Weapons of Mass Dysfunction: Core Rules

Beta v0.3.1

1.0 Introduction

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 on the role of a **Team Manager**, commanding a squad of **three PROXYs**. Your mission: achieve objectives, outmaneuver your opponent, and dominate the battlefield.

2.0 Game Components

To play a standard match, each player will need:

- 3 PROXY miniatures (choose from Panther, Goliath, or Stealth classes)
- 5 Objective Markers per player (10 total)
- Terrain pieces: Small Buildings, Large Buildings, Roadblocks
- Measuring tools (ruler or tape measure)
- At least 4 six-sided dice (D6)
- Power and Armor trackers (tokens, notepad, app, etc.)
- A flat play surface (minimum size: **3' x 3'**)

3.0 Game Setup

3.1 Battlefield & Terrain

Each battlefield should be as unique and modular as the PROXYs you bring. The official scale is **1:234**, based on the first model—a four-story building.

- Terrain features should have a **footprint of at least 50mm x 50mm** (≈ 2" x 2") and be at least **50mm tall**.
- Z-scale model buildings are usable but limited in variety.
- **Custom-built terrain is encouraged**. Prioritize movement options, line-of-sight, and dynamic cover to enhance gameplay.

3.2 Objective Placement

- Each player places **3 Objective Markers** on the **opponent's half** of the board.

- Only markers placed on the **opposing side** may be claimed.

3.3 Initiative & Win Condition

- Each player rolls **1D6**. The **lower result** chooses who goes first.

- Then, both players roll **1D6** to determine their **Victory Condition**:

Roll	Win Condition	Description
1–2	Total Annihilation	Destroy all enemy PROXYs
3–4	Demolition	Destroy buildings equal to half the Initiative roll
5–6	Objective Tag	Secure all 3 Objective Markers

3.4 Deployment

Players alternate placing their PROXYs in the designated starting zones.

4.0 Gameplay Overview

Each round consists of three phases:

1. **Initiative Phase**
2. **Action Phase**
   - Players alternate activating **one PROXY at a time**
3. **End Phase**
   - Resolve ongoing effects, regenerate Power, and check Victory Conditions

5.0 PROXY Stats & Systems

Each PROXY tracks two core resources:

- **Armor**: Health pool. Reaching 0 results in destruction.

- **Power**: Used for movement, attacks, and abilities. Regenerates when inactive.

5.1 Power Use & Regeneration

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

Action	Power Cost
Ability Activation	40 Power (unless noted otherwise)

- A PROXY that takes **no actions** during a round **regenerates to full Power**.

- **Passive upkeep** abilities (e.g. *Cloak*) **prevent regeneration**.

5.2 Damage & Meltdown Effects

When Armor is reduced to **0**, the PROXY is destroyed. Roll **1D6** to determine if it takes others down with it:

Roll	Meltdown Effect
1	No effect
2–4	100 damage to all PROXYs within 3"
5–6	Instantly destroy all PROXYs within 3"

5.3 Degradation

At **half Armor or less**, a PROXY's Power regeneration is **capped at 50%**.

- If Power is already full, it remains so but will not regenerate again unless a **Pit Stop** is made.

5.4 Attacking

Attacks **always hit**, but damage is variable. Roll **1D6**:

Roll	Damage Dealt
1–2	Half damage
3–4	Full damage
5–6	Full damage + 50%

5.5 Movement

Before taking any action, roll **1D6**. That number of inches is **free movement** (no Power cost), resolved **before** any other actions.

6.0 PROXY Classes

6.1 Panther-Class

The original PROXY design (PA99-n37) by Fulgrim Corp. Balanced, mobile, and versatile.

- **Evade** (40 Power): Reposition up to 6" during an enemy's movement
- **Self-Destruct** (40 Power): Destroy self and all PROXYs within 3"

6.2 Goliath-Class

Heavily armored and built for demolition. Based on Alexander Goliath's personal rebuild.

- **Demolition** (40 Power): Instantly destroy one small or large building
- **Shield Generator** (40 Power): Grant an allied PROXY immunity to projectile/incendiary damage for 1 round

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6.3 Stealth-Class

Fast, light, and evasive. Often capable of flight or infiltration.

- **Hover** (40 Power): Ignores terrain elevation and penalties for 1 turn
- **Cloak** (40 Power/turn): Invisible unless within 3" of enemy or hit by splash/incendiary damage. Must be activated at the **start of each turn**

6.4 Chromera-Class

Experimental fusion units combining components from two PROXYs.

- **Legs** = Movement of the donor unit
- **Torso** = Armor of the second unit
- **Ability: Replace** – Upon destruction, deploy 1 replacement PROXY immediately

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6.5 Tanks

Compact units that replace a PROXY in a pair.

- **No abilities**
- **Cannot be used** in conjunction with a Chromera's **Replace** ability

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7.0 Weapon Types

7.1 Melee Weapons

- **Range**: Up to 3"
- **Restrictions**: Cannot target airborne or cloaked units

7.2 Projectile Weapons

- **Range**: Short (12"), Medium (24"), Long (32")
- **Line of sight required**

7.3 Incendiary Weapons

- **Range**: 8"
- **Splash**: 4" radius
- **Ignores line of sight**
- **No armor penetration**
- **Pit Stop required** after one use

8.0 Objectives & Maintenance

8.1 Objectives

- Claimed Objective Markers allow you to **refill ammo**, **restore Power**, and **repair 50 Armor**
- Objectives also count toward **Victory Conditions**

8.2 Repairs & Resupply

- Only available at **Pit Stops**
- Each team may only occupy **one Pit Stop at a time**
- Pit Stop effects resolve after **one full turn**, after which the PROXY must vacate
- A total of **two Pit Stops** may be on the field at once

9.0 Victory Conditions

A player wins immediately when:

- Their **Victory Condition** is fulfilled
- All **enemy PROXYs** are destroyed

If both players achieve their Victory Conditions simultaneously, the game ends in a **draw**.

Help Shape the Future

Weapons of Mass Dysfunction is in active Beta. Your feedback drives development—join our Discord and help us refine the system!

https://discord.gg/fZcDa4j4jz