

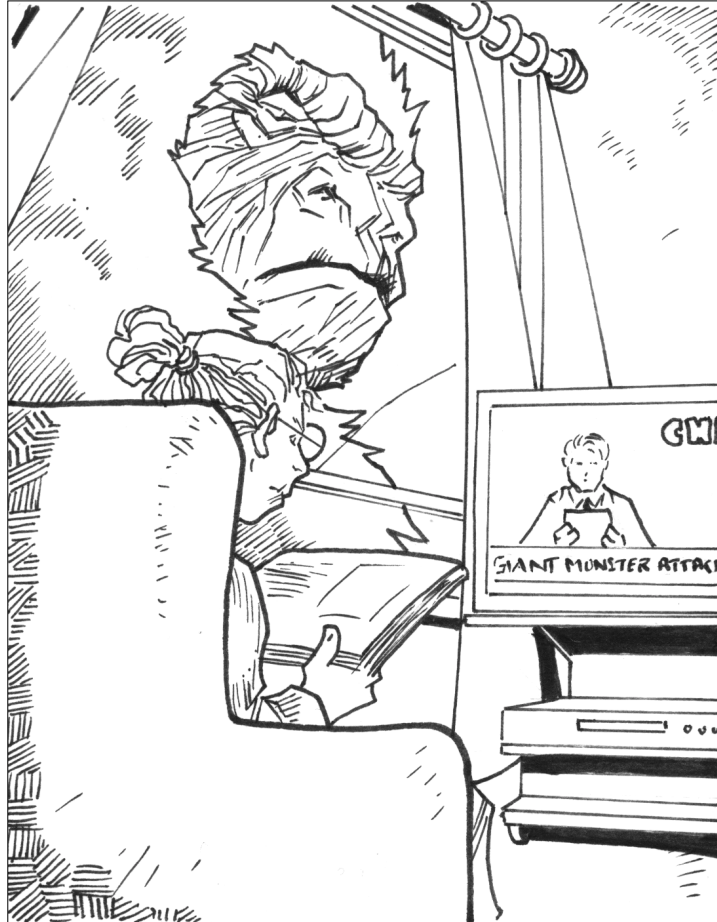
ESCAPE

from Monster Island



David L. Pulver and Patrick Sweeney

ESCAPE FROM MONSTER ISLAND™



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INTRODUCTION

FOREWORD

The UN Science Alert Corps has contained captured kaiju on Monster Island for more than 40 years. The South Pacific island, once used for nuclear testing, now serves as the home for countless mutated beasts, living fossils, atomic horrors, alien terrors, giant robots and other titanic creatures who are kept there to protect humanity from their destructive rampages.

Now the monsters are loose.

The alien Deloks, who have twice failed in their attempts to invade Earth, have sabotaged the powerful force bubble responsible for keeping kaiju on Monster Island. The failure of the force bubble has released the gigantic creatures to vent their anger on the people of Earth.

One by one, the great cities of the world are attacked.

Civilians flee in panic as enormous kaiju crumble buildings, stomp vehicles into twisted metal and raise havoc. Some creatures challenge each other in cataclysmic battles for supremacy amid the ruins while others cut solitary swaths of destruction through the cityscape.

Rampaging kaiju leave blazing conflagrations, rubble and trampled bodies in their wake. Skyscrapers topple and landmarks fall as they run amok across the world.

Fortunately, the people of Earth are not defenseless against the giant monster threat.

The brave men and women of armed forces from around the globe stand ready to defend their homelands against invading monsters. Tanks, attack helicopters, rocket launchers and even infantry units deploy to combat raging kaiju no matter the odds.

Police and firefighters will do their part as well, striving to keep public panic and the inevitable fires under control as titanic battles rage through city streets.

Experimental UN Science Alert Corps units rapidly mobilize to help contain the giant monster threat. Laser cannons, jetpack troopers and other advanced weapon prototypes are dispatched around the world to bolster conventional military forces.

Employing brainpower rather than firepower, scientists step forward to join the battle against the kaiju. Careful study of the monsters may reveal weaknesses that can be exploited by hastily assembled wonder weapons. Some, such as freezing rays, are effective on their own while others, such as a



teleportation dampener, require careful coordination with military forces for maximum effectiveness. But inventing such untried devices takes luck and time, and both are in short supply for the beleaguered defenders of Earth's great cities.

A handful of friendly kaiju may be persuaded to help humanity as well. The space turtle Honu and butterfly Nijira are just two possible allies of humanity in the crisis, battling their fellow kaiju to save their human friends.

The kaiju once imprisoned on Monster Island are loose. Who can stop them now?

Oh no, Godzilla again!

—**Destroy All Monsters** (1968)

ABOUT THE GAME

This game is a sequel to **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**, also published by Firefly Games. **MONSTER ISLAND** contains rules for creating and fighting kaiju imprisoned on a tropical island by the UN Science Alert Corps.

You will need **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** to play this game.

ESCAPE FROM MONSTER ISLAND contains expansion rules taking the action to the great cities of the world. You can play a rampaging kaiju or the military forces trying to save the city. This game also includes new powers and abilities for your monsters and a selection of scenarios to play out.

In the center of the book, you'll find a color cardstock insert of counters representing military units, police, firefighters and civilians to use in your games. Or you can use plastic army men or die-cast toys to represent the military forces. Build cityscapes of folded paper, building blocks, interlocking plastic blocks or other materials for your kaiju to smash!

All you need to play are this book, **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**, some ordinary six-sided dice, something to represent the cityscape and a ruler or tape measure.

Dice Notation

This game requires only ordinary six-sided dice to play. In the rules, these are referred to as "d6." When multiple dice are rolled, the number before the "d6" notation tells you how many to roll. I.e., 4d6 means roll four six-sided dice.

ABOUT FIREFLY GAMES

Based in California, Firefly Games is the creation of game industry veteran Patrick Sweeney. Established in January 2002, Firefly Games produces inexpensive, exciting games with broad appeal. Contact Firefly Games at patrick@firefly-games.com or visit our website at www.firefly-games.com.

ABOUT THE AUTHORS

David L. Pulver is a Canadian game designer who has written or co-authored more than 50 roleplaying games and supplements, including *BESM 2nd Edition* and *Transhuman Space*. For several years he raised a small green kaiju, feeding it electromagnetic waves and occasional tanks and infantry. David's other hobbies include reading military history and science fiction, and watching anime. He lives in Victoria, BC.

Patrick Sweeney is an author and game publisher based in California. He is the author or co-author of numerous adventure game products, including **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** and the *Origins Award*-nominated *San Angelo: City of Heroes*.

ABOUT THE ARTIST

Michael Bowden is an illustrator based in the UK. Before working on **ESCAPE FROM MONSTER ISLAND**, he did various illustration work for White Wolf Publishing, the BBC and CVG games magazine. Marvel Comics and Japanese animation are the biggest influences on his drawing style. You can find more of his work at www.mikebowden.fsnet.co.uk.

Expanded Monster Rules

In **ESCAPE FROM MONSTER ISLAND** some players will control individual kaiju, and others will control human armies. This chapter describes a number of new powers and rules usable when monsters fight humans.

CREATING MONSTERS

That thing was so strong and powerful. But what the hell was it?

—King Kong vs. Godzilla (1963)

If you are controlling a kaiju in **ESCAPE FROM MONSTER ISLAND**, you will create it using the **MONSTER ISLAND** rules, but you may choose to take any of the expanded powers described below.

EXPANDED POWERS

These are new powers that your monster may purchase. They may also be used in **MONSTER ISLAND** by mutual agreement of the players.

360 Degree Sense

3/Sense

Your kaiju can sense attackers in a 360-degree arc. It can never be surprised in combat or attacked from behind. This might represent the compound eyes of an insect, sonar, radar, a weird spatial awareness of some kind or multiple heads looking in different directions.

360 Degree Sense costs 3 points per sense, though very few kaiju need more than one such sense.

You see, we do not know what we are dealing with.

—Godzilla, King of the Monsters (1956)

Acid for Blood

5

Your monster may injure other nearby kaiju or humans when wounded in combat. This might represent poison, acid blood, arcing electricity from a giant robot, spatters of molten lava from a lava monster or something else.

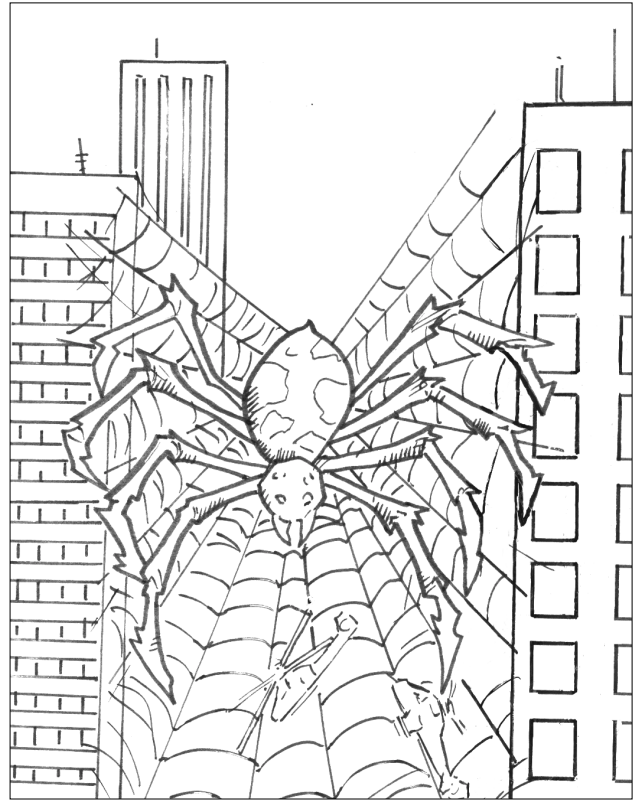
When your monster loses Life points to an attack, roll 1d6 for each kaiju or unit within 3" of your creature. A roll of 4, 5, or 6 means the monster takes damage equal to the number of lost Life points. The other monsters apply their Toughness against this damage as normal.

Acid for Blood costs 5 points. It can be purchased only once and requires no action to use.

Clinging

1

Your monster may climb vertical walls, like a bug,



monkey or spider. This allows you to swiftly climb up to the top of any tall key building such as a skyscraper or tall landmark—see the rules for Climbing, p. 7. Clinging costs 1 point. It can only be purchased once.

Cocoon

5

Some kaiju are really just immature versions of other monsters. After forming a cocoon for a time, they emerge as completely different kaiju.

For example, the larva in *Mothra* (1964) metamorphosed into a giant moth.

Your monster can form a cocoon once per game. Once it is formed, your kaiju spends the next three Turns inside its cocoon. It cannot be injured in any way while inside the cocoon, and the cocoon cannot be moved. After three Turns have passed, your kaiju emerges in a new form. Rebuild your monster as you wish, using the same pool of 30 points as a newly created monster, as per the Monster Creation rules in **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**. You may change Attributes, and add, remove

There's not an insect in the world with that much venom!

—Tarantula (1955)

or alter Powers. You need not purchase Cocoon for the newly emerged adult monster.

Defensive Adaptation 2/1d6

Something about your monster can injure other kaiju that attack it in hand-to-hand combat. Spikes, quills or a fiery or acidic body are just a few possibilities.

Whenever another kaiju hits your monster with a hand-to-hand attack using some part of its own body, such as a fist, tail or mouth, it automatically takes 1d6 of damage for every 2 points spent on Defensive Adaptation. The effect lasts for 1 Turn.

It's been evolving abnormally.

—**Godzilla vs. Destroyer** (1995)

Toughness to this damage as normal.

Monsters using ranged attacks or pummeling your kaiju with weapons, such as trees or train cars, are not affected, nor are human units.

Defensive Adaptation costs 2 points for every 1d6 of damage. It requires no action to use. This power should not be taken in scenarios where the kaiju will fight only human opponents.

Food Source 3/Source

Most kaiju are radiovores, requiring only ever-present cosmic radiation for sustenance. Others feed off electricity, fire or other energy sources. A few, however, gain strength by devouring food. In cities, humans are the best source of food for a giant monster.

Each time your monster eats a Personnel figure (see the Personnel power, p. 12) it gains 1 point, which can be immediately spent as per the Creating Monsters rules (MONSTER ISLAND, p. 4).

You may increase an Attribute, enhance a Power or buy a new Power. Your kaiju may save up these food points to purchase a more expensive Power. The enhancements last only for the length of the game, and fade away before your monster takes part in a new game.

Food Source costs 3 points. This Power can only be purchased once.

