

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **MONSTERS MENACE AMERICA**

Pub: **©2005 Avalon Hill (Hasbro)**

Page 1: **Rules summary** front

Page 2: **Rules summary** back

v1.1

Sept 2008

For best results, print on card, laminate and trim to size.

MONSTERS MENACE AMERICA

Setup

Randomly choose a starting player.

Pile the **Stomp markers** in a stack by the board: 20 markers for 4 players, 17 for 3 players, and 14 for 2 players.

Shuffle the **Mutation** and **Research cards** separately and place these 2 decks face down by the board.

The first player chooses 1 of the 6 **giant Monsters** and takes its piece and **record tile**, then the player to the left does the same and so on. Each player adjusts the sliders on their tile to mark the monster's starting (coloured) **Health**.

The *last* player to choose a monster chooses one of the 4 **Military Branches** (except *National Guard*) and takes its record tile and military units. The player to his right does the same and so on. Place the pieces where indicated on each tile.

The **National Guard** is not controlled by any player. Place its tile and pieces near the board.

If there are fewer than 4 players, the *last* player places the units for each unused military branch (except *National Guard*) on that branch's bases on the board (1 unit per base).

The *first* player places his giant monster piece on one of the monster's 3 possible **starting lairs**. Then he either **deploys** his military units or draws a **Military Research card**. The player to his left does the same, and so on.

The last monster to survive the Monster Challenge is **King of the Giant Monsters** and wins the game.

Game Turn

Players take turns going left from the first player. On a player's turn he must do the following in order:

1. **Move** your monster and military units.
2. **Fight** any battles you started.
3. **Encounter** the space your monster ends its move on (unless it retreated there).
4. **Deploy** new military units or draw a Research card.

1. Move

During your turn you may move your monster and any number of your military units.

Monsters

Each turn your monster may move any number of spaces up to its **Move** value (it does not have to move).

It must stop as soon as it enters a space with any military unit. It can never enter or move through a space with a monster until the **Monster Challenge**.

It cannot cross water barriers unless it has an appropriate ability.

It does not encounter spaces it passes through.

Disappear: Instead of moving, your monster can **disappear**. Take the monster off the board, and on your next turn place it on one of your lairs, ending its move for that turn. Its Health returns to its starting value.

Military Units

Each turn each of your military units may move any number of spaces up to its **Move** value (it does not have to move). You can only move your own Military Branch's units (not *National Guard*).

A unit must stop as soon as enters a space with a monster. However it can move freely through other units and *giant* units.

Any number of units can be in the same space, even if from different branches.

A unit cannot cross water barriers unless it has an appropriate ability.

Movement Abilities

Fly: ignores water barriers and can freely move through spaces with other units and monsters.

Lake: Cross water barriers or inland bodies of water only.

Sea: Can cross water barriers on sea spaces.

Sea/Seacoast Only: Can enter a space only if its current space, the space it is moving into, and all spaces in between contain water.

2. Fight

A **battle** occurs if your monster ends its move in the same space as 1 or more military units (including your own), or if any of your units end their move in the same space as a monster (even your own).

A **battle consists of 2 rounds of combat**. In each round the monster attacks first, then surviving military units.

If you start several battles in a turn, choose what order to resolve them in.

Attacking

For each attack you make, choose a single target. **If a D6 roll is equal to or greater than the Defense value of the target, it's a hit.**

You can attack the same target more than once, and see whether you hit before choosing another.

Monsters: start the game with 3 attacks per round. They can attack only military units until the Monster Challenge.

Each Infamy token can be cashed in for 1 extra attack at any time, including during the Monster Challenge.

Military Units: get 1 attack per round. They can attack only monsters.

Mutations: Some attacks might cause a monster to **mutate**; the monster's player draws a **Monster Mutation card** and places it face up in front of him.

When attacking with multiple units that cause mutations, roll for each attack separately. If the monster mutates, the card takes effect before the units attack.

Damage

A monster or military unit's **Damage** value is the amount of damage it deals to a target when it hits.

A monster loses **Health** equal to the Damage value, and a military unit (except for *giant* units) is destroyed regardless of the value.

A destroyed unit returns to its branch's record tile and is again available for deployment.

A monster with 0 Health goes to **Hollywood** except during the Monster Challenge.

Smash: An attack roll of 6 deals 1 extra point of damage.

Retreating

If any military units survive after 2 rounds of combat, the monster must retreat to an adjacent space. Military units are either victorious or destroyed.

A retreating monster does not encounter (no Stomping or Mutating) the space it retreated from or the space it retreats to. A monster can't retreat into a space that contains other players' units or monsters, or across a water barrier if it doesn't have the appropriate ability. If it can't retreat as a result, it must **disappear**.

If your monster attacks enemy units in its turn and must retreat, it retreats to the adjacent space it came from.

If your units attack a monster on your turn and force it to retreat, you choose the space it retreats to and draw a **Military Research card**.

Hollywood

If your monster's Health drops to 0 before the Monster Challenge, place its piece in **Hollywood** and discard any of its Infamy tokens. If it happened on another player's turn, that player draws a Military Research card.

