GOALSYSTEM QUICK SKIRMISH (GQS)

GOALSYSTEM QUICK SKIRMISH PROVIDES a great way for you to play miniature battles on the tabletop with your Gothic Horror figures from Blue Moon Design. All you'll need to play are the figures from this box, a handful of six-sided dice (the kind you will find in most popular board and parlor games), a tabletop "battlefield" measuring roughly 3' x 3', measuring tape, and a friend to act as your opponent. Will the vampire and his minions defeat the intrepid heroes, or will the forces of good prevail?

THE BASICS

GQS IS A FAST PLAY SYSTEM featuring a central mechanic called the goal roll. Most actions in the game require a goal roll, and during every goal roll a model has a certain number, or pool of dice which its player must roll. The player rolls the dice and looks for dice rolling 4 or greater (i.e., 4, 5, or 6); this will determine the number of goals collected in that throw. Dice rolling less than 4 are ignored.

Example: Sir Godfrey Hampton wishes to strike a foe in Close Combat. He rolls 5 dice and gets a 2, 3, 4, 4, and 5, for a total of 3 Goals.

THE POWER OF 6
Rolling a 6 in GQS is special. Whenever a model rolls a 6 on a throw it counts as two goals.

Example: Mladic the ghoul's player rolls his five Strength dice and gets 1, 3, 4, 4, and 6 for a total of four goals.

OPPOSED ROLLS
Some of the most important goal rolls in GQS are Opposed Goal Rolls. When one model attacks another, the attacker rolls his trait dice against the defender's trait dice in an opposed contest. The model that gains more goals (dice rolling 4+) wins the contest, and in the case of combat, might successfully strike, harm, dodge, or resist.

In all opposed goal rolls, ties go to the defender.

TARGET NUMBERS
Certain values in GQS are fixed, and require no dice rolling. These values normally represent target numbers that opposing models must resist. This most often reflects the action of combat, where a model struck by an attack must resist the attack's target number or suffer damage. See the combat section below for more details. In combat situations, target numbers are denoted as Damage Numbers, or "DN#" in the model write-ups on the flipside of this rules sheet.

MODEL TRAITS

MODELS IN GQS POSSESS traits that tell players how many dice they roll for attack, defense, and special situations. These traits are summarized for the models on the reverse side of this rules sheet. GQS models possess Primary and Secondary traits.

PRIMARY TRAITS
The three primary traits are Attack, Defense, and Edge. Attack and Defensive are the number of dice a model rolls in combat. Edge represents a catch-all category that might reflect a model's mental acuity, learned skill, or supernatural powers.

SECONDARY TRAITS
The two secondary traits are Move and Vitality. Move is the distance in inches a model may move each round. Vitality is the number of hits a model may suffer before being removed from play due to its injuries.

SPECIAL TRAITS
Special Traits can provide adders to the Primary traits, or take the form of equipment, or powers like a vampire's ability to turn into mist.

ACTION ON THE TABLETOP

THE FOLLOWING SECTION DETAILS how miniature combat is conducted in GQS.

THE COMBAT ROUND
Combat rounds provide a structure where players' models all get a chance to act once before a new round begins. Each model receives a turn, and thus each round consists of a number of turns equal to the number of models in the game. At the beginning of the game each player nominates a leader model, and at the beginning of the round each leader makes an initiative goal roll using his Edge trait. The leader who wins the initiative (scores more goals) decides which side activates a model first. Re-roll any ties. Once the first model has activated, the opposing player activates a model, and then the activations go back and forth until all models have been activated.

MOVEMENT
A model's Move trait indicates how many inches it may move on its turn. This movement may be taken before, after, or in between the model's attacks. In other words, a model with 5" of Move may walk 2", fire its pistol, then spend its last 3" of Move to duck behind a building. Areas designated as difficult ground (like a swamp or thicket) cost twice the normal amount to move through. So a model possessing Move 5" walking through difficult ground would only actually cover 2.5".

ATTACKS
Attacks are opposed goal rolls between an attacker and a defender. All models may make one attack per turn. As noted above, they may do this before, after, or in between spending their allotted movement.

Attacking models use their Attacks trait and defending models use their Defense trait. Unless otherwise stated by an Edge in the model's profile, all attacks a model possesses are assumed to be close combat attacks. Models must be in base contact to battle in close combat. That is, their bases must be touching. A model may make one attack on its turn.

If the attacker scores more goals than the defender he hits and the defender must roll his defense again versus the attack's damage target number. If the attacker scored 3 or more goals than the defender, he adds +1 to this target number.

DAMAGE NUMBERS AND VITALITY LOSS
Models will face three classes of damage numbers (DN): Light (3), Medium (4), and Heavy (5). As stated above, a particularly successful attack will add +1 to this number. The target model rolls its Defense dice and compares the goals scored to this number. If they equal or exceed the damage number, no Vitality is lost. If they are less than the DN, the model suffers the difference in Vitality loss. For example, if a monster hunter strikes a vampire with a holy blade (DN4), and the vampire only sores 2 goals on his Defense DR roll, it would suffer the loss of 2 Vitality points.

Other special traits could add to a weapon's damage number against specific foes.

When a model loses its last Vitality point it is removed from the board, a casualty of battle.

RANGED ATTACKS
Some models carry firearms or possess powers that allow them to attack at range. This will be noted in the Edges section of the model's profile, along with the number of inches this attack may reach. Ranges should be measured from the edge of the attacking model's base to the edge of the target model's base. If the target model lies beyond the attack's range, it automatically misses, otherwise an opposed Attack vs. Defense goal roll is made normally. If the attack goal total exceeds the defense goal total by 3+, add +1 to the DN. A model may not make a Ranged Attack while in base to base contact with an enemy model.