Incorporeal 5

Your kaiju can become intangible at will. It might turn into fog, mist or water. Or perhaps it partially phase shifts into another dimension. Incorporeal monsters remain visible but take no damage from attacks or terrain hazards, such as fire or molten lava.

Kaiju cannot attack humans, buildings or other monsters while intangible, however—unless two intangible kaiju attack each other.

Also, your kaiju loses 3 Life points for each Turn this Power is active. Kaiju cannot rest while

You're forgetting one thing: Gaos eats people.

—**Gamera, Guardian of the Universe** (1985)

incorporeal and monsters with the Power of Regeneration do not regenerate while intangible.

Incorporeal costs 5 points. This Power may only be purchased once.

Psychic Link 5/Link

Your monster has established a psychic link with someone, usually a teenage girl or adolescent boy, or in some cases twin miniature princesses. As long as your monster remains in contact with its friend, it gains special powers of enhanced intelligence and healing.

You must select a civilian crowd or idol counter that contains your monster's friend. As long as your monster remains within 10" of the counter, and it is not destroyed, your kaiju gains +4 Mind and one level of Regeneration, allowing it to recover 1 lost Life point per Turn. The extra Mind does not add to Derived Attributes, but does affect initiative and alliance rolls. If your monster moves out of range or the figure is destroyed, these special powers are lost. This Power can only be purchased once. Psychic Link costs 5 points.

FIGHTING

Kaiju can use the same attacks and defenses against human units that they can use against other monsters. This applies unless a specific exception is noted.

Example: The Entangle power in MONSTER ISLAND says "your monster can entrap other kaiju, preventing them from moving or attacking." When playing ESCAPE FROM MONSTER ISLAND, the Entangle power also works against human units.

Gamera needs my strength to keep fighting for all of us! He needs me!

—**Gamera, Guardian of the Universe** (1985)

EXPANDED MOVEMENT RULES

These rules cover some of the special movement situations likely to be encountered when kaiju leave the island and visit the big city. Some of these rules also apply to human units (see *Creating Armies*, p. 10).

Flying

A monster or human unit that is flying may be at either at high altitude (two altitude levels up) or low altitude (one altitude level up). Make a note on scrap paper or use a mutually-agreed on marker to indicate the altitude of the monster or unit. Altitude must be declared at the start of movement.

Low Altitude: The monster is assumed to be flying at 6" above the ground. This comes into play in calculating the penalty for ranged attacks (see *MONSTER ISLAND*, p. 17), either by your kaiju or targeting your kaiju.

*You hear that, it's Gamera!
Hurry, hurry, everybody run! Don't you
want to live? Get moving!*

—**Gamera** (1965)

A monster at low altitude can only be attacked using hand-to-hand combat only by other flying or leaping kaiju at low altitude, or by monsters that have climbed a building to this level (see *Climbing*).

A flying kaiju must land to attack ground-based monsters in hand-to-hand combat. A flying monster ignores all hazardous terrain except for the occasional low- or high-altitude landmarks.

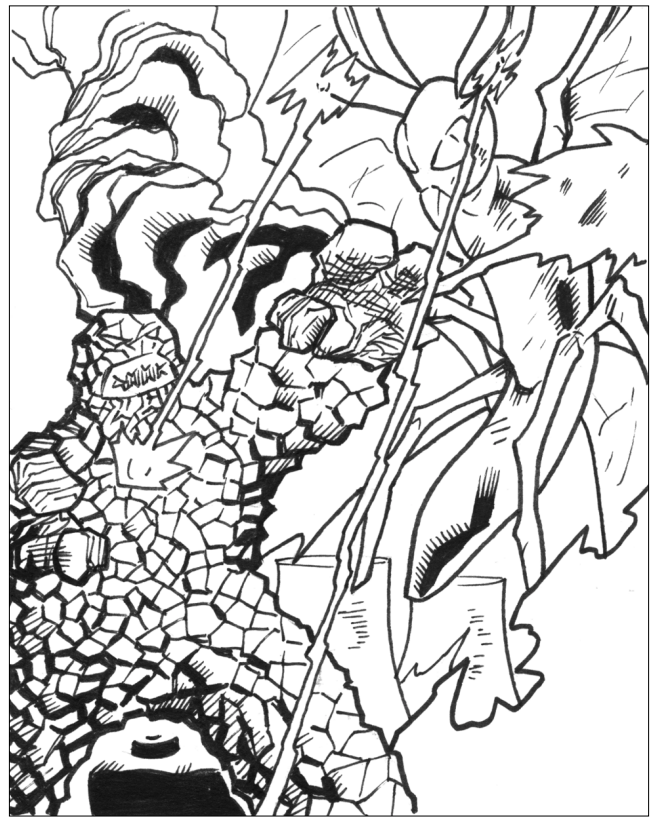
*It will be two of our best pilots. Let's hope
they can do it.*

—**Godzilla vs. Destroyer** (1995)

A monster that has landed or climbed atop a skyscraper, or one that has climbed halfway up a very tall landmark, is also at low altitude.

High Altitude: The monster is assumed to be flying at 12" above the ground. This comes into play in calculating the penalty for ranged attacks (see *MONSTER ISLAND*, p. 17), either by your kaiju or targeting your kaiju. A monster at high altitude can be attacked by hand-to-hand combat only by other flying kaiju at high altitude, and similarly can only attack other targets in hand-to-hand combat at high altitude. It ignores all terrain except for the occasional high-altitude landmark.

A monster that has climbed or landed on a high-altitude landmark is also at high altitude.



Climbing

Certain "key buildings" (see p. 24) are very tall. A monster that is not able to fly or jump can still climb up a tall building. The usual reason to climb a building is to reach something on top of it, avoid human units that can't climb, get to the same altitude as hostile helicopters or simply to show off.

In order to climb a tall key building, a kaiju must begin its turn adjacent to that building.

Tall buildings are classed as being one or two altitude levels high. A monster climbs at a rate of one altitude level per Turn, e.g., from ground to low, or from low to high. For example, a kaiju on the ground will take one turn to reach the top of a skyscraper that is one altitude level high, or two turns to reach the top of one two levels high.

Once a kaiju has reached the top of a building, it can attack in hand-to-hand against any human units that either occupy that building or are flying at the same altitude level and are within reach.

A kaiju atop the building can climb down at the same rate.

If a kaiju is dazed (see *MONSTER ISLAND*, p. 19) while climbing or while atop a tall building, it will fall off, and suffer falling damage as a result.

Falling: A kaiju that is atop or climbing a key building at low or high altitude and is dazed or suffers a knockdown result from a Shove, Piledriver, Ram, or Trip will fall off the building.

The kaiju suffers 3d6 damage if it falls from low altitude, or 6d6 damage if it falls from high altitude.



Toughness protects normally against the damage of falls.

A flying monster that has grabbed a kaiju or human unit may drop it. Damage is the same as a fall. If a human unit is grabbed, then dropped from low or high altitude, it is destroyed unless it can fly.

Leaping

A kaiju with sufficient inches in the Power of Leaping (see *MONSTER ISLAND*, p. 11) can jump from the ground to the top of a low- or high-altitude building, from the top of a building to the ground or from one roof to another. The monster must be able to reach its proposed landing spot in one jump.

Creatures with Leaping may be able to jump into the air to grab or smash helicopters or other flying craft, as well.

Wading

Water is classed as shallow or deep. Most

The military confirms that several missiles made direct hits on Gamera, who then fell from the sky at the base of Mt. Fuji.

—Gamera, Guardian of the Universe (1985)

waterways and bays near a city will be shallow, i.e., below a kaiju's neck (if it has one!). Deep water is any water more than 25 meters (or 80') deep.

A kaiju with the Swimming power (see *MONSTER ISLAND*, p. 11) can swim in deep or shallow water. A kaiju that cannot swim may opt to cross waterways by wading.

Wading In Shallow Water: A kaiju can wade through shallow water at Move 2. If a kaiju is wading but does not also have the Swimming power, it is less agile in the water, and suffers a -1 penalty on any roll to attack in hand-to-hand. Any kaiju that does have Swimming can attack a wading kaiju that can't swim with a +1 modifier.

Wading In Deep Water: If the water is any deeper, a kaiju can only wade if it has Immunity to Drowning. A kaiju wading in deep water moves at Move 1. It is walking along the ocean floor deep beneath the sea, after all! The kaiju may not attack any human units while wading in deep water.

It may attack other kaiju in hand-to-hand, but does so at a -2 penalty if it lacks the swimming power, and can be attacked in hand-to-hand at a +2 penalty.

The only ranged attacks usable against a kaiju wading in deep water are Blast or Bombardment attacks (not Firepower or Entangle); these are made at a -2 penalty and do 1d6 less damage.

The creature ... is creating tidal waves, which will make it easy to spot. Give it everything you've got! Do whatever it takes to destroy it.

—Godzilla and Mothra: The Battle for Earth (1992)

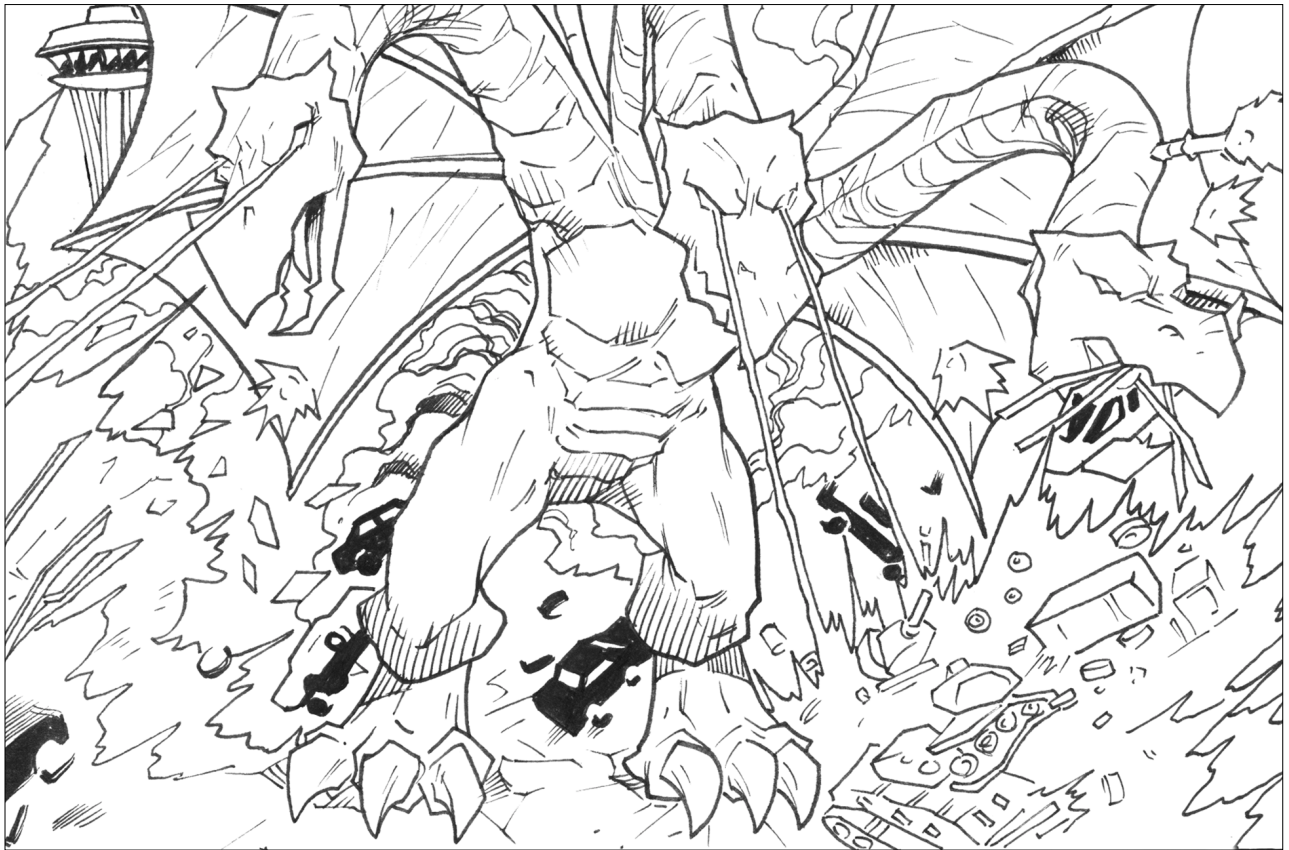
Fires

Kaiju with fire blast attacks (and human Laser Cannons) may set cityscapes (p. 18) or key buildings (p. 24) on fire. Either type of attack is called an "incendiary" attack.

Fire Markers: If kaiju or laser cannons capable of setting fires are in the game, the players will need to make or improvise several fire markers. A fire marker may be a 1" square of red, gray, white, or black paper (representing flame and smoke), or a piece of cotton wool of approximately the same size. Colored felt also may be used.

