

Los Niños del Sol presentan una extravagancia de Savage Worlds



# MEXICAN GULF DOS



EL TIGRE



MONSTRUO  
ROJO



EL HOMBRE  
MILLONES Y  
UNO



SEÑOR  
BANDITO



PADRE  
ÁGUILA

★ ★ ★ ★ ★ **CONTRA** ★ ★ ★ ★ ★



GENERALISSIMO  
DRACULAZOR



FRANKEN-  
XOLOTL



BEARNADO  
REX



GOZILLA  
AMERICANO



EL HIJO DE  
CTHULHU

3PM, DOMINGO 26 DE FEBRERO  
EL CLUB DE MAESTROS, D1

# ¡MAGNÍFICO!

# The Laws of Lucha Libre

- Técnico – Good Guy
- Rudo – Bad Guy
- parejas increíbles (incredible pairings) – a tag team of Técnico's and Rudos.
- A Luchador never removes his mask, especially when out in public. To lose one's mask is the worst shame, short of failing to keep one's word of honor after agreeing to terms of a Lucha match.
  
- Matches can be won by
  - pinning the opponent to the mat for the count of three
  - making him submit
  - knocking him out of the ring for a count of 10.
  - Disqualification.
- Using the ropes for leverage is illegal, and once a luchador is on the ropes, his opponent must release any holds and he will not be able to pin him.
- Disqualifications occur when
  - An opponent uses an illegal hold, move such as the piledriver!
  - Uses a weapon
  - Hits his opponent in the groin (faul)
  - Uses outside interference
  - Attacks the referee
- Targeting an arm is -2, targeting a knee, eye is -4
- To pull off a successful move such as a suplex, you need to grapple first. Then it's simple matter of Strength Vs Size rolls. A successful strength roll means a damage roll.
- A fancy move like a dropkick, hurricanrana or even Bulldog requires a jump roll and fighting roll. The payoff is focused damage and likely a knockdown.
- Grappling moves ignore armor, as do targeted attacks to small areas.
- To use a foreign object or illegal move, the referee must be distracted in some way – taunt, or 'accidental' attack. If he is conscious, he must make a notice roll to see if he spots the antics. Being spotted means immediate disqualification!
- Finishers require spending a Benny, but 1st damage roll is treated as an Ace regardless of the roll (add an additional dice to damage)
- To get a pin, the opponent must be at least shaken, then grappled while prone for 3 rounds!
- Submission requires a Grapple Vs Spirit roll.
- Toughness rules are Armored (Unarmored). For these gargantuan fighters, it's base toughness + size.
- Size matters; all fighters take a bonus or penalty to strength and damage rolls of the difference in their sizes (a size 9 fighter is at -2 against a size 11, a size 12 against a size 8 is +4)

## One Page Cheat Sheet

### *Los Amigos Increíbles*

#### **El Tigre:**

World Champion of Mexico, foremost Técnico in the world.

Luchadroid: El Autómata del Tigre

Colour Scheme: Black & Orange

Fighting style: Técnico superioridad! (Ultimate Goodguy)

Finisher: Pata del tigre! (Camel Clutch)

#### **Monstruo Rojo:**

A physically strong Técnico, and former Rudo.

Luchadroid: Monstruo Rojo Robo

Colour Scheme: Red and Dark Blue

Fighting style: Los tentáculos! (The Tentacles - strong grappler)

Finisher: The Red Octopus! (Octopus Hold)

#### **El Hombre Millones y Uno:**

Expert in multiple martial arts.

Luchadroid: El Mech Millones Y Uno

Colour scheme: White and Light Blue

Fighting style: adaptado! (adaptive!)

Finisher: Torbellino (Backflip Bulldog)

#### **Señor Bandito:**

A rudo anti-hero who takes care of the little guy.

Luchadroid: Señor Banditotron

Colour scheme: Green and Purple

Fighting style: "Me Gusta!" (cheating!)

Finisher: 3 Amigos! (Triple rolling vertical suplexes)

#### **Padre Águila:**

A priest who turned to wrestling to raise money for orphans.

Luchadroid: Padre 5000-Á.

