

LITTLEROLLER

PHANTOM

CAPSULE

GAME RULEBOOK 1.2

INTRO

Hey! thanks for checking out my game! This is a tabletop strategy game for one or more players. So you can play it by yourself if you don't have friends!

I try to keep the rules simple and easy because that's how I roll, but if anything doesn't make sense (or you have a better idea that won't overcomplicate things) be sure to let me know! Positive feedback is literally the only thing that keeps this project alive.

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CHANGES FOR 1.2

The core rules themselves haven't changed, so I wouldn't worry too much about re-reading everything. Heres what did get added on.

-modules can only be used once per turn in normal mode. No stacking.

-Some details about how enemies should act.

-Some new stuff on additional/optional rules. (destructible buildings!)

-some example mission setups.

GETTING STARTED!

SUPPLY LIST:

- models for units, monsters, & the monster mark.
- Pip markers to keep track of player's P as well as enemy HP and any other P
- Module & NPC cards
- order markers, Order Line & shields
- a coffee table or other nice flat surface.
- 1 d6, and one method of random direction selection
(try drawing arrows on the sides of another D6! I use triangles cut out of duct tape)
- A simple measurement tool (inches)
(Mark inches on a thin strip of your leftover scrap paper! works great!)

SIMPLE GAMEPLAY RUN-THROUGH

setup-

- Each Cradle unit gets **20P** worth of **P** which they place in their **BATTERY**.
(typically (6) **1P** markers and (7) **2P** markers, or (1)**5P**, (5)**2P**, (5)**1P**)
- place all game pieces in appropriate starting positions
- make sure each active dude on the board has a corresponding order marker.

turn phase-

1. all players decide what modules they will activate by moving the indicated amount of **P** into the modules they plan on using this phase, making sure to leave at least **1P** in **BATTERY**. **P** cannot be redistributed until the beginning of the next phase.
2. place all order markers on the order line in order from fastest to slowest speed, in the event of a tie, roll to solve any disputes.
3. All players and NPCs complete their turns in the order indicated.
4. place all **P** back in **BATTERY**, and start a new turn phase.

repeat until goal is met or everyone is dead.

DETAILS!

1) THE CONTROL PANEL

Each Cradle unit has a corresponding control panel. The basic control panel has 5 main modules on it. **Each module may only be used once per turn.**

BATTERY

The battery is the default location for each unit's **P**. When a unit takes damage, this is where the damage is subtracted from. If there are no **P** in the battery, the unit is KO'ed and must be turned on it's side or something.

SPEED

Directly influences the unit's turn order. If you put 5 **P** in there you'd be faster than a monster with a speed of 4. You may put as many **P** in this module as you like.

MOVE

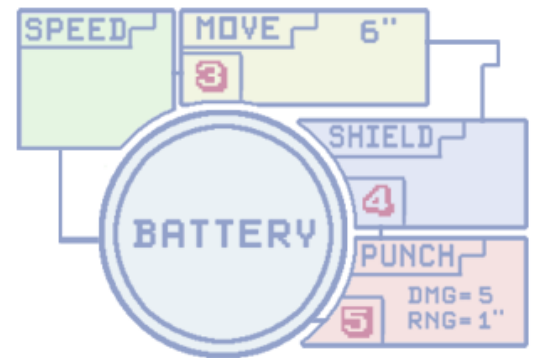
You can move the indicated distance if you've payed the indicated cost! :D
Remember, you can only move **once per turn**.

SHIELD

Shields block your unit from I attack. Pay the indicated cost, and put a shield on your order marker before the phase starts. If you take a hit remove the shield and pray you don't get hit again.

PUNCH

If you activated it, you can punch!



Note; If a player has more than one attack activated, they count as separate attacks, so it's perfectly acceptable to shoot an enemies shield off, then punch him for full damage.

Keep in mind that each attack/ weapon can only be used once per phase even if you put twice as many P on it. (unless stated otherwise)

2) PLAYER TURNS

On their turn, players can use whatever modules they activated, in any order. Don't worry so much!

(EXAMPLE: unit 01 has the right amount of P in move, and punch. That player could punch an adjacent enemy and then run away, or run up to a farther enemy and punch him!)

USING RANGED WEAPONS

Most weapons your dude is holding will extend a ways in front of the unit, so if you're a stickler for rules you *could* measure range starting from your unit's eyes, but most people would probably just measure from the gun. Either way make sure there's a clear Line of Sight!

