

DESTROY ALL MONSTERS!

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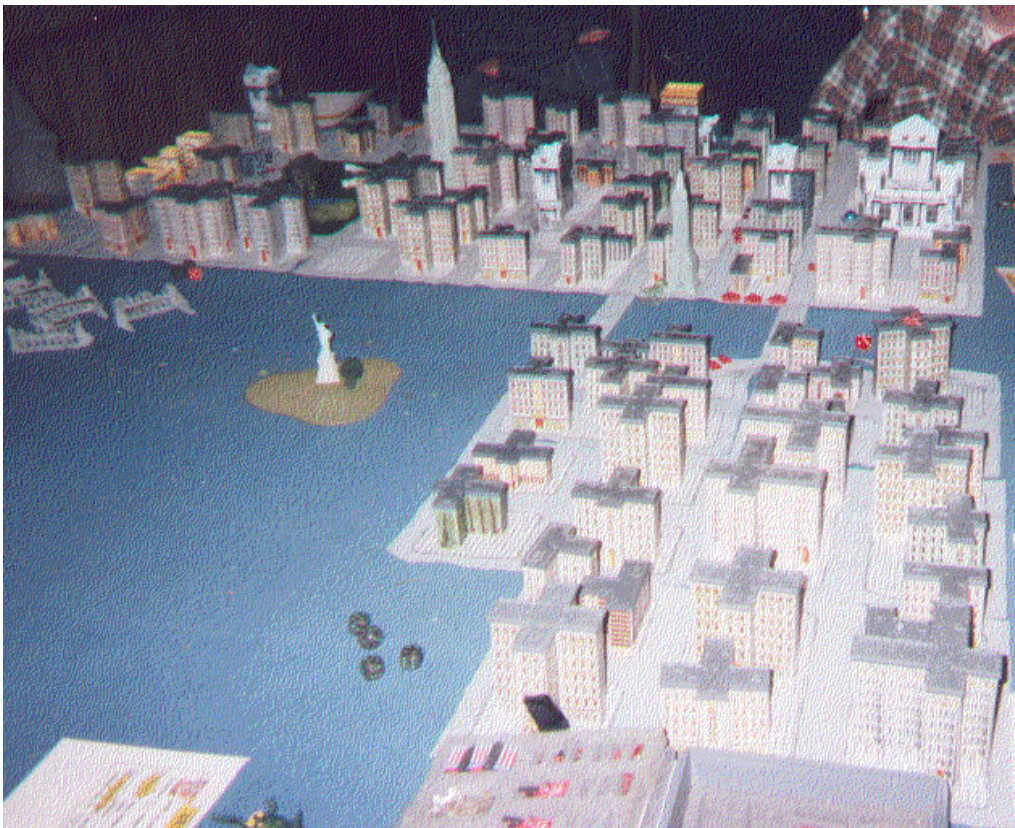
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WHAT'S NEW?

The [Cheat Sheet](#) is done. Finally. And I'll be adding some Purty Pictures to the page soon.



(One of those Purty Pictures I mentioned...)

BEGINNING PLAY

To begin playing **DESTROY ALL MONSTERS**, you need the following things:

A Gaming Board. Preferably with some kind of urban terrain, but use whatever you have.

Monsters. One per player. These can be of any scale that the players desire, but should be in scale with each other and with the terrain.

Cotton, for representing smoke, ooze, webbing, or other, less mentionable, substances.

A Record Sheet for each Monster. These should be prepared sometime before actual play begins.

Pencils, for recording changes to the above mentioned record sheets.

A Vast Quantity of Six-Sided Dice. You're gonna need 'em.

Something to Represent Power Points. Small tokens of some sort. Beads or Glass Blebs would be ideal. These will be kept in a common pool, and distributed to individual players as necessary.

Numbered Chits, and Something to mix them in, so that players may determine when it is their turn to move. If you like, I have provided some suitable chits [here](#).

OBJECT OF THE GAME

To beat all other Monsters present into unconsciousness. And to step on a few humans, while you're at it.

TURN SEQUENCE

If this is the first turn of the game, each player receives a number of Power Points equal to their Monster's **POWER** score. On subsequent turns, each player whose Monster is at less than full Power receives **One** (and only one) Power Point at this point.

Following this, each player draws a numbered chit from a convenient receptacle. Whoever draws the number "1" moves his Monster first, with each subsequent number moving in turn.

On its round, each Monster has both a Move and an Attack, but only one of each.

After all Monsters have moved, begin the next turn.

MOVEMENT

On its round a Monster may move one inch for each point of **MOVEMENT** that it possesses. It may take all, some, or none of its movement, whatever the player wishes. A Monster must face the same direction that is moving (Monsters are far too clumsy to back up without falling).

