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# FUZZY HEROES<sup>TM</sup>

## 2ND EDITION

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Hero  
supplements!

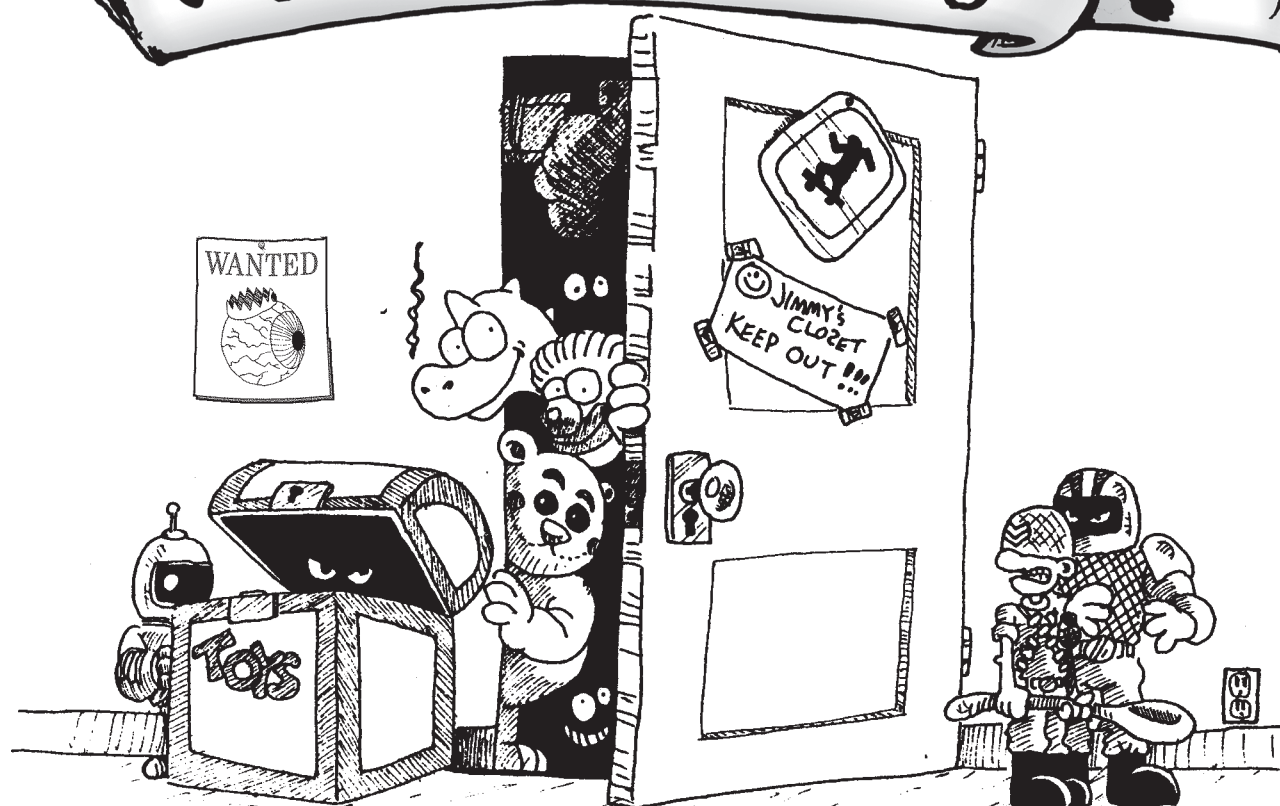
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Gallant...  
Mighty...  
Stuffed!

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combat for stuffed animals and toys.

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# FUZZY HEROES™ 2ND EDITION



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To Dan, Gary, Dave, Sandy, Herman,  
and all those who have gone before.  
Have no worries, and fear for naught.

The games go on.

As for the rest of you, stick around  
for a while yet. There's still lots to  
do.

Let the Games Begin!



### Strange Cur in a Strange Land

*It was dark, almost pitch-black, and quiet. He was lying on something soft but unyielding, and he felt the sudden urge to move. He crawled, moving until a hard surface, a wall perhaps, stopped him from moving forward. He began to feel the surface of the wall, trying to gain an understanding of his surroundings. He bumped into some unknown object, and it fell, making a slight noise. He found an edge mounted on the wall, an edge that felt like a door.*

*“Mom, there’s a noise in my closet again,” he heard a voice complain. The voice obviously belonged to something far larger than he was, and incredibly scarier.*

*“Go to bed!” came the even larger reply. This was becoming dangerous!*

*The edge was definitely a small door, about twice his size, but with no apparent handle. He pushed against it with all of his weight, eager to escape the owners of the voices before they discovered his presence. The door gave suddenly, spilling him forward into a miasma of color, and closing behind him with an audible snap. He rolled forward and opened his eyes.*

*“Puppy, Blue is my name,” barked a large 4-legged creature that appeared before him as his vision cleared. The creature was gingham blue, about his size and addressed him with an extended paw. Surrounding the creature was a rolling field of green and red squares. It was bright here, and there were unidentifiable sounds in the distance. One persistent sound barked at him yet again.*

*“I’m known for my keen eyesight, and for my bark. What’s your name?”*

*He gazed back at the blue creature (‘puppy’, evidently) but could think of nothing to say. He only stared dumbfounded as the creature set him on his feet, and grabbed for a small cloth tag at his hip. He had not realized that he had a tag before. It was torn, and the top was missing, but it was definitely a part of him. The ‘Puppy’ began to read aloud from it.*

*“Taiwan, it says here,” the creature barked yet again, “and there’s more... ‘A Swine That’s All Heart’. Guess your name is Taiwan.”*



*"You don't have to bark at me," he finally stammered.*

*"Actually, I do," the creature barked again, "I'm a puppy, and it is kind of expected of us. Using my keen eyesight, I can see that you have no experience with puppies?"*

*"Ok, Blue Puppy, I'll take your word... err... bark for it," he replied. "because your bark is pretty big."*

*"I have been working on that, but my eyesight is still better," the puppy admitted.*

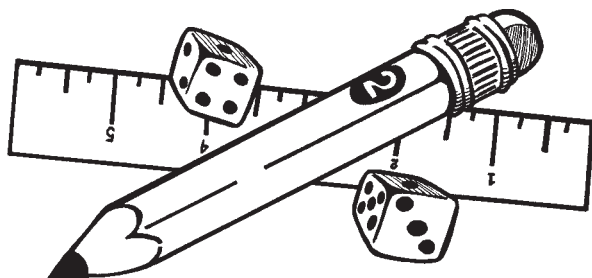
*"So your bark is worse than your sight?" he asked.*

*"I have a feeling this will get worse before it gets better, at the very least. Come and meet the rest of the gang. I need to move anyway, there's a penny stuck under my right rear paw." And with that the blue puppy led him towards a large range of hills that seemed to be made of pillows. He could see that there were other figures there. His senses awl, he followed, as, after all, this hound was certainly on the cent.*

## **What have I gotten myself into? (About this Game Called Fuzzy Heroes)**

---

Fuzzy Heroes uses stuffed animals and toys of all kinds as the characters and combatants in miniature and role-playing battles. These toys gain the energy to move and pursue their noble goals from the land of FrolicHaven, a mystic land which only toys can access through secret doorways that exist in the back of every closet (which is why kids are always hearing noises in the back of the closet).

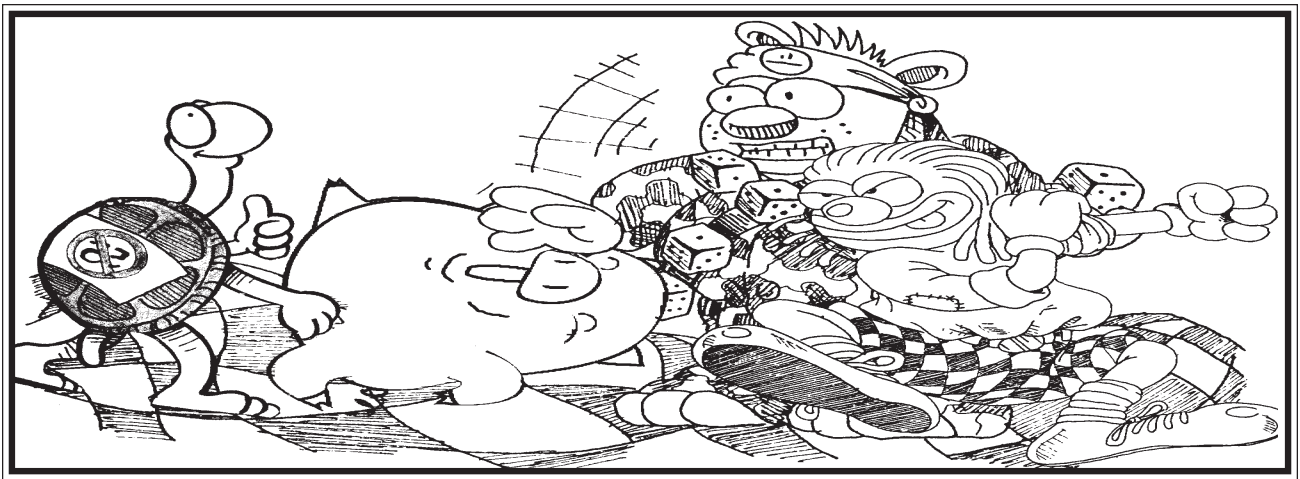


As they engage in combat, this violent activity causes them to lose this energy, eventually falling asleep. If these toys are carefully put away, however, the Fuzzy Heroes will regain this energy and may come back to fight another day.

Fuzzy Heroes is designed to be played by two or more people using actual toys, whether as a role-playing or a miniatures game, and so you're going to need some space. The living room floor, the dining room table, or the top of a bed make ample playing surfaces; all are suitably large for good Fuzzy Heroes gaming. Each player should have and will need at least one toy, but what toys are used is unimportant, other than to the person that will have to play the part of that toy in the upcoming game.

I know, this rulebook is scary due to its size, but fear not, this book contains all of the rules you'll need to engage in Fuzzy Heroes Role-Playing, basic, and advanced miniature games, and a complete section on how to design role-playing adventures and to run a role-playing game.

Before that panics you further, understand that most of these rules are NOT required to start play. They are intended to be added as the players see fit, and to allow the game to grow with the players over time. In addition, the story of the early days of FrolicHaven is nested within these rules, and those portions may be skipped by players that are 'eager to get playing'! Before beginning your first game you need only to read pages 7 through 18, and all of the story lines have been printed in italics so that you can skip the italics sections if you wish. Alternately, if you'd like to finish reading the story before beginning to play, you can just read the italics sections. The table of contents, further, should provide a ready guide to only those sections you feel you are ready to add, and as you expand your enjoyment of the game, these sections may be played separately as well. Under no circumstance is it necessary to read the entire rules before beginning play, rest assured.



## A War of Words

*There were three of them, and he was getting used to them addressing him as Taiwan. Still, the name didn't feel quite right.*

*"Hello Taiwan," began a small grey stuffed Mouse, "I'm Energy Mouse. I make stuff."*

*"Hello Energy Mouse," Taiwan replied, shifting uncomfortably under the weight of his uncomfortable name. "You make stuffing?"*

*"No stuff, things, gizmos, what-have-you," the mouse replied, slightly irritated.*

*"I have stuffing, thanks for asking," Taiwan smiled. "But if I ever need more, you're my mouse." A yellow-colored bunny interrupted the mouse's imminent retort.*

*"Hello," he interjected, "I'm Yellow Bunny. I sew."*

*"I'm Taiwan," answered Taiwan, "If your eyes are sore, have you tried putting drops in them?"*

*"No," snapped the bunny, "I sew! I repair when necessary."*

*"Well I suppose your eyes could be repaired," answered Taiwan with sympathy, "but let's hope it doesn't come to that." A large, heavy-shelled turtle strode forward to help end the confusion, or at least forestall further comments.*

*"I'm Tank," he said lifting a claw, "you?..."*

*"My name is Taiwan and I'm welcoming you, although I'm not sure what I have done to earn your thanks," answered Taiwan, grasping the extended claw.*

*"He's worse than a Renegade," whispered Energy Mouse to Blue Puppy.*

*"Funny you should say that," came a strange voice from the ridge above. Tank, Taiwan, Blue Puppy, Yellow Bunny and Energy Mouse all looked upwards with a start. A large number of action figures looked down at them, and all of them held weapons!*

*"Perhaps you should simply surrender," the action figure smirked. The other toys shrugged whatever they had that passed for shoulders. It seemed the action figures had the advantage.*

*"But why should we?" asked Taiwan, still unsure of the customary reply.*

*"I give up," answered the action figure with a disbelieving look.*

*"They gave up!" cried Taiwan. "We win!" Taiwan, the Swine that's all Heart, sank quickly into a restful sleep as all of the action figures, simultaneously, slapped him for what had to be his worst pun so far.*



## The Legend of the Fuzzy Heroes

---

The Land of FrolicHaven is fueled by the love that children have for their toys, and is populated by those toys that have 'mysteriously gone missing', or that go missing for periods of time before inevitably 'being found' again. These toys vary as widely as do their owners, and have differing beliefs as well. The inhabitants of FrolicHaven are, in fact, split into two main camps: The Renegades, and the Fuzzy Heroes.

Fuzzy Heroes are toys that are staunchly loyal to their owners. These toys sneak back into the real world to help their owners keep their rooms clean, to place lost eyeglasses and retainers where they will be easily found, and, of course, to thwart the plots of the naughty Renegade toys. Most stuffed toys are Fuzzy Heroes, although some plastic toys are Fuzzy Heroes as well. The only enemies they share with the Renegades are the wayward pets (dogs mostly) that consider them to be chew toys.

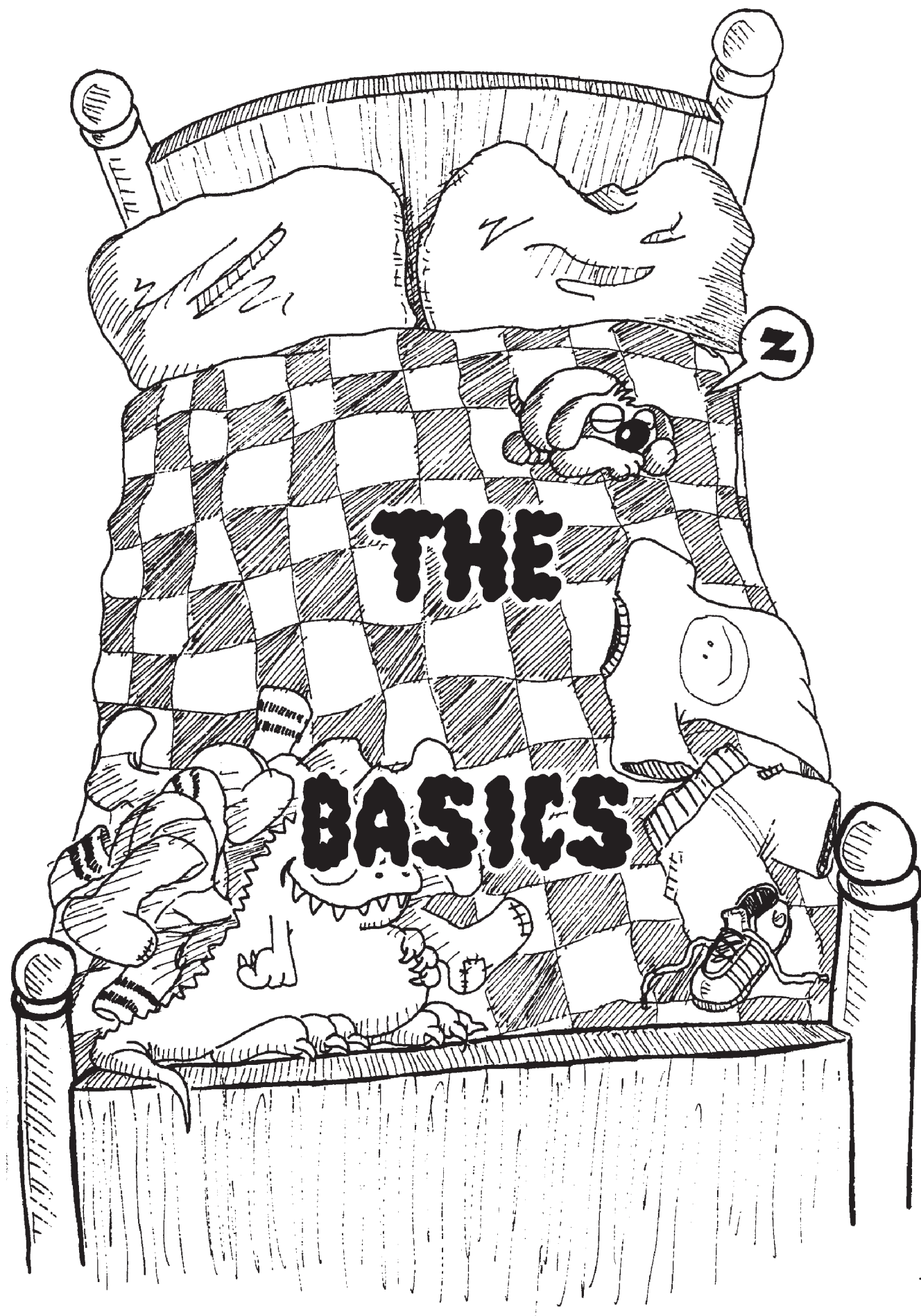
The Renegades are naughty, denying that they owe any loyalty to their former owners and believing that toys should be independent of ownership. They argue that toys should be able to pursue their own dreams and goals. 'Freedom!' is their battle cry. Most action figures and plastic toys are Renegades, although some stuffed toys are Renegades as well.

