

GIANT MONSTER INVASION!

"Go Figure!" © **3D** Table-Top Warfare Game



"Go Figure!" Game Engine Core is © March 2, 2014 W.Brian Barrow, Barrow Games. Rules revised and © June 10 / June 19 / August 8 / August 26, 2014.

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*Need To Play

1. Monster figure / model: This game is suited for the 5-7" range, but can be adapted for 3-4" figures.
2. Buildings / terrain: These can be found all over the internet. Simply use "paper building models" at any search engine.
3. Dice: Normal six-sided dice are used (abbreviated as "d6").
4. Paper and pencil: Used to record your monster's traits, and other important things.
5. Ruler or tape measure: This will be used to determine how far a monster is from an intended "target" on the battlefield.
6. "Battlefield" play area: This can be a coffee table, floor, large table, or any other area of space where the monster war will take place.

1. MONSTER ABILITIES

1.1. Breakdown Of A Monster

]...All monsters are made up of a similar set of abilities. These define how fast, strong, tough, and aim-worthy the monster is.

]...A monster's abilities are define as:

STOMP: How far your monster can move during your turn. See "Moving Your Monster".

BLAST: Your monster has some sort of ranged attack. This ability tells you how well they are at hitting their target from a distance.

BRAWL: This is how well the monster can use attacks like claws, teeth, tail whips, and other physical assaults.

ROAR: This is used when the monster wishes to try and heal damage it has taken.

TOUGH: How well your monster can ignore, or "shrug off" damage done to it.

HITS: This is the amount of damage

your monster can withstand, before they are defeated. The higher this number, the more punishment they can handle.

MP: This is short for Monster Points. Your MP will be used to upgrade your monsters abilities, make powers better, or even develop new powers (all of which will be discussed).

1.2. The Difference Between "0" And "N/A"

]...Some monsters will have a score of "0" on their Abilities, while others will have "N/A" listed.

***See A "0":** The monster can't use this ability. However, it can be upgraded by use of MP (the monster can then use it).

***See An "N/A":** This means the ability is not available at all. No matter what, the ability can't be used (see "Create A Monster").

1.3. Recognized Monster Classes

]...Choose 1 class that best fits your monster. These have no real game FX (until you get the **Monster Class Expansion** pack).

]...It's possible that a monster could fit into more than 1 class. If this is the case, decide which class would most likely apply.

CLASS	DESCRIPT
Mecha	Giant robots, some Cyborg types.
Lost World	Awakened "dinosaur type" from slumber.
Animal Mutation	Animal overloaded with radiation.
Interstellar Alien	Monstrosity from beyond our solar system.
Deity Guardian	A protector / guardian of "Mother Earth".
Flora	Plant life affected by science / radiation.
Rouge Anomaly	Monster that does not easily fit into other class.

1.4. Creating Your Own Monster

1. Monster Class: Choose 1 class that best fits your monster. If the monster can't fit into a specific class listed above, then they will be considered Rogue Anomaly.

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2. Monster's MP: Always starts at 0. You will gain MP when participating in battles.

3. Abilities (STOMP, BLAST, BRAWL, ROAR): You **start with 9 points** to divide into these abilities as you see fit. The maximum a score can go is 4. You can place 0 for an ability (except for STOMP, which must be a minimum score of 1); BLAST is the only ability that you can make at "**N/A**". If you choose to do so, you get **2 ability points** back into your pool of 9. Any unused ability points are lost, they can't be saved.

4. TOUGH And HITS:
TOUGH = **BLAST + BRAWL + 1.**
HITS = **(TOUGH x 2) + BRAWL + 3.**

5. Powers: Monster gets **ROAR + 1d6** "Power Points" to buy powers. Costs 1 PP to buy a Power, and 1 PP to increase a power level by +1 (up to its listed maximum). Any leftover PP are lost, they can't be saved.

2. BASIC GAMEPLAY

2.1. Some Important Terms

*Turn: A single player resolves their action(s).

*Round: All players resolve their action(s).

2.2. Determine Turn Order

]...All players use **STOMP + 1d6**. Re-roll any ties until broken. If a monster has the power Speed Burst, this can be added as well.

]...Turn order is from highest to lowest.

