killed," then the plant gets one less attack.

Description: Arriving inside of tiny meteors, these awful beasts have terrorized entire neighborhoods. They resemble huge Venus fly traps, except that each pod has teeth and a pick tongue.

Mobile Venus man traps are capable of speech, and may converse with humans. They can also move slowly by dragging themselves with their pods.

Attacks:	Range	Rnds	AL	Lethality
Biting pod	C	-	4	1d6

MVVSMBTFH

Type: Diseased monkeys

Size: Medium

Intelligence: Low

Origin: Mutated by evil scientists as a terrorist weapon

Defense Level: 3

Number of Attacks: 3

To Hit Modifier: -2

Accuracy: 10

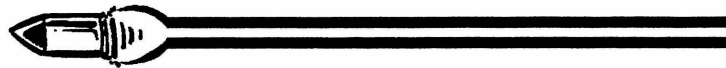
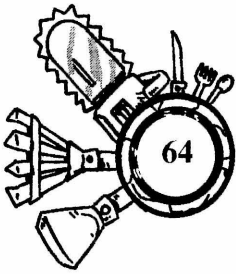
Number in Group: 1 to 6

Special: MVVSMBTFHs can use their claw attack more than once in a given turn. They also can increase their DL through vampirism.

Description: Mutant Vampiric Venezuelan Spider Monkey Butthead Things From Hell are quite an evil and disgusting creation. Living on the blood of humans, these creatures have the ability to actually suck blood through their hands, through the pores on people's skin. The blood from these megahickeys of death is transferred to the spider monkey in the form of one DL per attack, meaning that if a MVVSMBTFH attacks and hits, its DL will go up by one. They may attack more than once per turn, and can therefore increase their DL more than once per turn.

A MVVSMBTFH is about the size of a large dog, and has a light brown coat, large yellow claws, and constantly bloody teeth.

Attacks:	Range	Rnds	AL	Lethality
Blood Sucking Bite	T	-	3	1d4
Blood Sucking Claws	T	-	4	1d6

**Ohm****Type:** Electrical alien life form**Size:** Large**Intelligence:** Human**Origin:** A crashed starship somewhere in the Amazon**Defense Level:** N/A**Number of Attacks:** 1**To Hit Modifier:** 0**Accuracy:** 10**Number in Group:** 1 to 3

Special: An ohm has a field similar to Randar's Oppenhiemer field. It attacks and hits automatically every turn, and there is no defense against it.

Description: It is unclear exactly what an ohm looks like as it is mostly invisible. The surviving witness described it as "a big floating ball of glowing multicolored energy that left smoking footprints." No one knows exactly how many ohms there are in the world, but it was a really big ship, and no one can be sure about these things. It is known that at least one has been killed.

Ohms will be invisible unless it is dark. Although they are made up of energy, they still occupy space, and could be seen if, for some strange reason, moving under a giant sheet. An ohm can also be spotted by the smoking foot print trail that it leaves behind.

Ohms appear to consume raw energy to sustain their life. An ohm can suck the energy out of a human if the human is stupid enough to get near it.

Normal weapons have no effect whatsoever on an ohm. The only known way of killing one is to feed it a massive energy jolt, say like that of a nuclear reactor.

Attacks:	Range	Rnds	AL	Lethality
Ohm field	F	-	1	1d10
Energy consume	T	-	0	1d20

Over**Type:** Alien plant conquerors**Size:** Human**Intelligence:** Above human**Origin:** Planetary conquerors from outer space**Defense Level:** 8**Number of Attacks:** 1**To Hit Modifier:** 0**Accuracy:** 11**Number in Group:** 1 to 10

Special: Heat and cold only have 1/2 AL against an over. Overs regenerate 1 DL per turn. Electricity has double AL.

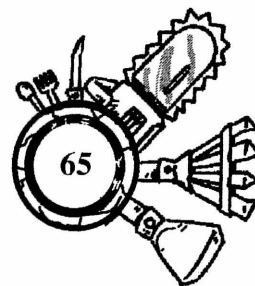
Description: Overs are 7 feet tall featureless humanoids made of plant matter. They have a bark-like skin and thick thorns for fingers. They have come from outer space for the one fertilizer needed to grow their spores: human blood.

They are highly intelligent, capable of designing machines and spacecraft, and often have large hidden blood farms so that they can grow large armies of overs.

Overs disdain the use of weapons, preferring combat hand to hand. It is very rare to see an over with a weapon, and this could quite possibly be their Achilles heel.

Attacks:	Range	Rnds	AL	Lethality
Hands	T	-	1	1d8

AOTH!



Partners

Type: Bug in the ear monster

Size: Human

Intelligence: Medium

Origin: Outer space

Defense Level: 2

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 8

Number in Group: 2 to 20

Special: When a partner dies, he erupts over a 10 yard radius, spreading various body parts. There is a 50% chance that 1 to 6 disembodied limbs will be created. See disembodied limbs for more information.

Description: The partner is actually a small bug that creates a larger body for itself by collecting various body parts and "adding them on." Partners (when fully assembled) look like some sort of shambling zombie.

As they are always looking for new and interesting body parts to add on, their favorite weapon is the chainsaw. Where they get the chainsaws and the fuel for them is a mystery. Aside from chainsaws, partners have been seen toting a huge variety of weapons, including guns.

Attacks: Range Rnds AL Lethality
Varies

Plant Men

Type: Green guys from the swamps

Size: Human

Intelligence: Human

Origin: A secret government lab experiment, the results of which were dumped into the local swamp.

Defense Level: 4

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 8

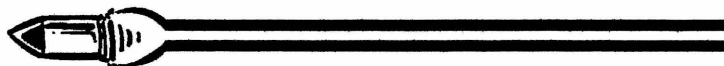
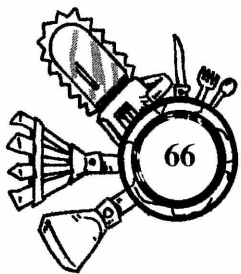
Number in Group: 10 to 100

Special: Plant men regenerate 1 DL per turn.

Description: Plant men live in the swamp, and are mostly made of vegetable matter. They despise humans, and take great pains to kill them.

Plant men can speak, and are capable of coming up with very clever and impressive traps for human victims. Plant men use a variety of melee weapons, you can expect to see them with any of the listed ones. Plant men are capable of using firearms, but will rarely have them. They are not afraid of picking up weapons from fallen humans.

Attacks: Range Rnds AL Lethality
Varies

**Possessed Household Pets****Type:** Mentally disturbed domesticated animals**Size:** Small**Intelligence:** Low**Origin:** Driven out of homes by the bizarre affections of their owners.**Defense Level:** 1**Number of Attacks:** 2**To Hit Modifier:** -2**Accuracy:** 6**Number in Group:** 1 to 10**Special:**

Description: Possessed household pets are just normal dogs and cats that have gone wild due to several factors: being forced to play with the ear-pulling baby, being washed too often, not being allowed to chew on plants, etc.

These disturbed animals will often attack a human on sight.

Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	1	1d4-3
Claw	T	-	1	1d4-2

Quixotic Alien Skull Hunter**Type:** Confused death stalker**Size:** Human**Intelligence:** Human**Origin:** Comes to earth to hunt for skulls, but only when it is warm**Defense Level:** 5**Number of Attacks:** 1**To Hit Modifier:** -5**Accuracy:** 15**Number in Group:** 1 to 2**Special:** A QuASH is invisible.

Description: Why are they here? To hunt for skulls. Why do they do it? We don't know. Neither do they.

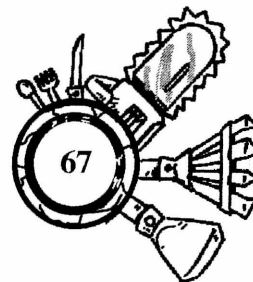
A QuASH has the ability to become invisible, making for the extremely low To Hit modifier. It comes to Earth to hunt for trophies: skulls. When not invisible, a QuASH stands 7 feet tall, wears body armor, and has white, spotted skin. A QuASH is very intelligent, and will run away if met with a superior force.

