

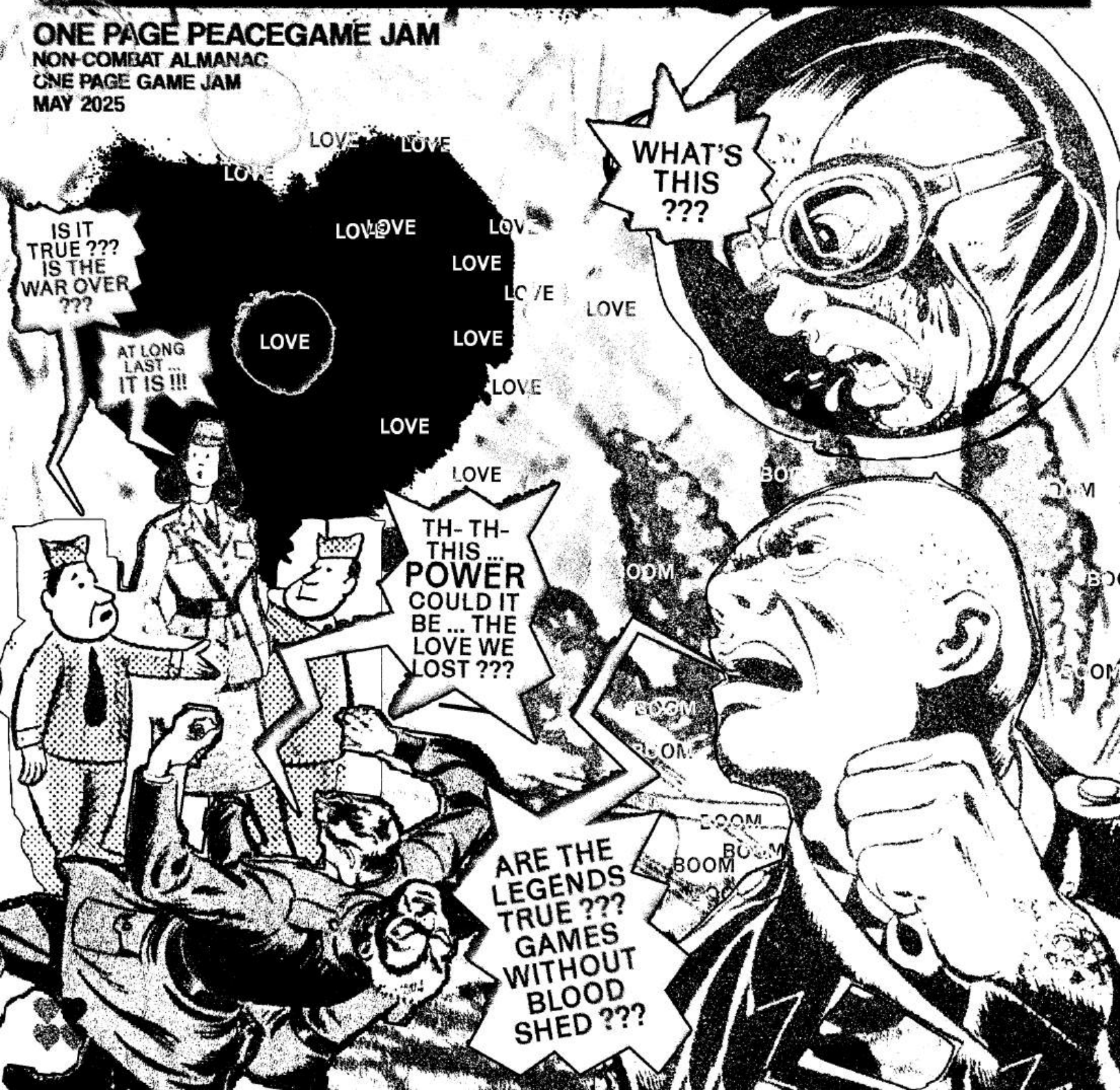
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ONE PAGE PEACEGAME JAM

NON-COMBAT ALMANAC

ONE PAGE GAME JAM

MAY 2025



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Edited by Matt Farmer ([@ierthling](#))

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Editor's Note

WHAT'S THIS??? IS IT TRUE??? IS THE WAR OVER???

AT LONG LAST... IT IS!!!

TH- TH- THIS... POWER - COULD IT BE... THE LOVE WE LOST???

ARE THE LEGENDS TRUE??? GAMES WITHOUT BLOODSHED???

The legends are true. Though games without bloodshed have lurked in quiet corners of the tabletop miniatures world forever, the tabletop default remains the wargame. In the early days of the pandemic, however, a new force was unleashed upon the tabletop realm: the peacegame. Applepicking began it, and soon peacegamers the world over found themselves compelled to gather beneath that banner with the strange device: Non-Combat Tabletop!

For the first issue of the Non-Combat Tabletop Almanac, we gathered small, accessible versions of the games first designed by those of us who had organized the NCTT Collective: Applepicking, BugCatching28, Children of the Village, DogWalking28, Fishing28, and Herding28. For the Almanac's second issue, which you now hold (literally or digitally) in your hands, we wanted to open things up to the almost 1300 members of the NCTT discord server, and we wanted to impose a structure that would support a range of game designers in participating. We were inspired by Andrew "Hobby Dungeon" Nierenhausen's One Page Game Jam, and thought we might do something similar; but when we learned that Andrew planned to take the year off from running his jam, we decided (with his permission) to hijack it instead!

Nearly fifty game designers answered our call. They range from professionals to first-timers, from NCTT veterans to traditional wargamers eager to try something new. The games collected here range from the family-friendly and adorable to the surreal and horrid; some are instantly graspable and unfold easily on the table, others interrogate the limits and boundaries of the gaming table with impossible scenarios and rules whose hidden meanings unfold only in the attempt to play them. We offer them to you as a provocation, as a call to push past outworn conceptions of what a miniatures game or a tabletop game is for. And we hope you will play them and unlock the power of the love we lost, for the war, indeed, is over!

With love,
Matt Farmer (Editor)
@ierthling

SPIKE! by Adam James-Price (Bossy Sausage, bossysausage.bsky.social)

5-on-5 volleyball in miniature - a one-page peacgame.

SPIKE! is a miniature agnostic tabletop sports game for 2 players. Games of **SPIKE!** are played on a standard chess board, as per Chess28 (credit to Mike Hutchinson, Planet Smasher Games).

Components:

- 2 human players (**COACHES**)
- x5 miniatures (**PLAYERS**) for each **COACH**.
- A chessboard (the **COURT**).
- 1D6 for each **COACH**, and x19 shared playing cards.
- A token (or different colour D6) to represent the **BALL**.
- A method of keeping track of **POINTS**.



Core Concepts:

- The active **COACH** (ball in their half) is the **ATTACKER**, and the inactive **COACH** (ball is not in their half) is the **DEFENDER**.
- **COACHES** attempt to score **POINTS** by causing the **BALL** to hit the floor of their opponent's half. The **BALL** hits the floor if no **PLAYER** is able to reach and interact with it.
- **POINTS** are also scored when the opposition commit a fault, either by hitting the **BALL** out of bounds (**OUT!**), or by causing the **BALL** to land within their own half.
- Each team may only make up to a maximum of 3 touches of the **BALL** in their half before returning it to the opposition half. Any more than 3 touches is a fault, resulting in a **POINT** to the opposition.
- No **PLAYER** may touch the **BALL** twice in a row, and **PLAYERS** may not move into the opposition half of the **COURT**.

Tests:

- To make a test the **COACH** rolls a D6 and compares the result against the **PLAYERS** relevant **SKILL**.
- A test is always **SUCCESSFUL** if the D6 result is equal to or less than the **PLAYERS** relevant **SKILL**.
- If **SUCCESSFUL**, the **BALL** reaches the target square as intended.
- A test is always **UNSUCCESSFUL** if the D6 result is higher than the **PLAYERS** relevant **SKILL**.
- If **UNSUCCESSFUL** the **BALL DRIFTS**; the opposition **COACH** places the ball in an any square adjacent to the original target square.
- If a natural 6 is rolled (a **NAT6**) the **BALL SCATTERS**; shuffle both decks and place them face down and fanned out, the opposition **COACH** selects 1 number and 1 letter card at random, and the **BALL** is moved to this square. If an **OUT!** card is drawn, then a fault has occurred and the opposition (the team not attempting the test) scores a **POINT**.

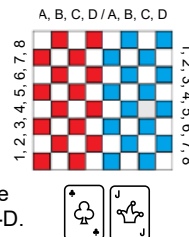
Set-up:

- Separate the **COURT** into two equal halves; an imaginary net runs through the middle of the **COURT**, between each half.
- Plot each half as a grid, letters A-D down the short edge and numbers 1-8 across the long edge. Designate one half as **RED** and the other as **BLUE**.
- Prepare 2 separate decks of cards: a deck of numbered cards (1-8), and a deck of coloured letters A-D **RED** and A-D **BLUE** (Use labels or stickers for the letter cards). Keep these decks separate, but within reach of the **COACHES**. Place 3 cards marked **OUT!** in the letter deck.
- The **COACHES** select one half of the **COURT** each and set up their **PLAYERS** within it as they wish.

Example Set-up:

The **COURT** is separated into 2 halves, imagine a net runs between each half.

Number the long edge of each half 1-8, and letter the short edges of each half A-D.



For the letters deck use labels or stickers mark x4 cards A-D **RED**, x4 A-D **BLUE** and x3 cards **OUT!** (x11 cards total). For the numbers deck use cards numbered 1-8.

SKILLS:

- **SKILLS** represent the various abilities of each **PLAYER**. As standard all **PLAYERS** have the following **SKILLS**:

MOVE	BUMP	DIG	SPIKE!	BLOCK
2 Squares	3	3	3	3

- Each **PLAYER** may increase/improve a single **SKILL** by 1, however the impact of this will be the reduction/worsening of another **SKILL(s)**:

+1 MOVE / -1 SPIKE! and -1 BLOCK .	
+1 BUMP / -1 SPIKE!	+1 SPIKE! / -1 BUMP
+1 DIG / -1 BLOCK .	+1 BLOCK / -1 DIG .

- Keep a record of each **PLAYERS** **SKILLS** in a team roster / list.

Gameplay:

- Games of **SPIKE!** always start with a **SERVE**, **COACHES** flip a coin or roll-off for the first **SERVE**.
- After each **POINT** is scored both **COACHES** reset their **PLAYERS** as required, and the game is restarted via a **SERVE**. The team that scored the last **POINT** **SERVES**.
- Play continues with the **COACHES** taking **ACTIONS** and attempting to score **POINTS**; the first **COACH** to score five **POINTS** wins.

Actions:

- The **ATTACKING COACH** selects **PLAYERS** to perform **ACTIONS** from the following list:

SPIKE! <i>Shoot the BALL</i>	<ul style="list-style-type: none">• ATTACKER selects a square within a straight line (including diagonal) of the PLAYER attempting the SPIKE!, up to the number of the PLAYERS SPIKE! SKILL.• Place the BALL in the target square and attempt a SPIKE! test.
DIG <i>Receive / Recover the BALL</i>	<ul style="list-style-type: none">• The PLAYER moves towards the BALL, up to the value of their MOVE SKILL.• If the PLAYER moves into the same square as the BALL, they then select a square in which to move the BALL. The target square can be up to a maximum of 2 squares away from the PLAYER attempting the DIG.• Place the BALL in the target square and attempt a DIG test.
BUMP <i>Pass the BALL</i>	<ul style="list-style-type: none">• After declaring a BUMP the ATTACKING COACH secretly selects a target square up to 4 squares away from the PLAYER attempting the BUMP by choosing a number and letter card; the target square is kept secret from the opposition COACH.• Starting with the ATTACKER, the COACHES take turns moving PLAYERS. The PLAYER attempting the BUMP cannot move. The DEFENDER may move as many players as the ATTACKER; once the ATTACKER decides to stop moving PLAYERS the DEFENDER can no longer move theirs.• Once all movement is finished the ATTACKER reveals the target square (flips their chosen cards), places the BALL in the target square and attempt a BUMP test.
SERVE <i>Start / Restart the game</i>	<ul style="list-style-type: none">• A player attempting a SERVE must be placed on their team's backline.• ATTACKER selects a square within a straight-line (including diagonal) of the PLAYER attempting the SERVE, up to double the number of the PLAYERS SPIKE! SKILL.• Place the BALL in the target square and attempt a SPIKE! test.

- The **DEFENDING COACH** has one **ACTION** available to them, to be taken in direct response to a **SPIKE! ACTION**:

BLOCK <i>Stop a SPIKE!</i>	<ul style="list-style-type: none">• The DEFENDING COACH may attempt a BLOCK as an immediate reaction to an ATTACKER'S SPIKE!• Only a DEFENDING PLAYER adjacent to the net may attempt a BLOCK, and only if the ball travels through the square that they are occupying, or that is directly adjacent (left/right). If all conditions are met attempt a BLOCK test:<ul style="list-style-type: none">◦ If SUCCESSFUL: The BALL is rebounded, and the DEFENDER scores a POINT.◦ If UNSUCCESSFUL: The BLOCK fails; nothing happens and the SPIKE! continues as normal.◦ If NAT6: The BALL SCATTERS (from the square of the PLAYER attempting the BLOCK).
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CyberCourier28

Written by Matthew Sharpe | Edited by Gally Articola

You're a cyberpunk courier on the edge of society, working for every unsavory type in the world's richest, most corrupt mega city. With speed, wit, and a lot of cybernetics; run, slide, swing, and leap ahead of any dangers racing through a hostile urban jungle to pick up & deliver parcels, track down info, blaze a trail for fellow couriers, or screw with entitled clients. But choose your path carefully, one wrong step will be your last.

CyberCourier28 is a non-violent, 28mm, solo, "time trial", mini agnostic game, using terrain in a 2'x1' play area that expands or scrolls during play. Grab 12 6-sided die(6/rolling & 6/cooldowns), a measuring tool, up to 4 objective markers, terrain, player/guard miniatures, a 20-sided die to track turns, and Fatigue.

Heavily inspired by Mirror's Edge, Cyberpunk, Ghost Runner, Dishonored, Thief, Metal Gear, Blade Runner, Ghost in the Shell, Neuromancer, Carpenter Brut, Perturbator, Gunship.

The Map

Roll 6d6 on the tables below for each 1'x1' Tile to determine what terrain you can place. You must have at least one building per Tile, re-roll all 6 die if needed. Don't leave any gaps between terrain larger than 8". And about those 8" gaps, remember this may not be a violent game, but that drop is much longer than it looks.

1. Rooftop, AC Module
2. Crane, Duct-work
3. Parked Skycar, Crane
4. Wall, Floating Billboard
5. Guard 28mm, Rooftop
6. Roll on the next table ->

1. Rooftop, Traffic
2. Duct-work, Crane, Rooftop
3. Guard 28mm, Parked Skycar
4. Duct-work, Crane
5. Wall, Floating Billboard
6. Additional Level, Traffic

Rooftops: 3-9" 3-9" n/a; Anchors in your mobile world. Typically placed in the corners of tiles or along their edges. Great for running or leaping on.

AC Modules/Additional Levels: 3-6" 3-9" 3"; These huge cooling units or extra floors often act as raisers or rooftops and provide some more verticality to the skyline.

Cranes: 3-6" 1-2" 3-6"; Sturdy, vertical, and often moving. These can providing a climbing surface, a bridge, an anchor to swing on, or a ramp to a new level. Always freestanding or placed on building corners. **Upkeep;** Roll 1d6, on a 1-2 the crane spins 90°.

Parked Skycars: 4-9" 2" 2-3"; Good to anchor yourself to, vault over, run on, or leap off, normally parked against buildings.

Traffic: 6" 12" 3"; Very not parked! Danger-zone! **Upkeep;** Roll 1d6, on a 1-2 a skycar rushes by. Roll to avoid taking a setback or fatigue but gain Fatigue with up to 3 hits.

Wall/Floating Billboards: 3-9" 1" 3"; If placed on a building, provides cover, if free-floating, a billboard is perfect to wall-run or swing from one building to another, also forms perfect bridges.

Guards: A 28mm model or token to represent the Fuzz. Always placed on a building or vehicle; avoids traffic and duct-work.

Duct-work: 2-9" 1-2" 1/2-1"; Gives cover within 1", can be vaulted over, tend to bisect rooftops.

For initial setup, select a corner of your 2'x1' area and place your miniature in it. Whenever placing an objective, select a spot 1" away from a board edge opposing your miniature's approach, place a marker there. Then roll on the Missions table.

The Missions

1. Deliver a message

-You already have a parcel, get to a point and interact

2. Recover a dead-drop

-Pick up a parcel and get back to your starting point

3. Hack a terminal

-Get to a point and remain there for two Actions, a guard investigates after the first

4. Carve a path

-Objectives are now terrain features, interact with 1 to unlock a path, then 1 final feature to leave

5. Chart a map

-Go to 3 points and interact.

6. The old switcheroo

-Take two objectives, and swap them. Get out undetected.

Add new city sections as you enjoy your sprint through the mega city, or perhaps your mission requires a 2nd objective in a high-rise. Expand the map during the Upkeep Phase when you're first within 6" of your objective by rolling 1 Tile at a time. If you have the terrain, you could expand indefinitely but don't hesitate to take terrain from previous tiles unless you'll be returning. For each new tile, also place a new objective, roll if required.

The Phases

Every turn, these phases happen in the following order:

1. **Courier:** You always act first, a sprinting start with your first 6".
2. **Security:** Guards always patrol 6" clockwise on their building. If they face you at any point, they begin to arrest you with any remaining movement. While in base contact with you, you must roll to Resist Arrest.
3. **Courier:** You're fast as sin, act again.
4. **Upkeep:** The city is generated, traffic whizzes by, cranes turn, guards close in to apprehend, guards stun reduced by 1, cooldowns reduce by 1, advance turn tracker, etc.

Actions and Cooldowns

Sprint, Interact, and Wait are Mundane Actions: they never go on cooldown or require a dice roll. All other actions are Cybernetic, occur during your Sprint or Wait, and require a dice roll. Cybernetic Actions have Alternative functions to avoid cooldowns and help optimize performance during them. Using Cybernetic Actions during your Sprint extends your total movement if applicable. Cooldowns are increased either by taking a Setback or the Action for the specified amount (max 3).

- **Sprint:** The crux of your locomotion. Move up to 6", always measure from the same point on the base/minature.
- **Interact:** ... Specifically with objectives.
- **Wait:** Avoid if possible. Passes the turn... If you must.

- **Vault:** Move over up to 2" (horizontally and/or vertically) terrain without movement cost. *Cooldown 1.*
Alt: Move over the terrain, but lose 2" of movement.
- **Leap:** Cross up to a 6" gap. *Cooldown 2.*
Alt: Leap range is 3".
- **Swing:** Hook onto a nearby crane, billboard, or vehicle to span a 8" gap in a line or arc without cost. *Cooldown 3.*
Alt: Only get the straight zip line function and 6".
- **Wall-run:** Seemingly defy gravity and run along billboards, or up to 6" vertically up a wall without cost. *Cooldown 2.*
Alt: Cannot use vertically.
- **Slide:** No need to harm anyone, stun the wage slaves for 2 turns, move on. Alerts nearby guards. *Cooldown 1.*
Alt: Only stun for 1 turn.
- **Stealth:** Move undetected for no more than 4" of your movement. Actions can be started in Stealth. *Cooldown 1.*
Alt: Still remain undetected, but must Wait in place.
- **Resist Arrest:** Stun for 2 turns during either the Security or Courier Phase any number of times. Gain Fatigue with up to 3 hits. *Cooldown 1.*
Alt: Stun for 1 turn.

The Dice

Roll 6d6, 4s, 5s, or 6s are hits. **Five** or **six** hits, and you ace it, gain a Boost from the list. **Three** or **four** hits are partial successes, while you always complete the maneuver despite any level of failure, you must pick from one of the movement or cooldown setbacks. **One** or **two** hits are fails, take a cooldown and movement Setback. With **zero** hits and take both Setbacks and a Fatigue.

Boosts, Setbacks and Fatigue

Boosts

- You may add 1" to this or your next movement
 - Reduce 1 cooldown by 1 turn
- ### Setbacks
- You must reduce this or your next movement by 1"
 - Increase 1 cooldown by 1 turn

Fatigue

Your body can only take so much. When you reach 3 fatigue, Your job ends *immediately*, wherever you are. Hope you have better success next run, if there is one.

Fatigue Slider

Hurly Burly Bears

by
AxXon N.47

The first #backgammon28 4-12 player bear & pretzels party game of greed, generosity & survival of the smartest.

You will need:

- 1 bear token, referred to henceforth as a "bear". There are 12 on this page you can print & cut out.
- 1 deck of regular playing cards per player.
- 1 backgammon board.
- Backgammon Pieces to represent resources tokens

Set up

Players roar in turn, who ever roars the best places their bear on any white point first. They then choose the next player to setup their bear, this continues in the same manner until all players bears are on a white point.

Each player takes their deck of cards and divides it into numerically ordered suits. Discarding all cards above 6.

Then combine diamond, hearts & 1 joker, shuffle. This is your movement deck.

Combine spades, clubs & 1 joker, shuffle. This is your scavenging deck.

Who goes first?

Play starts with the player who roared loudest then proceeds in a clockwise or counter clockwise fashion as dictated by the Player who roared loudest.

Goal

The goal is for your bear to scavenge as many resources as possible before going into hibernation.