The Renegades hope to eventually conquer the real world, guaranteeing freedom for all toys everywhere. The Renegades are often responsible for the dirtying of children's bedrooms (for which the children get blamed) and intrusions into offices and nurseries, thus getting children banned from these areas. Once a room is little used, it provides a perfect forward base for operations to these naughty Renegades.

The recent success of several Renegade schemes has given rise to the creation of this book; a secret book that explains the tactics and strategies of the Fuzzy Heroes and the Renegades. This book has been given to only a select few, those who would do their best to help the Fuzzy Heroes, although it is rumored that several copies have made their way into the hands of the Renegades as well.

We can but hope that you will use this book both wisely, and well.







## The Basic Game

Basic Fuzzy Heroes is a game of tactical miniatures combat that uses toys of all kinds as the combatants. It is played on any large surface that won't get you into trouble such as the floor, a bed, a dorm room, or the kitchen table. Each player will play one or more toys (Fuzzy Heroes) and will direct the actions of these toys as they engage in combat with each other. Once you have finished reading this section, you'll be ready to play.

## What You'll Need

Every Fuzzy Heroes game will require:

- 1) a flexible measuring device such as a paper ruler, tailor's tape, or a tape measure,
- 2) several six-sided dice,
- 3) some scratch paper (index cards work best)
- 4) some pencils to keep track of the action
- 5) At least one toy of some kind for each player. In a pinch you can make crude toys out of Styrofoam cups, wads of paper, or any other items of similar size that happen to be lying around.

Now, make sure everyone has a toy, a measuring device (or access to one), a pencil and a paper or index card. We're ready to begin.

## Making Combat Cards

In both basic and advanced Fuzzy Heroes combat, each toy used for play will need a Combat Card. These cards contain the combat statistics for the toy and keep track of any damage/energy loss the toy experiences during play. Each combat card will need the following statistics listed for the toy they represent:

**Energy Points**

**Defensive Classification**

**Number of Attacks**

**Damage Dice**

**Avoidance Roll**

**Movement**

In a basic Fuzzy Heroes game, these are the only statistics used. A short description of how these statistics are determined, what they are used for, and their commonly used abbreviations follows:

### Energy Points (EP):

This is the amount of damage the Fuzzy Hero can sustain in combat before falling asleep (and being removed from the game). To determine the number of Energy Points any toy will have in a Fuzzy Heroes contest, measure their longest linear length. It is up to the person that will control the toy, but if they wish, it's ok to stretch stuffed toys a bit when measuring. Determine the length, in inches, of the toys longest overall length, and then consult the chart below:

Max. Linear Measurement	Energy Points	Defensive Classification
1"-3"	3	16
4"-5"	4	15
6"-7"	5	14
8"-9"	6	13
10"-12"	7	12
13"-15"	8	11
16"-18"	9	10
19"-23"	10	9
24"-29"	11	8
30"+	12	7

We can also use this measurement to help determine the next combat statistic.

### Defensive Classification (DC):

The Defensive Classification of a Fuzzy Hero is the measure of how hard it is to effectively attack them in combat. It represents the armor, ability to avoid blows, and general hardness of the Fuzzy Hero. It also represents a target number that any opponent will need to equal or exceed in order to successfully attack the Fuzzy Hero, but that will be discussed further under Combat. For now, consult the chart above for the base (not final) Defensive Classification of your toy based on the measurement we have already taken.

Now that you have your Fuzzy Hero's base Defensive Classification, determine the primary color of your Fuzzy Hero. The primary color of your toy is that color which covers most of the surface area of the toy. Consult the chart below to determine the bonus or penalty this color will add to your toy's Defensive Classification.

Primary Color	Defensive Classification Modifier	Avoidance Roll
Pink/Yellow	-5	8
White	-4	9
Purple/Green	-3	10
Blue/Gray	-2	11
Orange/Red/Gold/Metallic	-1	12
Black/Brown	0	13
Camouflage/Stripes/Spots	+1	14

Barring Advanced Rules penalties and bonuses, the adjusted (base DC plus or minus the color penalty or bonus) Defensive Classification of your Fuzzy Hero should now be written on the combat card. Looking at the color chart, we can now also determine the next combat statistic.

### Avoidance Roll (AR):

Avoidance Rolls represent the ability of a Fuzzy Hero to avoid magical abilities, and those attacks (any) that have an area of effect (including area of effect weapons. Put simply, the Avoidance Roll is the Fuzzy Hero's chance to dodge, duck, or otherwise mentally or physically overcome any non-standard (ranged or melee) attack that is aimed at him or the area he occupies. To be successful, an Avoidance Roll must be equal to or greater than this number when rolled on three six-sided dice. As such, the lower this number, the better.

Some Abilities and Attacks still cause partial damage, or will still have some effect, even if the Avoidance Roll of the defender is successful. Special attacks which may ignore some or all of the avoidance of an opponent will have this ability listed under the explanation of the attack in the advanced rules.

Should you decide that a given attack should either be immune to the effects of an Avoidance Roll, or that an attack should be in whole or part negated by an Avoidance Roll, feel free to make that change to the rules for your Fuzzy Heroes battle. As with all rules alterations, just be sure that all players are aware of, and agree with these changes before the start of play.

Consult the chart at the left now and record your Fuzzy Hero's Avoidance on the combat card.

### Number of Attacks (#/ATT):

This statistic describes the number of times your Fuzzy Hero may attack in a single turn. It is determined by:

- 1) counting the number of appendages (arms, legs, tails, tentacles, etc.) your toy has. Do not count wings, extra heads, or antennae.
- 2) See if your toy has a visible mouth. If it does not, subtract one from the number of appendages. If it has more than one, add one to the number of appendages for each extra mouth.
- 3) Now subtract one point from this total, as you'll need to leave your Fuzzy Hero a leg to stand on while fighting. Enter this number on the combat card as the Fuzzy Heroes #/ATT. (Number of Attacks) statistic.

If this does not make sense, accept my apologies for that, and then skip to the end of this section and check the example.





Size of Largest	Number of Teeth, Claws, Quills, and Other Boney Bits									
	1	2	3	4-5	6-7	8-9	10-12	13-15	16-20	20+
1/2"	1	1	1	2	2	2	3	3	3	4
1"	1	1	2	2	2	3	3	3	4	4
2"	1	2	2	2	3	3	3	4	4	4
3"	2	2	2	3	3	3	4	4	4	5
4"	2	2	3	3	3	4	4	4	5	5
5"+	2	3	3	3	4	4	4	5	5	5
Damage Dice based on size and number of boney bits.										

### Damage Dice (DD):

A boxer can throw a lot of punches, but a boxer that throws a lot of hard punches generally has an advantage over his opponent. The Damage Dice statistic is a measure of the impact, or damage caused, by a Fuzzy Heroes successful attack. To determine your toy's Damage Dice, count the number of teeth, claws, quills, spikes or other boney protuberances (bits) that are visible on the toy, and then measure the longest of those spikey bits. The chart below should then be used to determine the Damage Dice (DD) of the toy. Note that all Fuzzy Heroes receive at least one Damage Dice.

### Movement (MV):

This statistic is the most easily understood; it is the distance that a Fuzzy Hero can move each turn during the game. This statistic determined by several factors, with the most important being the overall size of the toy being used. To determine the Movement of your Fuzzy Hero, follow the steps below.

- 1) If your toy has no appendages, it 'hovers' and is automatically granted 12" Movement minimum. If you have a toy that hovers, you can enter the 12" under its Movement now.
- 2) If your toy has appendages (legs, arms, etc.) take the longest linear measurement that we determined when we measured our toys for Energy Points. Each six inches of movement, up to thirty inches in

length (30") provides a toy with six inches of movement. A 1-11" toy, therefore, moves six inches, a 12"-17" toy moves twelve inches, an 18"-23" toy moves 18 inches, a 24"-29" toy moves 24 inches, and if your toy is 30" or longer, he moves thirty inches per turn. In order to aid and speed play, the chart below is provided.

Max. Linear Measurement	Movement (per turn)
6" or less	6"
7"-11	12"
12"-17"	18"
18"-23"	24"
24"-29"	30"
30"+	36"
no limbs	12" hover
flight	24"

- 3) Next, see if your toy is wearing footwear (shoes, boots, socks, skis, etc.) of any kind. If your toy has footwear, add 6" more movement.
- 4) Finally, if your toy has wings of any kind, a cape, or is otherwise obviously flight-capable, write Flight next to its movement. All flying toys move 24" per turn. You should probably write this number down under Movement as well.

## Example of “Statting” (determining Combat Statistics) for a Fuzzy Hero

Alex has decided to use his favorite toy, a stuffed green ogre with a bad sweat shirt and antenna-like ears that he has named Shriek, to play Fuzzy Heroes. He begins by measuring the toy, (which he decides to stretch a bit during the measuring process), and determines that the toy is just a bit longer than 10” from the tip of one toe to the end of an outstretched arm.

According to the Size Chart, this means that Shriek has 7 Energy Points and a base (starting) Defensive Classification of 12. Alex writes both of these statistics in Shriek’s Combat Card, but he writes the Defensive Classification lightly so that it can be easily erased.

He now looks Shriek over very carefully and determines that, in spite of a dingy gray sweatshirt, Shriek’s main color is green. Alex checks the Color Chart and discovers that the color green subtracts three (-3 on the chart) from Shriek’s Defensive Classification, while providing him with an Avoidance Roll of 10. Alex now writes down Shriek’s adjusted Defensive Classification, 9 ( $12-3=9$ ), and his Avoidance Roll, 10.

Alex now counts all of the arms, legs, tails, tentacles, and other appendages on Shriek. He has two arms, two legs, and nothing else for a total of four appendages ( $2+2=4$ ). Alex checks to see that Shriek has a visible mouth, which he does (smiling no less), then subtracts one from the total of four as Shriek will need a leg to stand on while he is fighting. Shriek’s Number of Attacks statistic is a three, which Alex now writes on the Combat Card.

Alex now studies his toy searching for teeth, claws, quills, spikes or other boney protuberances (bits) to determine his Damage Dice. He is at first disappointed as Shriek’s smile shows no teeth, but then discovers that Shriek does have visible, dirty fingernails on the ends of his eight fingers. Each fingernail is half an inch long, and there are eight. Alex checks the chart and discovers that this provides Shriek with a Damage Dice statistic of two, which he records on the Combat Card.

Finally, Alex looks at Shriek’s size (10 inches), and checks the chart to determine his base movement per turn (his Movement statistic). Shriek is entitled to move twelve inches according to the chart, but he is also wearing boots, which provide him with an additional six inches of movement. Alex adjusts Shriek’s Movement to twelve inches ( $12”+6”=18”$ ) and records this final statistic on Shriek’s Combat Card.

Alex’s Combat Card should now look like this:

Player: Alex

Fuzzy Hero Name: Shriek

Energy Points: 7

Defensive Classification: 9

Avoidance Roll: 10

# of Attacks: 3

Damage Dice: 2

Movement: 18”

(This space down here can be used to add abilities and advanced rules bonuses when you get that far).

... and he is ready for combat!



## Con-Text

---

Taiwan, the Pig that was All Heart, swam slowly back to consciousness. He was surrounded by gray, a color which struck him as being about average for Defense and Avoidance, although he wasn't sure why it struck him that way. As he surveyed his surroundings, he discovered that he was in a cell, a prison cell, a square room with 4 walls and a locked door about half a turn's movement in size. The window to the cell was bars, not glass, and the only object in the cell was a small square that lay on the floor.

"Hello," he cried loudly. "Can anybody help me?"

"I can't hear you," came the reply from beyond his cell, "Nobody can hear you. You have to use the phone."

"The phone?" Taiwan replied in shock. "What phone?"

"The phone on the floor. It's a cell phone."

"Oh," answered Taiwan.

"Still can't hear you," said the voice for no readily apparent reason.

Taiwan picked up the square object from the floor. It flipped open and had a number of buttons. Taiwan pressed several at random.

"Hello," said a voice on the phone.

"Hello!" replied Taiwan excitedly. "Who is this?"

"Eye Decay," responded the voice.

"Then who should I ask?" replied Taiwan, now thoroughly confused.

Strange letters suddenly appeared on the phone in front of Taiwan. They spelled out, "No you idiot, my name, Eye Decay."

"Why are you spelling things to me instead of talking?" asked Taiwan.

"You misunderstood Eye Decay," replied the voice.

"Which now?" asked the confused pig, "Do you think I misunderstood or that you don't know?"

"You misunderstood" the voice replied with as much patience as it could muster.

"Misunderstood what?" asked the confused pig.

A strange humming noise from the Cell Phone was the only reply.

## Setting up for play

---

Each player should now have a combat card with all of the combat statistics of the toy they wish to play recorded upon it. Make sure that each player has a pencil, that there is a flexible measuring device like a tape measure handy, and that you have at least three six-sided dice. When all of these articles have been prepared, we're ready to see just how Fuzzy Heroes works.

## Deciding On a Scenario

---

Whenever a game of Fuzzy Heroes is played, the players first need to know the Victory Conditions of the battle (before play begins). A given game's victory conditions are nothing more complex than deciding what is required for a single player to win, and these conditions are determined by the players.

Victory can be as simple as 'the last player standing wins', or can be made as complex as the players would like. 'The first to defeat three opponents' is also a good example of a Victory Condition. Talk to the players, and decide upon a victory condition now. If you'd like, you can also play the sample adventure that is found at the end of this section of the rules, which has its own specific set of Victory Conditions for the various players.

Once you have decided upon your Victory Conditions, it's time to choose and create the battlefield/playing surface. In Basic Fuzzy Heroes, any objects you like can be added to the playing surface to represent mountains, lakes, or other features. A pillow can be a hill; an empty box can be a cave.