2.3. Military Strikes

]...Before a player performs any actions at all, they must first see if they are the target of a military strike.

]...Simply roll 2d6. If you roll any doubles, take damage equal to **the number rolled for doubles** (so if you roll two 5's, the damage would be a 5). Your monster's TOUGH score is used as normal for this damage.

2.4. Basic Action List

]...A monster gets **1 MOVE + 1 ACTION** each turn. You must complete one action before starting the other action. If you choose to move and attack, you'll have to complete your move before you start your attack.

]...Below is a starter list of actions. Keep in mind, this is NOT a complete list. Other actions

may present themselves that are not listed here.

1. Move: Yes, your monster can move twice during your turn (performing no other actions). See "Moving" on how to do this action.

2. Attack: Make an attack attempt, either by ranged blasts, or up-close-and-personal brawl attacks. See "Basic Combat" on how to do this action.

3. Use A Non-Combat Power: These often cause the player to spend their action to "activate" the power. If so, the power will tell you what the effect is.

4. Heal HITS: See "Healing Damage".

5. Guard Up: This lasts until the beginning of your NEXT TURN. With your guard up, all other monsters wanting to attack you take a -1 mod from their attack rolls (BLAST or BRAWL, Grab if using options). Choosing this action uses both your move and option actions for the turn. .

2.5. Moving Your Monster

]...Your **STOMP x 2** tells you how far (in inches) your monster can move on the battlefield. For example, a monster with a STOMP of 4 can move up to 8".

]...In terms of turning directions, there is no cost in STOMP to do so.

]...(Special Move Modes): Special move actions (flying, swimming, or tunneling), will cost STOMP points to begin doing. The remaining points are then multiplied to determine distance.

]...Some Hazard terrain will also affect your monster's STOMP.

]...If your monster's second action is also moving, you only use the STOMP score (you do not double it for the second move).

]...You are never required to move the maximum distance.

2.6. Basic Ability Checks

]...There will be many times you will perform an Ability Check. Your ability's score tells you how many dice to roll for the check.

]...This collection of dice is called a "dice pool". Certain "mods" may increase (or decrease) dice in this pool.

]...Each dice rolled that is **EQUAL TO OR LESS** the ability's current score counts as a "successful dice" roll.

Example: I have BLAST at 3. This

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means I roll 3d6, and must get a 3 or less on at least one dice for a successful check. If it were at a 4, I'd roll 4d6 and must get a 4 or less on at least one dice for a success.

2.7. Mods (short for "modifiers")

]...Mods either give you bonus dice to your "dice pool" (+mod, easier to succeed at), or take dice away from your "dice pool" (-mod, harder to succeed at). A single ability check can have more than one mod attached to it.

]...If -mods drop your ability check "dice pool" to 0 (or less), you can't perform that action without spending some MP to do so (see "Gaining / Spending MP" later).

]...You still need to roll your ability's current score for a successful check.

3. BASIC COMBAT / DAMAGE

3.1. Ranged BLAST Attacks

1. Stand behind your monster, and look to your target. If you can look the monster in the eye, you have clear line-of-sight.

2. Compare your BLAST score to the target's STOMP score. If your score is **same or higher** than their STOMP, you get a +1 mod to your attack roll. If the target's STOMP is **higher** than your BLAST, you take a -1 mod to your attack roll.

3. Determine your Range-2-Target. Measure the distance to the target, using the monsters' heads as the focus points. This mod is applied to your BLAST attack roll, in addition to any other applicable mods.

]...When measuring to determine range, always round partial inches to the nearest whole inch.

]...If the target is either flying, or submerged (swimming), add +5" to the distance range.

Range	Rank	Mod
0" to 2"	Point blank	+2
3" to 5"	Short	+1
6" to 10"	Medium	0
11" to "15	Long	-1
16" or more	Far	-2

]...**Damage done = BLAST attack level + successful dice rolled.**

Example: Monster-A (BLAST of 3), sets

his sights on Monster-B. The distance to Monster-B is 8" (medium range). Monster-A takes no adjusting mod for his blast attack. Had Monster-B been 4" away (short range), Monster-A would get a +1 mod to his attack (making his BLAST a 4).

