

WEAPONS OF MASS DYSFUNCTION

Core Rules – Player-Facing Edition (v0.4 Draft)

1.0 WELCOME TO THE ARENA

The year is **2135**. After a brutal global war nearly wiped out civilization, the remnants of society cling to survival within the walls of massive mega-city structures. Towering war machines known as **PROXYs**—once weapons of mass destruction—are now repurposed for public entertainment and city reconstruction through sanctioned arena combat.

Weapons of Mass Dysfunction is a fast-paced tactical miniatures game for two players. Each player takes the role of a Team Manager, fielding a squad of three PROXYs and throwing machines worth cities into sanctioned combat.

There are no objectives. No flags. No points to tick up.

You win by destroying the other team.

Just try to make it look good, alright?

DISCLAIMER: *Weapons of Mass Dysfunction* is an early-development project. Rules, components, and balance may change without notice.

This package is provided free of charge for playtesting and feedback and should not be considered a full or final release.

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2.0 WHAT YOU NEED TO PLAY

Each Player Brings:

- **3 PROXY miniatures**, chosen from:

- Stealth Class
- Panther Class
- Goliath Class

- **Power and Armor trackers**

Note: There is currently no official Power and Armor Tracker. Players may use any suitable substitute.

- **At least four six-sided dice (D6)**
- **Optional Miniatures:**
 - FRAMES
 - Tanks

Shared Setup:

- **2 Repair Tokens**
- **Terrain pieces**, including:
 - Small Structures
 - Large Structures
 - Roadblocks
- **Measuring tool** (ruler or tape measure)
- **Flat play surface**, minimum 3' × 3'

3.0 SETUP

Before deployment, each player builds a **legal team**.
A team is constructed from **three PROXY slots**.

3.0.1 PROXY Slots & Tank Pairs

- Each PROXY slot may be filled by **one of the following**:
 - **One PROXY**, or
 - **One pair of Tanks**
- **Tanks are always taken in pairs**
- **A Tank pair occupies one PROXY slot**

This results in the following **legal team builds**:

- **3 PROXYs**
- **2 PROXYs + 2 Tanks**
- **1 PROXY + 4 Tanks**
- **6 Tanks**

Any combination outside these builds is **illegal**.

3.0.2 PROXY Class Selection

If your team includes more than one PROXY, it must follow **one** of the patterns below:

- **Mixed Team**
 - One PROXY from each class:
Stealth, Panther, and Goliath

OR

- **Matched Team**
 - All PROXYs are of the **same class**

If your team fields **only one PROXY**, it may be of **any class**.

3.0.3 Tank Selection

- Tank pairs may be composed of **any Tank types**
- Multiple Tank types may be **mixed freely**
- Tanks are **pre-equipped** and **cannot be modified**

Tanks bring volume and pressure.

They are not subtle, and they are not safe.

3.0.4 FRAME Units (Optional)

A team may include **one FRAME**.

- FRAMEs are **optional**
- **Maximum 1 FRAME per team**
- The FRAME must be **paired to the team Captain**

While paired:

- The FRAME moves **whenever the Captain moves**
- When the Captain attacks, the FRAME's **60mm Chaingun adds +30 damage**

The FRAME **cannot act independently**.

It exists to screen the Captain and amplify the kill.

3.1 DEPLOYMENT

1. Define deployment zones.

2. Players alternate placing **PROXYs** within their deployment zones.
3. Each team designates **one PROXY** as their **Captain**.
4. If taken, deploy the FRAME:
 - Adjacent to the Captain, **or**
 - Anywhere within your deployment zone
5. Place **2 Pit Tokens** openly on the battlefield:
 - At least **1"** **away** from any deployment zone

Once placed, Pit Tokens **do not move**.

3.2 INITIATIVE

Both players roll **1D6**.

- The **lower roll** chooses who goes first.

Yes—losing the roll is sometimes better.