Colour scheme: Brown and Gold

Fighting style: "Hombre Religioso!" (Religious man)

Finisher: El clasificador águila! (flying clothesline)

### **Plot**

**Generalissimo Draculazor**, Presidente para la Eternidad of Transylpathia, is spurred on by **El Hijo de Cthulhu's** desire for revenge for his estranged father's defeat at the VAN Diesel oil rig, and has summoned a grand alliance of monster to do in El Tigre and his friends, Monstruo Rojo, El Hombre Millones Y Uno, Señor Bandito, and Padre Águila! Big name villains include **Frankenxolotl**, head of the Aztec Pantheon Mafia, **Bearnado Rex**, last but not least of the Nazi

Space Bears and El Hijo de Cthulhu's main muscle, and the elusive and mercurial **Gozilla Americano**. *Los Amigos Increíbles* must reunite again, infiltrate a wedding, all while Mexico plays Transylpathia in the World Cup final!

#### **Scene 1:**

Relaxing turns to fighting as Kaiju attack Downtown Havana. The last Kaiju will attempt to destroy his wedding invite (burnt), which wants the players heads as wedding presents (or cigars, both are good)  
Fight: Meatbruiser, Shivfingers, Tailhead, Hammercutter and Wreckage Violator!

#### **Scene 2:**

Detective work leads to 12226 Gibson Road, Broken Bow, Oklahoma, which leads to Transylpathia  
Fight: Cataclysm Crook and Spineflayer, a pair of Kaiju thugs

#### **Scene 3:**

Transylpathia. Somehow Transylpathia have made it to the World Cup final against Mexico (in Mexico). - the local Brazillian fishermen direct them to Pedro Fedorento, who reveals the plot about El Hijo de Cthulhu's lust for revenge!  
Fight: Gorebasher and Grievance Brute

#### **Scene 4:**

Infiltrating the wedding, watch Transylpathia cheat into the lead!  
Fight: EVERYONE!

#### **Scene 5:**

The Five on Five Hell in a Caldera, which leads to the World Cup Final in Mexico City and one of the players scoring the equalising goal to put the cheated Mexico back into the game! Pele says "is ok!"  
Fight: Los Terribles, but then everyone

#### **Scene 6:**

The World Cup Final - Sudden Death. BEAUTIFUL FOOTBALL! Hugo Sanchez does a bicycle kick and Mexico win the World Cup! MAGNIFICO!

# Primera parte: Time to go MUY GRANDE!

*Los Amigos Increíbles*, having saved Mexico and the rest of the world from the terrible destruction of the Nazi Space Bears, are rightfully known as the greatest heroes of all time. Having done a World Tour to showcase the greatness of Lucha, they are enjoying a brief respite in Yucatan, in El Tigre's lavish 1960s spacy decor cliffside home.

Introduce *Los Amigos Increíbles*:

**El Tigre:** World Champion of Mexico, foremost Técnico in the world, and a major crimefighter.

**Monstruo Rojo:** A physically huge Técnico, extremely well known, also a crimefighter.

**El Hombre Millones y Uno:** A less well known wrestler but expert in multiple martial arts and crimefighter.

**Señor Bandito:** The most famous rudo (bad guy) in Lucha, an anti-hero who takes care of the little guy.

**Padre Águila:** The plucky underdog, a priest who turned to wrestling to raise money for orphans.

As *Los Amigos Increíbles* are enjoying life and listening to up and coming pop singer Linda Ronstadt, the Luchalarm rings! Oh no! Behind a magnificent painting of *Los Amigos Increíbles*, which retracts, a wall sized light-bright screen is blinking over Cuba. Surely all the Nazi Space Bears have been defeated, eaten by an Aztec God and launched into the Sun? Someone is attacking Havana, where the finest cigars come from, especially *Hunters & Frankau Ramon Allones Aniversario 225 Cabinet Selection* (Go into a 'voiceover guy' accent and describe how rich and smooth they are until interrupted by the players.) Of course *Los Amigos Increíbles* must intervene!

