

# GOOD<sup>®</sup> THE BATTLE WEDDING POWERS

**"IT'S WAR!!**

**... AND I DO."**



Good: the Battle Wedding Powers 1<sup>st</sup> Edition  
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*"Happily ever after."*

*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 wedding style powers, just to give you some more Good things in your game. Tally-ho! **Note: these specials can only be used if someone you know is getting married, has just got married, or you're going to see a wedding soon.**

## WEDDING SPECIALS



### ALL THE FAMILY ARE HERE

For every member of your family that are in the same room as the game you are playing you gain +5 Good at the start of the game. Should they leave the room you instantly take 5 Bad. When they re-enter you gain 5 Good. Yes, this could involve you asking your Dad to jump in and out of the room, much to the enjoyment of everyone else.

### MARITAL BONDS

If you are using two models of the opposite sex (or of the same sex — with civil partnerships and all), they may engage in wedlock. To do this they must stand adjacent to each other for 3 turns, and may not perform any action, they may not charge up. After the three turns have passed, both characters reduce all Bad taken to zero and have their Good fully charged; i.e. up to their Good limit. Additionally, for the rest of the game the characters gain the flying skill and each others' special powers, so potentially you can have 6 powers per character.



### ENTOURAGE

For every additional miniature that you can place in base to base contact around your miniature at the start of the game you gain +5 Good and reduce all Bad taken by your character by an amount equal to the number of miniatures around them. These miniatures do not have any of their own Good or Bad and cannot attack, charge-up etc. They are there simply to protect your character. For purposes of close combat; as soon as another miniature is in contact with any of this clump of miniatures they are deemed to be in close combat. The additional miniatures must remain in contact with your chosen character at all times.

## **DISCO TIME**

Instead of charging up you may choose to *bust-a-move*, you must announce this at the start of the charge up phase, before any dice have been rolled. This action does not require a roll to be successful; your miniature can automatically dance in an embarrassing way. Any miniature within D20+10 inches of your character will not be able to charge up in this phase as they are so shocked at the special dance floor technique that only a wedding can bring out in a person.

## **WEDDING MINIATURE BONUSES**

### **SOMETHING OLD**

If your miniature is older than 10 years (manufacturing date) it gains an additional +2 in both ranged and close combat, but will start the game with 10 Bad.

### **SOMETHING NEW**

If this is the first time your miniature is being used in any wargame, it begins the game with 20 Good above its starting limit — you will need to roll to stay above the limit from turn 2 onwards.

### **SOMETHING BORROWED**

If this isn't your miniature and you've had to borrow it from someone else it gains the 'Really Bad' skill in addition to any others it has.

### **SOMETHING BLUE**

If your miniature is predominantly blue in colour it gains +2 in close combat in addition to any other miniature bonuses it might already have.

