

CLAY - O - R A M A

A MINIATURES MELODRAMA FOR ALL AGES!

By David "Zeb" Cook

Reprinted From Dragon, Sept. 1987

The Giant Blue Bowling Ball slowly rolled across the battlefield toward the Neon Orange Thing with the big floppy mouth and writhing mass of tentacles. Desperately, the Neon Orange Thing hurled pellets at the ball as it came relentlessly forward.

Then there was a flash, and the Four-Legged Rad Jet plowed into the rear (?) of the bowling ball, cracking the Ball's surface. The Neon Orange Thing sensing a kill, closed in. Panicked the Bowling Ball whipped around, flattening one of the wings of the Red Jet. The Orange Thing lashed out with its, grasping the ball firmly. With a mighty heave, the Orange Thing hurled the Bowling Ball into the air. It sailed up and hurled down, splitting into pieces as it hit the ground.

Turning from the destruction the Red Jet grinned as it sighted the Orange Thing, "Felling lucky today?" it asked, and charged.

Such are the adventures of the denizens of Claydonia as they meet on the battlefield of Clay-O-Rama. Now you, too can recreate their epic struggles, in the all-new, home-use Clay-O-Rama Miniatures Rules - the same you see used every year at the GEN CON Games Fair!

What is a Clay-O-Rama?

A Clay-O-Rama is many things. It is a chance for friends to meet and have a good time, It can be a serious philosophical discussion on the meaning of modeling clay. It is a means of artistic expression. It is a ritualistic gathering of Claydonians to watch the violent destruction of others of their species. But most of all, it is a silly game involving modeling clay miniatures.

What do I need to have a Clay-O-Rama?

First you need a group of people willing to be silly and have fun playing with the modeling clay. Next, you need the rules or something like them. Then you need pencils, paper, and numerous six-sided dice for each player. Utterly unscientific testing has shown that PLAY-DOH Modeling Compound is well suited for use in a Clay-O-Rama. It is easily shaped, comes packaged in the proper amounts, and has pleasing brilliant colors.

How do I create a Claydonian?

After you have assembled the items listed above, find a large smooth space on which to play. This could be several tables pushed together or a smooth tile floor. Do not play in a place where you do not want bits of modeling clay about.

After you have found a place to play and have assembled your friends, give each one a can of modeling clay. Try to let each player have the color he or she wants. After giving out the clay, tell the players the following:

"You have twenty minutes in which to make a creature out of your modeling clay. You may create anything you want, so long it does collapse at the slightest touch. You do not have to use all your clay; any clay you do not use may be shaped into missiles of any size or shape you want. You may not trade clay with another player; use your own clay. When you have finished making your Claydonian, let me know."

After telling your players this, let them go to it. Do not tell them any more about what will happen except that it will be a miniatures game. Encourage creativity. as each player finishes his or her creation, you must assign the creation it's powers.

How do I assign powers?

There six categories of powers that must be assigned to each Claydonian: *movement, number of attacks, "to hit" number, damage, hit points, and special powers.* Each one requires that you make a judgement about the creation of the player. The following are guidelines for assigning the powers; you may alter them as you see fit.

Movement: All movement is measured in spans of the player's outstretched hand (from tip of thumb to little finger). The following table gives the basic movement rates.

<u>Number of legs:</u>	<u>Movement:</u>
0	1 span
1-2	2 spans
3-4	3 spans
5 or more	4 spans

Note that a "leg" is any type of movement-producing appendage the Claydonian might have, even if it is a wheel.

Number of attacks: Look at the creature carefully. How many limbs can it use for attacking? This is the number of attacks it can make each turn. However this number should never be more than four.

Chance to hit: A Claydonian's basic chance to hit is 8 or greater on two six sided dice. If the creature has big limbs or a big mouth the chance to hit is reduced by one. If the creature has real big limbs or uses it's entire body in an attack, reduce the chance to hit by two. You decide how big is "big" or "real big".

Damage: The base damage done in any attack is one six sided die's worth of points. If the limbs are large, one to two more dice may be added to this. If the limbs are very large, three or more dice may be added. If the attack is an absolute killer, up to five dice may be added to the base attack die. As usual you can decide all final attack values. If you're getting the idea that this is not a very exact game, you have the right idea. You're playing with clay monsters right? Who needs to be exact?

Hit points: Look at the creature and compare it to the amount of clay kept aside to use for missiles. If the entire can of clay was used to form the creature, it has 50 points. If half was used for missiles, the creature will have 25 hit points. Assign hit points based on the fraction of clay used to form missiles. If 25% of the clay is used for missiles, knock 25% of 50 to find the creature's hit points. This is another judgement call on the part of the referee.

Special powers: Each creation gets one special power. It may be from the "Special Power" list or one you make up. If you make it up, it is recommended that you create a power that will affect modeling clay in some harmless way the following powers may be assigned randomly by rolling a die or may be chosen by you to match the creature in some way.