El Tigre can flip open the bust of Benito Juárez (Greatest President ever) which reveals a hidden door. Inside are five sliding poles, each labelled with the name of one of *Los Amigos Increíbles*. They will slide down, arriving at their secret base known as the Locker Room, where their mighty **Luchadroids** await - *El Autómata del Tigre, Monstruo Rojo Robo, El Mech Millones Y Uno, Señor Banditotron, And the Padre 5000-Á.*

El Tigre's pilot, Ramón, is ready nearby. With a nod, he starts up the mighty luchacooper, designed to carry all five Luchadroid (don't ask about physics). The roof retracts, of course underneath the mask-shaped pool (ask the players...is anyone in it?!?). As *Los Amigos Increíbles* rise into the sky and quickly pass out across the gulf and towards Cuba. In downtown Havana, five foul tempered Kaiju are tearing up the Mambo District! They are Meatbruiser, Shivfingers, Tailhead, Hammercutter and Wreckage Violator! Let the Lucha commence (all Kaiju stats are on page 12). It should be a nice warm up match for *Los Amigos Increíbles*... but as the last Kaiju is being defeated, it will pull a (gigantic) sheet of paper out of a pouch (or fold) and burn it on a giant cuban cigar sign! What is this mysterious page, on fancy paper with fine calligraphy. As *Los Amigos Increíbles* manage to wrestle the burning remains, they will find it's...a wedding invite!

# La segunda parte: Chimichangeddon!

Why does a Kaiju have a giant wedding invite? Studying the ruined paper, it will indicate an upcoming wedding, and a list of preferred gifts, including... the heads of *Los Amigos Increíbles* (and of course, *Hunters & Frankau Ramon Allones Aniversario 225 Cabinet Selection cigars*). Someone is out to get the heroes...but for whom?

There's two kaiju thugs that might have an answer. Fit players will need to shake down **Cataclysm Crook** and **Spineflayer**. Some Lucha-detective work is needed. Streetwise, or maybe just some good old fashioned Persuasion will do. Every success will provide the following information, a raise will also provide whether it's true or not and that pertinent information!

- Knowledge: Spineflayer was Last seen in Austin, Texas, eating a FroYo stand (True).
- Cataclysm Crook appeared on the Gong Show (True, sort of. He was in the background).
- Cataclysm Crook is in fact, Vice President Spiro Agnew (False, though he is a registered Republican. Based off this, his address can be determined to be 12226 Gibson Road, Broken Bow, Oklahoma).
- Spineflayer is currently a roadie for the band Creedence Clearwater Revival (False; he was offered a job as the set for the Grateful Dead. The Grateful Dead's tour manager has a forwarding address of...12226 Gibson Road, Broken Bow, Oklahoma).
- 12226 Gibson Road, Broken Bow, Oklahoma is a guano factory (False, it is an illegal fireworks factory).
- *Chinaco Reposado* is one of the rare tequilas to be aged for eleven months in white oak barrels from France and England. Aged tequilas – comparable to fine brandies – also have their fans and make lovely after-dinner drinks (True! Sponsored by *Chinaco*)

Assuming they find their way to 12226 Gibson Road, Broken Bow, Oklahoma (some sneaky antics to get past the local police, who still don't know to respect Luchadors. The cads!), they are met by an elderly chinese woman, who seems resistant to their Persuasion. A Notice roll will reveal she is not a real person, but a human sized glove puppet. Flipping off the roof will reveal Cataclysm Crook trying to fob them off! Spineflayer will leap out of the pond, getting a surprise attack! Foul!

This should be an easy, 5 on 2 fight. The Kaiju will give up their information after a pummelling, revealing that the invite is for the wedding of Coronel Renfield, the head of police of the nation of **Transylpathia**, and Igorinapopotlcl, the daughter of **Frankenxolotl**, the leader of the Aztec Pantheon Mafia. Roll smarts...clearly this is a political marriage, as the leader of Transylpathia, one **Generalissimo Draculazor**, is a known fiend and bad dude!

*Los Amigos Increíbles* will have to infiltrate the heavily guarded island nation...and the wedding! Now is the time to make an amazing plan! As they prepare, they hear the results of the World Cup. Mexico have defeated West Germany to go to the final, and somehow, outsiders and underdogs *Transylpathia* have crushed Brazil (not literally). This isn't just cruel fate, it should be a point of annoyance - the World Cup is being held in Mexico, so of course *Los Amigos Increíbles* have tickets, and the only day they will be able to get to Transylpathia is on the day of the match!

