

GOOD[®] THE BATTLE

Good: the Battle 2nd Edition Preview

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Original Artwork: It's a sample, so we haven't added in the artwork yet

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Produced by Project Good

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Good: the Battle, Project Good, Good: the Forum, Good: the Website, It's War. . .but in a nice way, It's War and it just got a whole lot nicer. . . The Good: the Battle Tokens, Reference cards and all images appearing on them and their distinct

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by

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IT'S WAR...

...BUT IN A NICE WAY.

PREFACE

Welcome to the wonderful game of Good: the Battle. More importantly welcome to the preview to the second edition of Good: the Battle. For those of you who are familiar with GtB 1st Edition, you'll see some subtle and some not-so subtle differences between editions. We've cleaned up the basic rules, and added a few additional rules (most noticeably with the use of special powers) and stuck a whole new phase into a game turn. Regardless of the changes; we know you'll find the whole thing an enjoyable experience. For those that are experiencing GtB for the first time, brace yourselves, something Good this way comes. . .

INTRODUCTION

Good: the Battle is a skirmish level, miniature based combat game played using 20 sided dice (D20), so you had better go hunt some down. You will also need a miniature to represent your character; but what's special about GtB is that it doesn't have to be a lovely sculpted finely resin casted, over expensive polymer; you can use any miniature, or indeed, you could use other items; like stones or teeth if you are poor. Please do not use live animals, as they will have grown up using the metric system and are not familiar with the imperial system which this game uses.

You'll also need a tape measure, ruler or pointy-measuring-stick, and a device to record values throughout the game (this can be pen and pencil, or the character record sheets/tokens or other gubbins found at the back of the rulebook). You will also need a surface to play on, preferably one made from a solid material (such as a table, the floor, roof of a car or a trampoline), as it can be quite difficult (but not impossible) to play on water. . .

It matters not which genre of miniatures you use, but depending on what the miniatures are armed with, may or may not give you an advantage; as you will see later on. Likewise if you have a very large miniature then it's more likely to squish a small opponent. In the end, it's not the size of the man in the fight; it's the size of the gun he's waving at your head. . . It would be nice to have miniatures in the same scale, but it's not entirely necessary.

It essentially is a game designed for two or more players, but if your friends are busy playing one of those other, less bonkers games (with stat lines for miniatures, and using points to build their forces) there's no reason why you shouldn't play with yourself. (NO, that wasn't what was meant — you dirty minded fool!)

In Good: the Battle characters have two basic attributes. Good and Bad. None of that 'strength', 'toughness', 'agility' or 'willpower' nonsense that other games try and confuse you with.

Good, obviously, is something that will benefit you during the game. Bad, put simply; is not a good thing. Characters will become ex-characters should they reach a certain amount of Bad. You can use Good to give Bad to your opponents. Bad could be considered as 'damage' by simple people, but as we know it is something more than just hit points. . . it's just not good!

RECORDING GOOD AND BAD

You will be required to record the amount of Good and Bad points your character has as the game progresses. You will begin with a fixed amount, then depending on your chosen actions throughout the game your values for these two attributes will vary, they can go up or down (most likely down & they rarely stay in the same place as where you started). The rules often refer to using/reducing Good, or taking/inflicting Bad. If you 'Use Good, etc.' you reduce the value of your Good attribute by the said amount. If you 'Take Bad, etc' you add the given amount to your Bad attribute. Inflicting/causing Bad obviously makes your opponent add to their Bad value.

To begin with, both players must decide on how many points of Good their characters will start with. This can range from 20 up to whatever value you want; it all depends on how long you want your game to last and how big you want your Good: the Battle to be. To start with (while you are learning the rules) 20 or 30 is a good Good value to have (yes good was used twice on purpose then.). A starting value of 40 is about the norm; as if anything in this game can be classed as normal. . ! Oh, and anything more than 150 Good is just plain silly (and will clutter up the record sheets - if you're using them. . .)

SETTING THE SCENE

As mentioned earlier you require a surface to play on. Ideally it'll be a table or two put together. As it's a miniature game it'd be advantageous to use scenery. There are a plethora of hobby scenic pieces out there to make your game just that little bit 'gooder'. Trees and buildings give the game that little bit of extra depth and as you will see later make the whole game a bit more interesting as you hide behind things, fly over objects, and even blast through buildings. All these lovely things aren't a must, as you could use books to represent hills and Tupperware for buildings. If you're feeling really adventurous then you could use actual trees (like bonsai) to play around and small mammals for the wildlife, although honey badgers will probably cause more problems than they solve.

PLAYING GOOD: THE BATTLE

When setting up the game your characters will need to be at least half the amount of inches in agreed Good value apart from each other. They can be closer, but generally 20 inches apart is the norm. Then the game can begin. . .

Players take it in turns to complete each stage each turn. All players complete all of their activities in each of the stages before play moves on to the next stage of each turn, i.e. player 1 moves, player 2 moves, player 1 attacks, player 2 attacks. . . you get the idea.