Fire Starting: If an incendiary attack is made against a target occupying flammable terrain (e.g., cityscape, a key building or dry forests), and at least two of the damage dice rolled come up "6," a fire has broken out! Place a fire marker in the area. Note that a fire can start whether or not the attack's damage was sufficient to destroy the target of the attack; a destroyed key building can still burn!

Burning Damage: Any monster, key building, or human unit starting its Turn on a fire marker takes



1d6 damage; Toughness and Armor protects normally.

This damage increases by 1d6 for each turn the unit remains in the same location. A landmark that is on fire takes 1d6 the first turn, 2d6 the second turn, and so on, increasing until the landmark is destroyed. This is most significant for key buildings, which cannot move.

Any attack into, out of, or through a fire marker by a monster is at a -1 penalty due to the effects of smoke and fire. This penalty is doubled for Laser Cannons, whose high-energy beams are diffused by smoke.

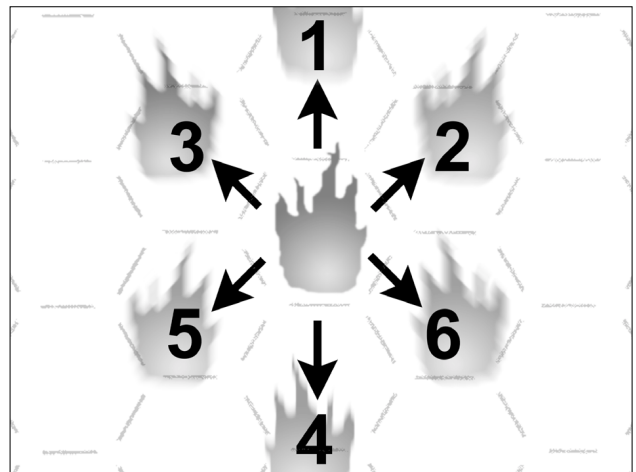
Spreading Fire: At the start of any Turn, for every four active fires (round down) that are burning, one will spread. The player whose kaiju (or army) won the initiative in the turn decides which individual fires will spread on any given turn. Roll randomly to determine the direction it spreads as shown below:

Godzilla has turned the heart of Tokyo into a sea of fire.

**—Godzilla,
King of the
Monsters
(1956)**

Extinguishing Fires: A human unit with the Extinguish power (p. 11) may put out a fire. The unit must be within 1" of the fire (but need not be inside the fire).

Roll 3d6. If the roll is 10+, the fire is extinguished. Attempting to extinguish a fire is an action performed instead of an attack.



CREATING ARMIES



The United Nations is giving their full support to defensive preparations. Each nation has pledged armed divisions and heavy weapons. The main question is whether the men or the weapons can stop Godzilla.

—King Kong vs. Godzilla (1963)

In **ESCAPE FROM MONSTER ISLAND**, some players will control kaiju and others will control human armies. This chapter explains how to create a human military force that will battle kaiju, and details the capabilities of the units that make up such a force.

OVERVIEW

Each human army player has a pool of points which can buy a selection of different human units, such as main battle tanks, attack helicopters and laser cannons.

An Army consists of a number of different “human units,” or units for short. Each individual unit is

represented by a single figure or stand-up marker. A unit represents a single military vehicle or weapon, such as a tank, cannon or helicopter and its crew, or a squad/team of up to a dozen personnel, such as infantry or scientists.

Units are distinguished by their name, Point Cost, Attributes, and Powers.

POINT COSTS

All units have point costs next to their names, e.g., a Medium Tank costs 4 points. An army player uses his point pool to buy a selection of human units in much the same way that a player creating a kaiju buys the monster’s Attributes and Powers.

HUMAN UNITS

Individual Human units have their own Attributes and Powers, but unlike those of monsters, these are fixed values set for each type of unit, e.g., all Medium Tanks have identical Attributes and Powers.

ATTRIBUTES

All units have five basic Attributes: these are **Attack**, **Evade**, **Toughness**, **Morale** and **Move**. In addition, flying tanks also have **Life Points**.

We can't sit here and do nothing at all!

—Godzilla vs. Destroyer (1995)

Attack

The ability of the unit to hit its targets. It represents both the standard of marksmanship of the personnel, and, in vehicles, the use of targeting systems such as laser rangefinders or computers.

Some units—those with no combat ability—do not have an Attack attribute.

Evade

Evade is the unit’s inherent ability to avoid being hit in combat. When the unit is attacked, this is the number a kaiju (or other unit) must beat in order to land a blow or score a hit. Evade depends on the size, speed and agility of the unit.

Morale

Morale measures the unit's bravery, determination, and degree of training. This ability is very important in determining whether or not it will panic when confronted by terrible events.

Toughness

Toughness indicates the unit's size and level of armor protection, from nothing (ordinary civilians) to a tank's heavy armor. Toughness is subtracted from the damage inflicted on the unit in combat.

Unlike monsters, human units (except for flying tanks, see p. 16) have little staying power. If any damage exceeds Toughness, the unit is destroyed and removed from play!

Life Points

Flying tanks have this Attribute. Instead of automatically destroying a flying tank, damage that exceeds its Toughness is subtracted from its Life Points. When they drop to 0 or less, the flying tank is destroyed.

Damage level 10. This ship has been destroyed. There are no survivors.
—**Godzilla vs. Mechagodzilla II** (1992)

Move

The Move score measures how far the unit can move on the ground in combat. Each point of Move allows 1" (or hex, on a hex map) of movement per Turn.

POWERS

Fire plasma grenades!
—**Godzilla vs. Mechagodzilla II** (1992)

Human units have technology that grants them powers similar to those possessed by monsters. Different types of units may possess some of these powers:

Blast

This power works the same way for units as it does for monsters; see *MONSTER ISLAND*, p. 20. Note that Blast can only be used every other Turn.

Bombardment

The unit uses howitzers, artillery rockets, bombs or missiles to make a very long-range attack that covers a large area. A Bombardment attack can only

be made if at least one unit with the Target power is on the map—this unit acts as a “forward observer” and calls in the artillery fire or air strike. For any given attack, calculate range to the enemy from the nearest friendly unit with Target power, rather than from the unit performing the attack.

Mobile artillery and towed artillery fire their shells or rockets in a high arc. They cannot hit enemies who are too close! Bombardment attacks may not be made by either towed or mobile artillery unless the target is at least 6" away.

Close Assault

This unit's fire power drastically increases at close range, due to its use of short-range weaponry such as hand grenades, explosive satchel charges and grenade launchers. If the unit is within 1" of its foe, add +1d6 to its Firepower damage.

Crowd-Control

The unit is especially good at controlling and directing panicked civilians. Crowds within 6" of it cease to be uncontrolled, and are instead controlled by the unit's player—see *Crowds*, p. 26.

Extinguish

The unit can put out fires using the firefighting rules (p. 21). The only units with this power are firefighters—see *Civilians*, p. 26.

Firepower

The unit can fire cannon shells, rockets, guided missiles or other conventional projectiles that are powerful enough to potentially injure a kaiju. A unit inflicts 1d6 of damage per point of Firepower. A unit's Firepower attack is a ranged attack, just like a monster's Blast attack, but it can be used every Turn.

Flying

Some human units, such as helicopters, can fly. Use the same rules as for kaiju: see *MONSTER ISLAND*, p. 16, and the new flying rules under Expanded Monster Rules in this book. Units with Flying will have a separate flying speed. This does not add to the Move score, which covers only ground movement.

Invention

The unit can build wonder weapons—see *Wonder Weapons*, p. 23. Each unit with the Invention power (in this game, scientists) may generate 1d6 *invention points* per Turn in which they do nothing other than remain stationary and work on building a particular wonder weapon.

When the total of accumulated points reaches the Invention Cost of the Wonder Weapon, it's been built,

and the scientist unit that was working on it now has that Wonder Weapon.

*Do you still think I am a mad scientist?
That I want to make Armageddon happen?*
—**Godzilla vs. Destroyer** (1995)

Long Range

The unit ignores range penalties when using Blast attacks.

Personnel

The unit consists of dismounted personnel — a squad of soldiers, for example. A personnel unit can be carried by a unit with the Transport power and can occupy key buildings (p. 24).

Units with the Personnel power are sometimes referred to as “personnel” in the rules.

Recharge

The unit's Blast power can be used every round (rather than every other round) if it is adjacent an appropriate power source, such a nuclear power station key building (p. 25).

Targeting

The unit is trained and equipped to designate targets for Bombardment attacks (p. 11) such as artillery or bombing raids.

Transport

The unit can carry a single Personnel unit from place to place. A unit that is to be carried must board the transporting unit. It can move normally, but may not attack or perform other actions in the Turn it boards the transport.

A unit serving as a transport may not move on the Turn in which a Personnel unit boards it, and may not have already moved that Turn. It may attack, if it has weapons.

Once aboard the transport, the carried unit may not attack or use any Powers until it disembarks. Moreover, if the transporting unit is destroyed, the carried unit is also destroyed.

The carried Personnel unit may disembark from the transport in any Turn, after the Turn in which it boarded, at the end of transport's movement. The carried unit may move up to half its normal Move on the turn in which it disembarks, and may attack.

If the transport unit is flying, the carried unit will disembark at the same altitude; units that cannot fly should not disembark at Low or High altitude unless next to a key building of appropriate height, in which case they may immediately occupy that building.

Swimming

The unit can move in water at a speed of 1" per point of Swimming.

CREATING AN ARMY

You build your army with a pool of points. Instead of having a single monster and designing its powers, you buy a selection of individual units, such as medium tanks, helicopters or infantry.

You may buy more than one of each unit type, up to the limit of whatever counters or figures you are using, with the exceptions of missile strikes, bombing raids, and scientists, which are restricted in number. You also receive a headquarters (p. 13) at no cost.

You may buy two types of human units: Conventional Forces, such as infantry squads and tanks, and UN Science Alert Corps Forces, which are elite troopers and scientists with futuristic gear such as lasers and jet packs. You can mix both types in a force, unless a particular scenario restricts you to one type. For example, in a three-player scenario one player might take a monster, another could play Conventional Forces, and the third player might take a UN Science Alert Corps force.

*Your mission
was a success.
You saved
planet Earth.*

—**Godzilla
vs. Space
Godzilla** (1994)

1950s Armies

ESCAPE FROM MONSTER ISLAND is assumed to be set in the present day, but many classic conflicts between kaiju and the military took place in the 1950s. To create an army from this period, use the normal rules but the conventional forces may not include any attack helicopters, cruise missile strikes, infantry fighting vehicles or main battle tanks. (These same limitations can also be applied to many contemporary “third world” armies.)

The '50s-era UN Science Alert Corps are not restricted—strangely enough, they had the same array of super-weapons back then, only the electronics were a bit bulkier due to the inclusion of vacuum tubes and other now-outmoded technologies!

POINT POOLS

In a basic “Army vs. the Monster” game you will have the same number of points to buy your army as used by the monster player. For example, if the opposing kaiju was built on the suggested 30 points (see **MONSTER ISLAND**, p. 7) then your army should also be built on 30 points.

Such a force is equivalent to a “reinforced company.” This is often the largest force that can be quickly mobilized and sent to a trouble spot in time to deal with a fast-moving giant monster!

Two restrictions apply on the purchase of units:

1. A player may not spend more than one-third of the available point pool on missile strikes and bombing raids.

2. A player's army may have no more than two scientist units.

Headquarters (HQ) 0

An HQ represents a company or battalion-level headquarters consisting of a couple of radio-equipped command vehicles, the local force commander - most often a captain, major or colonel - and his or her staff. Like Special Forces, a headquarters can also direct bombing raids and cruise missile strikes.

Each army may only have one HQ unit, but it is *free*. The HQ's role is to command the rest of the army force. It does this best if it doesn't move, so a good strategy is to find a defensible location to establish the HQ, preferably in a key building, and then protect it. If the HQ is lost, or retreats off map, the units under its command will suffer penalties to initiative and morale.

Attributes: Evade 13, Toughness 2, Morale 5, Move 3.

Powers: Crowd-Control, Personnel, Targeting.

CONVENTIONAL MILITARY FORCES

These are units serving in regular military forces, like the U.S. Army or the Japanese Self-Defense Force, or in reserve army forces, such as the National Guard. Unit types include:

Now they're moving a tank corps to point blank range. I'm saying a prayer ... a prayer for the whole world.