## Parte tres: Ay, ay, ay, ay!

Transylpathia: an Eastern European Soviet-Satellite Central American Banana Republic in the South Pacific. Images of Presidente for Eternity of Transylpathia, Generalissimo Draculazor, hang everywhere. His short stature is constantly made to look a lot taller than he really is

The capital, La Ciudad de Bloodonia, is atop a volcano. Thankfully extinct...(?). As *Los Amigos Increíbles* arrive, by whatever means they choose, they will find that Bloodonia is geared up for the World Cup final in it's own subdued way: flags of the country hang limply and zombie children stagger around, kicking a ball slowly and awkwardly. Worse...the heavy stomp of Kaiju can be heard! **Gorebasher** and **Grievance Brute** are acting as security in Transylpathia, and will have to be persuaded, snuck past, or dispatched quietly (easier said than done in giant robots!)

*Los Amigos Increíbles* will receive ieven some assistance from the local fishermen, Brazilians who ended up stuck there after a weird wind. They will complain that the fish smell awful (and often their fishmen cousins come around and trash the place in revenge), the alcohol is a weird kind of curdled milk, and Generalissimo Draculazor has people everywhere. Worse, he plans to marry his head of police, Coronel Renfield, to the daughter of the Aztec Pantheon Mafia. This would cement the alliance between the two.

Why would Generalissimo Draculazor be interested in alliances now, after decades of isolation? Well, they will need to seek out Pedro Fedorento, the oldest and maddest fisherman on the island. He knows everything. Eventually they will find him down the docks. If Gorebasher and Grievance Brute haven't been dispatched already, they're giving him grief, kicking his boat between them, the savages! Once the Kaiju are dispatched, he will reveal a secret...he knows what the wedding is for.

A few months ago, a squid monster and another Kaiju came ashore to Transylpathia in the dead of night...Cthulhu? Surely not! He was eaten by Huitzilopochtli and launched into the sun! No, it is his son...El Hijo De Cthulhu, and his bodyguard, Bearnado Rex. He came to the last place on Earth that might support another round of Kaiju chaos. Allying with Generalissimo Draculazor, they managed to recruit the elusive Gojzilla Americano, known to hate Mexico more than anything else, on the premise that combined, the might of the five of Generalissimo Draculazor, Frankenxolotl, Bearnado Rex, Gojzilla Americano, and El Hijo de Cthulhu, known as *Los Terribles*, could destroy *Los Amigos Increíbles*!

At this point, the music from the wedding starts up! *Los Amigos Increíbles* must act now, sneaking into the wedding, an event full of Kaiju and other despicable sorts!

# MEXICO



**Substitute:** Hugo Sánchez Márquez  
**Manager:** Raúl Cárdenas

# TRANSYLPATHIA



**Substitute:** Kuklin  
**Manager:** Skvortsov

# Cuarta parte: Cuatro Tres Uno Dos

As the *Los Amigos Increíbles* arrive at the palace to infiltrate the wedding and defeat *Los Terribles*, the build up to the World Cup final is underway. They will be able to use the singing of the national anthems and the build up to sneak in. The Kaiju are loud and already drinking truckloads of beer (literally ripping the ends of beer trucks and drinking them). The remaining Kaiju from the NPC list are floating about. Generalissimo Draculazor and most of the wedding party are human sized, for now.

Mexico will be playing a Four-Three-One-Two formation, while Transylpathia are playing a ...lopsided desk lamp formation? The referee is the magnificently shiny-headed Pierluigi Collina (Italy), and the linesmen are Tofiq Bahramov (Azerbaijan) and Sandor Puhl (Hungary).

The game will open quickly for Mexico, who run rings around the sluggish and confused Transylpathia. Marquez, to Suarez, past Sergeyeovich, to Blanco, Blanco back to Guardado, Guardado to Borgetti, Borgetti looks like he's lost possession to Vyacheslavovich, no it's a pass to Hernandez. Hernandez, with only Timurovich to beat. Deft flip..., and it's in the corner of the net! GOAL! El Matador puts Mexico in the lead!!! Have the players roll Spirit - a failed roll means their excitement has got the better of them, and someone has twigged their arrival!

Then things get dirty, of course! Transylpathia start playing dirty. Pick some random names, but there's bad sportsmanship, and a trip. Free kick to Mexico, but a push! Where are the linesman? Distracted by witchcraft, that's what! This is terrible! Zakhar, Guardado goes to intercept but is clearly tripped by Bokaryov, Khamidullin clearly punches Flores, Nozdrin has tripped Campos...goal, an ugly goal for Zakhar. One all.