3.1.a BLAST Attack Charges

]...In order for a BLAST attack to be fired, it must first be charged.

]...A BLAST power can have up to its current level in charges.

]...A BLAST power must have at least 1 charge on it for it to be fired.

]...Placing a charge on a BLAST power doesn't cost an action, but it can only be done once per turn. And yes, a BLAST power can be fired on the same turn a charge was placed on it.

]...The number of charges on the BLAST power is the amount of damage it will do. Once the BLAST is fired, successful or not, all charges are removed from it.

Example: A monster has Laser Blast (4). He can place 1 charge on it (up to the max of 4). When fired, the damage it does will be based on how many charges it has. In this example, the monster uses 2 charges and fires it. If it hits, it will do a damage of 2.

3.2. BRAWL Attacks

]...Must be within 2" of the target.

]...The Range-2-Target chart is not used for BRAWL attacks, nor do you compare your BRAWL vs. their STOMP.

]...Choose what type of attack you want to try (claws, bite, etc.). The attack type you choose is added as a +mod to your BRAWL attack roll.

]...Your BRAWL score is not used for damage.

]...**Damage done = successful dice rolled.**

ATTACK	BONUS
Claws	+1
Tail Whip	+1
Bite	+2
Kick	+2
Stomp*	+2

**Target of this attack must be prone (knocked down).*

3.3.a. Special Attack: Burrowing Blast

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]...Involves a monster who is tunneling to make an attack directly beneath the target. This is a BRAWL attack, with +1 dice to your attack roll.

]...The target takes damage equal to the attacker's **STOMP + successful dice**. TOUGH can be used as normal.

]...If attack is successful, target makes a knock down check, but take -1 mod from the roll.

]...After the attack, successful or not, the tunneling monster **MUST** surface.

3.3.b. Special Attack Option: Wind Blast

]...Wind Blast attacks are unique, in that you don't need a Wind Blast power. If your monster has wings, or similar "appendages", you can perform a Wind Blast as your action.

]...Wind Blast attacks do little damage, but cause the target to be knocked back. Damage done is your **BRAWL SCORE ONLY** (no other adjustments).

]...Target is knocked back **BRAWL SCORE + # SUCCESSFUL DICE** (see Knocked Back). Target monster then checks for knock down. Rules for collisions also apply as normal.

3.4. Grab Attacks

]...Probably the most complicated aspect of the entire game.

]...Monster must be within 2" of target. Costs an action to make attempt to grab.

]...Both you and the target make a BRAWL check (no action cost for the target) at the same time. Target gets +1 dice to roll for this option.

]...Three possible outcomes:

1. You roll more successful dice: You have grabbed the target, and can now declare your grab attack option from below. Make a note of your current **BRAWL score + number of successful dice** you had from the grab attempt roll.

2. Target rolls more successful dice: Target gets 1 immediate free BRAWL attack on you; resolved in normal manner (see core rules for BRAWL attacks).

3. Both of you tie: It's called a "push". Both monsters take 1d3 points damage from the push-off, and both monsters are knocked back 1d3" away from each other. Both then check for knock down.

3.4.a. Grab Options

]...Choosing a grab option is an extension of the grab attempt itself. It doesn't cost any extra actions to resolve the grab option.

]...Some are instantly resolved (noted as "**1-Up**"), and some are sustained (noted as "**Lock**"). For "**Lock**" type grabs, see "Breaking Free" below.

3.4.b. Breaking Free ("Lock" Grabs)

]...Monsters who were locked in a grab on the previous turn take a -2 mod to their roll for turn order this turn.

]...When in a Lock style grab, you only have 1 action available per turn: Break Free. To break free of the lock, you look to the other monster's **current BRAWL + successful dice** they had from the grab attempt (see earlier). We'll call this their "GRAB Score".

]...The goal is to drop their GRAB Score to 0. When this happens, the lock is broken and both monsters move 3" away from each other (no knock down check). There are 2 ways to accomplish this goal: BRAWL, or BLAST.

***BLAST:** This is a normal BLAST attack at point blank range. The damage total is taken from the GRAB Score. However, regardless of the resolution of the attack, the grabbed monster who used the BLAST **also takes 1/2 damage** (round up) from the blast!

