

MARTIN WALLACE

MOONGHA INVADERS

MAD SCIENTISTS AND ATOMIC MONSTERS ATTACK THE EARTH

RULES BOOK



MOONGHA INVADERS
MAD SCIENTISTS AND ATOMIC MONSTERS ATTACK THE EARTH!

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MARTIN WALLACE

MOONGHA INVADERS

MAD SCIENTISTS AND ATOMIC MONSTERS ATTACK THE EARTH

IT'S JUST ANOTHER DAY, GET UP, WASH, GO TO WORK. WHAT'S DIFFERENT IS THAT TODAY THE EARTH HAS BEEN INVADED BY ALIENS, IT'S JUST THAT NOBODY KNOWS IT YET. DEEP UNDERGROUND MAD SCIENTISTS ARE RAISING MONSTERS FROM THE PLANET MOONGHA. ONCE FULLY FORMED THEY WILL EMERGE TO SPREAD TERROR AND DESTRUCTION. CITIES WILL BE LAID WASTE TO, AND THE HUMAN RACE WILL BE HUNTED TO EXTINCTION.

THROUGH THE SEWERS OOZES THE BLOOB, QUIETLY GROWING IN SIZE. THE DRAKOOR, ALIEN VAMPIRES, STALK THE NIGHT, FEEDING OFF THE LUNAR. MEANWHILE, THE STRONGEST OF THE MOONGHA INVADERS, MECHOOR, SUCKS IN ENERGY FROM THE EARTH. ONCE SATIATED IT WILL RISE TO DESTROY WHOLE CITIES WITH ITS HEAT RAY. THESE ARE JUST A FEW OF THE MONSTERS THAT WILL TERRORISE THE PEOPLE OF EARTH.

IT CAN ONLY BE HOPED, THAT JUST AS IN THE MOVIES, THERE IS A HERO AROUND WHO CAN THWART THEIR EVIL PLANS, OTHERWISE THERE WILL BE NO MORE 'JUST ANOTHER DAY'S FOR ANYBODY! BUT WHO'S BEHIND THOSE EVIL PLANS? YOU!

YOU ARE ONE OF THOSE SADISTIC, POWER-THIRSTY, PSYCHO NERDS, EAGER FOR REVENGE AFTER A WHOLE LIFE OF STUDY, DISREGARDED BY EVERYONE. ALL OF YOU HAVE RECEIVED A VISIT FROM A MYSTERIOUS FLYING SAUCER, CARRYING A STRANGE ALIEN MACHINERY. AN ENGINE THAT FINALLY BROUGHT YOU POWER! AND NOW YOU ARE READY TO FIGHT YOUR INSANE STRUGGLE TO BE THE FIRST IN DESTROYING THE HUMAN RACE. THIS TIME NO "KLAATH BARADA NIKTO!" WILL STOP YOU...

THE GAME IS FOR THREE TO FOUR PLAYERS AND SHOULD TAKE ABOUT NINETY MINUTES TO PLAY. YOU HAVE CONTROL OF A NUMBER OF DIFFERENT TYPES OF MOONGHA MONSTERS. WHEN YOU SIT DOWN TO PLAY THE SIDE OF THE BOARD CLOSEST TO YOU IS YOUR MONSTER DISPLAY. THERE YOU WILL SEE THE SEVEN DIFFERENT TYPES OF MONSTER. YOU WILL PLACE YOUR MONSTER COUNTERS IN THESE BOXES. NOTE THAT SOME MONSTER TYPES HAVE MORE THAN ONE COUNTER.

THE GAME WILL LAST EITHER EIGHT OR NINE TURNS, DEPENDING ON THE NUMBER OF PLAYERS, ALTHOUGH IT MAY END BEFORE THEN IF A PLAYER MANAGES TO GET DOWN ALL TWENTY OF THEIR DAMAGE CUBES.

AT THE START OF EACH TURN A RANDOM NUMBER OF ACTIONS ARE MADE AVAILABLE. THREE OF THESE ACTIONS RELATE TO THE MONSTERS AND ALLOW YOU TO CREATE, ATTACK, AND MOVE THEM. THESE ACTIONS ARE REPRESENTED BY ORANGE, WHITE, AND PURPLE TOKENS. THERE ARE THREE HUMAN ACTION BOXES, ONE THAT ALLOWS YOU TO PLACE A HERO, THE OTHER TWO ALLOW YOU TO PLACE MILITARY COUNTERS.

