Quick Reference Sheet

It's a sheet made entirely for quick reference, hence the name. Tarquin is a nice name.

Good is Good — Bad isn't.

Set-up:

Agree starting Good value. Place terrain. Players begin at least half the agreed Good value apart.

Game Stages:

Movement

Each inch reduces the characters Good value by one.

Attack

Each inch of range reduces the characters Good value by one.
Nominate Amount of Good points, and reduce Good value by this amount.

Type of Attack	Range	Close	Or Free Move
To Hit	11+	6+	3" free movement

Charge Up

No Action (or Just Free Move)	Moved, Attacked, Used Power
D20	½D20

End of the Game

Standard Game	Scenario
Loser is first player who's character's Bad equals starting Good Value	See Scenario Rules (obviously!)

Other Shenanigans that may occur

Going above your Good Limit.

Each and every turn above your limit, Roll 11+ on D20, or go back to starting value.

Making Rolls extra Good

Good can be added to rolls without *, to improve success 1 Good = 1 level of improvement

Healing

Nominate Good. Roll 11+ to remove twice this amount of Bad. Fail this roll and take half this as damage.

Terrain Types

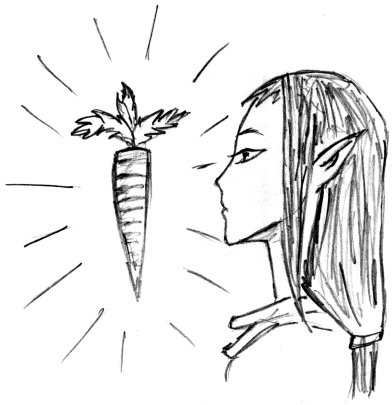
Type 1 — Long grass, puddles, marshland, a crèche, light woods etc.
Type 2 — Streams, ponds, heavy woods, marbles, a big pile of corpses etc.
Type 3 — Rivers, lakes, quick sand, lava, wet cement, stomach acid etc.

Terrain Grades

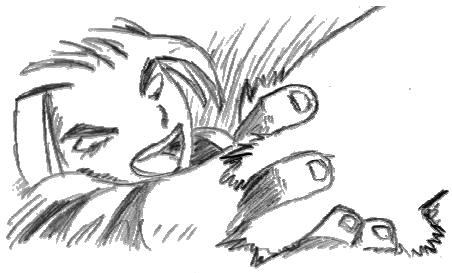
Grade 1 — Wire mesh fencing, paper, glass, light undergrowth, school children, etc.
Grade 2 — Trees, Corrugated metal sheets, wooden fences, car doors, cows, etc.
Grade 3 — Tanks, Concrete bunkers, entire houses, hills, mountains, the Moon, etc.

Basic Miniature Bonuses

Single Close Combat Weapon: +1
Multi Close Combat Weapon: +2
Heaving Great Big Weapon: +3
Single Ranged Weapon: +1
Two-Handed Ranged Weapon: +2
Huge Ranged Weapon of Doom: +3
Each Inch Above First: +5 Good and +5 Bad
Means to Fly: Gives Flying Ability



GOOD©
THE BATTLE



PROJECT GOOD©

NICE
THE EXPANSION