***BRAWL:** The damage total from the BRAWL attack is taken from the GRAB Score.

3.4.c. Grab Attack Options

1. Thunder Slam! (1-Up): Lift the target up (usually by the tail), and send them crashing into the ground. Damage is **1d6 +** (number of successful dice more you had over the target on the grab attempt). Target automatically placed prone (see "Knock Back / Knock Down").

2. Death Grip Squeeze! (Lock): Damage done is **1d3 points per turn, with +1 to damage** for each turn attacker kept squeeze locked in. Target gets 1 chance each turn to break free (see above).

3. Spinning Launch! (1-Up): Target is knocked back **3"**, **with +1" added for each successful dice** more you had over the target on the grab attempt. Any collisions will stop the knock back; resolve collisions as normal. If no collisions, target takes **1d6 points damage** from the landing, with +1 to damage for each

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successful dice on the grab attempt.. Target is automatically placed prone (see "Knock Back / Knock Down").

4. Restrained! (Lock): Target is held in place by one monster, usually so another can take pot-shots at it. While restrained, **other monsters get a +1 mod** to their attack rolls (BLAST or BRAWL) on the target.

5. Low Orbit Plunge (Flying Monsters Only) (1-Up): Fliers can use this option to carry the target high into the air, then drop them! The attacker's "Grab Score" is how many inches up the flier (and target) goes. The damage done to the grabbed monster is **1d3+1** (roll once) for every 2" fallen, in addition to any other normal damage (landing on a building, Hazard terrain, etc.). The monster is then automatically knocked down.

3.5. Taking Damage

]...Compare your TOUGH to the damage total:

***If TOUGH = or > damage total:** Monster doesn't lose any HITS. Lower your TOUGH by -1 (to a minimum of 0).

***If Damage > TOUGH:** Subtract TOUGH score from the damage. Whatever is leftover is subtracted from monster's HITS. Lower TOUGH by -2 (to a minimum of 0).

]...If a monster's HITS drops to 0 or less, the monster is defeated (see "Defeated Monsters").

3.5.a. Bleeding

]...To use this option, you'll need some type of markers or tokens (pennies, glass beads, etc.).

]...For every **5 points of damage** your monster takes from any single attack type (after adjusted for TOUGH), it gets 1 "blood token". This represents how badly the monster is bleeding.

]...At the start of each of the monster's turns, they suffer **1 point damage** (TOUGH does not help on this) for every 2 blood tokens they have.

3.5.b. Healing Damage

]...All monsters have the ability to heal themselves.

]...Make a ROAR ability check. Each successful dice rolled gets 1 HEAL point to use.

]...You can use these points to heal:

1. HITS: Can't heal past full "healthy" score.
2. TOUGH: Can't heal past original score.
3. BLOOD tokens: Each point used will lower

number of blood tokens by -1 (to minimum 0).

3.6. Collisions With Monsters Or Buildings

]...Colliding With Buildings: The monster takes damage equal to the building's **STURDY + 1d6**. The monster damages the building current **TOUGH + BRAWL + 1d6**.

]...Colliding With A Monster: BOTH monsters use **TOUGH + BRAWL + 1d6**, and damage each monster.

]...Deliberate collisions are when a monster collides with another monster on purpose. In this case, also add the colliding monster's successful dice to the damage done.

3.7. Knock Back (KB) / Knock Down (KD)

]...**KNOCK BACK (KB)** is always in a straight line. No turning while being knocked back.

]...If this takes monster into contact with blocking terrain, a building, or another monster, the knock back stops. See core rules for "Collisions".

]...After being knocked back, the monster then checks to see if it gets knocked down.

]...**KNOCK DOWN (KD)** make a STOMP check. If you fail the roll, place the monster on their side (or upside down). The monster must use all their STOMP score for the turn to stand back up. While knocked down, other monsters attacking the monster will get +1 mod to their attack roll. A knocked down monster can still use BLAST attacks, but lose -1 mod from their attack roll. If a flying monster is knocked down, they automatically land prone; they take 1d6 extra damage from the fall.

4. BATTLEFIELD BASICS

4.1. Buildings

]...Buildings only have 1 trait: STURDY. How sturdy a building is depends on its size.

