

SHORT RULES FOR PUBLIC PARTICIPATION GAMES.

Turn Sequence 1) Moving, 2) Speaking, firing and fighting, 3) Morale throws.

MOVING

Movement rates marked on the character cards, people 4” to 6”, running double.
 Heavy load -1”. Really heavy load 2 men -2”. Two rounds Fighting or Speaking per move.
Obstacles most deduct 1” from move. Difficult take 3” and really difficult 5”.

FIGHTING

Fighting strengths are marked on the cards generally: men -1 to +2, women -3 to 0. 2 rounds per move
 Fighting is done throwing D6 +fighting value + any weapon or other Factors each in competition.
 Factors, full surprise +2, half surprise +1 height advantage +1, shaken -1, groggy -1, enraged +1, wound deductions, long axe -2, mounted +2, Charging +1, Mounted charge +2.
Outnumbering mean of Dice +2 for 2, 3 for 3 etc to one.
RESULT: 1+ wins unscathed, 0 drawn no advantage, -1 Flinches, -2 Staggers, -3 Downed.

LI = Lightly injured (pink) -1" move -1 melee or firing & MT if not bandaged D6 each move 1, extra -1 to move & fighting

BI = Badly injured (Green) -2" move -2 melee & MT improving 1 if bandaged.

DI = Dangerously Injured (red) -3" move -3 melee & MT (improves 1 if bandaged) D6 each move 2-collapse critically injured.

AD = Apparently Dead (Blue or Black)

Wound Value is used to total up on a creature. See page 4.

Outnumbering mean of Dice +2 for 2, 3 for 3 etc to one.

1+ wins unscathed, 0 drawn no advantage, -2+ Flinches, -4 + Staggers, -5- Downed

SAVING THROWS AGAINST BLOWS D6 +/- SDD

Piercing Weapons , knives +1, pistol bullets 0, rifle bullets -1, bayonets -2, axes -3, halberds -4 etc	
Flinches	5+ superficial, 3+ lightly injured (LI) -1" move -1 melee or firing & MT if not bandaged <u>D6</u> each move 1, extra -1 to move & melee , 2- screams badly injured -2" move -2 melee & MT improving 1 if bandaged.
Staggers	5+ lightly injured (LI) -1" move -1 melee or firing & MT if not bandaged <u>D6</u> each move 1, extra -1 to move & melee, 3+ screams badly injured -2" move -2 melee & MT improving 1 if bandaged. 2- Dangerously injured -3" move -3 melee & MT (improves 1 if bandaged) <u>D6</u> each move 2-collapse critically injured.
Downed	5+screams badly injured -2" move -2 melee & MT improving 1 if bandaged. 3+ Dangerously injured -3" move -3 melee & MT (improves 1 if bandaged) <u>D6</u> each move 2-collapse critically injured. 2- Apparently dead.

Bludgeoning Weapons , fists 0, handbag -1, club -2, whip +1, brick -2, stone -1	
Flinches	4+ superficial enraged +1 in melee, 3- hurt MT
Staggers	4+ hurt MT, 3- Lightly injured -1" move -1 to melee & MT,
Downed	4+Lightly injured -1" move -1 to melee & MT & -1 in melee to rise, 3- Stunned <u>D6</u> each move needing 6 to recover to groggy a move & MT

Fighting to Overpower, trying to break free +1, hands 0, rope -1, sack -2

Each character throws D6 + Fighting Factors, weapon & other Factors in competition.

Factors, full surprise +2, half surprise +1, height advantage +1, shaken -1, groggy -1, enraged +1, wound deductions, hands tied -3, feet tied -2.

Results if trying to overpower -1 failed, 0 still struggling, 1 still struggling but enraged +1 to next moves melee, 2+ still struggling but MT for opponent, 3+ overpower carry out act opponent screams & MT (gag or tie hands or force down drugged drink etc) 5+ overpower carry out act opponent silent but MT, 7+ carry out two acts & MT. (unopposed +2) **Results if trying to break free** 0- still struggling or worse. plusses give the number of inches moved away from attacker.

Firing rules (noted on the cards) Firing takes place after moving but opportunity shots at passing targets can be fired with an additional deduction of 1 from the hit chance, -2 if being attacked from less than 10cm.

First dice for the number of shots fired during the move, varying dice for different weapons.

Then dice for hits on stated target D6 +F

Factors

good shots +1	target in cover -1	firer moved over 2'' -1	rested long gun +1
Poor shots -1	Coup de grace shot within 1'' +2	target moved over 6'' -1	telescopic sight +1

On achieving a hit, dice D6 (+2 if Coup de grâce) 5+ Downed, 3+ Staggers, 2- Flinched.

The target player then throws a saving throw as under **Piercing Weapons**.

Firing Weapons SSD = saving throw strike deduction

J = Jammed , D6 5+ cleared fires next move, 3+ takes next move to clear jam, 2- Useless for rest of game.

Factors: Regular Soldier +1; Peasant & Levy -1.

