



# ATTACK OF THE REALLY BIG THING!!



EXPERIMENTAL  
FUSION 2.0

A N O N G O I N G V & V E X P E R I M E N T

# **ATTACK** OF THE **REALLY BIG THING!!**

**An Experimental V&V Freebie**

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**This “House Rule” is a bit different from the “Freebie” I posted a while back. The feedback I received from that release was extremely helpful in my pursuit of rules for battles involving very large adversaries.**

## CREATING REALLY BIG THINGS

“Really Big Thing” (abbreviated RBT) is simply a generic term used to describe characters and creatures of very large size. Vehicles are handled differently (see “Deathduel with the Destroyers” by Bill Willingham).

Begin creating a Really Big Thing just as you would a normal-sized character, using the Villains and Vigilantes rules. Roll or assign Strength, Endurance, Agility, Intelligence, and Charisma normally. Roll for powers per the rules, but note that one power for all Really Big Things must always be “Size Change (A) Larger”; this counts against the RBT’s normal total of 1d6+2 powers. An expanded table for Size Change is attached.

Expanded Size Change Table:

Height Factor	Weight Factor
1.5	3.4
2	8
3	27
4	64
5	125
6	216
7	343
8	512
9	729
10	1,000
11	1,331
12	1,728
13	2,197
14	2,744
15	3,375
16	4,096
17	4,913
18	5,832
19	6,859
20	8,000

Aside from the requirement for “Size Change (A),” the character creation process is normal. Due to the very large size (and therefore great weight) of RBT’s, some power may be required to prevent the character’s Agility Characteristic from being reduced to zero or below.

Note to Game Masters: *It is very easy to create an RBT that is simply unstoppable by any character short of a god. It is also possible that, due to the RBT’s great weight, it will have an Agility of zero or less. Since common sense dictates that a creature cannot have a negative Agility score, then some power will be required to counter the loss of Agility. The simplest is “Heightened Agility,” but a body power may also be used allowing the RBT to ignore weight-related modifiers to Agility. Some RBTs may use “Gravity Control” or a variant on “Flight” to make themselves lighter.*

*It is actually okay if an RBT has no chance of making a successful attack against a human-sized target. He/she/it will likely be able to knock over buildings and crush airliners, trains, and cargo ships, and that’s enough for any villain (or force of nature).*

## REALLY BIG COMBAT

Like Character creation, combat using Really Big Things is basically unchanged. A review of the rules for Size Change show that the modifications are logical and “one-way.” That is it is easier for a

normal-sized attack to hit a Really Big target, but not harder for a Really Big Thing to hit a normal-sized target. It may not seem “realistic” but the rule does address the issue of size difference without bogging down game play.

## SURPRISE

Because of the large difference in relative size between normal-sized characters and various RBT’s, GM’s may opt to have a character’s percent to detect hidden multiplied by the target’s **Height Factor**.

**EXAMPLE:** *Beavereaux is hiding in Lake Huron, and Savage Henry is trying to find him. Normally Savage Henry’s percent to detect hidden is 10% (he’s Savage Henry, not Smart Henry). Since Beavereaux’s Height Factor is 9, Savage Henry has a 90% (10% x 9) chance of spotting the hidden monster. This assumes, of course, that he is in a location where it is actually possible to find the beaver. Were Henry looking in Lake Geneva, he might find some hidden object, but not Beavereaux.*

## REALLY BIG COMBAT EFFECTS

Whenever a Really Big Thing takes damage to his Hit Points, there is a 1% chance per every point of damage equal to the character’s Height Factor sustained that he will fall temporarily unconscious.

*Example: A Character with a Height Factor of 10 takes 9 points of Hit Point damage. His percent chance of being rendered unconscious is 0%. For every ten full points of damage this character takes there is a 1% chance that he will be knocked unconscious.*

All standard wake-up, healing, and resting rules apply to RBT’s just as they do to normal-sized characters.