A QuASH also has a curious device that allows it to not exactly fly, but move laterally without losing altitude. This gives the QuASH the ability to move in trees and between buildings with ease, and can travel extremely fast.

A QuASH is very unpredictable, doing some things apparently at random. Sometimes they may protect a human, sometimes they will turn off their gadgets and fight them hand to hand. No one knows why they do these things, least of all them.

Attacks:	Range	Rnds	AL	Lethality
Shoulder mounted blaster rifle with laser sights	V	10	10	1d20
Adamantine knuckle blades	T	-	15	1d10
Self-destruction "anti-capture™" bomb	F	1	30	2d20

AOTH!



Rakshasa

Type: Appearance changing monster

Size: Human

Intelligence: Human

Origin: Mythos of India

Defense Level: 8

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 13

Number in Group: 1

Special:

Description: The Rakshasa is chronicled in the legends of the country of India. No one knows what the Rakshasa actually looks like as it has the ability to take on the appearance of any human.

The Rakshasa eats human flesh. To get this flesh, it can change itself to look like anyone...preferably someone who the intended victim trusts. The Rakshasa certainly must be a terrible beast; its victims are always horribly dismembered, and the Rakshasa seems to be able to do this rendering in a remarkably short time.

Attacks:	Range	Rnds	AL	Lethality
Thrash and Maul	T	-	15	1d20

Randar the Lava Lizard

Type: Giant radioactive mutant tyrannosaurus rex

Size: Huge

Intelligence: Human

Origin: Originally mutant dinosaur, later irradiated by the US government.

Defense Level: 250

Number of Attacks: 3 (one is automatic)

To Hit Modifier: +6

Accuracy: 12

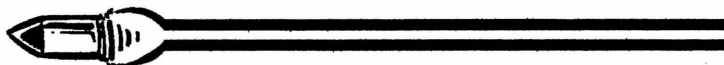
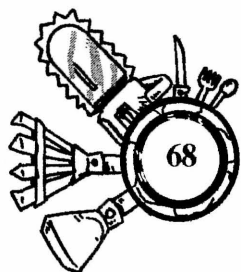
Number in Group: 1 (unique)

Special: Randar was irradiated during the Bikini atoll nuclear tests. Anyone within F range of Randar will be attacked and hit by his "Oppenhiemer field" each turn. He can't help it, he just glows. There is no to hit roll for this attack, it just hits. Lead shielding will stop it, as will anti-radiation gear.

Anyone stomped on by Randar will immediately go to the Death health level. You cannot survive being stepped on by Randar.

Description: Randar is the oldest living inhabitant of the planet Earth. He is credited with the first attack on a human, and he is quite proud of it.

Randar stands 150 feet tall. His teeth are over 6 foot long. He has a radioactive field that kills most everything that comes near him. He is as intelligent as any human. Originally his skin had a bright red scaly look, but since the "Bikini atoll affair" his skin has a black and broken look not unlike charcoal briquets.



Randar randomly attacks a major industrialized city each year. Can you blame him? Eventually he is going to find the people who built the bomb that blasted him.

Every country on the planet wants to kill Randar, but he always manages to be saved by special interest groups, who he immediately eats afterwards.

Attacks:	Range	Rnds	AL	Lethality
Stomp	T	-	40	4d20
Bend over and bite	F (up to 100 feet)	-	20	2d20
Claw swipe	C	-	15	1d20
Oppenhiemer Field	F	-	1	1d10
Tail Swipe	F (up to 50 feet)	-	10	1d20

Sandstone Coyotes

Type: Evolved rock

Size: Medium

Intelligence: Low

Origin: Indian legends

Defense Level: 3

Number of Attacks: 1

To Hit Modifier: -1

Accuracy: 7

Number in Group: 10 to 20

Special: Can detect silicon and glass at extreme distances

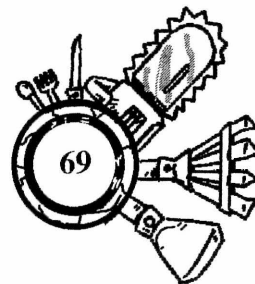
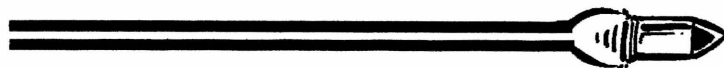
Description: These creatures drift in from the deserts, looking for food. They recognize humans as a potential threat, and attempt to eliminate them.

Sandstone coyotes resemble actual coyotes in all respects but one: sandstone coyotes are completely made of silicon. They are a little brittle, but seem to be fairly well adapted to living in the desert. Sandstone coyotes eat glass and silicon, computer chips being a special delicacy. Sandstone coyotes are totally immune to the effects of electricity.

Sandstone coyotes are sometimes called "rock hounds."

Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	2	1d6

AOTH!



Shadow Beast

Type: Solid shadow

Size: Man sized

Intelligence: Human

Origin: Another dimension

Defense Level: 20

Number of Attacks: 2

To Hit Modifier: -2

Accuracy: 10

Number in Group: 1 to 3

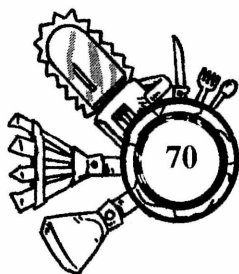
Special: Shadow beasts regenerate 5 DL per turn as long as there is some shadow to hide in.

Description: Current theories hold that shadow beasts are actually beings from another dimension. They seem to be able to travel to earth via shadows, and they resemble shadows in several respects. A shadow beast's favorite hiding spot is under beds.

Shadow beasts take a variety of forms, from human type shadows to odd, twisting shapes. Shadow beasts are completely black, with bright red glowing eyes. While somewhat two-dimensional, they do have width but no protruding features whatsoever (other than their outline). Shine a flashlight on one, the the light is just "sucked up," lost into some strange void that makes up the shadow beast's body.

Shadow beasts are capable of speech, and will sometimes actually seem to





befriend a human in order to achieve a goal. Shadow beasts are very evil, though, and they quite like to trick humans. Shadow beasts seem to be able to move from shadow to shadow, as if in teleportation, and have been known to allow humans to travel with them. Most of the motives of shadow beasts are unfathomable.

Targets hit with the "blackout" attack are engulfed in shadow for one turn, making it impossible for them to see.

Shadow beasts can engulf a target, exposing that target to the energies of the dimension that the shadow beast came from. This is quite lethal.

Attacks:	Range	Rnds	AL	Lethality
Blackout	F	-	1	1d4
Shadow blast	F	-	8	1d6
Engulf	T	-	8	1d20
Lash	C	-	4	1d10

Simuloids

Type: Human imitators

Size: Human sized

Intelligence: Medium

Origin: Secret government plant, location lost in filing.

Defense Level: 2

Number of Attacks: 1

To Hit Modifier: 0

Accuracy: 8

Number in Group: 1 to 100

Special:

Description: Simuloids are the product of a secret government project to create the ultimate soldier. The plant is run by an AI computer, no humans are allowed on the plant. Somehow, somebody lost the file that explains exactly where the plant is located, and nobody today is sure where it is. One simuloid a day is created by the plant, and about once a month from 10 to 20 simuloids escape the plant. Simuloids are all clones, but due to imperfect insemination procedures they are all slightly different-looking.

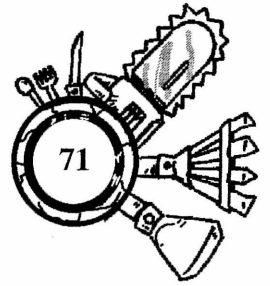
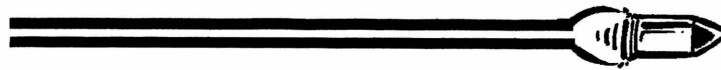
Simuloids are humanoid in appearance, until you look closely. Simuloids do not have ears, and their noses are nothing more than two holes on their faces. Their pupils are white instead of black. Simuloids talk in a monotone at all times.