TO CREATE A MONSTER YOU HAVE TO PLACE A CERTAIN NUMBER OF ORANGE TOKENS IN THE MONSTER BOX. ONCE THE MONSTER HAS BEEN CREATED YOU PLACE IT IN ONE OF THE TWELVE CITIES ON THE BOARD. WHEN YOU DO SO YOU PLACE THE MONSTER ON ITS HIDDEN SIDE. THE MONSTER IS ALIVE BUT AS YET THE WORLD DOES NOT KNOW OF ITS PRESENCE. WHILE HIDDEN A MONSTER IS SAFE FROM ATTACK AND CAN BUILD UP ITS STRENGTH SO THAT WHEN IT DOES ATTACK IT WILL CAUSE CARNAGE. ANOTHER PLAYER MAY ATTEMPT TO REVEAL YOUR MONSTER BY PLACING A HERO COUNTER IN THE SAME CITY. EACH MONSTER TYPE HAS ITS OWN SPECIAL ABILITIES.

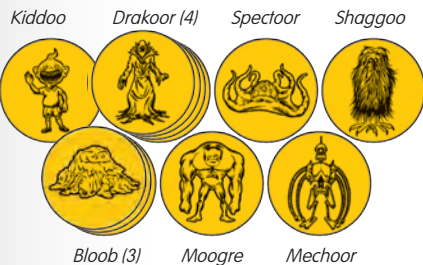
ONLY THREE MONSTERS ARE POWERFUL ENOUGH TO DESTROY ENTIRE CITIES. THESE ARE THE BLOOB, MECHOOR, AND MOOGRE. WHEN YOU ATTACK A CITY YOU MARK THE DAMAGE YOU DO WITH YOUR COLOURED CUBES. AT THE END OF THE GAME YOU WILL SCORE VICTORY POINTS DEPENDING ON HOW MANY CUBES YOU HAVE IN A CITY.

MILITARY UNITS WILL TRY TO DESTROY MONSTERS. WHEN YOU PLACE A MILITARY UNIT OR A HERO YOU CAN THEN ATTACK WITH ALL MILITARY COUNTERS IN THAT CITY. WHEN A MONSTER ATTACKS A CITY ARMOUR UNITS WILL ATTACK IT FIRST, THEN, AFTER THE ATTACK HAS BEEN COMPLETED, ANY SURVIVING INFANTRY UNITS WILL ATTACK. ALL COMBAT INVOLVES ROLLING DICE AND IN ALL CASES A ROLL OF FOUR OR MORE IS SUCCESSFUL.

AT THE END OF THE GAME PLAYERS SCORE VICTORY POINTS DEPENDING ON HOW MANY DAMAGE CUBES THEY HAVE IN EACH CITY. PLAYERS ALSO SCORE POINTS FOR THE CITIES THAT WERE RANDOMLY ASSIGNED TO THEM AT THE BEGINNING OF THE GAME, DEPENDING ON HOW MUCH DAMAGE THEY HAVE SUFFERED. POINTS CAN ALSO BE SCORED FOR HAVING VAMPIRES ON THE BOARD AND FOR KILLING OTHER MONSTERS WITH YOUR MOOGRE MONSTER.

COMPONENTS

- 1 rule book
- 1 map board
- Four sets of player counters



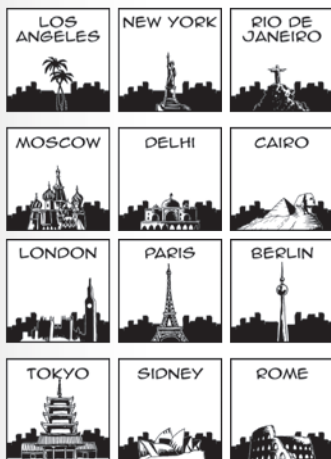
- Four sets of player cubes - 20 per player
- Four player pass tokens - 1 per player
- Military counters



- Hero counters (5)



- City counters (12)



- 12 Dice
- 25 Orange tokens
- 5 Purple tokens
- 30 White tokens
- 20 black cubes
- Turn marker
- 1st player marker

STARTING THE GAME

Each player needs to select a set of counters, cubes, and pass token. You should sit so that one side of the board is in front of you. The side closest to you is where you will keep track of your monsters. You should now place your monster counters in the monster boxes of the same type.



Place the twelve City counters face down and mix them up. If there are four players then each player draws two counters randomly. If there are three players then each player draws three counters randomly. You should look at the counters you have drawn but should keep them secret from the other players. These are locations that you have an interest in and would prefer to see undamaged by the end of the game. Place the remaining counters back in the box without examining them.



Sort and place the military counters in piles of the same type. These piles should be placed by the side of the board, face up.



