



'The Army In

DESTROY ALL MONSTERS!

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What's New?

Nothing, for the moment. I have some ideas, though, and I will be implementing them when the mood strikes me.

Introduction:

It is an unfortunate fact that not everyone is happy to see a Monster, or Monsters, enter their city. Sure, the smart people see this as a quick, easy form of urban renewal...a way to get rid of some of those unsightly buildings that have gone up over the past few years...that final straw that will make damn sure that Main Street gets repaved at last! But, alas, there are far too many people who are unable to look upon the bright side of a Monster attack. Most people only see the many lives being lost...the homes being destroyed...and the tremendous footprint in their prize rose garden. It is these people who call in the Army.

This is not to say that the Army is really capable of doing anything. Generally, all they are able to accomplish is to annoy the Monsters a little bit more than they already are. Nevertheless, they continue to try. Someday, perhaps, they will actually succeed in driving off (or even killing!) a Monster...but no one is holding their breath. Except for the guys fighting Stenchor, The Living Trash Heap...they're all holding their breath. And their noses.

In any case, these are the rules for using the Army in **Destroy All Monsters!**, for all of you masochists out there. These rules have not yet been playtested, so use them at your own risk. If you do, though, please give me [feedback](#). Comments, questions, criticisms...I want to hear them all.

Beginning Play:

If you wish to play the Army, you are going to need something to represent your forces. Miniatures figures are your best bet, and are available from a variety of manufacturers--C&C, [Ral Partha](#), [GeoHex](#), [Games Workshop](#), and many other fine companies. If you have some toys in the proper scale, use those. There's nothing to be ashamed of. If you don't have anything, or don't feel like painting a bunch of miniatures, I have made some suitable counters, which you can find by clicking [here](#).

Army Units are placed on the board last, after all Monsters have selected their starting positions. All figures in a

Unit should be placed in close proximity to each other (trust me, it'll make your life much easier), but Units may be as scattered however the Army Commander wishes.

Object of the Game:

Kill the Monsters, and defend your fair (or not so fair) city. You probably won't succeed, but the fun is in the trying, right?

Turn Sequence:

At the beginning of each turn, roll 1d6 for each "dead" Infantry Squad. On a roll of **6**, the unit reforms, and may move and attack as normal on this turn.

If the Army has a Secret Weapon, roll another 1d6--the Secret Weapon regains this many Power Points. No other Army Unit will have, or need, Power Points.

The Army player moves one Unit (see below) after each Monster moves. If there are more Monsters than Military Units (due to attrition, most likely), the Army Commander may choose when, and when NOT, to move his Units. No Unit may move more than once per turn.

Like Monsters, Army forces may each Attack *once* during each turn, but may attack at any point during the turn, as long as they have a target within range.

Creating an Army:

The Army has one Unit for every Monster in play (In other words, in a game with eight monsters the Army has eight Units to work with. Simple math is the best kind, isn't it?).

Each Army Unit must be selected from the following list;

- Five Tanks,
- Three Missile Tanks,
- Two Helicopters,
- Two Fighter Jets
- Ten Squads of Infantry,
- Or One Secret Weapon (Only one per army, thank you very much).

The Army cannot field mixed Units--all elements in a Unit must be of the same type.

The Army Commander may select whatever forces he wishes, but at least half of his units (rounded up) must consist of Tanks. They're a staple of these kind of movies, and besides: Military Contractors have to eat too, you know?

Movement:

Military Units are moved much like Monsters are; however, even Tanks are more graceful than Monsters are and they may move in any direction, subject to the limits of the terrain, without penalty. All elements in a Unit must be moved at the same time if they wish to move at all.

Military Units may not charge, and cannot Close Assault.

Tanks:

All tanks (Tanks, Missile Tanks and Secret Weapons) are unable to climb, and may not move through water or rubble.

Helicopters:

Helicopters fly (at least for a little while....) and may ignore all terrain features as they pass over them. For Line-Of-Sight purposes, Helicopters are assumed to be flying just above the terrain, unless the Army Commander specifically says otherwise.

