

# HAPPY

# HOOD



# BLOCK MANIA

New counters for the Block Mania boardgame.  
by Richard Halliwell

**Block Mania and Mega Mania** are the boardgame (and its expansion set) taken based on the *Judge Dredd* strip in 2000AD. All you need to know is that it's a merry game of doing unto others before they do you - and before the Judges arrive to stop the fun. Judges are like that.

The new counters given below are optional additions to the existing range of Blocker, Armoury and Hardware counters. They can only be used in a game with the agreement of all the players involved. The new counters make the game even more violent and destructive, so it is quite likely that such a consensus will emerge very quickly!

## BLOCKERS

*'There's a sucker born every minute' - FT Barnum*

## JAEGER SQUAD

Jaeger means hunter. Jaeger squads are the elite of the blocks' city-def forces. The Jaeger squads are particularly expert in commando style operations such as surprise attacks, mountaineering, demolition and sabotage. They have roughly the same mentality as the twentieth century SAS - roughly half-way between grim determination and a crazed death-wish.

**Generally Over-Keen:** Jaeger squads have a command value of zero. This means they can be activated free and so can be moved each turn.

**Armoury:** Jaegers are deployed with an Armoury counter.

**Gung-ho:** Jaegers are assumed to be carrying enough mountaineering equipment to employ **Sucker Gun Movement**. Note that Jaegers using sucker gun movement are subject to all the rules given below for Sucker Gun Movement, including **Splat**, **Surprise**, **Surprise**, **VVWWWoosh Crash!**, and **Splat Revisited**.

## HARDWARE

*'I never knew there was so much in it' - 20th century advertising slogan*

## ROBODOGS

Real pets of any kind are a rarity in MC-1. Foodstuffs are in short-supply, licenses are expensive and the penalties for letting a pet foul a mall or block park are, like most punishments in the Mega-City, draconian in the extreme. For this reason 'real' pets are extremely rare, most people prefer cleaner, more hygienic and less risky robotic substitutes for their 'best friends'.

**Fido Kill!** Robodogs may be unleashed and sent to kill the nearest opponents. This is treated as, and is subject to, all the normal rules for **Defensive Fire**, except of course that it can't be done against flying troops. The robodogs attack with a strength of +3 but the counter must be removed from play immediately.

## SUCKER GUNS

Sucker Guns shoot a lightweight but intensely resilient thread attached to a sucker or grapnel head. These are fired at the walls of neighbouring blocks and allow their users to swing downwards and across the gap between the blocks.

**Sucker Gun Movement:** A counter equipped with sucker guns can move from one window square to another on an opposite wall. Swinging across costs only one move point - the unit moves directly to the window square three levels down on the opposite wall. When counting these levels down don't include the one which the blocker starts from, so a unit swinging across from the 7th level up would impact on the fourth level up.

**Splat:** Blocker counters who try to use sucker gun movement from a window square which is on the first second or third level hit the 'tween-block plaza. They are removed from play.

**Surprise, Surprise:** A blocker counter which uses sucker gun movement to enter an enemy occupied square is immune to defensive fire in the same way as troops using pedway, mega-way and sky-rail movement.

**VVWWWoosh Crash!** Blocker counters entering a close assault receive a +1 dice roll bonus for the first round only.

**Splat Revisited:** Blockers using sucker gun movement can't be entirely sure that instead of heroically crashing through a window, they might not instead ignominiously hit the block's wall - with extremely painful consequences. Every time a counter attempts to use sucker gun movement the owning player should roll a dice - if it scores a '1' the blockers hit the wall with +2 damage. If they survive, they bounce back off the wall, smash through the windows and complete the move and any close combat attacks as normal. They do not lose their **Surprise, Surprise** or **VVWWWoosh, Crash!** bonuses.

## ARMOURY

*'Zap them all' - Anonymous Pancho Villa blocker on the outset of Block Mania*

## TRIP-MINE

**Trip-Mines** are large explosive charges which, once set, are detonated by heat seeking and vibration sensors which detect the presence of people passing nearby.

**Mine Laying:** A blocker counter carrying a mine may lay it in any block square, or the 'tween-block plaza. Mine counters cannot be laid on the sky-rail, pedway or mega-way. Laying the mine costs 1 movement point, the blocker counter must move out of the square immediately. Blocker counters which haven't got enough move points left to move on must use converted command points (see 5.v, **Extra Movement**) or they may not lay the mine.

**Proximity Detonation:** The mine detonates as soon as a counter moves onto the square. This is treated as ordinary Shooting attack but outside the normal Combat Phase sequence. The mine attacks with +4 damage. After the counter has been hit, remove the mine, replace it with a structural damage counter and roll for collapse as detailed under 9.ii **Structural Damage**. Mines aren't detonated by counters moving through the square via elevator or grave chute sky-rail or vehicle movement.