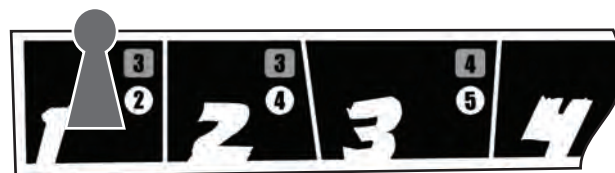
Similarly, place the Hero counters in a pile by the side of the board.



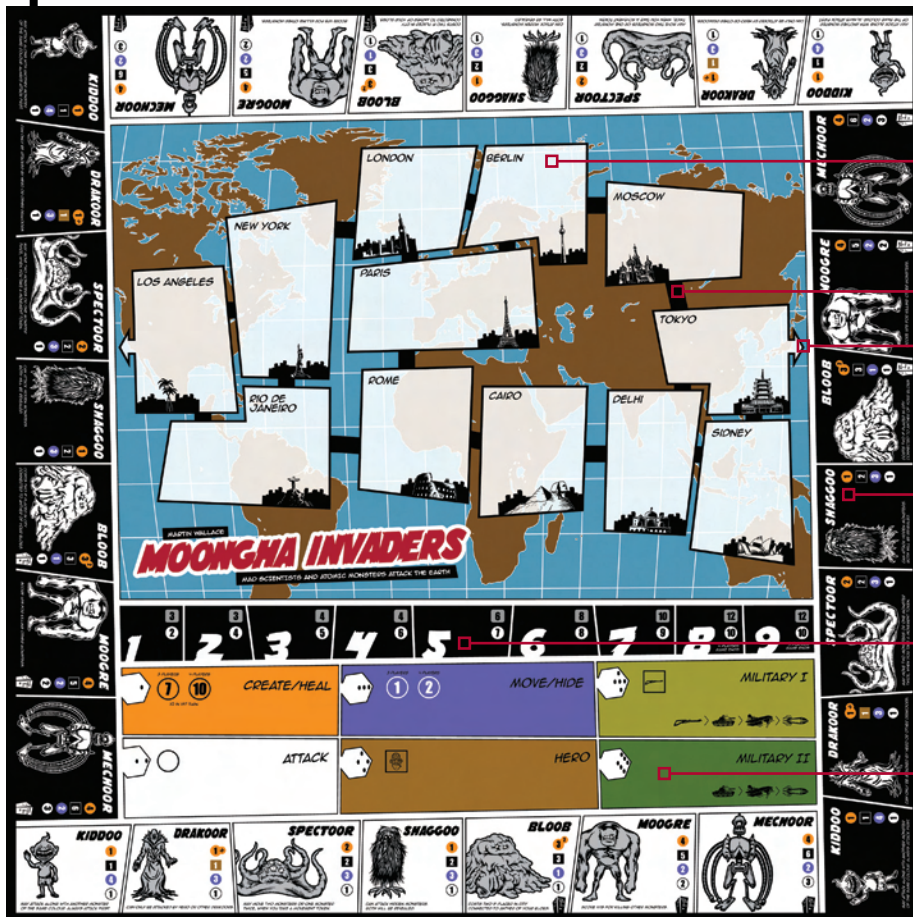
Place the black cubes by the side of the board. These will be used to mark collateral damage in cities.

Randomly determine the first player by rolling the dice. Give that player the first player marker.

Place the turn marker on the first space of the Turn track.



THE BOARD



City.

Connection.

Tokyo and Los Angeles are connected to each other.

Player monster display.

Each player uses the row of monsters closest to him.

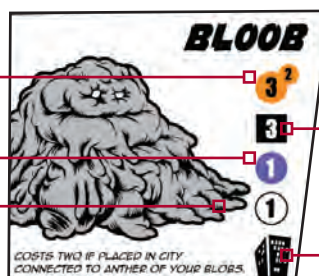
Turn track.

Available Actions display.

Number of orange tokens required to create this monster.

Monster movement allowance.

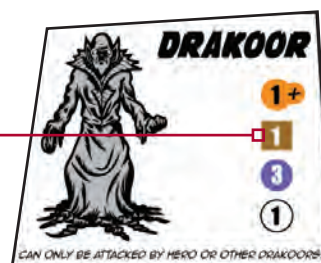
The attack strength, which is the number of dice rolled for each white attack token you expend.



Damage capacity.

Symbol means monster can attack and damage cities.

Damage capacity in different coloured box as the Drakoor can only suffer damage as the result of an attack by another Drakoor or a hero. Other monsters or military units cannot hurt them.



