

INVASION OF MONSTER ISLAND™



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INTRODUCTION

A NASA probe surveying the moons of Saturn abruptly goes silent.

An amateur astronomer in Greensboro, North Carolina, spots what appears to be a newly discovered comet passing through the orbit of Jupiter.

A child psychic in a special school outside Tokyo, Japan, takes out her crayons and draws sheet after sheet of strange saucer-like shapes raining destruction on the great cities of Earth.

The countdown to invasion has begun ...

What makes you think you'll conquer us without a fight?

— *Earth Vs. the Flying Saucers* (1956)

ABOUT THE GAME

This game is a sequel to *MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT* and *ESCAPE FROM MONSTER ISLAND*, both 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. *ESCAPE FROM MONSTER ISLAND* contains expansion rules for smashing cities and fighting armies. Or you can play the human forces trying to stop the rampaging kaiju.

You will need *MONSTER ISLAND* and *ESCAPE FROM MONSTER ISLAND* to play this game.

INVASION OF MONSTER ISLAND contains expansion rules for battling the alien Deloks as they attempt to conquer Earth. You can play human armies resisting the invasion, rampaging kaiju drawn into the conflict or the alien attackers, as depicted in such great monster movies as *Destroy All Monsters* (1968). Or you can ignore the monsters and play a straight-out battle for control of the Earth, a la *War of the Worlds* (1953) or *Independence Day* (1996).

The game includes new monster powers and human army units as well as rules for creating and fighting alien invasion fleets. Alien mind control rays, crop circles and battles in outer space or on other worlds all are part of the fun!

All you need to play are this book, *MONSTER ISLAND* and *ESCAPE FROM MONSTER ISLAND*, some ordinary six-sided dice, something to represent the various units, and a ruler or tape measure.

ABOUT FIREFLY GAMES

Based in California, Firefly Games is the creation of game industry veteran Patrick Sweeney. Established in 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

Patrick Sweeney is an author and game publisher based in California. He is the author or co-author of numerous adventure game products, including three Origins Award-nominated games.

Robert Miller is an IT instructor with more than 20 years of gaming experience. He lives in Elk Grove, California, with his wife, two children, and three pets. When he isn't teaching students the essentials of administration, programming and various software packages he spends his time with his family and friends, playing various RPGs as both a GM and a player, and working on his computer. He has worked on the *San Angelo: City of Heroes* product line for Gold Rush Games and playtested several upcoming Firefly Games products.

ABOUT THE ARTIST

Programmer by day, kaiju collector by night, **Richard Cox** has been gaming for nearly 15 years and drawing and painting for even longer. Richard has a B.A. in Painting, and his work been exhibited in several small shows. Check out his web site (<http://www.clubtokyo.org/>), the largest resource online for *Godzilla* and kaiju collectors.

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 Action! System

INVASION OF MONSTER ISLAND is based on the *ACTION! SYSTEM*. The *ACTION! SYSTEM* is a set of rules for role-playing adventure games that are designed to be easy to both learn and play. The *ACTION! SYSTEM* is written to emulate the same kinds of stories you might read in books or comics, or watch on television and movies. Using the *ACTION! SYSTEM* you can create characters and stories as fun and exciting as any you have seen, heard, or read.

With the *ACTION! SYSTEM* rules you can create characters and play games in nearly any setting, creating exciting adventures and interactive stories. You can play an honorable samurai, brave musketeer, a superhero, Wild West gunslinger or just about anything else you can imagine. If you can imagine it, *ACTION! SYSTEM* gives you the tools to tell your stories interactively.

For more information, visit www.action-system.com.

EXPANDED RULES

In **INVASION OF MONSTER ISLAND** some players will control individual kaiju, others human armies, and others alien invaders known as the Deloks. This chapter describes a number of new powers and rules usable when monsters, humans and aliens do battle.

Now that's what I call a close encounter!
— **Independence Day** (1996)

CREATING MONSTERS

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

EXPANDED MONSTER POWERS

The addition of alien invaders to the game requires revision and expansion of a few existing monster powers.

Food Source

Alien Landing Parties can be devoured by kaiju with this Power. The bizarre Delok physiology has a random effect on the creature, however. Each time a monster with the Power of Food Source devours an Alien Landing Party, roll 1d6. On a 1, the kaiju becomes ill, losing 1d6 Life Points and gaining no creation points. On a 2 to 5, it gains 1 point as normal. On a 6, the monster gains 2 points. These points can be spent as normal (**ESCAPE**, p.6).

Gamera is heading this way with a spaceship in his mouth.

— **Gamera vs. Guiron** (1969)

Immunity

Some kaiju have an innate resistance to mind control, representing psychic shields, excessively weird brain patterns or something else. Your monster may purchase Immunity to Mind Control at the normal cost (**MONSTER ISLAND**, p.11).

Incorporeal

An incorporeal monster cannot be attacked by mind control rays. A kaiju placed under mind control before becoming intangible remains under control as normal, but cannot receive new orders while incorporeal. The monster must follow the last orders received until it either breaks free of control or becomes corporeal once more.

Psychic Link

A kaiju with a psychic link is immune to mind control as long as the link remains active. If the link is broken for any reason, the kaiju is vulnerable to mind control. The control is broken if the psychic link can be re-established.

She says Gamera is coming.

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

NEW MONSTER POWERS

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

Allied

Your kaiju begins play with a permanent alliance to another monster, human army or alien fleet. This might represent a monster and its child, an alien kaiju with an implanted mind control chip, or a giant mecha piloted by UN Science Alert Corps personnel.

The ally must be specified when the Power is purchased, and cannot be changed. The Power allows allied players to confer on strategy, as described under **Alliances** (**MONSTER ISLAND**, p.20). Unlike normal alliances, a kaiju with the Power of Allied cannot willingly break the alliance. A kaiju with Allied can be mind-controlled, but cannot be ordered to attack its ally without breaking the control – the mental strain is too great.

It is not necessary for both members of a permanent alliance to buy the Power of Allied; of course, this means one side can betray the other with impunity! This Power works only in multi-player games, and the allied force must be controlled by another player.

Allied costs 3 points per permanent ally.

3/Ally

And I say it is possible for a giant lizard to have lived there for years without being seen.

- The Giant Gila Monster (1959)

Camouflage

3

Your creature can conceal itself by chameleon-like skin color changes, mental illusions, invisibility or some other means. In any Turn in which your kaiju does not move or attack, it cannot be attacked at range by other monsters, humans or aliens. Your creature may only be attacked in hand-to-hand combat or by human or alien units using the Power of Close Assault.

Camouflage costs 3 points. The Power can only be purchased once.

Electromagnetic Pulse

5

Certain kaiju, most likely giant robots, can generate an intense burst of electromagnetic energy capable of destroying unshielded electronic circuitry. See the Alien Power under this name for more details (p.8).

When purchased as a power, electromagnetic pulse costs 5 points. It may only be purchased once.

Hardy

1

Your kaiju has a formidable constitution, allowing it to shake off the effects of one attack per battle. This Power can be invoked before or after damage from an attack is rolled to ignore the damage entirely. No Life points are lost, and it can be used against any form of attack. It can be used only once per battle.

Hardy costs 1 point. This Power can only be purchased once.

Psychic Blast

3/1d6

Your monster can launch devastating psionic blasts against the minds of other kaiju, ignoring physical defenses.

Psychic Blast is a ranged attack, and normal range penalties apply. Unlike other attacks in the game, it is based off Mind rather than Reflexes. Roll 3d6 + Mind, and compare the result to the enemy's Mind + 10. A result equalling or exceeding this total hits, doing 1d6 damage for each 3 points spent on Psychic Blast. Toughness and Armor do not apply to this damage, but Psychic Shields do.

Psychic Blast can only be performed every other Turn due to the intense mental energies and concentration involved. This Power has no effect on human or alien units, or buildings.

Psychic Blast costs 3 points per 1d6 of damage.

Psychic Shield

1/2

Your kaiju possesses a natural resistance to the Power of Psychic Blast. For each point spent on Psychic Shield, your monster gains 2 points of Toughness versus Psychic Blasts only. Also, each point of Psychic Shield adds +1 to your monster's score to avoid being dominated by alien mind control rays. (See p.8)

Slippery

1

Your kaiju has slippery skin or some other advantage making it difficult for other monsters to grab or hold it. Your monster has a +2 to its Evade score against Grab maneuvers only, and gains +2d6 when rolling to escape being held (MONSTER ISLAND, p.17).

Slippery costs 1 point. This Power may only be purchased once.

Venom

3

Poisons that injure enemies instantly are best represented with the Power of Hand-to-Hand Attack (MONSTER ISLAND, p.11). Toxins that have a gradual effect use Venom.

Your kaiju can inject foes with a deadly venom. Each time a Strike attack succeeds, representing a bite or sting, your kaiju does an additional 1d6 damage that is not stopped by Toughness or Armor. Then roll 1d6-3, with results of less than 1 being treated as a 1. The result is the number of additional Turns the victim will be poisoned. At the end of each Turn of being poisoned, roll 1d6 damage against the victim. Toughness and Armor do not apply to this damage. When the indicated number of Turns expires, the venom has left the victim's system and does no more damage.

A kaiju hit by a Venom attack continues to take damage for the indicated number of Turns even if the monster that poisoned it dies! Venom has no effect on human or alien units, or buildings.

Venom costs 3 points. This Power can only be purchased once.

CREATING ARMIES

This section describes new powers, units and rules for human armies used in **INVASION OF MONSTER ISLAND**.

Welcome to Earth.

