

It's beginning to look a lot like Squigmas...



## A 'Hand' of Dice

On your turn: Roll 6D6 - they can be applied in any order

- 1s are bad! They cannot be combined into any combo (other than a straight). You fall over. Place your model on its side.
- Doubles!! Take one action: Make a Move / Make an Attack.
- Triples!!! Take two actions: Make a Move / Make an Attack.
- Quads!!!! Take three actions: Make a Move / Make an Attack.
- A straight (i.e. 1,2,3,4,5,6) is amazing. Take five actions: Make a Move / Make an Attack. This is the exception to "1s are bad!"
- 6s are great! You can change a 6 into any other number.

## Cancelling 1s?

- A 1 may be cancelled by any other die; that die may not be used for another purpose this turn.

## Actions

### **Make a Move**

Move the model 4" in any direction (including vertically); Obstacles less than 1/2" high don't disrupt horizontal movement.

### **Make an Attack**

Pick a single target within 6" and roll 2D6:

- Double 1s (uh oh!): You fumbled your grenade. The opponent to your left can push your model (in a straight line) up to 3" in any direction and place it on its side.
- If the target is placed on their side or any part of the model is obscured to the attacker, a 6 means they're hit. Otherwise a 5 or 6 means your grenade (they're Squigmassy as they're shaped like snowballs!) has hit; the target takes a wound, then you push the target up to 3" (in a straight line) in any direction and place the target on its side.
- Doubles (not 1s) mean your grenade has exploded under the target: the target takes a wound, push the target up to 6" (in a straight line) in any direction and place the target on its side.

### **Standing Up**

- A model may not Move or Make an Attack until it has stood up. It costs a Double to stand up.
- Standing Up is considered a Make a Move action.

### **End Move in Base to Base?**

- If a model is on its side, then they Stand Up.
- The owner of each model in Base to Base rolls 4D6: the highest number of 5s or 6s wins; roll again for ties. 1s must cancel a 5 or 6 if possible. The winner pushes the losing model(s) 3" (in a straight line) in any direction and places them on their side.
- The winner may take one piece of equipment or a flag from their opponent's model.

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## **Scenario: Capture the Squigmas Tree**

### **Deployment**

- All teams have a spawn point on their edge of the board.
- Place a flag equidistant from all spawn points.
- Deploy teams within 12" of their spawn point; each model should touch the board edge.

### **Winning?**

- If a model carries the Flag into contact with their board edge they win!

### **The Flag (aka the Squigmas Tree)**

- The flag is picked up when a model moves into Base to Base with it. Their movement ends.

- A model performing a Make a Move action has their movement (not pushes) reduced by 1" while carrying the flag.
- The flag cannot be passed voluntarily to another model.

### **Respawning**

- If a model has a third wound placed on it; it must be returned to Base to Base with their spawn point; remove all wounds.
- If it was carrying the flag or equipment, it must be dropped by the owning player (in base contact) before returning the model to the spawn point.

### **Sudden Death**

#### **Presents!**

- There are several presents on the battlefield. These are picked up in the same way as flags. Draw a card to see what your present is! If it is equipment it must be equipped to the model that collected it.
- Presents do not reduce movement unless stated otherwise.
- Types:
  - Shoota! The model carrying this piece of equipment may Make an Attack at a range of up to 12".
  - Big Bomb! When this model takes a Make an Attack action, it may also target D3 additional models within 3" of the original target. Note: Shoota! and Big Bomb! stack.
  - Choppa! The model carrying this piece of equipment rolls 6D6 when fighting models in Base to Base.
  - Choppa & Shoota!! Counts as carrying a Choppa! and a Shoota!
  - Teleporta! Move this team's spawn point to anywhere within 24" of it's current location. The Teleporta! is then discarded.
  - Reroll! This allows the owner to reroll as many dice in a Hand they wish or a full set of attack dice. The Reroll! is then discarded.