

GOOD[®] THE BATTLE EASTER POWERS

"IT'S WAR!!

. . . AND IT'S A LONG WEEKEND."



Good: the Battle Easter 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.
©2011 Project Good or Ryan Furlong. All rights reserved.

WWW.PROJECTGOOD.CO.UK

"Good: the Battle on Good: Friday. . . Eggsellent."

R. Furlong, A. Munson, A. Mortimer

INTRODUCTION

Good: the Battle is a skirmish 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 Easter shenanigans, just to give you some more Good things in your game. Yippee! **Note: these specials can only be used during the weeks around Easter, and only if you still have some eggs left.**

EASTER SPECIALS



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

GOOD FRIDAY

It's even called Good Friday, that's how good a day it is! Playing Good on Good Friday means you do not have to roll for charge up, all characters automatically charge the full amount every charge up phase.

EGG MUG

If you are playing the game and drinking from a mug that was supplied originally with a chocolate egg, you may make use of this power. So long as you are holding the mug with one or more hands your character adds 5 to its charge up roll each turn.

EASTER EGG HUNTER

You may use this special only when playing the Easter egg hunt scenario, listed below. Whenever you successfully discover an egg you gain 5 Good. You can also choose to crack open an egg, which will give you 20 Good instantly. However cracked eggs cannot be used towards your Easter treat total at the end of the game.

EASTER SCENARIOS

EASTER EGG HUNT

During the game, every time your character moves into contact with a building, or other terrain piece, roll a D20. On a 15+ you have discovered an Easter treat. You can search a piece of terrain more than once, but must re-enter the terrain to do so (e.g. spending a turn out of it, and then going back in for more treats!). The game lasts D20+10 turns, at the end of the game the person with the most Easter treats is the winner.