— Independence Day (1996)

1950s-1960s ARMIES

INVASION OF MONSTER ISLAND is assumed to be set in the present day, but many classic conflicts between kaiju, military forces and alien invaders took place in



the 1950s and 1960s. All new human units in this game are also available for battles set in earlier eras. Fighter jets are F-86 Sabres, F-4 Phantoms or MiG-19s, while mobile SAM launchers are anti-aircraft guns. Assault shuttles are rocketships. All function exactly like their contemporary counterparts, though.

Unprepared! Aaah, don't give me unprepared. What, it was in the 1950s or whatever. You had that spaceship. Yeah, that thing that you found in New Mexico!
— **Independence Day** (1996)

NEW HUMAN POWERS

These are new powers that may be possessed or, in some cases, purchased by human armies. They also may be used in **MONSTER ISLAND** and **ESCAPE FROM MONSTER ISLAND** by mutual agreement of the players.

Allied

3/ally

This Power, described under New Monster Powers on p.3, also can be purchased by human players. If bought by the player of a human army, a single expenditure of points covers all units controlled by that player.

It's because of men like you that all must be destroyed.
— **Plan 9 from Outer Space** (1959)

Spaceflight

The unit can safely achieve spaceflight and operate in space. It has been sealed and pressurized as well as shielded against harmful radiation. Flying Tanks (**ESCAPE**, p.16) now have this Power, as do some new units described in this book. See Other Environments, p.17, for more information on space combat.

NEW HUMAN UNITS

The human defenders of Earth have access to some new military units to fend off the Delok invasion. These units also may be used in **MONSTER ISLAND** and **ESCAPE FROM MONSTER ISLAND** by mutual agreement of the players.

Conventional 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.

We have no choice but to use every possible weapon if they land.
— **Earth Vs. the Flying Saucers** (1956)

Fighter Jet

4

In **ESCAPE FROM MONSTER ISLAND**, air attacks were abstracted as Bombing Raids and Missile Strikes. Fighter jets themselves were not part of gameplay. While it lacked any giant monsters, the film *Independence Day* (1996) did depict some excellent dogfights between fighters and alien attack craft, so fighter jets have been added to **INVASION OF MONSTER ISLAND**. Bombing Raids and Missile Strikes are still available as well, representing high-altitude bombers or high-speed fighter runs.

This is a single jet fighter, such as an F-15 Eagle, F-16 Falcon, F-14 Tomcat, F/A-18 Hornet, Tornado, Harrier, MiG-29, or other attack aircraft. Fighters typically are tasked with air-to-air combat as well as ground support. They are armed with missiles and cannons but are lightly armored.

Attributes: Attack 5, Evade 16, Toughness 4, Morale 4, Move 0

Powers: Firepower 3d6, Flying 15.

Mobile SAM Launcher 3

This is a vehicle-mounted surface-to-air missile launcher providing anti-aircraft defense, such as a Bradley Stinger, Avenger or Tunguska M-1. It can attack only airborne targets.

Attributes: Attack 5, Evade 13, Toughness 6, Morale 3, Move 6

Powers: Firepower 2d6

All you of Earth are idiots!

— Plan 9 from Outer Space (1959)

UN SCIENCE ALERT CORPS

In addition to quelling giant monster rampages, the elite forces of the UN Science Alert Corps are tasked with helping repel periodic alien invasions. These are units available to the corps when alien threats arise.

Assault Shuttle 4

A space shuttle equipped for combat with prototype lasers and rail guns. The UN Science Alert Corps uses assault shuttles to take the fight to alien enemies in orbit or beyond. Less powerful than the famed flying tank used by the corps, assault shuttles can be deployed in larger numbers to counter alien threats before they reach Earth.

Assault shuttles are designed for use in space; they can enter the atmosphere only to land and are otherwise ineffective outside space.

Attributes: Attack 5, Evade 14, Toughness 6, Morale 5, Move 0

Powers: Firepower 2d6, Flying 12, Spaceflight, Transport

Zero-G Troopers 4

The spacegoing equivalent of the UN Science Alert Corps jetpack troopers deployed for planetary conflicts. These courageous soldiers wear armored pressure suits and use bursts of compressed gas to maneuver in space. Each unit represents a squad of six to 13 soldiers armed with laser rifles and plasma grenades. They are more accurate but less heavily armed than their planetary counterparts.

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

Powers: Close Assault, Firepower 1d6 (2d6 in close assault), Flying 9, Personnel, Spaceflight

Once again, the LAPD is asking Los Angelinos not to fire their guns at the visitor spacecraft. You may inadvertantly trigger an interstellar war.

— Independence Day (1996)

CREATING ALIENS

Along with humans and kaiju, you can now play the Deloks, insidious aliens bent on conquering Earth! This chapter explains how to create an alien invasion fleet and details the capabilities of the units that make up such a force.

I saw...its thoughts. I saw what they're planning to do. They're like locusts. They're moving from planet to planet...their whole civilization. After they've consumed every natural resource they move on...and we're next.

— **Independence Day** (1996)

Hold on a minute, that's a UFO out there.

— **Destroy All Monsters** (1968)

ATTRIBUTES

As with human units, alien units have five or six basic attributes: **Attack, Evade, Morale, Toughness, Life Points** and **Move**. These attributes function as described in *ESCAPE FROM MONSTER ISLAND*. Only motherships have Life Points.

POWERS

The alien invaders possess advanced technology, granting their vessels new powers in addition to those available to human units as described in *ESCAPE FROM MONSTER ISLAND*.

They murder everything that moves.

— **War of the Worlds** (1953)

OVERVIEW

The process of creating an alien fleet follows the same steps as building a human army in *ESCAPE FROM MONSTER ISLAND*. Each alien fleet player has a pool of points which can buy a selection of different alien units, such as attack saucers, battle robots and motherships.

A fleet consists of a number of different “alien units,” or units for short. Each individual unit is represented by a single figure or stand-up marker. A unit represents a single vessel or weapon, such as a scout saucer and its crew, or a squad/team of up to a dozen personnel, such as alien landing parties.

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

POINT COSTS

All units have point costs next to their names, e.g., an attack saucer costs 5 points. An alien fleet player uses his point pool to buy a selection of alien units in much the same way that a player creating a kaiju buys the monster's Attributes and Powers.

ALIEN UNITS

Individual alien 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 motherships have identical Attributes and Powers.

Allied

3/ally

Just as monsters and humans can buy this power, so too can aliens! See *New Monster Powers*, p.3, for details. If bought by the player of an alien fleet, a single expenditure of points covers all units controlled by that player.

Capture

Aliens are fond of kidnapping humans for bizarre experiments. An alien unit with this Power can capture any unit with the Personnel power within 1" with a successful attack roll. Aliens are particularly fond of capturing Idols (*ESCAPE*, p.27), of course! In most cases, the captured unit is considered lost; however, if the human player later successfully boards the alien craft or defeats the landing party, any prisoners are freed! Shooting down a saucer carrying captives unfortunately results in their deaths.

The boarding attack action is described on p.14.

Create Teleportal

This Power allows the aliens to create a teleportation portal for landing ground units. These are weird geometric patterns carved in vegetation in parks, forests or,

*Visits?
That would
indicate
visitors!*

— **Plan 9
from Outer
Space** (1959)

most often, farmland. Humans, who are unaware of the significance of these patterns, call them crop circles.

An alien vessel with this Power must spend one full Turn hovering over the desired location of the teleportal, which cannot be a building. The vessel may not move or attack during this Turn, after which the teleportal becomes operational.

Electromagnetic Pulse

Some alien units can give off an electromagnetic pulse that destroys all unshielded electronics. This renders most human units, which rely heavily on electronics or computers for propulsion, targeting, sensors and other functions, inoperable. Even most ordinary vehicles have electronic ignitions susceptible to such a pulse. The pulse also affects alien units, meaning an alien fleet player can eliminate some of his own units if it is used carelessly.

This power can be used only every other Turn. It eliminates all affected units within a 3" radius of the unit with the power. The unit itself is unaffected.

This has no effect on units with the Personnel Power, or on wonder weapons, which are shielded against such attacks. All kaiju, even giant robots, are considered to have sufficient shielding to be unaffected as well.

Mind Control

Some alien vessels are armed with mind control rays that can be used to mentally enslave giant monsters for a short time.

This Power requires two steps. First, the mind control ray must physically strike the monster using a normal attack roll against the kaiju's Evade score. Normal range penalties and other modifiers apply.

If the physical ray hits, the aliens must then try to use it to dominate the kaiju's thought processes. The alien player rolls 3d6+5 and compares the result to the monster's Mind + 10. A result equalling or exceeding the total means the kaiju has been placed under mind control for 2d6 Turns.

The monster Power of Psychic Shields can help the kaiju resist mind control rays. The creature receives +1 to its Mind + 10 total for each point of psychic shielding.

Even if dominated by the Deloks, a kaiju is only partially under control. The alien player may designate specific targets – other kaiju, buildings or human army units – for the controlled monster to attack, but the tactics to be employed are up to the kaiju's player.

At the end of the designated number of Turns, the mind control fades and must be re-established to give further orders. Attacking a mind-controlled creature with a second mind control ray breaks the original

control.

Mind control rays have no effect on human or other alien units.