At the start of each turn the order of play must be determined, known as the initiative. To do this all players roll a D20, using their hands (only as the recommended method; but more skilled players may use other methods such as dice cups, their feet or voodoo), the highest roller has the initiative and chooses whether to go first or second. In the case of more than two players in a game, each player rolls a D20, the highest rolling player goes first, the second highest second, etc. In any case of a drawn dice roll for initiative, the 'drawn' players roll again until an order of initiative can be determined.

STAGES OF THE GAME

The game is broadly split into four Stages which form a turn (Four is also one more than the magic number, and one more than the number of wheels on a robin reliant. . .) These stages are detailed below.

- *Movement*
- *Attack or Free Move*
- *Charge Up*
- *Regroup*

MOVEMENT

Each inch of movement reduces your Good value by one. Simple. This can be forward, backwards, sideways, up, down, through, under, over, in-between, out of the way, round the bend, through the back, and along a giraffe's neck. There are a few times when your movement might be hindered by the terrain, but this is detailed in the terrain section, as you'd expect.

ATTACK OR FREE MOVE

• Attacking

Characters in Good: the Battle vary greatly — from size and shape, to weapons and armour. Essentially all characters are equal, be they shooting you with an Uzi, or slapping you with a trout, they are all highly skilled warriors in their chosen fields. This is represented by all characters using the same methods to inflict Bad on their opponents. If your character doesn't have any weapons they may be one of those mystical martial artists, or a magician, maybe even a psychic cucumber with a vendetta.

The principle of the game, as mentioned before, is to give Bad to your opponent. The simplest way of doing this is to attack your opponent. This can be done in two ways. *Ranged Attack* or *Close Combat Attack*. Each turn a character may perform a single attack action, some special powers replace attack actions.

Ranged Attack

When using ranged attacks; **every two inches (or part thereof) between you and your target reduces your Good points by one.** Unlike those other game systems, you may pre-measure all distances in this game — 'cos it's all good, and you should all be friends. Then nominate how many Good points you want to put into the attack and reduce your Good value accordingly.

Ranged attacks require you to roll 11 or more on a D20 to successfully hit your opponent. If you succeed in a Range Attack then your opponent takes as many Bad points as Good points you nominated to put into the attack.

Consider ranged attacks to be things that require distance between them to be effective; bazookas, crossbows, magical missiles, etc. So the more Good you put into the attack will represent a better aimed shot, a more powerful fireball, larger ammunition, it's pretty much up to your imagination.

Close Combat Attack

Close combat is defined as no or very little range between a part of the miniatures involved, i.e. base to base contact, parts of the miniatures touching (hopefully not rude parts...!), or almost touching if you don't want your miniatures to spread germs between them... As a general rule, if you can't fit your thumb in a gap between the two characters then they are in close combat — Rule of Thumb!

When in close combat and you wish to attack your opponent; **nominate how many Good points you want to put into the attack and reduce your Good value accordingly,** but note: close combat attacks can only be made with an even number of Good points (you'll see why shortly).

Roll a D20; and close combat attacks require a roll of 6 or more to successfully hit. If you succeed in a Close Combat Attack then your opponent takes **half as many Bad points as you nominated to put into the attack.** (Hence, why attacks in close combat can only be made with even number of Good points)

Close combat attacks represent everything from setting someone on fire, slicing them with a sword, punching them with fists, head-butting, even shouting loudly at them. Possibly the more Good you put into an attack can represent the location of the attack, e.g. more Good would be a punch in the head,

whereas less Good would be a kick in the shins. Perhaps it'll be the strength behind the attack; again it's up to your imagination.

• *Free move*

If you opt not to Attack in the Attack phase **at the start of the charge up phase** you may move 3" without expending any Good during the Charge Up phase (below). This does mean that potentially your character can move, and then move again in a single turn. Even though you actually moved, this free move does not count for purposes of charging up (see below).

CHARGING UP

This phase represents the characters reloading, refuelling, preparing spells or whatever it is they do to be ready for the next round of combat, they can effectively replenish their Good, but then how well they do this is also a matter for the Dice Gods...

In the Charge Up Phase all players roll a D20. Half of that amount (fractions rounded up) is added to your Good points. If you did not move and did not attack (lazy sod!) you may add the exact number rolled (not halved). You can charge up to the starting value of Good points that was agreed at the start of the game, this is known as your Good limit. See later in the book for going above this limit. Players that did not attack may now free move.

REGROUP

In this stage of the turn, certain powers (detailed later) will have specific rules associated with the regroup phase, this is also the time to get your head around what just happened, and is the ideal time to have a wee if you need one.

ENDING THE GAME

The game ends when one player's Bad value equals or exceeds their maximum Bad limit in any regroup phase. This player has then lost (not good). It may well happen that two characters equal or exceed their Bad limit in the same regroup phase, in which case it is a draw. The game could also end when your wife tells you it has ended or the apocalypse happens. In most cases a character's Bad limit will be equal to the starting Good points value but in a game of Good: the Battle very few things are set in stone, or indeed resin as seems to be the trend nowadays. Please see the chapter on Special Powers for exceptions to this rule.