3.3 VICTORY CONDITIONS

During setup, each player rolls **1D6** to determine their **personal victory condition**.

Victory conditions **may differ between players**.

- **1–2: ANNIHILATION**
You win immediately when the enemy has **no remaining PROXYs** on the battlefield.
- **3–4: DEMOLITION**
You win immediately when **all destructible terrain** on the battlefield has been destroyed.
- **5–6: CAPTURE THE CAPTAIN**
You win immediately when the **enemy Captain** is destroyed.

If both players satisfy their victory conditions at the same time, **the active player wins**.

4.0 ROUND STRUCTURE

Players alternate Turns each Round, activating their units. Each Turn is divided into **three phases**, resolved in the following order:

4.1 INITIATIVE PHASE

At the start of your turn, you select 1 PROXY to activate. That PROXY can move, shoot, and activate its Ability. You may also chose to Stall your turn by passing entirely for your opponent to Activate next.

At the start of the Turn, any unit that did not Activate in the preceeding turn restores power to its maximum allowed (check section 5.4 DEGRADATION).

4.2 ACTION PHASE

Players **alternate activations**, activating **one unit at a time**:

- **One PROXY**, or
- **One Tank pair**

When a unit is activated, it may spend **Power** to:

- Move
- Attack

A PROXY can attack and move during the same Activation.

An activated unit completes **all of its actions** before play passes to the opposing player, unless the Turn Player chooses to Stall.

4.3 END PHASE

Resolve the following in order:

- Resolve all **ongoing effects** and **Ongoing Damage over Time**
- **Check Victory Conditions**

After the End Phase is completed, the next round begins.

5.0 PROXY SYSTEMS

5.1 CORE RESOURCES

Every PROXY tracks two core values:

Armor

- Represents structural integrity

- Reduced by damage
- When Armor reaches **0**, the PROXY is **destroyed**

Power

- Spent to move, attack, and activate abilities
- Regenerated when the PROXY **remains inactive**

5.2 POWER COSTS

Action	Power Cost
Movement	10 Power per inch
Weapon Activation	Varies by weapon

A PROXY that takes **no actions** during its activation regenerates **full Power**, unless restricted by damage, abilities, or special rules.

5.3 DAMAGE & MELTDOWN

Damage in *Weapons of Mass Dysfunction* is intentionally **swingy, fast, and lethal**. Combat is designed to resolve quickly, not grind.

All attacks **automatically hit** once legally declared. Damage is never reduced by accuracy or defense rolls.

Instead, damage output is modified **only** by a single die roll, outlined in the following sections.

There are no to-hit rolls. If an attack is legal, it lands.

When a PROXY is destroyed, it may go **critical**.

Roll **1D6**:

- **1** – No effect
- **2–4** – Deal **100 damage** to all PROXYs within **3"**
- **5–6** – Instantly destroy all PROXYs within **3"**

Meltdowns are not friendly.

Or merciful.

When Attacking a PROXY, you declare your target. You then Roll 1 D6 and based on it's result, modify damage accordingly.

- **1-2** – Halve Outgoing Damage.
 - If Weapon fired is an **Incendiary**, reduce the Area of Effect from 4 inches to two.

- **If the weapon used is Melee:** The attacking PROXY may not use Abilities for the remainder of this Activation and does not trigger a Meltdown during the opponent's next Activation. The attack still deals standard damage.
- **2–4 – All Weapons deal standard damage** as stated in its Weapons Profile in **Section 12.1**
- **5–6 – Overcharged Hit:** The weapon deals **double damage**.
 - **Incendiary Weapons:** Increase Area of Effect from **3 inches to 4 inches** for this attack.
 - **Melee Weapons:** Roll **1D6**. The target is knocked back that many inches in a straight line directly away from the attacking PROXY. If the target contacts a Structure at any point along this movement, resolve the impact as a **Tackle** and remove the Structure from play.