Simuloids have a rudimentary intelligence, and are quite capable of using a variety of weapons, even firearms.

Simuloids collect things; they will take anything that they find laying around. If a group of characters are out investigating a forest, and they come back and find that their van is gone, it was probably taken by simuloids.

Some simuloids have actually integrated themselves into society. Ever notice that brainless gamer that always sits next to you during game night?

Attacks:	Range	Rnds	AL	Lethality
Varies				



Slime

Type: Bubbly ooze

Size: Medium

Intelligence: Low

Origin: Center of the Earth

Defense Level: 1

Number of Attacks: 1

To Hit Modifier: -1

Accuracy: 10

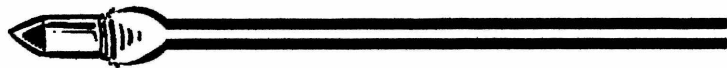
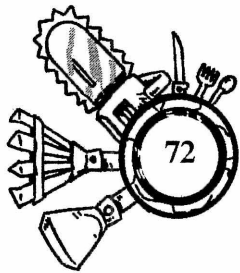
Number in Group: 1 to 10

Special: Acid affects only metal

Description: Slime comes from the center of the earth, and are only found in underground situations; caves and that sort of thing. Slime comes in a variety of colors, but are mostly some color that will work as a camouflage.

A slime's favorite tactic is to hang on ceilings and drop down onto unsuspecting victims. The slimes are only after the metal that a human might be carrying.

Slimes eat metal. If a slime drops near someone, they spray them with a huge



cloud of acid that breaks down metal. Any metal objects that an affected character is carrying will immediately turn to rust, and will shortly thereafter disintegrate. This will affect any guns that a character may be carrying.

Attacks:	Range	Rnds	AL	Lethality
Acid Cloud	C	-	0	1d4

Small Dragon

Type: Fire breathing nuisance

Size: Large

Intelligence: Human

Origin: Evolved neo-reptiles

Defense Level: 30

Number of Attacks: 3

To Hit Modifier: +1

Accuracy: 9

Number in Group: 1 to 2

Special:

Description: Where are the large dragons? No one knows. The small ones are still around, though, living in caves, and they are quite nasty.

Dragons come in a variety of colors.

Dragons are quite intelligent and will not usually fight to the death, preferring to run away when badly wounded.

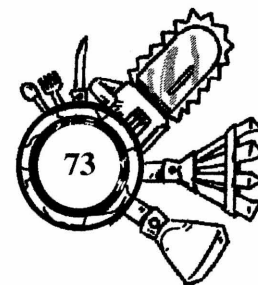
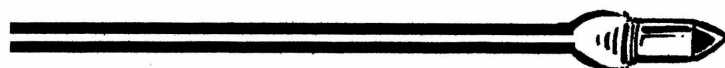
Small dragons are 15 feet in length, and have huge, powerful wings, allowing them to fly at speeds up to 100 MPH.

Dragons have a thing for good looking women, and are often seen attempting to abduct one.

Attacks:	Range	Rnds	AL	Lethality
Bite	C	-	6	1d6
Claws	T	-	5	1d4
Tail	C	-	5	1d4
Flaming Breath	F	-	15	1d10



AOTH!



Undead Tree Weasel

Type: Electrified bony rodents

Size: Small

Intelligence: None

Origin: They just "show up" after intense electrical storms

Defense Level: 1

Number of Attacks: 1

To Hit Modifier: -1

Accuracy: 6

Number in Group: 5 to 50

Special:

Description: Undead tree weasels are a peculiarity. They are nothing more than electrically animated bones, sometimes complete with small tufts of fur. Undead tree weasels are about 1 foot in length and are just bones.

Undead tree weasels have no intelligence. They will attack anything that moves. They will always fight until "killed."

A curiosity is that no one has ever reported seeing a live tree weasel. They don't seem to exist. There are plenty of bones around, but no live specimens.

Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	1	1d4

Vampire Bat

Type: Flying blood sucker

Size: Medium

Intelligence: Low

Origin: Indian forests

Defense Level: 2

Number of Attacks: 1

To Hit Modifier: -1

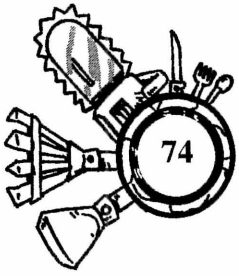
Accuracy: 5

Number in Group: 20 to 200

Special:

Description: Giant bats that like the taste of blood. They can fly up to speeds of 25 MPH. Usually only seen at night, and not restricted to India. Where do they stay during the day? Who knows.

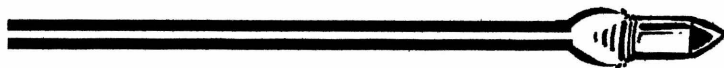
Attacks:	Range	Rnds	AL	Lethality
Bite	T	-	1	1d4
Scratch	T	-	2	1d4-2



AOTH!

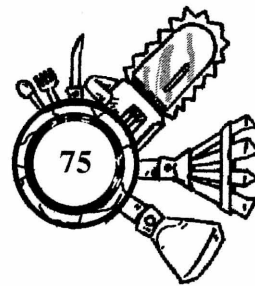


Adventures



Adventures

So what are all these rules good for? The answer is: Adventures.



What is an adventure?

An adventure is a series of events that are interrelated. A good adventure will have a definite ending point, some place or event that can be clearly pointed at as the end of the situation. Sometimes more than one adventure is combined in a larger scheme, when this happens it is called a campaign.

Daily life could be called an adventure, ending at the end of the day when you go to bed, but we are looking for things a little more exciting than that. If you woke up in the morning, discovered an international spy ring, escaped 17 attempts on your life, and finally caused the dissolution of the Iranian government, then this is more like what we are interested in.

Adventures in Attack of the Humans

In Attack of the Humans, adventures will involve one or several characters, will have them fighting some monsters of some sort, and then solving some sort of puzzle or doing some great deed that will bring relative safety to them and all the other people that were threatened by the monsters. There are adventures of exploration, adventures of discovery, adventures of combat, adventures of rescue, and adventures that combine elements of all of them. No one style is better than the other, and having a good variety makes the most fun for everyone.

The Proper Tone

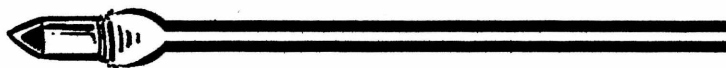
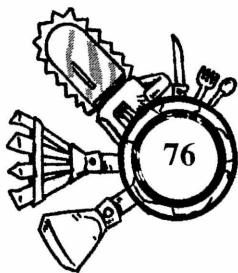
There are certain elements that all Attack of the Humans adventures need to have, in order to keep them in tune with the flavor of the game. Monsters, fun, and puzzles, basically, but we can go into much more depth on these subjects.

Monsters

Monsters are a very important part of any Attack of the Humans game. Characters in Attack of the Humans are intended to kill monsters, not each other, and not other humans. Evil villains should go to jail. Monsters should die. Such is the way of life.

Maintaining a balance between monsters and humans is probably the most difficult thing to do when designing an adventure. There should not be too many monsters, lest all the characters be slaughtered. On the other hand, if the monsters are too few in number, or too weak, the characters will just march through and it won't be too much fun.

The easiest way to balance an adventure is to design a certain amount of flexibility into it. Don't have set numbers of monsters (unless the adventure dictates it, for example, at the end of the adventure there may be 700 vampire bats that the characters have to make their way through; in this adventure, they are probably spending most of their time trying to figure out a puzzle that will get them past the monsters). Set up areas where you (the MM) can adjust the number, and possibly the type, of monsters to more appropriately fit the group's potential.