]...Measure how tall the building is, then check the chart below:

SIZE	STURDY	SIZE	STURDY
1	1	6 - 7"	4
2 - 3"	2	8 - 9"	5
4 - 5"	3	10"+	6

]...Unlike monsters, buildings do not have their

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STURDY lowered. In the case of buildings, if even 1 point gets past the STURDY score, the building is destroyed. Remove from play.

]...If the STURDY stops all damage, the building remains intact (an "all-or-nothing" approach).

]...Because they are stationary targets, all monsters get a +1 mod when they are attacking buildings.

4.2. Hazard Terrain

]...Any terrain type that might injure a monster.

]...Most of the terrain listed will have a note similar to (1"=? STOMP). This means it will cost the listed STOMP in order to move 1" in the terrain.

]...Next to each hazard is a listing for a color. Using construction paper (or felt), you can mark hazards on the battlefield with these color keys.

]...Flying monsters can ignore all hazards (unless they land in it). Monsters who can leap can jump over the hazards and (hopefully) land safely on the other side.

Deep Water (blue) (1" = 1 STOMP): Water doesn't kill monsters, it just slows them down. If you have the Swimming power, you ignore the move restriction listed.

Rubble (brown) (1" = 1 STOMP): Destroyed buildings, or other non-harmful debris on the battlefield. Like water, there's no risk of injury.

Lava (red) (1" = 1 STOMP): Does **1d3+2 points** damage each turn your monster is in lava. Immunity to fire cancels the damage listed.

Tar Pits (black) (1" = 3 STOMP): At the end of each turn you are in a tar pit, make a check using STOMP score. If you fail, you sink deeper into the pit. If your monster sinks 3 times, they are swallowed up by the tar, and are considered defeated.

Toxic Acid (green): You can choose toxic acid for Immunity ability. At the very start of each of your turns while in toxic acid, make a check with BRAWL. If you fail the check, your monster suffers **1d6 points** of damage (TOUGH can be used to adjust this).

5. GAINING / SPENDING MP

5.1. Earning Monster Points (MP)

]...Unless noted otherwise, all MP are awarded

after the battle ends.

]...The chart below tells you what you did to get MP, and how much MP you got for it.

ACTION	MP
Participate in a battle <i>*Regardless if your monster won or lost</i>	+1
Win the battle <i>*Also includes succeeding a scenario's main goal</i>	+2
Each monster you personally defeated <i>*You were the one who reduced a monster's HITS to 0.</i>	+1
Every 3 buildings you destroy with a STURDY of 3 or less	+1
Every 2 buildings you destroy with a STURDY of 4 to 5	+1
Every building you destroy with a STURDY of 6	+1

5.2. Spending Monster Points

]...MP can be spent on some actions during a battle. They are listed:

Gain a +1 mod towards a single roll	-1
Re-roll single dice roll (must accept 2nd roll, regardless what it is)	-3
Ignore possible military strike until the end of your next turn	-5

5.3. Kaiju Points

]...When your monster gets **15 MP**, they get a Kaiju Point. The monster's MP then resets back to 0 (but you can keep a running total).

]...Here's some things to do with a Kaiju Point:

***Increase HITS by +2 (to a max of 40)** If your monster is injured when you increase your HITS, they "auto-heal" to the new score.

***Increase BLAST / BRAWL / STOMP / ROAR by +1** (choose 1) (each to a max of 4)

***Increase TOUGH by +1** (to a max of 13)

***Buy a new Power** (at its lowest level)

***Add +1 level to a Power** you already have (up

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to its maximum level listed)

]...There is no limit to the number of different powers a monster can have. Unless noted otherwise, a monster can't have the same power more than once.

]...If you chose to make BLAST a score of "**N/A**", this is permanent and can't be changed.

5.4. Defeated Monsters

]...**NOTICE TO PARENTS:** Barrow Games doesn't like to use words that directly associate with "death". Therefore, we use the words "defeated" or "retreated" instead. Besides, monsters don't *really* die; they may just look like they did.

]...Defeated monsters lose any unused Kaiju Points.

]...Any MP they had when they were defeated is halved (round up). This is done **AFTER** adding in the new MP awarded from the current battle.