3) NPC/ENEMY TURNS

NPC characters perform **one** action per turn. This is dictated by circumstances illustrated on their card. Each card has a list of conditions in order of priority, and 1 or more actions corresponding with that condition. Roll to see which action the NPC will do.

Actions that don't make sense

If any action doesn't make sense for the situation, (like "move to nearest ally" when all other allies are dead) replace that action with (Move 6" in random Direction)
The monster is confused.

the mark

For most monsters there will be some mention of movement in relation to a "mark", this is usually some kind of macguffin that the players are trying to defend, though it could be a specific character or even "closest destroyable structure"

Awareness

Enemies can tell if you are behind a building if they saw you run back there. Range is measured through terrain regardless of line of sight.

Interacting

Oftentimes enemies will group together. If a monster is supposed to "move 4" to strongest ally", but he's already 2" away, just do what makes sense, put him somewhere adjacent to that ally. A lot of situations require enemies to move through each other. that's fine, just have the enemies nudged out of the way a little, (or if it makes sense, feel free to **bodycheck**)

Shields

Sometimes enemies put up shields. For normal play, shields are discarded at the end of the turn phase.

NPC AI EXAMPLE: The first set of behaviors says "if enemy is within 5'", there are no enemies within 5" so you move down to the next set.. "if ally is within 5'", there is one ally monster within 5" so you roll the die and/or follow the directions.

4) TAKING DAMAGE

When a player takes damage, take the indicated amount of **P** only from that player's **BATTERY**, and place it somewhere off to the side. You don't get it back at the end of the turn. It's gone. If the batter is ever at **0P** the unit is effectively dead. knock it over and leave it there.

Enemies are more traditional. They have a set amount of damage they can take before they die. It's easy to keep track of how much damage they've taken by placing **P** markers on the monster's order marker.



5) ADDITIONAL RULES

COVER

sometimes your unit will be hiding against a structure but still partially visible, so you can aim at an enemy. Be sure to announce that you really are taking cover. any time an enemy tries using a ranged attack on a character with cover roll 1d6. on a 5 or 6, the attack fails. Hooray!

FULL COVER

If your guy is entirely concealed behind a building, it makes sense that it would count as automatic cover. Don't worry about it!



BODY CHECK

There will be times when a monster will run right into you, likewise you can run right into a monster if you want. When this happens, movement is cut short and the dude getting rammed gets pushed an appropriate distance apart from the pusher (around a little less than an inch) The target then proceeds to take 1d6 of damage. This is an excellent way to lose your shield, or take out an opponents shield, because it counts as an extra attack!

5.2) OPTIONAL RULES

HARD MODE

There are going to be expansions on this, but for now hard mode only changes the enemy shield rule. You don't discard enemy shields at the end of the turn. They add up. Goodness gracious!

BUILDINGS

Buildings can have HP! Normal ones can take 10P DMG, larger ones 20. Whenever an enemy rams into a building especially hard, roll a **bodycheck** for the building. Whenever a character successfully takes cover behind a building, that damage is put on the building itself. Put **P** markers on top of the damaged building. If a building is destroyed, remove it from the field.

HEIGHT .. ADVANTAGE?

At some point a player may find himself on top of a building. Normally this player would be a sitting duck for any enemy in range, but from this position a unit can see all kinds of weak-points they normally wouldn't be able to hit. So roll **1d6** extra damage when attacking from up there! watch out though, when trying to get down. Falling damage counts as a **bodycheck**.

CORPSES

As the game progresses there are going to be dead things all over the battlefield. It's up to the players if these can obstruct movement or not.

6) NARRATIVE FLUFF

BACKSTORY

This is for nerds who care about the context of their games.

Phantom Capsule takes place on an alternate earth, some scientist with an awesome beard, living in a secluded shack in the mountains, came up with a perpetual motion engine. Everyone is happy until it turns out the unexpected byproduct of those engines is the perfect foodstuff for all kinds of giant horrible monsters, who are now drawn to awesome-earth from their various abodes.

Abodes include but are not limited to;

- unexplored jungles,
- caves in those jungles,
- the murky depths of the ocean,
- alternate planes of reality,
- the inky blackness of space, etc.

So prettymuch any and every monster possible.

Luckily the scientist was an exemplary anime archetype and had already perfected the schematics for a condo-sized robot suit. Add an eccentric team of pilots for each City Defense Squad, and you've got yourself an episodic storyline!