Charging:

Monsters may choose to initiate a charge at *any* point during their move. Charging Monsters may double their remaining movement, but may only move directly forward and in a straight line.

Monsters may not resume normal movement on any round on which they have charged.

Monsters may not use a Special Attack while they are charging.

Climbing:

During their movement, Monsters may climb convenient cliffs or buildings. It costs a Monster two inches of his normal movement to climb one inch.

Buildings that are being climbed (or stood upon) suffer an attack equal to the climbing Monster's **HEALTH** score when he first begins his climb (or lands on the roof)

Monsters may not charge while climbing.

Water:

For reasons unknown to science (although pseudoscience has all kinds of really nifty ideas...) Monsters do not drown. Nor, however, do they swim (unless they do; see [Swimming](#) under Movement Powers, below). Instead, Monsters wade. Slowly. A Monster moving through water moves at 1/3 of his normal movement rate, rounded up.

A Monster may, if he so chooses, submerge himself when moving through water (for some reason, the water is always deep enough for this). If a Monster may only submerge, or resurface, on his own round. A submerged Monster may not attack, nor may he be attacked, unless he comes into base-to-base contact with another

Monster--in this case, a normal Close Assault may ensue.

Monsters may not charge when they are moving through water.

Movement Powers:

Unless otherwise noted, the use of any movement powers (Flight, Burrowing, Teleportation, etc.) occurs *instead of* the Monster's normal movement. Monsters may not mix normal movement and special movement during their round.



A Monster's Eye view of The City. Various Monsters can be dimly discerned, running about and crushing things.

ATTACKS

Monsters may normally make one (and only one) attack at any point during any Monster's movement. However, under some circumstances Monsters who are involved in a close assault may receive a free attack (see below).

If it is for some reason important, the moving Monster's attack has precedence over any other Monster's attack.

Close Assault:

A Monster must charge into base-to-base contact with another Monster in order to begin a close assault. This charge must begin as soon as the chosen target is within the attacker's Line of Sight (LOS). If a Monster is already in base-to-base contact with his opponent, he does not need to charge again in order to make a Close Assault.

If the charge results in the attacker facing the defender's front, the defender receives a free close assault. This free attack is considered to occur simultaneously with the original assault.

If the charge results in the attacker facing the defender's side, the defender again receives a free close assault. However, in this case, the attacker's assault is resolved first, and if the defender survives he may take his free attack (after turning to face his opponent, at no movement cost).

If the charge results in the attacker facing the defender's back, the defender does not get to strike back. Tough luck.

If a Monster wishes to disengage from a close assault, his opponent may make one free attack upon him; the fleeing Monster may not strike back. The only exception to this is if the Monster has attacked his opponent from behind--in this case, the attacker may move away with no penalty.

If the charging Monster has movement remaining after he comes into contact with his opponent, he may use this movement to push his target. Both Monsters move $\frac{1}{2}$ of the remainder of the charging Monster's movement, in the direction that the attacker was originally moving. If this results in the Monsters coming into contact with a building, the building suffers an attack equal to the pushed Monster's **HEALTH**; the Monster, for his part, suffers an attack equal to the building's **ARMOR**.

Attack Powers:

A Monster must have Line of Sight, and be facing his opponent, in order to initiate an attack power.

The range of an attack power is equal to the attacker's *maximum* **POWER** score multiplied by three, in inches.

Resolving Attacks:

A close assault is resolved by rolling and totaling a number of six-sided dice equal to the attacker's **STRENGTH** score. Any **Sixes** that are rolled are re-rolled, and added to the previous total. This continues for as long as the player continues to roll a six on any die.

The defender rolls and totals a number of dice equal to his **ARMOR** score, re-rolling all sixes as above.

The attacker's total is compared to the defender's total, and if the attacker's total is higher, the defender takes at least one point of damage. If the attacker's total is a multiple of the defender's total, the defender takes one point of damage for each multiple. Thus:

If the attacker's total is at least twice as high as the defender's, the defender takes two points of damage.

If the attacker's total is at least thrice as high as the defender's, the defender takes three points of damage.

Etc.

Each point of damage that a Monster suffers is subtracted from his **HEALTH** score. When the Monster has zero (or less) **HEALTH** remaining, the Monster is dead. Until the sequel.

Attack Powers, unless otherwise noted, are resolved in precisely the same fashion as a Close Assault, with the attacker rolling two dice for each point of power that he spends.