Example: A Delok mothership played by Rob tries to mind-control Gigantis, the giant mantis, played by Jennifer. The mothership is 6" from the kaiju, so Rob rolls 3d6 + 5, and subtracts 1 for the range penalty. The total of 18 exceeds Gigantis' Evade score of 16, so the mind control ray hits. Now the Deloks must try to dominate Gigantis. Rob rolls 3d6+5 for a total of 15. Gigantis has a Mind 3. Jennifer adds 10 for a total of 13. Rob's roll exceeds the total, so the giant praying mantis is now under Delok mind control. Rob rolls 2d6 for a 5, so the mind control will fade after five Turns. The Deloks order Gigantis to destroy City Hall! Jennifer can decide how her kaiju carries out this order, however.

I'm sure that Mechagodzilla is being remotely controlled by spacemen.

- Godzilla vs. Mechagodzilla (1974)

CREATING AN ALIEN FLEET

You build your fleet with a pool of points. Instead of having a single monster and designing its powers, you buy a selection of individual units, such as attack saucers or battle robots.

You may purchase more than one of each unit type, up to the limit of whatever counters or figures you are using.

POINT POOLS

In most cases, you'll use the same number of points to build your alien fleet as any monsters or human army players in the game. For example, if the opposing kaiju and human armies are built on the suggested 30 points (see MONSTER ISLAND, p. 7), then your fleet should also be built on 30 points.

If the aliens are likely to be outnumbered by human forces and Earth-born kaiju controlled by several players, the alien point pool can be increased to 45 points, or even higher, to even the odds.

Or more than one player can control alien fleets. Two or more alien fleets may work together as allies, or perhaps they are rival factions that vie with each other to conquer the Earth first. Renegade Deloks who disagree with the scheme to conquer Earth might even help the humans!



Headquarters

Alien fleets do not have headquarters units as do human armies. Massive motherships, if present, serve as mobile command posts.

Bonus Points

Alien units tend to be more powerful and, hence, more costly than human units. This can make it difficult to assemble a very large alien fleet, particularly one built around a mothership. As a way to compensate, the alien player may accept extra victory conditions in exchange for more points to build his fleet. Obviously, these conditions are chosen before play begins.

If played in a scenario, like those presented later in this book, simply add the selected victory conditions to those already outlined in the scenario. For a basic battle to the finish, the alien player must complete any selected victory conditions in addition to defeating all the other players in order to win. Otherwise, the game is considered a draw.

No more than 15 bonus points may be acquired by selecting extra victory conditions.

The alien player gains:

- +3 points for each human Personnel unit the aliens must capture before the end of the game.
- +3 points for each key building the aliens must destroy before the end of the game. The tar-

get building must be chosen when this victory condition is selected.

- +5 points for each key building in alien control by the end of the game. The target building must be chosen when this victory condition is selected.

Example: Mark, playing a Delok invasion force, wants to buy a few more units than his 30-point pool allows. He decides to assign himself the added victory conditions of capturing 3 human Personnel units before the game ends for a total of 9 bonus points. Mark buys an attack saucer for 5 points and a scout saucer for 4 points with his bonus points. If Mark winds up capturing 4 human Personnel units during the game, he gains no points for the extra captured unit – but he does fulfill his bonus victory conditions.

ALIEN FORCES

The Deloks have at their disposal an array of flying saucers and a handful of ground units. They prefer to attack from the air; landing parties typically are dispatched to seize key objectives, such as a science complex, or achieve other specific goals – not to engage in heavy ground combat. Hence, saucers of various types often dominate alien forces.

Saucers? You mean the kind from up there?
— Plan 9 from Outer Space (1959)

Attack Saucer

5

A light, maneuverable saucer armed with plasma cannons and protected by energy shields. The Deloks employ attack saucers for aerial combat and ground support missions.

Attributes: Attack 5, Evade 15, Toughness 8, Morale 4, Move 0

Powers: Firepower 3d6, Flying 15", Spaceflight

Scout Saucer

4

A small saucer crewed by scientists and explorers. Scout saucers normally are sent out in advance of the invasion fleet to investigate the targeted world by capturing inhabitants and conducting other surreptitious operations.

They also create teleports for future delivery of ground troops, giving rise to stories of mysterious crop circles. In a pinch, scout saucers can physically carry a landing party or battle robot to or from targets.

Scout saucer crews have a disturbing tendency to mutilate any cattle they encounter, perhaps for weird genetic experiments.

Attributes: Attack 4, Evade 16, Toughness 5, Morale 3, Move 0

Powers: Capture, Create Teleportal, Firepower 2d6, Flying 9", Spaceflight, Transport

*They've set up an electronic screen.
The artillery doesn't penetrate.*
— **Earth Vs. the Flying Saucers** (1956)

Mothership

18

The core of the alien fleet is the mammoth mothership, an enormous saucer bristling with weaponry. The mothership also serves as a mobile command post and transport carrier for the various other saucers and ground units comprising the alien fleet.

The heavily armed mothership carries a disintegrator cannon as its primary weapon. Secondary weapon systems include an electromagnetic pulse generator and mind control ray. Heavy energy shields protect it from attack.

Attributes: Attack 5, Evade 14, Toughness 14, Life Points 15, Morale 5, Move 0

Powers: Blast 6d6, Electromagnetic Pulse, Flying 6", Mind Control, Spaceflight, Transport (multiple)

*Los Angeles, New York and Washington D.C.
have been left in ruins.*
— **Independence Day** (1996)

Alien Landing Party

2

This unit is a ground force of Deloks armed with disintegrator rifles and laser pistols. While fully capable of holding their own in combat, alien landing

parties normally are dispatched to capture or eliminate strategic targets, such as government leaders inside a key building or scientists working on a wonder weapon against the alien fleet.

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

Powers: Capture, Close Assault, Firepower 1d6 (2d6 in close assault), Personnel

Battle Robot

6

Armored automatons equipped with plasma cannons and anti-personnel autolasers, battle robots are cybernetic behemoths designed by the aliens for heavy combat. Battle robots never make morale checks; they simply carry out their orders until they are smashed into scrap metal.

Attributes: Attack 4, Evade 12, Toughness 15, Morale 0, Move 5

Powers: Firepower 3d6

Delok Saboteur 6

The shapechanging Deloks are fond of sending out saboteurs disguised as humans to do their dirty work. Each Delok Saboteur purchased during alien fleet creation may be deployed once to automatically eliminate any single building or human army unit. This may be done during the Delok player's actions at any point in the game.

The player simply declares the desired target, and the saboteur is presumed to have infiltrated and destroyed it.

Each Delok Saboteur can act only once per game. This unit is abstracted in play and has no Attributes or Powers.

*Gort:
Klaatu barada
nikto.*
— **The Day
the Earth
Stood Still**
(1951)

ALIEN FLEET RECORD SHEET

Player Name: _____ Race: _____

Qty	Unit	Attack	Evade	Toughness	Morale	Move	Powers	Cost
___	Attack Saucer	5	15	8	4	0	Firepower (3d6), Flying (15"), Spaceflight	5
___	Scout Saucer	4	16	5	3	0	Capture, Create Teleportal, Firepower (2d6), Flying (9"), Spaceflight, Transport	4
___	Mothership	5	14	14 (Life 15)	5	0	Blast 6d6, Electromagnetic Pulse, Flying (6"), Mind Control, Spaceflight, Transport (mult.)	18
___	Alien Landing Party	5	15	2	5	3	Capture, Close Assault, Firepower (1d6; 2d6 in Close Assault), Personnel	2
___	Battle Robot	4	12	15	0	5	Firepower (3d6)	6
___	Delok Saboteur	—	—	—	—	—	Eliminate any 1 building/unit, once per game	6
___	_____	___	___	___	___	___	_____	___
___	_____	___	___	___	___	___	_____	___

INVASION

We are friendly, our aims are peaceful, and we seek to establish cooperation and eternal friendship ... between our two worlds.

— **Godzilla vs. Monster Zero** (1965)

The alien invasion has begun! Saucers appear in the skies over New York City, Washington D.C., London, Paris, Moscow, Tokyo and the other great cities of Earth. Human forces prepare to repel the alien attackers. And the world wonders – how will the kaiju react to this new threat?

GETTING READY

Before you play **INVASION OF MONSTER ISLAND** there are some preparations to make. Aside from this book, **MONSTER ISLAND**, **ESCAPE FROM 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.

For a time we tried to contact them by radio but no response. Then they attacked a town, a small town I'll admit, but never the less a town of people, people who died.

— **Plan 9 from Outer Space** (1959)

SELECTING A SCENARIO

Each player will have to decide whether he or she is going to control a rampaging kaiju, a human army or an alien invasion fleet.

The simplest way to play **INVASION OF MONSTER ISLAND** is for one player to control an alien fleet and everyone else to control either kaiju or human armies. It's a mutual free-for-all: everyone is against everyone. The winner is the side with the last monster – or human or alien unit – surviving.

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

I'm just a little anxious to get up there and whup E.T.'s ass.

— **Independence Day** (1996)

SELECTING FIGURES

The original **MONSTER ISLAND** covers finding toys to represent your monsters, while **ESCAPE FROM MONSTER ISLAND** handles representing human military units. We'll just talk about using figures for your alien fleet in **INVASION OF MONSTER ISLAND**.

In the finest tradition of low-budget science fiction films, plates, bowls and saucers make excellent flying saucers. You'll probably want to use paper or plastic dishes rather than the fine china, though. You can even suspend your homemade saucers with fishing line if you're really ambitious. Now you're halfway to being a 1950s Hollywood special effects master!

If your parents (or spouse) won't let you mess around with the dinnerware for your game, you can cut your own saucers out of posterboard or construction paper. Use something round, like a plate, to draw a circle on the paper, then just break out the scissors and cut along the lines. (Otherwise, your flying saucers will probably end up kind of misshapen and lumpy-looking – not exactly very intimidating or aerodynamic.)