Jets:

Fighters move so fast that they do not remain on the board--when a Fighter Unit is activated, place it on the edge of the board and move it straight towards the Monster that it is attacking. As it moves along this straight path, any Monster with a LOS may fire upon it, and any Monster that it passes directly over may Close Assault it. The Fighters will continue along their path until they pass their target and move off the board entirely. They will return to the board the next time on their move next turn, and repeat the whole process.

Infantry Squads:

Infantry may move freely through rubble, and may climb cliffs at a rate of 1" per turn, but may not climb buildings or move through water

Attacks:

Military attacks are conducted just like those of Monsters, and can be launched at any point during the turn as long as the target is within both LOS and range. There is, however, one vital difference between Monster attacks and Army attacks: Military

forces may *Combine* their fire upon a target. What this means is that if five tanks all have a Monster in their sights, all five may fire simultaneously--the dice would be added together and treated as one big happy attack. Multiple Units may Combine fire in this fashion. Combined fire is generally the *only* way that Military attacks will be successful against Monsters.

Military attacks are considered to be Physical Stuff, but *no* Monster is vulnerable to them, even if the Monster's is Weakness is Physical Stuff. Who ever heard of a Monster whose Weakness was gunfire? Such an unfortunate creature would be too ashamed to even poke his head out of his lair....

Army Units may not close assault; all Military Attacks are treated as though they are made with Attack Powers.

Army Units (except for Secret Weapons) do not use Power Points for their attacks, but may only attack once per turn, as normal. If it becomes relevant, treat all non-secret Army Units as if they have a **POWER** of one.

Military Units are considered to have one **HEALTH** point, and are dead if they suffer even a single point of damage (but see [Infantry Squads](#), below).

If a building collapses on top on an Army unit, treat it as an attack on the unit; the strength of this attack should be equal to the **HEALTH** of the collapsing building.

Army Units:

Army Units all function a little differently, and this section will describe how. All of this information is summed up in the [Army Command Sheet](#), just to make your life a little bit easier.

Tanks:

Tanks are the basic Military Unit, and there is really nothing special about them. They die easily, and are not much of a threat to Monsters when taken individually. When attacking in groups (or "bunches", to use the technical term) they can present a definite threat by using Combined Fire.

Tanks may move up to **8 inches** per turn. They have an Armor Level of **Two**, an Attack Strength of **One**, and a **Range of 12"**.

Missile Tanks:

Basically, Tanks that fire Missiles. Simple, huh? Missile Tanks are a little slower than regular tanks, but have a longer range, and hit a little harder.

Missile Tanks may move up to **6 inches** per turn. They have an Armor Level of **One**, an Attack Strength of **Two**, and a **Range of 16"**.

Helicopters:

Helicopters fly, and that makes them a little different than tanks. As noted under Movement, Helicopters can ignore all terrain features when moving. Unfortunately, according to standard military doctrine all chopper pilots must fly just low enough for a passing Monster to reach up and snatch them out of the sky. Pilots are none too happy about this, but regs are regs, and what can you do? Because of this, Helicopters can be attacked normally by all Monsters,

including a Close Assault if the Monster and the Helicopter are in base-to-base contact. On the other hand, Helicopters cannot normally be Stomped (see below), so being airborne does have *some* advantages.

Helicopters move up to **16 inches** per turn. They have an Armor Level of **One**, an Attack Strength of **One**, and a Range of **8"**.

Jets:

Jets are *fast*, and that is their main advantage. They are unlikely to harm their target, unless they can combine fire with some other Units, but they can be *very* annoying. Sometimes, that's more effective than being dangerous....

Jets have an Armor Value of **One**, an Attack Value of **One**, and a **Range of 12"**.

Jets are only on the board during their movement, and they must fire during this movement if they wish to attack at all. If the Army Commander wishes, a Jet may make a kamikaze run; treat this as a normal attack, but the Jet must come into contact with the Monster, and the attack has a STRENGTH of 3 Dice. Whatever the outcome of a kamikaze attack, the Jet is destroyed. A Fighter making a kamikaze run may fire as it comes in, but this fire is not combined with the kamikaze attack.