In the basic game, these features only serve to block line of sight, thus preventing attacks that would cross their perimeters. We'll discuss that further under combat. For now, throw a few pieces of terrain onto the battlefield, and adjust your Victory Conditions as you would like.

Have each player place their Fuzzy Hero on the battlefield where they wish. If this is your first battle, strategy and tactics will be unclear, and some players will place their toys in truly bad spots. Don't let this hamper your enjoyment of the game. You will get to play again.

## Turn Sequence and Combat

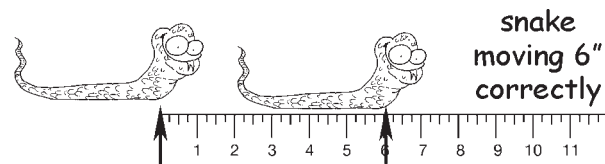
Now we have our combat cards, our battlefield, and our Fuzzy Heroes are in position and ready to begin. Let's see how this game actually works.

Basic Fuzzy Heroes is a miniatures game that follows a Turn Sequence as listed below. First, have each player roll two dice. This is called the **Initiative Roll**. The player with the highest total (Initiative Roll) goes first, followed by the second highest, and so on, until each player has taken a turn. Each player will complete the entire sequence listed before it is the next player's turn. On a player's turn, they may (don't have to) in order:

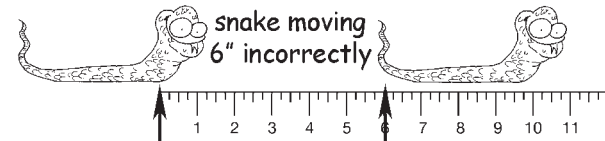
- 1) **Move** part or all of their Movement statistic, **then**
- 2) **Attack** any opponent that is within their **line of sight**, **facing**, and **attack range**.

Once all players have taken a turn, the turn is over and initiative should be rolled for the following turn.

When moving your Fuzzy Hero, measure from the farthest forward portion of the toy, and move the toy forward their movement allowable or less, placing the toy so that the farthest forward portion does not exceed their maximum movement.



This...



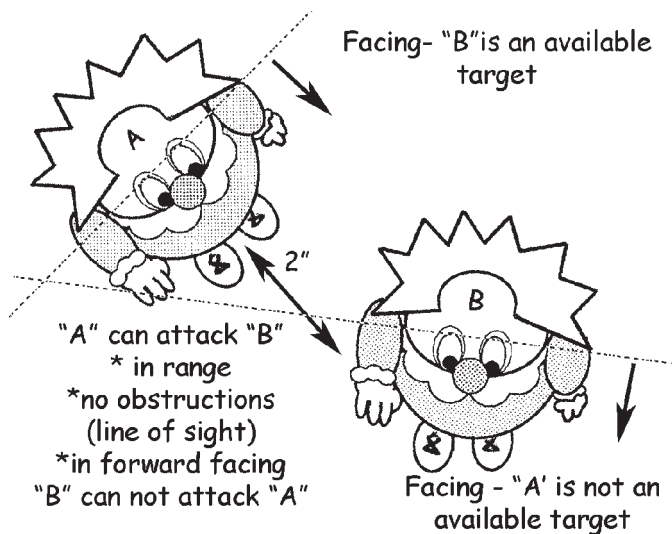
... not this.

Place the toy so that it faces whatever opponent or direction you'd like, even should that cause the toy to turn all the way around from their original position. This facing change is free, but it is also very important. A Fuzzy Hero may only be moved, or have its facing changed, on a player's turn, and this facing will not change until the player's next turn.

Once moved, the player may choose to have his Fuzzy Hero attack any other player's toy if some portion of that toy is within the standard attack range of two inches (2" – longer attack ranges, and ranged attacks, are part of the advanced rules, but all attack ranges in basic Fuzzy Heroes are 2"). It is ok to stretch a toy so as to shorten the attack range. The toy to be attacked must also be in front of the Fuzzy Hero, within its facing. The 'front' or facing of all Fuzzy Heroes warriors is considered to be 180 degrees. Put more simply; draw a line through the center of the attacking toy. If the opponent is in front of that line, the attacker has facing. If the target toy is behind that line, the attacker does not have facing and can not attack. The diagram on the next page illustrates this principle.

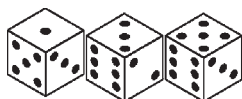
Lastly, the attacker must also be able to 'see' his opponent, without obstructions that might hide him. This is known as line of sight. If the defender is within two inches, but is also, for instance, inside a cave made from a cardboard (and the attacker is outside), the toy may not be attacked because the attacker can not see his target.



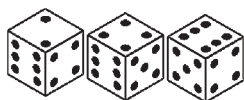


Should the attacker have line of sight, be facing his opponent, and be within attack range (perhaps by stretching), then the attack may proceed. The player controlling the attacking Fuzzy Hero should then grab three six-sided dice, and roll them once for each point he has listed under Number of Attacks. The numbers rolled are then compared to the Defensive Classification of the target Fuzzy Hero, and should they equal or exceed the target's Defensive Classification, the attack is a success. Rolls that are lower than the target's Defensive Classification are attacks that have missed.

For each successful attack that the player has rolled, he should then roll the number of dice indicated by his Damage Dice statistic. Each odd number (1,3,5) that comes up on these dice will then cost the target one Energy Point. These Energy Points are subtracted immediately, and should they exceed the total Energy Points of the defending Fuzzy Hero, it falls asleep and is out of the game. All Fuzzy Heroes can come back to fight another day if they are carefully put away where they belong, in the closet, toy box, or on a shelf.



Great Success!



Horrid, Humiliating, Defeat

Let's look at an example to help clarify how combat works.

## Sample Combat

Alex has moved his toy ogre, Shriek, to within two inches of Brenda's purple dinosaur, Bernie. Shriek is facing Bernie, and there are no obstructions to his line of sight. Alex decides that Shriek will attack.

He grabs three dice, and asks Brenda for Bernie's Defensive Classification. Brenda replies that Bernie's DC is 10. Alex checks Shriek's #/Att and verifies that Shriek gets three attacks. Alex rolls the dice three times, generating a 9, a 10, and a 13. Shriek has missed once, and hit (attacked successfully) twice (two of the numbers equal or exceed Bernie's Defensive Classification).

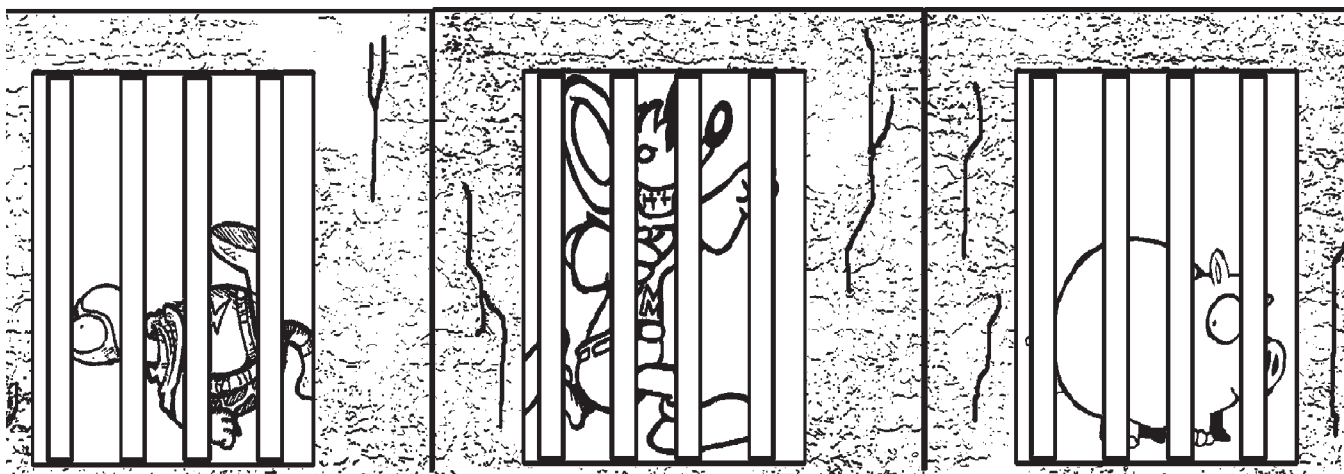
Alex now consults Shriek's Damage Dice statistic (DD) and verifies that it is a 2. As he has made two successful attacks at two Damage Dice each, he now rolls four dice to determine the damage caused to Bernie. Alex rolls a 2, 3, 4, and 5, indicating that his attacks have cost Bernie two Energy Points (two odd numbers were rolled). Bernie has a total of 6 Energy Points, leaving him 4, so he's not sleeping yet... and the revenge of purple dinosaurs is legendary.

The range has not changed, so Brenda knows she is in range. She checks Bernie's facing, and Shriek is in front of her. She now attacks four times as luckily, Bernie has a tail (5 limbs- a leg to stand on equals four).

Brenda now grabs three dice and rolls four times generating an 8, 11, 13, 15 and a 9. Checking Shriek's Defensive Classification, an 8, Brenda tells Alex that she has scored four hits!

Bernie has a lot of boney bits as well, and gets three Energy dice per attack that hits. Brenda rolls twelve dice (3 X 4=12) and scores 7 odd numbers on the dice, costing him 7 Energy Points; all that he has!

It's lights out for Shriek...



## The Terry Orist Cell

Taiwan could hear two voices entering the prison, which was strange, because they obviously weren't using the cell phones. It seemed another prisoner was being brought in.

"Be careful, this guy is dangerous," said one voice.

"I don't know, somehow I think putting him in a cell might make things worse," replied another voice.

"Come on," said the first voice, irritated, "act like an action figure and get him in there."

Taiwan heard one the other doors open with a metallic clank, and then a third, previously unheard voice said only, "...you'll be sorry!"

There was a deafening explosion, and the cardboard of the building shook to its seams. The door to Taiwan's cell popped open. He was free! He rushed into the corridor outside. Energy Mouse, Yellow Bunny, and Tank the Turtle were already there.

"What happened?" asked Taiwan, shocked.

"No time for that," replied Energy Mouse. "We have to get out of here."

Taiwan, unable to control himself, surveyed the damage in the hallway. Four action figures lay on the floor, shaking their heads,

and strange, malformed balls of clay decorated the ceiling, walls, and floor. Stranger still, the clay bits seemed to be moving of their own accord, reforming into a larger mass of clay.

"Come on, pig, we have to go!" cried Energy Mouse.

"But look at that!" shouted Taiwan, unable to control himself.

As he spoke the clay finished regrouping itself, and was now a single mass that quickly formed itself into the likeness of a round, lumpy action figure that had firecrackers for arms and legs. The four actions figures on the floor were getting to their feet. Taiwan could not restrain himself

"Who are you?" he asked the strange lump-of-clay-action-figure.

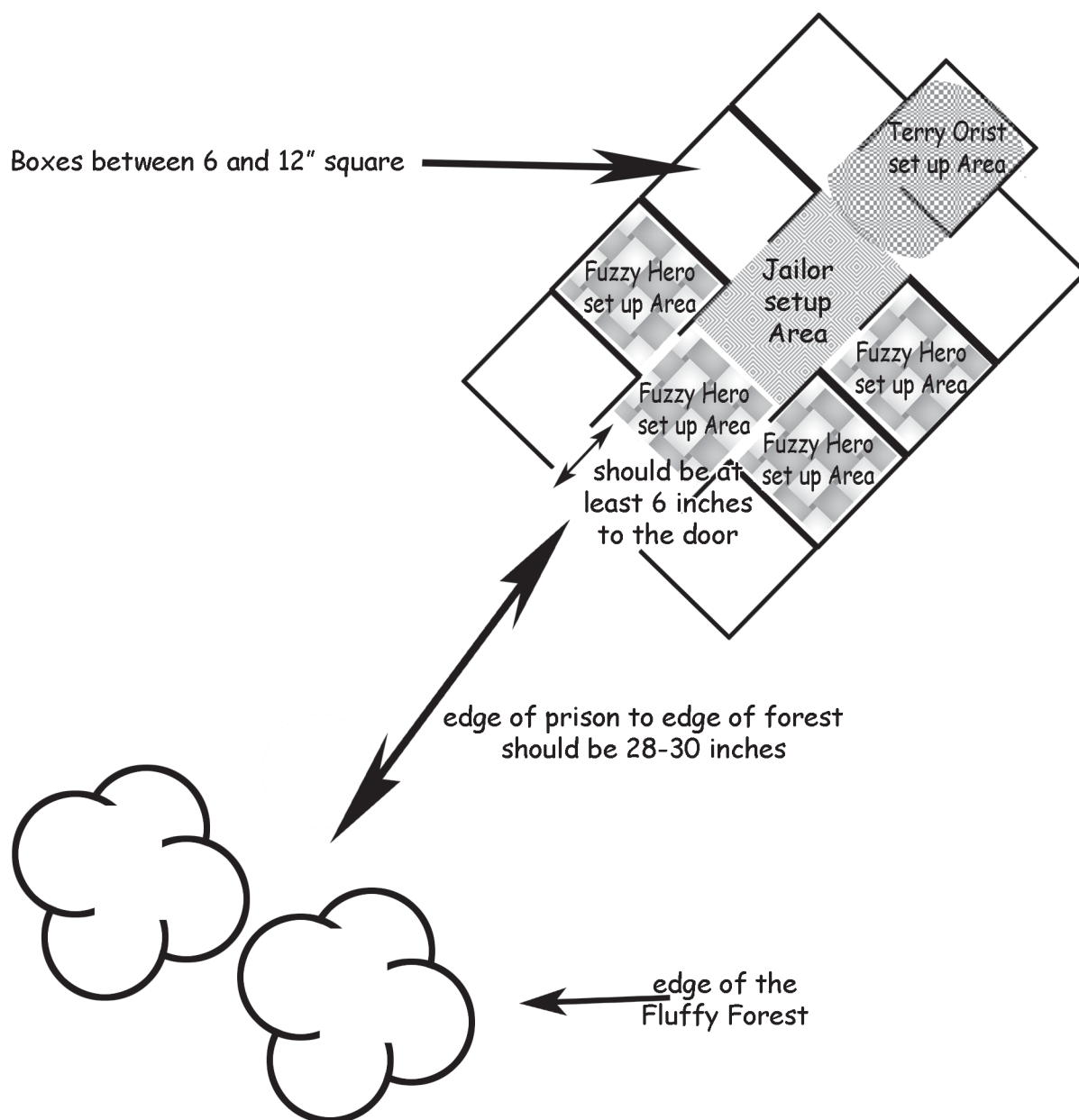
"Terry Orist at your service," the blob responded. "...and I don't know what you are thinking, but the last thing you want is to let me rejoin my cell."

"It doesn't matter what he thinks," one of the action figures, now fully erect, replied. "You're all going back to your cells. Terry Orist Cells don't scare me."

## The Escape From Renegade Prison - Basic Fuzzy Heroes Scenario

In the event that you have plenty of toys, and are looking for a pre-made, ready-to-play basic scenario, the following pages contain all of the combat cards necessary to recreate the historic prison break of the Fuzzy Heroes you just read about. You'll need nine cardboard boxes (shoeboxes work well) to recreate the prison, and some shoes or like items to create the edge of the Fluffy Forest (dirty socks will work... but... well.. ewww). The diagram that follows gives a basic layout of the battlefield, with measurements:

This scenario can be played with two to nine players. If you have only two players, choose one Fuzzy Hero from the combat cards provided, and one Jailor. If you have three, add Terry Orist. For any number greater than that, add a Fuzzy Hero and a Jailor if you have an even number of players, but do not include Terry Orist. If you have an odd number of players, put an equal number of Fuzzy Heroes and Jailors into play, and add Terry Orist for the odd player. Let's look at the Victory Conditions for this scenario.