—Godzilla, King of the Monsters (1956)

Armored Personnel Carrier (APC) 2

An APC is an armored vehicle intended to protect and transport a squad of infantry. APCs may be tracked, like the M113 used by many Army and National Guard units, or wheeled, like the LAV-25 used by the U.S. Marines. An APC has a machine gun, but this is pretty useless against most kaiju.

Attributes: Attack 3, Evade 13, Toughness 6, Morale 3, Move 6.

Powers: Firepower 1d6, Transport.



Attack Helicopter 7

This unit is a flying gunship such as the AH-1 Cobra, AH-64 Apache or MI-24 Hind. It is heavily-armed with multiple anti-tank missiles, rocket pods and automatic cannon and can inflict serious damage on a kaiju. However, it is lightly armored, and cannot take much punishment.

Attributes: Attack 5, Evade 11 (15 if flying), Toughness 5, Morale 4, Move 0.

Powers: Firepower 3d6, Flying 12, Targeting.

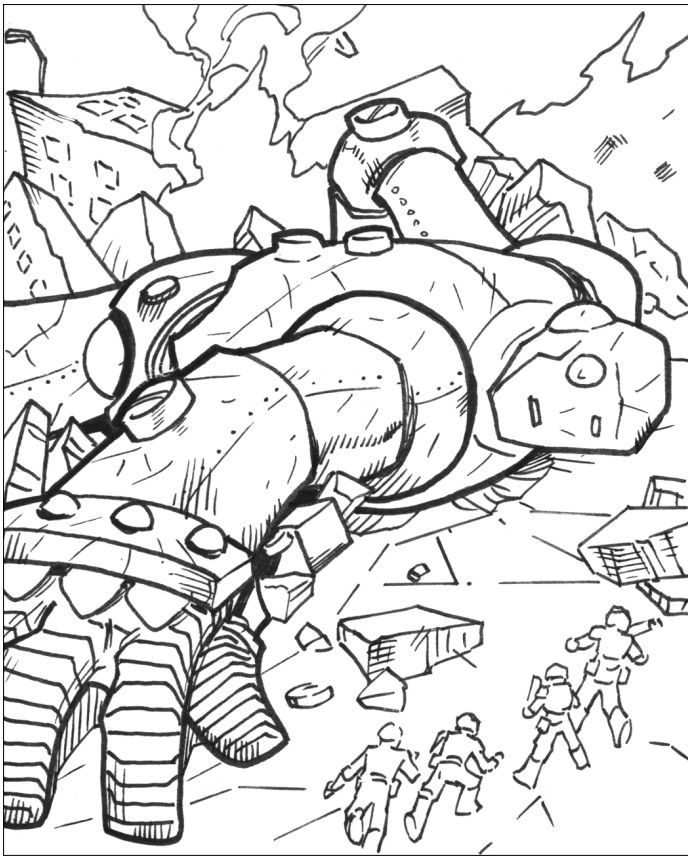
Bombing Raid 3

This represents a “carpet bombing” run by a single heavy bomber, such as a B-1, B-2 or B-52, or a whole flight of fighter-bombers like F-16s or F-117 Stealth Fighters. Bombing raids do a lot of damage, but they also rain destruction over a large area. A monster who fears a bombing raid should stay close to enemy civilians, soldiers or key buildings, so that they will also be damaged by the raid!

A bombing raid is not an actual unit—it is a single attack! Each bombing raid purchased allows one such attack to be made during the game

Attributes: Attack 2; other attributes are not applicable.

Powers: Bombardment 5d6



Missile Strike 4

This is similar to a bombing raid, but instead of a huge carpet of “dumb” bombs, it represents a precision strike by a single cruise missile launched from hundreds of miles away, or multiple smart bombs or air-to-surface missiles launched by fighter-bombers a few dozen miles away.

A missile strike is not an actual unit. It is a single attack! Each missile strike purchased allows one such attack to be made during the game.

Missile strikes do less damage than bombing raids, but they are a lot more accurate and so are less likely to cause “collateral damage” to nearby buildings and civilians.

Attributes: Attack 5; other attributes are not applicable.

Powers: Bombardment 4d6.

Everything's going to blow up!
—**Godzilla vs. Space Godzilla** (1994)

Infantry 2

Each infantry unit represents a squad of 6-13 soldiers. They are armed with assault rifles, hand grenades and machine guns, which unfortunately just tickle your average monster. However, each squad also has a few grenade launchers and anti-tank rocket launchers, and maybe even a flamethrower or some

hand-held satchel charges, and these are powerful enough to sting!

Attributes: Attack 4, Evade 14, Toughness 1, Morale 3, Move 3.

Powers: Close Assault, Crowd-Control, Firepower 1d6 (2d6 during close assault), Personnel.

Infantry Fighting Vehicle (IFV) 3

An IFV is similar to an APC (p. 13), but it has a turret-mounted automatic cannon and, often, an anti-tank missile launcher as well. Examples are America's M2 Bradley, Russia's BMP and Japan's Type 89. An IFV has as much firepower as a medium tank, but is less well-armored.

Attributes: Attack 3, Evade 13, Toughness 8, Morale 4, Move 6.

Powers: Firepower 2d6, Transport.

Main Battle Tank (MBT) 6

This is a single heavy tank, such as America's M1 Abrams, Japan's Type-90, or Russia's T-80. It has thick composite-laminate armor, a powerful 105mm to 125mm cannon firing explosive and depleted-uranium shells and a crew of three or four. It weighs more than 50 tons. MBTs are among the most effective conventional weapons an army has to stop a kaiju—which isn't saying much!

Attributes: Attack 4, Evade 13, Toughness 13, Morale 4, Move 6.

Powers: Firepower 3d6.

Medium Tank 4

This is a smaller tank of 1950s vintage such as the American M-47 Patton, Russian T-54 or Chinese Type 69. It weighs 30 to 50 tons, uses a 90mm to 100mm gun, and is protected by steel armor. In the 1950s and '60s, these were the front line of defense against rampaging kaiju, and many medium tanks soldier on today in the armies of developing nations that cannot afford MBTs.

Attributes: Attack 3, Evade 13, Toughness 11, Morale 4, Move 5.

Powers: Firepower 2d6.

Mobile Artillery 6

A self-propelled howitzer or multiple rocket launcher, usually mounted on a tracked chassis.

The American MLRS rocket launcher and Paladin self-propelled gun are examples of mobile artillery. Artillery fire shells in a high ballistic arc, and so cannot shoot at enemies that are close up (nearer than 6").

Attributes: Attack 3, Evade 12, Toughness 9, Morale 3, Move 5.

Powers: Bombardment 3d6.

Patrol Boat 5

A coast-guard cutter, fast attack boat or similar small naval combatant. Only useful in scenarios with waterways.

Attributes: Attack 3, Evade 11, Toughness 8, Morale 4, Move 0.

Powers: Firepower 2d6, Swimming 4, Transport.

Special Forces 3

A squad of elite commandos, such as Green Berets, SEALs, Delta Force, Special Air Service or Spetsnaz. A few SWAT teams that have practiced anti-kaiju tactics (such as the Tokyo police) may qualify. Special Forces are trained to call in bombing raids, artillery bombardment and missile strikes.

Attributes: Attack 6, Evade 15, Toughness 2, Morale 5, Move 3.

Powers: Close Assault, Crowd-Control, Firepower 1d6 (2d6 during close assault), Personnel, Targeting.

Towed Artillery 4

An artillery unit represents a towed howitzer, rocket launcher or mortar and its crew. It can only move if transported by another vehicle (including a transport helicopter); as such, it is classed as a Personnel unit, but unlike other Personnel may not occupy a key building.

If using towed artillery, it's a good idea to also have plenty of tanks or infantry that can keep a monster at a distance while it fires.

Attributes: Attack 3, Evade 10, Toughness 2, Morale 3, Move 0.

Powers: Bombardment 3d6, Personnel.

The guns are ready, but they won't stop Kong. They'll only make him angrier!
—King Kong vs. Godzilla (1963)

Transport Helicopter 3

This is a utility helicopter, like the UH-60 Blackhawk or UH-1 Huey. It is used to quickly transport a squad of soldiers or special forces, or a team of scientists, from place to place by air.

Attributes: Evade 14, Toughness 3, Morale 2, Move 0.

Powers: Flying 12, Transport.

Truck 1

A truck or similar vehicle. It is a cheaper way to transport personnel than an APC, but has no armor or innate combat ability.

Attributes: Evade 12, Toughness 1, Morale 2, Move 7.

Powers: Transport.



UN SCIENCE ALERT CORPS FORCES

The UN Science Alert Corps is the elite organization that maintains Monster Island. Its superbly-trained multinational teams are equipped with the best technology humans can devise, augmented by study and reverse-engineering of alien artifacts. Unlike most conventional forces, the men and women of the UN Science Alert Corps are experienced at fighting monsters, and as a result are less likely to panic when they see a 30-meter-tall fire-breathing lizard crush a tank.

Flying Tank 16

One of the most potent weapons of the UN Science Alert Corps, this is an enormous fighting machine that uses anti-gravity, magnetic levitation or hover-thrusters to fly. Flying tanks are very heavily armored, and combine the firepower of a platoon of ordinary tanks with the mobility of a helicopter. They are armed with a mix of conventional weapons and plasma cannons.

Attributes: Attack 5, Evade 14, Toughness 10, Life Points 10, Morale 5, Move 10.

Powers: Firepower 4d6, Flying 12.



Jetpack Troopers

6

These are armored infantry equipped with jetpacks and hand-held rapid-fire plasma blasters and plasma grenades. In battle they attack like a swarm of angry hornets, inflicting stinging blows that can madden and distract even the fiercest kaiju.

Attributes: Attack 4, Evade 15, Toughness 3, Morale 5, Move 2.

Powers: Close Assault, Crowd-Control, Firepower 2d6 (3d6 in close assault), Flying 8, Personnel.

Super X3, take off.

—**Godzilla vs. Destroyer** (1995)

Laser Cannon

8

The most powerful support weapon routinely deployed by the UN Science Alert Forces is a multi-megawatt laser (or maser) projector mounted on a wheeled or tracked chassis. Rumbling slowly into battle, the laser cannon's beam of searing coherent light (or high energy microwaves) is capable of injuring most monsters. However, the laser beam

uses so much power that it must recharge after each shot, allowing it to fire only every other Turn. This limitation can be avoided by stationing the laser cannon adjacent a power plant—the unit has an extension cable that plug into a city power grid. This allows the cannon to draw off the city power grid and fire every Turn, if desired.

Attributes: Attack 5, Evade 12, Toughness 10, Morale 4, Move 4.

Powers: Blast 5d6 (laser beam), Long Range, Recharge.

Wouldn't it be possible to build an extra large ultraviolet ray projector and attack it with that?

—**Gamera vs. Gaos** (1967)

Scientist

6

The brains of the UN Science Alert Corps are its brilliant scientists, a mix of career members of the agency and specialists called up to deal with a particular threat. Each scientist unit represents one certified genius and a half-dozen other assistants, skeptics and sidekicks.

Scientists cannot attack unless they have invented an offensive Wonder Weapon.

A player's army may not contain more than two scientist units.

Attributes: Attack 4, Evade 14, Toughness 0, Morale 5, Move 3.

Powers: Invention, Personnel.

ATTACK OF THE MONSTERS

The time has come, finally, to put our technology to the final test.
—**Godzilla vs. Mechagodzilla II** (1992)

GETTING READY

Before you play **ESCAPE FROM MONSTER ISLAND** there are some preparations to make. Aside from this book, **MONSTER ISLAND**, and your kaiju character sheets, you'll need pencils and some ordinary six-sided dice, and the same hex mat or ruler and table, floor, or outdoor space that you use to play **MONSTER ISLAND**. A few other preparations also are recommended:

Taking dinosaurs off this island is the worst idea in the long, sad history of bad ideas.
—**Jurassic Park: The Lost World** (1997)

CHOOSING A SCENARIO

Each player will have to decide whether he or she is going to control a rampaging kaiju or the human army that opposes it.

The simplest way to play **ESCAPE FROM MONSTER ISLAND** is for one player to control an army and for each other player to control a single kaiju. It's a mutual free-for-all: everyone is against everyone. The winner is the side with the last monster—or human unit—surviving.

For a game with more structure—and which rewards monsters for crushing the city and armies for saving it—you can play one of the pre-designed scenarios in the last chapter in this book. These establish specific objectives for humans and monsters other than mutual destruction.

SELECTING FIGURES

You need something to represent the human units and the monsters. **MONSTER ISLAND** provides guidelines (and stand-up figures) for representing monsters.

Each single human unit (except for bombing raids and missile strikes) in a player's army is represented by a single figure or counter, as are those civilians (p. 26) necessary for the scenario.

The color cardstock insert stapled into the center of this book contains counters that can be cut out and used to represent the various human units in the game.