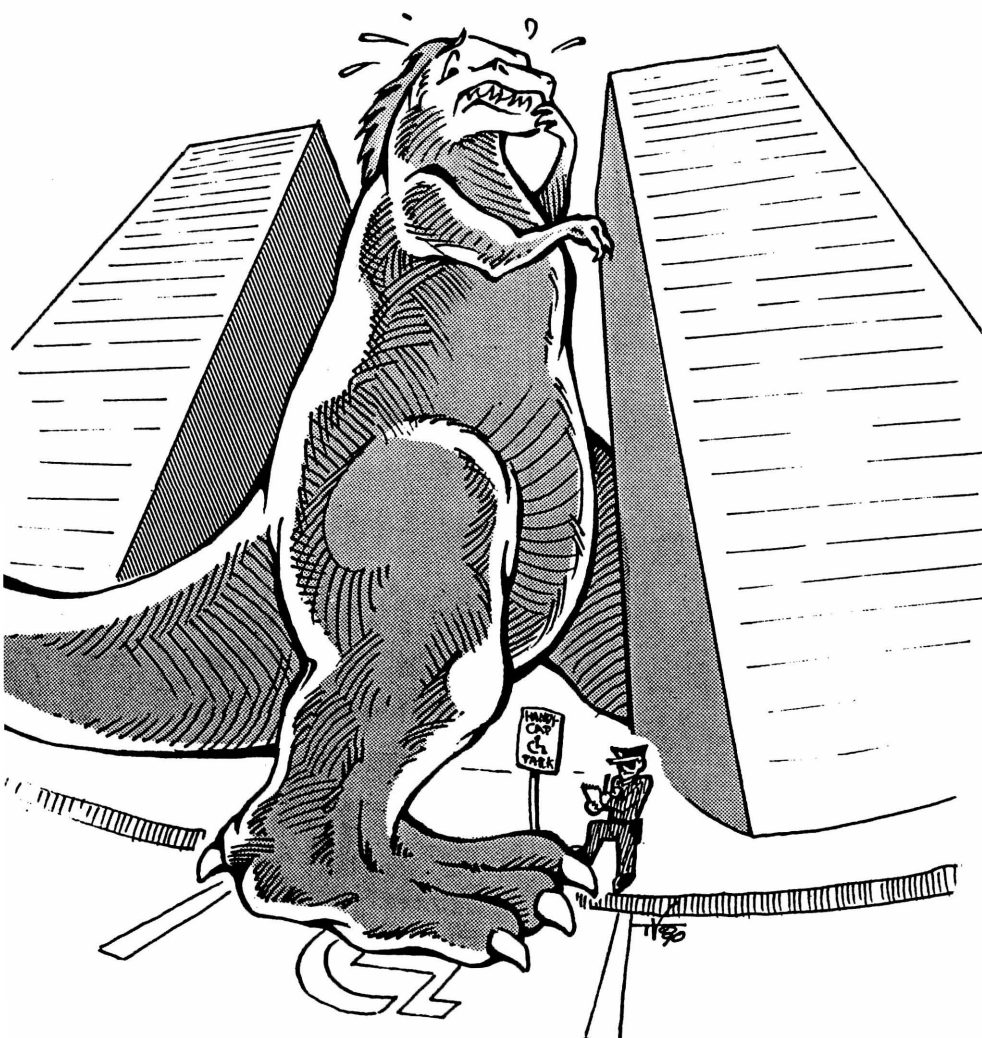


A group of characters (especially those armed with automatic weapons) can take on a surprisingly large group of monsters. It is not uncommon to see a group of six characters take out 60 to 80 plant men. On the other hand, there are certain monsters (like shadow beasts) that should not be encountered in mass...they could slaughter almost any group. If you try to keep all this in mind, you should be able to make a well balanced adventure.

Fun

The rules book has obviously been written with a sense of humor. There are monsters that are silly, and some that are satirical. Some of them are just outright nasty. So, do you have to keep up this sense of humor when you are playing Attack of the Humans?

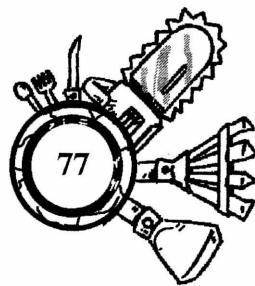
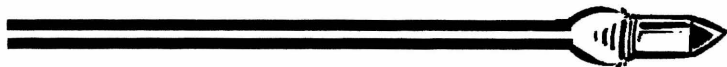
The answer is no. It is more important that you have fun. If you try to write an adventure that is non stop funny, it will more likely end up looking silly to the players, or worse, and trying to inject too much humor into an adventure actually cripples the adventure more than anything else. So how do you have fun?



Easy. Attack of the Humans was written to be funny, meaning that when you read it, you are supposed to laugh. It was also written to work, meaning that you can actually play it, the combat system actually works, the monsters are actually a threat, and characters can get things done. People have the most fun when they are accomplishing something, and you will have them laughing when someone comes up with a goofy theory, when someone kills off a plant man with a bottle of red spray paint, when someone looks down at his character sheet and exclaims "I just killed twelve bug men with a chainsaw." If you try to force people to have fun they will get bored, but if you let them have fun, they enjoy themselves. There is a big difference.

Provide your characters with a sense of purpose, let them get by on the occasional rules infraction, and your gaming group will

AOTH!



soon be a happy band of campers. Don't try to be overly funny when you make up an adventure, just try to keep it lighthearted. We are not here to make social statements, or to actually save the world, we are here to play a GAME. Games are for fun, not arguments! Don't get yourself bogged down, just turn off the sense of responsibility for an evening and enjoy a pleasant evening of monster bashing with Attack of the Humans.

Puzzles

Puzzles are not a necessary ingredient in an Attack of the Humans game, but the best adventures will have them. Some adventures are what is called a "dungeon crawl" and there is nothing wrong with this type of adventure. A dungeon crawl is nearly a combat only adventure, where characters are trying to get from point A to point B and about seven zillion monsters stand in their way. That's cool, that is why you have miniguns.

Other adventures may be detection only, some may be rescue attempts. The best adventures will be the ones that combine all aspects, throw in a few puzzles for the characters to figure out, give 'em somebody in jeopardy, throw in some monsters to kill, and let 'em at it.

A puzzle can be anything from figuring out where the monsters are coming from to figuring out how to save the world from alien invasion. Clues to the solving of the puzzle will be given through the course of the adventure.

There are also minor puzzles, ones that require skills to solve. This can include fixing cars, getting past traps, or deciding what to do next. An adventure will have a huge number of minor puzzles. When creating an adventure, try to set up situations where a large variety of skills can be applied. If you concentrate on one or two skills throughout an adventure, some characters will be left out, and this seriously lowers the amount of fun that everybody will have. In solving minor puzzles, let the players be creative. Let them use a lot of different skills. Let them have fun.

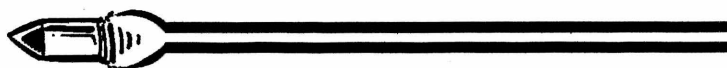
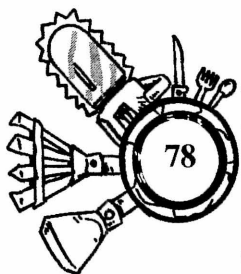
Incentives

The next major question would be this: Why would any character *want* to get involved in one of these adventures?

Most often, they will not have any choice. They may be stuck on an offshore rig, on a plane, or maybe their car will break down in a town full of simuloids. Very rarely will *there ever be any money* involved. You are not playing mercenaries, you are playing normal people. Characters will get their money by trading in experience points, or possibly loot that they find in the course of an adventure.

Sometimes characters will just want to go through a particular adventure. Maybe they need to clean out that nest of pesky siberian albino flying tarantulas that is just too close to the family summer home. You never can tell.