Scavenging can only be performed on a black bar.

21 is the minimum a bear needs to survive hibernation.

Hibernation can happen in 1 of 2 ways:

- When the player chooses to.
- Or
- When drawing the joker from your movement deck.

Hibernation can only be done on a white bar.

Playing the game

- Draw the top card from your movement deck.
- Move your bear this many bars in the direction of play that was decided.
- Discard this card.
- If a joker was drawn your bear goes immediately into hibernation, move to the next white bar and you are out of the game, for now.
- If you land on a black bar turn over the top card from your scavenging deck to reveal how many resources are there. Then discard.
- Choose how many resources you will keep and leave a number of tokens equal to those remaining on this bar.

Example

The card drawn is a 4, you want 2 resources. Take 2 tokens and keep them with you card decks, this represents your resources. Leave 2 tokens on your current bar.

- Any other bear is free to pick these resources up when landing on that bar.
- If a joker is turned over from your scavenging deck lose all resources (move the contents of your resource pool to the bar you occupy) and move your bear to the next white bar.
- Any other bear is free to take as many of these resources as they want when landing on that bar.
- Having moved and potentially scavenged you can choose to go into hibernation if you have 21+ resources and you are occupying a white bar.
- Your turn is then over.
- Play proceeds with the next player in the clockwise/counter clockwise direction as was chosen by the player who roared loudest.

"Winning..."

The game ends when either all bears are hibernating or all players are out of cards.

Any bear not hibernating by the end of play will not survive the winter.

Any bear with less than 21 resources will die in hibernation.

All players with 21+ resources and a hibernating bear are winners, they survive another winter to do it all again next year.

For the sake of having a winner, the player with the most resources and a hibernating bear wins.

In the event of a draw feel free to have a roar off to assert your dominance as the winner.

Then play this game again 12 months from now with the same group of people. Repeat until it's no longer a fun annual tradition.

Resources may be freely traded between players when their bears occupy the same bar on the board under any terms the players choose to agree upon.

Get creative within the boundaries of moral decency, acceptability and in a manner that is respectful but fun.

If you land on a white bar with a hibernating bear you may poke that bear, waking them up and introducing them back into play. It is suggested that under player consent you physically poke the other player of the hibernating bear in question and make bear noises at each other.

CAREFUL KAIJU!

BY CAEL J. AMARI

You're a Kaiju on a visit to your favorite coastal city, marveling at the architecture. Smash it? Heavens no, you're not some sort of monster! As a Kaiju of Culture, you're here on a *very careful tour*, leaving the city as pristine as you found it. Well, you'll try, of course. You're in a hurry, after all: your Kaiju bestie is hosting game night and you're the one bringing snacks!

WHAT YOU'LL NEED!

- A miniature Kaiju on a 40mm base.
- A set of rectangular blocks from the block stacking game of your choice.
- A 14"x24" board (a TCG playmat will do!)
- A pair of chopsticks.
- A timer of some kind.

HOW TO PLAY!

- Mark out, unroll, or set up your play area.
- Dump your blocks out of the box onto the play area. Scattered and messy is better!
- Start a 3 minute timer.
- Set up the blocks on end as near to where they scattered as possible. Don't think too hard about it! (Put them close together to make easy paths if playing with small children.)
- When the timer rings, setup is done. Set another 3 minute timer.
- Beginning in one corner, use only the tips of your chopsticks to push your Kaiju on a journey to the opposite diagonal corner before the timer rings! No picking up the Kaiju, the base needs to stay on the board!

SCORING!

- 1 point for each building bumped out of place but still standing.
- 2 points for every building knocked over.
- 6 points if the timer rings before you're done crossing the city.
- A perfect score is 0, of course, but we'll call any score of 7 or less a win!

For an additional challenge, choose a miniature who sticks out over the base! You can also try not touching the model, not touching the base, or one chopstick in each hand.



GET YOUR KAIJU STL AT
WWW.BARDWORDPRESS.COM!



SPACECRAFT SCRAPPERS

Golden Rules & Definitions:

- If order is important, the first player acts first.
- Jokers are a face card of all suits.
- A **cluster** is 1 or more connected cards.
- Both scrappers and clusters are **pieces**.
- **Push**: move & add equivalent, aligned **momentum**

Setup

Randomly select the first player. The second player picks the card color they will use for initiative (red/black). 8-12 standard playing cards are placed on the table in the shape of a spaceship, and **connector** tokens are placed between adjacent edges. Players alternate placing **scrappers** at least 2 edges apart on corners outside the ship until both players place 2 scrappers.

Turn Order

1) Actions

Players alternate activating scrappers until each scrapper goes once, then the turn ends. Scrappers have 2 actions when activated:

Interior actions can only be taken inside cards:

- Destroy: flip the card; you may choose whether you trigger the catastrophe.
- Repair: if inside destroyed card, heal 1 damage (destroyed cards return to max-1 health)
- Walk: move to an adjacent card

Exterior actions can only be taken outside cards:

- Jetpack: **push** 1" in an orthogonal direction. You may push/pull a card you are touching if that card is not **connected** to any other cards. If adjacent to multiple cards, you may choose to remain attached to the other card instead of moving with the card you push.
- Walk: if touching a card, move one card edge. May not move through pieces.
- Salvage: if touching a card that is not adjacent to any other card, remove it from the table and score it. Anyone inside **ejects**.
- Cut: if on a corner touching an edge between 2 cards in a cluster, remove the **connector** token on that edge; they are now different clusters and are **disconnected**.

2) Turn End

Resolve **momentum**: momentum is represented by tokens placed adjacent to pieces. For each token, move the scrapper or cluster 1" toward the token. If a piece has multiple tokens, resolve one token for all pieces first, then the second, etc.

Flip the top card of the deck. Next turn, the player of that color is the first player. The suit shown is struck by meteors! Roll a die; each player alternates assigning 1 damage at a time to a card on the board of that suit:

1-3: 1 dmg each 4-6: 2 dmg each

Cards

Each card represents a compartment in the ship, defined by suit and number.

- Spades (Thrusters): spend an action inside to give the cluster 1" of momentum in any orthogonal direction
- Diamonds (Cargo): +3 points when scoring
- Clubs (Weapons): spend an action inside to add 1 damage to this card and a card in a different cluster
- Hearts (Engineering): spend an action inside to add or remove 1 damage from any card in the same cluster

Hit Points & Destruction

Cards lose their abilities when destroyed. The card's catastrophe is triggered when destroyed.

Ace: 2hp Face: 4hp Number: 3hp

Airlocks

Cards 2-6 are airlocks; scrappers an airlock they are adjacent to may **Walk** from inside to outside and vice-versa. Destroyed airlocks are not operational.

Eject: Scrappers trapped in clusters with no operational airlocks may **destroy** the card they are in to place themselves adjacent and outside.

Catastrophes

	Spades	Clubs	Hearts
Ace	Push this card 2" out	This turn roll 2x, keep > meteor die	Scrappers eject , can't enter cluster
7-10	Push cluster 1" in random dir	Remove card, push adjacent pieces 1"	Cannot cut this card's edges

Face Cards

Face card catastrophes deal 1 dmg to every card of the same suit in the same cluster. They also deal 1 dmg to cards of the same suit they become disconnected from.

Motion & Collision

If scrappers are moving via momentum, and touch a card, their momentum is replaced with the card's momentum. If they are touching multiple cards, they may choose. Pieces of like kind colliding sum/cancel their momentum as is most reasonable. Cards colliding with cards each receive 1 dmg if not adjacent at the start of the turn. After salvaging a card, scrappers keep the card's momentum.

Game End

The game ends when all cards currently worth points have been salvaged. Player score is the sum of salvaged cards; the highest score wins:

Ace: 3pts Face: 2pts 7-10: 1pt

+3 for non-destroyed diamonds

-1 for destroyed cards

MAINTENANCE28 - onepagejam edition 1.0

by chrisbuildsstuff

In the distant future, difficult maintenance missions await you and require quick action and a little bit of luck. Your organization has sent you an assignment. Go there and carry out the necessary maintenance and repair work!

Which location will it be this time? An old refinery? An busy harbour? Rust and oil will dominate your day-to-day work. Hopefully for a good wage? We'll see...



1. Material you need and how to start:

- **Play Area:** 12" x 12" with a grid(6x6)
- **Setting:** "Container Yard" or "Industrial Facility"
- **Terrain:** Use Terrain levels in 3"inch steps. Small Scatter is only for aesthetics in this version of the game. Every grid can be used.
- **Miniatures:** 2 Miniatures (1 for each player if you play cooperatively)
- **Measurement:** In grids
- **Other material:** two D6, a standard two colored carddeck(mostly 52 cards)

2. Actions

Each action is performed during your miniature's activation. Your team has 5 actions per round.

Action	Requirement	Effect
Move	Always available	Move up to 2 grids (either 2 in a straight line or 1 diagonally)
Climb	If needed	Move up/down one terrain level
Gather	Same grid of a scrap marker. <u>Free action</u> if you moved only 1 grid straight.	Pick up 1 resource (Each miniature can carry up to 2 at once)
Repair/ install	Same grid of a scrap marker	Spend 1 resource; progress +1
Hand Over	Same grid as the other miniature	Transfer 1 resource to another miniature
Throw over here!	When time is ticking and courage is needed	Throw 1 resource up to 3 grids to another miniature. Draw a card: Black: Success! Red: It's broken!

3. Random Events:

Draw one card from a standard 52-card deck after all miniatures were activated:

Card	Event Description
2-5	Environmental Hazard: Place 1 gas/smoke marker randomly. This grid can't be crossed by a miniature. It can't be placed on a maintenance marker. If there is a miniature, move to an adjacent grid. You lose 2 actions in this turn.
6-7	Resource Loss: Remove 1 random scrap marker.
8-10	New Scrap: Add 1 new scrap marker randomly.
Jack	Short Circuit: you lose 1 action next round.
Queen	New Scrap: Add 2 new scrap markers.
King	Bonus Task: An additional station must be repaired or installed. Place a new maintenance marker randomly on the board.
Ace	Lucky Find: Next gathering action grants +1 extra resource if it's successful.
Joker	See scenario.

After this random event the round ends and you can activate your miniatures for the next turn again.

Mission 1 "Parts & Repair":

- Place 3 maintenance and 8 scrap markers randomly on the board.(It's a 6x6 grid, so roll two D6 to find your position, reroll if there is already a marker)
- Place your miniatures in a random corner grid
- Each of your miniatures start with 1 "resource unit"
- The game ends after 6 rounds or if your job is done
- When gathering, draw a card from the deck:
♠/♣ (black card): **Resource unit** (for repairs)
♥/♦ (red card): **Scrap** (useless trash, no effect)

Work instructions:

Each maintenance marker requires 2 resource units to complete the job. So you need to make two actions of "repair" for each maintenance marker. If every maintenance marker is "repaired" your job is done!

Special rules:

Work in progress: For every repaired maintenance marker you can remove 1 gas marker.

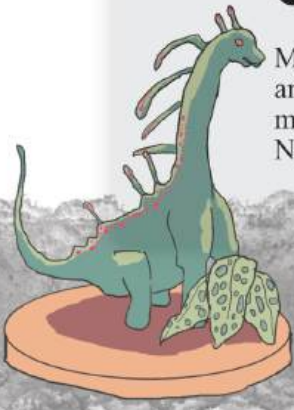
Scan: If there is only 1 scrap marker left on the board you can invest 1 action for scanning the board. Add 2 additional scrap marker randomly to the board.

Joker:

The surroundings tremble and barrels and scrap metal roll around. Roll for every remaining scrap marker to find a new position on the board and add 1 new scrap marker.



Craft your own Game Pieces from Found Objects!



Make them from reused toy components like aquarium plants, dinosaurs, horses, princesses, tiny plants, and other treasures! Put them on wooden rounds (in whole inch diameters) and add sand, dirt, flocking, moss, or other ground textures. Don't forget our stationary friends - trees, statues, flowers and boulders. Name them! Add them to your Peace Bond!

A GAME OF CRAFTING UTOPIAS BY CONNOR SITES-BOWEN

Dino28

A GAME WITHOUT WAR, FOR THE ONE PAGE PEACEGAME JAM MARCH → MAY 2025

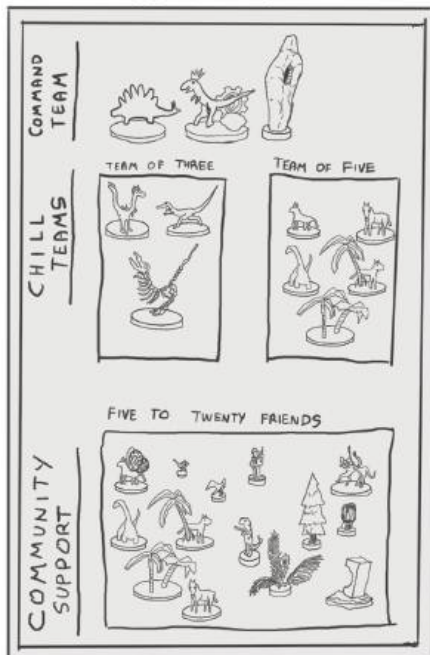
Citizens form your Peace Bond!

Organize them into a number of smaller groups:

- **Command Units** are powerful individuals who influence the actions of others.
- **Chill Teams** are groups of 3-5 friends with complimentary skills.
- **Community Support** are 5-20 neighbors who bring the unique gifts they have within.

Give them team names, mascots, a banner that represents the community. Love them!

PEACE BOND



Fields of Play

Each **Field of Play** is an environment which could use assistance or management. It is a printed grid of one-inch squares, with glyphs and symbols denoting important terrain elements. Small Fields are one sheet of paper- 8x10 inch squares. Medium fields are two sheets (16x10).



How to Play

Players enact the game collaboratively.

The zeroth turn is the pick of a Field of Play and a Titan threatening it. Spend some time 'localizing' the issues - how does this catastrophe unfold?

The first turn is an introduction of **neighbors** coming to help and their initial deployment against catastrophe. Players alternate placing their **Chill Teams**, then their **Command Units**, and then any subset of their **Community Support**. As each piece is placed, the *other* players describe its abilities to aid the issues at hand. *Every* neighbor brings a gift - dig deep if you can't think of how a butterfly could contribute to flood control.

The **Titanic Catastrophe** takes a phase of reply, advancing sliders and rolling dice to trigger slightly-random or occasional actions, specific to each Titan.

Subsequent turns are done one **Game Action** at a time, with players **Placing Support**, **Moving a Team**, **Activating an Ability**, or **Interacting with Terrain**. Once all pieces have moved or acted, the turn ends, the **Catastrophe Unfolds** in reply, and then a **turn score** is calculated for each player.

Players score *each other's* Peace Bond's performance from 0-4, with a point each for respecting the **Four Fundamentals**. These point totals accumulate over turns until the **Catastrophe** has passed, the game ends, and the rebuilding begins anew.

Titans of the Land

One of the **Titans of the Land** is menacing that space. A **Titan** is an enormous, primordial creature which embodies a climatic threat, such as the **Hoofed One** (left), **Gengheron** (below), the **Sleephawk**, the **Sea Eagle Rising**. Craft these enormous beasts from **4-12 inch** toys, and affix them to **coasters or trivets** as bases.

Brainstorm three or four ways the **Titan** interacts with the **Field of Play**. Consider using **small stones**, **glass tokens**, and other **found objects** to convey the scope of their impact.

The Four Fundamentals

Respect Yourself

Respect Each Other

Respect the Land

Watch for Guides and Signs



A. GR. A. B.

ALL CRABS ARE BASTARDS

In a world where all life has evolved into crustaceans, it is well known that all crabs are bastards. Your goal is to be the last bastard standing.

Each player needs **1 crab** and a **d6**. Players also need **1 measuring stick**, 6cm long. The play area is a zone of approximately 10 cm diameter, round or square. (We suggest playing on a beer coaster). The larger the surface, the longer games will take. The suggested crab base size is 16mm (1 cent coin).

Place all crabs on the **outer edges** of the play area, with an as equal possible distance between every crab. Every crab starts with **1 exhaustion**, which should be indicated publicly with a d6.

A crab can:



1. SNIP: Snip an adjacent crab. They gain one exhaustion.



2. GRAB: Grab an adjacent crab. You hold them until the start of your next activation. A held crab can't move on its own. Both crabs gain one exhaustion.



3. WALK: Move a distance up to 5cm. Sideways of course.



4. TOSS: Toss an adjacent crab. You throw them an amount of cm equal to their exhaustion. You gain one exhaustion.

Once during your turn, before or after taking your action, you may move up to 2cm.

At the start of the round, in a rock paper scissors motion all players shout:

ALL CRABS ARE BASTARDS.

On the mention of Bastards, players reveal their chosen action with the suitable hand gesture.

Players should never discuss which action they will take beforehand.

WHENEVER 2 or more players choose the same ACTION in a turn, something special happens.

2+ SNIPS: WAVES

Before actions are taken, every model is moved 1cm closer to the center of the board.

2+ GRABS: GUSTS

After actions are taken, any model that isn't grabbing or grabbed is moved 2cm away from the center of the board.

2+ WALKS: MORE WAVES

Before actions are taken, every model is moved 1cm away from the center of the board.

2+ TOSSES: INTIMIDATION

Before actions are taken, every model not tossing gains one point of exhaustion.



Actions are executed in the given order:

Snip > Grab > Walk > Toss

If multiple players pick the same action, start with the one with the least exhaustion, then go counter clockwise. If that's tied, fight it out.

If a player cannot execute an action (eg. there is no crab to toss), they do nothing instead.

When all players have taken their action, a new round starts.

A crab can never have more than 6 points of exhaustion.

At the start of a round, if a crab has **6 exhaustion**, it **cannot take an action** this round. At the end of the round, lower their exhaustion to 3.

A crab that is tossed out of the play area is considered out of play, and **LOSES** the game.

When only one crab is left standing in the play area, they **WIN** the game.

OPTIONAL RULE: SEAGULLS

After the third turn, if **every player** chooses the same action, **seagulls attack**.

Remove the model with the highest exhaustion from the game. The player is obligated to say their last crabby words in a wilhelm scream.

A grabbed crab cannot toss it's grabber. However, if either the grabbed crab or the grabbing crab are tossed by a third crab, both of them get tossed the higher distance, and remain grabbed.

Game Design by: @mesreg

Art by: Jarne Daem @atelier_vandenvos

Before It All Comes Crashing Down

Before you start:

Take one pack of cards and, in your playing area, build a building out of them.

- The building should have cards acting as "floors" and "walls." You can build a single level if you want, or if you're skilled then you can build a second level on top of the first.
- Try to build it so that any one part can collapse without knocking all of the other cards over (knocking some of them over is fine). An easy way to do this is to build multiple separate mini-buildings within the play area.
- If you have trouble getting them to stand up, building on carpet can be a bit easier.
- Make sure that every card's value is visible. We're going to be hunting for specific cards, and that's going to be easier if they aren't face-down or obscured.
- Other than that, do whatever architectural style and layout you like.

Once the building is complete, place six of the models somewhere in it lying on their sides, at least 20cm from the edge of the playing area. They must either be below or above a floor, so none should be entirely in the open. However, try to put them somewhere you can reach your hand without knocking them over.

Place the other four models standing upright anywhere on the edge of the play area.

Take the other deck of cards, shuffle it, and place it to one side. This is your draw deck.

Sequence of play:

At the start of each turn, draw a single card from your draw deck and look at it.

- Find the card of the same value in your building.
- If that card is lying flat, either because it's part of a floor or because it's already collapsed, you don't need to do anything.
- If that card is standing up as part of a wall, knock it over. You don't need to use much force in doing this: just tipping it so it lies flat is enough.
- This might cause other cards to collapse because they were relying on that wall for structural stability.
- If a model that was lying on its side is hit by this sort of collapse, or was on an upper floor which has collapsed, remove it from the game and put it in the "dead" area.
- If a model that was standing upright is hit by this sort of collapse, or was on an upper floor which has collapsed, place it lying on its side.

Then, activate one model (your choice) that's standing upright. During this activation they can do any or all of the three things listed below. They do not have to do all three. They may do them in any order. You may not activate the same model that you activated last unless it's the only model left standing upright.

- Move them a distance of up to 15cm in any direction.
- Move up or down a level.
- Move every model within 5cm that's lying on its side a distance of up to 10cm in any direction.

Lastly, check to see whether the game is over. If it isn't, start a new turn!

You will need:

- Two packs of playing cards
- Ten 28mm models on 25mm bases
- A 60cm x 90cm playing area

Is the game over?

If there are no walls still standing or if there are no models standing upright, the game is over.

Did I win?

If the game ends and there are fewer than six models in the "dead" area, you've won. Congratulations!

Optional Rule #1:

At the end of each turn, look at the top three cards of the deck. Put them back in the same order.

Optional Rule #2:

If a model was is standing upright on an upper floor which collapses, and that model lands still standing upright, then they're awesome and should feel good about themselves. That model remains standing upright.

Things this game might be a metaphor for:

- Climate change.
- The unsustainability of capitalism, both in the broad social sense and in specific bubble-fed industries.
- Search & rescue after disasters.

(Dont) Hug Me Im Scared

2+1 are in the clearing in the forest.

2 just want to hug. 1 is scared.

Will there be 3 who hug each other or 3 who are scared? Find out with:

(Dont) Hug Me Im Scared!



What You Need For The Game:

3 figures = 2 represent the Huggers & 1 represents the Scared. Figures need a recognizable front.