Attack strength

PLAYING THE GAME

The game lasts for either eight or nine turns, depending on whether there are four or three players. It is also possible for the game to end early if one or more players manage to place all of their damage cubes - see below for more details.

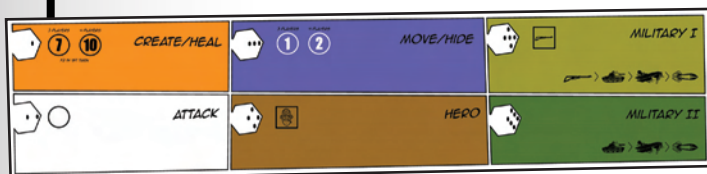
Each turn consists of the following phases:

1. Determine available actions
2. Players take actions
3. End of turn

Each phase must be completed before the next phase is embarked on.

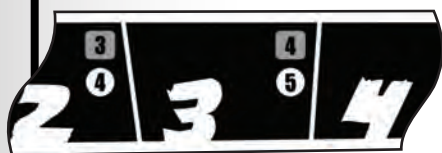
PHASE ONE - DETERMINE AVAILABLE ACTIONS

There are six action boxes which will have a certain number of available actions placed in them. A set number of actions are always made available. Then dice are rolled to determine which additional actions are added to these.



The availability of the first action, 'Create or heal monster', is represented by orange tokens. If there are three players then place seven orange tokens in this box. If there are four players then place ten tokens. In the first turn only double this number, so either fourteen or twenty tokens are placed in the box.

The availability of the second action, 'Attack', is represented by white tokens. The number that should be placed in this box is determined by the present turn number. The value in the white circle in the present turn box shows how many white tokens should be placed in the Attack box. E.g. In the first turn two white tokens should be placed.



The availability of the third action, 'Move or hide monster', is represented by purple tokens. The number available depends on the number of players. If there are three players then place one purple token in this box. If there are four players then place two tokens in the box.

Place one hero counter in the Hero box. If the set of hero counters has been exhausted then the player who presently holds the first player marker must select one hero counter from the board to be removed and placed in this box. Place one infantry counter in the Military 1 box. If the pile of infantry counters has been exhausted then the player who presently holds the first player marker must select one infantry counter from the board to be removed and placed in this box.

No counters are placed in the Military 2 box.

The first player must now roll a number of dice to see which actions are added to. The number of dice that should be rolled depends on the present turn number. The value in the grey die shaped box indicates how many dice should be rolled. E.g. In the fifth turn the first player must roll six dice.

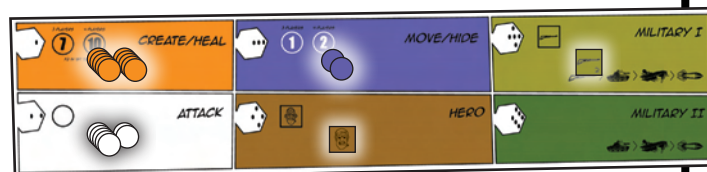


After rolling the dice they should be placed in the action boxes that match their values, i.e. all '1's would be placed in the 'Create or heal monster' action box. Each die placed in a box will result in an extra action of that type being placed in the box. E.g. each die in the 'Attack' action box would result in an additional white token being placed there.

If there are not enough hero counters available then the first player selects the required number of hero counters from the board to be placed in the Hero action box.

The type of military units that should be placed in Military boxes '1' and '2' depends on how many dice are in the box. If there is only one die in the Military 1 box then one extra infantry counter is placed in there. If there were three dice in the box then one extra infantry would be placed there, as well as one armour counter and one air force counter. The progression is shown in the box. E.g. If three sixes were rolled then one armour, one air force, and one A bomb would be placed in the Military 2 action box. In the case where more dice are in a box then the progression allows for then cycle back to the beginning of the sequence. E.g. If six '5s' were rolled then the extra counters placed would be two infantry, two armour, one air force, and one A bomb.

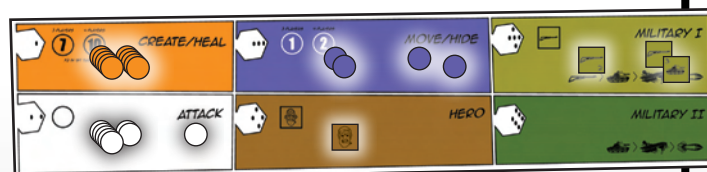
EXAMPLE



It is the fifth turn in a four player game. The set tokens and counters have been added to the action boxes, as shown above. The first player now rolls six dice, which are:



This results in one extra white token and two extra purple tokens being placed in their respective action boxes. One infantry and one armour are added to the Military 1 box and one armour is added to the Military 2 box.