Another major incentive that the characters will run into is modern society. 99.9% of the world does not believe in monsters, and even under the onslaught of a full invasion, officials will call events "mass hallucinations" or some other excuse. Nobody wants to



believe in monsters, and very few will. Looking at the monster lists and reading the book, it would seem as though monsters were everywhere, but they are not. A vast majority of the people will live through their entire lives without ever actually seeing a monster, and certainly not believing any tales they hear. It will be extremely difficult for characters to recruit the help of NPCs.

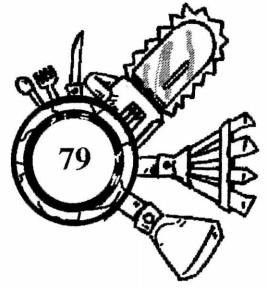
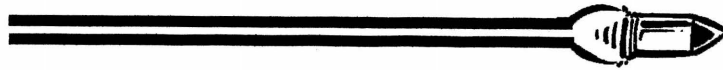
An important aspect of society is law. It is very illegal to own an automatic weapon in the United States, unless you are someone very special, and the characters are just typical people. Local law enforcement may call out the FBI if they find out that a character has an automatic weapon, and the same goes for most explosives. The law is a very important function of society; in your adventures you shouldn't forget it.

Experience

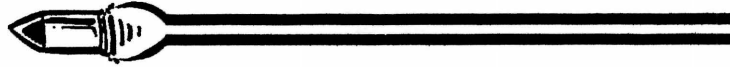
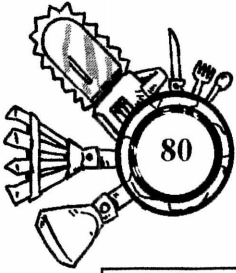
Characters that have gone through adventures will become more skillful, will gain greater attributes, and will acquire more wealth. This seems to be a basic fact of life. In order to bring this facet of modern living into Attack of the Humans, experience points were invented. At the end of an adventure, the MM will give out experience points to the characters that lived through it. The experience points should be given out according to the difficulty of the adventure, how well the characters dealt with it, and how inventive the players were, both as characters and as players. Experience points can be converted into attributes, skills (remember that you can't have more skills in a category than the attribute allows), and money. This works very much the same way that skill points did when the character was created, except that if the player wants to convert experience points into skills, they are not randomly assigned but directly chose by the character. If a character has one experience point, and she wants to spend it on "eat anything" then she can. No rolls needed. Remember than no one skill can have more than five levels. Experience points can be turned into cash, at \$150.00 a point, or can be used to raise an attribute; one experience point raises an attribute one level.

The MM is the one responsible for giving out experience points. The minimum that any character should get is 1, the maximum 5. Most characters will get around 3 (surprise!). Experience points must be used immediately. Experience points cannot be "stored." There is a section on the character sheet for experience points, this is used to record the total number of experience points that character has spent. Any experience points not turned into cash, skills or attributes by the next adventure are lost.





3500 BC Egyptian civilization begins to take shape. Various monsters put on goofy-looking animal masks to trick unsuspecting locals. Works real well.



AOTH!

July 12, 1988

Monster Commission
P.O. Box 11629
Washington, DC Station X
Office 43-B
From the desk of J. Hoosenogleflooper, Director of Operations

To: All operatives in the field
RE: Proper monster handling procedures

It has come to my attention that several close encounters with non indigenous threatening life forms (monsters) have been handled inappropriately. Hereafter, this letter will be the standard published procedure for dealing with these creatures.

Step One: Run. (Optional, wave hands in the air and scream.)

Step Two: Obtain position of advantage. Military armories or sporting goods stores are the preferred locales.

Step Three: Curse your luck that the armory/store does not have your favorite weapon type. If correct weapon *can* be acquired, ignore this step.

Step Four: Call monster annoying name that refers to either family or unidentifiable appendage. Use discretion.

Step Five: Initiate combat with monster (use the word creature if in Canada).

Step Six: Kill monster.

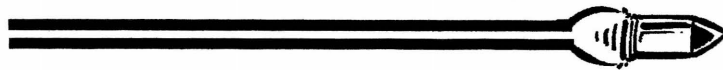
Step Seven: Gloat for the next twenty minutes, or until a TV crew arrives.

Step Eight: Determine whether monster is edible or stuffable, and take appropriate measures.

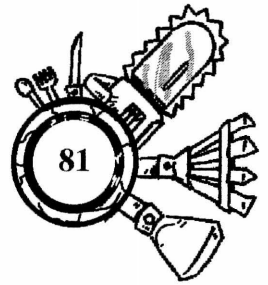
Your cooperation with this directive is appreciated.

Sincerely;

Elvis Presley
J. Hoosenogleflooper
Director of Operations



A Sample Attack of the Humans game



Transcript of a typical Attack of the Humans game, involving three people: Jaques, Pierre, and Fred. The MM is Jaques.

MM: Ok, guys, you are at the Stop and Rob, and it's been a boring night. And you haven't seen any sign of the floating undead sperm whales that you have been hunting, so what are you going to do.

Pierre: Well, since I'm really bored, I'm going to go in the store and play "mutant throat slashers."

MM: Fred, what about you.

Fred: Well gee, Jaques, I'm gonna go get a cola.

MM: That is a weight class E object....do you have the space for it?

Fred: Yeah, I have three levels of carry stuff.

MM: OK. You go into the store. The attendant, wielding a .357, doesn't pay any attention to you.

Pierre: Does this guy look strange or something?

MM: Why don't you ask him. Ha, ha. (laughs). Seriously, he looks like he lives here.

Pierre: What do you mean?

MM: Well, there is obviously no personality behind that face...he looks like this Stop and Rob is his whole life.

Fred: I'm going to look around the store. What do I see?

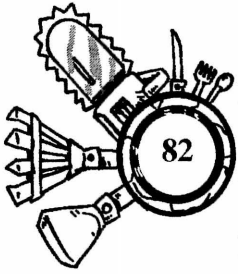
MM: Rows and rows of over priced off-brand merchandise. There is a pop machine next to the counter.

Fred: I'm going to go get a pop.

Pierre: Well, I've got a quarter, I'm going to go play Mutant Throat Slasher.

MM: Pierre, you do really lousy on the game, it's been geared up. Fred, notices something odd about the soda.

Fred: What, does it taste funny or something.



AOTH!

MM: Roll for see obvious, dummy. You do have that, don't you?

Fred: Yah, OK. (rolls) I got a one, what do I see?

MM: Well, you see the pop can moving away from you every time you reach for it.

Fred: Uh...I exclaim "Hey, this pop can moved!"

MM: The attendant says "yeah sure."

Fred: I'm going to get out my shotgun.

MM: You brought it into the store???

Fred: Um, no. OK, I grab something...what is near me?

Pierre: Can I see what is going on?

MM: Roll a 20, try to roll under your Brains.

Pierre: (Rolls) Nope, got a 19.

MM: You are too engrossed in the game to notice Fred. Fred, you could grab the mop that is laying on the ground at your feet. I guess that would be a club for combat's sake.

Fred: I am going to try to identify the monster. (Rolls) A two! Yeah! What is it?

MM: OK, it's a Rackshasa.

Fred: What? As a pop can?

MM: It's what you love best.

Fred: OK, I can deal with that. I'm gonna bash it brutally. (rolls) I got a seven. Hit!

MM: OK, that's an AL of one, the Rackshasa's DL is eight, now a seven, and you need to roll a 4 sider...you can't kill it this time.

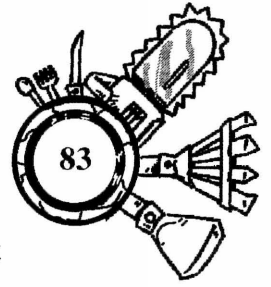
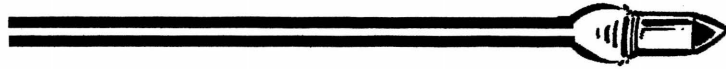
Pierre: Do I notice anything yet.

MM: No. Fred, it's time for you to move. What do you do?

Fred: I am going to run out the door, and try to get to the pickup.