Example of Combat: Gorgo the Swamp Monstrosity decides that he does not like the way that Reppilax the Radioactive Raccoon is looking at him, and charges at the unfortunate beast. Gorgo, having reached his target, then proceeds to hit him. Gorgo's **STRENGTH** score is 7, so he rolls seven dice. The results are:

4, 3, 6, 5, 6, 1, and 2.

Because Gorgo has rolled two Sixes, he re-rolls those two dice, and adds the result to the previous total (**27**). The results are: **3 and 6.**

Since he has rolled another Six, Gorgo re-rolls that die, and adds that to the previous total (**36**, this time). The result is: **4**, giving him a total Attack roll of **40**.

Reppilax, for his part, has an **ARMOR** score of 5, so he rolls five dice. The results are: **5, 4, 4, 3, and 1**, giving a total of **17**. Since Reppilax has rolled no sixes, he is done. 17 is, obviously, less than 40, so Reppilax takes damage. 40 is more than twice as high 17, but less than three times as high, so Reppilax takes two points of damage.

This is enough damage to kill Reppilax, but since he and Gorgo are facing each other, Reppilax also has a Close Assault attack to resolve. Whatever the result, Reppilax is dead, but at least he can try to take Gorgo with him....

WEAKNESSES

For some reason, all Monsters have a weakness--a special vulnerability to some form of attack. No one knows why this is; it's just the downside of being a threat to humanity. When the Monster is first created, the player must choose one of the following forms of attack:

Fire: Or lava, or molten marshmallow goo, or something else really hot.

Cold: Ice, snow, sleet, or something else that gives mailmen a chance to show off.

Acid: Hydrochloric, hydrofluoric, Mountain Dew...any substance that is likely to dissolve anything that it comes into contact with.

Electricity: Lightning, static electricity, a really long extension cord, etc.

Radiation: In one of those terrible ironies that is so common in bad fiction, the very energy that gives so many Monsters their start in life is fatal to this poor beast. But at least you can read by the light of their corpse.

Cosmic Energy: The stuff that powers Flying Saucers. Orgone, perhaps. Or neutrinos. Or

perhaps even Quantum Whatchamacallits. Whatever it is, you can find it wherever Monsters or Mad Scientists gather.

Mystical Energy: The stuff that demons, elder gods, and David Copperfield fling about.

Physical Stuff: Anything and everything that is not covered above. Giant porcupine quills, artillery barrages, large handfuls of mud, and much, much more! It should be noted that attacks from human Military units fall into this category. Close Assaults, however, do not. Please don't ask why. I'd have to make something up, and it wouldn't be pretty.

Whenever a Monster is attacked with his weakness, he is penalized. All sixes that come up during his ARMOR roll are treated as fives--and yes, this means that he cannot make any re-rolls. Sorry.

SPECIAL POWERS

Most, if not all, Monsters possess special powers. These are the vast powers and abilities that come with being a 40 story high radioactive hamster. Or whatever it is that your personal Monster may happen to be. Special powers are purchased at the time that the Monster is created (see below), and may only be modified by the expenditure of experience points.

All special powers fall into one of three categories:

Special Attacks, which may be used in place of the Monster's normal attack for the round.

Special Movement, which may be used in place of the Monster's normal movement for the round.

And the ever-popular **Miscellaneous Powers**, which either function continuously or whenever the controlling player chooses (this will be noted in the description of the power).

If the use of a power requires the expenditure of Power Points, then they should be returned to the common pool as they are spent. A Monster can never spend more Power Points than he currently possesses.

BUILDINGS

When there are giant Monsters about, the local property tends to suffer. All buildings have a **ARMOR** score, just like Monsters do. Unlike most Monsters, however, buildings have only one **HEALTH** point. When a building's **HEALTH** reaches zero, the building is not dead. It is destroyed, leaving rubble behind. Rubble has no effect upon Monsters, although humans may hide in it (for all the good that it does them).

As a general rule, small buildings have a **ARMOR** score of two, average buildings have a score of four, and colossal buildings have a **ARMOR** score of six.

If a Monster is climbing, or on top of, a building when it is destroyed, he falls. A falling Monster suffers an attack (by the ground, I suppose), at a **STRENGTH** of one die for every inch that he falls.

BUILDING A MONSTER

All Monsters begin with a basic template, which players may modify as they choose. Players may spend up to ten points on their Monster, and no more. Players may, however, spend less, if they really want to.

Attributes:

All Monsters possess five attributes, which define their physical characteristics. These attributes are:

STRENGTH, the number of dice that the Monster rolls in a close assault, as well as how much it can lift

ARMOR, the number of dice that the Monster rolls to defend himself from an attack

POWER, which provides the energy for the Monster's special powers.

