

GOOD[®] THE BATTLE CHRISTMAS POWERS

"IT'S WAR!!

. . . AND IT'S THE MOST WONDERFUL TIME OF THE YEAR."



Good: the Battle Christmas Powers 1st Edition
Original Concept: Ryan Furlong & Alex Munson
Developed by Alex Munson, Alex Mortimer & Ryan Furlong
Images & Logos: Ryan Furlong
Produced by Project Good

All artwork and images in Project Good products and those contained herein remains the exclusive property of Project Good, unless otherwise stated.
©2010 Project Good or ©2010 Ryan Furlong. All rights reserved.

WWW.PROJECTGOOD.CO.UK

"Good. . . night to all and to all a Good night."

R. Furlong, A. Munson, A. Mortimer

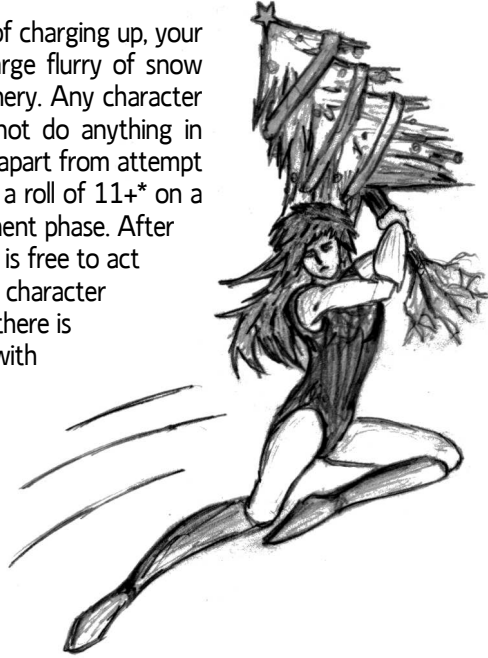
INTRODUCTION

Good: the Battle is a miniature based combat game played using 20 sided dice (D20), everything you need can be found in the Core Rulebook. What we have here are web exclusive special Christmas powers and miniature bonuses, Just to give you some more options for your miniatures. Hoorah! **Note: these powers can only be used in December and when playing the game in a room that has Christmas decorations in it.**

CHRISTMAS POWERS

SNOWED IN

During the charge up phase, Instead of charging up, your character summons an annoyingly large flurry of snow that will cover an entire piece of scenery. Any character in the chosen piece of scenery cannot do anything in their next turn (not even charge up), apart from attempt to dig themselves out, which requires a roll of 11+* on a D20, rolled at the start of the movement phase. After digging themselves out; the character is free to act as normal. Note: while snowed in the character cannot be attacked, unless of course there is another character inside the scenery with them. *Cosy!*



FORGOT TO GRIT THAT BIT

Once per turn your character may choose to use this power instead of attacking. Nominate any point on the table, and roll a D20. This number is the number of radial inches from the nominated point that this power affects, everything has got a bit icy. Every time a character (friend or foe) walks through this point, roll a Good and Bad Dice. The sum of the number rolled is the amount of bad damage that the character takes (where Bad = 1 and Good = 6. Additionally, if a 'Bad' is rolled the character slips over and takes an additional 10 damage. Moreover, any character on the board that has line of sight to the character after they finished moving cannot do anything, but charge up, in the next turn as they are too busy pointing and laughing. If a 'Good' is rolled then the area is no longer icy, and the effects listed above are no longer in play for this area. Note: you may have multiple areas in effect, so you'll need to keep track of them all very carefully.

SECRET SANTA

At the start of each turn roll 1D20. Then count through the powers in the Core rulebook, whichever one matches the roll on the D20 your character gets for the remainder of the turn.

THE TROUBLE WITH REAL TREES

Each time your character is as good as touching a tree you may opt to shake it instead of free moving. Due to the fact that it is one of those real trees it sheds those annoying pines all over the place. Any other characters within 1D20 inches may do nothing for the rest of the turn (they may still charge up) as they need to spend it vacuuming up the mess.

NOTHING IS STIRRING, NOT EVEN A MOUSE

Instead of attacking you may choose to read your opponent a bedtime story. In order to do this there is no roll required, you must however be within 5 inches of them at the end of this turn and the next two turns. If you successfully accomplish this, they will fall asleep, and may not move, attack, or charge up. The only way they can be awakened is to be successfully attacked, in which case they act as normal in the following turn. Note: as its Christmas you cannot kill a sleeping character.

CHRISTMAS SPECIALS

These 'specials' are available to all miniatures/characters for free, and so do not count towards your character's power limit.

SNOWBALL FIGHT

Just because it's Christmas, you should replace 'Good' with 'Snow', and 'Bad' with 'freezing cold and wet'. All other rules should stay the same.

ONE LIGHT GOES OUT, THEY ALL GO OUT

If you can sneak over to the light switch of the actual room you are playing the game in, without your opponent shouting out "Oi, what are you doing?", and turn just one light off; you must play the rest of the game by candle light.

A GOOD BOY/GIRL THIS YEAR

Put all of the good tokens in a bag/pot/cup at the start of the game. At the start of each turn, and so long as you are within 10 inches of your starting point, you may check your stocking to see what Santa has left for you. As you have been a good boy/girl you can randomly draw a number token and add it to your good instead of free-moving.

JUST WHAT YOU WANTED

Once during the game when you are within 5 inches of another character you receive a present from them, because they are feeling all festive and such. Your character receives 20 Good instantly.

HE SEES YOU WHEN YOU'RE SLEEPING...

Not a power, just think about it. . .



CHRISTMAS MINIATURE BONUSES

WALKING IN THE AIR

So long as your miniature is either a Snowman or a small boy with his PJs on, you character gains the flying ability.

I JUST WORK FOR HIM

If your miniature has a beard, fake or otherwise, you may have this power. All of the children think there is a slight possibility that your miniature could be Santa Claus. At the start of the game roll a D20. This is the number of small children that will follow your character around for the rest of the game. For each child your character starts with 5 additional Good, and will gain 1 additional Good per child during the charge up phase. However, you must roll 6+ on a D20 at the start of every turn to avoid being mobbed by the kiddies. If you do get mobbed, you need to give each child a present costing 1 good per child in order to act normally that turn. If you don't give them any presents their parents complain and will cause 1 Bad damage per child instead, and you may not move or attack during that turn.

ONE HORSE OPEN SLEIGH

Ok, so your miniature might not have a horse, but if it is being pulled on a sledge, chariot, or similar, then all movement costs are halved, i.e. you move two inches per one Good. Additionally you are not affected by the 'Forgot to grit that bit' power.

TOO MANY CHOCOLATES, TOO MUCH TURKEY, MORE WINE!

If your miniature is a bit on the porky side then they have obviously overdone it during the Christmas feast. All movement costs are doubled due to the waistline expansion, and thus you are very difficult to motivate. Reduce all Bad damage done to your character from each and every normal attack and special power by 3.

**MERRY
CHRISTMAS**
FROM
PROJECT
GOOD