5.5. Retreating Option (aka "Gigan™'s Law")

]...At any time, a monster can declare they will retreat from the battle.

]...Once declared, it can't be undone.

]...When a monster retreats, they only have 1 action option available: Move. They must use all distance to move in as straight as line as possible towards the closest edge of the battlefield.

]...While moving, the monster can still be attacked by other monsters. However, they can't attack, only move.

]...For purposes of MP, a retreated monster is the same as defeated. But, no one gets MP for defeating the retreating monster (unless it is defeated before reaching the edge of the battlefield).

]...A retreated monster gets only 1 MP for being in the battle. All other MP is should have gotten is ignored (a retreat is a sign of cowardice in the eyes of other monsters).

6. POWERS LIST

6.1. Important Power Terms

]..."Active": Means there is no action cost needed to use this power, it's considered "always on".

]..."1 Action": Means you need to use your action for the turn to activate the power.

BLAST Attack (level 1 - 5): Each level is amount of damage it does. Describe the BLAST attack, like laser, nuclear, lightning, wind, etc. Monsters can have more than one BLAST attack, but each is a separate power.

Enhanced BRAWL (Active): Choose a brawling attack type (bite, claw, etc.). This power attaches to that BRAWL type, giving a bonus +1d3 points of damage when the attack is used. This only applies to the attack type used. A monster can have up to 3, but all must be different.

Flying (Active)*: Monster uses **STOMP x 3** for distance, and ignores all terrain types when flying. Cost 1 STOMP point to take off. At end of its moving, the monster must land.

Swimming (Active)*: The monster ignores all penalties to STOMP when in deep water. Costs 1 STOMP point to begin swimming. A monster can stay submerged for up to 3 full turns, then it must surface.

Tunneling (Active)*: Monster ignores all terrain and other monsters while underground. Monsters underground can't be attacked. Costs 1 STOMP to begin tunneling. A monster can stay underground up to 3 turns before it must surface.

Extra Head (Active) (1 - 4 heads): Each extra head adds +2 to the monster's STOMP only when determining turn order. Also, every 2 extra heads gives the monster an extra action each turn, but at least 1 action *must* be an attack of some kind. If it isn't used for combat, or the extra action is not used at all, the monster only gets to move on its next turn.

Armor (Active) (level 1 - 4): Armor acts as extension of a monster's TOUGH score. The armor level is added to TOUGH when taking damage. When lowering TOUGH, start with the armor. Armor can't be healed. After a battle, armor resets.

Toxic Cloud (Move action cost) (level 1 - 4): Cloud extends out from monster 1" per level. If another monster enters the cloud, they take 1d6 damage once each turn, with a +1 to damage for cloud's level (use TOUGH as normal). By using this power, you lose your moving for the turn. If you have already moved before using this, then you lose your Move action on the next turn (can still perform other actions,

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just not Move).

Leaping (Active) (level 1 - 4): The monster jumps 1" per level in any direction. Ignores terrain and other monsters when leaping. Counts as part of monster's move for the turn.

Force Field (2 MP cost Activate) (level 1 - 5): Costs 2 MP each time to activate this power, but doesn't require action cost. Creates a temporary armor of +1 per level to TOUGH. Force field remains active until end of the current round.

Regenerate (Active) (level 1 - 3): Monster auto-heals HITS equal to level (up to its "healthy" max), at the very end of every round. This power can't be used if monster is defeated during the round.

Fast Healer (Active) (level 1 - 3): Level is a +mod when using ROAR. Still have to roll ROAR's score or less to heal HITS points.

Monster-Vision (Active): The monster ignores all buildings (or other blocking terrain), when determining line-of-sight to a target. Also cancels power FX for Chameleon Skin.

Cunning (Active) (level 1 - 4): Add level to STOMP only when determining turn order. This power's level is not used during any other part of your turn.

Immunity (Active): The monster chooses 1 type of BLAST attack (laser, lightning, etc.), or a terrain Hazard (except deep water). Monster only suffers half damage (round down, minimum of 0 points) against this type of attack or Hazard. Monster can have this power up to 2 times, but both immunities must be of different types.