Alternatively, you can use toy soldiers, model tanks and model cars of any size to represent your human units. This adds to the fun, especially if you're also using toy monsters.

The least expensive way to use models is to buy bags of plastic soldiers from toy stores and department stores. These often can be obtained at a fraction of the price of actual scale models or metal miniatures. Toy soldiers are usually out of scale with the vehicles, so it's a good idea to have a single soldier represent an entire squad.

The most attractive (and expensive) way to represent human units is to use to scale military miniatures or, for civilians, model railroad diorama figures. Any scale is possible, but 1/285 or 1/300 scale wargames miniatures work very well with most toy monsters, as most vehicles in this scale are only an inch or so long, which means they aren't bigger than the kaiju! Such miniatures can be purchased from hobby stores or manufacturers, usually in packs of three to five miniatures.

Modern and science fiction (for UN Science Alert Corps) helicopters and armored vehicles are available. Infantry and special forces are also available in these scales; since the figures will be so tiny, it's best to mount four or five of them on a single cardboard base to represent each unit. If you use larger-scale figures to represent infantry, then a single figure should represent an entire unit.

The major cities in the world are being destroyed, one by one, by the monsters. Moscow by Rodan, Peking by Mothra, and London by Manda.

—**Destroy All Monsters** (1968)

SET UP: THE MAP

The battles in **ESCAPE FROM MONSTER ISLAND** normally take place in or around a city, which is an escaped kaiju's favorite stomping ground.

I have government orders. King Kong is not to enter Japan.
—**King Kong vs. Godzilla** (1963)

Cityscape

Due to the relative disparity of scale between 100' tall kaiju and human dwellings, there is no need to represent individual houses, roads or even city blocks in your battles. Doing so would only clutter up the play area, require a lot more toys and slow the game down.

Instead, assume that most or all of the map is “cityscape”—a region of ordinary houses, streets, parking lots, parks, schools, stores, office complexes and so forth. Imagine your monster crushing dozens of vehicles, homes, office buildings and apartments with every step or swipe of its tail, leaving destruction in its wake!

I'd like to take you out in a monster-free city.
—**Gamera, Guardian of the Universe** (1985)

Designing a City

A large city like Tokyo or New York could easily have a “cityscape” that sprawls over the entire play area. However, you may wish to have part of the map represent rural areas, parks or suburbs on the edge of town—this allows tactics in which the army can attempt to “keep the monster away from the city,” which can be an entertaining objective.

Countryside, farm land and large parks can be differentiated from cityscape with cut-out areas of green felt, cloth or construction paper.

Many cities are built next to sea- or lakeshores, or have large rivers running through them. Blue cloth, felt or paper can be used to represent these areas. However, water should take up no more than one-sixth of the map, since it is impassable to most human units.

Rivers normally are crossed by bridges, and these should be represented. It's a good idea to have two or three bridges, since the destruction of a single bridge may give a monster too much of an advantage if it traps human units on one side or the other of the map. A strip of construction paper, cloth or felt can be used to represent a bridge.

Placing Key Buildings: A flat urban cityscape is uninteresting. You'll want to have some variety, and this can be provided by special “key buildings” — major structures such as skyscrapers, nuclear power plants, stadiums, and unique landmarks.

Key buildings and landmarks can be represented by model buildings, stacks of toy blocks, or other improvisations. A good source of landmarks is any tourist gift shop. Depending on where you are, you can find inexpensive kaiju-scaled models of everything from the local city hall to the Statue of Liberty.

It will add realism—and make for interesting tactics—if the map setup has a few “islands” of several key buildings clustered together, representing particular regions of the city such as a downtown core. Other key buildings, such as power stations, may be on the outskirts of the city.

For more on key buildings, see p. 24.

We're sowing the seeds of our own destruction.

—**Gamera, Guardian of the Universe** (1985)

Key Buildings and Range: Humans and kaiju may not use Blast, Entangle or Firepower attacks if a skyscraper or tower is between the shooter and the target, unless either or both the shooter or target are at higher altitude. Human units on the ground may not use Blast, Entangle or Firepower attacks against other human units on the ground if any key building is between the shooter and the target. The same limitations also apply to Bombardment attacks, but substitute the “targeting unit” for the “shooter.”

Battles Outside Cities

Battles don't have to take place in cities—there's nothing to prevent a monster from attacking a uranium mine in the wilderness or the army pursuing a monster into the countryside! You can stage battles at natural landmarks, such as Niagra Falls or the Grand Canyon, too. For non-city battles, just use the terrain rules in MONSTER ISLAND.

ARMY AND MONSTER DEPLOYMENT

In a typical army vs. monsters scenario, any civilians should be set up first, scattered fairly evenly around the cityscape area, although no more than a third should actually be inside key buildings.

The army player(s) usually set up next. Units may not be stacked with the exception that personnel may, if desired, be noted as starting out inside transport units.

Finally, the kaiju should set up. Each kaiju should enter from a different side (place them on the very edge of the map). If there are more kaiju than map edges, they should start at least 12" from each other.

However, this deployment can be varied in different scenarios; for examples, see the Scenarios chapter.

FIGHTING ARMIES

The tanks have been wiped out by a wall of flames. Neither man nor his machines can stop this beast.

—**Godzilla, King of the Monsters** (1956)

Battles in **ESCAPE FROM MONSTER ISLAND** are played using the same rules as **MONSTER ISLAND**. However, certain special rules are required when human armies and cities are involved.

INITIATIVE

In an **ESCAPE FROM MONSTER ISLAND** game, players of kaiju determine initiative normally, each rolling 1d6 and adding their Mind scores.

Each human *army player*—not each unit—also rolls initiative. The army's player rolls 1d6 to determine initiative for the entire army, adding these modifiers:

- +3 if its headquarters unit still survives, and is on the map.
- +2 if the surviving HQ *did not move* on the previous Turn.
- +1 if the surviving HQ occupies a key building (unless the building is on fire, or a bridge).

The situation is grim. We now wait to see in which direction Godzilla will strike next.

—**King Kong vs. Godzilla** (1963)

All modifiers are cumulative: an HQ that did not move and is in a key building adds +6.

See Key Buildings, pp. 24-26, for which buildings provide a bonus.

When it is an army's time to act, the units act one at a time, in any order desired. An army, like a kaiju, can hold its action until later in the Turn. However, this decision must be applied to *all* the army's units.

CIVILIANS AND INITIATIVE

Uncontrolled crowds do not move until the end of the Turn, after every other player's units or kaiju have acted; their movement is governed by special rules—see Uncontrolled Crowds, p. 27.

Controlled crowds and other civilians move and act at the same initiative as their controlling army.

Freaks of any kind give me the willies.

—**Tarantula** (1955)

MOVEMENT

Movement in **ESCAPE FROM MONSTER ISLAND** uses the same rules as in **MONSTER ISLAND**, with the following exceptions and special cases.

Must go faster!

—**Jurassic Park** (1993)

KAIJU AND KEY BUILDINGS

Monsters can move across bridges, can climb skyscrapers and towers and can move freely over other key buildings.

TRAMPLING HUMANS

Humans and their vehicles are so puny that kaiju can crush them underfoot without even stopping—or noticing! A kaiju may trample a unit (including civilians) by moving onto and over it. A kaiju may only trample while moving on land—not while burrowing, swimming, wading or flying.

Human units occupying key buildings or which are flying may not be trampled.

A trample is a "free attack" that does not count as one of the kaiju's attacks for the Turn. However, trampling a unit does slow the kaiju down—the trample counts as inches of movement equal to one-third the kaiju's actual Move attribute, rounding up. If a kaiju has Move 1-3, it counts as 1"; if it has Move 4-6, it counts as 2"; if it has Move 7-9, it counts as 3", and so on.

A kaiju can continue moving after trampling if it has movement remaining. For example, a monster with Move 6 might move 2" to contact a human unit, lose 2" of movement in order to trample it, then move another 2", all in the same Turn. It could then attack normally.

Effects of Trampling: Trampling is treated as a Hand-To-Hand attack, except that it is resolved during movement, and the damage is only 1d6 damage *per full 3 points of Strength* the kaiju possesses. The Hand-to-Hand Attack Power does not increase trampling damage. Whatever the result of a trampling attack, the kaiju may opt to keep moving right past its victim if it has inches of movement left.

HUMAN UNITS AND MOVEMENT

Human units move the same way that monsters do, with the following exceptions:

Humans and Key Buildings: Human units other than personnel cannot move through key buildings, except to cross bridges.

Panic: Units that are within 6" of a newly-obiterated unit may have to check for panic before moving—see Panic and Morale, p. 21.

Stacking

Two or more human units cannot be in the same place unless one unit is being transported by another (see Transport power, p. 12), or the units are personnel occupying a key building (p. 24).

Boy, that's ironic. It woke up after 60 million years, and then Godzilla destroyed it the very next day.

—**Godzilla 2000** (2000)

COMBAT

Attacks in **ESCAPE FROM MONSTER ISLAND** are resolved the same way as in **MONSTER ISLAND**: roll 3d6 and add your Reflexes (if a monster) or Attack attribute (if a human) to the sum of the dice. If your total equals or exceeds your foe's Evade score, you hit!

Note: All attacks by human units are considered to be ranged attacks. Even the dumbest human knows better than to get into a fistfight with a 100-foot-tall monster!

MONSTER ATTACKS

Monsters may make hand-to-hand or ranged attacks against human units. Human units are attacked as if they were other kaiju, with the following exceptions noted below.

Strike: This action (see **MONSTER ISLAND**, p. 17) has its normal effect against human units.

Grab: This action (see **MONSTER ISLAND**, p. 17) is effective against any human unit other than a crowd (which represents too many humans to easily grab at once).

Human units other than Flying Tanks may not attempt to escape if grabbed—kaiju are just too strong for this to even be a possibility. Flying Tanks may attempt to escape: they are treated as kaiju, and roll 3d6 damage for this purpose.

A grabbed human unit can be thrown, just like a grabbed monster—see **Throw**, below. A kaiju can

throw a grabbed unit at other human units, or at key buildings, the same way it can throw at a monster. A monster will never throw away an idol it has grabbed!

Put me down! Put me down!

—**King Kong vs. Godzilla** (1963)

Monsters cannot grab or throw buildings, which simply crumble to pieces when attacked (see p. 24).

Piledriver: This action (see **MONSTER ISLAND**, p. 17) can be used against any human unit except Personnel.

Spreading Blasts: This is a new maneuver that can be performed by a kaiju with the Power of Blast (or, for armies, by a Laser Cannon). It may spread a Blast attack to hit multiple opponents at once. All targets must be indicated before the attack is made. The damage of *all* attacks is reduced by 1d6 for each target after the first; for example, if a kaiju with a 5d6 blast attacked four human units, each one that was hit would take 2d6 damage. All targets must be within 3" of a line traced from the attacker through the center of the most distant target. Roll to attack each target individually.

Shove: This action (see **MONSTER ISLAND**, p. 18) is effective against human units other than Personnel.

Trip: This action (see **MONSTER ISLAND**, p. 18) may not be used against Human units, as they are so much smaller than the monster.

Throw: A monster can throw a human unit provided it has already succeeded with a Grab action against it. It may throw the unit at any other human unit, using the normal Throw rules (**MONSTER ISLAND**, p. 18), just as if it were throwing a tree or boulder.

Unlike a tree or boulder, a thrown human unit will suffer full striking damage, whether or not it hits a kaiju or key building. Roll damage for the thrown unit and the target!

Buildings cannot be thrown.

Did you see that flying rock go by?

—**Godzilla 2000** (2000)

Damage to Human Units

When a human unit is successfully hit, roll damage, and then subtract the unit's Toughness score. If the result is 0 or less, the unit is not damaged.

If a human unit other than a flying tank takes any damage in excess of its Toughness, it is destroyed. In essence, all units other than flying tanks have only a single Life Point.

It's impossible for them to fight in that condition. They'll be lucky if they make it back to base.

—**Godzilla vs. Mechagodzilla II** (1992)

Damage to Flying Tanks: Any damage that exceeds the flying tank's Toughness is applied to its Life Points. When the unit's Life Points are reduced to or below 0, the Flying Tank is destroyed.

A flying tank may take the Recovery action, representing emergency repairs, but only if it is on the ground and adjacent to a science research center key building or a scientist unit. The scientist unit may not move or otherwise act (including Inventing) while assisting the flying tank's Recovery. This represents having the scientists carry out emergency repairs and jury-rig damaged systems.

Obliterated Units: If a human unit takes 5 points more damage than its Toughness (10 points more if a Personnel unit) it's not merely destroyed, it is *obliterated*, and nearby humans may panic at the awesome display of destructiveness they just witnessed! See *Panic and Morale*, below.

