

GOOD[®] THE BATTLE

VERY QUICK START RULES

A GAME BY
PROJECT
GOOD[®]

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In Good: The battle characters have two basic attributes. Good and Bad. None of that 'strength', 'toughness', or 'ballistic skill' nonsense, that other games try and confuse you with.

RECORDING GOOD AND BAD

You will be required to record the amount of Good and Bad points your character has as the game progresses. 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, both players' characters begin with 40 Good.

SETTING THE SCENE

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 activity in each of the three 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, the highest roller has the initiative and chooses whether to go first or second.

STAGES OF THE GAME

The game is broadly split into three Stages which form a turn:

- *Movement*
- *Attack*
- *Charge Up*

MOVEMENT

Each inch of movement reduces you good value by one.

ATTACK

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 inch between you and your target reduces your Good points by one. Then nominate how many Good points you want to put into the attack (reduce your Good value accordingly). Close combat attacks can only be made with even numbers of Good points.

If it is a ranged attack you require 11 or more on a D20 to successfully hit your opponent. If you are in close combat you require 6 or more to successfully hit.

Close combat is defined as no or very little range between a part of the miniatures involved. If you succeed in an attack then your opponent takes that many Bad points. Or half that amount if it is in close combat.

Consider ranged attacks to be things that require distance between them to be effective; bazookas, crossbows, magical missiles, etc.

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.

CHARGING UP

At the end of the turn all players roll a D20. half of that amount (fractions rounded up) is added to you Good points. If you did nothing you may add the exact number rolled. You can charge up to the starting value of 40 Good points, this is known as your Good limit.

ENDING THE GAME

The game ends when one player's Bad value equals the their maximum Good limit. This player has then lost (not good).

MAKING ROLLS EXTRA GOOD

You can increase the chance of success of any rolls you make in this game, simply by 'putting some good into it'. To do this you can nominate an amount of good and deduct this amount from the result you require, i.e. expending two Good on an attack roll will change the required roll from 11+ to 9+. You must remove this amount from you good value regardless.

HEALING

Instead of attacking a player may choose to heal bad points. This is done simply by nominating the number of good points you wish to put into healing and then achieving an 11 or more on a D20. If you succeed, then you may remove double the amount of good points you used from your bad points. A failed heal roll will result in your character taking damage equal to half the value of the original nominated heal value rounding up, and will result in you saying "sod it".

TERRAIN

Characters can move in and out of buildings freely, so long as the character moves through an access point, like a door, gap in the wall, etc.

Characters can move vertically through terrain, using ladders, climbing walls/rock faces, etc. But the character must use 1 Good per vertical inch.

BLOCKING LINE OF SIGHT

If at 'miniature eye-level' a character can see any part of another character miniature then you can attack them. If the character you're attacking has any part of their body blocked by a piece of terrain, another model, etc, you cannot put any Good into your to hit roll (as described in the 'making rolls extra good' bit above).

MINIATURE BONUSES

Not everyone is equal, and this can be seen quite appropriately with the models you choose to play with. A great wyrm, obviously is going to be a tad harder than a snail. For this reason, depending on the model you use you can get the following benefits, all of which must be agreed with your opponents at the start of the game.

- 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.
- If your miniature has at least a ranged weapon, like pistols, hand crossbows, stones, dead hamsters or throwing the pope, then they inflict +1 Bad in ranged attacks.
- 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!
- 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 listed below.

FLYING

During your movement you may choose to fly, instead of walking/running. Taking off costs 10 Good, after the Good is reduced the character is considered in the state of flying. While flying every two inches of movement only reduces your Good value by 1. To safely return to the ground, deduct another 10 points from your Good. If you get hit by a ranged attack while flying you automatically fall to the ground and take D20 Bad. If you are unable to land safely you can still land, but take D20 damage minus the Good you did have left, as you make an emergency landing. While flying your attacks against a target always count as being half the distance away from your opponent, so long as they are still on the ground for purposes of ranged attacks. Close combat against both ground and flying characters whilst in flight is still possible, but you require 8+ on a D20 to hit. Being hit in close combat will only result in you falling to the ground if you took 10 Bad or more in a single hit otherwise you remain flying and in close combat.

THE SPECIAL POWERS

In a standard game, each player may choose up to 3 of the special abilities at the start of the battle. These are just 3 of the powers from the Core Rulebook, in which there are a total of 22 powers, so these just give you a little taste. Don't forget there are web exclusive powers for download from the 'Rules & Errata' section of www.projectgood.co.uk

A WRONG DOES MAKE A RIGHT (*Bad = Good*)

Your character is in perfect harmony with itself. When attacking, your character can choose to gain Bad points and/or spend Good points to increase the Bad your opponent will potentially receive, but not the likelihood of hitting them. The amount of Bad transferred into this attack will be added to your character's Bad points if the attack is successful or not. E.g. you put 10 extra bad points into an attack, if the attack hits then you deal 10 Bad as normal but also gain 10 Bad yourself. If the attack misses you gain 10 Bad points.

BAD SHOT, GOOD AIM . . . !?!

When attacking, your character can use Bad, in place of or in addition to Good, in order to lower the score needed to hit the target. The amount of bad transferred into this attack will only be

added to your characters bad points if the attack is successful. NOTE: bad can only be transferred to in crease the chances of success of a ranged attack using this power, not used to increase the Good value of the actual attack (you're going to need 'A wrong does make a right' skill if you want to go and do that, you little bugger...!).

COMBAT MASTER/MISTRESS (*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.

SCENARIOS

As with most games you can just play the rules as they are, with the goal being to destroy your opponent. But if you fancy a bit more variety to your game, why not have a go at one of the scenarios from the Core Rulebook

SCENARIO 7 – GOOD IDEA AT THE TIME

At the beginning of this scenario, regardless of each individuals Good limit, all characters begin with an amount of Good equal to the amount of minutes it is past the actual hour when you start playing the game (i.e. starting your game at 16:35pm, will give every character 35 Good to begin with) and Bad equal to the hour it is on a 24hour clock (i.e. at 16:35, all characters begin with 16 Bad). Standard game procedures apply for D20+10 turns, and hopefully no characters will be dead at the very start of the game... The winner will be the last character standing, unless you run out of turns, in which case it's a draw. . .

THESE ARE THE VERY, VERY BASIC RULES FOR GOOD: THE BATTLE. THERE ARE WONDROUS EXPANDED RULES, NEW RULES, SPECIAL POWERS, PICTURES AND MORE IN THE COMPLETE RULEBOOK,

FOR MORE INFORMATION GO TO:

WWW.PROJECTGOOD.CO.UK



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Original Concept: Ryan Furlong & Alex Munson
Developed by Alex Munson, Alex Mortimer & Ryan Furlong
Produced by Project Good

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