2D6

1 chessboard (or similar board with 64 square squares - does not have to be different colors)

Pen & paper to record points

2 players

Aim Of The Game:

1 Hugger must try to hug the Scared.

Scared must try to scare both Huggers.

Whoever has collected the most points in 3 games wins.



Who Plays What:

Roll off D6. The winner decides whether to play the Hugger or the Scared first. Always switch in the next 2 games.

Set Up:

Huggers first place a figure on one of the four sides. Then the Scared on exactly the opposite side & finally the 2nd Hugger.

Each figure is placed on a square at the very edge of the playing field. The Huggers can spread out on their side as they like. The Scared can also position themselves on their side wherever they like.

All figures look straight ahead when they are positioned.

Start The Game:

One Hugger starts the game, and then it's the Scared's turn & then the other Hugger. And so it goes back & forth the whole time from one Hugger to the Scared to the other Hugger (the two Huggers must always be played alternately).

Moving:

Huggers must always move 2 squares, but ~~not~~ diagonally. Huggers can turn before, between & after the movement, each by 90°.

The movement can be split up. E.g. 1 square forward, turn to the left, 1 square to the left. Or 1 square in front, turn right, 1 square to the right, etc.

Huggers only ever move in the direction they were facing before moving.

Scared must always move 3 squares & can move in all directions, including diagonally. The movement can also be split up here.

Scared can simply move and turn anywhere it likes.

Black or white squares don't matter. All Figures can move to all squares. The only exception: squares on which a figure is already standing: no other figure may stand here.

Collect Points:

As soon as the Scared, after its movement, stands on a square that is adjacent to a square on which a Hugger is standing, the Scared can try to scare the Hugger. Scaring is only possible if the Scared is facing the Hugger. It does not matter which side of the Hugger is facing the Scared.

D6 on 3+ scared = +1 point.

As soon as a Hugger stands on a square that is adjacent to a square on which the Scared is standing after its movement, a Hugger can try to hug the Scared. Hugging is only possible if a Hugger is facing the Scared. It does not matter which side of the Scared is facing the Hugger.

D6 on 4+ hugs = +1 point each.

End Of The Game:

When at least one Hugger has hugged the Scared, the game ends.

If the Scared has scared both Huggers once each, the game ends.



Winning:

Play 3 games. Whoever has collected more points after 3 games wins. Otherwise there is a draw.

Bookworms

Acquire a six sided dice then print this page. Collect a miniature

and different coloured pen for each player, when asked to erase a letter, use your pen. Place your miniature touching a word on this

page that starts with the same letter as your name. The player whose name comes first in the alphabet goes first.

On your turn roll the dice then choose a word with the number of letters rolled that has not been used previously in this game. If you cannot, your opponent crosses off a letter of their choice anywhere on this page. If you can, move your miniature in a straight line to touch each of the letters in your word in turn, you must move to the closest possible instance of a letter. When you touch a letter, erase it.

If you collide with an opponent
or are touching no
unerased letters
at any point, your turn is over.

If all copies of a given letter are crossed out, the game is over.
The player who crossed out the most letters wins.

Sphinx of black quartz, judge my vow.

The quick brown fox jumps over a lazy dog.

Gießkanne 28

by "4408" Simon
Schindler
2025

"Your masters have perished long ago
and with them most of their boastful Manson,
leaving only crumbling ruins.
But you care not as there is
only one task ensembled in your mind:
the plants must be watered to ensure their survival."

Goal: Survive 10 rounds

by keeping at least one plant alive



What you need:

- 10x10 grid board (A1 to J10)
- 1 Gardener
- 10 Plant
- Water tracker (start with 15 units)
- 10-sided die (d10)
- Dry-out markers
- Well tokens



Setup:

1. Place the Gardener on one of the four squares on the Center of the board.
2. Divide the board into 10 zones by rows (A-J). For each row, roll a d10 to select a column (1-10) and place 1 Plant.
- If the tile is already occupied or adjacent to an existing plant; reroll.
3. Set your water supply to 15 units.



Turn:

1. Event Phase

- Roll d10 and apply the event effect.
- ### 2. Action Phase (choose one action):
- Move: Move up to 5 tiles (orthogonal or diagonal, cannot pass through plants or wells).
 - Water: Water one plant that is in an adjacent tile (costs 1 water unit).
 - Collect Water: If adjacent to a well, collect +3 water units.
 - Rest (once per game): Gain +2 water units; skip other actions this turn.

3. Plant Maintenance Phase:

- Each unwatered plant gains 1 dry marker.
- A plant with 3 dry markers dies and is removed.
- Watering a plant removes all its dry markers.



Movement:

- You may move up to 5 tiles when choosing the Move action.
- Movement can be orthogonal or diagonal.
- You cannot move through or onto tiles occupied by plants or wells.
- You cannot move and water in the same action unless allowed by a special event (Inspiration).

Events:

Roll

Event

1. Drought: All plants gain 1 dry marker
2. Rain: All plants lose 1 dry marker
3. Water Shortage: Lose 3 water units
4. Light Rain: Gain +2 water units
5. Lost Dog: Lose 1 movement point this turn
6. New Well: Place a well on a random empty tile
7. Worm Infestation: Random plant gains 1 dry marker
8. Morning Dew: Water a plant adjacent to you for free
9. Inspiration: Take 2 actions this round
10. Storm: Destroy a random well

End of the Game:

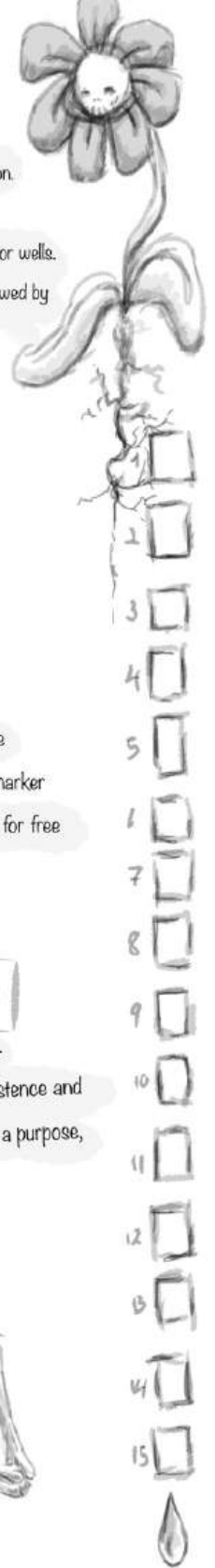
You win, if at least one plant survives after 10 rounds.

If all plants die, you have lost the purpose of your existence and you will roam the crumbling ruins around you without a purpose, forever.



Chessboard variant:

- Use an 8x8 grid with labels A1 to H8.
- Place 8 plants, one per row (A-H). Roll 1d8 for columns (reroll if tile is occupied or adjacent to another plant).
- Start the Gardener at D4 or E4.
- Reduce starting water supply to 12 units.
- You may use a regular 6-sided die (d6) for random events by mapping rolls to events 1-6 only.
- The game lasts 8.
- All other rules stay the same!



A Damn Fine Cup of Coffee

A David Lynch Tribute by Greggo Movie Rants

Roll 1d6 per category. Meditate on the outcome. Add it to your routine. Brew as instructed, every morning, for the rest of your life.

Coffee Base: 1. Midnight Black Coffee, 2. Decaf, 3. Bitter Memories, 4. Twitching Chicken Fluids, 5. PBR, 6. Bad Cappuccino

Sweetener: 1. Sugar, 2. Chocolate Shake, 3. Human Connection, 4. Vindication, 5. Respite from Unending Cosmic Dread, 6. Ice Cream

Topping: 1. Whipped Cream, 2. Black Yukon Foam, 3. Wood Shavings, 4. Cigarette Ash, 5. The Skin of Perception, 6. A Donut

Served in...: 1. Coffee Mug, 2. A Series of Unending Questions, 3. Friday's Weather Report, 4. The Pit in Your Stomach, 5. A Velvet Dream, 6. A Wildly Impractical Ceramic Mug

from the pages of the Gastronomicon, you cast the spell

Summon Sandwich

A 36-word game by Greggo Movie Rants

First, Bread? 1. None, 2. Wrap, 3. Yes, 4. Toasted

4d4+

1. Protein:	2. Cheese:	3. Fillings:	4. Sauce:
1. Tuna	1. Moldy	1. Banana	1. Marshmallow
2. Beans	2. Cheddar	2. Onion	2. Mayo
3. Chicken	3. American	3. Lettuce	3. Ketchup
4. Ham	4. Swiss	4. Tomato	4. Mustard
5. Turkey		5. Pickles	5. Salsa
6. Anocado		6. Peppers	6. PB(±)]

Enjoy, freak.



A game by @Something_in_my_basement
Use those wargaming dice in a more wholesome way - try keeping your garden alive!



GARDEN PANIC!

The gardener is going on vacation and it's up to you to take care of the garden while they're away. Easy as pie... or is it? The sun is blazing, the plants need watering and hungry snails are coming in, ready to feast on your plants! Sweat drips down your forehead as panic sets in – it's a full-blown garden panic!

What you need to play

37D6, 6D4, 1D10 and some matches. 1 of the D6 should preferably be different from the others.

You can substitute the D4s with something stackable (like coins or lego), and keep track of turns with pen and paper, but the six-sided dice are hard to replace.

Setup

Plants:

Your garden consists of 6 plants, each represented by a D4. Place 6D4 showing 1 in a row (PLANTS in the layout below).

Water and Snails:

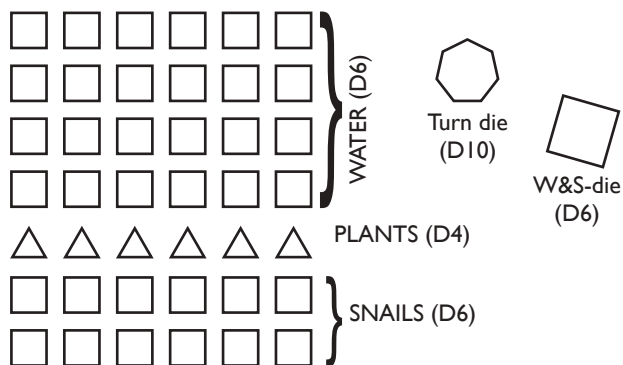
At the start of the game, the plants are freshly watered and the snails are far away. Roll 4D6 and place them on WATER above the first plant. Do the same with 2D6 for SNAILS below the first plant. Repeat this so all 6 plants have 4D6 on WATER and 2D6 on SNAILS.

Mulligan rule: if you make a roll when setting up WATER or SNAILS that are all the same number, you should make a reroll. This rule only applies during setup, not when watering or resetting SNAILS.

Turns:

Set the D10 to 9, This is the "Turn die".

Game layout



Start playing!

You have 9 turns before the gardener returns to see how well you've managed the garden.

Turn order:

1. Roll 1D6 (from now on referred to as "W&S-die" short for Water and Snails). Remove all dice on the WATER, and SNAILS-rows that show the same number as the W&S-die.

2. Take **one** action:

Water: Choose two plants and roll 1D6 for each. Add them to the WATER-row of 1 or 2 plants. (max 4D6 per plant).

Fertilize: Increase the number on one plant by 1.

Use Snail repellent: Remove all dice from SNAILS under one plant. Put a matchstick under the plant to mark it as safe – this plant can no longer be eaten by snails.

3. Decrease turn die (D10) by 1.

Plant damage:

If all dice on a plant's WATER are removed when rolling the W&S-die, the plant withers. Remove that plant's D4 from the game.

If all dice on a plant's SNAILS are removed, the snail eats a part of the plant! Reduce the plant's value by 1 and roll two new D6 for SNAILS on that plant. If the plant's value is 1, it is eaten. Remove its D4.

Last turn:

When TURNS LEFT shows 0, you don't take any actions. You only roll the W&S one final time and resolve what happens. After that, calculate your score.

Scoring:

Add up the numbers on your remaining plants and multiply by the total number of surviving plants. That's your final score!

Example: You have 3 plants left with values 2, 1, and 3. Your score is $(2+1+3)=6 \times 3 = 18$ points.

VARIANTS!

Game B:

For a (impossible) challenge, roll two dice instead of one for W&S.

Taking the good with the bad

Before your first turn Roll 1D6 for starting conditions

1-2 - Snail trail: You start with a snail repellent already in place! but you also have to remove two dice from from SNAILS under two other plants (leaving

you with one dice on each)

3-4 - Blazing sun: Remove the upper dice from WATER on all plants but skip rolling W&S-die the first turn.

5-6 - One less problem: remove one plant. less to manage but also less possible points.

Versus mode

You want to show who's the best at maintaining a garden?

Set up two (or more) identical gardens with the same number dice for Water and Snails in the same order for all players.

The turn works as a normal game but the players take turns rolling the W&S-die and the result affects all players. The players then make individual actions.

-When the game is over the player with the most points is the winner and every one else should call them "The greatest gardener" for the rest of the day.

Rot

The garden has a mold problem.

Every plant starts at 4 but at the end of every turn from 9-1 (skip this on turn 0), unless you have fertilized that plant, you have to lower the number on the plant. In this version the fertilize-action affects two plants.

WATER and SNAILS work as usual.

La

You are singers experimenting with harmonies in medieval chant! This sheet is a four-lined, Gregorian musical staff. The lines and the spaces between represent notes on a scale, like La and Sol to the left. Pitch is relative. Ut, below, is an old name for the note Do.

Choose miniatures to represent two singers: a Melodist and a Harmonist. 25-30mm bases work well, or you might need a bigger staff. Start the Melodist on Fa, at the left edge of the staff. Start the Harmonist on Re or Ut.

Sol

Roll two dice. The Melodist chooses one of the results, then moves one inch to the right AND up or down the scale according to this table:

□ : hold the same note. □ : a major 2nd, move one note. □ : a major 3rd, move two notes.

□ : a major 4th, move three notes. □ : a major 5th, move four notes. □ : a major 6th, move five notes.

If you would move above or below the staff, wrap around and continue up or down. The note La is adjacent to Ti with no space between.

Fa

The Harmonist chooses the top OR bottom face of the remaining die, then moves according to the same rules as the Melodist.

After both singers have moved (and you, the player, have sung their notes, perhaps?!), check the resulting interval and resolve:

Dissonance (a major 2nd, 5th, 6th, or 7th): +1 on the *Dissonance Track*. If D = 3, subtract three Harmony points and reset D to 0.

Harmony: (a major 3rd, 4th, unison or octave): +1 Harmony point *plus* 2 H points per D (resolution is satisfying!!). Reset D to 0.

Mi

Note: the interval from La to Sol is a 2nd, to Fa is a 3rd, to Mi is a 4th, etc. Gamers, think of it as counting the space you are on. Musicians, harmony and dissonance work differently in medieval music. The 5th is dissonant. Deal with it.

When your singers reach the end of the staff, you may place them back on the left at the notes where they ended and continue. Otherwise, hold your notes for one more beat, score accordingly, and check your Harmony points to see how pleasing was the music you made.

Re

Advanced, optional rules:

Modal: Medieval chant used modal scales of 6 notes. In modal play, the note Ti is off-limits (count it to wrap around but don't land on it.)

Contrapunto: the Melodist and Harmonist cannot move the same interval in the same direction (in parallel). If they do, lose 1 H point.

MORE Contrapunto: A unison or octave harmonizes but earns 0 instead of 1 H points.

Rythmist: Plays first. Roll a die, choose the top or bottom face, and move that many inches across the top line. After singers catch up, roll and move Rythmist again. Singers must achieve Harmony by the time they reach the Rythmist. If not, -1 point for each D and reset D to 0.

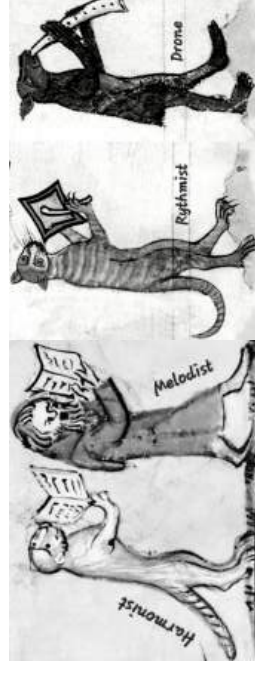
Drone: At start, place the Drone on any note. Does not move. Both singers must harmonize with each other AND the Drone to avoid

Dissonance. Singers also gain 3 Harmony points if the Melodist ends the game on the Drone note. Each round before scoring, the Drone may attempt to "nudge" one singer into harmony. Roll a die, choose the top or bottom face, and move either the Melodist or the Harmonist that interval up or down. Then score. Whether nudged or not, all three (singers and Drone) must harmonize to avoid dissonance.

(Ti)

Dissonance (D) = ____ 0 ____ 1 ____ 2 ____ 3 (at 3, reset to 0)

Harmony points (H) = ____.





Scry28

Many magicians in tower tall stare into their crystal ball.

Pairs each see that fated be.

New knowledge has each one to share, to plainly speak it, none would dare!

Magicians measure not by might but by subtlety in insight.

A single word each will declare, revealed will be each fated pair!

Components

- 30 Objects
- One white die, one black die
- A dice cup

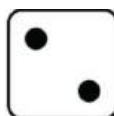
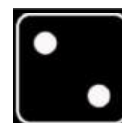
Rules

- Arrange 12 objects beside the 12 numbers around this page.
- On your turn, secretly set the dice to any value. Dice color and values correspond to objects around this page.
 - Give a one word clue tying the two objects together.
- Other players race to guess the two objects. Players make a guess by touching two objects simultaneously.
- If the guess is correct the clue giver reveals the dice and both players claim one of the guessed objects and replace them with new objects. Play passes clockwise.
 - If the guess is wrong that player cannot guess again this turn.
 - 3 Strikes! Only 3 guesses allowed per turn! Guess quick!
 - Don't give a number as a clue.
- When a player would add another object but cannot, the game ends.
 - The player with the most objects wins!

Variants

- Cast the bones. Instead of setting dice to any value, players secretly roll dice to determine which two objects they must pair.
- Intended for 28mm miniatures, but use whatever you like!
 - Use a sand timer to keep turns snappy.

By Klyd



PERILOUS PAINTERS PILGRIMAGE

The Perilous Painters' Pilgrimage

Ever feel like painting your way through your pile of shame is a real slog? A marathon with no end in sight? Well, every journey starts with a few simple steps.

The Perilous Painters' Pilgrimage is a fun little game designed to encourage daily painting or hobby sessions. Rack up a high pilgrimage score as you work through your painting backlog. Bonus fun? Try to move your miniature pilgrim around your house without getting spotted by your significant other, kids, roommates, or pets.

Begin your painting pilgrimage

- 1. Keep it secret, keep it safe.**
Don't tell your family, roommates, or household giants about the game, they're your unsuspecting opponents or giants in the game. Instead, share it with your friends or online hobby community and compete for high scores.
- 2. Pick your Pilgrim.**
Choose any miniature from your collection. A standard 28mm model works, but a smaller figure like a 15mm or 10mm mini, animal, or familiar makes sneaky travel easier.
- 3. Start the Stopwatch.**
Begin a timer as you paint or hobby. Keep track of your time.
- 4. Finish & Prep Your Pilgrim.**
When finished, you might want to add Blu Tack or a magnet to the base it'll make your pilgrim's travels easier.
- 5. Earn Movement Dice.**
For every 10 minutes spent doing any hobby activity (like painting an army or building terrain) gain 1d6 movement die.

For example: Painted for 43 minutes → 4 movement dice → Roll 1, 5, 6, 3 = 15 inches of movement.

Let the Journey Begin

- Place your finished pilgrim at the center of your painting desk—this is your starting point.
- Use the movement dice gained from painting your pilgrim to move your pilgrim.
- Pilgrims must stay in contact with a surface. They can only "jump to a different surface" if the gap is under 6 inches.
- You can open doors, drawers, or move objects to create bridges or hidden paths.
- They may travel on walls, floors, ceilings, doors, shelves, etc.—anywhere they can stick to!

Movement Rules

- Spend movement dice all at once.**
You can save them between hobby and craft sessions for bigger moves, but once you roll, use that movement immediately or lose it. Every 10 minutes of hobby time like painting grants one movement die.
- Remember to move your pilgrim in secret so you don't give away its location
- Stick your pilgrim in place when you're done moving. It stays there until you earn more dice from future hobby sessions. And note down on your score sheet how many inches you travelled and mark down if you hit any of the landmarks

Be strategic! Crossing open spaces or visible areas might require saving up dice for a big move.

If a giant (a giant is anyone else that spots or interacts with your pilgrim apart from you) spots, moves, or removes your pilgrim... game over. They're considered eaten, and you must start a new pilgrimage. (But don't forget to record your high score!)

Pilgrimage Goals

Where is your pilgrim going? There are several "landmarks" they can try to reach. Or maybe you will stay out of sight and rack up a high score.

Can you find them all before a giant finds you?

Scoring

- 1 point per inch traveled.

