MONSTERS

The Big City Monster Crisis Game

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INTRODUCTION

This game came about as a result of much wine and a conversation with Jurrien DeJong. So it is his fault.

The basic idea comes from many giant monster movies, from Godzilla (or Gojira to give him is proper name) onwards.

The game is set in the present day, and is intended to expand the basic idea of 'a monster destroying the city' a little further than just pouring lots of firepower into the monster until it, inevitably, falls over.

There is a significant political dimension to this game (as there would be in any real-world crisis), and for this reason all the players represent the authorities.

The monsters themselves (once you understand their motivations) have few real decisions to make, so they will be run by Game Control.

There will be no winners or losers in this game the conventional sense.

You will all know at the end how well you did, and whether your political or operational objectives were met (or not). In the end you all want the same thing. To save Amsterdam. Can you do it?

Finally, if anyone sees any resemblance between this game and any of my other disaster or crisis games (such as DimSim, Nightmare in Detroit, or Behemoth) then that is entirely coincidental.

I hope you enjoy the game.

Jim Wallman
London 2002

PLAYER ROLES

Central Government
The events that unfold are of National significance. The Government needs to activate a crisis cabinet to decide how to handle these unprecedented events. It is by no means certain that Amsterdam is the only part of Holland affected, or indeed that Holland is the only country in Europe to have such a crisis. Deciding what to do at the macro level is absolutely critical.

Main cabinet player roles
Prime Minister: Dr Balkenende,
Vice prime minister Bomhoff (Health)
Vice prime minister Remkes (Interior)
Minister of Defence Korthals Altes
Minister of Foreign Affairs: de Hoop Scheffer
Chief of Defence: Admiral L Kroon

6 players

City Mayor and Council
The co-ordination of the city's resources in a crisis falls to the mayor and his staff. Making sure that Amsterdam survives is the overriding aim.
Players: Mayor and Staff x 3

Chief Of Police and his staff
Policing a cosmopolitan 21st century city requires a wide range of skills and experience. None of which will prepare the police for what they will have face now.
3-4 players (3 'districts', one overall commander)

Fire Chief and Staff.
Major disasters are something that are, mercifully, rare - but the fire service is always ready.
2-3 players

Army Commander and Staff
Military forces are likely to be needed, under the command of a senior and experienced military commander. Obviously also acting in support of the civil authorities (the Mayor).
Commander and 2-3 staff
(Note, the use of Air and Naval forces in the city are a political decision taken by the Cabinet - operational control will fall to the Army commander).

Press
The news event of the century, no…the millenium. And you are on the spot. What more could any news person want?
3 players

Weird Scientists

"There's a scientist to see you sir…he says he has the answer to the problem. Will you see him? I didn't catch his name…it was Doctor something."

2 or 3 weird science players.

Game Control   (2xmonster / political / fires & damage / 2xcrowds / overall control / military / police & fire)

Sequence of Action

1. Move all monsters
2. Place on crowds created as a result of monster actions.
3. Resolve monster attacks / actions
4. Move all security forces / firefighters
5. Work out crowd control actions - place crowds caused by police actions.
6. Work out combat or firefighting actions
7. Move any uncontrolled crowds
8. Update uncontrolled fires and any resulting damage

Scales

Each game turn represents roughly 30 minutes.
Each hex on the map represents roughly 300m
Each crowd is many hundreds of people

Movement

Because of the constricted nature of the terrain all *deployed* units and monsters have 6 movement points.
They are spent as follows:

Map zones	Movement points costs				Features
	Deployed human	Fast monster	Normal Monster	Slow Monster	
Residential / built-up area	3	2	3	4	
Open / Park	2	1	2	3	
Expanse of water (such as a lake or wide canal / river	2	1	2	2	Only if capable of moving through water

Movement down roads/rivers is at half cost (halves rounded UP)

City forces such a fire fighters and police, and the military can be redeployed rapidly because they have extensive use of various vehicles. We will simplify this by defining a unit as either *deployed* or in *reserve* in any given turn.

Units in reserve are not able to take part in any actions.

In it's turn a unit can *either* be moved from deployed into reserve,
or from reserve to deployed.

The location of this reserve is either a police station for the police, fire station
for the firefighters, or a designated rally point for the military.
Forces can always be placed in reserve off-map, but then additional delays
will be imposed.

In order to move to or from reserve a unit must be able to trace a line of
unblocked hexes of any length for the route.

Hexes are blocked for this purpose by :
• A monster
• 2 or more crowds
• major damage or worse

Crowds cannot move in this way, unless being evacuated (see later).

Crowds

Each hex generates 2 crowds when a *crisis* occurs, they only do this once per
hex.
The hex is then marked to show that it's population has taken to the streets.

A *crisis* is defined by

• A crowd moving into the hex
• A monster moving into the hex or an adjacent hex
• An airstrike or helicopter attack on an adjacent hex.
• A fire spreading into the hex

Crowds come in three types – tourist, civilian, and criminal. It is not always
easy to tell civilian and criminal crowds apart so criminal crowds are marked
underneath where players cannot see and are treated as innocent civilians
until the opportunity for a criminal act occurs (see below).