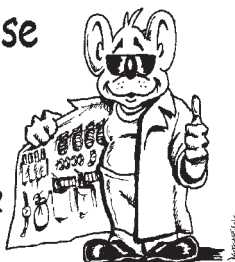
## Victory Conditions

### The Fuzzy Heroes

If you are playing a Fuzzy Hero in this scenario, you should be considered a winner if you are the first to make it to the Fluffy Forest (escape). If you fall asleep before reaching the Fluffy Forest, you have lost.

Name: **Energy Mouse**

Energy Points: 5  
Avoidance Roll: 11  
Damage Dice: 2  
Defensive Classification: 12  
#/Att: 4  
Movement: 12"



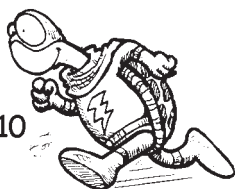
Name: **Taiwan, the Pig**

Energy Points: 6  
Avoidance Roll: 8  
Damage Dice: 2  
Defensive Classification: 8  
#/Att: 4  
Movement: 12"



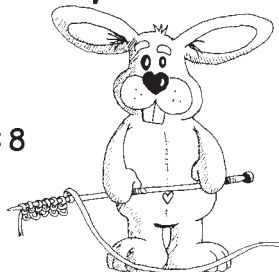
Name: **Tank the Turtle**

Energy Points: 6  
Avoidance Roll: 10  
Damage Dice: 2  
Defensive Classification: 10  
#/Att: 4  
Movement: 12"



Name: **Yellow Bunny**

Energy Points: 6  
Avoidance Roll: 8  
Damage Dice: 2  
Defensive Classification: 8  
#/Att: 4  
Movement: 12"



### The Jailors

If you have put one Fuzzy Hero to sleep, and Terry Orist is sleeping as well, you will be considered the winner of this scenario unless you have also fallen asleep.

### Terry Orist

Name: **Yo - Joe**

Energy Points: 4  
Avoidance Roll: 10  
Damage Dice: 2  
Defensive Classification: 11  
#/Att: 3  
Movement: 12"



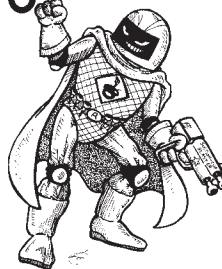
Name: **Thee Man**

Energy Points: 6  
Avoidance Roll: 13  
Damage Dice: 2  
Defensive Classification: 13  
#/Att: 3  
Movement: 12"



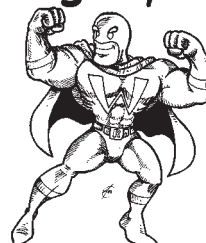
Name: **Code Bro**

Energy Points: 4  
Avoidance Roll: 11  
Damage Dice: 2  
Defensive Classification: 13  
#/Att: 3  
Movement: 12"



Name: **Captain Naughty**

Energy Points: 5  
Avoidance Roll: 11  
Damage Dice: 2  
Defensive Classification: 12  
#/Att: 3  
Movement: 12"



If all of the Fuzzy Heroes and the Jailors are asleep, you are the winner of this scenario; after all, you're Terry Orist, and you hate everybody.

Name: **Terry Orist**

Energy Points: 5

Avoidance Roll: 11

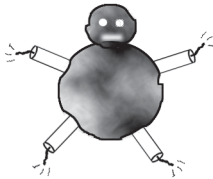
Damage Dice: 2

Defensive Classification: 12

#/Att: 4

Movement: 12"

Special: Terry Orist is able to blow up himself and anyone within 12" if he is inside a cell. This causes 4DD to those that fail their Avoidance Roll. Terry reforms with 3 EP in two turns after exploding.



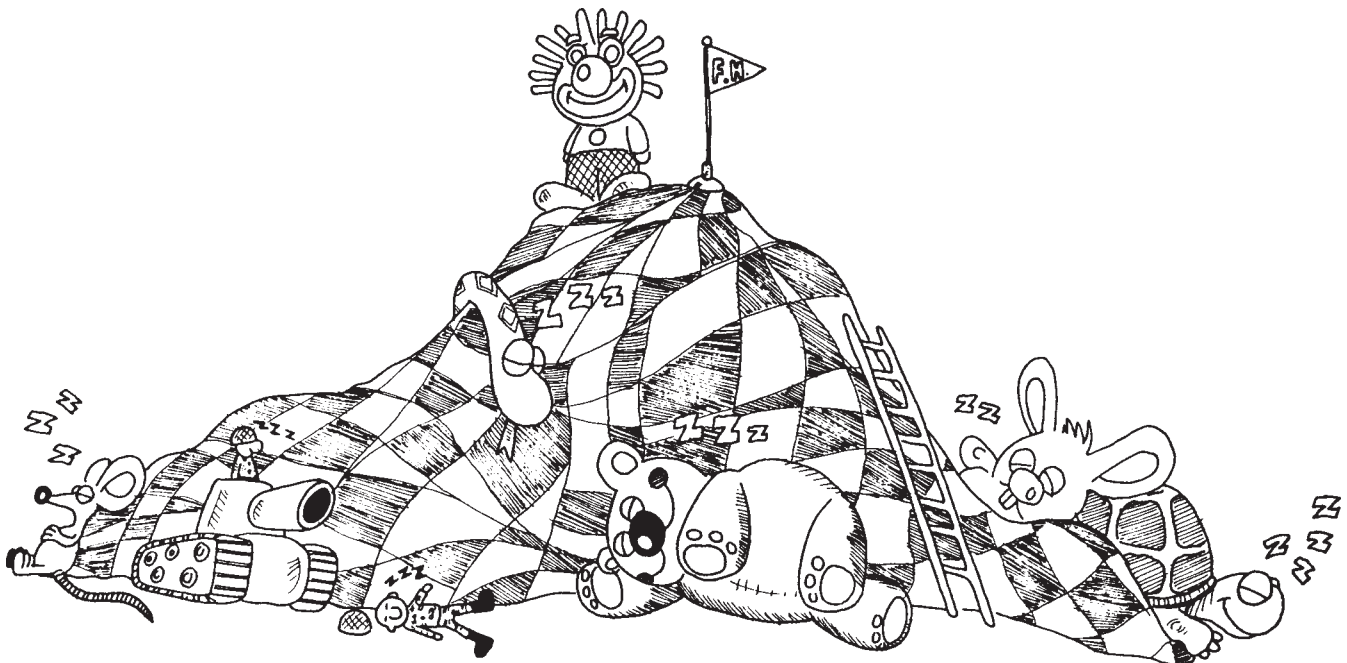
Copy the cards from the book with a scanner or photocopier, cut them out and pass them out to your players. Make sure that each player has a toy that approximates the Fuzzy Hero or Renegade described on the card that they hold, grab a ruler and some dice, and then read the victory conditions aloud to the players. There can be more than one winner in this scenario/adventure.

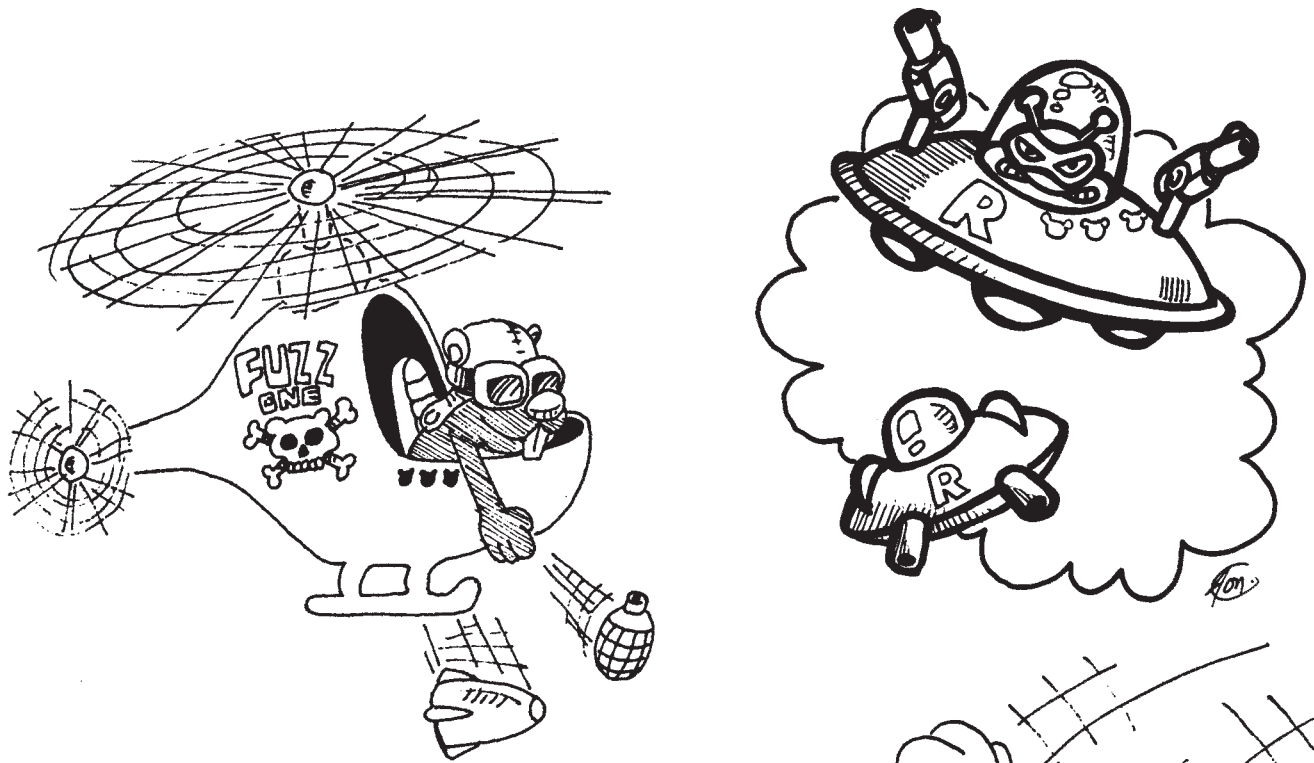
As you can see, it is entirely possible for there to be more than one winner in this scenario. Many Fuzzy Heroes combats have these types of victory conditions. In this adventure, teamwork is key, especially if you're a Jailor.

This ends the basic Fuzzy Heroes rules. When you're ready to add some advanced rules, read on.

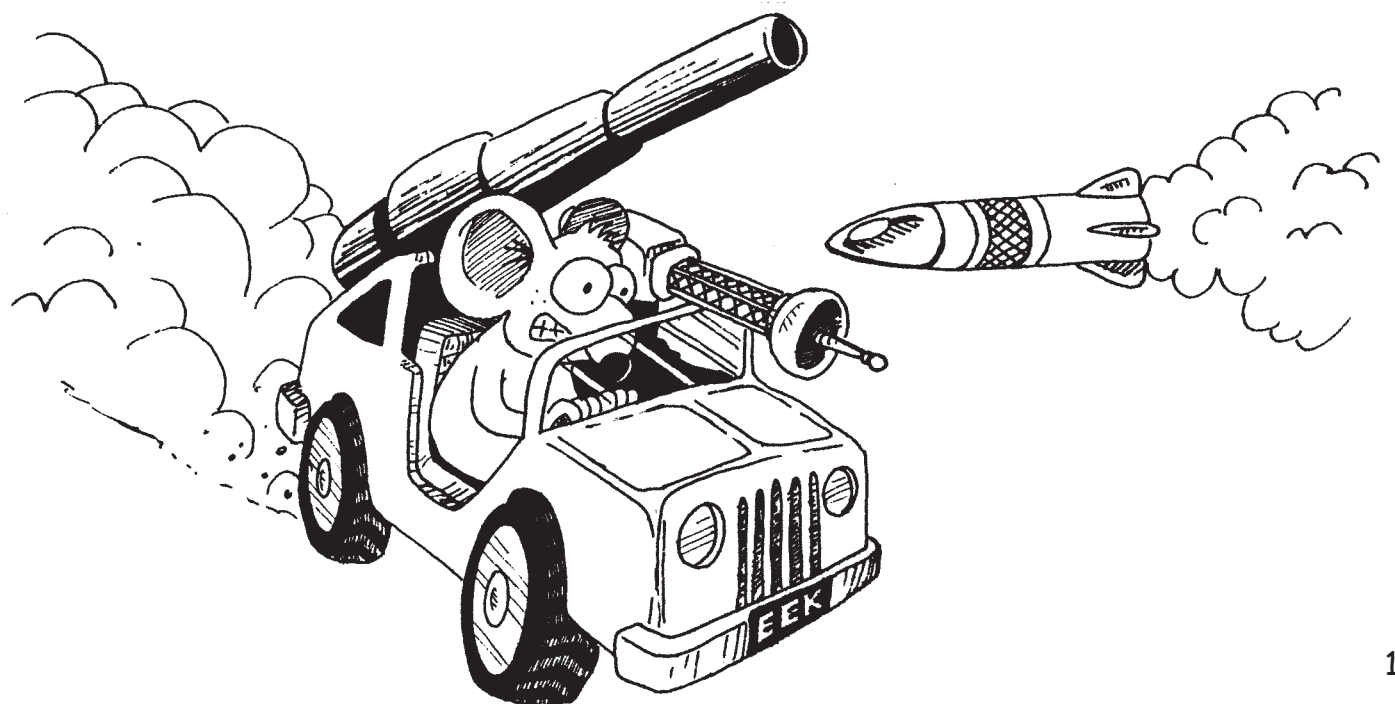
#### PLEASE NOTE!

**Do not use real firecrackers or anything resembling actual fireworks to create a Terry Orist playing piece. Fireworks are dangerous and often illegal. Please use straws and clay or other means to represent Terry Orist. We'd like it best if you ended your Fuzzy Heroes battles with as many fingers as you had at the beginning of your Fuzzy Heroes battles.**





# THE ADVANCED (MINIATURES) RULES





## Foam-Band Security

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*Eye Decay* had also been freed by the explosion, and he stood there with torn seams, leaking stuffing onto the floor. *Yellow Bunny* sprang to his aid and immediately began sewing him back together. Within a turn, he looked like new.

"All right, back to your cells," commanded the first of the action figures.

"Why should we?" argued *Eye Decay*. "Just who do you think you are?"

"Gee," the action figure pondered sarcastically, "I'm Joe! Now move it or prepare for sleep!"

*Eye Decay* starting hovering his way to the door. "Sorry guys, I'm changing my name to *Eye M. OuttaHere*."

"Tank, charge them," hissed *Energy Mouse*. "This floor is made of foam, and I have an idea."

The prison exploded into action. *Tank* waddled forward and engaged the action figures, while *Taiwan* and *Yellow Bunny* looked on in amazement. *Terry Orist* just stood there, apparently unsure of what to do without his cell. *Energy Mouse* began tearing up chunks of the floor, fashioning them into bracers, bands of foam that protected and surrounded his wrists.

"I'm on my way, Tank!" the mouse shouted in triumph, charging forward. *Tank* was being attacked by all three of the action figures, and while his shell protected him from many of the blows, *Yellow Bunny* could see that he was getting sleepy. *Taiwan* was unsure what to do. He noticed that *Terry Orist* seemed fascinated by *Energy Mouse*'s wrist bands. The clay lump began moving towards the mouse just as he began attacking the action figures.

*Energy Mouse* was a whirlwind of action, forcing the action figures towards the cells at the rear of the prison. *Yellow Bunny* tended to *Tank*, and soon restored him to full wakefulness. *Taiwan* saw that *Terry Orist* was nearing *Energy Mouse* just as the clay figure jumped in front of him, grabbing for the foam bands on his wrists. He hollered a warning, hoping he wasn't too late.

