

I've Got Those B Movie Blues

This Game was originally designed for playing co-operative games with playerstaking on the role of the human factions and Giant Ants as per the Movie Them being run using set actions or an AI system of the players choosing.

This will be now the mark 4 version opened for new potential enemies for the human players, using various movie monsters and fantasy races from various movies and novels in 'Forgotten Ruins' and the Anime 'The Gate.

They are free to all OTT members. Please amend and use as to each game group's requirements. Rules are not set in stone, though amendments and additions to this site should be added via OTT, either on site or via discord.

The game rules were originally thought up as an emergency filler game when a player had dropped out of running an ongoing game, and I had come with something quick,

As it happened, I found sets of plastic Insects in a pound shop in Bilston I had brought the shops entire stock (all of £9) as each set had around 6 2" long Ants, and some had 3 "Big Ants.

Why, strangely enough it had been an evening discussion about potential Participation game for shows after we had seen a Dinosaurs vs 50's Marines which looked cool and someone remembered the film 'Them', the idea was discussed and was shelved as no one had a cheap source of Ant Figures

Now there is a ready reasonable source of alternative Spiders (or their bugs) from Wargames Atlantic, then Eight-legged Freaks could be considered.

The game is not considered to be taken seriously and was created to provide a rules tool for participants at shows to create a narrative base games. We never bothered with a pts system as most games were umpire narrative set.

Basics

The game was originally designed for around 4 player with up to 6 figures each , if Military around 4 figure and civilian groups of up to 6 , Players take the Human Forces , as we originally based it on B monster Movies , they will plays Stars,S idkicks and supporting Cast and their opponents be it giant insects , Dinosaurs (see Primitive War) ,Daleks or Stargate Jaffa run by a AI system . Insects, Dinosaurs etc. can be a simple system, for the latter a more complicated system like Pony Wars may be an option.

The Mark 3 version used a hex movement system as our group used hexon tiles, but as this is not avail to most, we will revert to inches but note it tends to work in multiples of 4” as this is the size of a hexon hex.

Games use multiple d6 with most rolls looking for a 6 .

Game Setup /Initiative setup-

The original ‘Them ‘based game has a table layout but for this more open game system use the layout for the scenario you are playing amending set up as required.

For ‘Them ‘style games the suggested initial setup is:

Calculate a rough grid of table, segregating it into equal parts minimum of 12

Place one ant hole per player on the table, randomly assigning each to a grid square. Ensure that every hole is at least two grid squares apart from any other.

Randomly die and for the players hero’s initial deployment grid

Each player has a objective marker, be it stolen loot, escape vehicle etc., with each player placing the players to the rights next objective marker on table.’

Depending on the selected difficulty level, assign remaining players either to the hero’s team or you can dice randomly for each player’s figures starting position on the table.

Activating Figures

The game operates using individual figure activation, which is triggered by drawing a specific card from a standard deck or selecting a colored bead from a bag. Player characters and civilians activate once per turn, while monsters and similar figures can activate twice in regular games.

For the players' opponents, select up to two cards to activate; you may choose different cards for various opponent types, such as small or large monsters. Prepare this deck or bag before starting the game

Optional Rule

If players want to keep some uncertainty to turn length add a card or chit to denote

Tea Break which ends the activation sequence for turn

All un activated figures may make one of following actions

Move up to half die roll

Fire

Overwatch

Heal

Reload

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If non player opponents have yet activated ,inactivated player figures get initiative.

Figure Classes

The game is based on the activation of single figures who are armed with what the figure is carrying be it in hand, holster, scabbard etc., if Civilian, Military and Police carry the primary weapon as carried plus pistol/bayonet/knife. Whips are only allowed if the figure is holding one.

Each participant will oversee a group of up to six figures. For military squads, it is recommended to divide them into fire teams, of around 4 figures with two participants coordinating the squad's fire and maneuver elements.

As originally mentioned, players forces are made up of stars, sidekicks Supporting Cast, with extras being NPC; s, originally, they were split into Civilian and Military for each character type , but the latter will now be a skill addition.