PHASE TWO - PLAYERS TAKE ACTIONS

This is the main phase of each turn. Going clockwise from the first player each player performs one action. This process is then repeated until all players have passed in succession, which usually means all of the available actions have been taken.

There are three actions that directly apply to the monsters and three actions that are the human response to this invasion, and a pass action.

The three monster related actions are:

1. Create or heal monster
2. Attack with monster
3. Move or hide monster

The three human related actions are:

4. Place hero
5. Place unit from the Military 1 box
6. Place unit from the Military 2 box

Actions '5' and '6' are effectively the same and governed by the same rules.

Starting with the first player each player takes it in turn to select from one of the available actions. Continue in a clockwise direction around the table. Play proceeds in this manner until all players pass.

Here are more detailed explanation of the actions.

1. CREATE OR HEAL MONSTER

As an action you can take one orange token from this action box. You then have a choice. You can either place it in one of your monster boxes, which will help you create that monster, or you can place it back in the general stock and remove a damage cube from a monster.

To create a monster requires a number of orange tokens, as shown in the top right hand corner of the monster box. If after placing the token in the box the number of tokens is less than the number required then your action ends and play proceeds to the next player. However, if the number of tokens matches the number required to create the monster then you must place one monster counter from that monster box immediately. Normally when you place a monster you can place it in any city on the board. You always place it on its hidden side. The only exception to this rule is the Bloob. A Bloob only requires two orange tokens if it is placed in the same or adjacent city to another Bloob of the same colour. Otherwise it requires three orange tokens to place.

There is no upper limit to the number of monsters that can be placed in a city. You can have as many of your monsters as you like in a city.

You can only place an orange token in a monster box that has a monster counter in it.

If you choose to use the token to heal a monster then the monster you intend to heal must be hidden.

Example. Simon takes an orange token and places it in his Mechoor monster box. The number of tokens in the box is now three, which is not enough to create the monster. The next time Simon places an orange token in this box he must place Mechoor on the board.

2. ATTACK WITH MONSTER

As an action you can take one white token from this action box. You must then place it in one of your monster boxes. At least one monster counter from that box must be in play on the board. When you place the token in the box you have the choice to leave it there or attack with that monster. You can store as many attack tokens as you like in a monster box. However, once placed in a box they cannot be moved to other boxes, they can only be removed when that monster attacks.

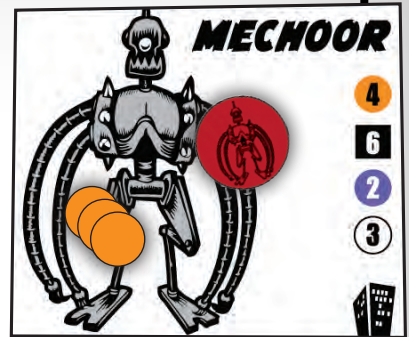
Storing attack tokens in a monster box is usually a good thing to do as it allows you to make a more powerful attack at a later time. However, you have to be careful not to wait too long as your monster may be discovered and destroyed before it can launch its attack.

If you decide to attack with your monster then you can expend some or all of the attack tokens presently in the monster box. The number of dice that a monster rolls when attacking is shown by the number in the white circle. This will be between one and three dice per token. All monsters can attack other monsters and humans (heroes or military). If there is a building symbol in the monster's box then that monster can also choose to attack the city itself.

You must decide before you attack whether you wish to attack the city or another monster or the humans, if you have that option. You must also state how many attack tokens you wish to expend. Your monster is always revealed when it attacks.

If you decide to attack another monster then you state which monster you wish to attack. That monster must be in the same city and must be revealed, i.e. not on its hidden side, (although there is one exception, Shaggo can attack a hidden monster). You cannot attack your own monsters. You roll the correct number of dice according to the number of attack tokens you have expended. Each roll of 4+ results in a hit. Each hit results in one black cube being placed in the target monster's box.

Damage against monsters is represented by the black cubes. If a monster has a number of black cubes in its box equal to its damage capacity then it is destroyed. Normally the monster counter is returned to the owning player's monster box, which means it can be created again. The exception to this rule is when Moogre kills a monster. As there are multiple Bloob counters any damage scored against one should be placed on the counter rather than in the monster box.



If you decide to target the humans in a city then your attack will be against all of the human counters in that city. Heroes and military counters (infantry and armour) are termed humans. Before you can attack all armour units in that city roll to see if they hit your monster. Roll three dice for each armoured unit. Every roll of 4+ results in a hit against the monster. If your monster survives then roll the correct number of dice, depending on the number of attack tokens you expend and the attack strength of the monster. Each roll of 4+ is a hit, which will eliminate one human counter. You choose which counters are eliminated. If any infantry counters survive then they will attack you, in the same way as an armour unit but only rolling two dice each this time.