### NOTES ON SCALED DAMAGE

*The amount of damage done by a Really Big Thing’s attacks does not change with its Height Factor. A Disintegration Ray attack still does 1d20 damage because it still has a PR of 2 per shot and the range for the attack has already been scaled for the HF. Of course, the GM and player can work together to modify any power, device, or weapon to fit the particulars of the RBT in question. Examples are:*

- *Multiplying the damage by HF instead of range.*
- *Giving the attack a Blast Radius equal to ½ HF (rounded down) instead of multiplying Range or Damage by HF. (See Gorillasaurus)*
- *Give the attack both scaled damage and range (or blast radius), but square the PR. [PR of 3 becomes a PR of 9]*
- *Give the attack all three and cube the PR. [PR of 3 becomes PR of 27]*

### CANCELLING ACCURACY MODS (OPTIONAL)

Being “Really Big,” RBT’s usually have pretty severe negative modifiers to Agility. This comes from their high bodily weight and usually results in a negative accuracy stat. The effect of which is that two RBTs can stand toe-to-toe and continually miss one another (especially true in Melee/Hand-to-Hand combat). As an option, the GM may “Cancel Out” the difference between the two RBT’s Accuracy stats, as a method of speeding up the battle and making it more fun to play and a bit more dramatic.

**Example:** *Mega-Goose has an Accuracy Stat of -2 while Pythax has an Accuracy stat of -4. They both have a Height Factor of 10, and when engaged in “Hand-to-Hand” combat, they end up missing each other a lot. The GM can change Mega-Goose’s Accuracy to “0,” and Pythax’s to -2 for the duration of the battle to speed things up a little.*

## SPECIAL CASE POWERS

Most powers work without any adjustment when used against Really Big Things. Due to the special nature of “Death Touch,” “Gravity Control,” “Paralysis Ray,” and “Revivication,” however, a special rule applies.

The normal PR to use these powers must be multiplied by the target’s Height Factor.

This means that a normal-sized character attempting a “Death Touch” attack on a creature with a HF of 10, would have to pay 100 power points for an attack that is partially successful, and 200 power points for a fully-successful attack.

### GANGING UP

So, what if there were ten characters with “Paralysis Ray” attacking a creature with a HF of ten? The normal PR for this attack is 7, but since the target’s HF is 10, that makes the cost 70 power points. Divided among the ten attackers, that’s back to a PR of 7 per attacker per attack. But, if one attacker misses, the teamwork breaks down, and the entire combined attack fails. This is basically the converse of the “MULTIPLE ATTACKS” rule from the V&V revised rules. But since each character made an attack, they still have to pay the PR.

## REALLY BIG WEAPONS (MELEE and MUSCLE POWERED)

Many RBTs will have some sort of weapons. These may include such standbys as Power Blast Devices or Energy Rifles, but may also include such items as swords, bows, huge shotguns, or exceedingly large boomerangs. These work just as they would for characters, but with range and damage modified for Height Factor.

Obviously the RBT will need arms of some kind in order to swing a sword, draw a bow, or throw a boomerang, and the ranges for these are calculated using normal rules for the weapon type modified by the Height Factor and HtH damage (remember, Character Weight has a direct effect upon Carrying Capacity, and therefore HtH damage).

If Rocket Ryuga had a really big battleax he used to battle Gorillasaurus, its stats would be as follows:

<b>Battleaxe: +1 to hit</b>	<b>HtH+1d8 Damage</b>
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*Ryuga is a 50-foot-tall (a Height Factor of 9) monster-fighting android, weighing in at 145,800 lbs. He has an Agility of 2, an HtH of 6d10, a damage mod of -2, and an accuracy of -6. If we figure he has “average” STR and END his carrying capacity will be 177,220 lbs.*

So, the Battleax would do the following, with all of Ryuga’s mods calculated in.