Figure Classes availability

Type	Description	Skills	Initiative	Wounds	Actions per turn
Star	You or your Dashing Hero/Heroine, the leader of your group max of 2 per group.	2 automatic extra skill on initial set up on roll of 5-6 on d6	1-5	4	2 + 1 more action on all but 1 on dt roll (they fumble)
Sidekick	The Traditional Movie Sidekick max of 2 per hero	1 auto, + skill on set up on 5-6 on d6	1-3	3	2+1 more on action on d6 roll of 1-3
Supporting Cast	The rest of group/fireteam	1 (if military can only choose military skill)	1-2	2	2
Extras	The non-player figures on table such as screaming civilians, etc.	Non	1-2	1	2

For Monsters and non-player adversaries see bestiary table in appendix

Skills

Players may pick skill for above from list below:

Those marked with a * can be taken multiple times

Accurate Fighter	Melee wpn gains Heavy Definition
Ambidextrous	No penalty for firing or using 2 nd wpn , aim can b used for both
Brawler	+1 attack Dise when using melee wpn
Command	Gives free Command action, can be used twice per turn on activated figures if they have free actions
Dancer*	+1 Defense dice in close combat

Danger Sense	When in close combat can target multiple targets, splitting attack dice as required against 'additional attack dice targets
Fast Healer	50% chance of recovering 2 wounds rather than 1, If reduced to 0 wounds roll d6 on roll of one automatically recovers one wound
Flexible Fighter *	Can swap an attack dice for defense dice or vise/versa
Good Reactions*	Subtract one on reaction roll, an natural 6 is still a 6
Hardened skin	Defense dice stop an attack on a 5 or 6
Heroic Effort	Once per turn can double movement roll and gain 4 attack dice but cost 2 wounds at end of activation
Military Training	Adds 1 attack and one defense dice to rolls
Above level 2	Stars and Sidekicks only allows aim on single action move on the use of PDW and Assault Rifles cannot be combined with auto
Medic*	Uses both actions for a turn, roll d6 5-6 treated figure regains 2 x wounds, if using medic pack recovers full wounds
Observant	Roll twice for srch picking best dice
Power Attack	Melee wpn gains manstopper
Quick*	Add 2 to dice roll for movement
Sharpshooter*	When aiming add 1 more attack dice
Strong	Can carry Figures/items without penalty
Steady hand*	Reduce moving and firing penalty by one dice, does not affect wpn with NA on movement/firing
Tough*	Add one dice to wound dice

Activation Actions

All figures on being activated will be able to make a number of actions depending on figure type and class (see tables) as per figure class per turn they can repeat actions unless that actions description prohibits it,

Name	Description	Notes
Aim	Allows aimed shot on next action: reduces head hit die roll by one for every hit	Only available to figures classified as intelligent by players . Can be carried over turns Max of 2 x aims may be used unless designated sniper/marksman Roll no of dice as normal , on successful roles, role only 1 damage dice, reduce die roll by one
Charge	A figure may initiate a charge against an opponent if it begins the action within at least half of its movement range.	Roll for movement as normal but halve result, If contacts opposing figure close combat action is avail . Maybe interrupted if the opposing figure is on overwatch. If overwatch successful, this figure selects the point they re-act. Only allowed once per turn if used on 1st activation Not allowed to standard Zombies
Command	Allows the figure to also activate –non activated team members.	Restricted to Stars, and Sidekicks (with military skill) Can be used on team members up to 8” radius for Stars, and 4” for sikdekicks, Can only be used only once per turn , team members subsequently treated as as activated figures.

Disengage	For disengaging in close combat	Requires successful initiative roll, Figure move back half rolled move distance back, minimum 1” Can be attempted twice if 1 st action fails, can be combined with any subsequent action. If opposing figure has moved into contact rather than charged a figure may disengage automatically
Shoot/Close Combat	May shoot or activate close combat	See shooting rules
Move	Figure can move	See movement rules
Other	Any special figure action such as srch/ first aid	Can be scenario specific and take both action as described by scenario
Overwatch	Figure reserves action to react to opposing figures activation	Can be both actions for move If used twice in move: Automatically interrupts on the first attempt if overwatch used twice in move Initiative test needed if used once on 2 nd interruption if used twice Carries over till activated on next turn Can be re-attempted on subsequent opposing figures action's if unsuccessful, stopping on success
Recover	Must be 1 st action after receiving wound	Ants and larger monsters require two wounds to force recover
Reload	To reload wpns	Must be used on out of ammo result when firing Out of Ammo Single shot wpns Wpns with Auton option if more 1's than 6's rolls Machine Pistols. SMG's & PDW's reduce 1 die roll Military ignore 2 die

Movement action in inches

Note Originally these were random die moves but that was based on are use of hexon hexes so always minimum of one hex or 4 “ , but did allow foot to move 36” , which in hindsight was silly .Ants remain random dice roll as they are generally auto-driven so leaves the uncertainty.