Speed Burst (Active) (level 1 - 4): If a monster uses its action to move a second time, this power's level is added to its STOMP score. It is only used if the monster chooses to move for its action; but can be used if the monster flies, swims, or tunnels.

Leech (Active) (level 1 - 3): Whenever your monster does 7 or more points damage from a single BRAWL or Grab (not BLAST) attack to another monster, your monster auto-heals 1 HITS point per level (up to the monster's "healthy" max).

Defense Ability (Active) (1 - 4): Whenever another monster does 7 or more points BRAWL (not BLAST) damage to you from

a single attack, they also suffer 1 point damage per power's level. Both monsters' TOUGH score can adjust this damage.

Fast Learner (Active) (level 1 - 2): Add the power's level to the total amount of MP awarded after a battle.

Chameleon Skin (1 Action) (level 1 - 4): The monster can blend in with its surroundings. This makes other monsters attacking you take a -2 mod to their attack rolls, and you ignore possible Military Strikes. When activated, you blend a number of turns equal to power's level. HOWEVER, you must pay 1 MP or 2 HITS (your choice) at the start of each turn the power is actively used.

Slime Coating (Active) (level 1 - 4): The power's level is added to your BRAWL checks when you are rolling against a Grab Attack. The level is also a +mod for BRAWL rolls (not BLAST) when trying to break free from a Lock grab.

Memory Decay (1 Action) (level 1 - 3): Counts as a BLAST attack for purposes of range distance (but using the power's level as to how many dice to roll). Target monster loses -1 MP (to a minimum of 0 pts) for each successful dice you rolled. You don't get those MP, they are simply lost.

Superb Eyesight (Active): When monster uses a BLAST attack, lower the distance rank by 1 level (to a minimum of point blank). Short = point blank, medium = short, long = medium, far = long.

Killer Instinct (Active): Choose 1 monster class that's not the same as your own, then choose either BRAWL (includes Grabs) or BLAST attacks. Gain a +1 mod on all attacks of BRAWL / BLAST you do when your target is the chosen class. You can't have this power more than once.

Teleport (1 Action) (level 1 - 7): Using this power replaces monster's move for the turn. Your monster can "blink" out, and return in a different spot. The power's level is added to your STOMP score for distance you can teleport (do NOT double this score). Area you teleport to must be free of any buildings, monsters, or Hazard terrain.

Suction Cups (Active) (level 1 - 3): The monster has multiple suction cups on its

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hands, claws, or other "grabbing appendage". The power's level acts as a +mod towards the user's "GRAB Score".

**This keeps monsters from spending the entire game underwater, underground, or flying way outside the reach of any attacks or other powers.*

7. ADVANCED GMI OPTIONS

]...It is recommended that all players agree before using an advanced option.

*Coverage

]...When attacking another monster with BLAST attacks (not BRAWL or Grab), check to see if the target is behind something (like a building).

***Partially covered:** At least 1/2 of the monster's height is covered by some obstruction. Take a **-1 mod** to the attack roll.

***Mostly covered:** At least 3/4 is covered by something. Take a **-2 mod** to the attack roll.

***All Covered:** The monster is completely covered; no attack can be made at this time.

]...This option is not used for BRAWL / Grab attacks (since you are close enough to ignore blocking terrain in the first place).

]...The power Monster-Vision nullifies (cancels) this combat option.

*Battle Scars

]...Whenever your monster is defeated, they take a battle scar.

]...When your monster is defeated, you roll 1d6 on the chart below to see what the battle scar is.

]...BLAST, BRAWL, STOMP, and ROAR are to a minimum score of 1. TOUGH is to a minimum of 0.

]...The only way to regain lost ability scores is by use of Kaiju Points as normal.

*Battle Scar Chart (1d6)

ROLL	BATTLE SCAR
1 roll 1d6	2-5: Lower BLAST by -1. 1 or 6: Lower TOUGH by -1.
2 - 3	Lower BRAWL by -1.
4 - 5	Lower STOMP by -1*.

6
roll
1d6

Even: Lower ROAR by -1.
Odd: Lower TOUGH by -1.

**To a minimum of 1. Your STOMP score can't be lowered to 0 by Battle Scars.*

*Launching Ram Attacks (Special Attack)

]...Counts as both your **Move and Action** for the turn. You must have enough moving distance to come into contact with the target.

