

MONSTERS (Game Control Only)

TYPE	Name	Ranged Weapon	Durability	Aggressiveness 1d6	SIZE	Automatically Attack	Reproduction	Special Feeding	Main Features
Giant Plasma-Breathing Reptile	Gojira	Plasma breath 2 hexes	200	3+	L	Anything that damages it	None	None	Seeking out an ancient spawning ground to lay eggs.
Raptor horde	The Jurassic Pack	None	100	1+	S	Anything edible.	Lay eggs in suitable sites.	Particularly fond of eating human crowds	Hatched from some ancient eggs in the tropical museum - every time the horde feeds, this generates another horde.
Giant Mutated Rat	Ratto	None	70	5+	M	If unable to retreat	None (unless there are two GMRs)	Drawn to rubbish tips	Mostly harmless unless attacked or cornered. Still a monster though.
Giant Flying Reptile	Draco	None	50	2+	M	Anything that threatens it's eggs. Helicopters.	Lays eggs somewhere suitable		Instinctive enemy to Gojira, but needs to lay eggs and protect them.
Giant Blob	The Blobb	None	60	5+	L	none	By cell division in right conditions	Eats anything animal	Slow moving. Once it has eaten 6 crowds/units will split into 2 blobs...and so on.
Killer Plant	Triffidd	Poisonous Tendrils	150	3+	L	Anything in it's way	Seeds in right place. Spreads over areas.	Water, soil and light	Occupies a hex, and grows and spreads (use fire rules). Will not spread into a burning hex. Does structural damage like fire.

Each Monster has a record card, showing it's status and more detail on areas it is seeking out and objectives etc.

Attacking Humans (Game Control Only)

Monsters will not normally automatically attack - if fired at will attack nearest thing. If not attacked, roll aggressiveness score to stop and attack something in the same hex (if there is anything), otherwise move on.

Each monster has specialised attack rules

TYPE	Name	Ranged Weapon	Same Hex								Ranged								
			Crowd		Soldiers / Armd Cars		Tanks		Low Flyers		Crowd		Soldiers / Armd Cars		Tanks		Low Flyers		
			Kill	Drive off	Kill	Drive off	Kill	Drive off	Kill	Drive off	Kill	Drive off	Kill	Drive off	Kill	Drive off	Kill	Drive off	
Giant Plasma-Breathing Reptile	Gojira	Plasma breath 2 hexes	5-6	Automatic	5-6	2-4	6	2-5	5-6	1-4	6	2-5	5-6	3-4	6	4-5	6	2-5	
Raptor horde	The Jurassic Pack	None	2-6		4-6	2-3	-	5-6											
Giant Mutated Rat	Ratto	None	6		6	4-5			-	6									
Giant Flying Reptile	Draco	None	5-6		6	5	-	4-6	4-6	2-3									
Giant Blob	The Blobb	None	6		5-6	3-4													
Killer Plant	Triffidd	Poisonous Tendrils 1 hex	Roll size or less		5+	2-4	No effect		6	4-5	5+	3-4	6+	4-5	No effect				

WEAPON EFFECTS ON MONSTERS (Game Control Only)

Human forces will fire on you – their weapons have the following attack factors – but these are modified by particular circumstances and monster characteristics – some weapons have different effects on different monsters:

Misc special effect	5
Police / Riot Squad Unit	1
Police SWAT / Armed Response	2
Army / Marine Unit	10
Armoured Cars	10
Tanks	20

Gunboats	20
Attack helicopters / artillery	40
Airstrike / MLRS	100
FAE	250
Nuclear Weapon	10,000

	Gojira	Ratto, Flying Reptile and Raptors	Blob	Triffid
High velocity KE weapons (Tanks firing APDS and small arms)	x0.5	X1	No effect	X0.25
Explosive shaped charge (ATK Missiles, Tanks firing HESH)	x1	X1	X1	X0.5
Explosive shrapnel (Bombs, rockets, artillery, tanks and gunboats firing HE)	X0.5	X2	X1	X0.5
Fire (FAE, napalm, street fires, combat engineers with flamethrowers, WP Smoke, Flares, Artillery Illumination rounds)	X0.25	X1	X1	X2
Water (Fire units, gunboat's pumps and hoses)	No effect	No effect	Inverse effect	Inverse effect
Actintic Flash (Tourist crowds with cameras, gunboat, police flashlights, police cars)	No effect	No effect	10 hit points per unit	Inverse effect (adds hit points)
Irritant gas (CS, CN used by riot police)	No effect	5 hit points per unit	10 hit points per unit	No effect
