

Home Alone: The Game

By Andrew Cattnach

Battlefield¹

The board should be approximately 30" x 22" in size. Terrain is set up by the defender, with Kevin in the middle. Place up to five Trap Tokens (40mm in diameter) anywhere on the board 6" away from any board edge and at least 3" from other Trap Tokens. All ranges are measured from the edges of the Trap Tokens.

Harry and Marv are deployed touching any board edge, but must be on opposite board edges to each other.

The Game

Kevin has a movement of 5" and the Wet Bandits have a move of 4" each. Each round, Harry and Marv move first followed by Kevin. If either of the Wet Bandits ends a move in base contact with Kevin, he is caught and the game ends.

If either of the Wet Bandits can draw line of sight to Kevin, they must move directly towards him as far as possible in a straight line, even if this moves them over a Trap Token.

The Wet Bandits each start with 5 wounds. When a Wet Bandit moves over, or ends a move in contact with, a Trap Token, the trap is triggered. Describe what happens to the poor Bandit and roll a D6. On a 3+, reduce their wounds by 1 and remove the Trap Token from the board. A roll of 6 causes 2 damage.

If, at the end of 15 turns, Kevin has not been captured, Kevin wins and the Wet Bandits go to jail having fallen afoul of a few too many traps!

Stratagems

Both sides start the game with 2 Stratagem Points, gaining an extra one at the start of each round starting from the second. Each Stratagem costs 1 Stratagem Point to use and can only be used once per round.



¹ Illustration credit: <https://the-dots.com/users/hayley-dwan-518724>

Kevin:

“You Guys Give Up, Or Are You Ready For More?” - Place Trap Tokens anywhere on the board 3” or more away from the Wet Bandits, until there is a total of five Trap Tokens on the board.

“I’m Really Scared!” - Activate at the start of the round. Any Wet Bandits within 12” of Kevin must immediately make a 4” move directly toward him, even if this would carry them over a Trap Token.

“That’s...Three” - Activate when a Trap Token fails to wound one of the Wet Bandits. You may reroll the wound roll.

“AAAAAAAAAAAAAGH!” - Once per game. Activate when a Wet Bandit’s move would take them into contact with Kevin. Kevin may immediately make a free move action before the Wet Bandit model moves.

Wet Bandits:

“Don’t worry, Harry! I’ll get him!” - Activate when a Wet Bandit triggers a Trap Token. The other Wet Bandit may immediately make a free move.

“That’s Two. Let’s Get Him!” - Activate when a Wet Bandit triggers a Trap Token. Roll a D6. If the total equals or exceeds the wound roll, any reduce damage caused by that Trap Token to 0.

“I’m Gonna Murder That Kid!” - Once per game. Activate when a Wet Bandit is on 3 or fewer wounds. They regain D3 lost wounds (to their maximum of 5).