Bonus points for reaching specific landmarks:

- New Horizons - End movement off starting desk (+50)
- No Boundaries - End movement in a different room from painting desk (+100)
- Throne of Murgle - End movement touching a toilet (+100)
- Touch Grass - End movement touching a plant (+50)
- Power Surge - End movement touching a power outlet (+50)
- Illuminated - End movement touching a ceiling light (+100)
- Elf on a Shelf - End movement on a shelf (+50)
- Portal Realm - End movement touching a screen (tv/computer) (+50)
- Hoarfrost - End inside a fridge or freezer (+100)
- A Wonderful View - End movement on a glass window (+50)
- Take a Break - End movement touching a chair (+50)
- Frozen in Time - End movement touching a photo or painting (+50)
- Ascension - Reach a different level of the house (+100)

Landmarks and Points



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Name generator
roll 2d6

1. Puckaroo
2. Pong Doodle
3. Puckzilla
4. Pongy
5. puckwit
6. puckalicious

1. Spellbinder of the side scroll
2. Arcade archmage
3. High score harbinger
4. Peddler of power-ups
5. Conjurer of the cabinet
6. Game over guru

- players will need
- 3x3 play area the middle line should be marked (masking tape is perfect for this)
 - D6 dice to use as puck spell tokens.
 - Scatter / directional dice
 - measuring sticks or widgets with 2,3,6,12 inches.
 - lots of puck's (20+) These are just blank bases with an arrow painted on top (25mm or 28mm) all the same size.

- each player will also need
- 1 wizard on a 32mm round base.
 - 2 Cavalry bases 25x50mm for paddles
 - 1 familiar on 32mm round base

Movement explanation and setup

- move 2,3,6(place a stick in contact with the base being moved the object moves along the stick the amount and stops on contact with anything otherwise it is placed touching the other end of the stick in the same direction). you always have to make a full move and only fall short if you contact something else and stop
- wizards and familiars may move in any direction. paddles only move left and right and stay in contact with the goal edge.
- pucks only move in the direction of the arrow
- Roll off a d6 to see who goes first
- The winner places his wizard and paddle touching his chosen board edge that becomes his goal edge
- this is his half of the board his wizard or familiar may not cross the halfway line or touch it.
- the opponent then places his on his side in the sameway.
- the edges that are not goals are walls
- turns alternate.

each turn has 4 phases, upkeep phase, free move phase, wizard phase, pucks resolution phase.

upkeep phase

the wizard gains 3 energy at the start of the upkeep phase. all wizard buff dice then count down by one (if zero remove the buff)

free move phase

- Wizard may get one free 3 move
- paddle may get one free 6 move
- familiar may get one free 2 move

If any arguments start during the game you may invoke the Puck off rule.

Puck off rule : don't be a douchebag wizard roll a dice 1-3 your wrong 5-6 your right

After free moves you can then spend energy() to do

Wizard phase

- (1) Move wizard , familiar or paddle 3
- (1) summon puck (place new puck in contact with wizard or familiar and set direction then immediately move it 3)
- (2) grow paddle buff (place new paddle attached to one end of your paddle and place on it a buff dice set at 2)
- (3) summon familiar buff (place familiar touching your wizard or paddle and place on it a buff dice set at 3)

you may also cast puck spells on any number of pucks on your half of the board. excluding any touching the center line. you may do multiple on the same puck.

No maximum spell limit. If you knock over a spell stack during your turn your opponent may change its direction and choose what the dice are facing and order they are stacked.

1. move 3
2. move 6
3. split puck (see split rule below)
4. freeze (this ball does not move 6 after this is resolved)
5. ghost move 3 (this puck moves 3 does not collide but goes through everything if it finishes its move on something continue it until it pops out 2 away on the other side) this can still score
6. change direction (choose direction)

If a puck splits, roll a scatter dice and change the direction of the existing puck, now place a new puck touching the puck in the opposite direction indicated and on the side opposite from it's direction. (so now both split pucks are pointing in opposite directions)

any remaining energy is saved for the next turn.

puck phase

- At the beginning of puck phase add a token to each puck on your half including ones touching the center line.
- pucks are activated one at a time starting with the puck closest to your goal.
- if no spell dice on the puck it moves forward 6 and remove its token
- If it has dice, resolve the top dice by removing it and doing the action and then after that is resolved the puck or pucks move 6 and the marker is removed.
- pucks move in a straight line in the direction of the arrow or indicator on contact with anything they stop.

puck contact resolution

- On contact with a wall change the direction at a 90 angle
- On contact with another puck roll a scatter dice and change the direction of the moving puck, now the one hit in the opposite direction so now both pucks are pointing in opposite directions)
- On contact with a wizard, familiar or paddle the direction may be changed to anything that the player wants and the player may make the puck move 3
- If a puck hits your goal table edge you gain one energy and your opponent gains a victory point.
- when all pucks in your half including ones touching the center line are resolved your turn ends.
- the next player now takes his go

Play continues until a set point limit.
5 for a short game
20 for a longer game

TOTALLY HUMAN

A Roleplaying Game where you're just some perfectly normal people doing perfectly normal things, and definitely not an alien scientist trying to understand humanity.



A very serious one page RPG by Jacob Hampton.

ALIENS HAVE COME TO EARTH... AND YOU WOULD KNOW, SINCE YOU'RE ONE OF THEM. YOU AND AN ELITE TEAM OF SCIENTISTS HAVE BEEN TASKED BY THE GALACTIC SCIENCE BUREAU (THE GSB) WITH UNDERSTANDING THE STRANGEST OF ALL SPECIES IN THE GALAXY - HUMANITY! IT WON'T BE EASY, BUT YOU'VE EQUIPPED YOURSELF WITH MODERATELY PASSABLE DISGUISES AND TOOK A CRASH COURSE IN HUMAN BEHAVIOR. HOW HARD CAN IT BE?

STATISTICS

INTELLECT

How good you are at using your possibly enlarged head to gather information and solve problems.

CONVERSATION

How good you are at talking in a way that appears human, how convincing you can be, and how well you hide your Xebulon accent.

BODY

How good you are at physical activities, like climbing a wall, sneaking around, or shaking a hand properly.

When building your Alien, set each Statistic between 2 and 5. A higher value makes it easier to do impressive actions, but a lower value makes it easier to pretend to be human.

TAKING ACTION

Whenever you wish to do something, you and the GM will determine which Statistic best fits the situation. Then, you will roll a single six-sided die (D6). If you roll equal to or less than your Statistic, you have succeeded!

If you do not, you have failed the check. This may cause further complications, at the GM's discretion.

ACTING HUMAN

Anytime you roll a 1 or a 6 on the D6 when performing a check, you have done something potentially unusual. When this happens, you have to try to Act Human. Roll the D6 again. If you roll equal to or greater than your Statistic, you are able to pass the moment off as ordinary and may lose 1 Suspicion.

If you do not, you will gain 2 Suspicion.



SUSPICION

Gaining Suspicion is exactly what you are trying to avoid, but it is inevitable. If a character ever gains 5 or more Suspicion, they will attract the attention of shadowy government agents. From then, things get much more dangerous - if you fail another Acting Human test, you will be emergency teleported back to the ship, and you will have failed your mission!

BUILD YOUR ALIEN

Your Alien has some poorly hidden, distinctly inhuman traits. Roll 1D6 to determine what they are:

- | | |
|---|---|
| 1 - Bizarre Anatomy. Roll two more times! | 4 - Elongated Skull. Your head's huge! |
| 2 - Mass of Tentacles. A whole mess of them. | 5 - Too Many Eyes. Hope you don't need glasses. |
| 3 - Green Skin. Humans may think you're ill. | 6 - Gelatinous. You are made primarily of slime. |

MISSIONS

You have been given two missions by the GSB. In order to complete your scientific research, you must accomplish both of your missions. The GM may create their own missions or randomly determine by rolling two D6:

MISSION 1

- 1** Travel using public transit.
- 2** Attend school and participate in class.
- 3** Attempt the driver's test.
- 4** Audition for the theatre.
- 5** Attend a football game.
- 6** Go swimming in a public pool/beach.

MISSION 2

- 1** Attend a wedding.
- 2** Go on a pub crawl.
- 3** Walk a dog through the park.
- 4** Attend yoga in the park.
- 5** Visit a home showing and purchase a house.
- 6** Go on a date with a human.

SPECIAL THANKS TO JOHN HARPER AND LIAM GREEN FOR INSPIRING ME.

IMAGES COURTESY OF FREEPIK.

If you really Believe spread the Word, Heretic!

A 28mm skirmish game of dangerous ideas
by **July Finn**

In this game, each player controls a team of three Heretics trying to spread ideas the Authorities are afraid of (worship of the dark gods, warnings of the end times, exposure of a genocide, etc.) by stealthily posting them on the walls of the wretched city. Keep your eyes open and your masters afraid.

You Will Need

- ♦ Three 28mm heretic figures per player
- ♦ A single 28mm Authority figure
- ♦ A small (roughly 2"x2") Monument terrain piece
- ♦ Plenty of scale buildings
- ♦ Two six-sided dice per player
- ♦ Ten removable Poster Tokens per player (Make some easily by cutting up sticky notes!) These should be visibly distinct from those of other players

Setup

- ♦ Prepare a 3'x3' table filled with dense, urban terrain (4'x4' with more players). The Monument should be at the center of the table.
- ♦ Place the Authority miniature anywhere touching the Monument.
- ♦ Each player rolls 2d6. The highest result places a heretic on any table edge. The next highest result places a heretic on the opposite edge. In games with more than 2 players, each player can start on any unclaimed edge.
- ♦ The players take turns placing heretics anywhere on their starting edge.
- ♦ Once all heretics have been placed the first round begins.

The Round

- ♦ The players each roll 2d6.
- ♦ The lowest rolling player moves the Authority up to 5" and removes all posters within 1". These are permanently removed from the game. The Authority cannot choose to fall more than 3".
- ♦ The player with the highest result activates one of their heretics.
- ♦ Play continues clockwise by starting edge until all heretics have been activated once (and only once).
- ♦ Begin a new round.

The Team

Each team has
one of each type
of Heretic

Shade

Speed: 5"

Takes no penalty to
Post rolls from figures
more than 12" away.

Sentinel

Speed: 5"

Counts as two figures
for Post rolls made by
opponents.

Runner

Speed: 8"

Activating Heretics

Heretics move first, then take up to one action:

1

Move up to the heretic's speed in inches. Movement including ladders or rough terrain costs 1" extra. If a heretic cannot stand on its own in the spot where it should be, players may agree to use a token or a die to clarify its position. Horizontal gaps of 3" or less can be jumped if the heretic has enough movement. Heretics can fall up to 3" without spending movement, but they fall Down and end their activation immediately if they fall any farther.

2

Take one **Action** of your choice:

♦ **Sprint** - Move up to 3".

♦ **Post** - Must be at least 3" away from Authority or opposing heretics. Roll 2d6 and subtract 1 for each figure not part of your team in line of sight.
7 or higher: Success! Place a Poster token on a wall or similar surface up to 1" away.
1 or lower: Spotted! The heretic drops Down to avoid capture.

Down: a Down heretic stands up on their next activation instead of taking their normal move

Game End

At the end of a round if any player is out of Poster Tokens the game ends.

Players score points as follows:

- 1 Point** for each poster on the table
- 1 Point** for each poster 24" or more from their starting edge
- 1 Point** for each poster on the Monument
- 1 Point** for each poster 6" or less from an Authority at the end of the game
- 2 Points** for the highest poster (furthest poster from the ground)

**Posters partially or fully covered by
other posters score no points!**

The player with the most points wins. In the case of a tie
YOU ALL LOSE!

More info at

[@WorldsinAmber.net](http://www.WorldsinAmber.net)

Hot Wizards

Summon Magic Guys

A one-page ArtPG for three to six babes by July Finn

It's the Prince's Birthday!

The whole princedom has gathered to celebrate! You and your friends, the land's sexiest and most talented wizards are there to put on a magical spectacle. You raise your wands all at once, but OH NO!! You've crossed the streams and now the wild forces of magic are giving the party a bad vibe!

QUICK! Work together to tame these magical forces, and summon useful and entertaining creatures from the Guy Dimension! Be warned though, the prince's demands for Magical Guys will get more and more elaborate...

You'll Need:

- A ONE-MINUTE TIMER (YOU CAN USE YOUR PHONE)
- A SET OF COLORED MARKERS (OR CRAYONS)
- ONE D20 AND ONE D6
- SHEETS OF PAPER OR INDEX CARDS



Setup

Give each wizard a marker. Only that wizard is allowed to draw with their color! Place a blank piece of paper or index card where everyone can reach it. That's it!

How to Play

To begin a round, roll a D20 and consult the Creature Feature table. Write the result at the top of a piece of paper with one of the colored markers. Repeat for each marker in play, then start the timer.

The wizards have one minute to draw the features you rolled with the correct colors on one shared creature. If you are successful in drawing everything accurately, you summon a sexy magical guy! Give a wizard who has one marker a second one and begin a new round.

If you've failed to draw everything, the magic explodes! Keep the same number of markers and roll a Complication (see the table on the right) for the next round.

If the wizards successfully complete a round with two markers each, they must face the challenge of summoning the Ultimate Magic Guy! Instead of giving the wizards any additional markers, you MUST roll a complication for this final round. Should the wizards be successful at summoning this devilishly sexy beast, they have saved the prince's birthday! They earn a royal smooch!

The Prince Demands...

Creature Feature (D20)

1	Big Sexy Horns
2	Slutty Top
3	Treasure Trail
4	Muscular Arms
5	Electrified Thunder Thighs
6	Enchanted Lips
7	Big Hair
8	Piercings
9	Glistening Eyes (At least Three)
10	Titties!
11	Fishnets
12	Strokeable Tail
13	Tanlines
14	Freckles
15	Powerful Flesh-Tearing Fangs
16	Reverse-Jointed Legs
17	Double-Jointed Tongue
18	A Bunch of Spikes All Over
19	A Hot Friend
20	Roll two more (same color)



! COMPLICATIONS! (D6) !

1	Draw only with off-hand
2	Pass all markers one wizard to the left
3	No Talking allowed during this round (laughing is fine)
4	Creature has Color-accurate tattoo of the last creature you summoned
5	Creature must be drawn at least twice as tall as the last creature you summoned
6	Summon an extra creature this round!

Snail Run

You're just a snail trying to make it across the path without being eaten.

Players take it in turns to try and help their snail get home without being eaten by Mr Magpie.

What you need:

A 1' x 2' Playing area

As many players and Snails you can fit on a board edge (Not real snails, definitely real players though)

D10 Dice

During your turn:

You can attempt to make three move rolls using a D10 during your turn. The result of each roll determines how far you can move your snail.

WATCH OUT! Each roll you make comes with a risk of you being pecked at.

Roll 1: A roll of 8 means you've been pecked.

Roll 2: A roll of 6 and up and you get a pecking.

Roll 3: A roll of 4 and up and surprised surprise it's Mr. Magpie!

What you want (to do):

Select one of the 1' board edges to be the starting edge and the other will become the snails home.

Each player lines up their snail on the starting edge.

Players take turns attempting to move their snail as far as they can each turn without getting eaten or stepped on.

The winner is the first snail to reach home or the last snail who has not been eaten.

It's a Snails life

Each snail can survive being pecked at twice by retreating into it's shell.

On the third pecking you're not so lucky and Mr. Magpie get's his lunch and you're out of the game.



BENCH

BENCH is a solo journaling RPG about stillness, presence, and human connection. You play by answering prompts that guide a conversation with someone who joins you. Through your encounter, you explore your surroundings, share memories, and uncover the story between you.

How to play

Answer the questions, in order. Let the suggestions guide you, or wander in your own direction. You may write, sketch, record a voice note, or simply sit with your thoughts. Your answers can be as long or as short as you like. However you choose to respond is the right way.

.....

- 1. You sit on a bench, by yourself. Where is the bench? Describe its location.**
(At the top of a hill, under a tree, on the shore of a lake)
- 2. Someone approaches. They sit down on the bench next to you. Who is it?**
(A stranger, a lover, an old friend)
- 3. What do they look like? Describe them.**
(Tired eyes and a warm smile, a smart coat and scuffed shoes)
- 4. They ask how you are. What do you reply?**
(You're fine, though not really. You're happy today. You don't know)
- 5. "It's a great view, isn't it?" they say, looking at the sight before you. What do you see?**
(A city skyline, a valley of autumn trees, the sea stretching forever)
- 6. They seem lost in their thoughts. Why?**
(They are in love, they are troubled)
- 7. They tell you a story about a time they sat on this bench before. What happened?**
(They met someone, they said goodbye, they watched the stars come out)
- 8. The wind changes, carrying a scent that reminds you of something from long ago. What is it? Of what does it remind you?**
(Fresh-cut grass, old perfume, woodsmoke)
- 9. "I used to come here all the time," they say. "But not anymore." Why did they stop coming?**
(It reminds them of someone, life got busy, the place changed)
- 10. They share a childhood memory with you. What do they remember, and why does it matter to them now?**
(A summer afternoon, a lost toy, a kind word from someone they miss)
- 11. A memory surfaces from another time in your life, brought on by this conversation. What is it?**
(A moment of joy, something you regret, something left behind)
- 12. They turn to you and ask, "Have you ever regretted something that you didn't say?" How do you answer?**
(Yes, often. Only once)
- 13. For a moment, the two of you sit in silence. Is it a comfortable silence, or is something left unsaid?**
(The silence feels like understanding, or maybe it's avoiding something)
- 14. They ask, "Do you ever wonder how things might have turned out differently?" What moment from their past do they wish had gone another way?**
(A conversation they never had, a letter they never sent, a choice they couldn't undo)
- 15. The sky changes. Perhaps the sun sets, or clouds roll in. How does the shifting light affect the mood?**
(It makes everything feel softer, or more uncertain, or like something is about to end)
- 16. "Do you believe in fate?" they ask, staring into the distance. What do you tell them?**
(Yes, always. Sometimes. No, but you want to)
- 17. They confide in you. They tell you something that they have never told anyone before. What is it?**
(A secret, a confession, a poem)
- 18. They hesitate before saying something difficult. What is it, and how do you respond?**
(A truth about your past, a decision they made, something they wish had gone differently)
- 19. "If you could change one thing about your life, what would it be?" they ask. How do you respond?**
(You'd stay. You'd leave. You wouldn't change a thing)
- 20. They stand up, and go to leave. As they go, they leave something behind - intentionally or by accident. What is it? Do you pick it up?**
(A book, a letter, a scarf)

Design and layout by @the.vault.of.wolves

Illustration by @laser.finch

CULTRA

Designed by Matthew Herman
Edited by Kristina France

A 2-4 player card game where players are cultists participating in rituals to summon a Patron while vying for its favor.

Setup

Form the deck by combining 2 decks of 52 standard cards. At the start of the round shuffle and deal 10 cards to each player. Each round has two phases: **The Preparation** and **The Ritual**.

Phase I: The Preparation

Start the round with the player with lowest VPs (break ties by the person who most recently had a dream). On a player's turn, they must choose to **Delve** or **Channel**. After a **Delve**, **Channel**, or **Seize**, the turn passes to the next player clockwise.

Players always discard to a central discard area where all cards are visible. If the deck is exhausted, shuffle the discard pile to form a new deck.

Delve

Draw 1 card from the deck, then discard 1 card.

Channel

Place a **meld** in your player area in front of you. Draw a number of cards from the discard area or deck equal to the number of cards in that **meld**. Then discard so the cards in your hand and player area amount to 10 cards in total. You may not fulfil the prophecy or call the ritual after Channel

Once a meld is placed in a player area, it is **Fixed** and cannot be changed further. This includes when playing melds during **The Ritual**.

Seize

After a card is discarded from a **Delve** or **Channel**, another player can interrupt play to **Seize** if taking that card would allow them to form a new **meld** that has 3 or more cards.

The seizing player draws the targeted card and places the **meld** in their player area. They discard down to 10 cards. Play resumes clockwise from the seizing player.

Call the Ritual

After drawing (via **Delve** or **Seize**), players may **Call the Ritual** if their combined hand and player areas total 11 cards, of which all are part of separate melds. Then, **The Preparation** has concluded and **The Ritual** begins

Phase II: The Ritual

The Prophecy

If the player who called the ritual's hand consists exactly of 3 triples and 1 pair, they immediately score 5VPs by fulfilling **The Prophecy**. The round ends now instead of proceeding with the normal play below.

The Ritual

Clear the discard area. The first turn of **The Ritual** begins with the player who called **The Ritual** playing a **meld** from hand or player area.

The next player must play a higher **meld** with the same number of cards than the last played one. If a player passes they cannot play any cards until the next turn.

When all but one of the players have passed in succession, the turn is over. The next turn starts with the last player to have played a **meld**, playing a new **meld** from their hand or player area.

When a player has played all of the cards in their hand they score 5/3/1 VP for finishing 1st/2nd/3rd. The round ends immediately after the 3rd player scores (or 2nd in 2 player games).

The game ends after the 4th round or if a player has attained a 4VP lead at the start of any round. The winner is the person with the most VPs at the end of the game.

Melds

Single: One individual card.

Pair: Two cards of the same rank.

Triple: Three cards of the same rank.

Five-Card Hands (ranked lowest to highest):

- Straight: Five sequential ranks (suits may vary).
- Flush: Five cards of the same suit.
- Full House: A triple and a pair.
- Four-of-a-Kind: Four cards of the same rank plus any fifth card.
- Straight Flush: Five sequential ranks in the same suit.

Tie breakers: Follow standard Poker protocol.

Suit hierarchy: Diamonds < Hearts < Clubs < Spades.

CLIMB ON!

OVERVIEW: Climb On! is a rock climbing miniatures game where the goal is to get your climber to the top of the mountain. The game is played with two magnetized 28mm miniatures per player, an 6" wide metal surface (route) per player, a d20, and plenty of 1" magnetic tokens.

PLAY: Players alternate their turns, each uses 2 actions. The goal is to get their climber to the top of the route. Each player climbs their own 6" wide route with an agreed upon height.

