

TBS BOARDGAME CONVERSION

The following conversion rules are designed to allow you to play Atomic Super Humans Deluxe and Giant Monster Rampage Deluxe as board games instead of free movement miniatures games.

You will need the following items to use these conversion rules.

- A game board with squares or hexes. (referred to as spaces from here on.)
- Several stackable blocks small enough to fit entirely within a space on the game board. (The blocks represent buildings or walls.)
- Monster or character figures small enough to fit entirely within a space on the game board.

If you have all of the above items you are ready to learn how to convert your Toy Battle System game into a board game.

MOVEMENT

When moving a combatant on a game board, the combatant may move 1 space for every 2" of movement it is normally allowed, rounded up. For example, a monster with a distance of 3 can normally walk 6" or run 9". If you were using that same monster on a game board, it would be allowed to move 3 spaces ($6/2=3$) when walking or 5 ($9/2=4.5$ rounded up to 5) spaces or hexes when running.

TERRAIN

Below are the different types of terrain used when playing on a game board. If a terrain piece found in one of the Deluxe rulebooks is not listed it is recommended that it not be used on a game board.

BUILDINGS/WALLS

Any spaces that contains building or wall terrain cannot be moved into or attacked through unless a combatant possesses a power that allows it to ignore terrain as it moves or attacks. Combatants that can ignore terrain as they move cannot end their move in a space that contains building or wall terrain (see the rule of occupancy).

Building or wall sections may be destroyed as normal. When all of the sections that make up a building or wall are destroyed a rubble terrain marker must be placed in the space the building or wall occupied when it was destroyed.

FOREST

Any space that contains forest terrain is counted as 2 spaces for movement purposes and 1/2 cover for combat purposes.

OBJECTS

Any space that contains an object is counted as 2 spaces for movement purposes. If a monster (not a character) enters a space with an object roll a d10. If the roll is greater than the object's toughness rating remove the object from the game board.

RUBBLE

Any space that contains one of the rubble types is counted as 2 spaces for movement purposes. When a combatant enters a space containing rubble terrain or starts its turn in a space containing rubble terrain it is immediately affected by any special rules associated with the rubble terrain before it continues moving.

WATER

Any space that contains water terrain is counted as 2 spaces for movement purposes. Any combatant that doesn't possess the swim power or isn't in flight is treated as being prone if it is in a space containing water terrain.

REACH/RANGE

When determining the reach or range for a game effect on a game board 1 space is equal to 3". For example, the energy blast power has a range of 24". If you were to use that power on a game board its range would be 8 spaces.

RANDOM DIRECTIONS

If a combatant can use a game effect that calls for a random direction to be determined you must determine that direction with a special die. If you are playing on a game board with squares an 8-sided die is the required die. If you are playing on a game board with hexes a 6-sided die is the required die.

Whenever a game effect calls for a random direction to be determined you must pick one facing of the space the direction must be determined from. That facing is assigned the number 1. All other facings, including the diagonal corner of a square are assigned

ascending numbers clockwise from the facing that was assigned the number 1. All facings should be assigned a number. Squares should be numbered from 1-8 and hexes should be numbered from 1-6. Once all facings have been assigned a number the appropriate die is rolled to determine the direction that must be used for the game effect.

COMBAT MODIFIERS

The following combat modifiers replace the standard reach and range modifiers on the appropriate to hit tables. All other modifiers function as normal on the standard to hit tables.

CLOSE/RANGED COMBAT TO HIT TABLE

| <u>Reach</u> | <u>Modifier</u> |
|-------------------|-----------------|
| 1 space | -1 |
| 2 spaces | 0 |
| 3+ spaces | +1 |
| <u>Range</u> | <u>Modifier</u> |
| 1-2 spaces | -2 |
| 3-4 spaces | -1 |
| 5-6 spaces | 0 |
| 7-8 spaces | +1 |
| 9+ spaces | +2 |

KNOCK BACK

When a combatant is knocked back it must be moved along the same diagonal, horizontal, or vertical path.

KNOCK BACK AND BUILDINGS/WALLS

If a combatant is knocked into a space containing a building or wall, it stops moving and is placed in the last space it occupied before entering the space with the building or wall terrain. The building or wall terrain and the

combatant suffer the damage and effects of the collision as normal.

If all of the pieces of the building or wall terrain are destroyed place the combatant in the space occupied by the building or wall and continue its knock back move if applicable.

KNOCK DOWN

When a combatant is knocked down it stays in the space it occupied when it was knocked down.

RULE OF OCCUPANCY

When playing on a game board each space on the board may only contain a single combatant or terrain piece at a time. The only exception to this is objects. An object and a combatant can both occupy the same space, but no more than one object is allowed per space.