It gets even worse. Bokaryov fouls Aspe. The Ref doesn't see. Aspe, clearly limping but playing on like a world champion, a *luchador* even, goes to intercept Mikhalitsin, but is knocked down. Mikhalitsin, passes to Vyacheslavovich, back to Khamidullin, who is skillfully tackled by Salcido, but Nozdrin steals again, pass to Zakhar...Oh that's clearly a handball, but Collina hasn't seen! He shoots...goal. Two one, to Transylpathia.

Half time comes: Transylpathia 2 (Zakhar 30, 43), Mexico 1 (Hernandez 7). While the cheating antics of Transylpathia provide cover for *Los Amigos Increíbles*, how could they watch such a horrible take on the Beautiful Game? They must act soon, for the honour of Mexico!

If *Los Amigos Increíbles* don't confront Generalissimo Draculazor directly, they will be found out by one of his underlings. A fight can occur, but surrounded by giant monsters, the fight will not be easy. Of course, El Hijo De Cthulhu will want *Los Amigos Increíbles* smashed here and now...but Generalissimo Draculazor has an ego...and Gozilla Americano is mercurial, prone to moments of honour... a match will be called. An epic match, for the fate of the world... A five on Five Battle Royal Eliminator Hell in a Caldera!



# Parte Cinco: ¡Cinco en Cinco!

The match - A five on Five Battle Royal Eliminator Hell in a Caldera! Time for the player to make an entrance!

A member of each side will join the ring, one by one. Entering first...**Frankencolot!** His approach is dour, smacking his fists together as he goes from human to Kaiju size with the use of stock footage. Then, **Padre Águila. Gozilla Americano** is next, waving a giant American flag (BOOO!) and making a swimming motion at *Los Amigos Increíbles* (it's a very rude gesture!). Enter then **Señor Bandido**, who assumedly will do something more cheeky to upstage everyone. Then, enter **Bearnado Rex**, with his colossal bear cane, bear crown and bear cape. Then comes **El Hombre Millones y Uno**. After him, **El Hijo de Cthulhu**, his tentacles flaring and alien pipe music blaring as he tugs at his wrestling underroos. Following on, **Monstruo Rojo**, the true master of Tentacles.

Second to last out comes... **Generalissimo Draculazor**, a cutaway revealing him climbing into his giant transforming bat-tank-lightshow Mech. So much dry ice...so many lasers! So much neon and chrome and glistening sounds. How could that be topped?

Wait...where is El Tigre? He wouldn't run...what's that noise...that bass riff...the epic guitar licks going DUN...DUN DUN DUN...DUN DUN DUN...DUN DUN DUNNNNN... (do your best Eye of the Tiger). Everyone turns to see a massive Tiger Head gateway that was definitely not there... with Carlos Santana playing atop it... before...and enter... EL TIGRE...with his Luchadroid sized belt declaring him WORLD CHAMPION OF MEXICO!

*Es el ojo del tigre  
es la emoción de pelear,  
ascendiendo al reto de nuestro rival  
y el último sobreviviente conocido  
acecha a su presa en la noche  
y nos mira a todos con el ojo del tigre!*

If it is awesome... *Los Amigos Increíbles* get ALL their wounds and bennies back! Magnifico!

The fight will carry on for as long as it is amazing. At some point when Los Terribles are losing, Generalissimo Draculazor will cheat. First he will call in reinforcements from the Party Kaiju. When this is failing, he will use his magic to amplify Doom Doom, in an attempt to take out *Los Amigos Increíbles* while he escapes in his BatForm. It should be prevented by the players, but it has a side effect - triggering the volcano! The explosion will wipe out all the Kaiju bar *Los Terribles* and launch everyone far into the air. Flying through they air, they start coming down above ...Mexico City, specifically the *Estadio Azteca*, the location of the World Cup final! Transylpathia have continued to play dirty and use evil magic to remain unseen by Collina, so they hold their stolen lead.