SETUP: Select which Route Sections (below) to use and cut out two sets in any shape desired. Each player gets a set of Bolt tokens, 1 per every 4" of route height. Each player alternates creating their opponents route by placing Sections with magnets. The person who last rock climbed goes first. The person who placed their section last chooses who climbs first.

ROUTE SECTION MODIFIERS (SUGGESTED HEIGHTXWIDTH)

Steep (3x3): -1 for each roll when touching this section.

Overhung (2x5): -2 to enter this section, +3 when leaving it.

Chossy (2x4): -2 to leave this section.

Crack (5x1): +2 when touching this section, if Skill Check fails, -2 for results.

ACTIONS (TAKE ANY TWO ACTIONS, ACTIONS CANNOT BE REPEATED)

Move: The designated miniature can move 2" in any direction. Climbers measure movement from the top of the miniature's base and must roll a Skill check. Climbing below a placed Bolt increases move by 1".

Push It: Moves the climber an additional 2" with a -2 to their skill check.

Dyno: Make a 2" move with a +3 bonus. If the Skill check is below 12, the +3 bonus becomes a -3 and the Skill check is recalculated.

Take: Reduce the penalty for falling by one category (ie change a Whipper to a Fall).

Clipping: Place Bolt marker at climber's location.

Encourage: Both climbers get a +1 on their next climb check.

SKILL CHECK MODIFIERS

Stoked (+1): The player has not taken a fall.

Encouraged (+1): The Encourage action has been used.

Pushing It (-2): This is not the climber's first move action of the turn.

Dyno (+3/-3): The climber gains +3, but if the result is below 12, they have a -3.

Spiders! (-1): Climber is within 2" of a spider token.

SKILL CHECK RESULTS

To determine the results, roll a d20 and add applicable modifiers.

19-20 Cruisin': The Climber moves an extra 2".

13-18 Success: The Climber moves as normal.

10-13 Kneebar: The Climber does not move.

6-9 Fall: The Climber drops to below the closest Bolt.

3-5 Whipper: The Climber drops down twice the distance from their closest Bolt, directly below it.

2 or less Spiders!: Place a Spiders! token at the climber, then take a Whipper.

A Game Of

HIDE & SEEK

Among The Ashes

For Two Players

YOU'LL NEED

Some terrain, 4+ miniatures, a chair for humans, a pen, and paper.

If you have recently finished a miniatures game, use that terrain. If not, set up a ~2'x2' field of terrain however you wish. This is your Playground.

SETUP

Determine a Seeker and Hider. The Seeker wants to catch all the Hider's miniatures. The Hider wants to pick good hiding spots.

Each player will have a turn as both.

SEEKER SETUP

1. Place your chair facing the Playground, at least 2' away. This is the Seeker's Chair.

2. Select your Seeker mini. It

HIDER SETUP

1. You may rotate the playground. One of its four straight edges must directly face the Seeker's Chair.

2. Select 3 miniatures to be Hiders, giving each a name. Show all 3 miniatures to the Seeker and state their names.

3. During the count, hide all 3 of your miniatures in the playground without moving any terrain. When the Seeker reaches 30, the game begins.

can be of a height that can see overtop small terrain. Be fair. Place your mini anywhere in the playground.

3. Sit in the Seeker's Chair. From this point onward, you may not leave the Seeker's Chair for any reason. No leaning! Cover your eyes and count to 30, then open your eyes. The game begins.

PLAYING THE GAME

The Seeker may do either action any number of times, in any order until all 3 Hiders are caught

ASK A SEEKER QUESTION

When you ask a question, it is on behalf of your miniature, and must be answered honestly and precisely yes or no by the Hider.

Seeker Questions are one of the following:

- Can I see any Hiders?
- Can I see exactly (one/two/three) Hiders?
- Can I see (Hider Name)?
- Is (Hider Name) the closest Hider to me?

Each time you ask a Seeker Question, the Hider adds 1 tally to their scoreboard.

TRY TO CATCH HIDERS

You may attempt to Catch Hiders that you believe your mini can see by naming who you catch and where they are hiding.

Large hiding spots should be specified in an area, such as "behind the right side of the wall".

If that Hider is not in line of sight, and/or not in that hiding place, the Hider adds 5 tallies to their scoreboard. Otherwise, that Hider is Caught and removed.

MOVEMENT

The Seeker may relocate their mini after each Question or Catch Attempt.

The Seeker indicates where they would like the Seeker mini to go, including places they cannot see.

The Hider will move the miniature on their behalf. The Seeker is never required to move.

If this would cause the Seeker to overlap a Hider, they should be placed as near as possible.

SIGHT

A Seeker can see a Hider if any straight line could be drawn from the Seeker's mini's head to any part of the Hider without hitting anything in between. The Seeker mini is considered to be 'looking' an infinite distance 360 degrees around themselves. While checking line of sight, the Hider may request the Seeker close their eyes.

WINNING THE GAME

When all 3 Hiders are Caught, the round ends and players swap roles, beginning from Seeker setup. When both players have played a round as Seeker the game ends. The player with the most tallies from their Hider turn wins the game.

SMASHBALL

BY HUNTER CHAREST

Get ready to dig, set, and SMASH in your goal to conquer the court in this 3v3 volleyball miniatures game!

Required Materials

- 6 character tokens (identical in size, different in aesthetic)
- 1 ball token
- Tape for the play area
- 3 twelve (12) sided dice
- Measuring tape
- 1 coin (or other randomizer)



Set-up

1. Use tape to mark a 12" x 24" area, this is the play zone.
2. Divide it in half, so that you have two 12 x 12" zones, these are your team zones, the center line is your net.
3. Each player then takes 3 character tokens, assigns stats, then places them anywhere within their team's zone.
4. Flip a coin to determine first serve.

Rally

Play is set up in phases called rallies. A rally is started by one team serving the ball to the other team. That team then has 3 HITS, in the order of bump, set, spike, to get the ball back over the net. Play continues until one team scores a point, ending the rally.

A character may not hit the ball twice in a row.

Scoring

If the ball is within a team's zone, or they were the last team to make contact when the ball is out of bounds. The other team scores a point.

How to Win

The first team to five points wins the game.
(or any odd number decided upon before the match starts)



Gameplay Rules

Movement

When a ball is HIT each player may move a single character 2 inches. The character that hit the ball may not move.

Reach

Characters may HIT the ball only if it is within 1 inch of their base.

Hitting

When a character hits the ball, they roll 2d12 and must move the ball in a straight line a distance of inches equal to one of the results, they may add or subtract inches equal to the relevant stat.

Serving

To begin a rally one player places a character and the ball on their End Line (the back of their zone).

They then roll 3d12 and must move the ball the sum of the dice results.

The character who served may move immediately after.

Whichever team scored the most recent point, serves the ball in subsequent rallies.

Character Rules

Stats

Players assign a 3, 2, 1, and 0 value to each of the following stats.

Bumping

The first HIT after receiving the ball will be a bump. Characters may dive in order to bump, doubling their movement but resulting in them only rolling 1d12 for this HIT.

Setting

The second HIT after receiving the ball. If the ball is HIT through a character's reach, they may attempt to HIT it, roll 2d12 and the result must be equal to or greater than the remaining distance of the ball in inches from the front of the character's reach.

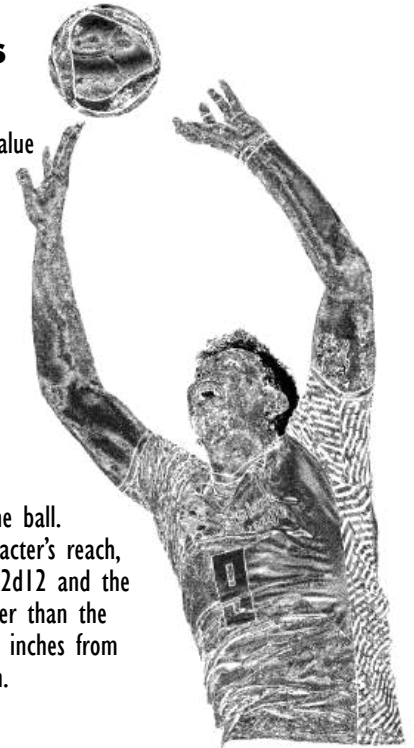
Spiking

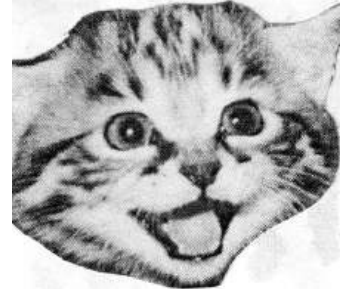
The third, and final HIT after receiving the ball.

If a character did not move after the most recent hit, they may roll 3d12 and pick any result.

Blocking

If a character is within 2" of the net, and the ball is passing through their reach, they may attempt to HIT it, roll 2d12 and the result must be equal to or greater than the remaining distance of the ball in inches from the front of the character's reach.





SAVE THE KITTY



Oh no! Your beloved kitten, Princess MeowMeow ran away and hid in city sewer network! You must find her! But beware. Sewers are full of garbage and rats. Some of them are kinda cute, others are cute AND fluffy and looks kinda like kittens. Did you know that they are free to take? No one is checking that. Maybe you will even find more kitties or lost trinkets.

You will need:

-Square grid paper sheet and a pen

-D4 dice

-Classic deck of playing cards



-10 tokens of your choice/d10 for tracking Wellness status

Start your search at the bottom of paper sheet. Shuffle your cards. Mark the start point. Roll d4. Move as many squares as you rolled. Draw a card. Check result on the table. Draw your path on paper. Repeat.

You cannot end your run until your Wellness drop to 0 or you have found your cat. If you found one of the Exits before, mark it on the paper and move along.

You start with 10 Wellness points. Along your trek, you may find obstacles that will take away your Wellness. You may also find things that will regenrate it but never above 10. Those are called Event Cards. Use tokens or d10 dice to track your Wellness status. If it drops to 0, you are too scared to continue and need to start over.

If you draw the Event Card, put it aside and draw another one

If you run to the edge of your paper map, continue from the other side Pac-Man style. If you colide with earlier tunnel, go under it.

Game ends when you find Princess MeowMeow.



A♠	Princess MeowMeow	10♣	Cute Rat +2 Wellness
K♠	Tabby kitten	2♥	Turn Right
Q♠	Go straight	3♥	Ugly Rat -2 Wellness
J♠	Fluffy rat	4♥	Turn Right
A♥	Shiny Ring in the garbage	5♥	Turn Left
K♥	Orange kitten	6♥	Turn Right
Q♥	Go straight	7♥	Turn Left
J♥	Fluffy rat	8♥	Pile of garbage -2 Wellness
A♣	Shiny Pendant in the garbage	9♥	Turn Left
K♣	Tuxedo kitten	10♥	Pile of garbage -2 Wellness
Q♣	Go straight	2♣	Cute Rat +2 Wellness
J♣	Fluffy rat	3♣	Turn Right
A♦	Shiny Bracelet in the garbage	4♣	Turn Left
K♦	White kitten	5♣	Pile of garbage -2 Wellness
Q♦	Go straight	6♣	Turn Left
J♦	Fluffy rat	7♣	Cute Rat +2 Wellness
JOKER	Exit	8♣	Turn Left
2♣	Turn Left	9♣	Ugly Rat -2 Wellness
3♣	Turn Right	10♣	Turn Right
4♣	Turn Left	2♦	Turn Right
5♣	Pile of garbage -2 Wellness	3♦	Turn Left
6♣	Turn Left	4♦	Ugly Rat -2 Wellness
7♣	Turn Right	5♦	Turn Left
8♣	Ugly Rat -2 Wellness	6♦	Cute Rat +2 Wellness
9♣	Turn Right	7♦	Turn Left
10♣	Cute Rat +2 Wellness	8♦	Ugly Rat -2 Wellness
2♥	Turn Right	9♦	Turn Left
3♥	Ugly Rat -2 Wellness	10♦	Turn Right



Written and designed by:



Paper Round 1994

Reporter: O. Gould

It's the summer of 1994. Your pocket money is more like a handful of twigs, lint and string, and you need extra cash to buy 'Citadel Miniatures'. You've got a paper round before school and at Christmas you got a sweet BMX. You can ride that to get it done. Time is money, no doubt; but more importantly you want to be the fastest kid on the block! Turn and burn!

Paper Round 1994 is a drawing game for 2 or more players racing to deliver their paper round the fastest by picking the best route.

What you need to play

- A3 paper (or 2 pieces of A4)
- 10 six-sided dice
- Coloured pens or pencils (one colour per player and brown/black/pencil for roads)
- An optional miniature, meeple or token per player to represent your kid
- Tape measure (with centimetre markings)
- String (30cm should be long enough)

Setting up a game

1. Roughly draw a street map of **roads** on the paper with the black/brown/pencil colour (*roughly*, this isn't a 'Town Planning' game!). Draw a mix of straight roads and windy roads with lots of junctions, filling the paper. Start by drawing the centre lines (dotted if you like), then draw the edges of the roads 1cm on either side (solid lines). See the pictures below for an example.

2. Take 10 dice and drop them onto the paper. If any don't land on the paper try again until they do. If any dice land on roads, move them the shortest distance until they are off the road. These are the **houses** each player must deliver papers to on their round.



3. Draw a square around each of the dice and write the dice number rolled inside it. Draw a line that joins the house to the nearest road, representing the driveway. The map is ready!

4. Players choose different coloured pen/pencils and different houses as their starting points. Flip a coin or roll dice to decide who chooses first and to decide who is the **first player**.

Playing the game

The objective is for each player to deliver to all 10 houses by the fastest **route** they can find.

Starting with the first player:

1. On the map, draw a **line** connecting the outlines of the starting house and destination house.

- Lines on roads have no speed bonus or penalty, other than those from an event (below)
- Every part of the map that isn't road is 'off road'. Each time the line goes off road, to determine the off road speed penalty, roll a dice. Write the number next to the off road line section.
- Connecting the line to a house outline without using the drive counts as an off road section.

2. Roll a dice. Add the number to the number on the destination house. This is your **luck**. The following table explains the **event** and the **outcome**. *You don't have to do this for your starting house.*

Luck	Event	Outcome
2	Puncture. Shouldn't have said the 'P' word...	All lines from now on count as off road. Or you can choose to stop and repair the puncture, adding 9cm to the next line only.
3-5	"Back in my day..." Stopped by old person (40 something) to chat	Roll a dice, add the cm value to the next line. If you rolled 4-6 you get a 50p tip as well. Great, but it doesn't help you to win x_x
6-8	Confronted by a scary dog!	Roll a dice: 1-2 means you have to ride wide around it, add 2cm to the next line. 3-6 means you race away from it, scared! Take away 2cm from the next line.
9-11	Just cruising the smoothest lines	Take away 6cm from the next line.
12	Mega tailwind	The next line measurement is halved (rounding up)!

3. In your colour, write the **outcome** next to the destination house on the map. These are additions to (speed penalties) or subtractions from (speed bonuses) the next line measurement.

The next player (clockwise if there are more than 2 players) then takes their turn to follow steps 1 to 3, then passes the turn again. Turns continue until all players finish their route around all 10 houses. Now figure out who won!

Who won?!

Each player measures (in centimetres) each of their lines. Use the piece of string to help measure curves and wiggles. Round measurements up/down to the nearest centimetre. For each line, apply corresponding speed bonuses and penalties written on the map, giving the total line distance. 1cm is the minimum total allowed (e.g. after speed bonuses are applied). Players add each resulting line distance, giving their total **route** distance. The player with the shortest route distance wins the game!

SLUDGE PUCK

A #CHESS28 GAME, BY O GOULD

In the depths of winter, when the crud strewn, battered pitches of Bucket season have frozen rock-solid, competitors don their skating boots, grab a hitting stick and join in a joyful game of whacking a solid, circular 'puck' towards the goal and glory!

Sludge puck is a sports game that the wizards seem to think resembles something called "Ice Hockey". Who knows what the wizards are going on about anyway; *hockey* isn't a real word.

Inspirations: *Crudbucket* by Mike Hutchinson (this is a *Crudbucket* 'fan fiction'!) and elements of Mike's #chess28 core system. For more information, see:

<https://planetsmashergames.com/chess28/>

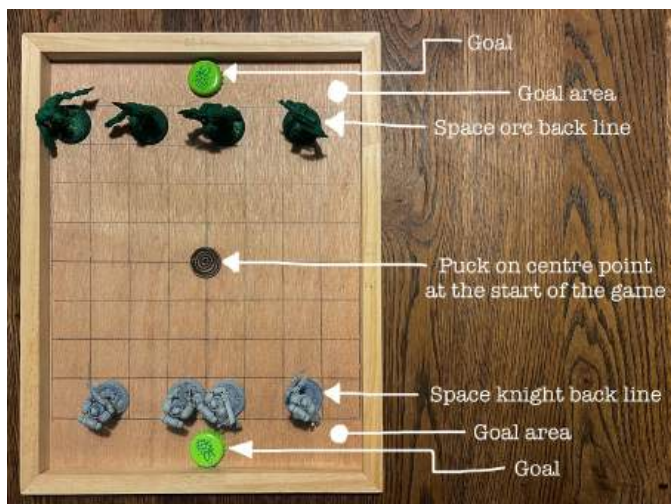
WHAT YOU NEED TO PLAY

The puck: An MDF or wooden disc 25mm diameter and around 3mm thick.

The players: 4 miniatures per team, on circular bases of the same size.

The goals: Two bottle caps. They make a good *ding* when hit by the puck!

The pitch: a rectangular wooden art panel turned upside down, with a chess board (8 x 8 squares, at least 32mm square) drawn centrally. The panel should have no bracing to the frame, as the frame represents the play area walls. The example below is a 28 x 35 cm panel, with a play area containing 32mm squares.



PLAYING THE GAME

You are a **coach**, controlling a **team** of **players**. The objective of the game is to score an agreed target number of **goals** before the opposition team. For example: first to 5 wins!

The game is divided into **plays**, which begin at kick-off or restart, and end when a goal is scored. Flip a coin to decide which coach takes the first turn. To set up a play, starting with the coach taking the first turn, arrange all players anywhere on the **back line** of squares. After this, only one player at a time can remain on the back line.

For the first play, place the puck in the centre of the board where the four squares intersect. At the beginning of every subsequent play, the coach that conceded the goal places the puck anywhere on the board (usually adjacent to one of their players) and takes the first turn.

ACTIVATIONS

Each coach takes turns to activate their entire team. When it is their turn, coaches can:

Move each player on their team once. Players can move two squares in any cardinal direction (not diagonally), ending the move with the base wholly within the destination square. Players can't move through or into an already occupied square.

Dribble the puck if the moving player can reach the puck during its move and push it along using the miniature's base. Move the player so that some of its base covers the squares can move along. Stop moving wholly in the destination square. The puck can stop anywhere on the board.

Hit the puck if it is wholly within a square adjacent to one of their players. To hit a puck, the coach can flick the puck where they want it to go! If it stops adjacent to a different player on your team, you can flick it again. If the puck hits the opposition goal, you score! Reset for a new play.

If the puck stops in a **goal area** (without scoring), the coach who's goal area it is can retrieve it by placing it adjacent to a player on their back line, as soon as there is one on their back line.

If the puck flies out of play, reset by placing it in the goal area of the coach whose turn it is next, then that coach takes their turn, retrieving it from the goal area when they have a player on the back line.

SKATE 2.0

SKATE YOUR WARZONE, CLAIM YOUR TURF

the game where you skate the ruins of war to reclaim as your own what was destroyed

1. CREATE A CREW

A crew is composed of 4 skater. Each skaters has six starting points to be assigned as you choose in 4 different stats.

2. STATS

The four stats are: AIR, SPEED, TECHNIQUE and RESILIENCE. AIR and SPEED also add bonus die to your reserve.

AIR determine how high a skater can ollie and fall.

STATS Tier	Ollie height	Fall height	Bonus dice
0 pts	0.5"	1"	No bonus dice
1 to 2 pts	1"	3"	1D6
3 to 5 pts	2"	6"	2D6
6 pts	3"	10"	4d6

SPEED determine how long of a distance your skater can move.

STATS Tier	Mouvement	Bonus dice
0 pts	4"	No bonus dice
1 to 2 pts	6"	1D6
3 to 5 pts	8"	2D6
6 pts	12"	4d6

TECHNIQUE helps your skater do your trick and score them. Use 1 BOOST at any moment to reroll one dice.

STATS Tier	BOOST
0 pts	1
1 to 2 pts	3
3 to 5 pts	4
6 pts	6

STATS Tier	BOOB00S	RESILIENCE
0 pts	1	increases the max BOOB00S a skater has.
1 to 2 pts	2	If a skater have checked all their boobos, they're too hurt to skate and cannot be activated for the rest of the game.
3 to 5 pts	3	
6 pts	5	

2. TERRAIN & TURNS

Terrain: use your wargaming terrain. The player who owns the terrain or has won on it goes first.

Activation:

Players alternate activating 1 skater to perform a trick. Failing a trick doesn't end activation unless they're full of BOOB00S. Skaters can skip their activation after a fail. When a player has all their skaters too hurt to skate, they lose.

Activate a crew member anywhere on the table; even on top of structures: skater move to hit desired spots.