	Horizontal	Vertical	Road Bonuses	Woods/ rubble etc	walls	Hedges
Humans/Goblins	6”	4”	Non	3”	3”	2”
Orks /SG Jaffa	6”	6”	Non	3”	3”	2”
Zombie	5”	D6 1-5 no move 6 move 4”	Non	D6 1-3 no move 4-6 mve 2”	D6 1-4 no move 5-6 6 move 2”	D6 1-5 no move 6 move 2”
Zombie/leader Uber armed	6”	D6 1-5 no move 6 move 4”	Non	D6 1-3 no move 4-6 4”	D6 1-4 no move 5-6 4”	D6 1=5 no move 6 4”
Dalek	9”	1d6	Non	6”	4”	No effect

<u>Horse/ Cavalry</u>	<u>10</u>	<u>N/A</u>		<u>5”</u>	<u>See table below</u>	<u>See table below</u>
<u>Ants/Big insects/ Arachnids /large monsters</u>	<u>1d6 x2</u>	<u>1d6</u>	<u>non</u>	<u>Non</u>	<u>No effec t</u>	<u>1d6 -2</u>
<u>Car motorbike</u>	<u>18”</u>	<u>N/A</u>	<u>80</u>	<u>6” cars 12”d6 motorbike s</u>	<u>N/A</u>	<u>3” crs only</u>
<u>Tank</u>	<u>12”</u>	<u>N/A</u>	<u>24”</u>	<u>6”</u>	<u>6”</u>	<u>\$”</u>
<u>Fast/ Light tank/armoured car</u>	<u>15”</u>	<u>N/A</u>	<u>50”</u>	<u>6”</u>	<u>6”</u>	<u>5”</u>

For Horses if the wall deemed jumpable the horse must have at least 3 movement points left to use on contact and suffers no penalty , if does not have 3 movement pts then roll against rider skill as below , if failed rider is thrown suffering 1d6 hits /2

Character type	Fail on
Extra	3-6
Supporting Cast	3-6
Sidekicks	4-6
Heroes	6

Shoot Actions

Line of sight

To shoot a figure must have a line of sight to its target unless it has the indirect option and cannot normally fire at targets totally obscured by terrain such as high walls\buildings\ hills off over one height more than 4” of intervening wood.

Players own figure do not block line of sight nor do other players if playing co-operatively. If the figure targeted has less than 50% of figure obscured by intervening terrain or firing through the edge up to 4 “into a wood .

Process

You will roll a number of die , starting with wpn being used appendix below :

Single Handed Wpns

Weapon	Movement modifier	Up to 4”	4-16”	16-32”	32-64”	64”+
Pistol @1 = (all modern characters carry)	-1	3	2	1	-	-
Heavy Pistol @1 £ +	-1	3	2	1	-	-
Auto Pistol * @1 +	-1	4	2	1	-	-
Heavy Auto Pistol (as used by Lara Croft etc) *£ @1 +	-1	4	2	1	-	-
Machine Pistol * +	-1	6	3	1	-	-

Two Handed Wpns

Type	Movement modifier	Up to 4"	4-16"	16-32"	32=64"	64" +
Personal Defense wpn (example P90)*@1	-1 is laser targeting -2 otherwise	7	5	6	2	-
Bow ?	-1	3	3	2	1	
Long Bow ? #2	NA	3	3	3	2	1
Crossbow (reload after every shot) #3	-3	3	3	3	3	2
SMG* @1 +1	-1	6	4	2	1	-
S.Auto Carbine @1	-3	4	3	2	1	-
Shotgun Buskshot %	0	8	4	2		
Solid Shot £ & #2	-2	3	3	3		
Rifle @2 with Bayonet add +	-6	3	4	4	4	4
Heavy Rifle £ @2 &	-6	3	4	4	4	4
Dino/ Heavy Snipers Rifle £ @2 & #3	n/a	2	4	4	4	4
Assault Rifle @2 * with Bayonet add +	-6	6	6	5	4	3

Heavy Assault Rifle (eg BAR) £ @2 &	-6	4	6	6	5	4
SAW (when set up /stationary @2 * %	-6	8	6	5	4	4
LMG example gpmg (when set up stationary£ @2 *	-8	8	6	5	4	4
MMG or above on Tripod £ @2 *	n/a	8	8	7	7	6
HMG ? @2 * % #4	n/a	6	6	6	6	6
Minigun * % !	n/a	16	16	14	12	8
Rocket Launcher/LAW/RPG See below < 2/1	n/a	-	4	3	2	1
Grenade < 8/3 ! \$	-2	8	2			
Grenade Launcher	-4	-	4	3	2	
Dalek Gun &	Non	3	3	3		
Jaffa Staff Wpn & #4 %	-8	3	3	3	3	3
Jaffa Hvy Cannon & 4 #8	N/A					