MM: It chases you out, and now you get to attack. The attendant walks back to Pierre and asks him for 65 cents to pay for the pop.

AOTH!



Pierre: What?

Fred: I rolled an 8, and hit again!

MM: The Rack rolls and gets a 2. Ugh. Well, he's down another DL, to six. Still can't kill him with a four sider.

Fred. That's ok, because I should now be close to the truck.

MM: Yup.

Fred: For my movement, I am going to reach in the car, and bring out my BAR that I found last adventure.

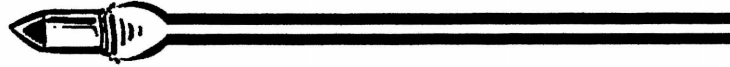
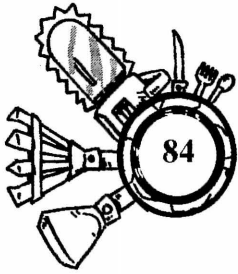
MM: OK, cool, the Rack turns and runs back into the store.

Fred: I open up, full auto. Um, I hit....3 three times.

MM: Forget it, he's dead. Write up another kill. Pierre, your game is over.

ETC.....





Monster Commission Reports

The monster commission reports are intended to be aids for the MM, to give him ideas to base adventures on. Each one could be called an adventure seed, a possibility to build an adventure upon.

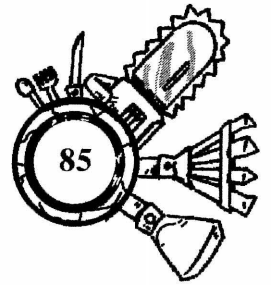
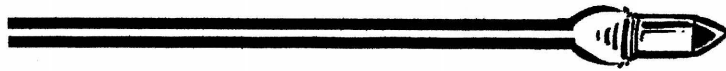
The reports are built with several things in common. Each one will lightly outline a problem, area or situation. There will be a few suggestions as to how the characters may become involved, and a small amount of sketchy information as to how to resolve the problem, get out of the area, or clear the situation, or whatever. There is a certain amount of vagueness to each report, this is because it is very possible that the players as well as the MM will have read the reports (everybody has access to this book, after all) and in the interest of not giving anything away easy to the players, there are several gaps in the information that the MM will have to fill in personally. More than one adventure might be run from the same report, and the MM may wish to hand out the reports as part of the adventure.

In the world of Attack of the Humans, these reports are kept secret by the government. The government will never publicly reveal that it has anything other than a passive interest in monsters, and the official stance is that monsters do not exist.

So, there are these reports, that the characters know nothing about, and they manage to stumble into the dangerous areas anyway. Well, that is what Attack of the Humans is all about.

When we begin creating new products for Attack of the Humans, we plan on inserting Monster Commission Reports into them. Also, there are efforts being made to submit reports to various magazines, so an energetic MM may look for new ideas there as well.

Have you made a GREAT adventure? Would you like to see it turned into a Monster Commission Report? Send it in to us! Please understand that we cannot reimburse you for your ideas, and that any submission that is accepted becomes the property of Rapport Games. If it is accepted, your adventure (as described to us) will be turned into a report for other MMs to use.



Official Monster Commission Business
Not for Public Eyes!

Supervising Agent: George Petty

Area: Texxon offshore oil drilling platform

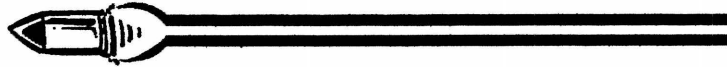
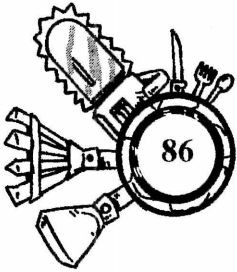
Situation: Several people onboard the platform have reported seeing what they are calling "fish people," from what has been reported it is fairly certain that they are seeing ichthyoids. There have been a number of close-call encounters, and often fish people are spotted crawling around on the drilling equipment.

There has been one act of violence by a fish person, attacking a supervisor while he was watching a drill. The supervisor killed the fish person with a power saw, and the body fell off the platform and into the sea.

Opinion: The fish people are looking for something, and it is on the platform. Another possibility is that the fish people are concerned with something under the platform...perhaps where the drill itself is digging.

Worries: There are several fishing boats near the platform, as well as tour boats that pass in the vicinity. It seems likely that if the fish people are willing to bother the platform, they might just as well board or possibly attack one of these boats. The platform personnel are fairly well armed...there is quite a few lethal items on board the platform...but innocent fishermen or tourists may not fare as well.

Solutions: The key to the fish people's behavior is that they want something. There will no doubt be a large number of fish people, and an all out attack by them would be quite formidable, so the direct method is out of the question. If someone could find out what is that they are after, then the fish people might be appeased, or at least led away.



AOTH!

Official Monster Commission Business
Not for Public Eyes!

Supervising Agent: Harve Spennet

Area: Raymond Illinois

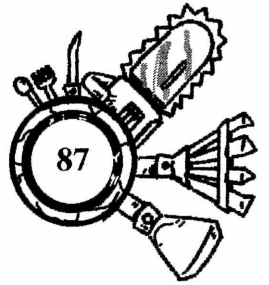
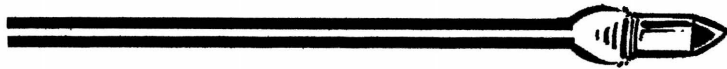
Situation: Many of the farmers have been complaining about cattle mutilations, and a number of lights in the sky have been reported. There have been a few abduction stories, and several people in the area seem to be victims of "lost time."

Most significant in the evidence that has been brought forward is the baled remains of one of the creatures said to be piloting the "spaceships." There was very little left, as a farmer drove over it with a hay baler, but what could be recovered has been sent off to the labs for identification.

Opinion: Something big is going on here. This alien race does not fit the pattern of any known races, but could be one just the same. There is no data on why they would be interested in cattle carcasses, or why they would be abducting people. This could be the forefront of an invasion, or perhaps they are just learning more about us. Whatever it is, there will be more news out of Raymond, Illinois.

Worries: If there is an attack, the local public is not really in a position to fight back. There are farmers with guns, but the city is small and the police force would not hold out long against alien weapons. Also, a major highway, I55, runs very near the city. Persons on the highway might be in as much jeopardy as the townsfolk.

Solutions: Wait around, and see if the aliens give any more hints as to their intent. If they do attack, then strike back with everything at our disposal.



Official Monster Commission Business
Not for Public Eyes!

Supervising Agent: Joe Stern

Area: Nixo, Missouri

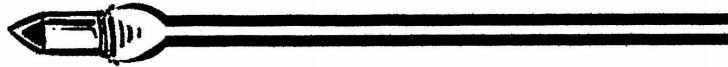
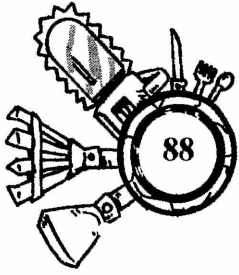
Situation: There have been several complaints as to the total lack of personality and blandness of the citizens of Nixo. Nothing much seems to go on there. After being shuffled around for nearly four years, these complaints were finally routed to the Monster Commission.

Opinion: This town is full of simuloids. I don't know where they came from, or how they managed to take over an entire town, but this place is simuloid city.

Worries: Simuloids are for the most part harmless, but they do steal, and are known to become violent on occasion. There are major roads that go past and through Nixo, and unwary travelers might stop there and get a nasty surprise. If trapped in the middle of the town, it would be nightmarish to try to escape if the simuloids wanted to detain you for some reason.

Solutions: Send in another agent to back up my theories. I have no idea of how to get rid of them...perhaps chemical weapons.

Addenda to report, made by agent John Simulus: I have been to Nixo. It was all a hoax. You should definitely leave this town alone. They are not hurting hardly anybody.



AOTH!

Official Monster Commission Business
Not for Public Eyes!