Trick Limitations:

Tricks are based on your skater's SPEED and AIR stats. The trick must finish within your skater's horizontal SPEED and vertical AIR limits. For example, to kickflip from one building to another, the distance must be

3. LANDING TRICKS

YOU CANNOT DO THE SAME TRICK TWICE if you landed it. If you failed it, you can retry it until succeed. Your opponent can copy your tricks.

When you a determined where and how your trick is going to be, describe it to you opponent, then:

- Roll 1D6 to check if you landed it
- Add any bonus number of dice from your reserve die if you want before the roll. Take the best result.

Dice results	Trick check	You get
1 to 2	Failure	+1 Boobos
3 to 4	Sketchy success	Nothing
5	Success	+1 HYPE
6	STEEZY (SUCCESS)	+2 HYPE

If success: Roll 1D6 (+1D6 for every HYPE you have generated for this trick) Add the total of every die, this is your score for this trick. Add it to your global score.

3. TAKING RISKS

You can try to have more SPEED or AIR for a trick. Take one STATS Tier above the one the crew member that you're activating have. That crew members gain those STATS (but not the bonus die) to land a trick they couldn't ordinarily do. If you succeed (even a Sketchy success) you gain +2 HYPE (added to the HYPE you would have if succeeded normally). If you fail, your crew member is really hurt, it gain +2 boobos.

6. WINNING

After 4 turns the player with the higher score and with at least 1 crew member still able to skate wins the game. The winning crew now control the area, they can add a graffiti of their Crew logo to the terrain.

SKATER STAT SHEETS

BOOB00S	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BOOST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BONUS DIE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Mouvement :

Ollie height :

Fall Height :

JAMES WORKSHOP, THE GAME

In the grim darkness of the far future, there are only price hikes

START WITH THESE 3 STATS

SPACE MARINES



MONEY



CUSTOMER ANGER



At the start of every loop get MONEY equal to your SPACE MARINES PRICE, but watchout! If Customer Anger reaches maximum level, they will start 3d printing and you'll go bankrupt! Reach maximum Space Marines Price to win.

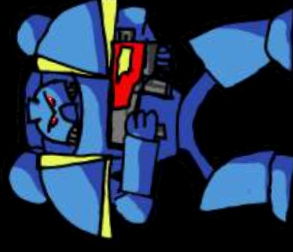
Free miniature! At any point you can reduce space marines price by 1 to reduce customer anger by 1.

it's a new month of releases! choose 1

- Train the staff to sell aggressively: +1 Money +1 customer anger
- Raise prices: +1 Space Marines Price +2 customer anger
- Wait and see: -1 money
- New codex!: +1 Space Marines Price, pay 3 money
- New edition!: +3 Space Marines Price, pay 6 money
- PRIMARIS!: +5 Space Marines Price, pay 10 money

Random Event d6

1. There's a "leak": -1 Customer Anger
2. Its a hit!: a licensed videogame has gone viral! +1 money
3. Licensing Problems: you must change your paint names to something Copyrightable, -2 Money
4. Competition: some ex-employee is making a yt channel, wargame, or whatever, -1 Space Marines Price
5. Bad rules: the latest codex was way overpowered... +2 Customer Anger
6. Outrage! when you use "Free miniature" you need to reduce Space Marines Price by 1 more to get the same effect. This is permanent and stacks.



Danse Macabre

One-Page Necropolis Peacegame

The ruling covenants of the Necropolis, in their campaigns for absolute power, raise and shackle the dead with their gore-stained necromancies. Us common dead, in our humble poverty, stomp the earth with decaying feet, calling our friends from their sleep to join the Danse Macabre.

Absent the charity and vassalage of the Covenants, some lowly dead of the Endless City turn to an ancient rite known as the Danse Macabre to sustain their frail forms and reanimate their fellows. You are such dead. Ready your instruments, exhume your friends, and dance the night away!

This game utilizes the core mechanics of Necropolis, more or less, which are summarized here. Full rules can be found on the Necropolis discord. Games are played on 16"x16" terrain boards.

Turn order

Each player rolls a d10, for initiative. In order of highest to lowest initiative each player takes a turn activating single models, either from their gathering or an NPC, until all have activated. Then the round is over and the next round begins.

Assemble Your Gathering

All players select equal numbers of models from below, or from converts. Four models each is a good number. Every model may select one instrument and one finery.

Dancing Dead

Keyword: Choose either Blood/Bone/Plasm

AP	Move	Dig	Dance	HP
2	4	7+	7+	10

Special Rules

Bone keyword: improve dance by 1, becoming 6+

Blood keyword: improve dig by 1, becoming 6+

Plasm keyword: gain the fly keyword, -2hp

Mortuary Muse

Keyword: Choose either Blood/Bone/Plasm

AP	Move	Dig	Dance	HP
3	2	8+	8+	6

Special Rules

Death's Door: 2 AP, when in base contact with a grave marker may remove the mortuary muse and place it in base contact with any other grave marker

Converts

Minions of the covenants may abandon their former ways and join the Danse Macabre: model's *Violence* becomes *dig*, *ranged* worsened by 1 becomes *dance* (or 10+ if no ranged listed). They must leave all their weapons behind.

Scenario

The Danse Macabre

Throngs of piteous dead seek to raise long buried companions with joyous dance.

Objectives

Drop (or place in an agreed upon manner) a number of d10 over the board equal to two plus the number of models in each player's gathering. These are the depth dice. Place a grave marker adjacent to each depth dice. With dig and dance actions the slumbering dead may be raised from these grave markers, as described above. Dead raised from these grave markers are dancing dead with a random keyword.

Deployment

After a roll off, the winning player chooses a corner and the other takes the opposite corner. Then players alternate placing a model touching both table edges then alternate placing a model that either touches a table edge and another friendly model's base or two friendly model's bases.

Victory Conditions

The gathering who raised the most models by the end of turn 4, including previously shattered models, wins! If any gathering has been entirely shattered then nobody wins.

Actions

Move: 1 AP, move equal to model's *move* in inches, along horizontal or vertical surfaces. If model cannot stand at the end of movement then they fall, taking damage equal to the number of inches fallen and dealing the same damage to any model they fall upon. Models with the fly keyword can ignore vertical distances when moving.

Dig: 1 AP, when within 1" of a grave marker, roll number of d10s equal to *quality* of model's instrument. Any results equal to or exceeding the model's *dig* reduce depth die by the larger *strength* the instrument, and all other results reduce depth die by the lower *strength*.

Dance: 1 AP, move as move action above, then target a model within 1" and roll number of d10s equal to *quality* of the model's finery. Heal targeted model 1 hp per die rolled, and for each result equal to or exceeding the model's *dance* push the targeted model 1". If all results equal or exceed the model's *dance* the targeted model must activate next, regardless if it has activated yet this round (may activate again).

Grave markers without a depth die (depth of 0) may also be targeted by the dance action, in which case replace marker with an NPC Dancing Dead, with HP equal to number of dice rolled, and push that model as above.

If a model is reduced to oHP the model is shattered. Replace the model with a grave marker without a depth die (depth of 0). They may be brought back with the dance.

Instruments

Shovel: Quality 3, Strength 1/3; improve *dig* by 1; push models 2"

Bell & Hammer: Quality 2, Strength 1/4; improve *dance* by 1; target grave marker within 2"

Musical Instrument: Quality 1, Strength 2/6; This model gains the following action:

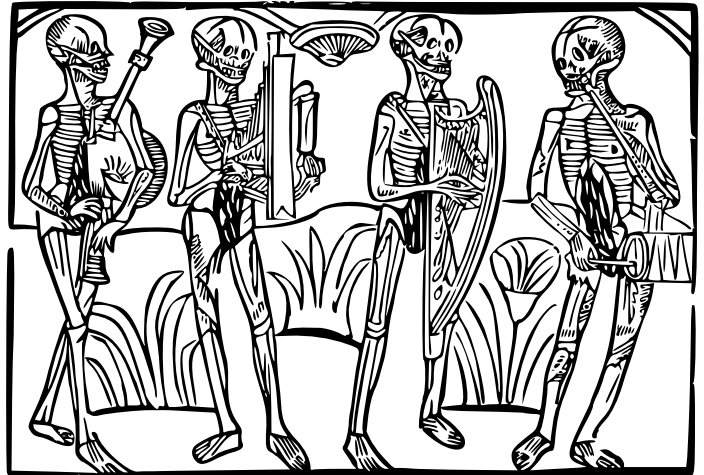
Too Toot, AP cost 1, choose a friendly model within 6" that has not activated this turn. You may activate that model immediately after the activation of this model ends.

Finery

Funerary Rags: Quality 4; may not take the dance action more than twice per activation

Polished Trinkets: Quality 2; may reroll any dice for dance action

Nostalgic Gown: Quality 3; target models within 2"



+Triage+

The One Page Peacegame Jam 2025

Richard 'oreso' Lacy

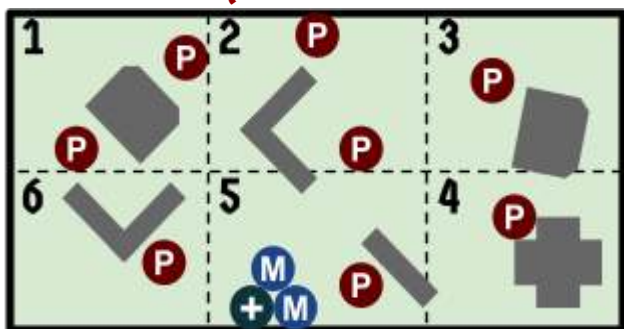
What this is

You are medical first-responders treating as many as you can on a grimdark battlefield, modern disaster zone, necromantic plague village or wherever.

What you probably need

- 1-3 players. 20-45 mins. Tape measure.
- An approx. 2' by 3' board with 6 bits of line-of-sight blocking terrain (*Spearhead/Kill Team*-size is great).
- **Figures:** 2-3 medics. 4 patients per medic. 1 assistant (or spare patient) per medic.
- **Tokens:** 1 supplies and 1 danger.
- 6 six-sided (6d6) 'action' dice per medic.
- 1 red six-sided (1d6) 'life' dice per patient - or tokens.
- Round tracker (1-6). **Safe** vs **dead** score tracker.

How to set it up



1. Divide the board into 6 equal-sized numbered zones. Place a piece of terrain in each.
2. Place the patients, lying down, at least 6" away from each other, evenly divided between the 6 zones.
3. Roll 1d6 for a numbered zone. At the edge of the board there, place the medics and the supplies token all touching each other.

How to play

A game is 6 rounds, each with four phases.

1. Medics roll (and reroll) action dice

Players control 1-2 medics each. Roll 4 action dice per medic. Dice can be rerolled as many times as desired during this phase, except 1s are locked. Also note, if a medic ends up with 3 or more of the same number (a **triple**), more patients appear later.

Extra dice: Medics touching the **supplies** token gain +1 extra action dice for that round. Medics with an **assistant** also gain +1 extra action dice. These stack up to 6 total.

2. Medics act

Medics spend their action dice, using their value (**this many**) until all are used. Actions can be taken multiple times in any order. **Assess** and **Treat** may sum 2 dice.

Move action

Move the medic up to **this many** inches. Figures move through each other but around blocking terrain and cannot end a move overlapping another figure.

Assess action (may add 2 dice together)

Assess all unassessed patients within **this many** inches and line-of-sight of the medic. For each patient, roll 1d6 to set their life points.

Stabilise & Drag action

Choose an assessed patient the medic is touching. Add **this many** to their life up to a max of 4 life.

Any remaining value (or if the patient already has 4+ life) can move the medic and that patient up to that many inches while they remain touching.

Treat action (may add 2 dice together)

Choose an assessed patient the medic is touching. Add **this many** to their life, then minus an extra 1d6 roll.

- If their life is now **0 or less**, remove them as **dead**.
- On **7+**, remove them as **safe**.
- On **9+**, the medic also gains an **assistant** (if they do not have one already), gaining +1 extra action dice at the start of each round from now on.

Support action (once per round)

Once per round, give 1 medic's action dice to another medic. Move the supplies token to touch the receiver. The dice counts as the receiver's dice that round (ie. in a **triple**). As with other dice in this phase, it cannot be rerolled. The supplies token gives +1 dice next round.

3. Patients bleed out

Test: Roll 1d6. On 1-2, bleed out and lose -1 life.

Each patient not touching a medic needs to test. If they bleed out, they test once more for further bleeding (for a max of -2 life). If unassessed or 1-life patients bleed out, remove them as **dead** instead.

In the danger zone: Patients not touching a medic bleed out automatically, but still test once for further bleeding. Then remove the danger token.

4. More patients appear (Rounds 1-5)

Roll 1d6 per medic, plus 1d6 per **triple**. Place a patient per dice at least 6" away from other patients, in that numbered zone. If multiple dice roll the same result, place them all touching in one spot.

Too many: If there are already 4 patients per medic on the board, choose one of the remaining dice and add the danger token there instead - it is the **danger zone** for the next round and patients there will bleed out.

How to end the game (Round 6)

In round 6, instead of phase 4, remove any unassessed and 1-2 life patients as **dead**. Remove the rest as **safe**.

Your score is the **safe** patients minus the **dead**. A positive number is good, but it will never be enough.

GROSSERIES

You are a *witch* looking for *spell ingredients* at the *supermarket*. In **15 minutes** the store closes and you'll have to wait until the *next half moon*! This game can be played *solo*, or with a GM (Grocery Manager) to facilitate *social encounters*.

Skills

HAGGLE - Navigate *social interactions*.

BROWSE - *Stamina, speed, find things*.

FRUGAL - Make *substitutions, be smart*.

You start with **3** in one *Skill*, **2** in another, and **1** in the remaining *Skill*. You also start with **500 pennies**.

When asked to *Test a Skill*, roll the number of *dice* for that *Skill*. A **5** or a **6** showing on any of your dice is a **Success**. **Two** Successes is a **Super Success**, and **Three** or more Successes is called a **Gross Success**.

Questing

You will need **3 ingredients** for a *new spell*; one *Common*, one *Uncommon*, and one *Rare*. You or the GM can *decide* on what terrible *grosseries* are needed for as many *witch's spells* as you want. The *more spells* you find and the *more pennies* you save, the *better* your *next shopping trip* will be!

Costs:

1: *Common* - 1 penny

2: *Uncommon* - 10 pennies

3: *Rare* - 100 pennies



Browsing an aisle takes **1 minute** of your total **15 minutes** before closing. Test **BROWSE** to see if you *find an ingredient* in the *current aisle*. On a *Success* you can find a *Common* ingredient, on a *Super Success* you can find an *Uncommon* ingredient, and on a *Gross Success* you can find a *Rare* ingredient. If you *didn't* roll a 6, roll on the **Goes Bad Table**. When the store closes you *Checkout*, *pay* for your ingredients, and *finish* the game.

Substitutions

Can't find an ingredient, or don't like what's there? Try for a *substitution*! Test **FRUGAL**. A *Common* or *Uncommon* ingredient needs a *Success*, while a *Rare* ingredient needs a *Super Success*. Write down what the *substitution* is, and what the *differences* are (or use the **Deals Table**). On a *failure*, you find *nothing*, and *waste a minute*.

Haggling

At *Checkout*, Test **HAGGLE**. On a *Success*, you are offered a **1 penny** coupon for your *next Grosseries run*. On a *Super Success*, *reduce the price* of a *single ingredient* by 10%. On a *Gross Success*, instead *reduce it* by 20%.

Shoplifting

At *Checkout*, Test **FRUGAL** for each *ingredient* you are trying to *shoplift*. **If caught, lose all ingredients**, and do not return until the *next half moon*!



Magic words

Make sure to get the *magic word* for the *spell*. These are usually found on the back of a box under "*suggested recipes*". To come up with the *magic word*, roll 1d6+3 for the *number of letters*. For each *letter*: roll 5d6-4, and take the *corresponding letter* ('a' is 1, 'z' is 26). The *harder* it is to say, the *more impressive* the *spell* must be!

GOES BAD

1: *The floor is wet!* Test **BROWSE** or one of your *ingredients* becomes *damaged* (see: 3).

2: *Ingredients on this shelf* are *expired*. Test **BROWSE** after *Checkout* to see if it works for the *spell*.

3: *Only one left, and it's damaged*. Test **BROWSE** after *Checkout* to see if it works for the *spell*.

4: *One left, and someone is eyeing it*. Test **HAGGLE** or **FRUGAL** to *out-manuever* them.

5: *One left, and someone just put it in their cart*. Test **HAGGLE** if you want to *try and grab it*.

6: *An employee is stocking the shelf right in front of it*. They will be there for **1d6 minutes**.

DEALS

1: *Store brand*

2: *Weird flavor*

3: *Now with less sugar!*

4: *Freeze-dried*

5: *Unknown name brand*

6: *They're limited-time*

[insert-holiday] themed.



Design: <https://roonocerus.neocities.org/>
Art: <https://erikaru.webflow.io/>

Today's the day...

The perfect day for a nice walk in the park. The sun's out, the skies are clear, and there's plenty of birds to watch... But they're not birds, not anymore, haven't been since the 80s.

I know the truth, the truth that they don't want you to know. I know that birds aren't real, and if today goes as planned, everyone else will know it too!

Setup: You'll need six sided dice, a model to represent your watcher, a bag of colored candies (Skittles works best), and a tiny tinfoil hat (try using the edge of a Skittles bag that's been cut off). Create a play area using terrain in a similar set up as the map on this page; Use benches, bushes, and trees to block line of sight. Make it roughly the size of 3 Skittles bags by 2 bags. Put 3 random birds (Skittles) in each tree (make sure there's at least 1 of each color), put your model behind the low bushes, and put a hat on your model's head. →

Goal: Take 3 pictures of "birds" while they're transmitting data, then leave the park without getting caught. If you're caught, or if you run out of candy pieces, you'll be arrested and the game is over. If you make it out with the evidence, then maybe, just maybe, you blow the lid off this whole thing.

Play: The game has two phases, the "bird" turn the player turn.

"Bird" turn: Draw 3 birds from the bag, then do the following in order:

- **MOVE:** Roll 1d6, move all "birds" of the first color drawn to the rolled tree.

"Birds" in trees will spy on you if you're in line of sight of their trees (even "birds" that didn't move) until the end of your round.

- **TRANSMIT:** Then, "birds" of the second color drawn begin sending reports back to the government by opening their "mouths" and pointing them up into the sky, emitting a high-pitched trill as they communicate with government satellites. Transmitting "birds" do not spy on you.

- **POWER DOWN:** Finally, "birds" of the third color drawn all close their camera-eyes and take "naps", to maintain the guise that they're living things. Napping "birds" do not spy on you.

If you draw the same color three times, those "birds" short out and enter a factory reset mode. They all fly to the closest bench or bush, transmit, then power down for the round. Regardless, after the player turn, all "birds" reset.

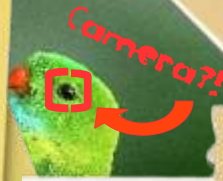
Player turn:

- You may move your model in any direction, and may change directions mid-move, as long as your total movement is not more than the long-edge of a Skittles bag. If your model isn't touching something (tree, bench, bush, etc.) after it moves, draw another "bird" - all "birds" of that color move to the object closest to you (tree, bench, bush, etc.) and spy on you (even if they're not in a tree). At the end of the player turn, roll 1d6 and move those "birds" to that tree.

- After moving, you may take a photo of any "bird" in your model's line of sight. If any "birds" spy you while you take a photo, one "bird" of each color that spies you will home in on you. The first "bird" will steal your tin foil hat and bring it to the tree that was moved to this turn. If any other "bird" homes in on you while you're missing your hat, you're done; a condor-drone swoops in and takes you to a government black site. If you're going to be risky, make sure you're only spied on by one kind of "bird" at a time!

You may retrieve your tinfoil hat by touching the tree it was taken to. Remember, only "birds" in trees can spy on you, and if a "bird" factory-resets, it won't spy on you until it moves again, but it will still transmit, even while in public.

Winning: If you snap 3 pictures and make it to the park's exit before running out of "birds", then you'll have exposed the government in their heinous act and will likely become canonized in American history as the nation's greatest patriot. If you cannot finish your mission before the bag is empty, the "birds" triangulate your coordinates and cops will descend upon you and take you to jail.



MAP



Why do they all perch here??

Procrasti-Nation:

(The Game I Made on the Last Day of the Jam!)

Oh no! Oh cripes! The deadline is today! Hurry, the

ORCS ARE COMING!

We should have done this ages ago! Quick, You'll need:

A model for each player
(2 players minimum)

A 3' x 3' board to play on

A bag of dice (D6s)

A bunch of toothpicks

A bag of dried
mini-marshmallows

A timer with an alarm

Ok, ok, we can do this, we can totally do this! First let's:

Place some terrain pieces around the board if you like, then place all the models in the center. This is the spot upon which you'll work together to build your nation! Orcs are coming, so before you write your foundational documents, you'd better start with some walls. Where are the bricks?!

Place a number of marshmallow piles on the board equal to half the players (round down). Place them far from the center if you have many players, place them closer if you have few. Repeat this process with piles of toothpicks, then roll and place 1D6 next to each pile.

You'll build a wall by sticking the toothpicks into the marshmallows to build a chain
(toothpick - marshmallow - toothpick - marshmallow, etc.)

so that you create an octagon (one toothpick in each cardinal and ordinal direction, connected by marshmallows). This will stop the orcs from reaching your nation no matter where they attack from... Go ahead and grab your tools. Oh no, you're unskilled and unprepared? You'll have to wing it! Also,

You only have 5 minutes to build! Set your timer before you start!