I'll flesh this out later. I actually have some pretty good ideas for it.

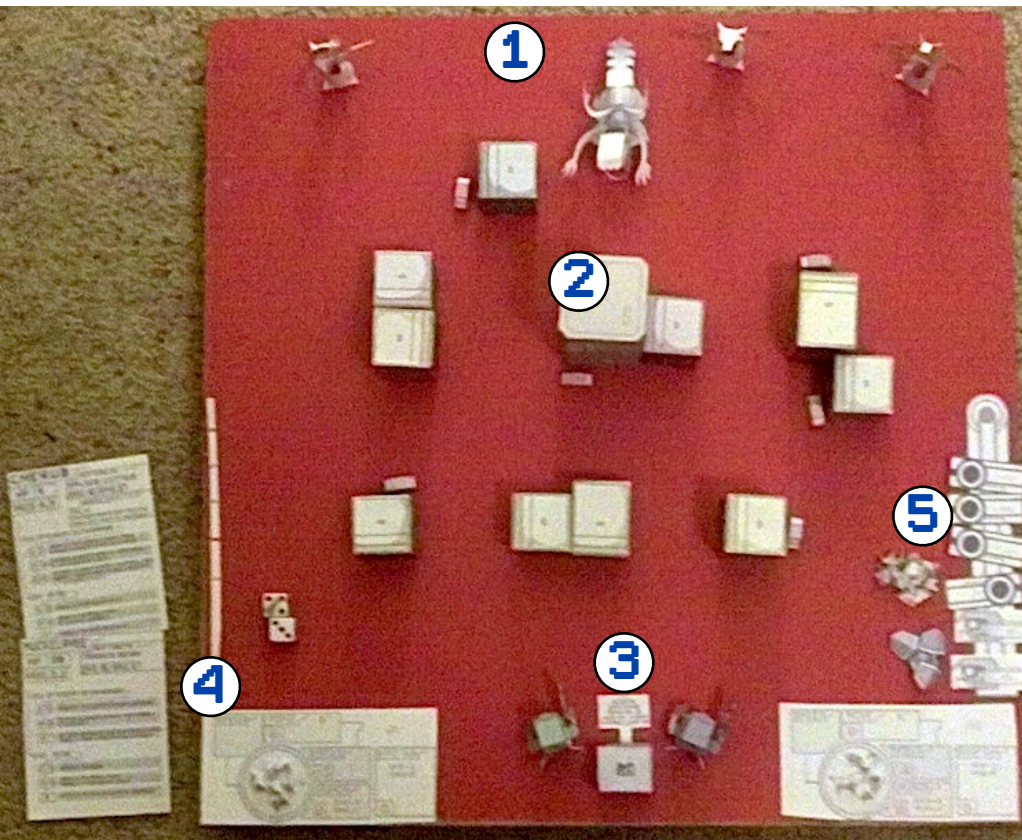


SOLO MISSION- NUCKELAVEE

This is an easy mission for one player, so you can get the hang of the rules. It can be completed in about 11 minutes.

Stuff you will need;

- 2 CRADLE units
- 3 Cherubile, and 1 Nuckelavee
- a power plant building.
- some buildings or tiny boxes you can use for terrain
- all the modules, pips, etc, as seen in the picture below.



1. Bad guys
2. Buildings/terrain
3. Your dudes, and a power plant.
4. Enemy AI cards, measurement tool, dice, and one of your dudes control panels.
5. Order markers, order line, shields, extra P markers, and the other control panel.

The power plant is the enemy mark, defend it!

Victory conditions- Kill every enemy.

Defeat Conditions- all units die, or an enemy reaches the power plant.