The sizes of your saucers depends on the scale of the other toys you are using in the game. Just make sure the alien motherships are the biggest thing on the battlefield!

Construction paper cut-outs in weird geometric shapes also make good crop circles for alien teleports.

You can find plastic alien figures at many toy stores, mega-marts or even some supermarkets to represent alien landing parties. Or you can use plastic army men of a different color from the ones in your human armies. And there are plenty of toy robots out there to stand in as battle robots.

I, a fiend? I am a soldier of our planet. I, a fiend? We did not come here as enemies.

— **Plan 9 from Outer Space** (1959)

SETUP

Battles in **INVASION OF MONSTER ISLAND** often take place in or near cities ... the Deloks aren't very interested in conquering wilderness or farmland. Some scenarios may take place in more remote locales – or even really remote locales, like outer space!

Use the cityscape rules from **ESCAPE FROM MONSTER ISLAND** or the basic terrain rules from **MONSTER ISLAND** to set up for battles on Earth.

Space battles are easy to set up. Just lay out a black tablecloth or sheet, then find something to represent asteroids. Brown construction paper, felt or plastic boulders found in some toy sets all work just fine. Or you can use real rocks, as long as no one's going to be throwing them around if he loses! Combats set on Mars or the moon are just as easy, except you might want to use a red or gray cloth, as appropriate, to represent the ground.

Now, don't you worry. The saucers are up there. The graveyard is out there. But I'll be locked up safely in there.

— Plan 9 from Outer Space (1959)

Army, Monster and Alien Deployment

Set out civilians, human armies and monsters as described in **ESCAPE FROM MONSTER ISLAND**. Then deploy the alien invasion fleet. If motherships are present, all saucers and ground units normally begin play inside the vast hangars and bays of the command craft. They can emerge from or return to the mothership as desired, and doing so requires no extra movement. Any units aboard a mothership at the time of its destruction are lost, however.

Some scenarios may call for specific deployments of humans, monsters and aliens. These are outlined within the scenario description.

FIGHTING

Battles in **INVASION OF MONSTER ISLAND** are played using the same rules as **MONSTER ISLAND** and **ESCAPE FROM MONSTER ISLAND**. However, certain special rules are required when alien invaders join the conflict.

INITIATIVE

In an **INVASION OF MONSTER ISLAND** game, players of kaiju and human armies determine initiative as described in the two earlier books.

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

+3 if at least one mothership unit still survives, and is on the map.

+2 if the mothership *did not move* on the previous Turn.

All modifiers are cumulative: a mothership that did not move adds +5.

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

*We have to strike now, sir! Annihilate!
Kill! Kill! Kill! Kill!*

— Mars Attacks (1996)

MOVEMENT

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

You really think you can fly that thing?

— Independence Day (1996)

Trampling Aliens

Kaiju may trample alien ground forces, such as battle robots, just as they do human units. Saucers may not be trampled unless they have landed on the ground. Motherships are too gigantic to ever be trampled.

Trampling attacks and damage on alien units work as described in **ESCAPE FROM MONSTER ISLAND** (p.19)

Alien Units and Movement

Alien units follow the same basic movement rules as human units, including rules on moving through key buildings and stacking limitations.

*A flying
saucer?*
— Plan 9
from Outer
Space (1959)

Teleportals

Unlike human armies, the Deloks employ advanced teleportation technology. Alien ground forces can use teleportals, which are bizarre geometric patterns carved into the landscape, to move instantaneously from their motherships to the ground or vice versa.

Each teleportal may be activated once per Turn, either to teleport one ground unit from a mothership to the portal or to retrieve one ground unit from the portal to the mothership. The Deloks can tell the difference between alien units and human ones; they

are smart enough not to teleport enemy forces aboard their motherships.

Teleporting takes no action by the ground unit, which can move and attack as normal once it appears on the battlefield.

Units may only be teleported to or from teleports. They may not jump between two teleports directly; however, a unit could be beamed up to a mothership, then teleported back to a different teleport in two successive Turns.

Only alien motherships are equipped with teleportation chambers. If no motherships are present, or they all have been destroyed, then any teleports are rendered inactive.

Of course, the ground units involved must have been purchased by the alien player during the creation phase of the game; teleports do not deliver units from nowhere.

Alien saucers of any type are too large to safely use teleports, which operate for ground forces only.

There's a monster outside my room, can I have a glass of water?

— Signs (2002)

COMBAT

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

As with humans, all attacks by aliens are considered to be ranged attacks. The Deloks may consider themselves superior to all other life forms, but even they know better than to get into fistfights with 100-foot-tall monsters.

If you don't give up, things will get a lot worse for you.

— Destroy All Monsters (1968)

Monster Attacks

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

Strike

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

Grab

This action (see **MONSTER ISLAND**, p. 17) is effective against any alien unit.

Alien units other than motherships may not attempt to escape if grabbed – kaiju are just too strong for this to even be a possibility. Motherships may attempt to escape: they are treated as kaiju, and roll 4d6 damage for this purpose.

A grabbed alien unit can be thrown, just like a grabbed monster – see Throw, below. A kaiju can throw a grabbed unit at other alien units, human units or at key buildings, the same way it can throw at a monster.

Piledriver

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

Shove

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

Trip

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

Throw

A monster can throw a alien unit provided it has already succeeded with a Grab action against it. It may throw the unit at any other alien unit, human unit, monster or building 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 alien 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!

The disorienting effect of being thrown, not to mention the problem of the crew being hurled about inside the vessel as it tumbles through the air, means even flying craft such as saucers cannot regain control in time to avoid impact.

Human Attacks

Humans attack alien craft much as they do monsters in **ESCAPE FROM MONSTER ISLAND**.

We know now we can't beat their machines. We've got to beat them!

— War of the Worlds (1953)

Human Attacks

Humans may use Fire, Bombardment and Kamikaze attacks on alien units, with the following exceptions and clarifications. Also, the battle against alien invaders calls for new tactics, so humans now can use the boarding attack action to seize enemy spacecraft.

When an armed and threatening power lands uninvited in our capital, we don't meet him with tea and cookies!
— **Earth Vs. the Flying Saucers** (1956)

Boarding Attack

Human units with the Personnel power may attempt to storm and capture alien vessels, such as scout saucers, attack saucers and even motherships! The human unit must be within 1" of the target vessel – soldiers on the ground cannot storm saucers in flight, after all.

The human player declares a boarding attack, and makes an attack roll with a -2 penalty to hit. Success indicates that, instead of damaging or destroying the vessel, the humans have captured it! The saucer is now controlled by the human player and can be turned on the alien fleet. Failure indicates the alien crew has killed or captured the boarding party. The human unit is destroyed.

Boarding attacks by multiple human units are resolved individually.

If the alien vessel that has been seized carried captured human units, they are freed!

Aliens cannot conduct boarding attacks on human vehicles – their craft are more advanced, so they have no need of human technology anyway.

Kamikaze

ESCAPE FROM MONSTER ISLAND describes how flying tanks can make kamikaze attacks on monsters. In **INVASION OF MONSTER ISLAND**, flying tanks also may ram alien motherships, attack saucers or scout saucers in a final, desperate attack.

In addition, fighter jets can make kamikaze attacks on alien vessels or monsters. These attacks do 3d6 damage if successful.

Panic and Morale

Humans only panic when other human units are obliterated, whether by monsters or alien invaders. The destruction of alien vessels or other alien units, no matter how gruesome, is cause for celebration, not gloom, for humans resisting an invasion of Earth!

Don't be afraid!

— **Signs** (2002)

Alien Attacks

Aliens attack humans or monsters much like human armies do.

Alien Actions

Aliens may attack humans, monsters or sometimes other aliens by firing on them or, in the case of saucers, by kamikaze attacks.

Fire

Any alien unit with a Firepower or Blast power may fire. This is resolved as an ordinary ranged attack. An alien unit may fire every turn if using Firepower. It may shoot every other turn if using Blast.

Oh, no. No, you are not shooting that green shit at me!

— **Independence Day** (1996)

Kamikaze

Like flying tanks in **ESCAPE FROM MONSTER ISLAND**, alien saucers can make last-ditch suicide attacks by ramming buildings, monsters or human army units. These are resolved as described for human kamikaze attacks (**ESCAPE**, p.22) and have the same limitations.

Scout saucers do 2d6 damage, attack saucers do 4d6 damage and motherships do 8d6 damage when making kamikaze attacks.

Damage to Alien Units

When an alien 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 an alien unit other than a mothership takes any damage in excess of its Toughness, it is destroyed. In essence, all units other than motherships have only a single Life Point.

If they're mortal, they have mortal weaknesses. They'll be stopped, somehow.

— **War of the Worlds** (1953)

Damage to Motherships

Any damage that exceeds the mothership's Toughness is applied to its Life Points. When the unit's Life Points are reduced to or below 0, the mothership is destroyed.

A damaged mothership may take a recovery action to regain lost Life Points, but only if it is hovering over a Nuclear Power Plant. The mothership drains energy from the plant to power emergency self-repair circuitry, recovering 1d6 lost Life Points per Turn.

Destroying a Mothership

When an alien mothership runs out of Life Points, it is destroyed. But these enormous craft tend to go out with a bang. When a mothership is destroyed, roll 1d6. On a roll of 1-3, the vessel explodes in an enormous fireball doing 6d6 damage to everything within 6" of it. On a roll of 4-6, the saucer crashlands, doing 8d6 to any humans, aliens, buildings or monsters unlucky enough to be underneath it.

A mothership destroyed in space combat simply explodes, as above.