5.4 DEGRADATION

When a PROXY is reduced to **50% Armor or less**:

- Power regeneration is **capped at 50%**

Damaged machines fight worse.

Always.

5.5 MOVEMENT ROLL

At the **start of a PROXY's activation**:

- Roll **1D6**
- Gain that many inches of **free movement**

This movement:

- Does **not** cost Power
- May be used **before or after** paid movement

5.6 Abilities

Each Proxy Class has one of two abilities specific to its class. These are Free Actions that the PROXY can take throughout the course of the game.

PANTHER – EVADE And SELF-DESTRUCT

The Evade Ability allows the Panther-Class of PROXY to avoid damage, moving to the nearest cover position available or up to 6 inches away from its current position as long as that movement doesn't end in an area occupied by a terrain feature. A unit that Evades is not hit.

Self-Destruct is a last ditch effort or a strategic sacrifice that allows the player to destroy his or her own PROXY to deal damage to any other PROXY in a 4 inch range for half of its total Armor, and within 2 inches for a guaranteed destruction of any other PROXY unfortunate enough to be caught in the blast radius.

EVADE can only be activated in response to an attack from an Activated Unit.

SELF-DESTRUCT can be activated during your Action Phase only, and only within the Area of Effect of Meltdown.

GOLIATH – DEMOLITION and SHIELD GENERATOR

Demolition allows the unit to topple terrain features. If a PROXY has taken position on top of a Structure in front of a Goliath with this ability, when you remove the feature, it takes damage equal to half of its total Armor.

Shield Generator is for the Pilot who wants to support one of their team-mates from a distance. Once activated, Roll a D6 and choose 1 of your other PROXYs. Shield Generator **can not be self applied**. Halve the result (unless it's 1) and apply shielding to that chosen PROXY for that many turns. Shield Generator can not be activated again until the end of that rolled result turn. Shields provide protection against the total amount of damage from Incendiary and Projectile weapons. It is ineffective against Melee.

DEMOLITION can be activated during your Action Phase before movement or attacking. A Tackle can not be made by any PROXY with the Demolition Ability.

SHIELD GENERATOR can only be activated at **the end** of your Action Phase.

STEALTH – HOVER and CLOAK

The Hover Ability Grants a Stealth unit the ability to pass over terrain features as if it were moving in a straight line through it.

CLOAK allows the PROXY to remove itself from the board at the end of your Activation. Only one Cloak ability can be active per team at a time.

HOVER is a passive Ability and is always active.

Cloak can only be activated at the start of your Action Phase. Replace the unit with a d6 and remove the mode from the board. Return it to the board at the start of your next Activation, where it is ineligible for Action that turn.

6.0 TERRAIN & LINE OF SIGHT

Terrain features affect Line of Sight (LoS) in one of two ways: **Partial Obstruction** or **Full Obstruction**.

Terrain features fall into **three categories**: **Small Structures**, **Large Structures**, and **Roadblocks**.

6.1 SMALL STRUCTURES

Small Structures are terrain features with a vertical area **larger 2"**.

- Small Structures provide **Full Obstruction**
 - They block Line of Sight **into, out of, and through** the feature
 - Small Structures are **destructible** and may be destroyed to satisfy **Demolition** victory conditions
-

6.2 LARGE STRUCTURES

Large Structures are terrain features with a vertical area **larger than 3"**.

- Large Structures provide **Full Obstruction**
 - They block Line of Sight **into, out of, and through** the feature
 - Large Structures are **destructible** and may be destroyed to satisfy **Demolition** victory conditions
-

6.3 ROADBLOCKS

Roadblocks are **cover-only terrain features** intended to provide firing positions rather than shelter.