Short barrelled weapons (pistols, SMG, Shotgun)

Basic Hits	2''	4''	8''	12''	18''	24''
	3	4	5	6	7	8

Weapon	Range	SSD	Rounds Fired						Rounds
			1	2	3	4	5	6	
Revolver	12''	0	1	1	1	2	2	3	6
Automatic	12''	0	J	1	2	2	3	3	8
Thompson	24''	-1	J	D6+1					magazine
Bow	18''	+1	1	1	1	2	2	3	12
Blowpipe	12''	-1	0	1	1	1	2	2	24
DB Shotgun	18''	2'' -2; 5'' -1; 9''-0; 14'' +1; 20'' +2	1	1	2	2	2	2	2
Shotgun	24''	2'' -2; 5'' -1; 9''-0; 14'' +1; 20'' +2; 24'' +3	1	1	1	1	1	1	1
Pump shotgun	18''	2'' -2; 5'' -1; 9''-0; 14'' +1; 20'' +2	1	1	2	2	2	3	8

Long barreled weapons (muskets, carbines, rifles, automatic files)

Basic Hits	4''	8''	16''	24''	36''	48''
	3	4	5	6	7	8

Weapon	Range	SSD	Rounds Fired						Rounds	
			1	2	3	4	5	6		
Modern Rifle	36''	-1	1	1	1	2	2	2	5	
Lee Enfield	36''	-1	1	1	2	2	2	3	10	
BAR	36''	-1	J	D6-1					20	
Elephant gun	24''	-3	1	1	1	1	2	2	2	-1 on hit score
Sniper rifle	48''	-2	1	1	1	1	1	2	5	+2 to hit score

Firing into hand to hand fighting D6 each miss, 1,2 hit friend. If enemy is large the 1 hits a friend.

Throwing Weapons Simple hits are as for bludgeoning weapons. The given throwing ranges are modified by characters melee factor HR= Half Range FR= Full Range

Weapon	Range	SSD	HR	FR	Other	To hit special
Stone	8"	-1	4+	5+		
Spear	6"	0	3+	5+		
Bottle	6"	0	4+	5+		
Molotov Cocktail	6"	0	3+	4+	Fire terror	
Grenade *	6"	-	3+	4+	SDD 1" -1; 2" 0; 3" +1	
Dynamite stick*	6"	-	4+	5+	SDD 1" -1; 2" 0; 3" +1	Fails on 1
Gas bomb	6"		2+	4+	See special rule	Fails on 1

Weapon Exploding Point – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point D6 (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away.

Use 6 sided dice with arrows on it for direction from aim point.

* Anyone within 1" of exploding point can try to kick (standing) or throw (prone or kneeling) it away D6-3inches.

Gas Bombs create a gas cloud 6" in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

Hearing Ranges U = understood H = heard

Whispers U 1", H 2". Normal speech U 3", H 6". Shouts U 6", H12" Screams & shots H18".

Morale Testing (MT)

Morale is thrown for when injured (as above), when an initial shooting is within 12", hearing a scream from a non enemy within 6", when a friend routs within 6".

<u>D6</u> + Factors	Factor		Factor
Armed	+1	Groggy	-1
Each armed comrade within 3"	+1	Light Injury	-1
Elite	+2	Badly Injured	-3
Trained	+1	Each comrade downed or surrendered within 6"	-1
Fright Value of scary thing within 9"	TI	Each comrade apparently dead	-1
		Fright Value of the scary thing!	?

C= Controlled, S= Shaken, P= Panicked T=Terrified,

		C	S	T			C	S	P	T			C	S	P	T
Hero	Vet	1	-2	-3	Hero	Exp	2	-1	-2	-3	Hero	Novice	2	1	-1	-2
Brave	Vet	2	-1	-2	Brave	Exp	3	0	-1	-2	Brave	Novice	3	2	0	-1
Normal	Vet	3	0	-1	Normal	Exp	4	1	0	-1	Normal	Novice	4	3	1	0
Cautious	Vet	4	1	0	Cautious	Exp	5	2	1	0	Cautious	Novice	5	4	2	1
Coward	Vet	5	2	1	Coward	Exp	6	3	2	1	Coward	Novice	6	5	3	2

Controlled means will do as player wishes

Shaken means will not move and is -1 in melee and firing hit chances for next move.

Panicked means stands screaming a move and dices for MT again for the next.

Terrified means will run to safety if able or cower down or surrender if not.

Nerve

When a character or lone individual is required to carry out a task that involves risk he rolls a d6 needing 5+ to attempt the task. He must then roll to carry out the task as normal.

Most named characters +2
Most named NPC +1
Trained for it +1 (cumulative with below)
Done it before +1
Done it lots of times +2
Failed before -1
Failed lots of times -2
“Oh Sh*t” -2
“Oh Mummy” -3
Fears nothing +1
Particular fear -1 to -4
Etc...

If he fails then he does not do it and cowers back. He may try again next go but suffers the penalty for failing before.

Narrative

The search for Skull Island has been mounted to find the fabled King Kong. The vessel commissioned by Curly Tonayles is the SS Speculate a combined cargo and passenger steamer. In order to fund the project he has sold places on the trip to several rich individuals who have sent their former mistresses as a way of getting them out of the way for a while or perhaps losing them altogether.

The filming started yesterday and the natives interfered with filming by trying to buy Sue Flaye after the film crew disturbed some ritual that was taking place. During the night Sue Flaye disappeared from the ship and before dawn the drums from the village woke everyone. The ritual was starting again. This time Sue Flaye was the sacrificial victim and the crew mustered to rescue her. The first three parties set off in the ship's boats and three more made the balloons ready.

The Game:

Up to 7 players can take part: Kong, 3 parties in balloons, 2 parties on foot (one at the gate and one at the left end of the wall) and 1 party on the beach just landed from the launch.