The destruction of an alien mothership is cause for celebration! The kaiju or human army units responsible for finishing off the alien vessel must spend their next Turn cheering the victory, as described in MONSTER ISLAND (p.21). Any allies also must celebrate.

Didn't I promise you fireworks?
— **Independence Day** (1996)

Obliterated Units

If an alien 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 aliens may panic at the awesome display of destructiveness they just witnessed! See *Panic and Morale*, below.

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 alien 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.

Humans are unaffected by the obliteration of alien units, and vice versa. If anything, they are happy to see their foes so utterly defeated.

Now you can arrange the total destruction of the entire universe served by our sun.
— **Plan 9 from Outer Space** (1959)

Panic and Morale

When an alien unit is obliterated, other alien 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 or capture; nor can it move freely. Instead, it must move as far away from the kaiju, human army unit or wonder weapon 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".

Saucer hit and down in the Potomac!
— **Earth Vs. the Flying Saucers** (1956)

SPECIAL RULES

The following special rules may come into play.

ALLIANCES

Kaiju native to Earth seem to like hostile aliens and alien-controlled monsters even less than they do each other. They often are willing to join forces, at least temporarily, to fend off alien threats to their homeworld. All Earth-born kaiju and humans gain a +2 to alliance rolls when aliens or alien-controlled kaiju are present. Monsters who are extraterrestrial in origin but friendly to humanity, such as the space turtle Honu, also receive this bonus.

Alien-to-Alien Alliances

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

I have never seen blood crystals as anemic as these! They may be mental giants but physically, by our standards, they must be very primitive.
— **War of the Worlds** (1953)

REINFORCEMENTS

The alien forces attacking a particularly city or other spot on Earth are not the only ones around, of course. A vast Delok armada waits in orbit, and can feed reinforcements into the various battles going on below as needed.

The reinforcement rules are recommended for **INVASION OF MONSTER ISLAND** battles to counterbalance monster recovery and human reinforcement rules.

Reinforcement Points

The alien 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 alien player gains 1d6-1 points of reinforcements, i.e., roll 1 die, subtract 1, and that is number of the points gained.

If a human player has created the Activate Orbital Defenses wonder weapon, alien fleets receive only 1d6-3 reinforcement points per Turn.

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.

It's happening.

— **Signs** (2002)

Loss of Mothership

If all alien motherships on the battlefield are destroyed, the arrival of reinforcements is confused. Instead of receiving 1d6-1 points in reinforcements, the alien player gains only 1d6-3. Treat negative numbers as 0 reinforcement points. If all motherships are lost and a human player has created the Activate Orbital Defenses wonder weapon, the Deloks receive no 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.

Any landing parties or battle robots purchased as reinforcements must arrive aboard newly arriving scout saucers or motherships – it's a long fall from orbit, so some transportation is required for ground forces.

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.

WONDER WEAPONS

In **ESCAPE FROM MONSTER ISLAND**, scientists can research and create wonder weapons to help fight the giant monsters attacking humanity.

In the face of the Delok invasion, scientists may opt to turn their efforts to stemming the alien tide instead.

These are new wonder weapons available for research in the game. Scientists may invest invention points in these weapons just as described in **ESCAPE FROM MONSTER ISLAND**.

I've got an idea for a new kind of weapon.

— **Earth Vs. the Flying Saucers** (1956)

Activate Orbital Defenses

12

Scientists hastily reprogram and activate prototype anti-missile satellites in Earth orbit to shoot down incoming saucers. Alien fleets receive only 1d6-3 points of reinforcements per Turn, as some are lost in transit. See the reinforcement rules, p.15, for more details.

Alien Detection Device

10

This invention scans the physical properties of individuals and objects to detect Delok shapechangers. It prevents attacks by Delok saboteur units within a 9" radius of the scientist unit that invents the device.

Computer Virus

12

This endeavor transmits a computer virus to the alien fleet, causing the protective energy shields on motherships, attack saucers and scout saucers to inexplicably drop. Affected alien units are at -4 Toughness for 2d6 Turns while Delok technicians frantically try to thwart the virus. This wonder weapon can be invented multiple times, representing new virus attacks that must be halted, but the Toughness penalties are not cumulative.

I gave it a cold. A virus. A computer virus.

— **Independence Day** (1996)

EMP Diffuser

8

This device renders electromagnetic pulses ineffective in a 6" radius around the scientist that invents it. All human vehicles within this radius are unaffected by alien Electromagnetic pulse attacks.

Mind Control Jammer

10

This invention disrupts Delok mind-control rays. Any kaiju within 6" of a scientist which invents this wonder weapon is immune to alien mind control. Monsters already under control are freed.

Both Carol and I are subject to the same atmospheric disturbances that may have affected other observers, but there is a qualitative difference when you're a scientist.

— **Earth Vs. the Flying Saucers** (1956)

OTHER ENVIRONMENTS

Conflicts between kaiju, humans and aliens are not restricted to Earth. Battles can spread into space or even to distant worlds!

SPACE

A realistic space combat game requires rules for three-dimensional movement, vectored movement, inertia, knockback and all kinds of complicated factors.

Fortunately, **INVASION OF MONSTER ISLAND** only needs to emulate space combat as seen in giant monster movies and alien invasion films. It's a lot simpler on the silver screen.

Movement

Open all rockets! Open them all the way!
— **Destroy All Monsters** (1968)

Kaiju, human units and aliens must have the Power of Flying to move freely in space. The type of flight doesn't seem to matter much – jet boots and rockets work as expected, but wings seem to function just as well. The rules of inertia also seem to be suspended in monster space combat. Creatures, rockets and UFOs can change direction at will.

Leaping

Kaiju with the Power of Leaping may move in space with certain severe restrictions. First, the kaiju must have a launch point – an asteroid, UFO, space station or something else from which to jump. Even another kaiju will do! Once it pushes off, the creature travels in a straight line at its Leaping movement rate each Turn until it lands on something else. Then it can jump in a different direction if desired. A Leaping kaiju cannot change direction while in flight – if it doesn't find something else to land on, the hapless kaiju drifts endlessly through space, possibly never to return. At least, not until the sequel.

Example: The albino giant ape Nyani Mkubwa has been kidnapped by the Deloks for transport to their homeworld but breaks free of the transport UFO in Earth orbit. The ape has Leaping 6", so he pushes off from the transport UFO toward the Delok mothership 12" away. Nyani Mkubwa travels 6" in a straight line toward the Delok craft the first Turn, and

another 6" the next Turn. If the Delok mothership hasn't moved, the albino gorilla can land on it – perhaps with a Ram maneuver. He can then use the mothership as a launch point to jump somewhere else.

The Environment

Space can be a dangerous place. Vacuum, radiation and extreme temperatures all must be guarded against.

In the real world, anyway. In monster movies and most alien invasion films, environmental effects of spaceflight are generally ignored, so we'll do the same for **INVASION OF MONSTER ISLAND**. Kaiju

need not worry about breathing or other difficulties while in space. Human and alien vessels that are defeated in space tend to explode, making exposure to vacuum a moot issue for the crew.

You wouldn't expect fire-based attacks, such as a kaiju's flame breath, to work in total vacuum. Again, this doesn't seem to be a problem in most monster movies, so we won't worry about it, either.

Feel free to make whooshing noises as your rocketships and UFOs zoom around, too.

*You are
already
outside the
atmosphere
of your own
planet.*

— **Earth
Vs. the
Flying
Saucers**
(1956)

Anti-Missile Satellites

Battles in Earth orbit may include anti-missile defense satellites as hazards. These satellites have been reprogrammed and activated by human scientists to shoot down enemy saucers (see *Wonder Weapons*, p.16). Unfortunately, the hasty reprogramming means they are not very discriminatory in their targeting – human vessels and kaiju in orbit also are at risk.

An anti-missile satellite fires once each Turn at the first vessel or kaiju to enter its 6" range, or at the closest vessel or kaiju already within range. Another player rolls to hit for the satellite as normal with an Attack value of 5. A hit does 4d6 damage. Satellites have an Evade 10 and Toughness 5, and are destroyed by any damage exceeding their defenses. Satellites may be thrown, just like boulders or other objects.

Asteroids

Asteroids are giant rocks floating in space, and often are found in belts filled with hundreds or thousands of tumbling boulders. Some are small enough to be thrown, just like the terrestrial boulders in **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**. Others are large enough to serve as battlegrounds in their own right.

Combat on an asteroid works pretty much like lunar combat. See The Moon, below, for more information.

Space Station

This is a stationary human or alien outpost in space, usually found in orbit around a planet. It is unarmed and typically serves a primarily scientific role.

Obviously, there are no buildings in space. But space stations are treated like buildings for game purposes. They can be attacked and destroyed by human armies, alien fleets or kaiju just like key buildings in cityscapes, as described in *ESCAPE FROM MONSTER ISLAND*.

A space station has Toughness 15. In some scenarios, stations may function as Headquarters for spaceborne human forces (*ESCAPE*, p.13).

OTHER WORLDS

Those pesky aliens rarely are content with merely invading Earth. They often establish advance bases on Mars or the Moon as part of their master plan. Or sometimes it's the humans who have bases on the Moon or Mars that come under attack by the alien armada!

Mars

In most monster movies, Mars seems a lot like Earth, except redder and with less vegetation. Mars has a lower gravity than Earth, allowing monsters with the Power of Leaping to jump twice as far. Also, monsters can throw or shove other kaiju twice as far as normal. Martian boulders can be thrown just like the ones on Earth.