- Roadblocks have a footprint of at least **1" × 1"**
- Roadblocks normally provide **Partial Obstruction**
- Roadblocks:
 - May be fired **out of**
 - May **not** be fired **into**

Height Threshold

- If a Roadblock exceeds **1.5 inches (≈35mm) in height**, it is treated as **Full Obstruction**
- Once treated as Full Obstruction, it blocks Line of Sight **into, out of, and through** the feature

Restrictions

- Roadblocks **cannot be targeted** for Demolition

- Roadblocks **take no damage** from Tackles

Roadblocks are firing positions, not fortifications. As a general Rule of Thumb, if the feature covers the lower half of your smallest PROXY, it's a Roadblock.

6.4 STRUCTURAL COLLAPSE

When a **Small Structure** or **Large Structure** is destroyed and removed from the battlefield, any PROXY **standing on** that structure immediately takes damage equal to **half of its total Armor value** (rounded up).

If a PROXY has activated its STEALTH Ability and is on top of a Structure at the time that Structure is destroyed, Replace it immediately and deal damage equal to half of its **remaining Armor**.

This damage is resolved **after** the structure is removed.

6.5 DEMOLITION INTERACTION

- **Small Structures** and **Large Structures** count as **destructible terrain**
- **Roadblocks** do **not** count toward Demolition victory conditions unless explicitly agreed upon before play

6.6 IRREGULAR TERRAIN

If a terrain feature has an **irregular footprint**, use the **smallest rectangle that fully contains it** to determine its terrain category.

7.0 PROXY CLASSES

Class	Power	Move	Armor	Abilities
Stealth	70–90	12–15"	150–180	Hover, Cloak
Panther	80–100	10–13"	180–220	Evade, Self-Destruct
Goliath	100–120	6–9"	200–250	Demolition, Shield Generator

CHROMERA UNITS

Mix torsos and legs from different classes.

- **Armor** is determined by **the Torso**
- **Movement** is determined by **the Legs**
- **Power** is combined from at least one data card

Chromera Units are a combination of two PROXY units and reflect the need to customize your models before play. Each official PROXY model comes with 5x5 mm round holes in the Torso, Legs, and Weapons for use with the included 10mm Peg or a 5mm round magnet.

When building your Chromera (or using an existing model from another range of Models) you will use the Power for the Torso and Leg from at least 1 official Data Card (check <https://grimlighthq.pages.dev> and click on Proxy Data Cards if you want a full list of each).

Chromera units have their own unique Ability called Replace. When this unit is destroyed, you can swap in a new PROXY other than a Chromera, as soon as Meltdown is Resolved.

FRAMES

- Optional unit
- Maximum 1 per team
- 25mm base
- Armed with a 60mm Chaingun (30 damage)

FRAME Rules

- A **FRAME** is paired to a Team's **Captain** and does not activate independently.
- The FRAME moves whenever its paired Captain moves.
- When the Captain makes an attack, add the FRAME's **Chaingun** damage to that attack.

Targeting & Damage

- FRAMEs cannot be targeted by attacks, abilities, or effects.
- If a **Tackle** is declared and a Team's Captain is designated as the target, the **Captain** is always the model that is hit.
- If a Captain with a paired FRAME is designated as the target of an attack, **all damage from that attack is instead absorbed by the FRAME**.
- After absorbing damage, the FRAME is **removed from play**, regardless of the amount of damage absorbed.
- Any excess damage is lost and does not carry over to the Captain.

FRAMEs are disposable by design.

TANKS

- Deployed pre-equipped
- Loadouts cannot be altered

Tank weapon options include:

- 120mm Cannon
- 250mm Cannon
- Focused Cannon

Tanks are blunt instruments. Treat them as such.

8.0 WEAPONS & LOADOUTS

All PROXYs may equip any weapon, limited by **slot capacity**. Each PROXY has 2 Weapons Slots

SLOT SYSTEM

- **Equip 1** = Takes up 1 Weapon Slot
- **Equip 2** = Takes both Weapon Slots

If it fits, it fires.