]...Move your monster to within 1" of the target, then make a BRAWL check.

]...If successful, it counts as a collision with the target. Target is knocked back 1/2 the distance you traveled (round up), then must make a knock down check (with a -1 mod to the roll).

]...If you fail, you suffer collision damage instead. You must then check for knock down (also with a -1 mod).

*Using ROAR As An Intimidator

]...A monster's ROAR can be used to intimidate nearby monsters, as well as heal injuries.

]...It costs your action to attempt this. Your target must be within 3" of your monster. You don't need clear line-of-sight to use this option.

]...Simply make a ROAR check as normal.

]...Add your successful dice to your current ROAR score. If the total is **equal or more** than your target's current TOUGH, your target takes a -1 mod towards ALL actions on their next turn for each point over their TOUGH that your ROAR total was. This includes -mods to STOMP, BLAST / BRAWL attacks, and them using ROAR as well.

]...If using smaller scale monsters (see below), your target must be within 2" of you.

Example: Monster-A (ROAR 3) tries to intimidate Monster-B (TOUGH 5). Monster-A rolls 3d6, and gets 1-2-2 for his rolls (3 successful dice). He adds that to his ROAR of 3, for a total of (3+3)=6. Monster-B's TOUGH is 5, so Monster-B takes a (6-5)=1, a -1 mod, to any of his actions on his next turn.

8. CONVERSION RULES FOR 3 TO 4 INCH MONSTERS

]...Presented are adapted rules for playing *Giant*

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Monster Invasion! using 3" to 4" model figures.
]...By using smaller figures or models, you'll need scaled down buildings / terrain as well.
]...With these rules, you can actually play a game of **G.M.I.** on a coffee table!

***Building Scale:** The new scale chart for buildings will be:

SIZE	STURDY
Up to 1"	1
2"	2
3"	3
4"	4
5"	5
6" or more	6

***Power Adjustments**

]...(Flying): Distance is now STOMP x 2.
]...(Toxic Cloud): Distance is 1/2" per level.
]...(Leaping): Max level is now 4.
]...(Speed Burst): Power's level added to 1/2 (round up) STOMP score.
]...(Teleport): Max level is now 4.

***Range-2-Target:** The new Range-2-Target chart for 3 - 4" models will be:

RANGE	RANK	MOD
1"	Point Blank	+2
2" to 3"	Short	+1
4" to 5"	Medium	0
6" to 7"	Long	-1
8" or more	Far	-2

]...**BRAWL And Grabs:** You must be within 1" of the target to try either option.
]...When knocked back, use **1/2 Power Level (round up) + successful dice** in inches.
]...**Grab Attacks Break Free:** If a monster breaks a grab lock, both monsters are moved 1" from each other.
]...**Spinning Launch Grab Option:** The distance thrown is 1" +1" for each successful dice rolled.

]...Knock back: All KNOCK BACK distances are halved (round up).

9. BATTLE BASICS

]...This give you the basics of different battles that can be used. They are vague in description so that you can adjust their "plot" to your liking.

1. Nightmare Awakening

]...# **Monsters:** 1
]...**Location:** Any city of any size
]...**Objective:** Trash as much of the city as you can in 7 rounds.
]...All normal game rules apply for this scenario.
]...Great way to try out new monsters, or give an "MP bump" to an established monster you have.

2. Monster vs. Monster

]...# **Monsters:** 2 or more
]...**Location:** Any desired location
]...**Objective:** Defeat the other monster(s).
]...This could be 1 or more vs. 1 or more, "every monster for themselves" free-for-all, or any combination thereof.
]...A lot of these will fall under the "last monster standing" type of objective.
]...Most battles in **Giant Monster Invasion!** will be of this variety.

3. Monster Gauntlet (aka "Final Wars" Mode)

]...**Warning!** This type of scenario has the potential to last for an extended period of time.
]...# **Monsters:** 3 or more
]...**Location:** Any desired location
]...**Objective:** Last monster standing at end.
]...All players roll for turn order. Top 2 monsters fight each other.
]...After the battle, remaining players roll turn order again. Winner of previous battle fights player with highest turn order.
]...Repeat until only 1 monster remains.