You may create any other powers you can think of. However, be sure that none of them are dangerous to the players or spectators watching the game.

How do I play the game?

Once all the players have created their Claydonians and have had powers assigned to them, have them gather around the playing area. Have the players space themselves at an equal distances from each other. Each player should roll three six-sided dice to find his or her initiative number. After this is done, explain the What Do I Do, How Do I Move, How Do I Shoot, How do I Attack, and How Do I Win rules to the players. Once everyone understands what is going on, begin the game.

What Do I Do?

The Clay-O-Rama is played in turns. A player gets to move his creation once during each turn. At several points during a turn, a player may have the opportunity to attack. Each player takes his move in the order of initiative rolls, going from highest to lowest. The sequence of a player's moves is as follows:

1. **Move your creation** up to its full movement.
2. **Fire up to three missiles** at targets of your choice.
3. **Attack any creature to which your Claydonian is adjacent**, provided you have attacks left to do so.
4. **The other player (or players) may counterattack against your creature**, provided they have any attacks left and are in range of the attacker.

Each player follows this sequence in order of initiative, until the player is out of the game or the game is over.

How does my Claydonian move?

To move your creation, use your hand to measure the distance the Claydonian moves, starting from the front of the creature. If there is no discernable front begin measuring in the direction the creature last moved. There is no terrain in the game (though you can add some if you like). Thus, except when turning, a creature will always be able to move up to its full movement.

Note that if some people feel that the hand-span measuring system is unfair or grossly inaccurate, you may then enforce the Uniformity Rule. The Uniformity Rule states that all distances will be measured by the referee's hand. However, this will slow down the play of the game and place a great deal of work in the hands of the referee (ahem).

If a part of a creation comes off during movement, the player is allowed to put that piece back on its creation at no penalty. Falling apart is best done under combat conditions.

How does my Claydonian shoot?

At the end of movement, each player is allowed to shoot up to three of his missiles. A missile may only be used once. After it is fired, it is removed from play. If a player does not have any missiles, he may not fire any.

To fire a missile, the player stands anywhere within 3-4' of his own position at the table. The player may not move to a different area of the battlefield; he must fire his missile from the point where his creation began the game. After the player has his position, have him name his target (a specific Claydonian creation on the table). Players cannot attack a group of monsters; only one will do.

Have the player throw his missile, attempting to hit the target. Make it clear to the thrower that how hard the missile is thrown has NO effect on the amount of damage done. It is only the SIZE of the target that matters. It is a wise idea to have someone stand opposite the thrower to catch long shots and bounces. If the thrower manages to hit his declared target, the missile has hit. If the thrower hits a different creature, the shot is a miss, no matter what happens. The attacked player is allowed to re-attach any parts of his Claydonian that comes off due to the missile's hits, unless a special power dictates otherwise. If the missile missed, the shot is no good.

If a missile hits its target, you must determine the amount of damage done by the missile. The base damage for a missile is one six-sided die for something about the size of a marble. Missiles smaller than this may do less damage. Missiles larger than this should do proportionally greater damage (up to five dice).

How does my Claydonian attack?

Each Claydonian is assigned a number of attacks it can make in one turn, based upon the number of manipulative limbs it has. These attacks can be used as attacks or counterattacks. If a creation has used all its attacks, it may not make any more attacks (or counter attacks) for the rest of the turn.

If a creation is adjacent to an enemy creation, you may decide to attack "Adjacent" is defined within reach of your creation's arms. You may attack as many times as you have attacks, provided you have not used any of your attacks as counterattacks (see below).

To make an attack, you must announce your target and the dice of damage done by the attack (unless your attacks do the same amount of damage). Then roll two dice. If the dice roll is equal or greater than your "to hit" number, you have hit your target with the attack.

After all attacks have been resolved against one target, count the number of dice damage from all those successful attacks. Roll the dice and add them together to find the total amount of damage caused. The player whose creature was the target of the attack should subtract the amount from his creation's hit points. If the creation's hit points reach zero, the creation is dead (see below on what happens then).

How does my creation counterattack?

A Claydonian may counterattack if it is attacked by another creation during the combat phase. To counterattack, the Claydonian must have a few attacks left and must survive the attacks of its opponent. It may only make attacks against the opponent that just attacked it. The counterattacks are handled as if they were normal attacks. A Claydonian may use its special power in a counterattack.

What happens when my Claydonian dies?

Ah, this particular question has plagued the Claydonian philosophers for centuries. Several scurrilous theories have been presented, including the concepts of drying out or being eaten by small children and dogs. However, in watching the deaths of several Claydonians on the field of battle, a common belief has arisen. Most Claydonians feel that when one of their kind dies, a large hand reaches from the heavens and squeezes the Claydonian through its fingers. This act almost always accompanied by a horrible scream that echoes through the heavens.

How do I win?

