

Burning Monsters Now! with Stakes

the game of tying monsters to stakes and burning them.








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Setting

A small village in the middle of nowhere is surrounded on one side by cold big mountains, the other side by a hot flat desert, the other side by a salty big sea, and the other side by a lush green impenetrable forest. The village has a town square, some farms, housing, a theater, and a medieval disco, and not to mention the House of Pain, and a big tower to watch for monsters.

Monsters live in all the areas that surround the town and they like to eat townsfolk and break things. They invade the town all the time, and it's up to the townsfolk to rope the monsters down, tie them to stakes and burn them.

What's Needed to Play BMNwS?

-  2 to 4 players.
 -  One monster sheet and three townsfolk sheets. (Included)
 -  12 hex town map pieces to cut apart. (Included.)
 -  Two fire markers. (Included.)
 -  At least four sets of dice (d4, d6, d8, d10, d12, and d20). More is better. Extra d6s are good to have. An extra set of red dice is good too. (Not Included.)
 -  Three cut out and assembled townsfolk and one cut out and assembled monster. (Included.)
- or
-  Three metal miniature townsfolk and one metal miniature monster. (Not Included.)

The Object – How to Win

The monster wins when all the hex town map pieces have been destroyed. The townsfolk win if the monster is killed.

Setting Up BMNwS

To set-up BMNwS follow these steps:

1. Give one player the monster sheet.
 - 1.1. Place a d20 on the BigMeanStrongMonster or the UglyAttack box on the monster sheet.
 - 1.2. Place a d12 on the other box.
 - 1.3. Note the Anger box will be added to later in the game when the monster is hurt by fire.
2. Divide the townsfolk sheets among the rest of the players.
 - 2.1. On each sheet, place a d6 in both Roping and Firestarting.
 - 2.2. Place a d10 on the first box on the Stake ladder, which is a set of four boxes. When a townsfolk successfully attacks the monster, this die will be move to the next box in the ladder.
3. Players with a townsfolk sheet now set up the town.
 - 3.1. Place the enter hex. This is where the monster must start.
 - 3.2. The rest of the hexes may be laid out as the players wish with only one rule: Each hex must be touched by another hex on two sides minimum. The d-number on the hex is the size of die that gets rolled with a townsfolk attack on the first turn a monster enters the hex.
 - 3.3. Place each of the three townsfolk onto the map wherever wanted. Only one piece per hex.

How To Play

Play occurs in turns of three phases and continues until the town is destroyed or the monster is killed (see below, *Killing the Beast*).

1. Townsfolk Movement Phase.

- 1.1. Each townsfolk can move one hex.
- 1.2. Upon leaving a hex a townsfolk may do a *Burning Down the House* (see below), if less than two hexes are burning.

2. Fight! Phase

- 2.1. Each townsfolk may attack the monster if they are in a hex adjacent to the monster. If no townsfolk are adjacent then one may be moved to do so.
- 2.2. **Initiative:** Each townsfolk next to the monster rolls a d6. The highest roller gets ~~killed~~...er...um... to go first. Townsfolk that roll 1 and 2, 3 and 4, 5 and 6 attack at the same time and their results are added together.
- 2.3. The townsfolk take actions in the order determined in Step One. Players can either Rope or Burn the Monster on their turn. If a monster has been roped down to d6, all attacks burning the monster and gain an extra dice to roll. Note: A monster can only be hurt by fire if one of its BigMeanStrongMonster or UglyAttack is d4 or less.
- 2.4. **Resolution:** The townsfolk rolls all the relevant dice for the attack (see below, *Determining Dice to Roll*). If two townsfolk tied, they roll their relevant dice and the highest results are added together. The monster rolls every die on its sheet. The highest single result on one die wins.
- 2.5. **Damage:** Damage is allocated to the loser of the resolution (see below, *Incredibly Killer Damage*). And the winner may be eligible for plunder (see below, *Plunder Makes Me Mighty*). If the damage was done by fire to the monster, it gains anger (see below, *Arrggggh, You're Making Me Angry*).
- 2.6. If the monster won, the player of the monster may move the squashed townsfolk up to three hexes away. If the monster won because of its Anger die, then see *Arrggggh, You're Making Me Angry*.

- 2.7. Repeat step 2.3 to 2.6 until all townsfolk have made one attack.

