

SKATING PENGUINS, MkII

The combatants --which can come from the history as well as future of 3D combat-- are, of course, imaginary: which means they can be anything the players decide. The examples provided (and their respective statistics) are included as guidelines only. The only concern regarding descriptions and statistics should be whether all players involved agree to the ratings/abilities given to any particular penguin: There should be no worries about a raid from the enforcement division of Jane's All the World's Penguins publishers to complain about the top speed assigned to a Sopwith Penguin.

As with all other Brawl Factory games, this guiding principle of personal preference applies to the rules themselves: If some part ruins the fun had while playing --or if a different method / game-mechanic can produce more fun-- then players should discard or change or substitute the offending rule to better suit local tastes. All I ask, as the designer, is that you take the time to send me complaints so that I could possibly repair the game or --better yet-- let me know of your new, better idea so that it can be shared with others: I'm in this for the fun, so the more the merrier!

PIECES-PARTS

PLAYING SURFACE:

Movement and firing-range are hex-based, therefore the playing surface needs to be laid out with a hex grid. The size of the hex needs to accommodate one figure per hex. The overall size of the playing area is open to personal preference, though much less than a 20 x 20 -hex field will prove to be crowded for a game with more than a half-dozen figures. While an "open seas" playing convention can be used to allow for an infinite amount of area, I prefer to establish a border to keep the action centered -- having an edge that figures can fall off of adds a nice twist to the play (as well as keeps the speed-demon players in check...zooming around is tough when you have to keep turning to stay on the table!).

Terrain features that can be built/marked on the surface can include rough spots, holes, and various obstacles (which can be soft --like snowdrifts, or hard --like rocks). As with the penguins themselves, the GM's imagination is the only restriction on what sort of features can be included (ramps?...snowmen?...frozen explorers?...).

FIGURES:

There are, to my knowledge, no manufacturers of penguin figures with airplane (or spaceship) wings such as I originally made for the game. Since, however, the look of the figures is --like the penguins themselves-- completely imaginary, there's nothing other than a player's own desires to dictate what the figures used should look like. In other words: you can use whatever you want to represent each particular penguin-warrior. It would be helpful to gameplay if --at the least-- some sort of feature / marking / whatever be included with the figure so that other players around the table can recognize / identify what kind of penguin it is (eg: Sopwith penguin? F-86 Sabre penguin? X-wing penguin?) and be able to play accordingly with knowledge of the figure's characteristics and abilities.

Aesthetics aside, each figure should be based in such a way that allows the display / representation of both the figure's facing and direction. Since the two qualities are independent of each other in the game (ie: a figure can be facing one way and moving in a completely different direction) there needs to be an indicator for both. It is also a good idea to have a speedometer on the base / figure, as speed changes regularly during play. Some sort of numbered marker / die can also serve the purpose. Having players keep track of their speeds in a written log --while possible-- is discouraged and, IMO, a last-ditch solution because of the drag on speedy play its use creates.

Each figure will have ratings / abilities that govern their performance in the game. These can be written on cards for reference during play. The qualities are:

Thrust, Brake, Top Speed, Maneuverability, Target size, Damage Points, Weapon Power, Weapon Accuracy, and Weapon Arc-of-Fire.

Sample values for four general types of penguin (WW1, WW2, Jet, and Spacecraft) are given. As mentioned in the introduction they are provided as guidelines only.

OTHER STUFF:

Six-sided dice (two colors: text uses B&W), and figure Stat Cards (or other record to track damage).

FIGURES

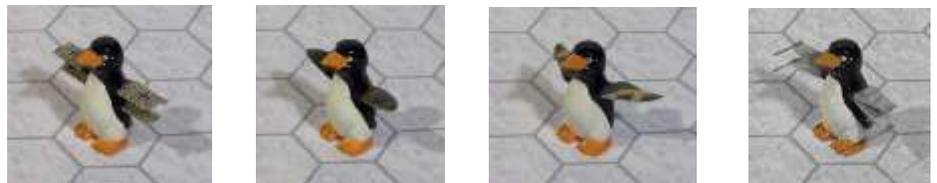
Here is how I chose to show the three qualities of facing, direction, and speed. The figure, poker chip (with numbered scale around perimeter), and black arrowhead (on the lower left of the poker chip in the photo on the left) all spin independently.

The figure itself displays the facing --in the photo on the left, this is towards adjacent hex "A". The black triangle / arrowhead indicates the direction --in the photo on the left, this is towards adjacent hex "B". To show the speed, the poker chip is spun under the figure until the tail points to the correct number --in the photo on the right, the current speed shown is "5".



STATS

A sample of penguin types and statistics -- Not to be considered in any way authoritative!



	<u>WW1</u>	<u>WW2</u>	<u>JET</u>	<u>SPACE</u>
DAMAGE POINTS	12	15	18	9 ⁵
TARGET MODIFIER ¹	+1 to range	-	-1 from range	-
WEAPON DAMAGE	1d -1	1d	1d+1 or 3d ²	1d or 2d ⁴
WEAPON ACCURACY	+1 to range	-	- or note ³	-1 from range
TOP SPEED	5	7	9	none
THRUST	1	1 or 2	1 to 3	1 to 5
MANEUVER TEST MODIFIER	+2	-	-1	+1

¹ Apply range modifier when other figures fire on figure

² In addition to cannon (1d+1) Jets have two missiles that do 3d damage

³ Missile To Hit # by range: 9 at 1-5, 7 at 6-10, 6 at 11-20, 9 at >20. Arc of fire +2 per 5 range

⁴ Spacecraft must use energy to fire: Subtract 1 or 2 from either/both thrust and/or shields

⁵ Shields: 12 points of shield-power is allocated to the six sides at the start of the game
Points can be placed wherever player desires, but may not be switched later
When hit, subtract shield strength before applying damage points to the figure