Have *Los Amigos Increíbles* roll agility; whoever scores highest...well, they land on the pitch just as Mexico are making a substitution, attempting to bring Blanco off in the last minutes of the game! Have them roll fighting... is it success? A success with a raise? Oh it must be...because the ball, kicked hard by a Transylpathian defender out of play comes to the foot of whichever Luchador is subbed on. They kick... GOOOOOOAAAALLLLL!!!!!!! Transylpathia 2 (Zakhar 30, 43), Mexico 2 (Hernandez 7, player character 88)

Skvortsov, The manager of Transylpathia, screams at Collina, demanding that the Luchador is not a valid player! Just then, there is a blinding light...and appearing from the locker room tunnel... the god of football...PELE! Pele looks to Collina, points to the luchador...and does this (show picture of Pele!)



The crowd goes wild! Peleeeeeeee! *Los Amigos Increíbles!* MEHHHHIIIIICOOOOOO!!!!!!!!!!

The rest of *Los Amigos Increíbles* should be subbed on for any player (bar Luis Hernandez: El Matador is still playing beautiful football) while Transylpathia will sub on all of *Los Terribles*. Geralissimo Draculazor will take up position as Forward, with Gozilla Americano on the Right Wing, Frankenxolotl and Bearnado Rex as Centre Backs, and El Hijo De Cthulhu in goal (if the players ask how can giant monsters and robots fit onto a standard football pitch, reply “BEAUTIFULLY!”)

The Beautiful Game continues on! Into sudden death... ¡La Muerte Súbita!

# Parte Seis: ¡El final Magnífico!

In sudden death, *Los Amigos Increíbles* must both defeat Los Terribles, while also winning the World Cup! It won't just be Magnifico...it will be... BEAUTIFUL FOOTBALL! Each player will get a BEAUTIFUL Benny, which is only for BEAUTIFUL football!

Allow *Los Amigos Increíbles* some beautiful football. It will be amazing! But Transylpathia and Los Terribles fight dirty!

Then...Raul Cárdenas, manager of Mexico... subs off El Matador. He subs on...a twelve year old boy... Hugo Sánchez!

Have a Notice or a Spiirt roll. They sense something about this boy...something both Magnificent and Beautiful! He moves like a Luchador but also plays football like he was trained by Beckenbauer, Platini and Di Stéfano combined!

This is a set up for the most beautiful football. Let the ball be passed, let the earth quake. Sánchez beats Gozilla Americano in midfield, sidesteps Bearnado Rex, it is beautiful, passes to a member of Los Amigos Increíbles (roll Agility to see who is forward!), have them shoot on El Hijo De Cthulhu. He saves! The ball goes flying, Bearnado Rex comes between the ball and Sánchez ...and then... ¡El milagro hermoso del fútbol! (allow the players to spend their BEAUTIFUL benny on Sánchez if they like; he does have one of his own if they're all out). Sánchez falls backwards, arms out...and does an extraordinary bicycle kick worthy of Lucha Libre. The ball goes straight and true...into the left corner of the net.

**GOOOOOOOOAAAAAAALLL!!**

Mexico 3 (Hernandez 7, player character 88, Sánchez, 120), Transylpathia 2 (Zakhar 30, 43)

The crowd explodes! The Referee blows the whistle! Thanks to the heroics of *Los Amigos Increíbles*, the world has been saved and Mexico has won the World Cup! Generalissimo Draculazor screams in rage! Los Terribles try to attack the winning Mexican team, giving *Los Amigos Increíbles* one last change to give them a beating! As they finish with each, Pele steps in, assumes his true form as a thousand foot tall Pele, and with a smile, chips Generalissimo Draculazor and then his underlings into the air, doing fantastic keepy-uppies with each of them, before shooting each of them into the sun!

Yet again, the people rush to surround *Los Amigos Increíbles* for their amazing success, as they, and the Mexican Football team, are awarded the Jules Rimet Trophy for winning the World Cup! Champagne! Dancing! Victory! Close to the Mexico 1970 World Cup Theme (<https://www.youtube.com/watch?v=F0nFova7qJY>)

**¡MAGNÍFICO!**

# ¡Los Terribles!

All of Los Terribles are Wild Cards, and as such, get a D6 Wild Dice, 3 Bennies each, and D8 if not stated.

## Generalissimo Draculazor

Presidente for Eternity of Transylpathia, master monster and giant bat-lightshow mech enthusiast. His fighting style is showy and uses his flight power ability to stay airborne and taunt from outside his opponent's reach.