At the beginning of each turn your monster is in Hollywood, roll D6 and add the result to its Health. When it improves to 5 or more, during the Move step place your monster on **Los Angeles** (unless another monster is there) or one of its **starting lairs**. This ends its move.

A monster can't **disappear** while in Hollywood.

Nuclear Submarine

The Navy's nuclear submarines can fight as **submarines** (lay the piece on its side) or **crisis missiles** (stand the piece on its end); declare at the beginning of a battle how it is fighting (you cannot change your mind).

Unlike the Air Force's missiles, you can't move a Navy cruise missile to a new position; you must launch it into battle on the turn you move it. All cruise missiles are destroyed after the first round of combat whether they hit or not.

3. Encounter

Stomp

A monster **stomps** a space containing a **city**, **military base**, or **Infamy** site. Take a **Stomp marker** and place it on the space. Once stomped, it can't be stomped again.

The monster whose player places the last Stomp marker declares the Monster Challenge.

Spaces containing multiple icons grant the benefit of each.

City: the monster gains Health as shown on the board (Health can never be higher than 40).

Military Base: take 1 Infamy token. The player whose military branch owns the stomped base (it may be you) chooses a unit from that branch and gives it to you as a trophy. That player decides whether to remove the unit from the board or from that branch's card, and it can no longer be deployed.

Infamy Site: take 2 Infamy tokens.

A monster may never have more than 15 Infamy at any one time.

Mutate

A monster visiting a **Mutation** site can **mutate**. Draw a **Monster Mutation card** and place it face up in front of you.

A monster can only mutate once at each site it visits; that space has no effect if it visits there later.

Challenge

Once the Monster Challenge has been declared, your monster can move to a **Challenge site** to become the new challenger. Nothing happens on this space before that time.

Encountering Other Spaces

A space with no icons or a monster lair has no effect on a monster that ends its move there.

4. Deploy

Your military branch card tells you how many units you may **deploy** each turn.

You can deploy only 1 military unit (from any branch) in a given space per turn.

You can deploy units from your branch only on unstomped bases belonging to that branch.

National Guard units can be deployed on any unstomped city, base, or Infamy site.

You can deploy a unit in a space containing a monster (if it retreated there, for example), as long as the space is otherwise legal.

Military Research

You may draw a **Military Research card** instead of deploying units, placing it face up in front of you.

Redeploy

You can **redeploy** a unit of your branch by removing it from the board and placing it on any one of your bases. This counts as deploying 1 unit from your branch.

You can't redeploy *National Guard* units, **Captain Colossal** or **Mecha-Monster**.

Giant Military Units

Captain Colossal and **Mecha-Monster** are giant military units that enter play through Research cards.

Giant military units are removed from play permanently when their Health reaches 0.

They can't mutate, stomp, or declare the Monster Challenge.

They can be in the same space as other military units, including another giant unit.

Placing one on a base doesn't count as deploying a unit there that turn.

If one is in play during the Monster Challenge, it must be the last creature challenged, even if its controller also controls the challenging monster. Giant units don't 'weigh in' like monsters and never fight each other. If either is standing at the end of the Monster Challenge it has saved America and its controller wins the game.

The Monster Challenge

Monsters in Hollywood can't participate in the Monster Challenge.

Challenging

The monster whose player takes the last Stomp marker is the **challenger**. The **Monster Challenge** begins in that monster's space at the *start* of its player's next turn unless another monster gets to one of the 4 Challenge sites first (there are extra Stomp markers in case other monsters stomp spaces in the meantime).

If one of the other monsters reaches a Challenge site after the Monster Challenge has been declared, that monster becomes the new challenger. The Monster Challenge will begin at the *end* of that turn.

If a monster becomes the challenger by using the last Stomp marker but is forced to *retreat* before the Monster Challenge begins, it is still the challenger. However, if it disappears or is sent to Hollywood, it can no longer challenge. The new challenger is the first monster to reach one of the Challenge sites.

Fighting

Once the Monster Challenge begins, follow these steps:

1. The challenger's player chooses any other monster (except those in Hollywood), which immediately appears on the challenger's space.
2. The monster's 'weigh in'. Note their Health.
3. The monsters fight a battle, with the challenger attacking first in each round of combat. However, there is no round limit—the monsters keep fighting until one is at 0 Health.
4. The winner of the battle gains Health equal to the loser's weigh-in value.
5. The winner of the battle is the challenger and chooses the next monster to fight. The new battle begins immediately.

Repeat these steps until one monster is left.

Miscellaneous

If either deck runs out of cards, don't reshuffle it. No more cards of that type can be drawn.

Monsters, some units and cards have special rules; in case of a conflict with the general rules, follow the rules for that monster, unit or card.

Military Tactical Tips

1. Attack with 4 or more units as a group.
2. Defend large cities worth 2 or 3 dice of Health. Delay the monster by placing single units in its path.
3. Work with the other military branches to delay monsters and defend large cities.
4. Don't neglect research.