This depends on why you are playing this game in the first place. If you are playing to have fun, you win if you get really silly. If you are playing to be competitive and to beat out everyone else, you win if your creation is the last surviving Claydonian on the battlefield. Since only one person can win the second way, it is a lot nicer to play for the first reason.

These are the rules for the Clay-O-Rama. Take them, have fun with them, be inspired to the heights of silliness, or feed them to your dog. Enjoy!

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CLAY - O - RAMA

“Special Powers” List

The Drop: Made in place of one normal attack. If a hit is successfully made, you then lift the target into the air and drop it 3'. Afterwards, you can decide the amount of damage caused based on what happened.

Reshape One Limb: This power is used in place of a normal attack. If it hits successfully, the attacking player may alter the shape of any one limb of the target as he pleases. The game master will assign damage or altered powers because of this change.

The Blob of Death: This power may be used by a creature with missiles. The player may designate one of the missiles to be his Blob of Death. It is fired like a normal missile (during the *throw missile* phase) If it scores a hit, you should take your fist and give the target one solid smash to show the effects of the missile. After doing this gamemaster will assign damage based on the consequences. Only one Blob of Death per game is allowed.

Rip Limbs Off: When the creature rolls an 11 or 12 on a normal attack, the player may tear one of his opponent's limbs off. Ah, that is, the player may tear off one of his (Claydonian's) opponent's limbs. Though this attack causes no damage to the opponent in terms of lost hit points. game master should be ready to note any changes to the target's powers.

The Bowl: This power works like the drop except that you roll the target across the battlefield.

The Poke: When a hit is made you quickly poke the target hard with your finger, making a nice hole in it. Then GM decides the amount of damage.

Change Places: In addition to a normal attack on a successful hit, creatures this power may change places with any opponent on the board, or change the places of any two creatures on the board. The creature may not move the same turn it uses this power.

Move Out of Turn: Creatures with this power may move at any initiative point in the turn. They simply announce that they wish to move. They may not move in the middle of another player's move.

Use Opponent as Missile: If all an attacker's limb's hit a target, he may pick his target up and use it as a missile against a third opponent. The missile is fired normally, and a game master should assess damage to both the missile and the target.

Divide Self: This power should be only given to creatures that can easily divide into two sections. Each half has half the powers of the normal creature at the time of division.

Borrow Power: In addition to all normal attacks, a successful hit by this creature allows it to use the special power belonging to the creature it hit, if the attacker wants to do so. The decision must be made immediately or the borrowed power will be lost until another successful hit is made. *The player with this power will not be told what the powers of other creatures are; he can only learn this by observation if he/she has not seen it, it can't be used. Blob of Death cannot be 'borrowed'.*

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Character Sheet

Manager's Name _____

Claydonian's Name _____

STATISTICS

Movement: [] - 1 [] - 2 [] - 3 [] - 4 Spans

Special Power _____

Body Points:

(add/subtract
damage below)

ATTACKS

Number of Attacks Per Round: _____

- Limb or Whatever _____ Roll to Hit _____ for _____ Dice Damage
- Limb or Whatever _____ Roll to Hit _____ for _____ Dice Damage
- Limb or Whatever _____ Roll to Hit _____ for _____ Dice Damage
- Limb or Whatever _____ Roll to Hit _____ for _____ Dice Damage

MISSILES

- _____ Tiny Missiles for 1/2 Die Damage
- _____ Small Missiles for 1 Die Damage
- _____ Medium Missiles for 2 Die Damage
- _____ Large Missiles for 3 Die Damage
- _____ Size _____ Missiles for _____ Damage

NOTES, MEMOIRS, DOODLES, BRIBES, AND I.O.U.'S

CLAY - O - RAMA

Gamemaster's Sheet

Stats Creation:

Base Hit Points: 50

Movement:

(span = thumb to pinky)

Number of legs:	Move up to:
0	1 span
1-2	2 spans
3-4	3 spans
5 or more	4 spans

Base To-hit Roll: 8 on 2 d6

Base Limb Damage: 1 d6

Base Missile Damage:
1 d6 for marble sized

Determine or randomly roll for Special Power (2d6):

- 2 - Change Places
- 3 - Rip Limbs Off
- 4 - Borrow Power
- 5 - Reshape One Limb
- 6 - The Poke
- 7 - The Bowl
- 8 - The Drop
- 9 - The Blob of Death (only one!)
- 10 - Use Opponent as Missile
- 11 - Move Out of Turn
- 12 - Divide Self

Round Sequence:

- **Roll for initiative**, the player with the highest initiative will start and then turn order will be in a clockwise direction for the rest of the players and then initiative again.

Turn Sequence:

- **Move your creation** up to its full movement.
- **Fire up to three missiles** at targets of your choice.
- **Attack any creature(s) to which your Claydonian is adjacent**, provided you have attacks left this round to do so.
- **The player (or players) who were attacked may counterattack against your creature**, provided they have any attacks left this round and are in range of the attacker.

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