**Base To Hit: 1 (basic HtH to hit of 5 +1 [weapon accuracy], minus 5 for Agility-based to hit modifier).**

**Damage: ((6d10+1d8)-2[Damage Mod.])\*9 [Height Factor]** – so somewhere between 45 and 594 points of damage could be delivered to the rampaging Gorillasaurus in a single attack, in the unlikely event he can actually score a hit.

But what if, just to be unconventional, Ryuga wanted to use a Bow for a ranged attack?

Standard Bow game stats are as follows:

**+4 to hit, HtH+1 damage, and a range of Ax3**

That works great for normal-sized Villains and Vigilantes, but Ryuga’s arrows would be about the size of telephone poles, so some adjustments may be in order. The stats of his gigantic bow would be as follows:

**Base to Hit: +3**

**Damage: ((6d10+1)-2[Damage Mod.])\*9[Height Factor]**

Between 45 and 531 points per successful attack.

**Range: 54” (Ax3xHeight Factor)**

If, however Ryuga simply threw something at Gorillasaurus, say an empty railroad boxcar, he could throw it 92,898 inches (or 88 miles!). Again, we run into the Issue with low agility – the boxcar can only be accurately thrown Ax13” (because an empty box car weighs app. 74,000 lbs) x 9 [Height Factor] for a total of 234” or 1,170 feet (23” in “Really Big Scale”) ([A x 13]=26, 26 x Height Factor = 234”), and would do 5d10+10d10 damage. The boxcar would also have a higher to hit modifier than the bow (+1 as opposed to -1 for the bow).

So I guess that is why we don’t see very many bows being used in Godzilla movies; it’s easier to throw whatever is lying around.

## RBT BEHAVIOR

Sentient RBTs not controlled by some other entity behave as normal characters, they are just really big! Non-sentient RBTs (i.e. Gorillasaurus) behave like Animated Servants, Pets, or Animals (depending upon the circumstances for the particular RBT. Gorillasaurus behaves like an animal).

- **Beavereaux** (a gigantic Beaver who recently attacked Winnipeg, Manitoba, Canada) would behave like a normal non-sentient animal.
- **Mega-Robot XZ-1000** is known to be remotely controlled by the evil Doctor Kimura, and behaves like an animated servant.
- **Pyrodius** the dragon behaves like a pet, obeying the commands of his master Nobi Takahashi.

The rules for such RBTs are already covered in V&V; the only adjustments required are for size.

Putting this all together, we see that Beavereaux versus Ferettus would be a basic battle, just like a battle between Mister Impressive and Doctor Unpleasant. The only notable difference between the two battles would be the large amounts of damage done in each RBT attack. These large creatures still have power and hit points. They can still be rendered unconscious (1% of the un-multiplied amount of damage), and are still susceptible to knock-back (based on total damage versus basic hits). The same holds true for RBTs like Mecha-Skunkulon (a Really Big Skunk with bionic implants), Rocket Ryuga (RBT with Android Body), or Mega-Robot XZ-1000 (animated servant with robotic body). As long as the RBT is not basically a vehicle, the basic V&V rules apply with adjustments made for the large size of the RBTs.

## REALLY BIG EXPERIENCE

The experience value for a sentient RBT is the same as that for any other character:

(HP + Power) x (Exp Level x 2)

Non-sentient characters are assumed to be at level 4, so their experience value is always:

(HP + Power) x 8

## REALLY BIG SCALE

Normally in V&V, five feet of distance is represented by one inch. This works quite well for almost everything that takes place in the game. RBT's, however, are an exception. A 120-foot long mega-snake would require a counter twenty-four inches in length. Such large game counters would tend to make table-top gaming somewhat problematic. For this reason I have introduced the option of "Really Big Scale" where a one inch square represents an area fifty feet along each side. Our 120-foot long monster python now becomes a 2½" counter, rather than twenty-four inches. This simplification is best used for RBT versus RBT battles, but may also be used for RBT versus Human-scale battles.

