

Monster Island

The Game of Giant Monster Combat™

Monster Pack I

Credits

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Introduction

This is a free add-on for **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**, published by Firefly Games. You must have **MONSTER ISLAND** to use this pack, which contains 10 new pre-generated monsters complete with histories and game statistics ready for kaiju smackdown action.

About Monster Island

MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT is a 32-page game of creating and fighting giant monsters imprisoned on a tropical island by the UN Science Alert Corps. The game includes a cardstock insert of foldable color monster figures, or you can play using your own toy monsters, plastic dinosaurs or stuffed animals. Stock # FGS1001, ISBN 1-890305-37-5, SRP \$9.95.

About Firefly Games

Firefly Games is the creation of game industry veteran Patrick Sweeney. Established in January 2002, Firefly Games produces inexpensive, exciting games with broad appeal inside and outside the adventure game industry core market. Our products

are distributed under agreement by Gold Rush Games and fulfilled by Tundra Sales Organization.

Check out the Firefly Games website at www.firefly-games.com.

New Monsters

The UN Science Alert Corps keeps full dossiers on the activity of giant monsters, also known as kaiju, all over the world. Here are some more corps records on the titanic creatures threatening the Earth:

Alcatraz

Created by J.J. Mason

Probable Origin: Other

First Recorded Appearance: San Francisco, USA, 1992

Threat Level: High

History: A giant, shambling nigh-incorporeal humanoid which appears to be mostly composed of fog, Alcatraz has a pained, moaning face. Alcatraz is believed to be a gestalt "soul creature" made up from the combined sorrows, grief, and anger of old Alcatraz inmates. At unexplained times, the fog rolling into the Bay Area starts to take shape and the angry/mourning wail of Alcatraz can be heard throughout the city.

Alcatraz's goals seem to vary from appearance to appearance. At some times, mindless destruction — at others, he seems out for revenge against the police. Once he succeeds, he often heads directly towards the nearest monsters and begins mindless combat, perhaps exhibiting a prisoner mentality of establishing dominance over turf

<i>Attributes</i>	<i>Derived Attributes</i>
Strength: 7	Life: 30
Reflexes: 5	Evade: 15
Health: 6	Toughness: 7
Mind: 2	Daze: 8
	Move: 6
<i>Powers</i>	
Fog Tendrils: Blast, 5d6 (5)	
Mist-Move: Teleporting, 6" (4)	
Semi-Incorporeal Form: Armor, +1 to Toughness (1)	

Creletious

Created by Andy Kitkowski

Probable Origin: Other

First Recorded Appearance: Tokyo, Japan, 2001

Threat Level: High

History: Creletious looks like a vortex of shredded bodice-ripper novels swirling in a pulsating tempo around a nexus consisting of a dilated yellow eyeball. And it wears a large grey trenchcoat.. This kaiju was formed from psychic residue in the atoms of plastic storage containers. Now it hunts. It hunts all people who are passionate in some way — mystics, crazies, romantics, enthusiasts. It sucks out their passion and leaves them as dry, boring people

<i>Attributes</i>	<i>Derived Attributes</i>
Strength: 8	Life: 35
Reflexes: 5	Evade: 15
Health: 7	Toughness: 8
Mind: 1	Daze: 8
	Move: 6
<i>Powers</i>	
Floating: Flying, 9" (3)	
Soul Drain: Blast, 6d6 (6)	

Ghoulgoth

Created by John Michael Davis

Probable Origin: Atomic Horror

First Recorded Appearance: Las Vegas, USA, 1965

Threat Level: High

History: Ian McClain was living his dream. He was filming a movie in the Nevada desert, and he was playing the main villain. Unbeknownst to the crew of the movie, the military was testing atomic weapons nearby. Ian was caught in the blast. His makeup fused to his skin, and he began to grow and lose his mind. Now as the giant zombie Ghoulgoth, he terrorizes the Nevada desert

<i>Attributes</i>	<i>Derived Attributes</i>
Strength: 8	Life: 40
Reflexes: 4	Evade: 14
Health: 8	Toughness: 8
Mind: 1	Daze: 9
	Move: 6
<i>Powers</i>	
Already Dead: Armor, +3 to Toughness (3)	
Bite: Hand-to Hand Attack, +2d6 w/Strike (1)	
Undead: Immunity to Poison (5)	

Zamat X

Created by Tom Bisbee

Probable Origin: Robot/Atomic Horror

First Recorded Appearance: Tokyo, Japan, 1963

Threat Level: Extreme

History: Zamat X is a giant robot! His fingers shoot off as missiles. His head resembles that of a lion, and his shell is a dull metallic color with red trim.