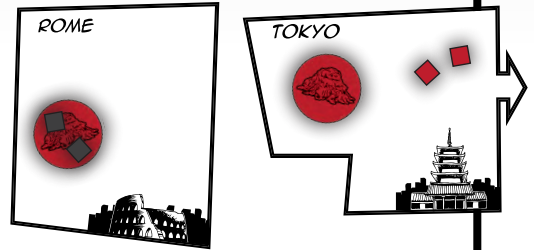
If you decide to target the city then first any armour units in that city will fire at you. If your monster is still alive after this attack then you roll dice according to the number of attack tokens you have expended and your attack strength. Each roll of 4+ is a hit. All human units, which includes heroes, must be eliminated before any damage can be registered against the city. Each hit against the city results in you placing one of your own coloured damage cubes in the city.

A city cannot take more than eight damage cubes in total. Any surplus hits are wasted. If after the attack there are any surviving infantry units these will attack your monsters, in the same way as described above.

The Bloop. When you attack with this type of monster you can choose to attack with some or all of your bloobs. Each bloop will roll a number of dice equal to the number of attack cubes you expended. Each monster can choose its own target, i.e. some may attack the city they are in while others attack other monsters. Resolve each attack separately and in an order of your own choosing.

both of these monsters. He decides to attack with both. He has three attack tokens and decides to expend all of them and attack with both monsters. He will roll three dice for each Bloop.

The monster attack in Rome is a disaster and no hits were rolled. The one in Tokyo is better and two hits were rolled.



The infantry unit in Rome now attacks the monster. Two dice are rolled and both are hits. Two damage cubes are placed one top of the Bloop counter, not in the monster box.



Example of monster attacking another monster.

The yellow player takes a white attack token and places it in his Moogre monster box. He now has the option to attack Mechoor. This is possible as Mechoor is on its revealed side. The yellow player expends three white attack tokens, and so rolls six dice in all. Four are hits. Mechoor has already suffered three damage and so he is destroyed by Moogre. The yellow player takes the Mechoor counter and places it in his Moogre monster box. It will score him 6VPs at the end of the game. Note that the infantry unit in the city does not take part in the combat.

3. MOVE OR HIDE MONSTER

As an action you can take one purple token from this action box. You must use it immediately. You must move or hide one of your monsters that is on the board. A monster's movement allowance is shown in the purple circle. This is the number of connections it is allowed to move along. A monster must always move along the black connecting lines.

A monster cannot end up in the same city that it started from, nor can it visit the same city twice.

If you choose to hide your monster instead then you flip it to its hidden side.

If you have your Spectoor monster in play, even if it is hidden, then you double the number of actions that your monster carries out, i.e. it could move twice or move once and then hide. Spectoor's ability can be used on itself.

4. PLACE HERO

Take one hero counter from the action box and place it in a city of your choice. You then roll one die against each hidden monster in that city, including your own. On a roll of 4+ the monster being rolled for is flipped to its revealed side.

If there is already one or more hero counters in the city then roll again for each of those counters, as if they had just been placed.

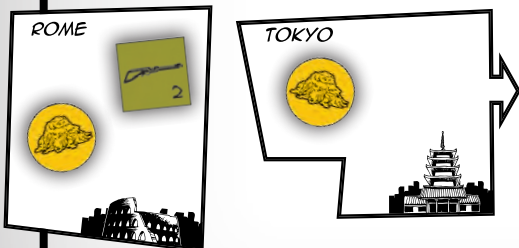
Any military units in that city can now attack any revealed monsters, even ones that had already been revealed before the hero counter was placed.

A hero is the only human who can damage a Drakoor monster. After rolling to see which monsters are revealed roll one die for each hero in the city. Each roll of 4+ will eliminate one Drakoor monster.



Example of a monster attacking a city.

The red player takes one attack token and places it in his Mechoor monster box. He can now choose to attack with Mechoor, which he decides to do. He has four tokens in his monster box and decides to expend all of them. The armour unit attacks before Mechoor can. Three dice are rolled and two of them are hits. Two black damage cubes are placed in the monster box. The red player now rolls twelve dice, (four lots of three dice). He rolls six hits. The first three hits have to go against the human counters, so all three are removed. The remaining three hits go against the city and so three red damage cubes are placed.



Example of Bloobs attacking.