*Note: To use existing counters in Really Big Scale, copy or print them at 10%.*

## BUILDINGS

Really Big Things tend to smash a lot of things, in an urban environment most of the smashed stuff starts out as buildings. For most buildings, the rule of thumb for structural rating is as follows:

- Structural rating of material used to make building x 100 per each one inch square of each story of the building.
- When using "Really Big Scale" (see below), the Building's overall SR is Material SR x 1000 x stories per each 1" square.
- A building made from 80% steel and 20% glass would have a rating of  $((11 \times 0.8) + (2 \times 0.2) \times 100) \times \text{number of stories}$ .

## CROWDS

Also found in cities are people – lots of them! People tend to gather into large groups and flee the Really Big Thing as it makes its way through the city smashing buildings. Crowds are actually pretty easy to deal with (for both GM's and RBTs).

An average human has 3 basic hits, 3 hit points, 40 power points and a movement rate of 30 inches per turn. A crowd of random size can be created by rolling 1d100, the resulting number being the total number of people in the crowd. Of course the GM can simply assign the crowd size arbitrarily. The physical size of the crowd is an area equal to the population in square inches, so a crowd of 100 people would take up 100 square inches (or a square 10" along each side).

For each 3 points of damage delivered to the area occupied by a crowd, one person is incapacitated.

*GM's Option: For every 6 points of damage delivered to the crowd's area, 1 person is killed, instead of 2 people incapacitated.*

## COMBINED RBT'S

Some RBT's are actually several smaller things. These smaller things, called "Elements", are fairly normal (by V&V standards). In addition to any other powers or abilities, each element should have the following power and weakness (or something similar):

Transformation (A) Power Activation: Becomes part of [Combined RBT]. PR=0, Transformation requires one action.

Weakness: Must be within "X" inches of all other elements that make up [Combined RBT] in order to transform.

"X" should be the same for each of the elements, and should be agreed upon by the GM and player (or players) in advance.

As with standard V&V transformation the resulting RBT requires its own character sheet, and may be completely different from any of the individual elements.

This is all pretty easy when there is a "master" element, and the remaining elements are "Animated Servants." In this case, the Master Element is, essentially, the character and receives all experience and makes all combat rolls, etc... Some Combined RBT's are made up of vehicles, each operated by a different character. The GM and player (or players) will have to agree upon how the RBT will function as well what duties each character will perform when the elements are combined. The various combinations are virtually unlimited, and simply cannot be covered in this document.

## REALLY BIG VEHICLES

Really Big Vehicles are just like normal Vehicles, but larger! Build the vehicle as you would any other vehicle, making it as large as the GM will allow, following the rules in the V&V rules. When needed, a Height Factor can be found by either finding the cubed root of the vehicle's weight (it's on your calculator), or dividing its height or length by 6. This may be used wherever "Height Factor" or "HF" is called out in the above supplement.

For very large vehicles, like Star Ships, Giant Robots, etc... it is a good idea to break them up into smaller elements, each with its own Hits to Disable, Hits to Demolish, and functions. An arm, for instance, may hold a Really Big Sword. If that arm is disabled or demolished, then the vehicle loses the ability to attack with that sword. A Star Ship may have one section dedicated to propulsion. If that segment is disabled, the ship may no longer be able to move. It is useful to assign these segments values for die rolls.

A Really Big Robot may have 1d6 locations as follows:

Die Roll	Location
1-2	Body
3	Left Arm
4	Right Arm
5	Left Leg
6	Right Leg

For a Star Ship, the rolls might be:

Die Roll	Location
1	Cargo Bay
2	Bow
3	Starboard Midships
4	Bridge Section
5	Drive Section
6	Reactor Section
7	Ram Scoop
8	Stern
9	Port Midships
10	Radiators/Sails

The type and number of devices, systems, crewmen, etc... for each element/section should be agreed upon by the GM and player, along with the effects of damage to these areas. Just as in Comic Books, the scope and variety of Really Big Vehicles is virtually unlimited.

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