Then to above add character skill level of Dice

Type	Attack Dice
Star	3
Sidekick	2
Supporting Cast	1
Extras	0

add any skill bonus

then additional Firing Modifiers

Each wound taken by firer -1

Firing 2nd wpn -3

Definitions

£	Heavy –causes hit on 5-6 rather than 6
*	Automatic wpn ,if used double dice used
@1	Aimed adds 3 dice to dice to hit rolls ,cannot be used when moving , only on wpn used
@2	Ass above but adds 6 dice
%	Spread Hits adjacent figures up to 4” from target figure , Count 5’s as hits if no 6’s rolled
&	Man stopper Each hit counts as two hits
^	Walk the Burst –Can split attack dice against adjacent figures to target up to “ modifier from target figure
!	Limited use – Each use of this wpn requires expenditure of ammo token
< x/y	Explosive x no of dice all models within g 4” of target and y dice up to 8” from target
?	Indirect , Designate a target model or point ,roll the inidicated number of dice (plus usual modifiers)Hits on count on 5-6 – more than 3 hit target hit directly see above if applicable ,otherwise scatters random direction 2 hits will scatter 8” if only 1 16” from target.
\$	Setup needs a full move to setup before usage and before re-moving
+	Can be used in CC use up to 4” stat line
L	Long wpn for CC initiative
#	Armour piercing ignores armour up to no. proceeding

This will give attack dice total

Then Defending figure rolls defence dice :

Type	Def Dice
Star	4
Sidekick	3
Supporting Cast	2
Civilian	1

For Monsters etc see bestiary

Defense Modifiers

50% Soft Cover –+ dice

Light body armour (eg cloth/leather +1 dice

Hvy Body armour (e’g chainmail/Lamellar/Plate +2 Dice)

Ballistic or bullet proof vest +3 dice

50% Hard cover double dice defence dice

Then take away defence success from hits for no of wounds received from shooting

Wounds

For each hit left over from above target takes one wound (unless wpn says 2)

Stars and Sidekicks on reaching wound limit fall unconscious ,all others are dead and can be removed

If double wound limit all are dead.

Close Combat

Follows above procedure for determining damage as Fire action

But :

Defending player rolls for initiative amending dice roll result by

-1 if in cover

-1 If using long wpn

*1 if facing long wpns

If win

- 1) Attacks 1st
- 2) After opponent attacks can disengage and move 4" away

If fails

- 1)Attacker goes 1st
- 2) Attacker has option of moving 4" away

Additional Defence modifiers for CC

Leather Armour +1

Chain/Ballistic +2

Plate +4

Small Sheild +2 Defence dice

Large /Riot Sheild *4 dice

Addition Melee wpns

Weapon	Attack Dice	Defence Dice bonus in close combat	Notes
Fist =one handed	1	0	All Humanoids figures base
Knife	2	1	
Whip L	3	3	Max hits 1 but hit reduces targets speed by 3 on next movement action –
Fencing Sword &	3	2	Ignores Armour
Broad Sword Handed	3	2	
Axe one Handed	3	2	
Two handed Sword ^ &	5	3	
Two Handed “Danish axe”	4	2	
Mace	3	1	Armour dice halved
Spear L	2	1	
Polearm L	4	3	
Pike	2	4	

Beastuary

Type	CC Attack Dice	Fire Attack Dice	Defence Dice /Wounds	Activtions per turn	Notes
Ant Scout	6	-	5/5	2	
Worker	6		5/5	2	
Warrior	6 x2		6/6	2	

Queen	8		9/6	2+1 on roll d6 1-4	Hardened skin
Arachnids Small	3		2/2	2	
Medium	6 Or stinger 3	3	6/6	2	Spits poison 4" Sting if hits stuns max damage 1 pt but figure stunned till medic
Large	8/4 as above		8/8	2	As above but 8" range of spit
Zombie	2		3/1	1	wound on 5/6
Armed Zombie	2	See wpn chart or Z gun below	6/1	1	Hardened skin
Alpha Zombie	2		6/3	2	
Bomber Zombie	See Grenade rule		3 /1any jead hit causes it to explode	1	On getting to xx zombie explodes
Goblin small	1	As armed	1/1	2	
Goblin	2	"	1/1	2	
Goblin Chief	3	"	3/2	2=11 on d6 roll 1-3	
Ork /Jaffa	3	"	4/1	2	
Ork Cheif	5	"	6/2	2+1 on d6 roll 1-5	
Dalek	-	Dalek gun	10/1	2	Hardened skin
Satyr/ Beastman					
Ogre	8		8/4	2	
Troll	9		9/9	1 *1 on d6 roll 1-3	

Chaos Warrior	3		6//1	2	
Chaos Warrior Chief	6		6/2	2+1 on d6 roll 1-5	
Giant					

Note on Defence Dice wounds

The no of defence dice is for defense roles, the 2nd no is the suggested no of wounds that figure type can take in games with large numbers on npa figures , as it would be awkward to recorded wounds take on smaller figures. For small no's you may decide to use the defense dice no for the wounds.