STARTING VALUES

As kind of mentioned before, but we've added it again to avoid confusion: All characters have the same basic starting amount of Good points this is normally 40, but can be more if you like. This means that a Character begins with 40 Good points (the Good limit of the character) to spend at the start of the game and this will change each turn depending on actions and charge up rolls. Also then in this case; a character that has a total of 40 or more Bad points at the end of any given turn is removed from play.

This starting value is altered by various rules detailed later in the book. If you choose to vary the points it's at your own risk, just like your car and its contents when parking at your local supermarket, we accept no responsibility.

You now have all the basic knowledge you need to play Good: the Battle, so it might be an idea to give it a couple of goes at this stage, but then, this is just the sample so you'll want to know what other things can be found in the main rulebook to make it even 'Gooder', won't you?

There's a whole heap of advanced rules covering everything from Healing your character, Going above your Good limit and even using Good to affect your own and your opponent's dice rolls.

All the terrain you might encounter has specific rules that might affect how you can move through it. You also might want to make use of the terrain as cover, or break through a door — we've got it all covered.

There's 20 Scenarios in the main rules too, just to give your games that extra bit of depth. From being attacked by Zombies to an ever shrinking play area; from visiting every piece of terrain on the board to playing the game backwards!

Rules for NPC civilians are also included, as sometime you'll want to have a Good: the Battle in a shopping centre or park. Regardless of where you are, the civilians can react in different ways from running away to fighting back.

Then there are the miniature bonuses and special powers. So many bonuses and powers. These have been designed to cover almost every eventuality of miniature type and a gamers wants in terms of what their character can do. What follows is a small sample of over 20 Miniature bonuses and over 80 Special powers — Enjoy!

SAMPLE MINIATURE BONUSES

MELEE WEAPON

If your miniature has a close combat weapon, a sword, a club, a broom, claws, a haddock, etc. then they inflict +1 Bad in close combat attacks (note this is added after you have halved the damage).

GOOD MELEE WEAPON

If your miniature has more than one close combat weapon or a two-handed weapon, that's a good thing; in this case they get to inflict +2 Bad in close combat attacks.

HEIGHT

For every full inch over the first inch that your model is high they can withstand an additional 5 Bad points of damage and start with 5 additional Good points. This should be measured from the miniature's feet to its head — so no cheating with models with their hands in the air!

FLIGHT

If your miniature has means to fly, i.e. rocket packs, wings, strapped to a helicopter, even a super-hero cape, then they gain the flying special ability detailed in the full rules.

SHIELDED

If the miniature is carrying a shield, or something that can be used as a shield (like a car bonnet, a corpse or their dog), then all attacks that cause Bad damage to them are reduced by 1 per attack.

SAMPLE SPECIAL POWERS

CHARGER (*Good Run Up*)

Instead of running over to your foe and attacking them in hand to hand, your character can carry out a body check on their opponent. When using this skill the Bad you cause to your opponent is equal to half the movement you made to reach them. This additional move is made during the attack phase. For example, if you moved 20 inches you would cause 10 Bad if you hit. This attack is made as a shooting attack requiring 11+* on a D20 to make a successful hit. Success also causes the target to be placed prone.

COMBAT MASTER (*Good Show old chap*)

A player with this skill no longer halves the damage they do in combat, but instead halves the damage for ranged attacks. So all ranged attacks must therefore be done using even amounts of Good.

KNOCK DOWN (*Good to the ground*)

Every successful close combat attack your character does that cause more than 5 Bad, also places the attacked model prone.

DISARM (*No, this Arm*)

When in base to base contact with an opponent, your character may attempt to disarm, instead of attacking. To do this roll 1D20, on an 11+ the target character loses all Combat and Range miniature bonuses for the rest of the battle.

STURDY (*Good Stance*)

Your character cannot fly at all, but they cannot be knocked over, thus ignoring the effects of 'prone' and also they reduce any Bad damage in close combat by 2.

COMBAT LOCK (*Good to have a Cuddle*)

This character has some sort of method of keeping enemies close to them (insect-like feeler things, big hugging arms, mucus coating, etc.) and when in close combat with an opponent, this skill automatically activates. In order to move out of base contact with this character all opposing characters must first roll a 15 or more on a D20. A failed roll means they must remain in combat and cannot move away. A successful roll means they can move as normal.

EXPERT (*I'm Good at this one*)

This power attaches to any single other power your character has. It makes any rolls required to make the power work 2 less than they should be. e.g. If the power requires a roll of 11+, this power makes it 9+, if it is 15+ it makes it 13+, etc. This includes powers that cannot have Good added to them (those with an asterisk *).

LEVITATION (*Floaty Goodness*)

Your character hovers (just a bit) off the ground, they ignore all terrain effects, such as lava and water and the like, unless the character opts to go into them, which would not be a Good thing.

Well, what you've seen here is just the tip of the Good: the Battle iceberg, we hope you'll support the Kickstarter and, with its success, be able to get your hands on all the Goodness it contains.

Keep Good.

Ryan

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