Cardboard Kaiju

A D20 based bit of fun.

*The warnings… they were in the sky. They were on the wind and in the waters. If we’d been looking for them then we would have seen it coming. Felt it’s mighty footsteps quake the earth. Seen it’s shadow fall over our great city. Known to prepare. The signs, they were all they and we ignored them because this does not happen to great cities. This could not happen to our city. Many things cannot happen but this has. The Cardboard Kaiju has arrived.*

This is a tactical D20 simulation where players are trying to protect the city they have constructed from utter destruction at the hands of the cardboard kaiju. It’s more board game than roleplaying game, with the players being provided with a brief character booklet, a special effects pad that ties in with each of their specific characters action and a set of cards that indicate they can do to destroy the monster. Players do not have individual hit points; those are rolled up into the city value. Each player distributes his or her hit points to various areas of the city to create its relative hardness/toughness etc. This prevents a character ‘dying’ and being taken out of the game. Player actions are articulated in city actions rather than personal attacks.

In this instance there will need to be a GM representing the kaiju and running the game. In later iterations an AI will be developed so the game can be played without a referee role.

The idea is to have small pieces of narration built into the story, triggered at certain points in the game. These could be later replaced with video cut scenes that are triggered from control board software of some description.

**Stage 1 – Decide on Roles**

There are four distinctive roles available to the players outlined in the playbooks. These roles have been balanced and it is strongly suggested that each core role be filled before doubling up on characters.

The game is balanced for five players but could be extended to six or played with as few as four. There are instructions included to balance the game for four players and six players will have an easier time of it.

**Stage 2 – Build the city**

This is largely an aesthetic process. Players arrange the city, as they would like.

Players allocate their Structural Points (SP) to the buildings, representing how tough each building is and how much it takes to destroy the building.

Each building has zero points to start.

Each building has an armor class (AC) of XX, depending on its design. Players can augment that during play with various abilities.

**Stage 3 – Introduce the Kaiju**

The monster has fixed stats and these are unknown to the players at the beginning of game. The GM reveals various Kaiju abilities as the game unfolds. The Kaiju can be modified and redesigned based on a community development process. This is explained elsewhere (which is to say we haven’t written them yet). There is colour text that goes in here.

**Stage 4 – Initiative**

Players roll initiative – 1D20 – and add their Initiative Modifiers. We use giant dice for this.

GM rolls initiative – 1D20 – and adds the Kaiju Initiative Modifier. We use giant dice for this.

We use giant magnets on a whiteboard to track who goes when. Players can;

**Each Round**

Players can:

* Do something – there is no move action phase for the players. All actions are considered full round actions. These actions are outlined in their playbooks and on play cards
* Delay (hold off doing something) or ready an action (prepare to do something).
* Do nothing (pass their go), which is never a good idea.

Cardboard Kaiju can:

* Move (full round action)
* Attack (fully round action)
* React (swift action). One Reaction per round.

Attack

* 1D20 plus bonus vs. Cardboard Kaiju AC
* 1D20 plus bonus vs. building hardness

Kaiju immunities mutate on a roll of 1 or 6 on a 1d6 dice roll at the top of the Kaiju’s turn