Example: The living magma monster Kazan hurls lava at a unit of infantry, inflicting 13 points of damage. The infantry have Toughness 1; the damage is 12 more than their Toughness. The lava has obliterated the Infantry unit: a dozen men were burnt to ash in mere seconds!

When a unit is obliterated, do not remove it from the map! Instead, leave it on the battlefield, but turn the figure or standup on its side or back to show that it was obliterated. When the surviving human units get their next Initiative, some of those units in close proximity to the obliterated unit may be required to make morale checks to avoid panic.

Panic and Morale

We must not panic. If there's one thing we cannot afford at this time, it is hysteria.
—**King Kong vs. Godzilla** (1963)

Giant monsters on the rampage can be a terrifying sight to even the most battle-hardened combat veterans. Death is death, but the thought of being stomped on or turned to radioactive ash or liquefied goo by some bizarre kaiju power can be unsettling, to say the least.

I think we'd better get out of here.
—**Godzilla vs. Destroyer** (1995)

Panic: When a unit is obliterated, other human units that are nearby may panic. On their next Initiative following the obliteration, each unit of the same or lower Toughness within 6" of the obliterated unit must make a Morale check before it can move or otherwise act. Exception: Personnel units occupying key buildings or being transported need not make Morale checks.

To make a morale check, roll 1d6 for the unit. If the result is equal or less than the unit's Morale, it stands

firm. Otherwise, it panics!

A panicked unit cannot attack, extinguish fires, or invent, nor can it move freely. Instead, it must move as far away from the kaiju that inflicted the obliteration as it can. Panic lasts one Turn.

After all units required to check morale have done so, the obliterated unit can be removed from the map if desired—it was just there to make it easy to figure out which units were within 6".

HUMAN ATTACKS

Locked on. Let him have it!
—**Godzilla vs. Destroyer** (1995)

Humans attack monsters the same way that monsters attack other monsters, with the exceptions noted below. All attacks by human units on kaiju are treated as ranged attacks.

Human Actions

Human units have a smaller range of allowable attack actions. They may not use Strike, Grab, Block, Piledriver, Shove, Trip, or Throw attacks. They are limited to these actions:

This isn't going to be easy. Let's kill Space Godzilla first.
—**Godzilla vs. Space Godzilla** (1994)

Fire: Any human unit with a Firepower, Blast, or Bombardment power may fire; so may scientists who have made an appropriate Wonder Weapon. This is resolved as an ordinary ranged attack.

A human unit may fire every turn if using Firepower. It may shoot every other turn if using Blast. It may shoot *only if it did not move* if using Bombardment or a Wonder Weapon.

Bombardment and Collateral Damage: A Bombardment attack not only damages its target, but may also affect other nearby kaiju, key buildings or even humans.

The target of a bombardment attack that hits takes full damage. Damage is reduced by 1d6 for each inch or fraction distant from the target. For example, if a bombardment attack hits a monster and inflicts 3d6, a tank 1/2" away would take 2d6, while a monster 2" away would take 1d6.

If a bombardment attack *misses* its target, it will still land somewhere! For each point the attack missed by, it lands a full 1" away from the intended target, up to a maximum "miss" of 5".

Roll 1d6 to determine the direction:

- 1 - North
- 2 - Northeast

- 3 - Northwest
- 4 - South
- 5 - Southeast
- 6 - Southwest

Kamikaze: Driven by desperation, a badly damaged flying tank may dive into a kaiju, destroying itself but hopefully inflicting some damage on the monster as well!

A flying tank may only attempt a kamikaze if badly damaged: it must have fewer than half its Life Points remaining. It must have moved at least 3" before trying this action. A kamikaze has a -2 penalty to hit. If it misses, the vehicle is destroyed (it hits the ground instead). If it succeeds, the flying tank is still destroyed, but the monster takes 5d6 damage.

SPECIAL RULES

The following special rules may come into play.

King Kong could kill us all. You wouldn't care. Publicity's all you want. Publicity!

—King Kong vs. Godzilla (1963)

REINFORCEMENTS

When a 100' tall monster goes on a rampage, it's going to attract attention from all over. It's only a matter of time before the initial rapid-response force is backed up by reinforcements.

Reinforcements are recommended for most **ESCAPE FROM MONSTER ISLAND** scenarios, as they give humans a counter-balance to the kaiju's Recovery ability. However, they need not be used in all scenarios; their absence or presence can be used to balance a particular scenario.

Reinforcement Points

The human player keeps track of the number of Turns that have passed. At the start of a specific Turn (usually the 6th Turn, unless otherwise noted), each human player gains 1d6-1 points of reinforcements, i.e., roll 1 die, subtract 1, and that is number of the points gained.

The player may accumulate these points from Turn to Turn, or, at the start of any Turn, cash in some or all of them to buy new units. Reinforcements are bought exactly like ordinary units, except that scientists and headquarters may not be taken as reinforcements.

See also Nuclear Power Plant, p. 25.

Loss of Headquarters: If the army headquarters is destroyed, the arrival of reinforcements is confused. Instead of receiving 1d6-1 points in reinforcements, the human player gains only 1d6-3. Treat negative numbers as 0 reinforcement points.

Arrival of Reinforcements: Reinforcements may arrive from any map edge, but all reinforcements arriving in a Turn must arrive on the same side. Exception: bombing raids and missile strikes may be reinforcements; as usual, they exist "off board" until launched.

If a player runs out of figures or counters to represent incoming reinforcements, just keep hoarding the points until destroyed units "free up" some figures or counters for use as reinforcements.

ALLIANCES

In addition to the monster-monster alliances discussed in **MONSTER ISLAND**, a kaiju may attempt to form an alliance with humans, or humans may ally with other humans.

Try to make Godzilla understand! Try using your telepathy.

—Godzilla vs. Mechagodzilla II (1992)

Monster-Human Alliances

Most humans don't know how to talk to kaiju. The exceptions are human scientists!

In order to form a team, the monster(s) and a human scientist must spend one full Turn discussing the idea. The monsters must be within 3" of the scientist, and neither can move or attack in this Turn.

At the end of the Turn, the player of each prospective ally rolls 3d6 + Mind if a kaiju; a human player rolls 3d6 + 5 (representing the scientists). If both the totals equal or exceed 14, they agree. Failure indicates the creature does not understand the concept, or the humans are unable to understand the monster.

Any kaiju who fails the roll must spend at least one Turn attacking its proposed allies in frustration; humans, not being filled by monstrous rage, need not do so. If the prospective allies are too far away to attack, the kaiju must spend the Turn moving to attack, but after the end of the required Turn can do something else.

Players with human-monster alliances can coordinate attacks and discuss joint strategies. Players of kaiju or humans who are not in alliances must act independently.

Human-Human Alliances

Humans may automatically ally with other humans (provided the scenario permits it!) as long as the headquarters of both armies are still intact and on the map. There is no need to roll for coordination.

It's true - Gamera saved us all!

—Gamera, Guardian of the Universe (1985)

WONDER WEAPONS

Scientist units may use the Invention power (p. 11) to build a Wonder Weapon. A scientist that does not move or attack accumulates 1d6 invention points each turn toward a specific invention.

I'm not a mad scientist, OK?

—**Godzilla vs. Destroyer** (1995)

Inventing Wonder Weapons

Keep track of the progress of inventions on scratch paper by noting the name of the invention and the invention points accumulated toward it.

If a Scientist unit moves *after* it has begun work on an invention, half the invention points accumulated are lost (round down). All are lost if the Scientist unit is destroyed.

A Scientist unit can stop work on one invention and start on another. If it does so, the invention points it has accumulated so far are also lost!

TYPES OF WONDER WEAPONS

There are five Wonder Weapons. Each has a name and an invention point cost.

All right, let's go freeze that overgrown lizard. This is going to make my day.

—**Godzilla vs. Destroyer** (1995)

Anti-Regeneration 10

This is a ray or chemical that can prevent a kaiju from regenerating. Its inventor can make a ranged attack on a kaiju. If successful, the kaiju may not take Recovery as its next action, and, if it has the Regeneration power, it loses one level of that power. The loss of Regeneration power last for the duration of the game. Repeated hits have a cumulative effect.

Capture Device 17

This may be a projector for a freeze ray, a container full of liquid nitrogen, a neural disruption field, sleep gas or even a big net! It allows the inventor to make Entangle attacks with 5d6 strength. However, unlike an ordinary entangle attack, the range is limited to a maximum of 3".

Solidifier 10

This is a device that can render a kaiju using the Incorporeal power (p. 6) solid again. It allows the Scientist using it to make a ranged attack. If the



He was a king and a god in the world he knew, but now he comes to civilization merely a captive, a show to gratify your curiosity. Ladies and gentlemen, look at Kong, the Eighth Wonder of the World!

—**King Kong** (1933)

attack is successful, the kaiju immediately becomes solid. Ideally, the weapon should be fired before other friendly units attack!

The Solidifier has no effect on an already solid kaiju.

Teleport Jammer 10

This Wonder Weapon creates an interference field that prevents kaiju from teleporting. The weapon's nature may be revealed any time a kaiju attempts to teleport while within 12" of the Teleport Jammer. If so, the Wonder Weapon's nature is revealed and the kaiju does not go anywhere.

I was shown a terrible secret which is probably the only weapon which could destroy Godzilla.

—**Godzilla, King of the Monsters** (1956)

X-Shells

14

This is a special type of ammunition. If the X-Shell inventor is adjacent to an artillery unit, medium tank, or main battle tank, it may fire this ammunition, although only one unit may be benefited by a single Scientist unit in a Turn. The monster's Toughness (including armor) protects at half value, rounding down, against X-Shells. There is no limit to the number of X-Shells that may be fired.

Hold onto your helmets! We're not beaten yet.

—**Godzilla vs. Mechagodzilla II** (1992)

DEFEATING ARMIES

An Army is defeated when all non-civilian units in it are destroyed or have left the map. If an army is defeated, it may no longer gain additional reinforcements, though the player may continue to control any civilians.

CITIES AND KEY BUILDINGS

King Kong has the strength to tear Tokyo apart with this bare hands. The government has no intention of giving him the chance.

—**King Kong vs. Godzilla** (1963)

A key building is a large building or special importance, such as a tall skyscraper, city hall, or a science lab. A key building can be attacked by a kaiju (or by humans, for that matter). Players may create scenarios in which the protection or destruction of a key building is the objective of both sides.

Key Buildings may also offer humans or monsters special benefits if they are occupied.

OCCUPYING KEY BUILDINGS

Key buildings may be occupied by personnel (except for towed artillery) by moving onto them. Any number of human personnel units may occupy the same key building.

Personnel occupying a key building can attack. However, if more than one human unit occupies the same key building, each unit other than the first such unit suffers a -2 penalty on its attacks.

Humans occupying a key building cannot be attacked. However, if the building is destroyed, they

are destroyed along with it!

Bridges and stadiums are exceptions to the above rules—see below.

ATTACKING KEY BUILDINGS

Monsters (and humans) may attack key buildings with ranged or hand-to-hand striking attacks, or kamikaze ones, but not with the Power of Entangle.

A ranged or kamikaze attack is made normally, with the key building having Evade 10.

A key building also may be damaged as a result of Bombardment collateral damage (p. 21) or from fire (p. 8).

A hand-to-hand attack automatically hits the building—no attack roll is needed. Even the lamest kaiju can hardly miss when punching a skyscraper! Repeated hand-to-hand attacks against the building are especially effective. If a kaiju attacks the same key building (not the occupants) over multiple successive Turns, its hand-to-hand damage increases by +1d6 each Turn. If the monster stops attacking the building for a Turn, then resumes its attack, accumulated damage bonuses are lost.

DESTROYING KEY BUILDINGS

A key building has a Toughness attribute like a human unit. Any damage inflicted to the building or to a unit occupying it in excess of the building's Toughness attribute destroys it.

TYPES OF KEY BUILDINGS

The various types of key buildings are described below. Players may develop other types by mutual consent. The benefits of a key building are lost when the building is destroyed.

Bridge

This is a large river or bay bridge. At this scale, it may be about 1/2" wide up to several inches long. Any units can occupy a bridge. It is Toughness 17.

A bridge spans a waterway and allows human units and monsters to cross the bridge as if they were on land.

Any human unit that is on a bridge when it is destroyed also is destroyed, unless it has the Power of Flying. Monsters are simply tossed into the water, and must then swim or wade.

In the case of a very large bridge, only a 3" long segment (where it is attacked) will collapse. Units elsewhere on the bridge will not be destroyed or (if kaiju) thrown into the water. It will make crossing the river or other waterway more complicated, however.

