

Good Vs Bad



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Overview

2 or more players.

Each player plays a hero and villain and starts with a home base.

The board is made of variable tiles that connect all home bases.

Pieces

Cards

Every player has a maximum hand size for unused items and event cards. Item cards cannot be used until they are played on either the Hero or the Villain character that the player owns. Heroes and Villains may have any amount of items on them, but only one card of each type. The number of cards a player may hold in their hand is equal to the total amount of players in the game times two (ie 3 players = 6 cards).

- [Item Cards](#)
- [Event Cards](#)
- [Encounter Cards](#)

Map

- [Home Bases](#)
- [Base Connectors](#)
- [Map spaces](#)

Rules

Winning

If a **Topple the New God** or **Defeat the Supervillain** card is played, and the Hero or Villain succeeds in moving around the board and visiting each Home Base without being defeated, that player wins.

Heroes and Villains

Heroes and Villains start with 4 stats - Agility, Might, Smarts and Special. What exactly the special statistic is depends on the player. It must be unique however, and can only be increased at their Home Base. The Special stat gives a player an overwhelming advantage in conflicts until other players start acquiring it. However - if a player only increases their special stat, they will be at a disadvantage in any non player vs player conflict.

Buying for Stats

Before play begins, each player is given 10 facedown [Item Cards](#).

- Players are not allowed to look at their Item Cards.
- For every Item Card that a Player discards (still facedown) they may add one point to one of their four initial stats (Agility, Might, Smarts and Special)
- Cards not discarded are kept and may be looked at after everyone has finished creating their characters.
- The Hero and the Villain have the same statistics.

Movement

Base movement for a Hero or Villain is 2D6.

A player rolls 2D6 and must move the Hero and the Villain exactly that many spaces each without doubling back.

- A Hero may choose to stay still if their movement roll would cause them to land on a Good square.
- A Villain may choose to stay still if their movement roll would cause them to land on a Bad square.

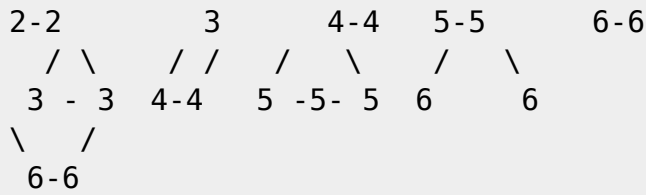
Duelling

If a Hero or Villain lands on the same Connector space (but not Home Base) as a Villain or Hero (their opposite in other words) then a duel occurs.

- The character that lands on the space chooses which stat to use in the conflict. They are the attacker.
- The defender uses the same stat in defence unless it is a Special stat they do not have, in which case they have no defence.
- If there are multiple defenders in the space, each must be fought. The attacker chooses which order to duel them in.
- Each player rolls as many dice as their stat. The highest roll wins.
- The loser takes 1 damage to the stat used (if it is greater than zero) and is moved back to its Home Base, where it loses its next turn.

Heroes and Villains will always attack their opposite even if they are controlled by the same player.

Board Setup



[n/a: Access denied]

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