The Moon

The Moon is a lot like Mars, except grayer and with even less gravity – in the movies, anyway. Monsters with the Power of Leaping can jump four times as far as normal. They also can shove or throw other kaiju four times as far as normal. Moon boulders can be hurled as usual.

SCENARIOS

I really don't think they flew 90 billion light years to come down here and start a fight.

— **Independence Day** (1996)

These scenarios are presented as a series of encounters starting on Earth, where the defending humans have a slight advantage, and ending on Mars, where the Deloks have the advantage.

You can play each scenario by itself at any time, or for an added challenge you can play them in series as a campaign spanning the entire invasion.

At the end of each scenario, you will find rules for running it as part of an ongoing campaign. You may play the same forces – monster, human or alien – throughout, or switch sides between games to spice things up.

SCENARIO 1:

BEACHHEAD

Aliens live among us and always have. They have been watching and observing - noting our strengths and weaknesses while they await the arrival of the invasion fleet.

For years, the advance scouts have been setting up teleportals, which humans skeptically call crop circles, for deployment of their troops. Now that time is here - and to make matters even worse, rampaging kaiju have converged on one of the cities targeted by the Deloks!

PARTICIPANTS

This scenario is designed for three or more players. Players can decide among themselves whom will play which side. One player controls human forces, a second controls the aliens and the rest control kaiju, who may be allied with either side or independent.

If no one can agree on who will play which side, everyone should roll a die and the highest roll chooses first. Remaining players choose next, highest to lowest. Ties should be re-rolled.

MAP

Use the cityscape rules from **ESCAPE FROM MONSTER ISLAND** (p.18). As this is the initial invasion, the

Deloks seek to control cities that are centers of government or potential military strength. The city should have at least one “primary target” for the aliens, such as a city hall, nuclear reactor, science research center or space center. Include any other buildings as desired. Include at least one landmark as appropriate to the city.

Place one teleportal near the edge of the map or in an area designated as farmland. This could be an actual farm, a park or even nearby forest.

FORCES

All players secretly build their army or monsters. However, you could work together in teams if you have enough players, and want to ally kaiju with aliens or human army units, so that the Earth kaiju and army know what each other have and same for the aliens and their kaiju.

If there are an uneven number of players, the humans should have the advantage of more kaiju on their side unless all kaiju players want to remain neutral.

Monster

Each kaiju is built using 30 points (or 45 points for a high-powered game).

Army

The human army is built on the same points as the monster(s). In addition, place 6 Crowds, 3 Police, 2 Firefighters, and 1 Idol – perhaps a government leader, UFO expert or famous reporter broadcasting live reports on the alien invasion.

Reinforcements become available for the human army at the start of Turn 6.

Alien

The Delok army is built with the same points as the monster(s) and army, but you get 1 free Delok Saboteur (since they have been in place for quite some time).

Reinforcements become available at the beginning of Turn 7.

DEPLOYMENT

The human player should set up first, followed by any allied kaiju, which can be positioned on any edge of the map except the one closest to the teleportal.

Alien ground units must start off within 6" of the teleportal unless they are in a transporting vessel. Alien saucers start along the same or nearest edge to the teleportal. Alien kaiju also arrive on this edge.

Finally, neutral kaiju start on any edges not already containing units or other kaiju.

VICTORY

The scenario ends when only one player has units or a kaiju on the map, either the army or aliens retreat, 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.

Alien Objective

+(point value) of each kaiju the aliens personally defeat.

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

+(point value) of each army unit the aliens personally destroy.

+10 Victory Points if the primary target is captured or destroyed.

+5 Victory Points for each key building that the aliens personally destroy or capture.

+2 Victory Points for each crowd, or +1 for each civilian, captured or destroyed.

The alien victory point total is halved if a mothership is destroyed, or the alien forces retreat.

Army Objective

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

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

+(point value) of each alien unit the army personally destroys or captures.

+5 Victory Points for each mothership that the army personally destroys or captures.

-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, or the army retreats.

Monster Objective

+(point value) of each alien, army unit, or kaiju it personally destroys. Note that only administering the killing blow counts!

+10 Victory Points for each mothership or HQ it personally destroys.

+5 Victory Points for each key building it personally destroys.

+2 Victory Points for each crowd, or +1 for each

civilian it personally destroys.

The kaiju's victory point total is halved if it was defeated before the end of the game. It could still win, however.

VARIANTS

Other Cities

Similar battles for other key cities are being played out around the globe. Simply create new cityscape layouts with different key buildings and landmarks for a fresh challenge. Some battles might take place in cities that have already been destroyed, with fewer civilians or key buildings but more rubble for kaiju to toss around.

Factions

You can play out battles with several human- or alien-controlled factions. Human armies from several nations – possibly even nations that normally are in conflict – might be forced to cooperate in the face of the alien threat. Or Delok rebels opposed to the invasion of Earth might switch sides to oppose their alien brethren or even ally with the human defenders.

Campaign

If the scenario is played as part a continuous campaign, the human and alien players total the point value of their surviving units. If an alien or human player won the scenario, he adds the points to his starting points for the next scenario. The other player, or both players if a non-allied kaiju won the scenario, adds ½ the total. Note that points for captured units go to the captor.

Kaiju recover from their wounds, even seemingly fatal ones, and are able to fight again in the next scenario if so desired.

SCENARIO 2:

ORBITAL MANEUVERS

The Delok forces have been driven off Earth into orbit, but there's no guarantee they won't be back. Earth forces have been launched into orbit to drive the Deloks back to their advance bases. The humans also must defend an orbital station that will be key to continuing the war against the aliens.

PARTICIPANTS

This scenario is designed for two or more players – at least one player each from the human and alien forces. If more players are present, they play allied

kaiju or independent monsters who have shown up to see what's going on.

MAP

Setup for this scenario is very simple. Place a human space station along one side of the map. Then disperse 1d6 anti-missile satellites (p.17) on the map. Satellites must be at least 6" apart or else they will shoot each other down.

FORCES

As in the first scenario, players should build their forces and kaiju in secret unless part of an alliance.

Monster

Each kaiju is built using 30 points (or 45 points for a high-powered game). All kaiju should strongly consider having the Power of Flying to be effective in this scenario as there are no asteroids to use as launching points, and the satellites are too small for a kaiju to stand on.

Army

The human army is built on the same number of points as the monsters. All human army units must possess the Power of Spaceflight. Reinforcements become available for the human army at the start of Turn 8.

If desired, the player building the Earth forces can buy a scientist, but the scientist must remain in the space station.

Alien

The Delok army is built with the same number of points as the monster and human army. Reinforcements become available at the beginning of Turn 6.

DEPLOYMENT

Alien forces are deployed first along the map edge opposite the space station. The human army is placed within 12" of the space station. Finally, kaiju allied with either side are placed among that side's forces, and independent kaiju enter from any side not containing units.

VICTORY

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

Alien Objective

+(point value) for each kaiju the aliens personally defeat.

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

+(point value) of each army unit the aliens personally destroy.

+10 Victory Points if the space station is captured or destroyed.

The aliens' victory point total is halved if all its motherships are captured or destroyed, or the alien forces retreat.

Army Objective

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

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

+(point value) of each alien unit the army personally destroys or captures.

+5 Victory Points for each mothership that the army personally destroys or captures.

The army's victory point total is halved if the space station is destroyed or captured, or the army retreats.

Monster Objective

+(point value) of each alien, army unit, or kaiju it personally destroys. Note that only administering the killing blow counts!

+10 Victory Points for each mothership or space station it personally destroys.

The kaiju's victory point total is halved if it was defeated. It could still win, however.

VARIANTS

Campaign

In a continuous campaign, the human player may add any alien vessels captured in the first scenario to his forces in this scenario at no extra point cost.

At the end of the scenario all human or alien players should total up the values of surviving or captured units in their possession. They receive that many extra points to spend on the next scenario. Defeated human or alien forces receive only half the total points.

An Earlier Era

You could also play this scenario set in the 1950s or '60s. There are no anti-missile satellites, and no space station. The goal of the scenario is to wipe out the opposition or force a retreat.

SCENARIO 3: LUNAR LANDSCAPES

The Delok forces are regrouping on the dark side of the moon, and have been reinforced with units sent from their base on Mars. At least three motherships are present, but they are temporarily inoperable while refueling. The humans launch a lightning raid to steal one of the motherships.

PARTICIPANTS

This scenario is designed for two or more players – at least one player each from the human and alien forces. If more players are present, they play allied kaiju or independent monsters who have shown up to see what's going on.

MAP

This takes place on the moon (p.18). The Deloks have not constructed a base, so there are no buildings.

FORCES

Players should build their forces and kaiju in secret unless they are part of an alliance.

Monster

Each kaiju is built using 30 points (or 45 points for a high-powered game).

Army

The human army is built on the same number of points as the monsters. All human army units must possess the Power of Spaceflight. Reinforcements become available for the human army at the start of Turn 9.

If desired, the player building the Earth forces can buy a scientist, but the scientist must remain in an Assault Shuttle.

Alien

The Delok fleet has 5 more points than the human army or monsters. The fleet contains three free motherships, but they are inoperable. Any motherships purchased by the alien player function as normal.

Reinforcements become available at the beginning of Turn 6.

DEPLOYMENT

Alien units are deployed first anywhere on the map. Place the three motherships that are refueling in the center of the map.

Human forces arrive together from any edge of the map. Kaiju can take up positions on any map edges they desire, but if they are near human or alien forces they must be allies.