City Hall

This is a municipal city hall, or possibly a national government building (like the White House). It has Toughness 14.

If a human HQ occupies City Hall it receives an additional +1 bonus to Initiative, over and above the normal +1 bonus for occupying a Key Building.

*Nobody knows what to do this time,
neither the generals or the so-called politicians.
—Yongary, **Monster from the Deep** (1967)*

Nuclear Power Plant

This is a nuclear reactor complex. It has Toughness 20.

A laser cannon that is adjacent to a nuclear power plant can fire every Turn! As most kaiju are radiovores, they like to bathe in the energies from an exposed nuclear power plant. If a nuclear power plant is suffering an impending meltdown (see below) or has melted down, a monster that takes Recovery actions while adjacent to the destroyed power plant regains Life Points equal to *twice* its normal Health.

If a nuclear power plant is on the map, all rolls for reinforcements are made at a +1 modifier (until it's destroyed) as the government will rush all available forces to protect it.

*There's now too much nuclear
fission in Godzilla's body.
—**Godzilla vs. Destroyer** (1995)*

Nuclear Meltdown: If a nuclear power plant is destroyed, the core starts to melt down, causing a catastrophic release of radiation. Place a fire marker on the nuclear reactor. In addition, the human player must roll 1d6 at the end of each Turn after the reactor has been destroyed (not counting the turn in which it was destroyed). On a roll of 6, the impending meltdown becomes an actual meltdown!

Humans may try to shut down the reactor to prevent a meltdown. Any human firefighter unit or scientist unit may do so if adjacent the nuclear power plant. This counts as an attack or invention attempt, and requires a roll of 16+ on 3d6. Add the unit Morale number to this roll

Firefighters or scientists attempting to prevent a meltdown will be exposed to radiation. They take 1d6 damage at the end of each Turn in which they make the attempt. It is thus possible that they will simultaneously prevent the meltdown and die heroically on the same Turn.

The ruins of the nuclear power plant are intensely

radioactive. Any human unit within 3" of the reactor takes 2d6 damage (Toughness does protect). If the reactor was located in or near a city, the human player(s) automatically lose the scenario, as the entire region will have to be evacuated due to the radiation hazard.

Oil Refinery or Chemical Plant

This is a large oil tank farm or chemical storage facility. It is Toughness 12.

These catch fire very easily, and burn fiercely. A fire on an oil refinery or chemical plant counts as *two fires* in one place for both damage (2d6 damage) and for determining whether fires spread. Firefighters who succeed in a firefighting attempt will reduce an oil refinery or chemical plant fire to a single fire; a second success will put it out.

Stadium

A large sports stadium. It has Toughness 20. Unlike other key buildings, any human unit or monster may enter a stadium, and attacks may target either the stadium or the units inside. Units and kaiju may attack—or be attacked—while occupying it. If a stadium is destroyed, units in it take 1d6 damage each, rather than being destroyed outright.

Science Research Center

This is a large laboratory complex—it may be owned by a corporation or government agency. It has Toughness 15.

If a scientist unit occupies an undestroyed science research center, it adds +1 to invention die rolls. A flying tank parked next to a science research center may use the Recovery rules to represent emergency repairs by the experts inside.

Skyscraper

This is a large multi-story office building. It has Toughness 20.

A skyscraper may be climbed by a monster to reach low altitude (6"). See Climbing, p. 7.

If a Skyscraper is destroyed, all units within 3" will take 1d6 damage as the rubble rains down on them.

Space Center

This is space launch complex including a gantry and launch pad. It has Toughness 12 if empty, but if a fueled spacecraft is sitting on the pad ready for launch, it has only Toughness 10, and will explode if destroyed, inflicting 3d6 damage to everything within 3".

Train Station

This is a major terminal for an underground subway system. If one Train Station is on the map,

there should be a second Train Station elsewhere on the map. Each has Toughness 14.

Human personnel units (excluding towed artillery) can travel from one Train Station to the other in a straight line as if using the Tunneling power (MONSTER ISLAND, p. 12).

*Give me a ride!
Godzilla's coming!*

—King Kong vs. Godzilla (1963)

They cannot emerge anywhere but the other Train Station. They can only be attacked en-route by kaiju with the Power of Tunneling.

If a train station is destroyed, humans traveling underground cannot emerge at that end. If train stations on both ends are destroyed, the humans will be trapped

underground!

Train stations may be placed on the opposite sides of a river or other waterway, representing a tunnel below the water.

Towers

Very tall buildings (over 300 meters high) are referred to as “towers.” Use the same rules as for Skyscrapers except that a kaiju climbing to the top is at High altitude; one half-way up is Low altitude. Solid office building towers (like the Sears Tower or Empire State Building) have Toughness 20-25, while “slim towers” (such as the CN Tower or Eiffel Tower) have Toughness 15. If a Tower collapses, all units within 3" take 2d6 damage from falling rubble.

LANDMARKS

Landmarks are key buildings that are unique to a particular city. Players are encouraged to create their own for particular scenarios, or make their destruction or protection a victory condition. Examples:

Eiffel Tower and Tokyo Tower

The symbol of Paris is a slim tower with Toughness 15. The Tokyo Tower is identical to the Eiffel Tower in game terms.

Here's a special news bulletin: Godzilla is now in New York City.

—**Destroy All Monsters** (1968)

Empire State Building

The tallest building in New York City is an office tower with Toughness 25.

Great Pyramid

The Great Pyramid at Giza has Toughness 25. If it were to be destroyed, who knows what might be released?

Golden Gate Bridge

This bridge spans the Golden Gate Strait at the entrance to San Francisco Bay. It has two main towers (four sections in game terms). Use the bridge rules, p. 24.

Petronas Twin Towers

The Twin Towers of Kuala Lumpur is the tallest building in the world. It is a double office building tower, each of which has Toughness 20.

CN Tower and Space Needle

These two buildings, in Toronto and Seattle, are fairly similar. Treat both as slim towers with Toughness 13.

Statue of Liberty

This is located in New York harbor—treat it as a Skyscraper for game purposes, but it has only Toughness 12.

Hedorah created the sulfuric acid mist in its path and many people attempting rescue have been seriously injured. The mist affects mainly the throat and the eyes. The dead clutter the streets of the city of Fuji.

—**Godzilla vs. The Smog Monster** (1971)

CIVILIANS

While a typical urban battlefield may have a population of many tens of thousands, the vast majority will have scattered at the first sign of the monster, either fleeing in cars and buses or disappearing into deep cellars. However, a few hundred inhabitants will likely remain in the streets and buildings—some of them unable to get away, others sightseers who are foolhardy enough to watch the action from windows and rooftops. These are represented in the game.

Civilians are classed as human units, and have the same Attributes and Powers as other units. However, they do not cost any points. The number of civilians in any scenario will depend on the scenario and available figures or markers. However, a suggested number of civilians for a typical “kaiju rampage” is 6 Crowds, 3 Police, 2 Fire Fighters, and (optionally) one Idol.

CROWD

A crowd is a group of several dozen humans. Crowds move randomly, as described below. Crowds use the special Crowd Movement rules. Crowds are easy to panic!

Attributes: Evade 10, Toughness 0, Morale 2, Move 3. **Powers:** Personnel.

Godzilla is approaching Yokohama. The entire city must be evacuated. Please leave in an orderly and efficient manner.

—**Godzilla and Mothra: The Battle for Earth** (1992)

Crowd Movement

Monsters are big enough that they tower over normal cityscape—and their appearance can strike terror into the frightened masses of ordinary humans who have yet to flee the city!

Controlled Crowds

Any crowd that begins the Turn within 3" of a unit with the Crowd-Control power, or being transported, is considered to be under the control of that controlling or transporting unit's army. (If two different players each have the ability to control a crowd, the crowd is controlled by the player with the nearest Crowd-Control unit; if both are equally near, the crowd is confused due to conflicting orders and is considered uncontrolled.) A controlled crowd may be moved as desired.

Uncontrolled Crowd

If a monster comes within 6" of an uncontrolled crowd, the crowd must move as far away from it as possible; if two monsters are within 6", the crowd moves away from the nearest monster (even if that moves it toward the farthest—after all, we've all seen movies where a crowd of people flee *into* danger!

Otherwise, an uncontrolled crowd does not move.

Science is science, but a girl must get her hair done.

—**Tarantula** (1955)

IDOL

An Idol is a civilian who, for some reason, is especially attractive to monsters. Examples of idols are kidnapped miniature priestesses, beautiful blonde movie stars, spunky reporters, psychics and famous pop stars.

If a kaiju is within 10" of an idol, it may be distracted! The monster must roll 3d6 + Mind. On a total of 15 or better, the kaiju resists the idol's charms. If it fails, it must get as close to the idol as possible and attempt to grab it. The creature must roll each Turn to resist the idol's lure!

Kaiju may not attack idols except to grab them. Once a kaiju has grabbed an idol, it will carry it as a sort of talisman or keepsake. (In some scenarios, carrying the idol off the map may be a victory condition).

Idols also are valuable to humans. Human units fire at -2 against kaiju that have grabbed and are

carrying idols, since they must aim carefully and choose their shots to avoid hurting the idol! If a kaiju is destroyed or dazed while carrying an idol, the idol is placed (unharmd) next to it. Human units may not fire directly at idols!

Stop! Stop! Listen, you can't start shooting at Kong now! He's holding my sister in his hand.

—**King Kong vs. Godzilla** (1963)

Idols have phenomenal luck: if a unit transporting an idol is destroyed, the idol is not harmed.

Attributes: Evade 13, Toughness 0, Morale 3, Move 3.

Powers: Distraction (see above), Personnel.

PUBLIC SAFETY PERSONNEL

These are civilian police and fire fighting forces. They are likely to be first to respond to any monster attack, but are rarely prepared for what they will encounter.

Police

This represents a convoy of cops, some on motorcycles, others in police cars. Police are largely ineffectual against most kaiju, as even shotguns and rifles will hardly scratch these titanic creatures. However, police are very good at controlling civilians.

Dedicated police SWAT teams should be bought as Infantry squads instead.

Attributes: Evade 12, Toughness 1, Morale 3, Move 7.

Powers: Crowd Control, Firepower 1d6, Personnel.

Calling all cars! Reports of unknown life forms in the eastern industrial sector.

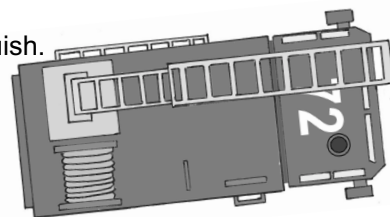
—**Godzilla vs. Destroyer** (1995)

Firefighters

This represents a team of firefighters and a couple of fire engines. Firefighters have very limited combat ability, but are very useful for mitigating the damage that Blast-using monsters can inflict. They can also attempt to prevent reactor meltdowns (see Nuclear Power Plant, p. 25).

Attributes: Evade 11, Toughness 2, Morale 3, Move 6.

Powers: Extinguish.



SCENARIOS

If we do not destroy Godzilla soon, the monster will destroy us all.

—King Kong vs. Godzilla (1963)

A scenario has several elements: Participants, Map, Forces, Deployment, Objectives, and Special Rules. Players can modify any of the elements in a scenario by mutual agreement before the game begins—and feel free to create your own scenarios.

All players build their army or monsters secretly. Monster player(s) should not reveal their attributes until the start of the game, and not disclose their powers until they are actually used!

SCENARIO 1:

MONSTER RAMPAGE!

The military used every man and machine available in an effort to stem the oncoming terror.

—Godzilla, King of the Monsters (1956)

The force field around Monster Island has been breached! One or more kaiju have escaped, made their way ashore, and are now heading for the nearest city, seeking to slake their thirst for destruction by leveling everything in their path. The government has mobilized a rapid-reaction force and contacted the UN Science Alert Corps. Their mission: stop the kaiju!

PARTICIPANTS

This scenario is designed for one Army player and one or more monster players. If players cannot decide which side to play, each rolls one die. The low roll plays the army.

MAP

Use the default **ESCAPE FROM MONSTER ISLAND** setup guidelines to create the city.

The Army player places four key buildings on the map, one of which should be designated as an appropriate landmark. Each monster player then places one key building on the map.

FORCES

All players secretly build their army or monster.

Monster

Each monster player builds a kaiju using 30 points (or 45 points for a high-powered game).

Army

Your army uses the same number of points as the monster player, e.g., 30 or 45 points.

You also receive 6 Crowds, 2 Firefighters, 3 Police, and, at your option, 1 Idol.

DEPLOYMENT

The army player sets up first, then the monster players set up. If there is more than one monster player, roll a die to determine the order of set up: they do so in order of highest to lowest roll.