Players each start the game with 2D6, and all players act simultaneously, rolling dice on and around the board. After a player rolls dice to act, they use the two dice closest to them (even if they're not the dice they rolled). If a player doesn't have 2 dice in hand, they can't perform any actions until they do (even if they don't need the dice to act), so communicate and help your friends out!

Players can do the following:

- Move up to 2d6 inches in a straight line (or as close to straight as you can estimate)
- Take a mallow or toothpick from an adjacent pile if its dice isn't on "1" (then reduce the dice by 1)
- Combine held things with an adjacent player (only one of you holds the combined thing after)
- Drop a held thing, or pick up an adjacent dropped thing (marshmallow, toothpick, combined thing)
- Enter the mallow mines! Roll 2d6 and set an adjacent mallow pile's dice to the highest result
- Enter the picky forest! Roll 2d6 and set an adjacent toothpick pile's dice to the highest result

Working together, players need to build an octagonal wall before time runs out!

Models can only carry **one thing at a time**, but they can drop whatever is in their hands.

Whenever two models touch, they can combine their things if they fit together. Toothpicks can be added to marshmallows and vice-versa. Two toothpicks cannot be combined, nor can two mallows. After, one player carries the combined thing (mallows+toothpicks), the other player carries nothing.

By the end of 5 minutes, if one player is holding an octagonal structure and is in the middle of the board, the players' nation survives the orc attack! Otherwise, all players perish, knowing they should have started a lot earlier...

DETEKTORING 1:1



A game by 3GBG GAMES, find me on Instagram, blusky as 3GBG_Games and on itch.io at 3gbg-games.itch.io

Walk around a field, park or other outdoors space (public)

Roll a d100 with each step

Roll 1-99 keep stepping and rolling

Roll 100 and you've found an artefact

Take a photo of where you found your artefact and your surroundings

Roll on the tables

Make your artefact at a lifesize scale

Go back to where you found it and bury it in the ground to confuse actual detectorists

Features, Roll twice

- | | |
|--------------------|----------------------|
| 1. Bones | 11. Floral engraving |
| 2. Sigils | 12. Spirals |
| 3. Eyes | 13. Sharp edges |
| 4. Ornate patterns | 14. A Name |
| 5. Animal features | 15. Hidden feature |
| 6. Inscriptions | 16. Monogram |
| 7. Mouth | 17. Skulls |
| 8. Stars | 18. Labels |
| 9. Seal | 19. Gems |
| 10. Lock | 20. Religious shit |



What is it?

1. Drinking vessel
2. Handle from something
3. Container
4. Trinket
5. Blade or Weapon
6. Jewellery
7. Art
8. Status symbol
9. Could be trash honestly
10. Looks technical

Material (D10)

- 1- Mostly wood with brass details
- 2- Tin
- 3- Cheap Alloy
- 4- Copper
- 5- Brass
- 6- Iron
- 7- Silver plate
- 8- Silver
- 9- Gold
- 10- Platinum

Vibe check d6

1. Occult
2. Everyday item
3. Military
4. Religious
5. Fancy
6. Regal

CURSED?

Heads: Yes
Tails: No

ORIGIN (d8)

- | | |
|----------------|------------------------|
| 1. Prehistoric | 5. Retro |
| 2. Ancient | 6. Modern |
| 3. Historic | 7. Future |
| 4. Vintage | 8. Alternate Dimension |

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Apparition

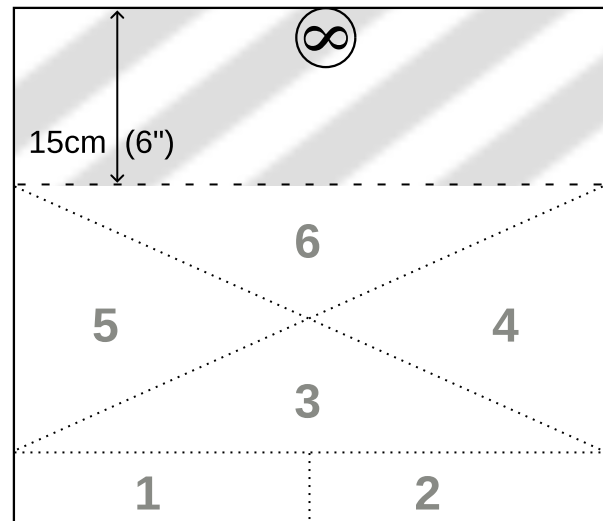
A miniatures game for All Hallow's Eve
by Seth Kenlon <http://seth.kenlon.com>

Restless spirits roam these haunted lands. Each night they drift closer to the Fade to languish, forgotten, for all Eternity. Can you grant them remembrance to bring them peace?

To set up, create a 60cm (24") square game board. Place an Eternity marker on one edge. The Fade is 15cm (6") from Eternity.

For each of 10 Spirits, roll a d6 and place a Spirit token (25mm base) in the numbered zones.

Deploy your Arcanist (32mm base) on the board outside the Fade, at least 8cm (3") from any Spirit.



GAME ROUND



Arcanist

- 1. Roll** 2d6. After seeing the result, choose one as your Action d6 and the other as your Remembrance d3. Place the Remembrance d3 to the side without changing its value.
- 2. Move** the Arcanist up to this turn's Action value.
- 3. Remember.** When the Arcanist is in base-to-base contact with a one or more Spirits, roll your Action d6. Remembrance is successful on 6, but add your current Remembrance value to your roll. When a Spirit is guided successfully, remove it from the board.

Spirits

- 1. Roll** 2d6. After seeing the results, choose one as your Action d6 and the other as your Fade d3. Place the Fade d3 to the side without changing its value.
- 2. Move** a number of Spirits equal to your Action value 1 base-width (25mm) toward Eternity. After all Spirits have moved, your Action value is reduced to 0.
- 3. Fade.** Move any Spirit (even one that has already taken an Action) outside the Fade a number of base-widths (25mm) toward the Fade. In a solo game, the Spirit closest to the Fade always uses the Fade d3 to move closer to it. Once inside the Fade, a Spirit may only move of 1 base-width each round toward Eternity, regardless of the Fade d3 value.

Win or lose. The Arcanist loses when any Spirit reaches Eternity. The Arcanist wins when all Spirits have been remembered, collected forever in memory.

Oh Dear God, What's That Burning Across the Sky?

The satellite re-entry tracking game by ManglingMinis

You will need

- 2 players (one playing god, the other playing an orbital analyst).
- A map of the earth with latitude and longitude marked out at 10° increments (scan QR code)
- Miniatures representing sensors and the orbital analyst's guess for the impact location.



How to play

- God rolls a D6 on each tables and secretly notes down the results. They must then determine an exact location on the earth that the satellite will impact that fulfils all the requirements of whatever they've rolled.
- The game lasts for 3 'days'. Each day the orbital analyst can ask god a single question, plus one additional question for each sensor they have. God can answer these questions as they see fit, but must give more accurate answers as the days go by and if the question relates to an area with a sensor (e.g. if the question was "what is the inclination of the orbit", god could answer "it's low" if there are no sensors within the inclination or could give an exact answer if there are sensors within the inclination of the satellite). God is not trying to 'beat' the orbital analyst, but they can work in mysterious ways.
- At any point the orbital analyst can decide to make a final impact location guess. They score 5 minus the number of 10° they were out in either direction. They multiply their score by 10 for each day they have remaining (e.g. an orbital analyst was out by 10° latitude and 20° longitude, so they score 2. However, they made their final guess on day 2, meaning their score is multiplied by 10 for a final score of 20).
- The orbital analyst can spend their accumulated score on sensors before the next re-entry event! They can buy one sensor for every 10 points they have. Sensors must be placed on land.

Generate Satellite

Inclination

D6	Result
1	Polar orbit (latitude between -90° and 90°)
2	High inclination (latitude between -70° and 70°)
3	Medium inclination (latitude between -50° and 50°)
4	Low inclination (latitude between -30° and 30°)
5	Negligible inclination (latitude between -10° and 10°)
6	Retrograde (roll again to determine latitude, but tell the orbital analyst that the inclination is very very high if asked)

Eccentricity/Apogee/Perigee

D6	Result
1	Circular (re-entry can happen anywhere within the inclination parameters)
2	Slightly eccentric with perigee in southern hemisphere (re-entry more likely <0° latitude)
3	Slightly eccentric with perigee in northern hemisphere (re-entry more likely >0° latitude)
4	Highly eccentric with perigee in southern hemisphere (re-entry must be <0° latitude)
5	Highly eccentric with perigee in northern hemisphere (re-entry must be >0° latitude)
6	Circular (re-entry can happen anywhere within the inclination parameters)

Orbital Elements

The orbit of a satellite is limited by their orbital elements. These are the inclination, eccentricity, apogee, perigee, and right ascension of the ascending node (RAAN)

Inclination - The limits the latitude that the satellite can re-enter in (e.g. a satellite with an inclination of 30° must re-enter somewhere between -30° to 30°. Remember that latitudes in the southern hemisphere (i.e. below the equator) are negative while latitudes in the northern hemisphere (i.e. above the equator) are positive).

Eccentricity - This determines the difference between the apogee and perigee. A circular orbit is described as having a low eccentricity, where apogee and perigee are the same. A highly eccentric orbit has a very different apogee and perigee.

Apogee - This is the furthest point of the orbit from the earth. A satellite is unlikely to re-enter at its apogee, especially if the apogee and perigee are very different. However, a satellite with an apogee and perigee that are very similar could result in re-entry anywhere along its orbit.

Perigee - This is the closest point of the orbit to the earth. A satellite will most likely re-enter when it's near perigee, especially if its perigee is much lower than its apogee. Knowing which hemisphere the perigee is in (northern or southern) can help determine final re-entry location. A perigee in the southern hemisphere likely means a re-entry point of <0° latitude and perigee in the northern hemisphere likely means a re-entry point of >0° latitude.

RAAN - In the real world, this is the longitude at which the satellite's orbit would cross the equator. However, for simplicity, in this game this will simply represent the longitude of the re-entry, where everything west of the prime meridian will be negative and everything east will be positive.

RAAN

D6	Result
1	Prime Meridian (Longitude between -30° and 30°)
2	60th Meridian East (Longitude between 30° and 90°)
3	120th Meridian East (Longitude between 90° and 150°)
4	60th Meridian West (Longitude between -30° and -90°)
5	120th Meridian West (Longitude between -90° and -150°)
6	Anti-meridian (Longitude either less than -150° or greater than 150°)

Winning the Game

Mankind has been sending satellites into space since 1957. There are now over 10,000 active satellites orbiting our Earth at this very moment and more are going up every day. This is on top of the many tens of thousands of pieces of debris we can track with ground sensors, and the millions upon millions of pieces of debris that are far too small to see. Space is becoming cluttered and debris is becoming a significant threat to our existence as a space-using species. Massive corporations and various countries want to keep using up space more and more, only thinking about the short term effects and not caring about the long term risks. As more stuff goes up, more stuff comes down, creating a real threat to life on earth due to impact and the effects of re-entry on the atmosphere. The only real way to win this game is to support space sustainability and to encourage others to care about space. Together we can make sure our future is one of continued exploration of our amazing universe and a safe one for all the people on our pale blue dot.

Midden Miners

Objective

Your team has been dropped into to recover ancient valuable resources before the tethers retract you back topside!

Components Needed

Dominoes (single standard set of 28)

1'x1' game board

Small opaque dice bag for each player

Miniature for your miner (on 20cm base or as appropriate for your domino size. Should fit on half)

Tape measure/ruler in inches/cm, or measuring stick in units appropriate to domino size. 1 unit = $\frac{1}{2}$ domino

Midden template. Assortment of domino and half sized terrain tiles.

UK ONLY
FILM

Ending the Game

Once the final turn ends each player's tether is retracted as their platform drifts too far, or a dangerous megafauna/storm bears down on them. The player with the highest total value of salvage remaining in their bag wins the game!

Setup

Choose a miner miniature and shuffle up the pile of dominoes! Each player puts three dominoes face down into their bag and chooses one blindly to start the game. One half of that domino determines deployment range while the other is how many dominoes a player places each turn during setup (Minimum of 1). The total across these two dominoes determines the final turn of this game. Remaining tiles stay in the miner's bag as resources for later turns. Place the Midden template down roughly in the center of the board to represent the junk zone. The footprint of the zone(s) will generally be 22 units in total.

Players then take turns placing dominoes in the junk zone, within the boundaries of the template, starting with the player having the lowest deployment range. Tiles must be placed adjacent to another or can be stacked as long as the tile is placed so that it overlaps two different tiles.

Tiles can be stacked up to a maximum of 3 levels. Cover all exposed domino tiles with terrain tiles. The player going first then deploys their miner miniature along a board edge a number of units away from a board corner of their choosing.

Order of play

- Players alternate activating their miner each turn. They can perform 2 actions per turn in any order: Move, Dig, or Scan

Move - Players can move 2 units for free with their miner tile in their bag to discard a random tile in their bag to juice up their fusion air fryer backpack and add one of the tile's values to the move unit per level. Moving a level costs one unit per level.

Dig - Remove adjacent terrain tile or reveal a tile you are standing on without tiles/terrain on top. Put that tile in your bag.

Beware! - Doubles revealed, blast pockets, and when revealed, blast your miner that # of units in a random direction.

Scan - Whip out your handy dandy Mipad and secretly look at one face down tile with no tiles/terrain on top of it, replace it in its original location.



The Accords



A Peaceful Wargame of Diplomatic Restoration By Mark Meredith

Premise

The war is over, but the wounds remain. You are the delegates of once-warring city-states, sent to negotiate the fragile terms of a lasting peace. Instead of armies, you wield proposals, stories, offerings, and olive branches. Victory is not domination—it is coexistence.

Players

2–4 diplomats, each representing a distinct city-state. Play is turn-based and requires only pens, tokens, and a shared sheet of paper.

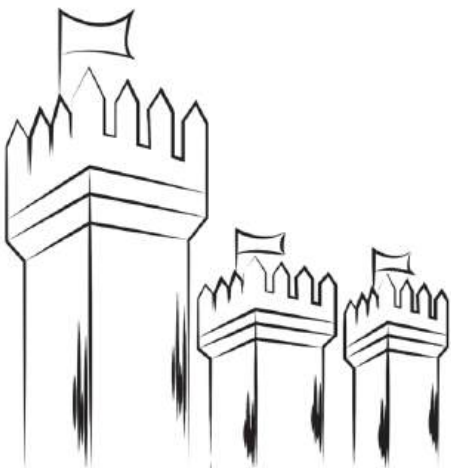
What You Need

- ☐ A single sheet of paper
- ☐ A standard deck of cards
- ☐ 3 tokens per player (representing goodwill)
- ☐ A pencil or pen
- ☐ Colored markers for each faction

Setup

Draw a large circle in the center of the paper. This is **The Round Table**. Around it, each player draws their **City Symbol** and writes 2 defining traits (e.g., “Mountain-Strong” or “Harbor of Exiles”).

Shuffle the deck and place it in the middle. Each player starts with 3 goodwill tokens and writes one line of their **People’s Hope** (e.g., “To farm again beneath open skies”).



The Rounds

Play proceeds in turns. On your turn, draw a card and perform a **Diplomatic Act** based on its suit:

- **♥ Hearts – Human Needs:**
Propose an emotional or social bond: shared festivals, language, family ties. Place 1 goodwill token on another player’s city.
- **♦ Diamonds – Shared Wealth:**
Suggest trade, mutual aid, or rebuilding efforts. Place 1 goodwill token on the center table if accepted. Otherwise, discard it.
- **♣ Clubs – Memory & Grief:**
Share a story from the war’s scars—ask another player for theirs. Both of you must either place or remove a goodwill token based on the story’s tone.
- **♠ Spades – Tensions:**
A remnant of war surfaces. Describe a disagreement or lingering distrust. If unresolved by the end of your turn, remove 1 goodwill from the table.

Face cards (J/Q/K): Introduce a representative from outside—an emissary from a distant realm, a refugee caravan, or nature itself. As a group, decide how to accommodate them.

Aces: Something beautiful happens. A shared truth, a moment of unity. Every player places 1 goodwill on the center.

Winning Together

Once the deck is exhausted or all players pass in succession, count the goodwill tokens on the center table. If there are more than twice the number of players, peace holds. Otherwise, the Accord is tentative, and you must play again in the future.

Closing the Accord

Each player writes a single sentence epilogue about what peace means to their people now. Then sign your name beneath the circle. You were here. You chose peace.

MISQDIEV28

NCTT ONE PAGE GAME ABOUT STASHING AND LOOTING

THE MISCHIEVOUS MEN ARE ABOUT! THEY CARRY MYSTERIOUS TRINKETS OF GREAT VALUE, WHETHER IN PRICE OR POWER. THEY ARE NOT TO BE BOUGHT OR TRADED. RATHER, THEY ARE MEANT TO BE HOARDED! WHERE IS A SAFER PLACE TO HOARD THEIR TRINKETS THAN IN PLAIN SIGHT?

2+ PLAYERS & SAME COLORED STASH DIE (D6S) PER PLAYER. AT LEAST 6 EXTRADIES PER PLAYER, SOME WAY TO HIDE AND RECORD INFORMATION, 2FT X 2FT MINIMUM THEMED SKIRMISH STYLE BOARD (OR MORE), RULER, AND OF COURSE... EACH PLAYER NEEDS A MISCHIEVOUS MAN.

EACH PLAYER HAS:

-STASHABLE INVENTORY: 1 WONDERFUL ITEM, 2 VALUABLE ITEMS, 3 NICE ITEMS, AND INFINITE WORTHLESS ITEMS.

-6IN MOVEMENT PER TURN, INCLUDING VERTICALLY IF ENDING ON A FLAT SPACE

-1 LOCKPICK SET (2D6)

-3 LOCKS (3D6)

-90° LINE OF SIGHT

-6 LEVELS OF STASH DIE (1-6)

TO STASH: PLACE ONE OF YOUR STASH DIE ON 1-6 FOR SECURITY LEVEL. YOU MAY ONLY PICK EACH NUMBER ONCE. RECORD SECRETLY WHAT VALUE OF STASHABLE ITEM YOU ARE PUTTING THERE. YOU MAY NOT LOOT YOUR OWN STASH. YOUR OWN STASHES MUST BE 5IN APART. YOU MAY ONLY STASH 6 OF YOUR STASHABLE ITEMS UNLESS OTHERWISE STATED.

TO LOOT A STASH: MAKE BASE CONTACT WITH A STASH (STASH DIE) AND ROLL A D6 ABOVE OR EQUAL TO THE NUMBER ON IT. ONCE YOU HAVE LOOTED, THE STASHER TELLS YOU ITEM VALUE TYPE SO YOU CAN ROLL ON THE CORRESPONDING ITEMS TABLE.

IF YOU STASH AN ITEM OR LOOT AN ITEM WITHIN LINE OF SIGHT, WHOEVER HAS LINE OF SIGHT KNOWS WHAT THAT ITEM'S VALUE IS.

ANY ACTION INVOLVING DICE ROLLING ACTS AS THE END OF A TURN ONCE THAT ACTION REACHES SOME KIND OF FINISH. EX. WHEN BREAKING INTO A LOCKED STASH, ROLL DICE UNTIL YOU FULLY FAIL A ROLL.

SETTING A LOCK

ROLL D6 WHILE NEXT TO YOUR STASH AND PLACE IT NUMBER UP ON THE BOARD. DO THIS UP TO 3 TIMES. ONCE ROLLED, DICE CAN BE REMOVED BY WHOEVER PLACED IT BUT NUMBER STAYS FIXED. IF PICKED, THAT LOCK IS REMOVED FROM PLAY.

PICKING A LOCK

PLAYERS HAVE ONE LOCKPICK AND A TENSION (2D6). TO PICK A LOCK, ROLL YOUR LOCKPICK DIE TO MEET OR EXCEED LOCK DICE NUMBER TO REMOVE LOCK FROM PLAY. IF ROLL IS BELOW LOCK DIE, PLAYER MAY ROLL THEIR TENSION DIE. IF COMBINED ROLL IS ABOVE LOCK AMOUNT THE LOCK IS REMOVED. IF BELOW OR MET THEN LOCKPICK IS BROKEN. DO THIS FOR EVERY LOCK DIE ON A STASH. PLAYER MAY ATTEMPT TO BREAK INTO ONE STASH PER TURN.

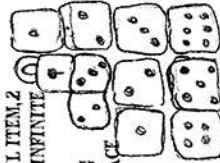
RESOLUTION: ITEMS REMAINING STASHED ON THE BOARD AFTER 6 ROUNDS GAIN +1PT AND ITEM VALUE PTS. GAIN +1PT FOR EVERY UNBROKEN LOCK OF YOURS STILL ON THE BOARD. GAIN ADDITIONAL POINTS FOR EVERY ITEM WHICH YOU LOOTED THAT YOU ARE HOLDING AT THE END OF THE GAME BASED ON THEIR DESCRIPTION VALUE.