SPECIAL RULES

The object of this scenario is for the human forces to successfully capture a mothership. Remember that aliens can't conduct boarding attacks against human vehicles, but they can certainly get their mothership back. To make matters even more difficult, assume that there is an Alien Landing Party inside each mothership in addition to the usual defensive forces. If the humans capture a mothership the aliens get to attempt a counter attack to kick them out. If this fails, the ship belongs to the human forces and the Alien Landing Party is destroyed. Captured motherships become active and are under the control of the human player.

VICTORY

The scenario ends if the human forces fly a captured mothership off the map, or if there is only one player left with units or a kaiju on the map, either the army or aliens retreat, or by mutual agreement. The winner is determined by calculating victory points; the highest total wins.

Alien Objective

+(point value) for each kaiju the aliens personally defeat.

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

+(point value) of each army unit the aliens personally destroy.

The aliens' victory point total is halved if all its motherships are captured or destroyed, or if the alien forces retreat.

Army Objective

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

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

+(point value) of each alien unit the army personally destroys or captures.

The army's victory point total is halved if it fails to capture a mothership, or if the army retreats.

Monster Objective

+(point value) of each alien, army unit, or kaiju it personally destroys. Note that only administering the killing blow counts!

+10 Victory Points for each mothership it personally destroys.

The kaiju's victory point total is halved if it was defeated. It could still win, however.

VARIANTS

Campaign

In a continuous campaign, the human player may add any alien vessels captured in the first scenario to his forces in this scenario at no extra point cost.

At the end of the scenario all human or alien players should total up the values of surviving or captured units in their possession. They receive that many extra points to spend on the next scenario. Defeated human or alien forces receive only half the total points.

Any captured motherships are automatically added to the human forces for the next scenario; they are not added to the bonus point total.

SCENARIO 4: HOPSCOTCH

Human forces detect an Delok fleet on its way to reinforce the advance base on Mars. The humans ambush the fleet in the asteroid belt between Mars and Jupiter.

PARTICIPANTS

This scenario is designed for two or more players – at least one player each from the human and alien forces. If more players are present, they play allied kaiju or independent monsters who have shown up to see what's going on.

MAP

This scenario takes place in an asteroid field. Follow the guidelines on page 12 regarding setup using the suggestions given for asteroid fields.

FORCES

Players should build their forces and kaiju in secret unless players would like to ally themselves.

Monster

Each kaiju is built using 30 points (or 45 points for a high-powered game).

Army

The human army is built on the same number of points as the monsters. All human army units must possess the Power of Spaceflight. Reinforcements are not allowed for the human army.

The humans do receive a free mothership. They are using this to transport all their units to Mars.

If desired, the player building the Earth forces can buy a scientist, but the scientist must remain in the mothership.

Alien

The Delok army is built with on the same number of points as the monsters and human army.

Reinforcements become available at the beginning of Turn 6.

DEPLOYMENT

Delok forces take up positions first within or on the asteroids. Human forces are positioned on one edge of the map.

VICTORY

This is an all or nothing scenario. The winner is simply whoever is left with units or a kaiju. The aliens also can win by destroying any motherships possessed by the humans.

SCENARIO 5: RED PLANET

The humans are making a last-ditch attack on the Delok advance base on Mars. If the base can be destroyed, the aliens will be forced to abandon their attacks on Earth – at least for awhile.

PARTICIPANTS

This scenario is designed for two or more players – at least one player each from the human and alien forces. If more players are present, at least one should play a kaiju allied to the Deloks. The rest can play allied kaiju or independent monsters who have shown up to see what's going on.

MAP

Use the cityscape rules from *ESCAPE FROM MONSTER ISLAND* and the basic terrain rules from *MONSTER ISLAND* to set up the alien base on Mars. These are alien power plants, science complexes and so forth, but they function as described. There are no landmarks, bridges, stadiums, skyscrapers, train stations or towers.

FORCES

Players should build their forces and kaiju in secret unless they are allies.

Monster

Each kaiju is built using 30 points (or 45 points for a high-powered game).

Army

The human army is built on the same number of points as the monsters. All human units are available except helicopters and fighters, which do not function in the low air pressure of Mars. Ground vehicles and troops are equipped with oxygen supplies, however.

Reinforcements are not allowed for the human army.

The humans receive a free mothership. They are using this to transport all their units to Mars.

If desired, the player building the Earth forces can buy a scientist.

Alien

The Delok army is built with 10 more points than the monsters and human army. Reinforcements become available at the beginning of Turn 6, and can arrive from any edge of the map.

DEPLOYMENT

The Delok player deploys first, placing his units anywhere on the map as desired. Then the human player deploys his mothership and accompanying forces along one edge of the map. Allied kaiju deploy with their allies, and independent monsters may start on any map edge not occupied by the humans.

SPECIAL RULES

Use the rules from *ESCAPE FROM MONSTER ISLAND* concerning city combat.

VICTORY

This is another all-or-nothing fight. The winner is the last player with units or a kaiju standing. As long as the Deloks are not the victors, the humans can count the destruction of their Mars base as the end of the alien invasion – for now. If the Deloks succeed in defending their base, then players will have to devise new scenarios as the battle for Earth continues!

NEW MONSTERS

The Deloks are fond of unleashing alien kaiju on Earth as part of their invasion forces. Also, the tumultuous battles during an invasion often unearth or otherwise free new giant monsters, who may fight for the aliens, humans or themselves alone.

Powers

Psionic Lash: Psychic Blast, 3d6 (9)

Psionic Awareness: 360-Degree Sense (3)

Clinging: Clinging (1)

ACORAZADO

Probable Origin: Living Fossil

First Recorded Appearance: Mexico City, Mexico, 1994

Threat Level: High

History: The giant subterranean monster Acorazado resembles an ankylosaur, except with a spiked tail and sharp claws for digging. Apparently in some form of hibernation for millions of years, Acorazado was awakened from its underground resting place in Mexico during the Delok invasion of 1994 by a nearby battle between the albino gorilla Nyani Mkubwa and the alien xenomorph. Acorazado joined forces with the giant ape to drive off the extraterrestrial monster, and was later placed on Monster Island.

Attributes		Derived Attributes	
Strength	6	Life	35
Reflexes	4	Evade	14
Health	7	Toughness	7
Mind	2	Daze	9
		Move	6

Powers

Burrowing: Tunneling, 6" (2)

Spiked Tail: Hand-to-Hand Attack, +2d6 to Strikes (1)

Armor: Armor, +7 to Toughness (7)

Hardy: Hardy (1)

DRAX

Probable Origin: Alien

First Recorded Appearance: Earth Orbit, 1968

Threat Level: Ultra

History: A dragon-like monster apparently native to outer space, Drax arrived on Earth in 1968 as part of the first Delok invasion. The monster decimated Earth's meager spaceborne defenses, but was shot down in a daring orbital mission by a prototype of the UN Science Alert Corps flying tank. Drax underwent re-entry and crashed in the Arctic Ocean, where it was believed dead until the Deloks returned in 1994. Drax reappeared from the frozen ocean depths to wreak havoc on Iceland and Norway until it was defeated by the giant butterfly Nijira and imprisoned on Monster Island.

Attributes		Derived Attributes	
Strength	5	Life	35
Reflexes	6	Evade	16
Health	7	Toughness	6
Mind	2	Daze	9
		Move	7

Powers

Wings: Flying, 9" (3)

Fire Breath: Blast, 6d6 (6)

Tail Lash: Hand-to-Hand Attack, +2d6 w/Strike (1)

AZATHAR

Probable Origin: Alien

First Recorded Appearance: Rio de Janeiro, Brazil, 2003

Threat Level: Extreme

History: A bizarre mix of monster and alien technology, Azathar resembles a gigantic hairy, headless spider. A superstrong crystal dome rising from the top of its round body contains a pulsating brain. The Deloks released Azathar in South America as part of their invasion of Earth.

Attributes		Derived Attributes	
Strength	4	Life	25
Reflexes	4	Evade	14
Health	5	Toughness	5
Mind	4	Daze	9
		Move	5

GIGADAN

Probable Origin: Alien

First Recorded Appearance: Anchorage, United States, 2003

Threat Level: Extreme

History: Alien genetic experiments have transformed this creature, normally a small predator native to the Delok homeland, into a titanic terror used during invasions to lay waste to target worlds. Gigadan resembles an upright crustacean. It has a chitinous protective shell, which can change colors to match its environment, and two crab-like claws to strike at foes.

Attributes		Derived Attributes	
Strength	8	Life	30
Reflexes	5	Evade	15
Health	6	Toughness	7
Mind	1	Daze	7
		Move	6

Powers

Carnivore: Food Source (3)

Chameleon: Camouflage (3)

Claws: Hand-to-Hand Attack, +2d6 to damage w/ Strikes (1)

Shell: Armor, +3 to Toughness (3)

HANA

Probable Origin: Mutated Plant

First Recorded Appearance: Yokohama, Japan, 1996

Threat Level: High

History: A carnivorous, mobile plant creature, Hana was created by unwise genetic experiments splicing kaiju cells with plant cells. The resulting creature grew to full size in a matter of days and destroyed much of downtown Yokohama until stopped by the combined efforts of the UN Science Alert Corps and an escaped Kajiro.

Attributes		Derived Attributes	
Strength	7	Life	40
Reflexes	4	Evade	14
Health	8	Toughness	8
Mind	1	Daze	9
		Move	6

Powers

Spores: Blast, 5d6 (5)

Photosynthesis: Regeneration, 1 Life Point/Turn (2)

Sap: Entangle, 3d6 (3)

KRATORR

Probable Origin: Alien

First Recorded Appearance: Tunguska, Siberia, 2003

Threat Level: High

History: A mysterious explosion rocked a remote region of Siberia in the early 20th century. Ascribed by some to a comet or meteor impact, the explosion was actually the result of a gigantic space cocoon crashing to Earth. The cocoon was one of many launched into space by the alien Deloks to prepare for eventual invasions of various habitable worlds, including Earth. When the Delok fleet arrived nearly a century later, the aliens sent a signal awakening the slumbering kaiju within the cocoon, and Kratorr was born!