The usual rules for army and monster deployment apply.

SPECIAL RULES

The reinforcements rules are used. After the sixth Turn, a kaiju who has grabbed the Idol may choose to retreat off the map. If they do so successfully, they may not reenter the game.

VICTORY

The scenario ends when only one player has units on the map, or by mutual agreement. The winner is determined by calculating victory points; the highest total wins.

Note: Units destroyed by fire or meltdown do not count as “personally destroyed.”

Army Objective

+ (kaiju’s point value) for each kaiju the army personally defeats.

+5 Victory Points per kaiju that is defeated by any other means, including by another kaiju.

-1 Victory Point for each civilian or key building that is destroyed by *any* means.

The army’s victory point total is halved if its HQ is destroyed and reduced to 0 if a nuclear reactor is on the map and suffers a meltdown.

Monster Objectives

Each surviving monster player collects victory points as follows:

+ (point value) of each army unit or kaiju it personally destroys, e.g., a 30-point kaiju is worth 30 points. Note that only administering the killing blow counts!

+10 Victory Points if it has grabbed the idol and carried it off the map.

+10 Victory Points if it personally destroys the landmark or army HQ.

+5 Victory Points for each other key building it personally destroys (other than the landmark).

+2 Victory Point for each crowd it personally destroys, or +1 for each other civilian destroyed.

If a player's kaiju is defeated, its victory point total is divided by two. It can still win, however.

SCENARIO 2:

ROBBING THE CRADLE

A mysterious giant egg has been discovered on a small Pacific island. The UN Science Alert Corps is sure this is a kaiju egg, perhaps abandoned by a monster killed in some prior battle. If they could retrieve it intact it would be of incalculable benefit to science.

A fierce storm prevents any aircraft from flying in. However, the UN Science Corps has landed a flotilla of ships—including a couple of cruisers—in a sheltered cove on the south side of the island, and a task force has been dispatched to capture the egg.

Little did they know that Mother was just out hunting, and would be back very soon...

This monster egg — is there a chance it will explode, do you think?

—**Godzilla vs. The Thing** (1964)

PARTICIPANTS

This is a two-player scenario. One player controls the monsters, the other the UN forces.

MAP

This battle takes place on an island rather than on a city. Use the usual MONSTER ISLAND rules for setup and terrain. Place a marker representing the monster egg in the center of the island.

FORCES

All players secretly build their army or monster.

Army

30 points of forces, with at least one Scientist unit and at least one (and preferably more) units with the Transport power. Due to the weather, the army may not include any helicopters or bombing raids—but may buy missile strikes (representing the supporting warships).

Monster

The kaiju player decides which map edge to enter from: east, west, or north—and secretly writes this down. The kaiju is built on 30 points. It may only be built with Flying if it entered from the north.

DEPLOYMENT

The army may set up anywhere on the map, but the HQ, scientist unit and at least one transport should be within 6" of the egg. The monster is then placed anywhere on the noted map edge.

SPECIAL RULES

Treat the egg as an Idol, except that it cannot move on its own. It can be transported by human units with the Transport power or grabbed and moved by the monster. The egg has all other abilities of an idol, including its distraction power. If a monster carrying the egg is Dazed or suffers a Knockdown result, or a human unit carrying the egg is destroyed, the egg is dropped next to it. It's tough and will not break from such abuse. The egg is very heavy: a human unit carrying it will have a -3 penalty to its Move. No reinforcements are available.

VICTORY

Victory is determined by possession of the egg.

Army Objective

The army can win by destroying the kaiju or taking its egg off the south edge of the island, while losing no more than 20 points of forces in the process. If the humans lose more than 20 points of units, or the egg is removed, they may choose to retreat off the south edge of the island.

Monster Objective

The kaiju's goal is to protect its egg. It wins if the humans are unable to remove the egg from the island, or are all destroyed before the egg can be removed.

Reptiles or humankind - we all fight to protect our offspring.

—**Godzilla vs. Mechagodzilla II** (1992)

VARIANTS

The monster has a mate

The humans start with 45 points, but a second 30-point monster arrives from the east or west (player choice) on a 1d6 roll of 5-6. Roll for it starting on Turn 4.

Set the scenario in a city

The egg has been captured and is in a Science Research Center protected by the army. The monster starts at the edge of the city and attempts to retrieve it, which it may do by destroying the Science Research Center building and removing the egg from it.

SCENARIO 3: COUNTDOWN TO DOOMSDAY

A giant asteroid is heading toward the earth. Depending on where it strikes, it could destroy a city or even an entire country. NASA prepares a desperate space mission to reach the asteroid in time and deflect it with an experimental antimatter bomb. But as the final countdown ticks down, from out of the ocean near Cape Canaveral emerges a huge monster!

PARTICIPANTS

This is a two-player scenario. One player controls the monster, the other the army.

MAP

A cityscape with a coast line. There should be three key buildings: a science research center, a space center, and a chemical plant (the fuel storage building), all within 6-12" of each other.

All right, let's go! Time is running out for the human race!

—**Destroy All Monsters** (1968)

FORCES

Army Forces and Deployment

30 or 45 points of forces, with at least one scientist, plus 1 police, 2 firefighters, 1 idol, and 3 crowds. All crowds and the idol must start within 3" of the space or science research center.

Monster Forces and Deployment

The kaiju has the same number of points as the army. It should be built with Flying or Swimming, and starts in the water at least two Turns of movement away from the space center.

Special Rules

The army receives reinforcements. The rocket is fueled and will launch from the space center on Turn 6, but is delayed by +3 turns if either the science research center or chemical plant is destroyed first, or by +6 turns if both are destroyed.

VICTORY

The fate of the earth is at stake!

Army Objective

The Army player wins if the rocket is safely launched.

Monster Objective

The kaiju sensed the radiation in the experimental antimatter superbomb—and it's what it wants for breakfast! To win, the monster must destroy the space center and then move into the ruins before the rocket is launched.

SCENARIO 4: THE MOTHER OF ALL MONSTERS

In the final hours of the Gulf War, U.S.-led Coalition forces were advancing on an Iraqi town that held an oil refinery complex and suspected chemical weapons plant. A company of Republican Guards were ordered to hold the town to cover the retreat of the rest of Saddam's army.

Meanwhile, several miles south of the town, a platoon of U.S. Army engineers clearing a minefield accidentally uncovered a long-lost desert ruin...and freed the monster buried within!

Quickly disposing of the combat engineers, the kaiju shook off the sands of time, and began lumbering toward the nearest outpost of civilization, intent on slaking its lust for destruction...

Two armies. One monster. The last battle of Desert Storm would shock the world!

Try to lure the creatures out into the open so the tanks can get a good shot at them.

—**Godzilla vs. Destroyer** (1995)

PARTICIPANTS

This scenario is designed for two Army players and one Monster player. Players should pick sides before setup begins.

MAP

Use the default **ESCAPE FROM MONSTER ISLAND** set-up guidelines to create the city. Designate one side of the map as north, the opposite side as south.

The cityscape terrain should be surrounded by open terrain (desert), and there should not be any waterways. The Iraqi player places five key buildings on the map, one of which must be a landmark. At least one of the key buildings must be an oil refinery and one must be a chemical plant; none should be nuclear reactors, space centers or landmarks. The chemical plant and oil refinery must both be between 6" and 12" from the north side of the map.

FORCES

All players secretly build or select their forces. The monster player should not reveal its attributes until the start of the game, and not disclose its powers until they are actually used!

Monster Forces

The monster player builds a kaiju using 30 points.

Coalition Army Forces

The coalition army player builds his army on 45 points. At least one-half of the total points must be spent on Infantry Fighting Vehicles and Main Battle Tanks. No UN Science Alert Corps forces may be purchased.

Iraqi Army Forces

The Iraqi army player builds his army on 30 points. He may only buy APCs, Infantry, Medium Tanks, Trucks and Towed Artillery, but receives 1 Firefighter unit and 4 Crowds.

DEPLOYMENT

The Iraqi army player sets up first, then the coalition player, then the monster player.

Iraqi Deployment

Place the Headquarters anywhere on the map that is at least 6" from the north edge of the map. Other army units must be set up within 12" of the north edge of the map. Civilians may set up anywhere within 3" of a key building.



Coalition Deployment

The Coalition player sets up within 6" of the south edge of the map.

Monster Deployment

The monster player may enter from the east or west edge of the map. If it has the Flight Power it may opt to begin the game flying at low or high altitude as desired; if it has the Tunneling Power it may choose to begin burrowing.

SPECIAL RULES

Reinforcements are not used. The Iraqi and Coalition sides may not ally until after a cease-fire (see below).

Coalition forces may not make Bombardment attacks on targets if Iraqi civilians would be within the area of effect (3" for artillery, 4" for missiles, 5" for bombing). (Civilians may, however, be affected accidentally if a missed attack scatters).

If the battle continues past the 9th Turn with no victor, the fighting has extended past the 100 hour duration of the coalition ground offensive, and a cease-fire is declared. The Gulf War is over...but did anyone tell the kaiju? Once a cease-fire begins, Iraqi and Coalition forces may not attack each other or key buildings, but may still fight the kaiju.

The kaiju may retreat off any map edge if it destroys three or more key buildings, or is unable to achieve its victory conditions.



VICTORY

The scenario ends when only one player has remaining units (excluding civilians) on the map, or if the kaiju can destroy three or more key buildings and then retreat off the map without being destroyed.

Coalition Victory

The Coalition player wins if it fulfills two or more of the four objectives given below while at least 15 points worth of Coalition units and its own headquarters survive. The objectives are:

1. Destroy at least 20 points of Iraqi forces.
2. Destroy the Iraqi headquarters.
3. Occupy the oil refinery key building.
4. Occupy or destroy the chemical plant key building.

Iraqi Victory

The Iraqi player wins a victory if it prevents a Coalition victory *and* either the chemical plant is neither occupied by Coalition forces nor destroyed, or the Iraqi HQ survives, or both.

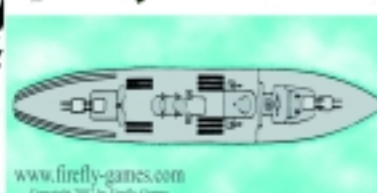
Kaiju Victory

The kaiju player wins a victory if the monster survives and also personally destroys (directly, or by a fire it starts) three or more key buildings, including the oil refinery or chemical plant.

HUMAN ARMY RECORD SHEET

Player Name: _____ Nation: _____

Qty	Unit	Attack	Evade	Toughness	Morale	Move	Powers	Cost
___	Armored Pers. Carrier	3	13	6	3	6	Firepower (1d6), Transport	2
___	Attack Helicopter	5	11/15	5	4	0	Firepower (3d6), Flying (12"), Targeting	7
___	Bombing Raid	2	—	—	—	—	Bombardment (5d6)	3
___	Infantry	4	14	1	3	3	Close Assault, Crowd-Control, Firepower (1d6; 2d6 in close assault), Personnel	2
___	Infantry Fighting Veh.	3	13	8	4	6	Firepower (2d6), Transport	3
___	Main Battle Tank	4	13	13	4	6	Firepower (3d6)	6
___	Medium Tank	3	13	11	4	5	Firepower (2d6)	4
___	Missile Strike	5	—	—	—	—	Bombardment (4d6)	4
___	Mobile Artillery	3	12	9	3	5	Bombardment (3d6)	—
___	Patrol Boat	3	11	8	4	0	Firepower (2d6), Swimming (4"), Transport	5
___	Special Forces	6	15	2	5	3	Close Assault, Crowd-Control, Firepower (1d6; 2d6 in close assault), Personnel, Targeting	3
___	Towed Artillery	3	10	2	3	0	Bombardment (3d6), Personnel	4
___	Transport Helicopter	—	14	3	2	0	Flying (12"), Transport	3
___	Truck	—	12	1	2	7	Transport	1
___	Flying Tank	5	14	10 (Life 10)	5	10	Firepower (4d6), Flying (12")	16
___	Laser Cannon	5	12	10	4	4	Blast (5d6), Long Range, Recharge	8
___	Jetpack Troopers	4	15	3	5	2	Close Assault, Crowd-Control, Firepower (2d6; 3d6 in close assault), Flying (8"), Personnel	6
___	Scientist	4	14	0	5	3	Invention, Personnel	6
___	Crowd	—	10	0	2	3	Personnel	0
___	Firefighters	—	11	2	3	6	Extinguish	0
___	Idol	—	13	0	3	3	Distraction (see p. 27), Personnel	0
___	Police	—	12	1	3	7	Crowd-Control, Firepower (1d6), Personnel	0



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