"Look out *Energy Mouse*!" he cried.

*Energy Mouse*, now on guard, quickly spun in a full circle, kicking *Terry Orist* in the middle of his torso, propelling him into the cell at the back of the prison, near the action figures. *Terry* exploded with a deafening roar, knocking down all of the action figures. The *Fuzzy Heroes* reeled from the blast, but stayed on their feet. *Energy Mouse* quickly seized the initiative by rolling an eleven on two dice, and motioned for the other *Fuzzy Heroes* to follow him. Soon the four of them were running towards the welcome protection of the nearby *Fluffy Forest*.

"How did you know to kick him into a cell?" asked *Taiwan*, still awed by the intelligence of the gray mouse.

"I didn't," admitted the mouse, "but when he reached for my wrist-guards, it became a matter of foam-band security."



## Using the Advanced Rules

As you can see, the Advanced Rules for Fuzzy Heroes cover a lot of territory; there are a lot of them. Do not let this disturb you. The advanced rules are meant to be either in whole or in part, depending on the needs and whims of the players. Discuss those rules you'd like to add with all players before starting to play, and ignore those that either add too much complexity or that you do not need. The key in adding the advanced rules is to do so slowly, expanding your game at a rate that allows for ease of play.

All abilities granted by any of the advanced rules should be noted on the combat cards of affected Fuzzy Heroes before the start of combat.

## Terrain Effects

Terrain refers to those features of the battleground that are not controlled by the players, but that directly effect the tactics and strategy of a battle. In Fuzzy Heroes, terrain affects movement, visibility and line of sight (as discussed earlier), and can confer tactical advantages such as bonus to attacks, and bonuses to Defensive Classification. There are four types of terrain in Fuzzy Heroes: Plains, Hills (mountains), Forest, and Water. Each terrain type has unique effects upon both movement and tactics during play.

### Important:

Fuzzy Heroes are considered within the area of a specific terrain type if any portion of their toy is touching any portion of that terrain type. Toys touching any portion of non-plains terrain, therefore, automatically feel the full effect of the non-plains terrain they are touching. Should a toy be touching more than one type of non-plains terrain, the player may determine which terrain type they are in at the end of their turn, but must remain within that terrain type for movement and combat purposes until after the movement portion of their next turn.

Example: Alex's Shriek toy is on a mountainside that is covered in trees. Alex decides, at the end of his turn, that Shriek is in Forest Terrain, rather than Mountain Terrain (which is also an option due to the fact that he is within both terrain types). Shriek will therefore suffer a movement penalty on his next turn appropriate to Forest Terrain, and will also receive any benefits or penalties to his attack and Defensive Classification as described by Forest Terrain until after he moves on his next turn.

**Plains Terrain** actually describes any area of the battleground that is devoid of terrain; an area where no discernible terrain features are present. Movement through plains terrain is normal, and this terrain type offers no protection from incoming melee (hand-to-hand) or ranged attacks. Given the open nature of Plains Terrain, however, all Avoidance Rolls (see Avoidance if you wish to add this Advanced Rule to your game) are made at +1 to the roll of the dice. It's easier to dodge when there are no trees in the way.

**Forest Terrain** is any portion of the play area where at least one tree exists. Forest provides both cover and concealment, shielding a defender from incoming attacks, and a degree of impediment (difficulty) to a toy's movement. Moving into or out of Forest Terrain will cost a toy three inches (3") of their movement on a given turn, but will also add +1 to the Defensive Classification of any toy engaged in hand-to-hand combat during the time that they are in Forest Terrain. Ranged weapons are affected to a greater extent, and a toy ending its movement in Forest Terrain will receive a bonus of +2 to their Defensive Classification against all forms of ranged attack. In addition, any Abilities that might help to obscure a toy receive a bonus of +1 to their potential success, or a -1 to the Avoidance Roll or Ability Roll of any opposing toy that might be trying to spot them.

**Hills Terrain** exists whenever a terrain feature is added to the board that is meant to represent a hill or mountain. Hills Terrain is difficult to move through, as climbing is slower than walking or running. Movement into or out of Hills Terrain costs a toy six inches (6") of their movement for that turn. Note that this can mean that some toys may be unable to navigate Hills Terrain. That is completely within the scope of these rules. In addition, Hills improve both the ability of a toy to see his opponents, and make it harder for that toy to hide as they are more exposed. Tactically, toys attacking from Hills terrain into any other type of terrain receive the "Uphill Downhill" advantage (see page 25 if you wish to add this rule) which negates any penalties to their Defensive Classification should they engage in hand-to-hand combat. Attackers shooting at targets within Hills Terrain, however, will receive a bonus of +1 to their attacks. Finally, due to the intractable nature of Hills Terrain (it's harder to move around), all Avoidance Rolls made while in Hills Terrain are made at a penalty of -1 to the roll of the dice.

**Water Terrain** is any feature of the battlefield that incorporates water including rivers, lakes, ponds, swamps, and waterfalls. Water Terrain is generally impassable other than for those creatures who innately suffer no movement penalty from this terrain type. Water also offers no bonus to either attack or Defensive Classification, but, creatures which are capable of occupying and moving through water terrain may choose to hide under the water. This is discussed in further detail under Terrain Immunities.

Adding Terrain Effects to your Fuzzy Heroes game will deepen the strategies and tactics involved in any battle. Movement and timing of attacks will require greater planning by all participants. If you would like to add bonuses for given creatures that might have an innate advantage in certain types of terrain, such as bears in the woods, you'll need to also add terrain immunities to your advanced Fuzzy Heroes game. Bonuses granted for given types of toys are listed in these rules under Innate Abilities (see page 37).

Terrain Type	Penalties or Bounces to:			
	Movement	Attack Roll	Defensive Classification	Avoidance Roll
Plains	none	0	0	+1
Forest	-3"	0	+1 (+2 vs Ranged)	+1/-1 <sup>3</sup>
Hills	-6"	+1 <sup>1</sup>	+1 <sup>1</sup>	-1
Water	Impassable	+1 <sup>2</sup>	+1 <sup>2</sup>	0
Airborne (in flight)	none	+1 <sup>1</sup>	+1 <sup>1</sup>	0

<sup>1</sup>This advantage is granted by the Uphill Downhill rule and is only applicable if you are using this rule, and when the opponent is in a different type of terrain.

<sup>2</sup>This bonus presumes that you are using the Innate Abilities rules and that as a result the Water terrain is not impassable to the Fuzzy Hero.

<sup>3</sup>Any Abilities that might help to obscure a toy receive a bonus of +1 to their potential success, or a -1 to the Avoidance Roll or Ability Roll of any opposing toy that might be trying to spot them.



## Plain Talk

---

*The whirlwind flight from the prison slowed as the Fuzzy Heroes entered the welcoming protection of the Fluffy Forest. Taiwan was unsure as to the cause of the slowdown, but he was certain it had something to do with the rules covering Terrain Effects.*

*“We must leave the forest,” urged Energy Mouse. “Those naughty action figures are still too close.”*

*“Won’t the forest leave itself? Isn’t that what trees do?” asked Taiwan, confused.*

*“No Taiwan,” continued the exasperated mouse, “I mean the forest conceals too much. Its secrets could mean sleep for all of us.”*

*“And it’s no where near my bedtime!” protested the pig.*

*“Exactly,” agreed Energy Mouse, somewhat mollified. “We need strong place, in the open, where we can watch all of the approaches. We need a palace.”*

*“Don’t a-worry mouse,” smiled Taiwan, “I’m-a your pal.”*

*Energy Mouse sighed heavily. This was going to be more difficult than he had thought.*

*“All right, a castle then. I can’t think of a pun that can be used against us if we have a castle. But there’s a lot of work involved building a castle; we’ll need help. We need more toys!”*



## Fortifications

---

Terrain features that have been created for defense are known as fortifications. They can be as simple as a couple of rocks piled atop one another, or as complex as a fully outfitted castle or keep. In all cases, however, they provide advantages in combat to those using them for defense.

Fortifications have three statistics that affect both the abilities of those using them, and the lifespan of the fortification; fortifications can be destroyed. If you are planning to add Fortifications to your Fuzzy Heroes game, you will need to create combat cards for them listing these three stats: DC Bonus, To Hit Bonus, and Structural Points.

### DC Bonus:

This statistic describes the increase in Defensive Classification that a Fuzzy Hero receives if they are within a fortification that is being attacked by an opponent that is outside, (not within), the fortification. A warrior is considered to be within a fortification if, when not touched by a player, any portion of the toy resides on the same side of the fortification as the toy defending. (Walls, therefore, provide a DC bonus to opponents on either side; see page 24).

### To Hit Bonus:

This statistic describes the bonus that should be added to any attack made by a toy that is within a fortification when attacking a toy that is outside the fortification. This statistic often contains conditions for use that grant only certain types of attacks made from within a fortification a bonus.

### Structural Points:

Structural Points are equal to the amount of Structural Damage (we’ll do that next) that a fortification can withstand before it collapses and should either be exchanged as a terrain feature for a pile of rubble, or simply removed from play (at the discretion of the players). Structural Damage may only be caused by certain Special Abilities (see Special Abilities), and various Weapons (see Weapons). Unarmed warriors are only capable of causing Structural Damage if they attack a fortification (hits are automatic – the fort doesn’t actually move or defend) and cause ten points or more of damage in a single turn (as determined by the roll of Damage Dice). Each ten points is then equal to one point of structural damage, and ‘left over’ points of damage are discarded at the end of every turn.

Let's try an example:

Tank The Turtle and Energy Mouse decide to assault the Prison in which they were held. Tank has four legs, a tail, and a visible mouth, as does Energy Mouse. This gives both of them four attacks (#/Att:4). Due to their visible teeth and claws, each Fuzzy Hero also has two Damage Dice (DD:2). The warriors attack the prison, and all of their attacks automatically hit. That means a total of 8 successful attacks. Each warrior now rolls two Damage Dice per successful attack, or 16 Damage Dice. Each odd number rolled will score one Energy Point of damage. Eleven of the numbers rolled are odd, so the pair have hit the wall of the prison for 11 Energy Points. The wall, however, has Structural Points, and so the damage must be divided by ten. The heroes have therefore barely scratched the wall, causing a mere one point of Structural Damage. All remainders (11-10=1, in this case) are discarded, and, should the pair attack the prison again on the following turn, only the single point of Structural Damage is noted; they will have to start all over again to damage the prison further.

## From Little Stuff Like Foxholes to Big Stuff like Castles

What follows is a listing of several categories of fortification that you may decide to add to your game. If you have plans for a type of fortification that does not fit one of these categories, base its bonuses and Structural Points on the list below, and make up the statistics as you see fit. Don't forget to fill out a short combat card for the fort, as all of the players will need to know this information before the start of play.

### **Foxholes, Hedges and Short Walls (waist high), Dugouts, and other Small Pits and Excavations**

DC Bonus: +1 to Defenders

To Hit Bonus: none

Structural Points: Foxholes, pits and excavations can not be destroyed. Short Walls and Hedges have 1 Structural Point for each 3 (or less) inches of length.

### **Full Walls and Hedges, Stockades (without ledges or parapets)**

DC Bonus: +3 to Defenders

To Hit Bonus: none

Structural Points: 3 Structural Points for each 3 (or less) inches of length.

### **Parapets (full walls with ledges for the defenders to stand upon)**

DC Bonus: +3 to Defenders

To Hit Bonus: +2 to Ranged Weapons (see Weapons) including Science Fiction Weapons that have Range

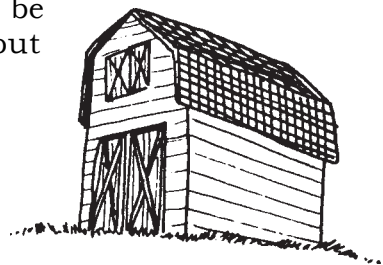
Structural Points: 3 Structural Points for each 3 (or less) inches of length.

### **Small Buildings (Light construction – wood, weeds, paper, etc.)**

DC Bonus: +5 to Defenders

To Hit Bonus: +1 to Ranged Weapons (see Weapons) including Science Fiction Weapons that have Range

Structural Points: 2 Structural Points for each 3 (or less) inches of length. Doors are special and may be destroyed without affecting a Building (see Doors below).



### **Small Buildings (Heavy construction – stone, metal, heavy wood, etc.)**

DC Bonus: +6 to Defenders

To Hit Bonus: +1 to Ranged Weapons (see Weapons) including Science Fiction Weapons that have Range

Structural Points: 5 Structural Points for each 3 (or less) inches of length. Doors are special and may be destroyed without affecting a Building (see Doors on page 25).

### **Large Buildings**

DC Bonus: +6 to Defenders

To Hit Bonus: +1 to Ranged Weapons (see Weapons) including Science Fiction Weapons that have Range

Structural Points: 8 Structural Points for each 3 (or less) inches of length. Doors are special and may be destroyed without affecting a Building (see Doors below).

**Doors:**

DC Bonus: none. A Door blocks line of sight and prohibits attacks by defenders or attackers.

To Hit Bonus: see above.

Structural Points: 1 Structural Point for standard wooden or flimsier doors of standard use or make. Doors designed to withstand an assault (like Castle doors) that are made of a light substance have 3 structural points, heavier doors can have as many as 8 structural points.

## Other Attack and Defense Modifiers

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As you expand your Fuzzy Heroes miniatures game, tactical advantage can be added to the game as well. Tactical advantages are those bonuses that a warrior receives for using the terrain or situation to his own unique advantage. The list below describes several common situations that will trigger these advantages when used by smarter players. You may add any or all of them as you wish, and may certainly expand this list for any specific battle you may wish to run in order to reflect fully the available tactical advantages of that battle.

**Uphill Downhill**

“Having the high ground” is an expression that many of us are familiar with, and it is a time-honored tactical ploy used by armies since the days before toys. In short, it means that it is easier to attack downhill (as gravity is our friend) than it is to attack uphill. In game terms, any attack made from a position where the terrain is higher than that of the intended target will receive a bonus of plus one (+1) to the attack roll. Any attack made uphill, from a position where the terrain is lower than that of the intended target will receive a penalty of minus one (-1).

**Behind You!**

Attacks made from the rear, from behind the target, or made from surprise, have the unique advantage that the target is unprepared to defend itself. In a normal attack, the target will dodge, hide, shield itself, or do whatever is necessary to avoid being hit.

In a surprise attack, such is not the case. Attacks made from the rear, or by surprise, receive a bonus of +3 in this game.

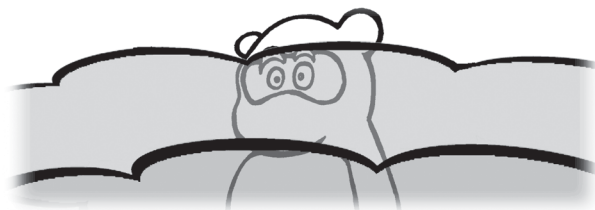
**Multiple Targets**

Most warriors in Fuzzy Heroes receive more than one attack per turn, and may, as a result, decide to attack more than one target in a turn. More than one target, however, means that the attention, the focus of the attacker, is divided. It is more difficult to attack two targets at the same time than it is one. In Fuzzy Heroes, each target a player adds during a single turn will incur a penalty of minus one (-1) to the attack/ die roll. A warrior attacking three targets at the same time will therefore receive a penalty of -2 to all of his attack rolls against all three targets.

**Smoke and Other Vision Obscuring Effects**

It's not always easy to see on the battlefield, and sight is a critical factor in any successful attack. Many things can obscure vision, some intentionally, and these circumstances will always affect combat. Smoke or dust, snow, even darkness, will cause the following to any warriors within the area of the fog, snow, or other obscurity.

