

Bubblegum Crash

Far in the future the world is heavily polluted and terrorism is on the uprise , the police failed, even the AD police failed and now only one group stands against terror , the Darksabers.....

This game was created to simulate the combat and adventures in the 'bubblegum' anime film series, you each comand a squad or two either of rebel boomers, the darksabers or the AD police. Which ever your choose the battle is bound to be bloody.

Starting out

You only need a few simple things to play:

- 6 Sided Dice
- A Tape Measure
- Some 25mm figures
- Some Futuristic Scenery
- And These Rules

The highest INT (intelligence) go first each turn.

Declare Overwatch and Stealth modes
(if your figures allow these special moves)

Movement phase

In each movement phase you can move all your figures their SP, unless they are on overwatch.

Overwatch phase

if any of your figures are on overwatch they roll a d6 each,

- 1 you fail to spot anything
- 2 you can shoot at anyone in soft cover at no penalty
- 3 you can shoot anyone in hard cover at no penalty
- 4-5 you can hit on a 4+ any hidden* people within 12"
- 6 you can hit on a 3+ any hidden* people within 24"

* hidden means out of line of sight , not on stealth mode

or instead you can get an extra 2 shots in this phase with an added -2 modifier.

Stealth mode phase

when you go on stealth mode you cannot fire but can move 2d6" extra after your normal move undetected, also no one can charge you or shoot you (even if they are on over watch).

If at the end of moving in stealth mode you are within 5" of an enemy you can charge them with an extra attack (plus the standard charging bonuses).

Shooting Phase

To hit your roll against your RA (Ranged Attack) score and you need to get equal to or less to hit.

To wound you need on two dice to beat their ARM (armour) on 2d6.

If the person's armour is penetrated that figure has to take a roll on the ARM score , but this time they need to get lower than their ARM.

Melee Phase

This works just like Shooting but you use your MS (melee score) and if the defender survives they get an attack back in the attackers turn. if you charge into a melee you get to attack twice for the first turn of that melee.

Command Role Phase

If a figure or squad loses melee they have to roll 2d6 and get under their COM score or the fall back 2d6" every turn until either they leave the table or if they pass.

The Forces

The Darksabers

The Darksabers are four mysterious women in small battlesuits who fight crime and general terrorism.

Each Darksaber costs 25 points each and there is only ever 4 in a game.

SP 9

RA 8

MS 9

COM 9

INT 9

ARM 9

Special abilities : Overwatch , Stealth mode , Walk though walls.

Walk though walls is just as it implies, they walk though walls at no movement penalties.

The Darksabers Armoury

Weapon	Type	Mod.	Notes	Cost
Pulse Rifle	RA	-1		free
Saber Blade	MS	-2		free
Wire Slashers	MS/RA	-3/-1	na/Range 6"	15
Photon Blaster	RA	-2	wounds on 3+	30

The AD Police

The Ad police are elite police officers brought in to combat terrorism, but they aren't as powerful as the darksabers, but what they lack in strength they gain in numbers and shooting.