Supervising Agent: Shelly Buxom

Area: Logwood Park, Wisconsin

Situation: Outside of town, there is a cave that has been bothering the locals. Called "Spirit Cave" there are local legends of shadow creatures that once inhabited it. According to these legends, small children were often kidnapped and carried off into the depths of the cave. There is no supporting evidence for this legend.

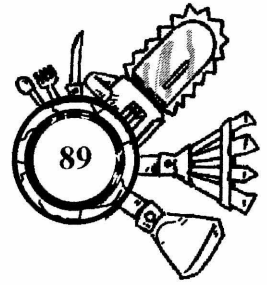
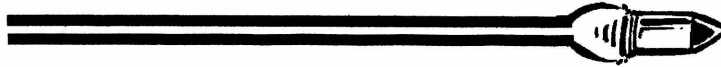
There have been many odd sightings at the cave, and odd noises. After examining the cave personally, I could find no sign of any habitation. I saw nothing, and heard no noises.

Opinion: There is no monsters at this cave. This is only my opinion, of course, but I could find no evidence whatsoever.

Worries: If there are monsters, and they do kidnap kids, it would be almost impossible to find the children if taken into the cave. The cave is quite large and has many passages.

There is an annual log picknick in this town. Many people attend, and there are also many children. If the monster is to strike, then is when it will be.

Solutions: None, because as of this time, there is no problem.



Official Monster Commission Business
Not for Public Eyes!

Supervising Agent: Jack Snit

Area: Arnold, California

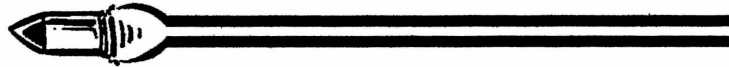
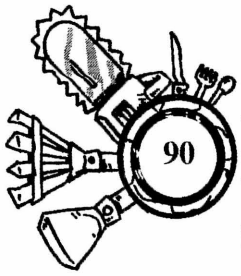
Situation: Mysterious explosions, missing persons and battered houses are all symptoms that Arnold is going through right now. For the past few summer months, there has been an upwelling of violence, and no suspects.

The police are baffled, and have no idea what to do. The city is in chaos. One prime concern is the fact that the city is bordered on all four sides by a huge river, if the main bridge is destroyed and the water swells due to a rain, then the city may be locked off from all contact.

Opinion: I have no opinion as to what is causing this phenomenon.

Worries: The Arnold airport is sometimes used for overflow if there is a pileup of charter planes at the larger California airports. While the locals are dealing with the problem, it might be a good idea to restrict the flights to Arnold, as new people may not be able to deal with the "problem."

Solutions: I have no idea what to do.



AOTH!

An Epilogue.

Well, that's the game. We here at Rapport Games sincerely hope that you have enjoyed reading Attack of the Humans, and we hope feverishly that you enjoy playing it as well.

Attack of the Humans is meant to be an experiment in distilling a role playing game into its purest form. Any RPG that you wish to consider usually has 1/4 to 1/2 of the book devoted to combat. Errata and addenda are quite often printed for games, but what is all the information pertaining to? Combat. Nobody seems to care if there is some odd quirk in a background, or if there is a comma in the wrong place when describing an alien race, but there sure is an uproar if there is a mistake in the damage caused by a depleted uranium round.

We do not think that this is bad. As a matter of fact, we enjoy it. That's why Attack of the Humans was born.

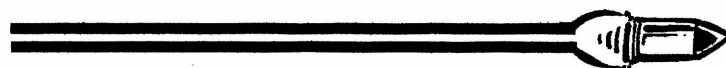
We decided to create a game where players could use a huge variety of weapons with no guilt. You kill monsters, not other people, and humans are finally (and possibly this is the first time in the history of gaming) all on the same side. Humans are good guys, toothy critters are not.

The weapons in Attack of the Humans are probably badly skewed as far as performance and price. The weapons were created more to fill niches than to comply with today's actual specifications. Another apology to all of you out there who are gun lovers, but that's just the way the game ended up. We will not change these unless LOTS of people complain.

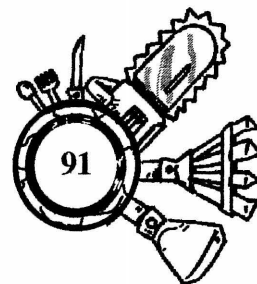
This has been said by many people over and over again, but we actually mean it. **Have fun.** Really. No kidding.



AOTH!



Who is Rapport Games? We are just a group of dedicated writers and artists all bound by a common theme: To make games that are for fun, not arguments. It sometimes seems as though people forget what the word "game" means. When you sit down to play a game from Rapport Games, we hope that no one ever has shout at someone else to get a point across. There are quite enough problems in the world as it is, without having to take the enjoy out of enjoyment.



Do you like Attack of the Humans? Let us know about it! We are really interested in your feedback. If you have any comments, suggestions or questions, please send us a letter:

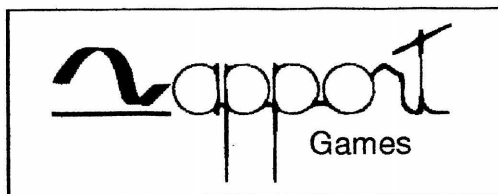
Rapport Games
1031 E Battlefield
Suite 114B
Springfield, MO 65807
(417) 881-3046

Finally, we would like to thank you for buying this game. It means a lot, and it will allow us to bring you other products in the future. If you like Attack of the Humans, tell your friends. Call them. Buy a bullhorn and shout it through their windows at night.

If you don't like it, then we are sorry, but hope that at least you get a chuckle here and there when you read it. We really have put a lot of energy into this one.

Thanks again.

Devin Durham



Phil Morrissey

"Making games that are for fun...
not arguments."



Character Sheet

Character Name: Bill Toll

Player Name: Joe Sample

Character Type: ☐ Brainiac ☐ Athlete ☒ Typical Person

Character Stats Brains: 7 Fitness: 8⁺ Common Sense: 8⁺
 Cash: 85 Experience Points: 0 ☐ OK ☐ Wounded ☐ Unconscious

Brains Skills

- ☐ Clever Trap
- ☐ Goofy Theory
- ☐ Make Device
- ☐ Develop Weapon
- ☐ Computer Use
- ☐ Computer Design
- ☐ Understand Chemicals
- ☐ Understand Genetics
- ☐ Understand Atomics
- ☒ Understand Quantum Theory
- ☐ Understand Explosives
- ☐ Foreign Language
- ☐ Aerodynamics
- ☒ Combustion Engines
- ☐ Propulsion Systems
- ☐ Metallurgy
- ☐ Physics
- ☐ Forgery
- ☐ History
- ☐ Electronics
- ☒ Geography
- ☐ Geology
- ☐ Meteorology
- ☐ Psychology
- ☐ Horticulture
- ☐ Code Breaking
- ☐ Engineering
- ☐ Drafting

Fitness Skills

- ☐ Use Pistol
- ☐ Use Rifle
- ☐ Use Semi Auto Rifle
- ☐ Use Automatic Rifle
- ☐ Use Beam Weapons
- ☐ Use Power Tools
- ☐ Use Melee Weapons
- ☐ Use Missiles
- ☐ Use Thrown Weapons
- ☐ Bowman
- ☒ Use Exotic Weapons
- ☐ Use Cars
- ☒ Use Trucks
- ☐ Use Planes
- ☐ Use Boats
- ☒ Use Construction Equipment
- ☐ Use Rockets
- ☐ Fisticuffs
- ☐ Running
- ☐ Acrobatics
- ☒ Eat Anything
- ☐ Flex Muscles
- ☐ Climbing
- ☐ Jumping
- ☒ First Aid
- ☐ Parachute
- ☐ Carry Stuff
- ☒ Drinking
- ☐ Good Looks
- ☐ Hold Breath

Common Sense

- ☐ See Obvious
- ☒ Hide
- ☒ Attract Monster
- ☐ Repel Monster
- ☐ Incessant Chatter
- ☐ Identify Monster
- ☐ Sense o' Direction
- ☐ Artist
- ☐ Sneaking
- ☐ Shopping
- ☒ Camping
- ☐ Open Lock
- ☐ Make Map
- ☐ First Aid
- ☐ White Lie
- ☐ Find Trap
- ☐ Find Location
- ☐ Speed Read
- ☐ Camouflage
- ☐ Clean
- ☐ Communication
- ☒ Prepare Food
- ☒ Build
- ☒ Make Friend
- ☒ Fix
- ☐ Impersonate
- ☐ Leadership



	AL	Equipment	Weight	Rnds
.38 Police Special	3	1 D6	DE	6
5 reloads			EEEEEE	
Knife	1	1 D4-1	E	-
Heavy Clothing			E	

Kills

Character Sketch



Can still carry 14 lbs.