MOVEMENT, the number of inches the Monster may move in one turn.

And **HEALTH**, the number of points of damage a Monster can take before it falls over.

The attributes of basic Monsters are all equal to **5**. This value can be raised by the expenditure of points, on a one-to-one basis, up to a score of **7**. For each point higher than seven, it costs the player one additional point to raise the Monster's attribute. Thus, raising a score to **7** costs 2 points. Raising it to **8** costs 4 points. Raising it to **9**

costs 7 points. And raising it to 10 costs 11 points.

Attributes may also be lowered below 5; doing so gives the players points to spend elsewhere. Again, this occurs on a one-to-one basis.

No attribute may be raised to higher than **10**, or lowered to less than **1**.

Weaknesses:

All players must choose a weakness for their Monster from the following list: fire, acid, cold, electricity, radiation, physical stuff, cosmic energy, or mystical energy.

Powers:

If a player does not wish to spend all of his points on his Monster's attributes, he may use them to buy Powers. Unless otherwise noted, all powers cost the player *one point*.

Attack Powers: (All Attack Powers have a range of 3 times the Monster's POWER Score, in inches.)

Blast: The most basic attack power. This allows the Monster to fire something at another Monster, or at innocent civilians. The blast has two dice for each Power Point that is spent when it is fired. When it is first purchased, the blast must be defined as one of the following: fire, acid, cold, electricity, radiation, physical stuff, cosmic energy, or mystical energy. A Monster may possess more than one blast, but each must be purchased separately, and only one may be used during a turn. Blasts may be modified, as noted below, but each blast may only have a maximum of one modifier.

Area Effect: Modifies a blast, which must be purchased separately. For every point spent, the blast has a 2" radius--anything caught within this radius is attacked with the same die roll as the original attack. *Costs Two Points for each inch of radius.*

Armor Piercing: Modifies a blast, which must be purchased separately. Reduces the **ARMOR** score of a blast's target by one for each extra power point that is spent when the blast is fired. This cannot reduce the target's **ARMOR** score below one. *Costs Two Points.*

Continuous: Modifies a blast, which must be purchased separately. If a blast successfully damages a target, it attacks the target every turn, at two dice less each turn, at the beginning of the afflicted Monster's round. When there are no dice remaining, the effects are ended. If a Monster suffering the effect of a continuous blast is hit with another continuous blast, add the dice of both attacks together and treat them as one big, happy attack. Monsters hit with a continuous blast should be marked with a special chit, to indicate their unfortunate status. *Costs Five Points*

Drain Life: The Monster is able to drain the very life-force from his hapless opponent. The attack is resolved as a normal blast, with two dice for every Power Point that the attacker spends, but is matched against the target's **HEALTH**, rather than his **ARMOR**. If the attack is successful, the defender takes damage as normal, but the attacker gains one point of **HEALTH** for every point that the defender loses. This can not raise the attacker's **HEALTH** above its normal maximum. *Costs Three Points.*

Explosion: The Monster can blow up, by spending *Three* Power Points. That's right. The Monster goes BOOM! The explosion attack has two dice for every point of **HEALTH** that the monster has when he detonates. The explosion has a radius equal to the Monster's maximum **HEALTH**. If a Monster explodes, he is removed from the board, and does not reappear until the beginning of his next round, when he reforms from a cloud of greasy smoke. When he reforms, the exploding Monster suffers one automatic point of damage. *Costs Three Points.*

Goo: The Monster fires mucus, a web, ice, or something else that slows down anything that it envelops. The goo is treated like a blast, with two dice for each Power Point spent, but is matched against the target's **MOVEMENT**, rather than his **ARMOR**. The resulting

damage is *doubled*, and reduces the target's **MOVEMENT** score. The effects of goo are temporary; the subject regains one **MOVEMENT** point per turn. Goo may be modified with *area effect*.

Scare: The Monster does something spooky. Scare is treated like a blast, with two dice for each Power Point spent, but is matched against the target's **POWER** score, and the target must flee from the attacker for one turn for each point of damage that is done. Scare may be modified with *area effect*.