3. Monster Movement Phase.



- 3.1. If the monster won, it can only move onto an adjoining hex that either was: a) previously destroyed or b) where a townsfolk was just squashed. If there are no townsfolk touching the monster, it may move to any adjoining hex.
- 3.2. A monster can only move into a burning hex if there are no other options, and if it does so, it gains anger dice and takes damage as normal (see below, *Burning Down the House*).
- 3.3. If the monster won, the hex it moved from is destroyed. Flip over the hex tile to display the destroyed side.
- 3.4. If the monster lost, the townsfolk can push it backward into a destroyed adjoining hex, if the monster's BigMeanStrongMonster and UglyAttack are d6 or less.

Burning Down the House

A townsfolk does a Burning Down the House by sacrificing a town hex by setting it afire. Only two hexes may burn at anyone time, and townsfolk may put out a burning fire by moving onto it. A burning hex is rated at a die one higher than the Firestarting score of the townsfolk that started it. This can be used in several ways. The first is that anytime a monster is abutting a burning hex, the townsfolk may roll the die assigned to it during resolution. Secondly, if a monster moves or is forced into a burning hex, it is damaged by one die level of the monster's choice, and it gains a die of anger (see below, *Arrggggh, You're Making Me Angry*).

Determining Dice to Roll

Townsfolk are able to roll a number of dice depending on the situation:

-  They role a die equal to their score in the style of attack they are doing, Roping or Firestarting.
-  They role a die equal to the score shown on the monster's hex the first turn a monster moves into the hex.

- ☹️ If the townsfolk has advanced three times and gained a name (see below, *Plunder Makes Me Mighty*), then the d10 can be rolled.
- ☹️ If a fire is burning in a hex that adjoins the monster or the monster is in a burning hex, the townsfolk can roll that die also.
- ☹️ If the monster's BigMeanStrongMonster and UglyAttack are d6 or less, and the townsfolk is attacking with Firestarting, a second die equal to the townsfolk's Firestarting is also thrown.

Incredibly Killer Damage

After a resolution, one side will take damage.

Monster Wins:

- ☹️ The townsfolk is squashed.
- ☹️ All dice on the townsfolk are reduced to d6, except for the Stake die, which stays in the same place.
- ☹️ The monster may move the squashed townsfolk up to three hexes away.

Townsfolk Wins:

- ☹️ A monster's die of the townsfolk's choice is reduced by one die level. (Example: a d20 becomes a d12.) A d4 is reduced to no dice. If both BigMeanStrongMonster and UglyAttack are equal to no dice, the monster is killed (see below, *Killing the Beast*).
- ☹️ If the monster's BigMeanStrongMonster and UglyAttack are d6 or less, the monster may be pushed back one hex. The hex is now considered rebuilt unless burning, and its die can be added to all attacks this round. When this happens the monster is tied down to the stake!
- ☹️ If Firestarting was used, the monster gains one die of anger per *Arrggggh, You're Making Me Angry* (see below).
- ☹️ Plunder is won (see below, *Plunder Makes Me Mighty*).

Monster Moves into Fire:

- ☹️ Reduce one die by one die level.
- ☹️ Gain one die of anger.

Plunder Makes Me Mighty

Every time a townsfolk wins a resolution, they get stronger and pick up a bunch of sticks off the ground to whittle into Stakes, which are incredibly killer weapons. They do two things:

- ☹️ Increase the die level of one die up to d20. Example: d10 becomes d12.
- ☹️ Advance the Stake d10 on step on the ladder. If the townsfolk already can use the stake as a weapon (plundered three times already), then the Stake die can be advanced one die level up to d20.
- ☹️ If the townsfolk has plundered three times, the player can name that townsfolk a mighty and heroic name. Hurray!

Arrggggh, You're Making Me Angry

The monster gains anger every time it is damaged by fire. A gained anger die starts at d6, and then every time afterward, the monster gains a die a size larger. For example, the first time a monster is hurt by fire, it gains a d6. Then the next time it is hurt, it gains a d8, so it would have a d6 and d8 of anger to roll.

If a monster wins a resolution because one of its anger die was the highest number rolled, then the monster may exchange that die of anger for one of a smaller value in BigMeanStrongMonster or UglyAttack. The smaller die is removed from play. For example, if a monster has a d12 of anger that it wins the roll on, it may exchange the d12 for a d4 in BigMeanStrongMonster.

Killing the Beast

A monster is killed when BigMeanStrongMonster and UglyAttack are reduced to no dice. If a monster has both BigMeanStrongMonster and UglyAttack of d4, the townsfolk must use Firestarting to attack. This is the final battle of tying and roping the monster to a stake to burn!