Notes



Character Sheet

Character Name: _____

Player Name: _____

Character Type: ☐ Brainiac ☐ Athlete ☐ Typical Person

Character Stats Brains: _____ Fitness: _____ Common Sense: _____

Cash: _____ Experience Points: _____ ☐ OK ☐ Wounded ☐ Unconscious

Brains Skills

- ___ Clever Trap
- ___ Goofy Theory
- ___ Make Device
- ___ Develop Weapon
- ___ Computer Use
- ___ Computer Design
- ___ Understand Chemicals
- ___ Understand Genetics
- ___ Understand Atomics
- ___ Understand Quantum Theory
- ___ Understand Explosives
- ___ Foreign Language
- ___ Aerodynamics
- ___ Combustion Engines
- ___ Propulsion Systems
- ___ Metallurgy
- ___ Physics
- ___ Forgery
- ___ History
- ___ Electronics
- ___ Geography
- ___ Geology
- ___ Metereology
- ___ Psychology
- ___ Horticulture
- ___ Code Breaking
- ___ Engineering
- ___ Drafting

Fitness Skills

- ___ Use Pistol
- ___ Use Rifle
- ___ Use Semi Auto Rifle
- ___ Use Automatic Rifle
- ___ Use Beam Weapons
- ___ Use Power Tools
- ___ Use Melee Weapons
- ___ Use Missiles
- ___ Use Thrown Weapons
- ___ Bowman
- ___ Use Exotic Weapons
- ___ Use Cars
- ___ Use Trucks
- ___ Use Planes
- ___ Use Boats
- ___ Use Construction Equipment
- ___ Use Rockets
- ___ Fisticuffs
- ___ Running
- ___ Acrobatics
- ___ Eat Anything
- ___ Flex Muscles
- ___ Climbing
- ___ Jumping
- ___ First Aid
- ___ Parachute
- ___ Carry Stuff
- ___ Drinking
- ___ Good Looks
- ___ Hold Breath

Common Sense

- ___ See Obvious
- ___ Hide
- ___ Attract Monster
- ___ Repel Monster
- ___ Incessant Chatter
- ___ Identify Monster
- ___ Sense o' Direction
- ___ Artist
- ___ Sneaking
- ___ Shopping
- ___ Camping
- ___ Open Lock
- ___ Make Map
- ___ First Aid
- ___ White Lie
- ___ Find Trap
- ___ Find Location
- ___ Speed Read
- ___ Camouflage
- ___ Clean
- ___ Communication
- ___ Prepare Food
- ___ Build
- ___ Make Friend
- ___ Fix
- ___ Impersonate
- ___ Leadership



Equipment

Kills

Character Sketch

Notes

Character Attributes

	<u>Brains</u>	<u>Fitness</u>	<u>Common Sense</u>
<i>Brainiac</i>	10	5	5
Athelete	5	10	5
Typical Person	7	7	7

This chart represents skill points and original attributes.

Character Skills

Roll:
1d6, 1d10

Brains

1 to 2

- 1 Clever Trap
- 2 Goofy Theory
- 3 Make Device
- 4 Develop Weapon
- 5 Computer Use
- 6 Computer Design
- 7 Undrstd Chemicals
- 8 Undrstd Genetics
- 9 Undrstd Atomics
- 10 Undrstd Q Theory

3 to 4

5 to 6

- 1 Undrstd Explosives
- 2 Foreign Language
- 3 Aerodynamics
- 4 Combustion Engns
- 5 Propulsion Systems
- 6 Metallurgy
- 7 Physics
- 8 Forgery
- 9 History
- 10 Electronics

- 1 Geography
- 2 Geology
- 3 Meteorology
- 4 Pshychology
- 5 Horticulture
- 6 Code Breaking
- 7 Engineering
- 8 Drafting
- 9 +1 Fitness
- 10 +1 Common Sense

Fitness

1 to 2

- 1 Use Pistol
- 2 Use Rifle
- 3 Use Semi Auto Rifle
- 4 Use Auto Rifle
- 5 Use Beam Weapons
- 6 Use Power Tools
- 7 Use Melee Weapons
- 8 Use Missiles
- 9 Use Thrown Weapn
- 10 Bowman

3 to 4

5 to 6

- 1 Use Exotic Wpn
- 2 Use Cars
- 3 Use Trucks
- 4 Use Planes
- 5 Use Boats
- 6 Use Const. Equip.
- 7 Use Rockets
- 8 Fisticuffs
- 9 Running
- 10 Acrobatics

- 1 Eat Anything
- 2 Flex Muscles
- 3 Climbing
- 4 Jumping
- 5 First Aid
- 6 Parachute
- 7 Carry Stuff
- 8 Drinking
- 9 Good Looks
- 10 Hold Breath

Common Sense

1 to 2

- 1 See Obvious
- 2 Hide
- 3 Attract Monster
- 4 Repel Monster
- 5 Incessant Chatter
- 6 Identify Monster
- 7 Sense O' Direction
- 8 Artist
- 9 Sneaking
- 10 Shopping

3 to 4

5 to 6

- 1 Camping
- 2 Open Lock
- 3 Make Map
- 4 First Aid
- 5 White Lie
- 6 Find Trap
- 7 Find Location
- 8 Speed Read
- 9 Camouflage
- 10 Clean

- 1 Communication
- 2 Prepare food
- 3 Build
- 4 Make Friend
- 5 Fix
- 6 Impersonate
- 7 Leadership
- 8 +1 Brains
- 9 +1 Fitness
- 10 +1 Common Sense

Rapport Games is *proud* to present:



The Role Playing Game!

This is the one that you have been waiting for!

The time is now! For the last 900 years the Earth has been free of monsters. Now, suddenly and with almost no warning at all, they have reappeared!

We tried to be nice to them, but they wouldn't listen.

The first round almost always goes to the monsters... but the next time it's

ATTACK OF THE HUMANS!

Attack of the Humans is set in today's society, but with one not-so-subtle difference:

There are monsters among us.

Humans, united by a common cause, rise up to meet this new threat. The last time the monsters were here they had the advantage. Humans were only wielding sword and axe.

This time the human's weapons are *slightly* better.

Buy **Attack of the Humans**! If you are bored with your normal, run of the mill humdrum game, try a weekend of **Attack of the Humans**. Dust off the old 5.56mm portable electric gatling, kill off a couple of hundred monsters and enjoy yourself!

Attack of the Humans is the game that you have been looking for! A sense of humor is throughout the game, but does not bog it down. This game was built to have fun with!

Only **Attack of the Humans** gives you:

Access to military hardware without all the guilt!
85 distinct and unique skills!
Skill Combinatics!
47 Different Monsters!
Some of the best art in the business!
A humorous game system that **really works**!
Unmatched firepower!
Literally billions of items of equipment!

High Density Entertainment!
Skill Combinatics!

Requires at least two players.
Skill level: Intermediate
Recommended for ages 12 and up.
The following types of die will be needed: 4, 6, 8, 10, and 20 sided.

Wow! What a bargain!

Part Number: AOTH-1006