- 1) All movement within the area is halved.
- 2) All attacks are made at -2 to the attacking dice roll.
- 3) Line of sight when attacking opponents outside of the area is not



In addition, any Ranged attacks that shoot through an obscured area receive a penalty of -3 to their attacks as well. Warriors shooting at targets within an obscured area receive a penalty of -2. You may decide to add further advantages or disadvantages based on the type of vision-obscuring your battle contains, but be sure to let all players know these affects before beginning your game.



## A Cold Day's Intel

"Where can we get more toys?" asked Taiwan, worried. "I like the idea of a castle, but I won't go and take toys from my friends in the real world."

"No one is suggesting that, Taiwan," agreed Energy Mouse. "But the problem remains. There just aren't enough of us to build a Castle, and without one, we won't be able to help kids in the real world. The naughty boy toys will find us eventually, and will probably take us prisoner again... or worse... but we can't stay in the forest. It's just too hard to see."

A light snow began to fall, quickly escalating into a full snowstorm. Although there was little wind, it was soon hard to see more than a few inches. Soon, Taiwan could see only the vague outlines of his friends. He also thought he heard the faint sound of bells.

"...And this is better? Is this normal?" the pig asked the surrounding snowy forms.

"Funny that you should ask that," quipped Energy Mouse. Tank the Turtle cut him off.

"I have never seen anything like it," the turtle reflected. "I seem to remember, a very long time ago, being delivered to my owner in a large bag, and seeing glimpses of something like this when the bag was opened..."

"HO-HO-HO," interrupted a voice from nowhere in particular. The snow, as rapidly as it had begun, suddenly stopped.

"This is no time for snack cakes, turtle," snapped Energy Mouse.

"It wasn't me..." the turtle replied hesitantly, "...but I know that voice... It's..."

"Merry Christmas!" said the voice again as a large red sled pulled by eight stuffed reindeer landed near the snow-covered group. A round man in a red suit with black boots stepped out of the sled. He had an enormous red bag on his shoulder. He opened the bag, and toys of all kinds spilled from it!

"Here's the help you need," the round man announced with a smile.

"Was all this really necessary," asked Energy Mouse in an annoyed voice, indicating the snow that surrounded them. "I have to say that I'm not crazy about all this snow. ...and the reindeer are cute, but is it really necessary? What would you do if we were in combat? What if we were already sleeping, prisoners of the naughty toys??"

"Read my contract," came the sardonic reply. "I know when you are sleeping."

## Movement-based Add-ons

Although we have looked at terrain, certainly an aspect of these rules that might affect movement, there are several rules additions which will add a lot of options to your Fuzzy Heroes games that are directly related to how the warriors will move during the game. As per usual, you are invited to add all or none of these rules, and certainly to expand this list as you see fit.

### Charge!

All Fuzzy Heroes units are capable of a burst of speed that will allow them to move farther for a single turn during a combat. This burst of speed is known as a Charge in Fuzzy Heroes, and should you add this rule, all units (Except Vehicles) may charge once per game.



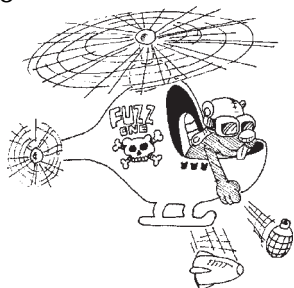
Use of a Charge allows any warrior to move an additional six inches for one turn. Vehicles are not allowed a Charge movement at any time as they have no feelings, and therefore can't get excited enough to charge.

At the players' option, you may also decide to add a bonus of +1 to the attack roll of any unit making a non-ranged attack if they attack after making a Charge bonus move. This bonus reflects the additional impact of the assault due to the momentum of the Charge.

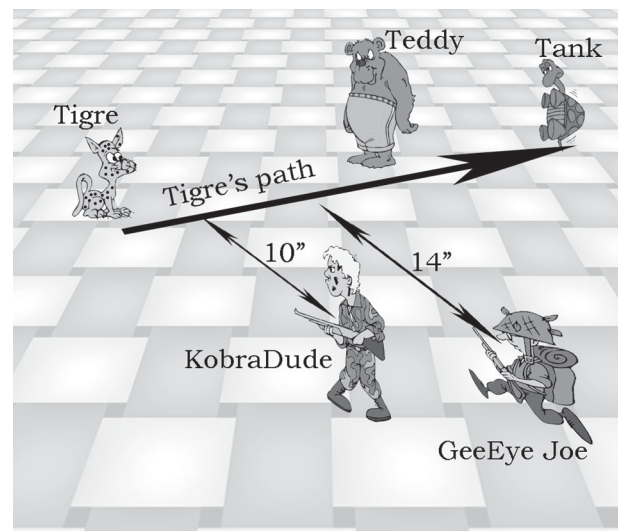
### Retreating and Attacks of Opportunity

In basic Fuzzy Heroes combat there are no penalties for retreating from combat when it is your turn to move. This does not reflect what happens in actual battles. In reality, running away when an opponent is attacking you often leads to them taking a shot at your backside as you go. If you add this rule to your game, any unit that is attacked, but that retreats on their turn from an (or many) attack (ers), by moving away from that combat will receive one free (not part of their normal turn or #/Att) attack from each opponent that is within melee attack range, and that had attempted to attack them (both conditions must be met). This attack can be quite devastating if you have also added the Behind You! rule (see page# 25).

Fuzzy Heroes warriors that move through an area that might allow them to be attacked may also be hit by Attacks of Opportunity. Any warrior may make an attack of opportunity should another warrior move 'through' their attack range while using their movement. This is a single attack, and it does reduce the warrior's ability to attack later. In order for an Attack of Opportunity to be possible, all other attack conditions must also be met: The attacker (of opportunity in this case) must have line of sight, facing, and be in range.



Probably the simplest means for explaining this is via example. In the diagram below, Tigre is moving past three other warriors to get to Tank the Turtle. GeeEye Joe and KobraDude have ranged weapons with a range of 12 inches, while Teddy has no weapon at all.



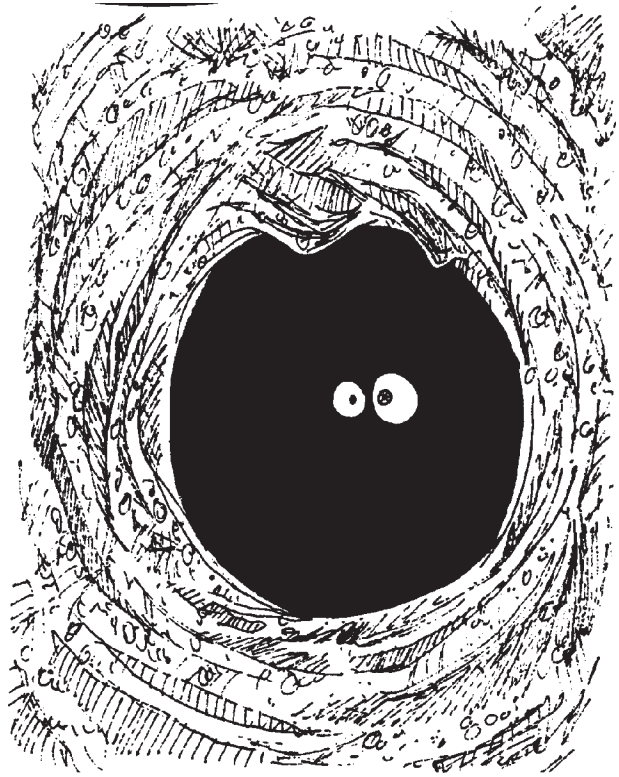
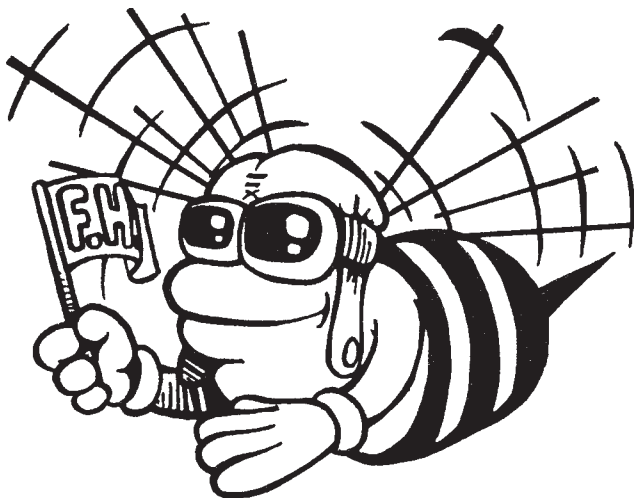
KobraDude may take an attack of opportunity as Tigre moves by him, as may Teddy. Both KobraDude and Melvin, however, will lose one attack when it is their turn, and may NOT take Opportunity fire if they have already use all of their attacks for the turn. GeeEye Joe is out of range, and Tank is the object of the attack, and so may respond on his turn by attacking Tigre, but not before. If Tank has already moved on his turn, he may take a single Attack of Opportunity as Tigre comes into range but then he too will lose one attack on his next turn.

### Aerial Movement

We have already seen that Fuzzy Heroes that can fly are able to ignore terrain effects, but in basic Fuzzy Heroes, all flying warriors are never out of range of those on the ground for combat purposes. If you add aerial movement to your game, however, you'll need to keep track of how high any flying toy is at the beginning and end of every turn. In addition, changing height uses movement, and you'll need to calculate the penalty any change in altitude confers on a flying warriors movement during a given turn.

Flying warriors that wish to remain in flight at the end of their turns can be easily acknowledged as in-flight by placing them on a 'prop'. Props include plastic cups, boxes, overturned bowls, or any object that is slightly smaller than the base of the toy that needs propping. Now place a card next to the toy that states its height. For ease of play, only entire inches are allowed, fractions are discarded. In addition, each inch of movement either up or down will cost the flying warrior one inch of their available movement, and will add one inch to any combat range. Finally, and again to ease play, the maximum height attainable by any flying warrior is 24" for game purposes.

Stuff the Dragon, for instance, has decided that he needs to fly upwards for his turn so that he can achieve an Uphill Downhill (see page 25) advantage on his attack. His movement is 24", and his opponent is 18" away. He flies over several trees (no terrain penalty for flight), and achieves a height of 3" where he hovers to attack at the end of his turn. Stuff's player places the toy atop a paper cup and places an index card near him with 3" written on it. He then attempts to attack his opponent, but as he is three inches from the playing surface, in the air, he is out of range for a melee attack (standard attack range is 2 inches).



### **Burrowing**

Animals that burrow or tunnel can also be added to your Fuzzy Heroes game, but underground combat is not covered by these rules (so please make up your own rules for that if you need.) Tunneling, however, can be used as a means for bypassing fortifications, enemies, or terrain features. Tunneling is generally at half normal speed (twice the normal movement cost) and allows the warrior tunneling to ignore any obstructions, including enemies, which lie between the start and end of his movement. There is one terrain exception to this rule: water. Burrowing warriors may not use their burrowing ability to bypass water terrain.

If the path of a burrowing Fuzzy Hero crosses water terrain, the Fuzzy Hero will immediately surface at the point the water terrain is first encountered.

Should you wish to add the ability to burrow to your Fuzzy Heroes game, simply write this ability on the combat card of those warriors that have the ability.



## Constructive Criticism

*The Blanket Plain was a flurry of activity. Several burrowing and digging toys had excavated a mine where they were quarrying blocks of Styrofoam, while other toys were hauling the blocks into position, making strong walls to defend the castle that was being built by still other toys behind those walls. Energy Mouse was instructing the toys on where to place and join the blocks. Yellow Bunny was tending to minor injuries. Tank the Turtle kept suggesting that the castle be shaped like a shell. Taiwan saw only one toy not working.*

*A civil war soldier toy sat at the edge of all the activity, calmly eating a sandwich and occasionally waving a small flag. Taiwan waited for a lull in Energy Mouse's activities to inquire as to his function.*

*"What's up with that guy?" Taiwan asked.*

*"There isn't time," said Energy Mouse curtly. "I need someone to check on the position of those naughty boy toys so that they don't catch us off guard. Do you think you could handle that?"*

*"Well," stammered the pig, surprised, "I don't move that fast..."*

*"Take Rainbow with you, ride him," answered Energy Mouse, making a quick decision, and indicating a unicorn that was working on the castle's nearest wall, "and get back here as soon as you can."*

*Taiwan could not stop staring at the Civil War soldier, and his apparent inactivity. Energy Mouse knew he had no choice but to explain.*

*"Don't worry about him Taiwan," the mouse said with a shake of his head. "Can't you see his uniform? He's a Union man."*

### Riding

The Riding Ability advanced rule does not grant warriors the skill required to ride other toys. In Fuzzy Heroes, that skill is automatic. Riding is the ability of certain toys to carry other toys; to be ridden.

In the previous story, Rainbow the Unicorn would have Riding Ability, not Taiwan the Pig. Riding confers no movement penalty to the toy being ridden, and rideable toys may carry as many other toys as will remain on the toy without being held by the player (its ok to use tape or string, but not your hands). Vehicles work similarly, but with a few additional conditions and restrictions. We'll look at those next.

### Vehicles

Vehicles in Fuzzy Heroes can be considered items rather than actual warriors. Vehicles that are items must be, therefore, operated by another warrior, and the use of a Vehicle as an item by a Fuzzy Hero will take the place of the attacks for that Fuzzy Hero for the turn that he operates the Vehicle. Vehicles move between 12" and 30" per turn, at the discretion of the players, although the Movement statistic for a Vehicle must be determined before the beginning of any game. Vehicles should be given Combat Statistics (Movement, Avoidance, Defensive Classification, and Energy Points; see page 8-11) in the same manner as Fuzzy Heroes, but receive no Damage Dice or Attacks. They can be attacked by opponents, and, when they reach zero Energy Points, they are destroyed and should be removed from play.

Vehicles may only operate in one medium, flyers in the air, boats in water terrain, and cars/busses on plains terrain. It is possible, should all players agree, that a given Vehicle may also be proficient at crossing Hills terrain, although this should be agreed upon by all players before the start of a battle. No Vehicle can operate in Forest Terrain, and even flying vehicles, which may land on either Plains or Hills (and occasionally Water if the airplane has floats or pontoons) terrain, will find it impossible to land in Forest terrain.

A vehicle may carry as many passengers as will remain on or in the vehicle without any portion of the passenger touching the playing surface. Again, string and tape are okay, but you can't use your hands.



Vehicle toys may also be designated as Fuzzy Heroes, and operated as independent warriors, but then can not carry passengers unless granted Riding ability. Vehicles that are used in the game as full warriors should also be given a full compliment of Combat statistics including Damage Dice, and Attacks (#/Att) but their movement is calculated as though they were standard warriors rather than vehicles.

## Weapons & Items

In Fuzzy Heroes, there is a division between those toys that can be moved as living entities, warriors capable of independent action, and items. Items can be used by Fuzzy Heroes, but are incapable of actions on their own. Many toys come with items already attached to them, or as accessories. It is also possible to create items to attach to your Fuzzy Hero warrior. This section covers some, but not all, of the types of items you may wish to add to your Fuzzy Heroes game. As with all Fuzzy Heroes rules, if something you'd like to add does not seem to be covered by a category on this list, feel free to add it on your own. Just be sure that all players know and understand the effects and capabilities of an item before the start of the game.

### Items

Any object that can be held or strapped to a toy, but that is not a part of that toy, is considered an item in Fuzzy Heroes. A bear holding a heart, for example, is a bear holding an item. That item can confer whatever special powers they players decide, but certain parameters are provided here for specific items that will grant specific abilities.