EXAMPLE OF COMBAT
Sir Michael Hampton, a renowned vampire hunter, wants to attack a lesser vampire. He moves 5" into base contact with her, then makes an Attacks goal roll and scores 4 goals. She makes a Defense goal roll and gets only 1 goal. Hampton wins by 3 goals, hitting her with the stake and adding +1 to its DN. Wooden stakes normally do Light damage (DN3), but Hampton's player checks the model's profile where it indicates that wooden stakes do +1 DN versus vampire models. Now the lesser vampire must roll her Defense again to resist a DN of 5 (3 normally, +1 for the accuracy of the attack, and +1 more for the fact the target is a vampire). The beleaguered undead rolls her defense and scores only 2 goals. She suffers 3 points of Vitality loss. These happened to be her last 3 points, and she goes down, staked by the expert monster hunter!

SPECIAL SITUATIONS

Leaving Close Combat—a model may leave a close combat with an active foe if it makes a successful TN3 Edge check. If the check fails the model is stuck in close combat.

Ganging Up—each friend in close combat grants a model +1 Attacks up to a maximum of +3.

Multiple foes—when allies rush in to aid a model fighting multiple foes, the attacking player breaks the combat up into smaller 1-on-1 battles, moving the figures 1" apart to create these match-ups. Any leftover models are added in by the defender.

THE MINIATURE HOBBY

THIS BOX SET REPRESENTS a small taste of what the miniature hobby has to offer. It is perfectly acceptable to use these rules and play with the figures just as they are, but one of the true joys of the miniature gaming hobby lies in painting your miniatures. Players interested in painting their miniatures can acquire paints and brushes cheaply at craft or department store. Newcomers to the hobby should check out the step by step guide presented on the far-left corner of this sheet for more details on how to go about painting their miniatures.

These rules and figures are just the tip of the iceberg! The GoalSystem Quick-Start represents just a taste of the fun of our larger Chaos series of games. For a whole weird universe of adventure from Blue Moon Manufacturing and Four-Color Figures check us out at:

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CHARACTER PROFILES

WHAT FOLLOWS ARE CHARACTER PROFILES for use with the Goalsystem Quick Skirmish rules on the reverse side of this sheet. These profiles can be used with the models in the box you have purchased. Special traits marked with an asterisk have already been factored into the model's profile. Special traits with boxes ([]) are limited use abilities that must be marked off after use. They may be employed a number of times per battle equal to the number of boxes they have.

THE MASTER DETECTIVE
ATTACKS 3 (DN4)
DEFENSE 3
EDGE 5
MOVE 5" VITALITY 3
SPECIAL TRAITS
[] [] Brilliant Deduction! (The Master Detective may use his Edge stat to attack or defend.)
On the Hunt (The detective and his assistant begin the game 8" in on the board edge opposite the one the Ripper begins the game on.)

THE LOYAL ASSISTANT
ATTACKS 4 (DN2 or DN4 10")
DEFENSE 3
EDGE 3
MOVE 5" VITALITY 3
SPECIAL TRAITS
[] First Aid (The loyal assistant may make an Edge roll and for every two goals scored restore 1 Vitality to a friendly model.)

THE LONDON BOBBIES
ATTACKS 3 (DN4)
DEFENSE 3
EDGE 3
MOVE 5" VITALITY 3
SPECIAL TRAITS
Well Trained (A London Bobby within 1" of another London Bobby model receives +1D to defense goal rolls.)
Station House (This model begins the game in a building in the center of the board.)

JACK THE RIPPER
ATTACKS 4 (DN4)
DEFENSE 3
EDGE 3
MOVE 5" VITALITY 3
SPECIAL TRAITS
Butcher (The Ripper must move to and attack a Lady of the Evening Model if she is the closest model to him.)
Dark Stalker (The Ripper may move an additional 3" when trying to reach base contact with a Lady of the Evening.)
Random Setup (The Ripper begins the game placed 8" in on a random board edge. Number each edge of a square board 1-4, then roll a D6 for the Ripper.)

LADIES OF THE EVENING
ATTACKS 2 (DN2)
DEFENSE 2
EDGE 2
MOVE 5" VITALITY 3
SPECIAL TRAITS
Random Setup (Players should set up Ladies of the Evening models 12" in from a random board edge. Number each edge of a square board 1-4, then roll a D6 for each lady. Re-roll results of 5-6. Do this until all Ladies have been placed.)
Blood-Curdling Scream (When a Lady loses her last Vitality point she lets loose with a blood-curdling scream that brings the authorities running. The Master Detective, his loyal assistant, or any bobby within 20" gets an automatic and immediate 5" move toward the scene of the lady's demise.)

PIC 1
It's simple to start painting figures! Begin by cleaning any mold lines off your figure, gluing it to a piece of thick card, and painting it with a black (or white) acrylic undercoat. A little white glue will hold it on the card and make it easier to handle while painting.

PIC 2
Use a limited pallete of colors when painting your first figure. Choose basic colors that complement each other and apply them evenly to all areas. If using a black undercoat, try to leave some black in recessed areas to create depth and shadows in folds.

PIC 3
You can create highlights for your base colors by mixing lighter versions of those colors with the originals (you can use a piece of an old milk carton as a pallete). If you have a limited number of colors to work with mixing white with the original colors will serve to create nice highlight colors.