Heritage hexes generate **two** tourist crowds and a civilian crowd.
All other hexes (except open space and water) generate 2 civilian crowds.

All crowds will attempt to move away from monsters, armed conflict and fires.

Criminal crowds will always attempt to loot if there are no monsters or police
in the hex.   Once they do this, they are turned over and permanently
identified as a criminal crowd.

Looting automatically causes **light damage** (see below for definitions of damage) and there is a 1 in 6 chance of an accidental fire.
Obviously, looting in a heritage area is potentially quite serious.

Tourist crowds are especially hard to control because they are more stupid.

Politie (Police)

In their turn police units can perform one of these tasks:

Cordon – blocking movement into a hex. A police unit can stop all non-rioting crowds from moving into its hex.

Crowd Control – attempt to influence the movement of a crowd or group of crowds.
It moves into a hex containing crowds and rolls 1d6 – this is the number of crowds that can be controlled – Tourist crowds cost double. This has no effect on revealed criminal crowds.

Evacuate People - Crowds can be evacuated to a designated evacuation centre (selected on the game map) from turn 3 onwards.
Roll 1d6 per police unit on this task (not counting Riot Police or SWAT) and add up the scores - this is the number of evacuation points you have.
No more than 2 police units per hex can be on evacuation duty.
To evacuate a crowd of civilians to the evacuation centre costs 3 points. To evacuate a crowd of tourists costs 6 points.
These points cannot be carried over from one turn to another.
The evacuated crowds are then placed on the evac centre.
Evacuation may NOT be done in any hex that:
• Contains a monster
• Is adjacent to a monster
• Contains Rioters

Arrest – attacking one specific criminal crowd and trying to remove it from play. Score 4,5,6 to succeed (this automatically puts the police unit into Reserve for the next turn). +2 if riot police. +1 for each additional police unit.
For this roll, a roll of 1 is always a failure, no matter what modifiers are applied.
Failure to arrest converts the Criminal Crowd and all other civilian (non-tourist) crowds present into a RIOTING CROWD.
All tourist counters in a riot are simply removed (poor tourists) and counted as casualties for 'counting the costs' purposes.

Fight – shoot at a monster - see fighting rules below.

Disperse RIOT – In order to disperse a riot, the rioters need to be overwhelmed.

Score 2 points per police unit, 1 point per Army unit, 5 points per riot squad unit.
Rioters score 10 points per rioting crowd.
Assemble half as many points as rioters to contain the riot and prevent it moving.
Assemble more points to defeat the riot.
This generates a normal crowd in each adjacent hex that is not occupied by either police of monsters.
All the anti-riot forces used must then go into reserve for the next turn (processing the arrests etc).

RIOTING grows if unchecked.
All hexes with rioters in are automatically looted.
RIOTERS will move away from monsters and fires greater than 1.
RIOTERS moving into hexes with crowds in will convert them to RIOTERS too.

Damage

Hexes with buildings in can take damage. Damage is cumulative on the following scale – each time it is damaged it goes up a level. It doesn't get worse than catastrophic.

- LIGHT
- SIGNIFICANT
- MAJOR
- CATASTROPHIC

Each time the damage level rises, roll for an additional fire, score 1 or 2 for a fire.

Fires

Fires grow.
A hex with a fire in it will get worse unless attended by a firefighter unit.
One fire counter is automatically added to the hex each turn the fire is unattended.
There must be at least half as many fire units as fire counters for the fire to be brought under control (that is not to increase).
For the fire to be put out requires roll a d6 – score the number of fire units or less to remove 1 counter.

Fires spread.
A fire that is not under control or being reduced has a chance of spreading to each adjacent hex – roll the number of fire counters or less for a spread – roll a d6 for which adjacent hex it spreads into. It spreads by putting a single fire counter into the affected hex.

If it spreads into a hex which already has a fire in it – then add an extra counter to that fire.
If there is a fire unit on fire watch (and doing nothing else) in the adjacent hex, then the fire will not spread into that hex.

Fires Do Damage.
Roll 1d6, score the number of counters or less to increase the damage level in that hex by one.

Fires never get worse than 6 counters per hex.

Helicopters

Helicopters do not operate as deployed or in reserve like ground units. They can operate for 4 turns on the map then must leave the map for at least 2 turns to refuel and rearm.

A helicopter unit has a choice of heights in any turn. It can either be Nap of the Earth (NOE) or Low or High.
This affects its speed and operations:

	Shooting at monsters d6			Speed hexes	Turning circle	Vulnerability
	Target small	Target medium	Target large			
NOE	4	3	2	6	Any	Very vulnerable, risk of collision with ground features. 2d6 per turn - 2 = collision
LOW	5	4	3	12	T1	Vulnerable to ground fire.
HIGH	6	5	4	24	T2	Very hard to hit

T1 = one hex forward for every 60º turn
T2 = two hexes forward for every 60º turn.