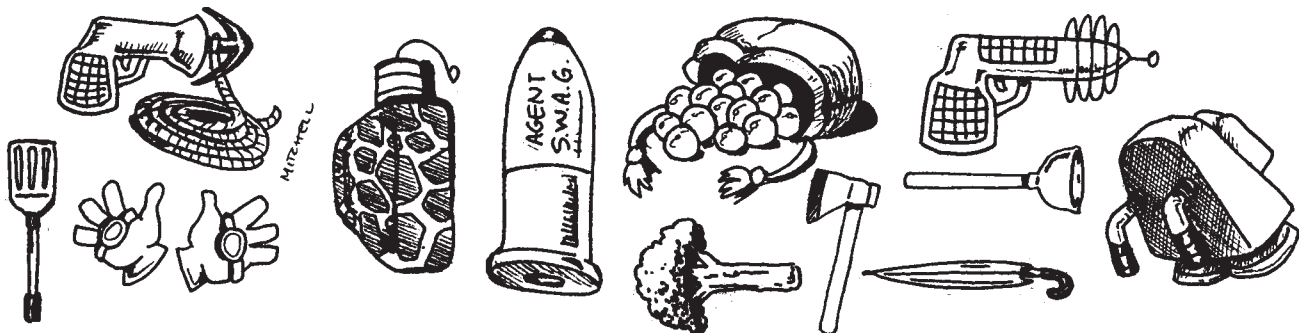
Household items, yard tools, vegetables, umbrellas, etc., are generally considered hand-to-hand weapons in Fuzzy Heroes. All household items grant their users an additional Damage Dice for every successful attack. If a household item grants this bonus, however, it is incapable of granting any additional bonus.

The bear holding the heart in the previous example could either use it as a 'heartbreaker' weapon, or the players might decide that it bestows the power to heal the hearts of others, causing them to regain lost Energy Points when used by the bear. Either function is within the scope of these rules, but the heart should not be allowed both functions at the same time.

Special items, or those that are granted special abilities, furthermore, should never affect more than one aspect of the game. An umbrella may grant flight, for instance, but then should not also be given the ability to shield its owner from attacks.

Items granted powers within the game, further, should have powers that are logically an aspect of the item. In other words, a flower held by a bunny could cause sleep due to its perfume, or confer some immunity to attack as it makes the toy cuter. A flower that shoots forth an energy beam makes no sense unless it is described on the bunny's Combat Card as, the Laser Flower of Ultimate Destruction.

Again, the purpose here is to ensure that items in the game perform as expected by the players of the game.



## Movement Gear

Rockets and other movement enhancing gear are also common additions to the toys you might wish for play. If your toy has any of the following items, use the movement bonus listed as a guide for the effects these toys might have (that should be written on their combat cards).

**Capes, and Wings of any kind** provide a toy with flight. These items allow toys to ignore all terrain effects, and grant a Movement of 24" per turn.

**Rockets and Jets** also make toys into flying toys, but should grant a bonus of either 30" of movement or 36" of movement per turn. Again, these toys can ignore all terrain effects.

**Shoes, Boots, and other footgear** provide a bonus of 6" to Movement, and allow the toy to ignore Hills terrain effects.

**Skis, snowshoes, and other sports equipment** may have whatever effect the players would like, but should be granted a bonus for use that matches some aspect of your game. If you have snow in your game, for instance, skis could double the movement of a toy using them. To grant this bonus in a battle where there is no snow, however, is useless.

Clothing, shields, armor and like items are included at the end of this section under Armor and Protective Gear.

## Melee Weapons

Those items that are models of hand-to-hand weapons are called Melee Weapons. Swords, knives, chainsaws, axes, lances, spears, and clubs are good examples of these types of weaponry. All Melee Weapons grant the toys using them a bonus of +1 to all of their Attack rolls. Multiple weapons may be used by a single toy, but the +1 bonus does not accumulate (stack). Each weapon grants that attack (on a toy with multiple attacks) the +1 bonus, but having more than one weapon only deprives other toys of using these weapons, it does not add additional bonuses to the toy using them.

**NOTE:** It is possible to create magical melee weapons that grant a greater bonus than that listed here, or that grant bonuses to the #/Att, Damage Dice, and Defensive Classification of the toy using them as well as to the attack roll. Again, so long as all of the players agree to the effects of a weapon, that is well within the bounds of these rules.

## Ranged Weapons

Ranged weapons are those weapons that can attack at a range greater than 2" (standard attack range for hand-to-hand). Rifles, bows,

nets; anything that is thrown or shot are examples of this type of weapon. Ranged Weapons can have a variety of ranges, Damage Dice, and bonuses to hit. Some also take the use of several attacks for those warriors that have a #/Att statistic that is greater than one. Those playing should decide the Range, Damage Dice, and attack roll bonus of any ranged weapon, but the chart to the left provides some guidelines.

Weapon	Range	Damage Dice	Bonus to Attack	Area of Effect
Spear/Axe	6"	3	+1	1 target
Arrow	12"	2	+1	1 target
Pistol	18"	2	+2	1 target
Rifle	20"-24"	3	+3	1 target
♥ Bazooka/RPG	12"-18"	3	special♠	3" circle
♥ Grenade	6" (thrown)	3	special♠	3" circle
♥ Small Bomb	0	4-5	special♠	3" circle
♥ Large Bomb	0	6-8	special♠	6" circle
♥ Small Cannon	20"-24"	4	+3	1 target
Large cannon	24"-30"	5-6	+4	1 target
Huge cannon	30"-36"	7-8	+4	1 target
*Explosive Shell	0*	+3*	special♠	3" circle
♥ Small Rocket	18"-30"	3-4	special♠	3" circle
♥ Large Rocket	30"-48"	6-8	special♠	6" circle

♥ No attack roll is made with this weapon type.  
It automatically hits, but defenders are entitled to an Avoidance Roll

\*Explosive shells must be fired from a Cannon of some type, and the attacker must roll to hit. Defenders are allowed an Avoidance Roll for half damage.

♠ When using these weapons, they always hit, but the attacker must roll 2 dice.  
See Area of Effect Weapons.

### Area of Effect Weapons

Bombs, exploding rockets, grenades, mortar shells, water balloons and booby-traps all affect an area rather than a single target. In Fuzzy Heroes, these items/weapons are known as Area of Effect weapons. They can be divided into two categories: Large and Small. Templates for Area of Effect weapons have been provided at the end of this section. Please feel free to photocopy or scan them, and then cut them out for use.



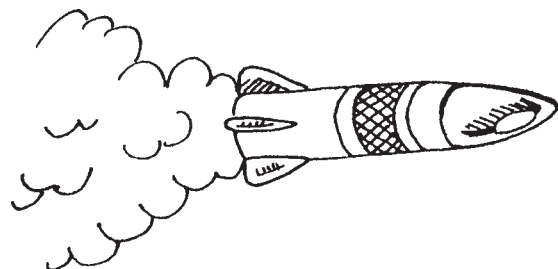
Small area of effect weapons include grenades, hand-held explosives, and exploding shells fired by guns (cannons). Thrown area of effect weapons have a range of 6". These weapons affect all Fuzzy Heroes in a 3" radius, and an attack from one of these weapons proceeds as follows:

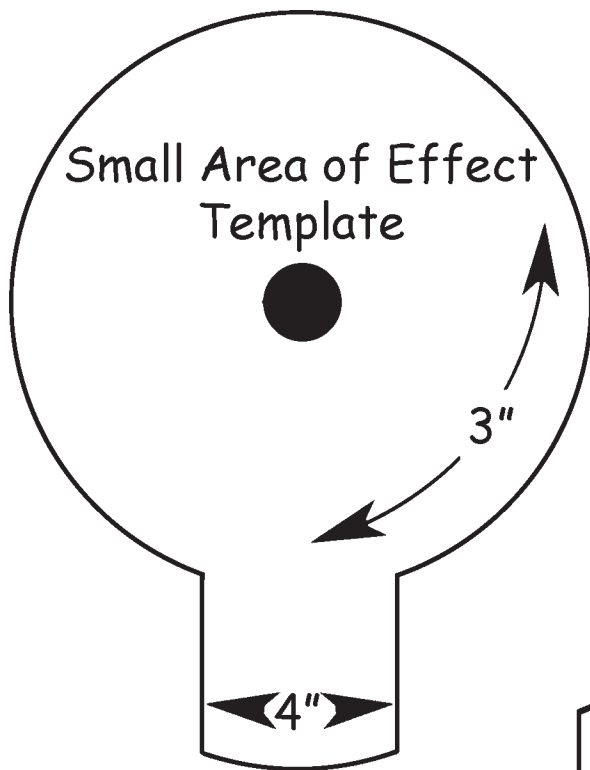
- 1) The range is determined by the weapon firing the explosive unless it is a thrown explosive like a hand grenade. The player must guess the range to his target in whole inches (thrown weapons are no more accurate than that).
- 2) The player should then roll two dice. A roll of a 6-8 indicates that the explosive has landed precisely where the player wanted it to, and the player should place the template where they would like it at the range they guessed (the hole in the center of the template must be at that range). If the result is not a 6-8, the player who's warrior fired or threw the explosive should still place the template where they would like the explosive to strike.

- 3) If the result in #2 above was 3-5 or 9-11, the players against whom the attack was launched may move the template one inch (1") in any direction. If the result was either a 2 or a 12, the defending player(s) may move the template two inches in any direction.
- 4) All Fuzzy Heroes caught beneath the template at the end of this procedure have been affected by the explosive. A single normal (3 dice) attack is then rolled to determine if any hits have been scored on those warriors within the area of effect. This roll is compared to the Defensive Classification of each warrior in the area, and those whose Defensive Classification is either equal to or less than the number rolled have suffered from the explosion.

Small Area of Effect weapons should do either 3 or 4 Energy Dice damage to all affected Fuzzy Heroes, at the discretion of the players, and dependent upon the type of device (exploding shell, hand grenade, etc.). The player causing the explosion should roll one set of applicable Damage Dice (3 or 4) and the results are applied to all warriors that were within the area, and upon which hits were scored.

The procedure is the same for Large Area of Effect weapons, but the area is larger (use the larger template) and the Damage Dice range from 5-8 DD. Note that, should you wish, special Area of Effect weapons that also grant a bonus to the attack roll are also within the scope of these rules.

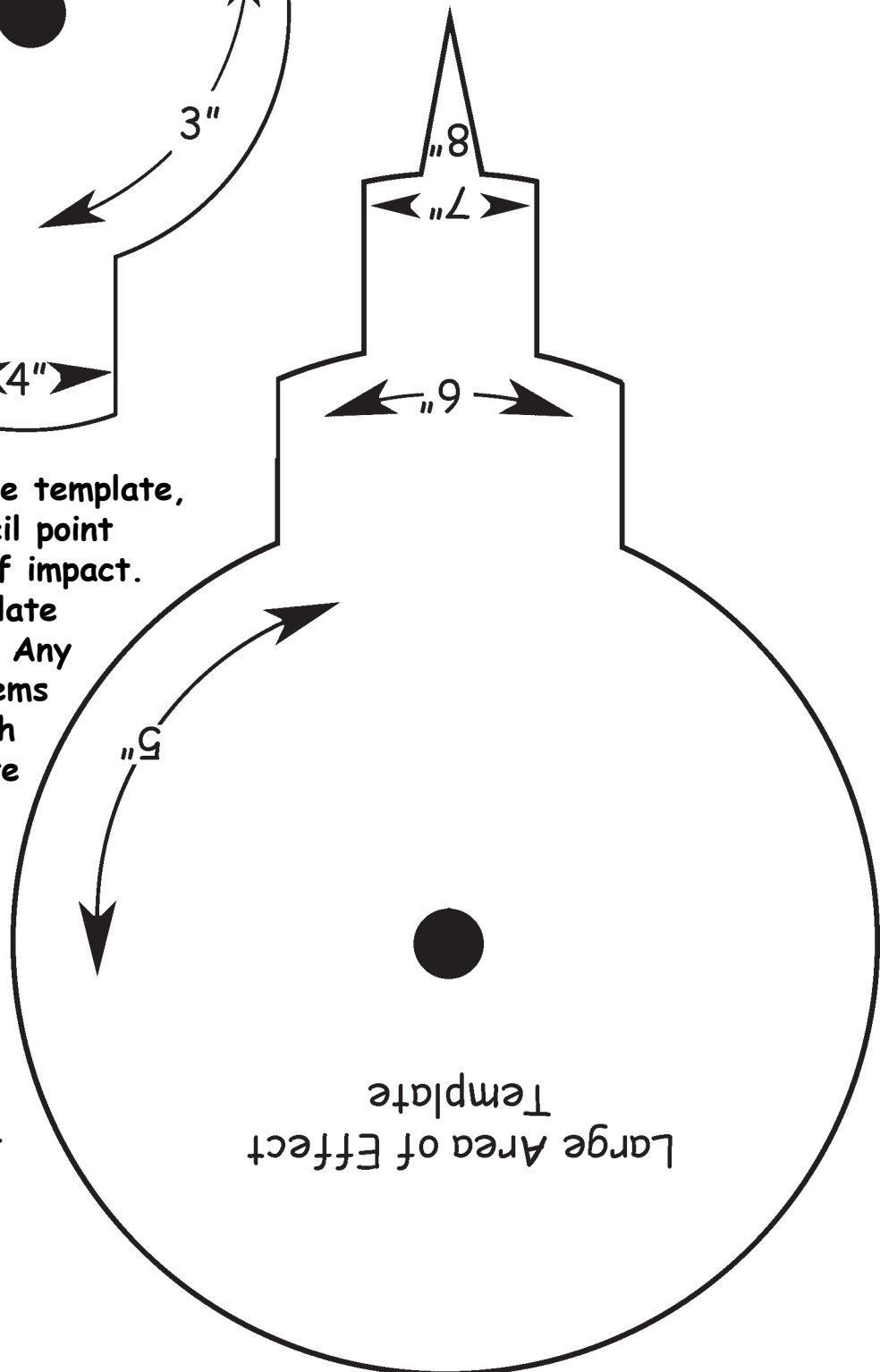




### To Use:

Photocopy this page. Cut out the two templates below and then cut out the center holes. They should fit a pencil. Push pencils through the center holes of both templates.

When using the template, place the pencil point at the point of impact. Spin the template 360 degrees. Any warriors or items caught beneath the appropriate portion (3" for 3" area of effect 4" for 4", etc.) have been affected by the attack.





## Science Fiction and Energy Weapons

Futuristic weaponry such as lasers, photon guns, disintegrator rays, and Martian death rays are also a possibility under this version of the Fuzzy Heroes rules. All Science Fiction Weapons operate in much the same manner as standard ranged and area of effect weapons, but are actually more powerful than these weapons. Several possibilities that should not be made available to more realistic weapons are therefore within the scope of these rules.

- 1) Area of Effect weapons that need no 'to hit' attack roll, but only involve the controlling player placing the area of effect template on the battleground.

- 2) Any range up to and including 60".
- 3) Any number of Damage Dice up to and including 10.
- 4) Any amount of bonus to attacks up to and including +5.

Weapons of this nature may also be paired with separate but like items such as computer sighting (for greater accuracy), laser sighting, or timed detonation. The actual statistics are best determined by the players, although always before a battle and with the agreement of the other players. The Chart below should therefore be used as a guide, rather than thought of as restricting a weapon you would like to see in one of your battles.