Kratorr resembles a giant six-legged lizard covered with deadly spines. The creature also can breathe forth a deadly cloud of acid.

Attributes		Derived Attributes	
Strength	6	Life	20
Reflexes	5	Evade	15
Health	4	Toughness	5
Mind	2	Daze	6
		Move	5

Powers

Spines: Defensive Adaption, 4d6 (8)

Acid Breath: Blast, 5d6 (5)

MECHA-KAJIRO

Probable Origin: Mecha

First Recorded Appearance: Tokyo, Japan, 2003

Threat Level: n/a

History: A giant piloted robot constructed by the UN Science Alert Corps in response to the kaiju menace, Mecha-Kajiro was designed by top engineers using captured alien technology. The engineers based its design on Kajiro, one of the fiercest kaiju on Earth, so the mecha resembles a robot version of the monster.

A courageous crew of UN Science Alert Corps personnel pilots Mecha-Kajiro into battle. The mecha was badly damaged in its first encounter with the real Kajiro, which had escaped from Monster Island, in Tokyo but has since been repaired.

Attributes		Derived Attributes	
Strength	6	Life	25
Reflexes	5	Evade	15
Health	5	Toughness	6
Mind	4	Daze	9
		Move	5

Powers

Mecha: Allied to UN Science Alert Corps (3)

Rockets: Flying, 6" (2)

Plasma Cannon: Blast, 5d6 (5)

FILMOGRAPHY

The original MONSTER ISLAND filmography described a number of kaiju films with alien invasion themes, such as *Destroy All Monsters* (1968). But there also are plenty of great invasion movies that don't feature kaiju.

Unidentified flying object reported due west, sir. Probably a buzzard.
— **Earth Vs. the Flying Saucers** (1956)

The Day the Earth Stood Still (1951) An alien emissary played by Michael Rennie arrives on Earth to warn humans against their warlike behavior. While it's not really about an invasion, it's a great movie with some cool scenes of a flying saucer arriving in Washington D.C. and a robot on the attack.

War of the Worlds (1953) An update of the classic H.G. Wells story, moving the action from Victorian England to 1950s America. The Martians have come to conquer Earth, and not even atomic bombs can penetrate the force fields protecting their vessels. Fortunately, germs apparently can.

Invaders from Mars (1953) More Martians, but sneakier this time. A young boy discovers his parents and, in time, most of his small-town compatriots have been replaced by alien impostors. Maybe it has something to do with that weird flash of light in the sky the other night ... Remade in 1986 by Tobe Hooper.

Earth Vs. the Flying Saucers (1956) Considered by many critics to be the archetypal 1950s invasion film, this movie boasts special effects by the legendary Ray Harryhausen. Flying saucers protected by impenetrable force shields attack the Earth, and humanity fights back. A classic.

Invasion of the Body Snatchers (1956) Alien invaders replace humans with pliant pod people

Remade in 1978 with Donald Sutherland and in 1994 as *The Body Snatchers* with Gabrielle Anwar.

Plan 9 from Outer Space (1959) Aliens raise the dead in an attempt to destroy the Earth because they think humans are too violent. A classic bad movie by Ed Wood with side-splitting dialogue and special effects. Watch for the pie tins bobbing on fishing lines used for flying saucers.

Close Encounters of the Third Kind (1977) The Steven Spielberg classic about UFOs. The aliens are just here to make contact, not to invade, but it takes a lot of creepy buildup to figure it out. Groundbreaking special effects.

Starship Invasions (1977) One of the goofiest alien invasion films ever made, with laughable special effects and a nonsensical story. Somehow the producers got Robert Vaughn and Christopher Lee to star in this mess. Aliens, the Bermuda Triangle, a UFO expert, robots and an orbital ray that causes people to commit suicide. Bizarre.

The Puppet Masters (1994) Loosely based on a Robert Heinlein novel, this film features an invasion by insidious alien slugs who attach themselves to humans to control their actions. Agents of a top-secret intelligence agency struggle to uncover and defeat the aliens.

Independence Day (1996) This movie incorporates nearly every aspect of UFO lore and previous invasion flicks, from seemingly invulnerable alien vessels to Area 51 to a virus used to defeat the aliens. A rip-roaring crowd-pleaser with great special effects.

Mars Attacks (1996): A loony film by Tim Burton about invading Martians who are defeated by Slim Whitman music. Ack ack.

Signs (2002) Mysterious crop circles in Mel Gibson's cornfields are the precursors of an alien invasion.

Television

The Invaders (1967-68) A television series about a man trying to fend off an invasion by aliens who plan to take over Earth by impersonating humans.

V (1983) The alien Visitors arrive in gigantic flying saucers, promising friendship and advanced technology, but soon have Earth in their iron grip. Some humans collaborate with the Visitors, while others resist and discover they are really reptilian monsters out to strip Earth of its resources. Oh, and they like to have humans for lunch, and not as guests. The miniseries, which drew parallels to the Nazi takeover of Germany, was followed by *V: The Final Battle* (1984) and a short-lived series.

The X-Files (1993-2002) Two FBI agents investigate the paranormal, including UFO visitations and alien experiments intended to bring about an invasion of Earth.

The Simpsons (1987-) Those lovable tentacled aliens Kodos and Kang show up once a year for the Halloween special, and have conquered Earth at least once (with a little help from a poorly phrased wish on a monkey's paw).

I'll bet we haven't seen the last of these weirdies.
— **Plan 9 from Outer Space** (1959)

MONSTER ISLAND RECORD SHEET

Name: _____

Origin: _____

Attributes

Strength _____ (Damage: ____d6)
Reflexes _____
Health _____
Mind _____

Derived Attributes

Life (Health x5) _____
Evade (Reflexes +10) _____
Toughness ([Strength + Health]/2) _____
Daze (Health + Mind) _____
Move ([Reflexes + Health]/2) _____

Powers

Sketch/Notes

Actions

Strike No penalty, STR/2 in damage
Block +2 to hit, attack blocked
Grab -2 to hit, STR/2 in damage
Throw Range penalties, STR/2 in damage
Piledriver -2 to hit, STR/2 +1d6 in damage and target falls
Ram -2 to hit, STR/2 +1d6 in damage
Shove -2 to hit, target shoved back STR/2 in inches and falls
Trip No penalty, no damage, target falls

Range Penalties

0-5"	6-10"	11-15"	16-20"	21-25"
-0	-1	-2	-3	-4

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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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Be Enraged.

Be Very Enraged.

You are a giant monster imprisoned on Monster Island for the safety of humanity by the United Nations Science Alert Corps. Crush your foes to become King of Monster Island!

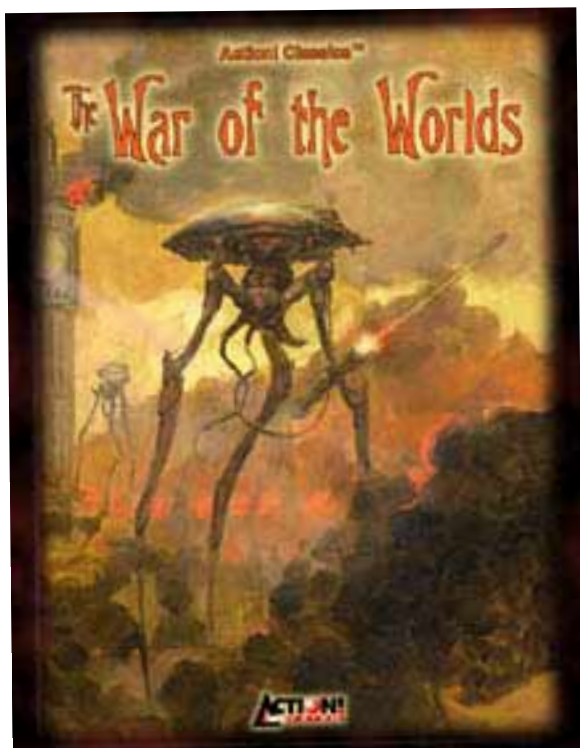
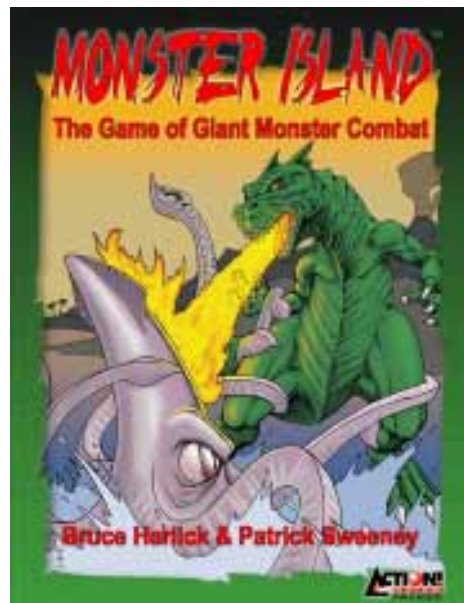
MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT, published by Firefly Games, is a 32-page game containing rules for creating and fighting giant monsters on a tropical paradise. Invent your own titanic creatures or re-create your favorite monster movie stars. Battle your friends using the fast, funny and ferocious combat rules.

But watch out for the molten lava!



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