Infantry Squads:

Infantry Squads have very little going for them. They are small, weak, and slow (at least in comparison to the Monsters), but at least they are persistent, and that often works in their favor.

Infantry Squads may move up to **3 inches** per turn. They have an Armor Level of **One**, an Attack Strength of **One** (but see next paragraph), and a **Range of 6"**.

Infantry Squads are not quite as well armed as Tanks, and thus cannot do quite as much damage. When using Combined Fire, Infantry Squads get 1d6+1 point for each additional squad that is firing. Thus, ten squads firing at a Monster would roll 1d6+9 for their combined fire. Infantry may combine fire with other Units.

Infantry are, as noted, persistent little guys. Since an Infantry Squad is made up of a number of people, rather than one big target, they are a little more difficult to kill than a Tank. When an Infantry Squad is destroyed, mark it with a [Dead counter](#) and leave it on the board. At the beginning of each subsequent turn, roll 1d6: on a score of **6**, the squad members crawl out the wreckage, pick up their guns, and may get back into the fight on this turn. Why they would want to do this is anyone's guess.

Secret Weapons:

And then there are the Secret Weapons. Unlike most Army units, no two Secret Weapons are alike. The Army Commander must build the Weapon, much like building a Monster, before the game begins. Secret Weapons are significantly more powerful than most Army units, but they are no match for a Monster in a one-on-one battle. Secret Weapons are generally far too fragile to last for very long against the fury of an angry Monster.

Secret Weapons have:

No **STRENGTH** score--and thus, may never Close Assault.

A Base **ARMOR** score of One: this may be increased by spent Points, to a maximum of Three..

A Base **POWER** score of Five: this may also be increased by spending Points.

A Base **MOVEMENT** score of Zero: some Secret Weapons are stationary, but this score may be increased with spent Points if the Army Commander so wishes.

A Base **HEALTH** score of One: this may not be increased. Told ya they were fragile....

The Army Commander has *Ten Points* to spend upon building his Secret Weapon. Except as noted above, Secret Weapons are built just like Monsters, but Attack Powers are the only Special Powers that may be purchased.

Secret Weapons should be given a snazzy name when they are built. This is *mandatory*. An insufficiently snazzy name will only embarrass the troops.

Secret Weapons do not have Weaknesses. Other than budget cuts, of course.

Secret Weapons, being marginally more efficient than Monsters, recover 1d6 Power Points at the beginning of each turn.

Secret Weapons cannot be Stomped.

Sample Secret Weapon

Name: Photonic Destructor Cannon

ARMOR: 1 POWER: 6 MOVEMENT: 3 HEALTH: 1 (*Total of Nine Points spent on Attributes*)

Powers: Blast: Cosmic Energy, Range 18" (*One Point*)

(Total: 10 Points)

Stomping:

Monsters find it very easy, and fun, to destroy Army units. Any Monster that passes over, or through, any Army unit (except for Helicopters and Secret Weapons) may make a free Stomping attack upon it. This is treated as a Close Assault attack--the Monster's **STRENGTH** vs. the unit's **ARMOR**--but the victim does not get to strike back. If this attack is successful the unit is destroyed and the Monster may continue on his merry way without penalty. If the unit survives (fat chance) the Monster may make another attack, but this will count as his Attack for the turn. A Monster may stomp upon any number of units during its movement, as long as it does not attempt to stomp any unit more than once.

Army Tactics:

Your guess is as good as mine. After we've played a few games, I'll try to put something useful here. In the meantime, a (very) few thoughts:

Concentrating your fire is obviously the way to go. If you can bring all of your guns to bear on a single target, you may actually be able to kill a Monster in a single turn. It's not likely, but it is possible. That's assuming, of course, that you can get a good shot at him. It's unlikely that everything you've got is going to be within range of a single target.

On the other hand, be careful about concentrating your forces too much! A single Monster can Stomp an awful lot of Army units in a single move, especially if he is charging.

Beyond that, who knows? Let me [know](#) what works, or what *doesn't*, for you.

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