Dr. Hsinchu was a genius working at the Yamokatu nuclear power plant in the 1960s. To assist him in his work, he created Zamat, a mechanical man! Zamat could enter parts of the nuclear power plant that no human could.

The military took an interest in Zamat, and secretly fitted him with finger missiles and laser eye beams. The doctor was unaware of this until the day disaster struck. The blob monster Suan attacked Tokyo, smashing the Yamokatu nuclear power plant with Zamat working inside. A tremendous amount of radiation was released. But instead of being destroyed, Zamat grew to enormous size, towering over Suan. His finger missiles, once the size of a pencil, were now weapons to be feared. His laser eye-beams, even more so!

Zamat defeated Suan in a destructive battle, and hurled him back into the sea. He then shrunk back down to normal size and disappeared. When asked about his robot, Dr. Hsinchu was quoted as saying: "My robot ... has changed ... mutated. He is no longer my Zamat. He is ... Zamat X!"

Zamat X now appears when giant monsters threaten the free peoples of the world. All attempts to communicate with him have failed.

Attributes

Strength: 5
Reflexes: 5
Health: 6
Mind: 3

Derived Attributes

Life: 30
Evade: 15
Toughness: 6
Daze: 9
Move: 6

Powers

Finger Missiles: Blast, 5d6 (5)
Laser Eyes: Blast, 6d6 (6)

Note: The Power of Blast can be used only every other Turn. Because Zamat X has purchased two separate Blasts, he can alternate between the two — using each individual Blast every other Turn.

The Nuclear Toad

Created by Doc Cross

Probable Origin: Atomic Horror

First Recorded Appearance: Albuquerque, USA, 1956

Threat Level: Extreme

History: The Nuclear Toad is a 10 ton, 30-meter-long giant version of the common spadefoot toad found throughout the southwest USA. His skin is dark gray and covered with bumps that can ooze poison. He can grab things with his tongue like all toads and frogs. He can leap 4 times his body length and can quickly burrow underground to escape danger. Additionally, The Nuclear Toad can give off high level radiation a few times per day.

Spawned by the first atom bomb tests, The Nuclear Toad ravaged the American southwest until finally being caught and taken to Monster Island.

Attributes

Strength: 4
Reflexes: 5
Health: 6
Mind: 1

Derived Attributes

Life: 30
Evade: 15
Toughness: 5
Daze: 7
Move: 6

Powers

Digging: Tunneling, 3" (1)
Jumping: Leaping, 9" (3)
Radiation Burst: Blast, 6d6 (6)
Tongue Smack: Blast, 4d6 (4)

Note: The Power of Blast can be used only every other Turn. Because The Nuclear Toad has purchased two separate Blasts, it can alternate between the two — using each individual Blast every other Turn.



Atomi-Kong

Created by Justin Dunnuck

Probable Origin: Atomic Horror

First Recorded Appearance: Houston, USA, 1965

Threat Level: Extreme

History: Atomi-Kong is 100 feet of raging, rampaging, radioactive gorilla. Its fur glows with an unholy greenish radiance, and its skin almost seems transparent due to the X-rays released by the creature — revealing the skeleton underneath. In addition to great physical strength, Atomi-Kong can fire beams of intense energy from its eyes. Born of science gone awry, Atomi-Kong was a formerly an ordinary primate test subject for NASA. On one mission, the gorilla and its rocket passed through a radioactive cloud, forever altering the simian into an atomic horror! When the rocket returned, Atomi-Kong grew to enormous height and rampaged throughout the Houston area until being subdued by a nebbishy scientist and his comely lab assistant.

