

**JAMES & ROBYN GEORGE**

# **MONSTERS**

**DESTROY ALL CITIES**

**A TABLETOP GAME OF FIGHTING KAIJU**



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by James & Robyn George

Electronic Edition

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Printed in the United States of America

[www.oldehouserules.com](http://www.oldehouserules.com)

First Printing, March 2019

Robyn encouraged this book  
when she knew I needed the balm  
of work, and for that I love her  
more than words can possibly say...

Cover and interior art  
by James S. George  
through sweat and digital tears  
when not the public domain

With heartfelt thanks to  
Eiji Tsuburaya, the special effects  
master, and Haruo Nakajima,  
the man behind the proverbial mask!

# CONTENTS

FOREWORD.....	1
ONE: MAKING MONSTERS.....	5
TWO: ON THE LOOSE.....	23
THREE: MEN AND MECHS.....	39

## EXHIBITS

K-FORCE EXHIBIT A.....	4
K-FORCE EXHIBIT B.....	11
K-FORCE EXHIBIT C.....	16
K-FORCE EXHIBIT D.....	27
K-FORCE EXHIBIT E.....	32
K-FORCE EXHIBIT F.....	37
K-FORCE EXHIBIT G.....	42





## FOREWORD

(OR KAIJU MEANS STRANGE CREATURE)

The Kaiju movie was born in the 1950s. Originally a Japanese creation, it was quickly adopted by American and British studios because it was fun, and because it tapped into a growing fear of change. Science was working wonders and changing lives; but for every child vaccinated against Polio, thousands more were practicing duck and cover drills in anticipation of nuclear attack. And so the new genre imagined colossal, and often mutated, monsters attacking helpless human cities and laying waste.

From dinosaurs awakened by atomic tests to alien creatures from the stars, Japanese Kaiju was a new twist on an old theme; namely, that some things are best left alone, whether splitting the atom or probing the deepest reaches of space. But what started as a form of protest soon became the stuff of action-packed adventure as these giant monsters fought one another in epic (and often comical) battles over trampled cities. This was the genre at its best, and one well-suited for the war gaming treatment that follows...

# THE GAME

These rules celebrate movie Kaiju by having each player create an original monster to do battle against their friends. This is done by “spending” points to buy special powers and abilities, whether flight or the ability to tunnel underground. The player then names their creation and establishes a back story just like in the movies. But before play can begin, someone (who also runs their own Kaiju) fashions the battleground, anything from a simple mat to a detailed diorama. Now the game begins...

Armed with clever strategy and the rules which follow, the monsters fight until someone (or more properly, *something*) emerges victorious. The winning Kaiju earns additional points to further improve as a monster, but even the losers get something. Every movie has its sequel, and defeated Kaiju can always return to fight, and perhaps arise triumphant, at some future date. As a combat game, this requires at least two players, but can take up to six for epic group battles. The monsters need not fight alone!



# FIGURES

Of course, these Kaiju must be represented on the battlefield, perhaps with coins or tokens. Ideally, however, miniature figures, personally selected and painted to the player's liking, can be used to add spectacle and a cinematic flair to the game. Time, distance, and movement are very important in battle, and figures help everyone keep track of the blow-by-blow action. These pair nicely with realistic dioramas and add a whole new element to a hobby already known for its strong do-it-yourself aesthetic.

## DICE IN HARM'S WAY

But monster battles are also unpredictable, and this is simulated using ordinary (six-sided) dice for movement and in combat situations. These are referred to as a d6, the hobby's traditional shorthand. When the rulebook says to roll two dice, this is written as 2d6, where 2 is the number of ordinary (six-sided) dice being called for.

Can an injured Kaiju outrun their nemesis and prevail, or do they stumble and fall? Does a monster blast their mutant rival, or do they miss and find themselves outflanked and vulnerable? A combination of dice and rules helps sort this out, although the most important thing is always good strategy and tactics. Powers are only as good as the players using them, and battle-tested Kaiju earn their reputations through cleverness and hard work. The game is better this way, and the giant monsters better still...