Size / armour	Strength /Fighting / Parry / Toughness	Powers
10	D10 (D10 Spirit, Notice, Persuasion, Taunt)	<b>Phantom of the Rock Opera:</b> Can use his Lazors to blind all oppontants, adding +2 to taunt <b>Fangbanger:</b> If successfully bites, +2 to subsequent grapple roles.

## Frankenxolotl

Head of the Aztec Pantheon mafia. His fighting style is heavy handed and all about punching the head with called shots (-4 on top of any other size penalties)

Size / armour	Strength /Fighting / Parry / Toughness	Powers
12	D12	<b>El Bolto Volto:</b> When grappling, can discharge lightning as a free action into his opponent.

## Bearnado Rex

last but not least of the Nazi Space Bears, and El Hijo de Cthulhu's main muscle. His fighting style is dirty and uses his royal regalia to cheat, such as his cape, crown and sceptre.

Size / armour	Strength /Fighting / Parry / Toughness	Powers
11	D10	<b>Royal Slam:</b> Can use his cape to leap into the air and do a flying neckbreaker; first roll agility vs agility, then attack

## Gojzilla Americano

The mecurial 'murican monster. He will stop to showboat a lot. His fighting style is a lot of no-selling and leg drops.

Size / armour	Strength /Fighting / Parry / Toughness	Powers
12	D12 (D10 taunt)	<b>U-S-Atomic!:</b> D12 damage cone breath attack

## El Hijo de Cthulhu!

The son of the starspawn! The weakest and smallest of Los Terribles, he compensates with a lust for revenge. His fighting style is sneaky and grappling heavy, using many unsavoury and illegal holds.

Size / armour	Strength /Fighting / Parry / Toughness	Powers
8	D8	<b>Sneaky Squid:</b> +2 to escape grapples, +4 to catch oncoming objects.

# NPK: Non Player Kaiju!

All of the Kaiju have a D6 if not statted, where appropriate. They don't have Wild Dice or Bennies.

Name	Size / armour	Strength /Fighting / Parry / Toughness (D6 if not statted)	Powers
Meatbruiser	11	D6	<b>Ham Hocks:</b> +2 damage due to powerful fists
Shivfingers	9	D8	<b>Stabbin' Grab:</b> successful punch with knife-fingers gives +2 to next grapple.
Tailhead	11	D8	<b>But but butt:</b> Draws 2 cards, picks worst. Gets a free tail attack regardless of which side he is attacked from
Hammercutter	13	D10	<b>Destroy-It-Yourself:</b> Can either use his hammer hand for +4 blunt damage or do +4 damage to a grappled opponant with his plyer hand.
Wreckage Violator	15	D12	<b>Derp swerp:</b> Hazard Wrecker is not smart. It's mighty dail does a 180 degree sweep behind him, hitting anyone who fails an agility check. Anyone who fails is tripped.
Cataclysm Crook	7	D6	<b>Yoingo-Boingo:</b> Can steal bennies (beat parry)
Spineflayer	9	D8	<b>Back up!:</b> Can use bladed back to do a reverse-splash for +6 damage
Gorebasher	10	D8	<b>Fistface:</b> Can make three melee attacks a round.
Grievance Brute	11	D10	<b>Entrapper:</b> Can deploy sticky tendrils, adding +4 to grapple rolls once he has grabbed an opponant.
Spikebutt	13	D10	<b>BattleBum:</b> +8 Armour from behind
Dustsnout	6	D4 (Parry 6)	<b>Boogermania:</b> +4 to taunt, +2 parry due to constantly dripping nose.
Scythegazer	9	D8	<b>Eyes have you!:</b> Has eyes on all sides, no penalty from being blindsided.
Death Ruffian	11	D10	<b>Muy Picante:</b> Every attack on him, roll vigor against his cloud of blinding spicy
Dirge-Drifter	25	D6	<b>Giant windbag:</b> flight, immune to brute force attacks, vulnurable to squeezing grapples (+2 damage) and piercing objects (Illegal!)
Ache-blower	10	D10	<b>Face Ache:</b> Cone attack as spits needles
Doom Doom	14	D10	<b>Doom Doom Boom:</b> Can explode! See Parte Cinco! In combat, he can spit lava (d10 damage)