

GOOD[®] THE BATTLE WEBSITE POWERS

"It's WAR!!

. . . BUT IN A DIGITAL DOWNLOAD SORT OF WAY."



Good: the Battle Website Powers 1st Edition
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"Good. . . It's the new OK."

R. Furlong, A. Munson, A. Mortimer

INTRODUCTION

Good: the Battle is a miniature based combat game played using 20 sided dice (D20), everything you need can be found in the Core Rulebook. What we have here are web exclusive special powers. Just to give you some more options for your miniatures. Hoorah!

NEW SPECIAL POWERS

LEVITATION

Your character hovers (just a bit) off the ground, due possibly to a magic carpet, witchcraft, a pretty rubbish jetpack, or an army of invisible hamsters beneath their feet. Users of this power they ignore all terrain effects, such as lava, water and the like, unless the character opts to go into them.

GROWTH

Your character can increase their size by a significant margin, most likely due to a faulty pituitary gland or from comic book style accident. You may choose to do this during the characters movement phase, instead of moving. Replace the character with a different (and bigger) miniature, reducing your Good value by 10. This new miniature will follow the miniature bonus rules immediately, but cannot use any of their special powers while in this growth state. Your character may 'un-growth' in any subsequent movement phase, but will not gain the Good points spent, but now may use the powers that were originally assigned to them.

DISARM

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

RE-ARM

If you have just been disarmed, on the following turn roll 1D20 on 11+ you manage to re-arm yourself in some heroic way, and get all your miniatures bonuses back.

GOOD AT EVERYTHING

After disarming an opponent a character with this skill may gain the miniature bonuses they removed from their opponent. This 'gained miniature bonus' is cumulative, so it adds to the miniatures base bonuses, plus any other disarms.

A LITTLE BIT OF GOOD

This skill is only available for miniatures that are smaller than 1/2 an inch. Your character is so small that all ranged attacks against them require a base of 15+ to hit. However, in close combat your opponents deal an additional 3 Bad damage, after rounding, each time they hit.