The weapon fit must be specified before helicopter operations start - some options might be are:

Anti-tank guided missiles - range 6 hexes - 1 shot per 'copter
Rockets - range 3 hexes - 1 shot per 'copter
Cannon - range 1 hex - 2 shots per 'copter.

Fixed Wing Air Strikes

Aircraft do not remain over the city long enough to be represented by counters.
The target impact hex is always hit, but there is a chance of 'strays' in adjacent hexes.
Targeting can be by map reference, flare or visual

Targeting	Method	Chance of strays 1d6
Map reference	Grid reference on a map.	1,2,3
Flare	units on the ground indicate target by some means (flare, tracer etc)	1
Visual	where the target is a large, obvious landmark or giant monster. There is a chance of mistakes if, for example, there were two giant monsters on the rampage.	1,2

Strays - if there is a stray bomb, roll again for the adjacent hex affected.

Bombs automatically cause an increase in damage level and an extra fire in any hex they are used.

Political Authorisation

Military forces cannot be deployed in the city without political authorisation to do so. This authorisation should include information on command and control, areas of responsibility and rules of engagement.

Monster Rules

The monsters have never been encountered before, so the rules for their use do not appear in this human player handbook.
Game control will brief players as and when the monster's capabilities become apparent.

Counting the Cost

At the end the cost of the battle will have to be calculated. Property Damage is worked out as follows

Cost For each hex that has :	Million Euros
No damage but had a fire	1
Light Damage	5
Significant Damage	10
Major Damage	20
Catastrophic Damage	40
If looted	+5
If there was a fire as well as damage (even if it was put out)	X 2
Heritage hex	X 10

For each crowd destroyed assume 20 killed and 50 injured and a cost of 5 million euros in compensation. For each tourist crowd destroyed, as well as the above, assume 10 million euros lost in future tourist income.
For each Heritage hex suffering catastrophic damage assume 5 million euros in lost revenue.
For each criminal crowd arrested assume 20 arrests

For each rioting crowd dispersed assume 30 arrests
For each police/army unit destroyed assume 5 killed and 10 wounded and 2 million euros in lost equipment

FORCES AVAILABLE

Regio Politie Amsterdam Amstelland (RPAA) (City Police)
On Duty
12 Politie units
4 Mobiele Eenheid (Riot Police) Units
1 Arrestatieteams (SWAT) unit

Off Duty
24 Politie units
8 Mobiele Eenheid (Riot Police) Units
2 Arrestatieteams (SWAT) Units

Koninklijke Marechasseuse (At Schipol - if released by political authority)
4 Armed Response teams
1 Armoured Carrier unit (with GPMG)

Police Reinforcements from other cities (if released by Central Government authority)
12 police units
5 Riot Squad units

Brandweer (Firefighters)
Immediate: 10 Brandweer units, 1 river fire-boat unit
Off Duty (available after 3 turns): 10 brandweer units, 1 river fire-boat unit

Reinforcements from neighbouring cities and Schipol airport
10 brandweer units

Koninklijke Marine (Navy) (if released by Central Government authority)
Immediate: 2 Minenjager (M850 Alkmaar and M858 Middelburg)
1 Maritime patrol aircraft (P-3C Orion) armed with torpedoes or depth charges

Available 8 turns after request
Hr.Ms. Van Amstel (F831) Multi-Purpose Frigate armed with 76mm gun and Harpoon anti-shipping missiles, sea sparrow missiles, Lynx helicopter (armed with depth charges or torpedo).

Korps Mariniers:
2 Companies of 10 lorried infantry units from 1e Marinierbataljon
2 units of Naval fire-fighters (land)

Koninklijke Landmacht (Army) (if released by Central Government authority)

Available from 2 turns after request:
1 Pantserinfanterie (Armoured Infantry Coy) Stoottroepen (Armoured Infantry Coy) of 10 Infantry in YPR765, plus 2 units of TOW-Armed YPR765 PRAT

4 Helicopter Gunships (AH-64D Apache)

Available 4 turns after request
8 Helicopter Gunships (AH-64D Apache)
2 units of Combat Engineers

Available 8 turns after request
1 Tank Company of 4 Tank units (equipped with Leopard 2A5) from Huzaren van Prins van Oranje
1 Pantserinfanterie (Armoured Infantry Coy) Stoottroepen (Armoured Infantry Coy) of 10 Infantry in YPR765, plus 2 units of TOW-Armed YPR765 PRAT

2 units of Combat Engineers
4 units of army firefighters

Koninklijke Luchtmacht (Airforce)
Available 1 turn after request
1 Air strike of F16 s from Leeuwarden
and then 1 every 4 turns after that,

Available 4 turns after request
2 units of transport helicopters (Chinook) - a transport helicopter can carry 1 Pantserinfanterie unit or 4 police units or 1 crowd.