TBS BRICKFIELD CONVERSION

The following conversion rules are designed to allow you to play Atomic Super Humans Deluxe and Giant Monster Rampage Deluxe using a playing field constructed out of standard building blocks.

You will need the following items to use these conversion rules.

- A building block base plate that is at least 30 x 30 pips.
- Several building blocks to build the scenery on the brickfield.
- Appropriate number of brickmen figures.

If you have all of the above items you are ready to learn how to convert your Toy Battle System game into a building block game.

COMMON TERMS

The building block conversion uses several terms specific to building block sets that you must know before you can use these rules. These terms are defined below.

ACCESSORY

An accessory is defined as any building block piece that is not considered to be a brick or a plate. These types of blocks are commonly used as decorations.

BRICK

A brick is defined as a standard thick building block containing any number of pips on its surface. These

types of blocks are commonly used to build the bulk of a structure.

BRICKFIELD

This is the name of the playing field when using the building block conversion rules.

BRICKMAN

A brickman is the standard figure type found in various building block sets.

PIP

A pip is defined as the small raised circles used to connect bricks, plates, and tiles together.

PLATE

A plate is defined as a thin flat building block containing any number of pips on its surface. These types of blocks are commonly used as the foundation or covering of a structure.

TILE

A tile is defined as any brick or plate that doesn't have any pips on its surface. Tiles prevent combatants from moving on the blocks they are attached to by covering the pips needed for movement.

MOVEMENT

When moving a combatant on a brickfield, the combatant may move 1 pip for every 1" of movement it is normally allowed. For example, a character with a distance of 3 can normally walk 6" or run 9". If you were using that same character on a brickfield he would be allowed to move 6 pips when walking or 9 pips if running.

NOTE: When a combatant stops moving it must stop with all of its legs attached to a pip.

ELEVATION

Because of the connectable aspect of all of the pieces used in a brickman game combatants may climb on or over all terrain used that has pips for the combatant to be attached to.

When a combatant moves it may move to the top of a single brick or stack of plates from the plate or brick it is currently standing on or vice versa. This may be done as long as the combatant is on a pip adjacent to the brick or plate being moved to and the brick or stack of plates is no larger than half the size of the brickman figure being used to represent the combatant.

A combatant may only climb up or down one brick or stack of plates at a time and it must be able to stand on top of the brick or plate in which it moves onto before continuing its movement.

ROTATION

Rotation is when a combatant rotates in such a way that one of its legs is moved to a new pip while the other leg remains on the pip it was on.

When a combatant rotates the movement cost to do so is only one pip regardless of the number of pips that are rotated over.

TERRAIN

Below are the different types of terrain used when playing on a brickfield. If a terrain piece from one of the Deluxe rulebooks is not listed, it is recommended that it not be used when using the building block conversion rules.

NOTE: Every accessory, brick, plate, and tile on the brickfield is considered terrain for the purpose of all game effects.

BUILDINGS/WALLS

Buildings and walls are blocking terrain represented by stacks of bricks and plates. Any bricks or plates that make up a building or wall may be destroyed as normal.

FOREST

Forest terrain should be represented by green plates with accessories made to look like plants.

Every pip on a piece of forest terrain is counted as 2 pips for movement purposes.

OBJECTS

Objects are represented by accessories and are used as normal.

WATER

Water terrain should be represented by blue plates. Every pip

on a piece of water terrain is counted as 2 pips for movement purposes. Additionally, any combatant that doesn't possess the swim power or isn't in flight is treated as being prone if it is in a square containing water terrain.

REACH/RANGE

When determining the reach or range for a game effect on a game board 1 pip is equal to 1".

RANDOM DIRECTIONS

If a combatant can use a game effect that calls for a random direction to be determined you must determine that direction with an eight sided die.

There are eight possible directions that extend from a single pip. You must assign each of these directions a number from 1 to 8 then roll an eight-sided die to determine which direction is used for the random direction. This must be done every time a random direction is called for.

COMBAT MODIFIERS

The following combat modifiers replace the standard reach and range modifiers on the appropriate to hit tables. All other modifiers function as normal on the standard to hit tables.

CLOSE/RANGED COMBAT TO HIT TABLE

| <u>Reach</u> | <u>Modifier</u> |
|-------------------|-----------------|
| 1-2 pips | -1 |
| 3-4 pips | 0 |
| 5+ pips | +1 |
| <u>Range</u> | <u>Modifier</u> |
| 0-6 pips | -2 |
| 7-12 pips | -1 |
| 13-18 pips | 0 |
| 18-24 pips | +1 |

KNOCK BACK

When a combatant is knocked back it must be moved along the same diagonal, horizontal, or vertical path.

KNOCK DOWN

The knock down game effect is not used with the brickfield conversion rules. Any effects that cause knock down are ignored and cannot be purchased by any combatant.