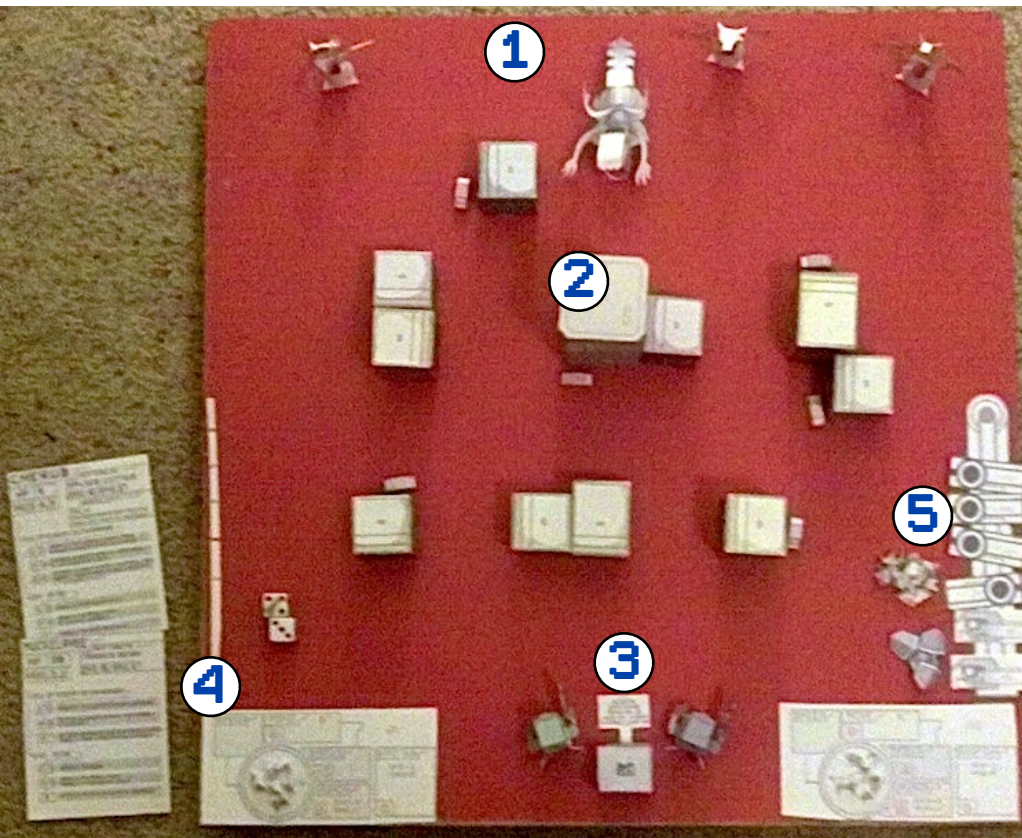
With 2 units and a decent grasp on the rules this mission is a piece of cake. If you feel like you could use an actual challenge, try taking them on with just one unit. Do it.

MULTIPLAYER CO-OP!

This should look familiar. That's because I got lazy. the only difference between solo and co-op is that you have another player controlling the second unit, and also you should add a UFO for when a player dies.

Stuff you will need;

- 2 CRADLE units
- 3 Cherubile, and 1 Nuckelavee
- A power plant building.
- some buildings or tiny boxes you can use for terrain
- all the modules, pips, etc, as seen in the picture below.



1. Bad guys
2. Buildings/terrain
3. Your dudes, and a power plant.
4. Enemy AI cards, measurement tool, dice, and one of your dudes control panels.
5. Order markers, order line, shields, extra P markers, and the other control panel.

not pictured-

6. UFO card and model, in case one player dies.

The power plant is the enemy mark, defend it!

Victory conditions- Kill every enemy.

Defeat Conditions- all units die, or an enemy reaches the power plant.

Adding the UFO is important for multiplayer. It gives the defeated player something to do.

Helping or hindering the mission is entirely up to the player controlling the UFO. :D

MULTIPLAYER VERSUS!

This is where things get tricky and I haven't done enough playtesting myself, so feel free to adjust to your needs. Remember to have a UFO ready if you have more than 2 players!

Stuff you will need;

- at least 2 CRADLE units
- 1 Draezeal
- a power plant building
- some buildings or tiny boxes you can use for terrain
- a bunch of tiny cars.
- all the modules, pips, etc.

SETUP

- Place all units a fair distance from each other on the edges of the map.
- place the draezeal on an empty edge.
- everyone takes turn placing cars around the buildings until all cars are placed.
- Let the madness begin.

- There'll be a picture here once I get some solid playtesting in.

Grab a car by moving over it! Bring the car to the power plant to save it. save the most cars to win! **Anything goes.**

Draezeal's mark is the power plant. If he's already next to it have him move in a random direction!

Victory conditions- Save the most cars *or* be the last unit standing.

Defeat Conditions- you die. It's more likely than it sounds

Adding the UFO is important for multiplayer. It gives the defeated player something to do. **Helping or hindering the mission is entirely up to the player controlling the UFO.** :D