The red player takes one attack token and places it in his Bloop monster box. He has two Bloobs on the board, one in Rome and one other in Tokyo. He can now choose to attack with none, one, or



Example of placing a hero.

The blue player takes a hero counter from the Hero action box and places it in London. There are two hidden monsters in the city. There is also a hero that was placed in an earlier turn and one infantry counter.

As there are now two hero counters in the city the blue player rolls two dice against each hidden monster. With both rolls one of the dice is more than three, which means a successful discovery. Both monster counters are revealed.

The two hero counters can now attack the Drakoor. The blue player rolls one die for each of the hero counters. One of the results is more than three, which means the Drakoor is eliminated. He is handed back to the owning player. The infantry unit now attacks Spectoor. Two dice are rolled but only one hit is scored. The red player places one black cube in his Spectoor monster box.

5 & 6. PLACE MILITARY

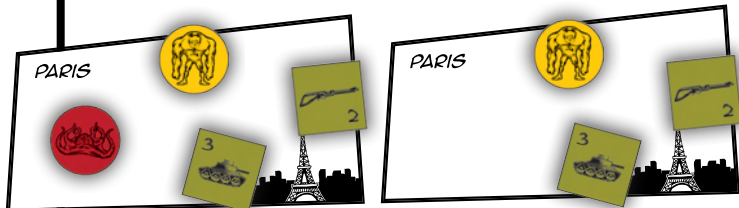
There are two military boxes in the action display. As an action you can take one military counter from one box and place it in a city of your choice.

If there are any revealed monsters in the city that you place the unit in then you must attack with all of the military counters in that city. You decide before rolling the dice which counters will attack which monsters. You roll three dice for each armoured unit and two dice for each for infantry unit. Any roll of 4+ is a hit and results in a black damage cube being placed against that monster.

Infantry and armour units are left in the city after placing.

If you place an air force counter then it must be placed in a city that has at least one revealed monster. You roll four dice for the counter. Any '1s' are collateral damage and result in a black damage cube being placed in the city. After the attack the air force counter is placed back in the stock, it does not remain in the city.

If you take an A bomb counter then it must be used against a city that has at least one revealed monster in it. You roll eight dice against each monster in the city, including any hidden monsters. After that you roll eight more dice to see how many black damage cubes are placed in the city. the counter is then returned to the stock, it does not remain the city.



Example of placing a military counter.

The green player takes an armour counter from the Military 2 box and places it in Paris. This counter and the previously placed infantry counter can now attack. The green player decides to use both of them against the Bloob. Five dice are rolled and four of them are hits. This is enough to destroy the Bloob. The surplus hit is wasted, it does not go against Moogre.

THE PASS ACTION

If there is no other action that you can or wish to do then you can state that you are passing. Passing in one round of play does not stop you performing an action in a later round of play.

You can also place your Pass token in any of the six action boxes. This counts as a pass action for the purposes of ending the phase.

When it is your turn again you must remove your Pass token from the action box and perform that action. This also counts as a pass for the purposes of ending the phase. There is no restriction on the number of times that you can use your Pass token.

If you placed your Pass token in the Create Monster or Heal action box then when you took the token back you would also take one orange token from the stock and use it as described earlier in the rules.

If you placed your Pass token in the Attack with Monster action box then when you take it back you take one white attack token from the stock and use it according to the rules described earlier.

If you placed your Pass token in the Move or Hide monster action box then when you take it back you must move or hide one of your monsters, as if you had taken a purple token.

If you placed your Pass token in the Place Hero action box then when you take it back you must place a hero counter in a city. If there is none available in the stock then you would take one from the board. You could place this hero in the same city you took him from. This counts as a Place Hero action.

If you placed your Pass token in either Military 1 or 2 action boxes then when you take it back you must place either an infantry or armour counter, depending on whether you placed the token in box 1 or 2, and place it in a city of your choice. If there is no counter available in the stock then you take one from the board and place it. You may place it in the same city that you took the counter from. This counts as a Place Military action.

PHASE THREE - NEW TURN

Once all players have passed in succession, and this includes placing or taking a Pass token, then phase two ends and phase three begins.

Remove any remaining tokens or counters from the Available Action boxes.

If one or more players have placed all twenty of their damage cubes then the game ends and victory points are calculated.

Otherwise move the turn marker on one turn and start a new turn.

With four players the game will end after eight turns.
With three players the game will end after nine turns.

WINNING THE GAME

Players now total the number of victory points they have scored.

All players reveal their City counters. Each counter will score a number of victory points for that player. If the city on the counter has one or zero damage cubes in it (of any colour) then the counter is worth 5VPs. If the city has between two and seven damage cubes in it then the counter is worth 3VPs. If the city is destroyed, i.e. it has a total of eight damage cubes in it, then the counter is worth nothing.