**Dummies:** Astute players may already have considered the notion of leaving ordinary armoury counters face-down in a square to make the enemy think that it could be a mine. There's nothing to stop them doing this although a counter which moves onto a dummy mine to discover that it's some other sort of armoury counter may pick up the piece of equipment at no extra cost in move points.

## SPIT CANNON

**Spit Cannon** are simply heavier versions of the ordinary spit pistols to be found in any Block's City-Def armoury. They're principally designed for fire against flying vehicles but are equally devastating against personnel and plascrete.

**Heavy Weapon:** Spit Cannons are **Heavy Weapons**.

**Incendiary fire:** The +6 damage profile given on the counter is when firing ordinary anti-personnel or armour-piercing rounds. Owning players may on any shot declare that the weapon is firing incendiaries. This reduces the damage bonus to +5 but allows the player to place one fire marker in the the target square.

## SECRET WEAPONS - ARMOURY COUNTERS

**Games Workshop Design Studio Warning:** Using Secret Weapons can seriously unbalance your games.

## THERMO-BOMBS

**Thermo-bombs** are similar to but far more powerful than demo-charges. On detonation they release colossal quantities of heat, melting away and evaporating everything within several metres.

**Terminal Fatality Levels:** Blocker counters using ordinary demo charges are allowed to set them off in their own square - as they'd stand at least a slim chance of surviving. They don't have any such chance with a thermo-bomb. Blocker counters aren't allowed to detonate the bomb while they still are in the same square. Once the charge has been set, the blocker counter must move out of the square. Blocker counters which haven't got enough move points left to move on must use converted command points (see 5.v, **Extra Movement**) or they may not set the bomb.

**Delayed Detonation:** The counter carrying the thermo-bomb leaves it in

any square, at a cost of one extra move point (to set the bomb's controls), and then moves on. The bomb will detonate at the start of the Combat Phase.

**Severe Damage:** When a thermo-bomb detonates, the square automatically collapses. Use the normal sequence for collapse damage spreading to higher squares - place one structural damage marker in the three squares above and roll to see if these collapse in turn. After this sequence has been completed, place a fire marker in any un-collapsed square of the three directly or diagonally above the one where the bomb detonated.

## PLASCRETE VIRUS

Plascrete is the basic building material of everything in the mega-city. An attack by a virus which attacks and weakens plascrete is any fighting blocker's nightmare.

**Infection:** The plascrete virus is in a small vial. It is harmless until released. Releasing the virus costs the counter carrying it one movement point. The owning player must declare that the virus is being released and turn the counter face up.

**Viral Contagion:** During the endphase the player who owns the block containing the virus marker should roll a dice. If the dice scores a 1, 2 or 3 the virus stays put, and nothing else happens until the next turn. If the dice scores a 4 or more the virus spreads. The player should place a structural damage marker in the starting square and move the virus. To move the virus, roll a dice twice; the diagram indicates where the virus counter should go. If both dice score a 3 or 4, or if the virus would be moving into an open air square, roll both dice again.

Plascrete Virus Spreading Table

Second Roll	First Roll		
	1,2	3,4	5,6
1, 2			
3, 4		X	
5, 6			

Once the virus counter has been moved, roll for the effect of the structural damage - see 9.ii.

**Destroying the Virus:** The virus cannot be destroyed, it moves around completely unaffected by events around it. The virus can move into collapsed squares, although it can't cause any further damage. It cannot spread along the Sky-Rail, Pedway or Mega-Way.

## NERVE GAS

Each Block has its own air conditioning system which feeds air to every single square. The centre of the air conditioning system is in the Block's power house where air is vented in form the outside, processed and then piped throughout the block. It's a relatively simple matter to contaminate this supply...

**Air Pollution:** A counter must be inside a Block's power house to use the Nerve Gas. Piping the gas into the air supply costs one movement point. The Nerve Gas takes effect at the beginning of the following Combat Phase. The effects are purely one-off and the nerve gas counter must be discarded after its first use.

**All Fall Down:** When the nerve gas takes effect every counter inside the Block is attacked by the gas - roll one dice for each one. Counters in window squares are removed on a score of a 6, counters in interior squares are removed on a 5 or 6. Counters in Balcony squares or those who have got lower scores are unharmed.

## HOW TO USE THE COUNTERS

The new counters are designed to be cut out and carefully glued to the front of some of the counters from the game itself. There is one Jaeger counter for each Block. This should be glued to the front of one of the Block's ordinary City-Def counters. There are eight new hardware counters - these should be glued over four Spray Paints, one Buzz Saw, one Vibro-Drill and two Fire Bombs. There are twelve new armoury counters. These replace five spit guns, two demo charges, two flamers, a missile launcher and two missile defence lasers.

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