## K-FORCE EXHIBIT A



Giant monsters attacked Tokyo in the 1950s, giving rise to the term Kaiju (meaning strange creature)



The first monsters were dinosaurs revived and mutated by nuclear testing, although this is still debated





## ONE- MAKING MONSTERS

This is a game of fierce Kaiju; giant monsters doing battle against each other and humankind, with its bombs and tanks and airplanes firing up from the ground or down from above, scrambling like so many ants against threatening, and often mutated, behemoths locked in endless war over all the supposed masters of the earth have made.

At its heart, this is a war game. But instead of controlling entire armies, the players create and command one or more Kaiju, each strategically made with a unique assortment of powers and abilities bound by an origin story just like in the movies. Indeed, this is the stuff of cable reruns preserved on battered VHS tapes and bargain DVD releases; the stuff of the 1950s, with its fear of the Russians and atomic doom, the 1960s, with its overt cynicism and bleak, dystopian futures, and the 1970s, ready to party after somehow avoiding the apocalypse. What began as a dire warning became pure fun, everything these rules aspire to!

This is a game where everyone is a monster of the silver screen, so the first step is to create a fighting Kaiju to pit against their foes using the following rules...

## BODIES

Players begin the game with 10 monster points (MP, hereafter) to purchase any combination of special powers and abilities for their Kaiju. Often, this is a simple matter of deciding what abilities they want and building something suitable around them. New players, however, may find it easier to choose a specific body type and proceed from there, selecting what they like from the following:

Type	Primary Power	Secondary Ability
Avian	Aerial	7 MP (choose)*
Saurian	Armored	7 MP (choose)*
Simian	Frenzy	7 MP (choose)*
Xenoform	10 MP towards any combination	
*And/or additional ranks, where applicable		

Body type bestows no unique benefits but rather, confers one power and leaves 7 MP to take more, including additional ranks in a primary power (the reasoning here being that body types correspond to familiar monsters in the movie repertoire). Alternately, players are always free to eschew these in favor of an original design, spending MP as they wish in any combination. Fresh Kaiju are relatively weak; but as they square off against rivals, win or lose, they acquire additional MP and gain frightful new power.



**AVIAN** monsters are capable of flight and often have wings. They can be mutated pterodactyls or strange, alien creatures from other planets. That said, many levitate instead, noting here that some eventually acquired flight even if they did not originally possess it.

**SAURIAN** Kaiju are radioactive dinosaurs or any physically armored creature. A famous reptilian horror terrorized Tokyo in the 50s and later fought to protect humanity against others of its kind. Of course, these need not be reptiles, although a great many surely are.

**SIMIAN** monsters can be massive apes (much like a certain giant gorilla from a lost island), although some are merely humanoid, albeit large. They tend to be strong, possessing a primal intellect which allows them to behave strategically as their primary power allows.

**XENIFORM** Kaiju include all others, having 10 MP to allocate as they wish (a choice for advanced players).

# POWERS

Players can choose from any of the following powers and abilities, taking note of the particulars:

**COST** is the MP required to buy a power in question, noting that some can be purchased multiple times by taking additional ranks as explained below.

**PACE** indicates how often a power can be used in the course of a single game; either multiply (M), basically unlimited times, or singly (S). Except where noted, these can be used at a time of the player's choosing.

**RANGE** indicates a power's radius and/or maximum range when used. Attacks are close (C), effective within one inch, or ranged (R) as indicated, with all others being self-directed (SD) acts of defense or movement.

**RANKS** mean the power can be taken multiple times, with each subsequent purchase increasing its effectiveness and utility to the monster. While these indicate superior ability, ranks can be taken from the start provided a player can afford them and everyone otherwise agrees.

As Kaiju fight battles (even when they lose), they acquire additional MP and further mutate, gaining deadlier new powers and stronger defenses. Even so, it should be emphasized that good strategy counts for at least as much.