

# BATTLECLUB

WACKY WARGAME



# Battleclub Wacky Wargame - Rule Book

(version 1.1 //2024)

Battleclub Wacky Wargame is a turn-based miniature wargame where you engage the enemy by flicking, and each miniature has a specific mechanism to translate your flicking movement into different types of attacks (shooting, stabbing, swinging, etc.). In this game, you don't rely solely on luck and stat counting; just move your armies forward and flick away!

## Turn-based strategy

In this game, each player controls an army, taking turns to achieve the game objective (wipe out the other team, control an area for x turns, destroy a building, etc.). The number of actions you can take per turn is determined by Action Point(s).

At the beginning of the game, agree on how many units you can bring in, and the size of your army will determine your starting Action Points (APs). Your starting APs are your unit count reduced by one (starting APs = unit count - 1), so if you have 5 units, you start the game with 4 APs.

During your turn, spend your APs on any of the following actions, with each action costing 1 Action Point:

1. Move one unit based on its Speed Points.
2. Flick one unit to perform an attack (melee/ranged).
3. Reload one bullet into a weapon (ranged units only).
4. Perform a unit's battle technique, which also costs the unit's Tech Points.

In general, any actions you perform during your turn will cost an Action Point, with the only exception of rotating your unit.

## Ranged attack

A ranged attack is any flicking action performed using a bullet. To perform a ranged attack, the unit's weapon must have a loaded bullet. Aim at the enemy unit you want to target (you can rotate your unit to aim; it doesn't cost any APs) and flick to shoot the bullet. The bullet must directly hit the enemy to be considered a successful hit; no ricochet.

The damage dealt from a ranged attack depends on the bullet used. The bullet is essentially a dice with multiple surfaces containing different amounts of damage. After the bullet successfully hits the enemy, check the top surface of the bullet to see how much damage you dealt (e.g., if it shows 2 stars, you dealt 2 damages; if it shows no stars, it's a dud).

### **Melee attack**

A melee attack is any flicking action performed against the enemy without using bullets. To perform a melee attack, move your unit so the enemy is within your weapon's reach. Flick the moving part of your unit to perform the melee attack.

The sole purpose of a melee attack is to topple your enemy unit for instant death. When your melee attack connects but doesn't topple the enemy, it's parried, and it doesn't reduce the enemy's HP. When performing a melee attack, aim for a sure-kill!

### **Different ways to die**

In this wacky wargame, if a unit or a part of its body gets toppled, the unit is instantly dead regardless of its remaining Health Points. On the other hand, if a unit's HP is depleted to 0, you also need to topple it, to signify that the unit has fallen in battle.

### **Unit's shield**

Some units are equipped with a shield, useful to protect them from ranged attacks. If a bullet hits the shield instead of your unit's body/weapon, it doesn't count as a successful hit, and no damage is dealt. Utilize this mechanism by placing your shielded unit in front of the unit(s) you want to protect.

### **How to move your unit**

We are using a special ruler to measure distances in the game, including the distance your unit can reach in one action. To move the unit, place the ruler adjacent to your unit, make sure that its speed marker is pointing to the starting point of the ruler (the space marked by a triangle shape), and finally move your unit based on its Speed Point(s).

With the same principle, you can also use the ruler to measure a distance between units, this can be useful if you want to perform a unit specific ability, or to determine an area of effect.



## Navigating around the terrain

Battleclub can be played anywhere without a specific board, you can even use everyday objects (ie. books, pencil case, etc) as a terrain. Your units can also traverse and interact with different terrains on the battlefield.

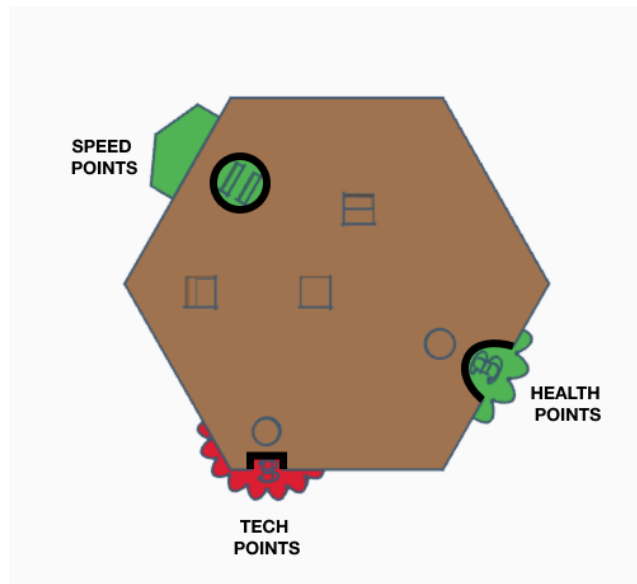
With this in mind, you can also move your units to different heights. For instance, to climb the terrain, your unit first needs to stand adjacent to the terrain you want to climb, and then measure the height using the ruler. To climb, use **your unit SPD reduced by 2**. It will determine if the unit is able to climb or not. If the unit's SPD after reduced by 2 doesn't reach the height, it means that your unit cannot climb it. Climbing requires another AP on top of your movement.

## Unit stats

Each unit has up to three main stats found on the base of your miniatures. Using rotating wheels and replaceable tablets, you can easily change the stats mid-game and keep track of different units simultaneously.

Here are the stats on each unit:

1. Speed Points: Determines how far a unit can go in one action.
2. Health Points: Determines how much damage a unit can take before falling in battle.
3. Tech Points: Determines how many special abilities a unit can perform in one game.



### **Battle technique**

Some units have a specific skill called battle technique, only units with TP wheel on their base can perform battle technique. To use battle technique, a unit must also spend its Tech Point on top of an Action Point.

### **Battle nature**

Through rigorous training from a constant battle, some units have an ability that's hard wired to their brains, and using this doesn't require effort, it is their battle nature. Unlike battle technique, battle nature doesn't require TP to activate, most of the time it's triggered when a certain condition is met during battle (HP below 5, when reloading, when unit dies, etc).

### **Battleground of the deads**

You can play this game anywhere, without a specific board or gridded paper. And to add an extra layer of fun, do not take away any dead units and discharged bullets from the battleground, that way you can use the objects lying around as an extra terrain in the middle of the game.

### **Constant development**

This project is in constant development and any feedback, ideas, and comments are welcomed for the future improvement of Battleclub. There will be more units, items and mechanics to come. If you have some questions or are generally interested in the development of Battleclub, kindly reach out on my [Instagram](#).

Have fun and many thanks!