9.0 PIT TOKENS

- **2 tokens per battlefield**
- Openly placed during setup
- Each PROXY may collect **one token per game**

When collected, choose **one**:

- **Repair** – Restore **50 Armor**
- **Refit** – Restore Power and Ammunition Count to Full

Restrictions:

- **Captains may not collect tokens**
- **FRAMEs may not collect tokens**

You must expose yourself to survive.

10.0 TACKLE & DEMOLITION

Tackle is a way to destroy Terrain without a team having to rely on taking a Goliath-Class Proxy with the Demolition ability. Tackle allows you to also deal damage when your weapons have run dry but your PROXY is still in the fight.

TACKLE (UNIVERSAL ACTION)

1. Declare a straight-line vector
2. Roll **1D6**
3. Target is knocked back that many inches

Resolve the impact:

- If the target ends **within 1" of terrain**:
 - The terrain is destroyed
- Otherwise:
 - Target suffers **50 damage**

The attacker:

- Suffers **25 damage**
- Is **Pinned Down** until the end of their next activation

Tackling is desperation—and sometimes the right call.

GOLIATH: DEMOLITION

When a Goliath Tackles:

- Takes **no self-damage**
- Is **not Pinned Down**
- Automatically destroys terrain struck

Buildings are suggestions.

11.0 FRAME & TANK NOTES

- FRAMEs exist to **screen, block, and die**

- FRAMEs may gain movement bonuses when adjacent to the Captain
- Tanks are powerful but inflexible

During playtests:

- Keep FRAME and Tank values conservative
- Overreach breaks the pacing

There are five **Weapon Types** in *Weapons of Mass Dysfunction*: **Incendiary**, **Long-Range Projectile**, **Medium-Range Projectile**, **Short-Range Projectile**, and **Melee**.

Each Weapon Type defines its effective engagement range and influences available tactical options and damage outcomes. Each weapon's range is noted in Inches in the following section next to its label.

Projectile Weapons

- **Short- (12 inches), Medium- (24 inches), and Long-Range Projectile (32 inches)** weapons require **Complete Line of Sight** to declare an attack.
- If Line of Sight is not clear, the attack is illegal and cannot be declared.

Incendiary Weapons (8 inches)

- Incendiary weapons **do not require Line of Sight** to engage a target.
- Incendiary attacks affect a **3-inch Area of Effect**.
- Any model hit within this area suffers **Damage over Time (DoT)** unless it can pick up a **Pit Token**.
- If a model suffering DoT is hit by additional weapons, that damage **stacks** with the DoT.
- Incendiary weapons are the **only weapon type** that may target an area up to **3 inches away from the intended target**, rather than the target itself.
- Incendiary splash damage **does not** pass through intervening terrain.

Melee Weapons (3 inches)

- Melee weapons represent close-quarters engagement.
- Melee attacks may only be declared against targets within **3 inches**.
- Melee attacks do not require Line of Sight. Intervening terrain, walls, or structures do not prevent a melee attack from being declared or dealing damage.
- Melee attacks **do not** damage terrain.
- Melee weapons do not require Ammunition

12.1 Weapon Profiles

Weapon Type	Weapon Name	Damage	Power	Ammo	Equip
Short-Range Projectile	Shotgun	20	10	2	1
	Linear Chain Gun	40	20	1	2
Medium-Range Projectile	Sonic Destabilizer	30	15	2	1
	Missile Launcher	60	25	2	2
Long-Range Projectile	Sniper Rifle	60	25		2
	Katana	50	15		1
Melee	Knuckle Duster	50	20		1
	Sickle and Fist	50	20		2 (This is a Paired Weapon Profile.)
Incendiary	Goliath Hammer	50	20		2
	Flame Thrower	20 / turn	20	2	1
	Mortar Cannon	10 / turn	20	4	2
	Rocket Pod	15 / turn	25	2	1

Notes On Paired Weapons Profiles:

This is a special class of weapon that can not be broken up among its component parts.

Weapons of Mass Dysfunction is still in development and new rules come as I am able to test. If you would like to help, you can join the public discord, free Patreon, or follow me on X.