Movement Powers:

Burrowing: The Monster may travel beneath the ground, moving at the rate of 3" for every Power Point spent. Any buildings between the Monster's starting point and his goal are automatically attacked, using the Monster's **HEALTH** score. A Monster *may not* burrow into close combat. The Monster must re-emerge from the ground at the end of his move. **Costs Two Points.**

Flight: The Monster may fly, at the rate of 6" for every Power Point spent, passing over all intervening obstacles. Monsters *may not* fly into close assault, but they may try to land on an opponent. If this is attempted, treat it as a normal close assault, but use the attacker's **HEALTH** score for the attack. Whatever the result, the defender does not receive a return strike. The Monster *must* land at the end of his move (your average Monster has all of the aerodynamic qualities of a large brick, with none of the accompanying grace). **Costs Two Points.**

Swimming: The Monster can swim. Whoopee. While in water, the Monster may move at *double* his normal movement rate. Swimming counts as normal movement, and may be combined with movement upon land, as long as the Monster does not exceed his normal maximum **MOVEMENT**.

Teleportation: By spending *three* Power Points, the Monster may move anywhere within his LOS. Monsters may not teleport into close assault, but may teleport *out of* close assault, without being attacked by their opponent. **Costs Three Points.**

Miscellaneous Powers:

Absorption: The Monster may absorb some kind of energy. Choose one of the following: fire, acid, cold, electricity, radiation, physical stuff, cosmic energy, or mystical energy (Monsters *may not* absorb any attack that they have a *Weakness* to). If the Monster is attacked by this kind of energy, all damage is *added* to his **HEALTH**, rather than subtracted from it. **Costs Two Points.**

Blob: The Monster is a blob. Because of this, all sides of the Monster are considered to be his front. The Monster may move or fire in any direction, and all close assaults against him are considered to face his front. **Costs Three Points.**

Camouflage: The Monster may blend in with his surroundings (as much as any 40 foot tall fire breathing Monster can blend in with anything). For every Power Point that the Monster spends, he may increase the effective distance between himself and anyone firing at him by *five inches*. This power has no effect upon close assaults. **Costs Two Points.**

Extra Limb: The Monster is very well armed. (that's a joke, son) This allows the Monster to make one extra Close Assault each turn. Both assaults must target the same opponent, and if the attacker wishes to make the attacks *Venomous* (see below), he must pay the Power Points for each attack. **Costs Four Points.**

Force Field: The Monster can generate some form of energy that blocks incoming attacks. Don't ask me how! Do I look like Scotty? Every 2 Power Points that the Monster spends subtracts 1 point from each die of every attack that targets the Monster. This effect lasts until the beginning of the defending Monster's next round. The Force Field will have no

effect upon the defending Monster's weakness. *Costs Two Points.*

Incredible Speed: The Monster may *triple* his movement when Charging. *Costs Two Points.*

Maul: The Monster has a weapon of some sort. All Close Assaults that the Monster makes are at +1 per die. Nasty, eh? *Costs Two Points.*

Big Maul: As Maul, above, but all Close Assaults are at +2 per die. Even nastier, eh? *Costs Four Points.*

Nimble: The Monster may climb at no movement penalty.

Pointy Bits: The Monster has spines, or acidic blood, or really hot skin. Any successful Close Assault against this Monster causes the attacker to suffer an automatic attack, equal to the Pointy Monster's current **HEALTH**. This is a free attack, and is in addition to the pointy Monster's normal Close Assault and/or return attack. *Costs Three Points.*

Regeneration: The Monster may heal himself, once per turn, by spending two Power Points. This will restore one point of **HEALTH**. *Costs Two Points.*

Rubbery: The Monster, being particularly soft and bouncy, takes no damage when he falls. *Costs Two points.*

Stretching: The Monster may temporarily increase his close assault range by 1" for every Power Point he spends. This effects lasts only until the close assault is resolved. The defender may not strike back unless he is within base-to-base contact with the attacker. Use of this power is the only way that a Monster may initiate a Close Assault without being in base-to-base contact with his target.

Tail: The Monster has a tail. When the monster is attacked from behind in a close assault, he may strike back as if his opponent was facing his front.

Venomous: By spending two Power Points, the Monster may make his Close Assault attack for this turn continuous (see above). *Costs Five Points.*

And that's it. Other Powers will be added as I think of them.

SAMPLE MONSTER

Name: Haaragh, the Hamster from Hell

STRENGTH	6	ARMOR	6	POWER	6	MOVEMENT	6	HEALTH	6
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(Total of Five Points spent on Attributes)

POWERS

Blast: Fire, Range 18", 2" Area Effect *(Three Points)*

Burrowing *(Two Points)*

WEAKNESS

Cold

(Total: 10 Points)



Xogxog, The Blob From Beyond, slowly oozes his way toward an ongoing melee (at the top of the picture).

SAMPLE RECORD SHEET

DESTROY ALL MONSTERS!

NAME: _____

STRENGTH ARMOR POWER MODERMENT HEALTH

POWERS _____

WEAKNESS _____

CURRENT HEALTH

For More Sample Monsters, Click [Here](#).

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