Players score victory points for inflicting damage on cities. If a player has the most damage cubes in a city then he scores 4VPs. If two or more players jointly have the highest number of damage cubes in a city then each player scores 2VPs. If a player has the second highest total of damage cubes in a city then he scores 1VP. If there is a tie for second highest number of damage cubes then each of the tied players scores nothing. Note that black damage cubes also figure when scoring victory points.

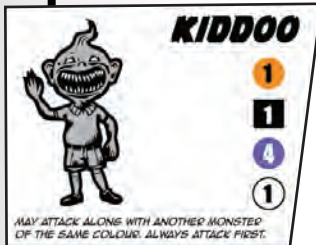
For example, if a city had four black damage cubes and three red cubes then the red player would score only score 1 VP for having the second highest total.

Each Drakoor counter a player has on the board will score victory points. Each counter is worth 3VPs less one for each other monster counter in the city (including monsters of the same colour). The minimum number of victory points that can be scored for a Drakoor is zero.

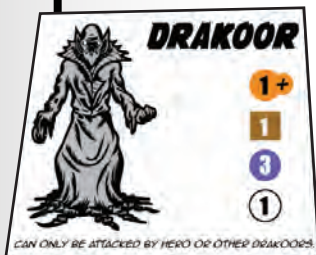
Players also score victory points for each monster they have killed with their Moogre monsters. Each monster killed by Moogre is worth a number of victory points equal to its damage capacity. It does not matter whether Moogre is on the board or not at this time.

The player with the highest victory point total is the winner. In the case of a tie the tied player who has damage cubes in the most cities is the winner. If there is still a tie then the tied player with the most monsters on the board is the winner. If there is still a tie then the player who has the most damage cubes on the board is the winner. After that I think you should call it a tie.

THE MONSTERS!



Kiddoo is the monster side-kick. If you attack with a monster in a city that also contains your Kiddoo counter then you can attack with Kiddoo as well. Kiddoo always gets to roll at least one die, even if he has no attack tokens. Kiddoo always attacks first, even before armour units fire.



The **Drakoor** do not want to be noticed, they just want to lurk in the shadows snacking on the odd human. The cost in orange tokens to place a Drakoor is one plus one for each such monster you have already on the board. At the end of the game you score 3VPs for each Drakoor less 1VP for every other monster in the same city. A Drakoor cannot be

damaged by the military or other monsters. Only a hero or another Drakoor can eliminate a Drakoor. Roll 1d6 for each hero, a roll of 4+ is enough to kill it. If a Drakoor attacks another Drakoor use the standard combat rules.



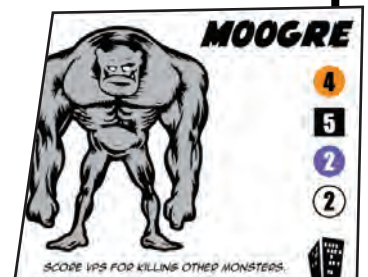
Spectoor is the brains behind the scene. If you take a purple movement token and you have your Spectoor counter on the board then you can perform two movement actions. You could move the same monster twice or two different monsters. Movement includes the ability to become hidden, so it would be possible to move a monster and then turn it to its hidden side. Spectoor will give you this benefit even if he is hidden.



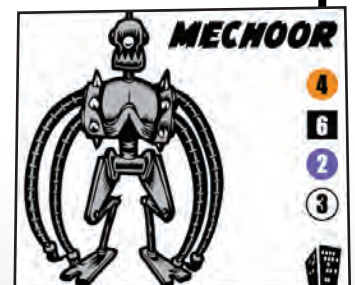
Shaggoo likes to sneak up on other monsters and attack them. You can attack another monster, even if it is hidden. When you do both monsters are revealed. Shaggoo can attack a Drakoor, thus revealing it, but it will not be able to damage it.



The first **Bloob** you create will require three orange tokens. After that you can create Bloobs for two orange tokens IF they are placed in the same city as another Bloob or a connected city. If you create a Bloob using three orange tokens then it must be placed in a city that is not connected to one containing one of your other bloobs. When a Bloob takes damage place the cubes on the counter. When you attack you can do so with some or all of your Bloobs. See the main rules for more on this.



Moogre scores victory points for killing other monsters. If your Moogre kills a monster then take that monster counter and place it in your Moogre monster box. At the end of the game you will score VPs equal to the damage capacity of that monster.



Mechoor does exactly what it says on the label - he knocks things down.