<i>Attributes</i>	<i>Derived Attributes</i>
Strength: 9	Life: 30
Reflexes: 6	Evade: 16
Health: 6	Toughness: 8
Mind: 2	Daze: 8
	Move: 6

Powers

Eye Beams: Blast, 5d6 (5)
Jumping: Leaping, 6" (2)

Khoshmar

The Living Nightmare

Created by Chris Fazio

Probable Origin: Alien

First Recorded Appearance: Moscow, Russia, 1909

Threat Level: Ultra

History: A 30-meter tall, winged dragon. Its body is pure black, appearing almost liquid in consistency. It can spout a black cloud which drains the life of living organisms.

The Tunguska Blast of 1909 ripped a portal into another dimension, releasing Khoshmar into the world. Its presence causes horrific nightmares for hundreds of miles. Khoshmar decimated the country for weeks, until confronted by Nikola Tesla and his Death Ray. The Death Ray grievously injured Khoshmar, who dispersed into an inky black cloud. The cloud drifts silently across the world, causing nightmares wherever it goes, while Khoshmar slowly regains its strength, waiting to strike again.

<i>Attributes</i>	<i>Derived Attributes</i>
Strength: 8	Life: 35
Reflexes: 5	Evade: 15
Health: 7	Toughness: 8
Mind: 1	Daze: 8
	Move: 6

Powers

Death Cloud: Blast, 6d6 (6)
Wings: Flying, 9" (3)

Baahamut

The Sheep of Doom!

Created by Steve Clower

Probable Origin: Mutated Beast

First Recorded Appearance: Love Canal, USA, 1999

Threat Level: High

History: Baahamut is a giant sheep that breathes fire. He has severe halitosis and his fur is matted and dirty. Baahamut was first seen munching grass near Love Canal, infamous for toxic contamination. He was then struck by lightning during a sudden winter downpour. Still, no one can really say what mutated the poor helpless lamb into the raging engine of destruction that today is known as: Baahamut, The Sheep of Doom!

<i>Attributes</i>	<i>Derived Attributes</i>
Strength: 6	Life: 35
Reflexes: 5	Evade: 15
Health: 7	Toughness: 7
Mind: 1	Daze: 8
	Move: 6

Powers

Fire Breath: Blast, 6d6 (6)
Head Butt: Hand-to-Hand Attack, +2d6 w/Ram (1)
Herbivore: Absorption, vegetation attacks, 1 point, to Strength (2)
Matted Fur: Armor, +2 to Toughness

Army Rats

Created by Torben Mogensen

Probable Origin: Mutated Beast

First Recorded Appearance: Murmansk, Russia, 2002

Threat Level: Extreme

History: The Army Rats have the outward appearance of large normal rats. However, through mutation these rats have gained limited telepathic abilities, which allows them to function as a collective intelligence. Singly, Army Rats are no more intelligent than normal rats, but as their number increases their collective intelligence does too. When they number in thousands, they approach human intelligence and can act as an organized community.

It is speculated that Army Rats may exceed human intelligence if they are allowed to grow further in number. Army Rats can avoid poison, traps and will behave intelligently when faced with armed opposition. The survival of the individual is of no consequence to a pack of Army Rats, and these are readily sacrificed for the "greater good."

Army Rats are a mutated form of the rats that infest the military harbours near Murmansk. As radioactive material has seeped out from derelict nuclear submarines, they mutated to their present form.

Attributes

Strength: 4
Reflexes: 6
Health: 7
Mind: 4

Derived Attributes

Life: 35
Evade: 16
Toughness: 7
Daze: 11
Move: 7

Powers

Collective Chomp: Hand-to-Hand Attack, +4d6 to Strike (2)
Digging: Tunneling, 3" (1)
Scurrying: Running, +6" to Move (2)
Swarming Mass: Armor, +2 to Toughness (2)
Swimming: Swimming, 6" (2)

We are so wrong. Godzilla should not be destroyed. He should be studied.

-- **Godzilla, King of the Monsters** (1956)

Watch for **ESCAPE FROM MONSTER ISLAND** by David L. Pulver and Patrick Sweeney, coming in September from Firefly Games! This 32-page expansion book takes the monster smackdown action to the great cities of the world, adding rules for fighting armies and stomping cities!