TO PLAY:

DETERMINE MEANS OF TURN ORDER

SET UP: PLACE TERRAIN, THEN PLACE MISCHIEVOUS MAN IN ALTERNATING FASHION AT LEAST 10IN APART ON THE BOARD

TAKE ACTIONS MOVE, STASH ITEM, LOOT STASHES, LOCKPICK, USE LOOTED ITEMS, RINSE AND REPEAT FOR 6 ROUNDS



ITEMS

WONDERFUL 3PTS

- Appraisers Eyeglass - Use: Reappraise 1 Stashable item. 1 Worthless, 2-3 Nice, 4-5 Valuable 6 Wonderful. Cannot appraise Looted items. Removed upon use. 3pts
- Emerald Ring - Just lovely! 4pts
- Silver Key - On a lockpick action, roll 2d6 and take the higher roll. Removed upon use. 3pts
- Keeper's Vault - Extra lock. When placing this lock roll two dice and take the higher number. Can be opened with Golden Key effortlessly. 3pts
- Silk Linen Britches - Fancy Pants 4pts
- Locket of Someone Else's Pet - This is actually worthless to you. 0pts



- Mallet - Break a lock. 1-2 Stash destroyed, get nothing. 3-4 Item decreases value, 5-6 retrieve Loot unscathed, removed upon use 1pt
- A Tiny Mischiefous Man - Will move wherever you ask him to, but can't Pick Locks or Stash Items because he is very small. 1pt

- A Very Shaped Stick - Pointy 2pts
- Length of hemp - Acts as an extra lock, roll two dice and use the lower roll as a lock. Removed upon use. 1pt
- Fingerless Gloves - Roll a d6 while base to base with another player. On 1-3 give them one of your looted items on 4-6 gain one of their looted items. Removed on use. 1pt
- Unchipped Mug - It's got an image of a funny cartoon cat on it 2pts

VALUABLE 2PTS

- Lockpick - Extra lockpick to use, simple as 2pts
- Rusty Lock - Extra lock to use, of course. 2pts
- Ruby Ring - Shiny 3pts
- Bubbling Beverage - Gain an additional 4in of movement for your next movement 2pts
- String on your Finger - Roll a D6, if it lands on the stash number of an item you've placed, it's returned to your pocket even if it's already been looted it. Removed upon use. 1pt
- bagstone - Take a peak at what's inside a locked stash. Roll a d6: 1-2 you think it's a Wonderful item, 3-4 you have no idea what it is, 5-6 you know exactly what it is. Removed upon use. 2pts

WORTHLESS 0PTS

- 3 Bronze Coins
- Deed to a 2ft x 2ft Patch of Mud
- Pagliacci's Wig - Clown makeup
- Toothmarked Pencil - It's kind of wet
- Invisible Ring - Makes you invisible, whatever
- It's a Snail? - Counts as a bonus stashable Nice item with a Stash Die of 3. Once stashed it will move 2in every turn away from the nearest player.

@bessicadedbone

A Spot of Bothers!

A Spot of Bothers is a tower defence like, rules-lite RPG. Players are the occupants of a house defending themselves from an onslaught of tiny aggressors (called Bothers). Are you a bear protecting your sandwich from ants? Are you a human protecting your TV from squirrels? An adventuring party beset upon by imps?

Player creation

Each player has these intrinsic traits:

- Smash (strength based skills)
- Dash (speed and defence)
- Sense (awareness)
- Build (construction ability)
- Charm (interpersonal skills)

Each player is to choose their stat from the below array, in any order:
3,2,2,1,0

Each player's HP is 5+Smash bonus.

Health has three tiers. After losing all of the health in one tier, a player's health resets to the next tier with the applied debuff.

- Tier 1: -0 to roll
- Tier 2: -1 to roll
- Tier 3: -2 to roll

Upon losing all HP in the third tier, the player is incapacitated and needs to be taken to Dr Stabbicus Mchealy's Hospital for Itty Bitty Babies and the round is lost.

Every player has the "Snap out of it!". Once per game, they can grant another player a tier of HP (at any point), by shaking sense into them.

Playing the game

The GM decides the total horde of aggressors (a fast game would be 50-80, with 100-200 being a good amount).

The GM decides how many Bothers are participating in the current round. This determines the difficulty of each round.

The GM sets the scene and determines how many Bothers are used in each action. Each Bother is worth 1d4.

The GM and the players describe their actions and what they would like to do for the turn.

Those involved roll their dice (Players roll 1d20+bonus, GMs roll Xd4, with X being amount of Bothers) and compare, with the higher roll winning.

Each additional action adds a stacking -1 to the appropriate roll.

Example:

GM: You hear the "whup whup whup" of helicopter blades, as you see a group of Squirrels (Bothers) piloting a helicopter made from a lawnmower and a beach umbrella. Six are driving it at full speed in your direction, while four are manning a large plunger gun, aiming for your cookie!

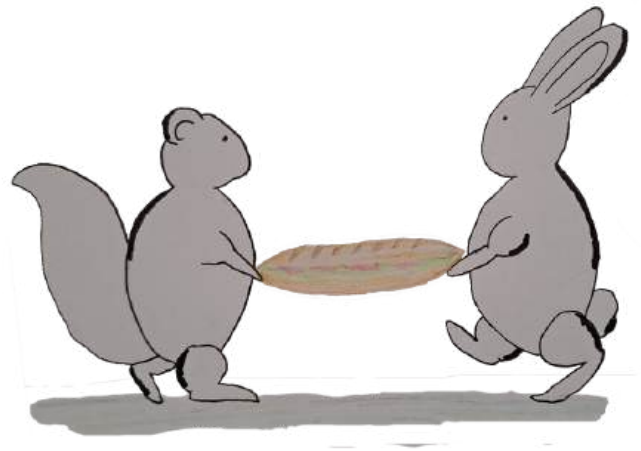
Player: I wish to dodge the flying Brellicopter and hit the plungers back with my frying pan!

GM: Great! Roll Dash vs 6d4 for the evade and Smash -1 vs 4d4 plunger gun!

Injury is determined by the difference in the Player's roll and the GM's. If the Player rolls a 15 and the GM rolls a 17, the Player loses 2hp. If the Player rolls 17 and the GM rolls 15, the GM loses 2 Bothers from their pool. Once the GM loses enough or all Bothers, or the players are sent to Mchealy's Hospital, the round ends.

Any remaining Bothers can be reintroduced to the main pool.

The game ends when all players are at Dr Mchealy's or there are no more Bothers remaining.



Game Master tips:

This game has taken inspiration from cartoons such as Oggy and the Cockroaches, Grizzly and the Lemmings, and (of course) Tom and Jerry. Watch or revisit these shows to get some background and ideas.

In some of these shows, there is a trope where the Bother/Lemming/Cockroach equivalent would "hire" or enlist a larger Bother (Jerry and the neighbourhood dog, for example), feel free to substitute larger dice for these creatures, but I recommend balancing this with smaller groups of Bothers.

The Play's The Thing (A solo game of stressed thespians by Ben Iverach-Brereton)

Version 1.6.1, 11-MAY-2025

The prince of Denmark has hired you to perform a play for his uncle. Unfortunately, there were several last minute rewrites, and now none of you can remember your lines! Will your production catch the conscience of the king, or is it simply not to be?

What you need:

The stage (a 6x4 grid)
4 Actor models (King, Queen, Jack, Ace)
3 Prop tokens (Club, Spade, Diamond)

A d6
A deck of standard playing cards (52)
3-8 scenery pieces

Several Hazard markers (as needed)
A way to track Stress, Frozen Actors, and Audience Attention (use spare dice or a notepad)

Setup:

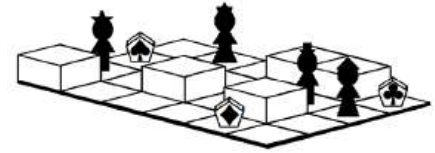
Place scenery pieces in d6+2 spaces of the Stage.
Place the Props (Spade, Club and Diamond) in any empty spaces.
Place the four Actors (King, Queen, Jack and Ace) in any other spaces.

Audience Attention begins at 8. Actors begin with 0 Stress.

Prepare the decks:

- Remove the face cards and aces and shuffle them to form a deck.
- Shuffle the remaining cards together to form a second deck.

Before the first Performance, draw cards to make the first four Lines of the Script. (See below)



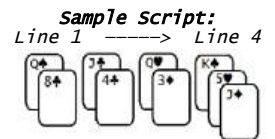
The Script:

Lines are made by drawing one card from each deck. The two cards form a single Line of the Script. Keep Lines in the order they are drawn. (When a deck runs out, reshuffle)

The face card of a Line determines which Actor should recite it (King, Queen, Jack, Ace)

The rank of the number card is the stage direction for the Line:

2-3: Downstage	4-5: Stage Right	6-7: Stage Left	8-9: Upstage	10: Center Stage
□□□□□□	■□□□□□	□□□□■□	■□□□□□	□□□□□□
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The suit of the number card determines which Prop the Actor needs to recite the Line. (Club, Spade, Diamond)
Props must be in the same space as the Actor reciting the Line, or in an adjacent space.

Example: Q♣ + 8♣: The Queen must recite this Line Upstage, with the Club Prop.

If the number card is a Heart, the Line must be recited while adjacent to another Actor. Draw a second face card to determine whom. If the face cards match, the line may be recited next to any other Actor.

Example: K♣ + 5♥ (+J♦): The King must recite this Line Stage Right, next to the Jack.

Lines may be recited by anyone from anywhere. Actors may attempt to recite them in any order and without the correct Props, but doing so is more likely to fail. (See below)

The Performance (Playing the game):

Choose an Actor to perform. They may Move, then may either Recite a Line or Prompt another Actor. Once an Actor's performance ends, choose an Actor to begin the next performance.

If an Actor is chosen to perform multiple times in a row, they gain 1 Stress.

Whenever an Actor gains Stress for any reason, they must immediately test to avoid Freezing.

Roll a d6. If the result is less than or equal to their Stress, they become Frozen.

A Frozen Actor's performance ends abruptly, and they may not perform again until they recover.

If an Actor does not (or cannot) attempt to Recite a Line during their performance, the audience might get bored. Roll a d6. On a 2 or more, they remain entertained. On a 1, reduce Audience Attention by 1.

Move:

Actors may move any number of spaces (orthogonal or diagonal), but cannot move through scenery or other Actors. Actors may enter spaces with Hazards, but doing so is more risky. (See below)

If an Actor enters a space with a Prop, they may pick it up for free.
They may drop the Prop in their current space at any time during a move.

Roll a d6 after moving. Apply a -1 penalty to the roll for each Hazard in spaces the Actor entered.

If the roll is less than or equal to the number of spaces moved, the Actor stumbles. Place a new Hazard in their current space and the Actor gains 1 Stress. (Spaces may have any number of Hazards)

Example: Jack moves 3 spaces, passing through a space with 1 Hazard. He will stumble on a roll of 4 or less.

Recite a Line:

To recite a line, roll a d6. Apply the following penalties to the roll:

- 2 if it's the wrong Actor reciting the Line
- 2 if the Line is being recited from the wrong location
- 2 if the correct Prop or fellow Actor is not present
- 1 for each unread Line before it in the Script
- 1 for each Hazard in their current space

On a 2 or more, the line is successfully recited. Discard it, and draw cards to make a new Line.

On a 1 or less, something went wrong. Reduce Audience Attention by 1, and the Actor gains 1 Stress.

Example: Q♣ + 7♦ is the next line, but the Queen is Frozen. The King is already Stage Left and adjacent to the Diamond Prop. As his performance, he attempts to recite the Queen's Line and rolls a 3. Applying the -2 penalty, this becomes a 1, which fails.

Prompt another Actor:

Choose an Actor in an adjacent space. If that Actor is Frozen, they recover.

The Final Curtain:

The play ends after 15 lines are successfully recited. (For a bigger challenge, extend the length of the play.)

If Audience Attention is reduced to 0, the troupe is booed off stage and the play ends in disaster.

ARRIVING ON PORITERRA

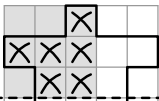
by M.Ohnsorge (www.poritterra.com) Version: 1.2

A group of friends has discovered a secret method, that makes travel to distant worlds possible. With their help, you've landed on **Poritterra**, a planet full of magic and strange water splashing species. But what is even more astonishing: people seem to live in peace here. What unites society is the love for the great sport **akwa**, which is basically a big water fight and loads of fun. Soon after your arrival on Poritterra you are allowed to take part in one of the numerous tournaments, which are organized by the **tournament guild**. Equipped with so-called **water applicators**, you try to solve tasks in a team of 3 athletes and make the opponent soaking wet, while you try to stay dry yourself. Great adventures and lots of fun await you!

Prepare the game:

- Poritterra is a miniatures game. You'll need 4D20, a tape measure (in inches), some terrain and some 28mm miniatures on 1" circular bases. Just take 5 similar minis (+1 for the mission) and craft water applicators for them, or visit poritterra.com to get paper minis.
- Print this page twice and cut out all the characters A-C on the end of this page. **Player 1 (athletes)** uses all three characters. **Player 2 (tournament guild)** uses only the characters A and B.
- Get a deck of 52 poker cards, to represent water loads.

Getting wet: Whenever you hit s.o. with water, you mark squares on the opponent's character sheet (CS).

For example: character A has a  water pump, which makes 3x3 squares wet. Imagine holding a 3x3 template over the CS of character B. In this example only 6 squares get marked.

Range: With a spongesword you need to be in contact to an opponent. With the other applicators, you can also hit from a distance (see tables on the CS).

Load: Every applicator has a certain capacity. Draw as many cards from the card deck, as your capacity tells you and put the cards under each CS, which is the load.

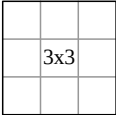
To hit s.o. with water:


- 1.) Check if you have line of sight to the opponent and check if you are within range of your opponent.
- 2.) Draw a card from your capacity deck. If it's a king, queen, or a jack, you are in good position. You get an additional D20 for the upcoming roll.
- 3.) Discard the playing card.
- 4.) Roll the number of D20 according to your distance. If you roll the number of the dodge value of your opponent or above, you can mark squares on the CS of the opponent.

Ⓐ Character name: _____
Team: _____ Class: Pumper

Mov	Dodge	Dex	Str	Int	Soc	Per
4"	11	3D20	4D20	1D20	2D20	1D20

Species: Dwarf

 3x3



water pump
capacity: 4

0"	10"	20"
3D20	2D20	1D20

Water from behind: Whenever you want to move out of contact of an opponent, the opponent immediately gets an optional application roll (draw a capacity card and roll 3D20, with jack/queen/king 4D20, to apply water).

Cover: There are 2 different types of cover.

Full cover: you can't get hit, behind full cover.

Half cover: if you stand in contact to half cover terrain (e.g. a low wall) your lower body is covered (below dashed line on the CS). Water that crosses the cover can't reach below the dashed line on the CS. But: waterbags also hit opponents behind half cover.

Soaking wet: If a character gets soaking wet (all squares on the CS are marked), the character has to leave the arena.

Rounds: The game is played in 8 rounds. Cut out the scoring board and mark the round with a paper clip. The round starts with player 1, who activates all of its characters in any order. After that, it's the turn of player 2.

3 Actions: Every character has 3 actions in one round. An action can be: a) move, b) apply water, c) load your applicator, d) skill check.

Move: You can move the number of inches according to your MOV number on your CS. You can't pass any type of cover terrain.

Load your applicator: In contact to a well, you can load your applicator. Draw as many cards as your capacity number on the character sheet tells you.

Skill checks: Characters have 5 skills: dexterity (Dex), strength (Str), intelligence (Int), social skills (Soc), perception (Per). To make a skill check, you need to get in contact to a skill token first. Then roll as many D20, as your skill level on the CS tells you. To pass the skill check, you need to roll the number on the token or higher. You can repeat failed checks in another action. (Player 2 ignores its skill table in this mission.)

Scoring:

Player 1 scores by getting mission points according to the round a task is accomplished. Write down the points, as soon as you score.

round	1	2	3	4	5	6	7	8
points	40	35	30	25	20	15	10	5

Player 2 tries to stop player 1 from getting points and to reduce the points of player 1. For every soaking wet body half of player 1, player 2 reduces the total points of player 1 by 10 points (no matter in which round).

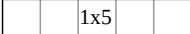
The game is finished

- a) after 8 rounds.
- b) when Player 1 has accomplished all of the tasks.
- c) when Player 2 has made all characters of Player 1 soaking wet.


You change sides, after the game: Player 1 becomes the tournament guild and Player 2 becomes the athletes team. Who scores the most points wins.

Ⓑ Character name: _____
Team: _____ Class: Porifera

Mov	Dodge	Dex	Str	Int	Soc	Per
6"	18	2D20	1D20	3D20	1D20	4D20

 1x5

Species: Human

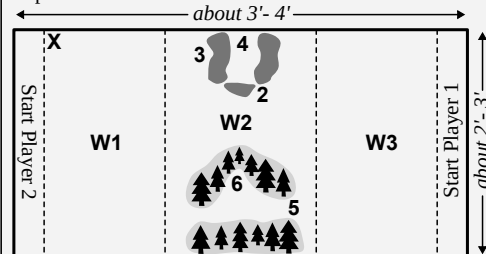


spongesword
capacity: 6

0"	10"	20"
3D20	-	-

Mission setup: (This is an example mission. Feel free to design your own missions!)

- Set up a table like shown below. Fill the rest of the table with half cover cover terrain. Experiment with different sizes of the overall setup. Since you change sides, after each game, the exact table size is not so important.



- Prepare these tokens. Draw on 1" paper circles: 3 wells (W1, W2, W3), 5 different skill tokens, 5 number tokens with the numbers 11, 13, 15, 17, 19. Put the wells and skill tokens on the table as shown. Assign the number tokens randomly to each skill token.
- The athletes (player 1) have to do the following tasks:
1: Get one of the characters of player 2 soaking wet.
2 Str: Push away the big stone (move the stone 1 inch).
3 Dex: Get paper with code in between the rocks.
4 Int (after 2+3): The code opens a chest full of cookies.
5 Per: Try to find a hidden person in the woods.
6 Soc (after 5): Person (P) appears and tells you, that he/she gets money from the tournament guild, if he/she manages to stay completely dry. Convince P to come with you: P will earn more, as you would give him some of your prize money. **7:** P has to be brought to X, completely dry! P is slow (Mov: 4").
- Do the tasks in any order. If a character has accomplished a skill check, any other team member can take over with the next task.

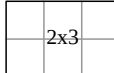
Coop-/Solo-Mode: Player 1 tries to get as many points as possible. Player 2 is played by following these steps in every new action.

- Whenever you can apply water to any opponent (line of sight and within range), then do it. Choose the closest.
- Whenever you can't apply, but have line of sight to an opponent, try to get within range of the closest opponent.
- Whenever your load is empty, go to the closest well.
- Whenever you can't do anything from above, roll a D6: 1-2 go to W1. 3-4 go to W2. 5-6 go to W3. After this movement action, check if you can do anything from above now. If not, continue moving and repeat this procedure, until you have reached that well. If you can't do anything from above when you are in contact to this well, then roll again to move to a new well.


Coming up on www.poritterra.com: advanced rules, children rules, climbing, jumping, more species, classes, missions. Water buckets, umbrellas, towels, rain gear, puddles, sprinklers, different applicators and magic.

Ⓒ Character name: _____
Team: _____ Class: Acrobat

Mov	Dodge	Dex	Str	Int	Soc	Per
10"	15	4D20	1D20	2D20	3D20	1D20

 2x3

Species: Roller



water bags
capacity: 4

0"	10"	20"
3D20	2D20	-



Spike! Tabletop Volleyball (Bossy Sausage)

CyberCourier28 (Matthew Sharpe)

Hurly Burly Bears (AxXon_N47)

Careful Kaiju! (Cael J. Amari)

Spacecraft Scrappers (TheMonarchGamer)

Maintenance28 (ChrisBuildsStuff)

Dino28 (Connor Sites-Bowen)

A.Cr.A.B.: All Crabs Are Bastards (Daan De Gersem, @mesreg)

Before It All Comes Crashing Down (EJ Grosskopf)

(Dont) Hug Me Im Scared! (feelluckypunk1312)

Bookworms (Glenn Ford)

Giesskanne28 (4ydra / Simon Schnitzler)

A Damn Fine Cup of Coffee (Greggo Movie Rants)

Summon Sandwich (Greggo Movie Rants)

Garden Panic! (Mats Carlson - @Something_in_my_basement)

Harmony 28 (Hobby Mule)

Scry28 (Klyd)

Perilous Painters' Pilgrimage (dave.c - @jericanman)

Pong Wizards (dave.c - @jericanman)

Totally Human (Jacob Hampton)

Heretic! (July Finn)

Hot Wizards Summon Magic Guys (July Finn)

Snail Run (Macharian_Rising)

Bench (The.Vault.of.Wolves)

Cultra (Matthew Herman)

Climb On! (Matt!)

Hide & Seek (M.R.R. Liguori)

Smashball (Hunter Charest)

Save the Kitty! (Mścichuj)

Paper Round 1994 (Oliver Gould)

Sludge Puck (Oliver Gould)

SKATE28 (healz)

James Workshop, The Game (the_boltergeist)

Danse Macabre - a Necropolis Peacegame (porchlightdusk)

Triage (Richard "oreso" Lacy)

Grosseries (ROONOCERUS)

BIRDS WATCHING (Sam FF)

Procrasti-Nation (Sam FF)

Detectoring 1:1 (Sam Mumby @ 3GBG Games)

OOPS (Sam Mumby @ 3GBG Games)

Apparition (Seth Kenlon)

Oh Dear God, What's That Burning Across The Sky (ManglingMinis)

Midden Miners (Rob Dunbar)

The Accords (Mark Meredith)

mischiev28 (twabbis @dessicateddope)

A Spot of Bothers! (Ty Mirko)

The Play's The Thing (Ben Iverach-Brereton)

Arriving on Poriterra (M. Ohnsorge)