Weapon Type	Range	Bonus to Attack	Damage Dice	Area of Effect	Structural Damage
Small Energy Beam (laser)	12"-24"	+3 - +5	2-5	1 target	1-6♥
Large Energy Beam (laser)	24"-50"	+3 - +7	4-10	1 target	4-10♥
Small Particle Beam (rail gun)	18"-36"	+2 - +6	2-4	1 target	1-3♥
Large Particle Beam (rail gun)	24"-60"	+3 - +10	3-6	1 target	2-6♥
Sleep Ray (single target loses all energy)	12"-24"	0 - +3	n/a	1 target	none
Single Target Unusual Effect*	12"-60"	0 - +10	n/a	1 target	variable
Small Area Unusual Effect*	12"-48"	always hits	n/a	3"-5"	variable
Large Area Unusual Effect*	12"-36"	always hits	n/a	5"-8"	variable

\*These unusual effects can be anything from lifting/levitation to pushing opponents away (repulsion) to energy nets that trap opponents, etc. These weapons are VERY powerful in game terms and their use should encompass only a single attack per turn, regardless of the #/Attacks statistic of the attacker. You may also decide that items with these abilities require more than one operator.

♥ The numbers listed describe the upper and lower ranges for Structural Damage only; the actual ability of a given weapon to cause structural damage should fall within this range but may be random such as the roll of one dice, 6 dice rolled where only the odd numbers cause damage, etc. The numbers, however, represent the minimum and maximum possible damage that each weapon type should cause to a structure.

## The Fast and the Furriest ———

*“Hey Rainbow,” Taiwan said, approaching the Unicorn, “Energy Mouse asked if you could carry me to check on the naughty toys. What are you doing?”*

*The Unicorn turned to look at the Pig. He was holding a small shovel in one hoof, and was tending what appeared to be some very cute little trees made from pom-poms.*

*“I am tending my trees,” he replied, “They have to be nice. That way, when I need them, I can hit them.” The Unicorn looked mournfully at the trees for a moment, and then set down his shovel. “But if Energy Mouse says we should go, then we should go.”*

*Taiwan looked confused. He didn’t like the idea of hitting, especially trees. He climbed aboard the unicorn and grabbed a handful of plush mane. Rainbow reared, whinnied, and prepared to be on his way. Taiwan simply could not control his curiosity.*

*“Hit the nice trees?” he asked incredulously.*

*“You asked for it!” shouted Rainbow.*

*The Unicorn took off like a shot, taking Taiwan’s breath away. They quickly traveled around the forest, thundering across the Blanket Plain with a speed that made their surroundings appear to be nothing more than a blur. Taiwan saw blue fire erupting from Rainbow’s hooves. They were moving at an incredible speed.*

*Without warning, Rainbow stopped just short of a slight hill. Taiwan climbed shakily to the ground. He could hear voices on the other side.*

*“Shhh,” cautioned Rainbow, “those are the naughty toys. Let’s listen and see what they are up to.”*

*“I’d prefer to look,” retorted Taiwan, still flustered from his wild ride, “and it looks like most of them are up to six inches tall.”*

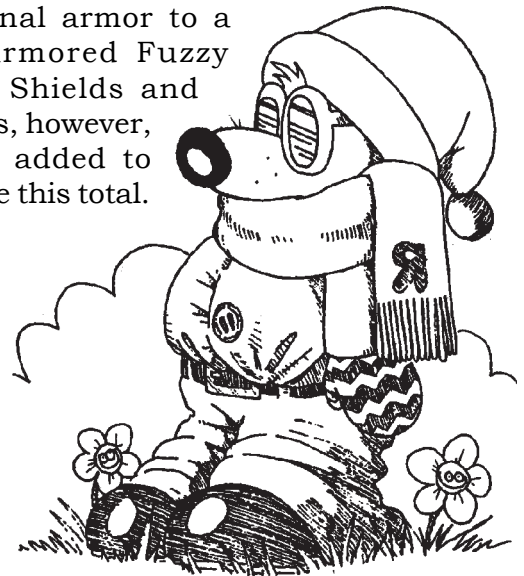
*Rainbow flattened the pig to the ground with a hoof as the naughty toys began to argue.*

## Armor and Protective Gear

Any item in Fuzzy Heroes that can be worn, or is unavoidably worn, by a Fuzzy Hero will grant that hero a bonus to their Defensive Classification if you add these rules to your battle. Clothing and Protective gear fall into one of two categories. Wearable items that look like clothing or apparel, including clothing that is only painted on, are known as clothing, while items that are intended to provide protection in combat are known as armor.

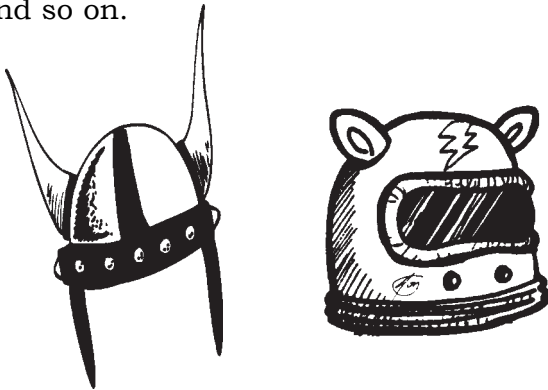
Single pieces of clothing such as hats, ribbons, belts or shirts grant a warrior a bonus of +1 to their Defensive Classification. Full clothing, pants and a shirt, a full suit, etc. grants a bonus of +2 to a warrior’s Defensive Classification. No further bonus beyond +2 can be gained from adding additional clothing to a fully clothed Fuzzy Hero. Shields and Helmets, however, can be added to increase this total.

Shields, medieval style armor, and certain types of military gear (Kevlar Helmets and vests) grant a Fuzzy Hero warrior greater bonuses to their Defensive Classification than standard clothing. Single pieces of metal or like armor of any kind grant a bonus of +2 to a toy’s Defensive Classification, while a full suit of armor adds +3. Modern combat gear, such as a bullet-proof or Kevlar vest will also add a bonus of +3. No further bonus beyond +3 can be gained from adding additional armor to a fully armored Fuzzy Hero. Shields and Helmets, however, can be added to increase this total.





Shields include any items which can be worn on a warrior's appendage that are made to block an incoming attack. Each Shield used by a Fuzzy Hero raises the Defensive Classification of that warrior by +1. Each Shield worn, however, will also reduce the warrior's #/ATT statistic by 1. There is, furthermore, no limit to the number of shields a Fuzzy Hero may employ beyond the number of appendages that hero has. A dragon with four limbs and a tail could therefore use five shields (for a bonus of +5 to his DC) but he would also lose 5 from his #/Att, and would therefore be unable to attack. The same dragon could attack once while wearing 4 shields (and gaining +4 to his DC), or twice while wearing three shields, and so on.



Helmets are any hat that is meant to be protective in nature. A warrior may wear one helmet for each head he possesses, and each Helmet will also add +1 to his defensive Classification, with no penalty to his #/Att. statistic. Several examples of armor and clothing combinations follow to help explain these rules:

A stuffed bear starts with a Defensive Classification of 10.

Wearing a ribbon, he becomes DC11.

Wearing a shield he becomes DC11 but loses one attack.

Wearing metal shoulder armor he becomes DC12.

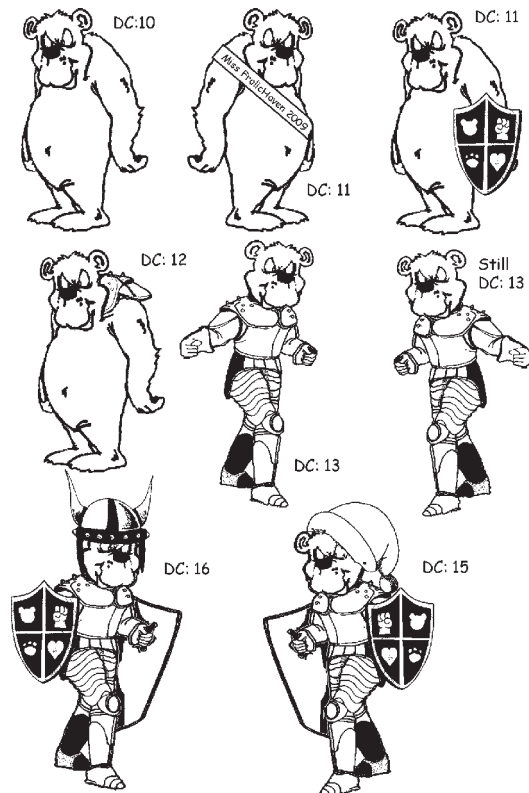
Wearing full metal armor he becomes DC 13.

Wearing full metal armor over full clothing he is still DC 13.

Wearing full metal armor, a helmet, and using two shields on his four limbs, he becomes DC 16, but gets only one attack instead of three.

Wearing full metal armor, a hat, and using two shields on his four limbs, he becomes DC 15, but gets only one attack instead of three.

Magical armor granting a greater bonus than +3 is possible, although not recommended except in extraordinary circumstances. Again, adding armor that offers greater protection should be discussed with all players prior to the start of any Fuzzy Heroes battle.



## The Eye Has It

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*"I heard them talking. Those darn fuzzies are hoping to make trips back into the real world to HELP their former oppressors... the kids that owned them!" complained one voice.*

*"They must be stopped," agreed a calm voice that Taiwan thought he recognized.*

*"Let's gather all of the other toys and attack!" chimed in a third voice.*

*"And who will lead them," asked the calm voice again, "you?"*

*"I will!" demanded several voices at once.*

*"No," answered the calm voice, "I will."*

*Rainbow the Unicorn peered cautiously over the edge of the hill just as a loud sizzling noise reached Taiwan's ears. Several yelps followed, and then the sound of ominous snoring; multiple ominous snoring. Taiwan knew he should be quiet, but he could not resist.*

*"What's happening up there?" he whispered.*

*"Shocking," the unicorn whispered back, "just shocking."*

*"It's ok, I'm a big pig," reassured Taiwan with a swagger.*

*Rainbow turned and faced him, annoyed, forgetting to whisper, "No you idiot. There's a floating eyeball that is shocking the other toys!" The unicorn looked suddenly afraid as a voice from the other side of the hill interrupted him.*

*"Well," said the calm voice again, "it seems we have visitors. Let me introduce myself. I am the newly proclaimed Eye King, leader of the Renegade Toys."*

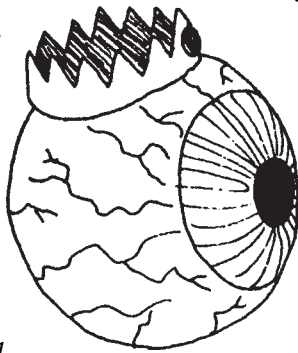
*Taiwan peered over the top of the hill just as the sizzling noise again split the quiet air.*

*Everything seemed to slow down then, almost as though someone had hit the slow motion button on a camera. He reached quickly into his pocket and rolled three dice while throwing himself out of the way behind the hill. Rainbow did the same just as an enormous bolt of lightning crackled mere inches above their heads. Taiwan leaped onto Rainbows back and yelled at the top of his lungs.*

*"Hit the nice trees!"*

*The unicorn practically flew across the plain, covering the distance to the Fuzzy Hero castle site in a mere two turns. He halted then, out of breath.*

*"It's a good thing we both read up on Avoidance rolls, eh?" asked the pig with a sense of relief. The unicorn, still out of breath, merely nodded.*



## Innate Abilities

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Innate Abilities are special functions or attacks that are granted to a Fuzzy Hero because they logically fit the type of creature or being represented by the toy. You would expect a dragon to breath fire, or a spider to be able to spin a web. Innate abilities are grouped according to the type of toy, and the list provided here may be expanded by the supplements available for these rules, or at the whim of the players. As with all of the advanced rules all, some, or none of the Innate Abilities may be added to a given Fuzzy Heroes battle.

All abilities granted by any of the advanced rules should be noted on the combat cards of affected Fuzzy Heroes before the start of combat.







### **Sprayed Attacks**

Sprayed Attacks involve the spraying forth of any energy stealing substance, without the use of a weapon, by a Fuzzy Hero. Fuzzy Heroes are eligible for the Sprayed Attack Innate Ability if they either 1) appear to represent some being that would normally have a sprayed attack, such as a fire-breathing dragon, or 2) are toys that actually do spray forth some substance, like a squirt gun. Sprayed attacks are an area of effect attack that always takes the shape of a 6-inch wide by 6-inch long cone. As with other area of effect weapons, a template has been provided at the end of these rules.

There is no deviation with sprayed attacks (they always go where the player wants them to and can not miss), but the use of a sprayed attack prohibits any other activity except movement for the rest of the turn. It is not possible, in other words, to both breath fire and make hand-to-hand attacks.

Most Sprayed Attacks still cause half of their normal damage (with fractions rounded down) if countered by an Avoidance Roll.

### **Sonic Attacks**

Sonic Attacks involve the use of sound as a weapon, and any toy that actually makes a noise (like a stuffed toy with a squeaker) is eligible for a Sonic Attack Innate Ability. Sonic Attacks are somewhat short-ranged, and use the template for Sonic Attacks included at the end of these rules. When making a sonic attack, place the attacker at the center of the template. All Fuzzy Heroes in the area of effect, with the exception of the attacker should then make an Avoidance Roll, with success indicating that there is no effect. Those failing (or not having should you not be using the Avoidance Roll advanced rule) their Avoidance Rolls are stunned and will lose their next turn. Mark stunned creatures by either flipping them over or by placing appropriate markers on their bodies.

The use of a sonic attack prohibits any other activity except movement for the rest of the turn. It is not possible, in other words, to both squeak, as it were, and make hand-to-hand attacks.

## Shells

Any Fuzzy Hero that has a Shell (such as tank the Turtle) will receive a bonus of +2 to their Defensive Classification if you add this advanced rule to your Fuzzy Hero game. Any type of shell will provide this bonus.

## Innate Categories

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The categories listed below are by type of toy, and have been placed in alphabetical order for ease of use. Again you made all, none, or some of these rules as you see fit. You may also add to this list at will so long as all players agree concerning your additions before the start of play.

Note that many of the Fuzzy Heroes you might use will fall into more than one of the categories listed below; however, it is important for game balance that no toy be placed in more than one category. Players should be allowed to choose where they would like their Fuzzy Hero classified, but no warrior should receive the benefits of more than one category.

### Action Figures

Toys that look like human beings, that is, that have two arms, two legs, and one head, are often classified as Action Figures. As action figures generally represent super heroes, trained military units, or other occupations that are of a heroic nature, it is presumed that these toys are able to climb better than other Fuzzy Heroes, and so receive no movement penalty when in Hills Terrain. They receive no other notable terrain benefit or penalty.

Action Figures also receive the Heroic Quip Innate Ability. To use this ability, an Action Figure need only make a cliché Heroic Quip before rolling his dice in order to receive a bonus of +1 to all of his attack rolls for that turn. Heroic Quips must contain a pun, and must be cliché. If, for instance an action figure planned to attack a frog toy at the end of his movement he need only say, "It's time this frog was croaked," in order to receive the bonus of +1 to his attacks for that turn.

A successful Avoidance Roll will cancel the affect of a Heroic Quip.

## Aliens

Aliens are beings that obviously have come to our planet from outer space. They may have feelers, strange skin color, or the uniform of those known to come from another planet, but all players must agree that a toy is an Alien for it to receive the Alien designation. Aliens ignore all terrain movement penalties, may retreat from combat without penalty, and are never subject to attacks of opportunity (see **Retreating and Attacks of Opportunity** on page 27) because of the special way in which they move. Aliens are able to teleport to their destination at the movement rate of twelve inches (12") per turn. Aliens may bypass, but may not occupy, water terrain. Alien toys suffer the same penalties and bonuses from various terrain types as do standard creatures.

## Bears

Bears move through Forest terrain with ease (no movement penalty) and receive all of the Defensive Classification bonuses provided by this terrain type, unless attacked by another Warrior that is a Forest Creature or a bear. When Forest creatures attack those within Forest terrain, the terrain offers no bonuses to the Defensive Classification of the defender.

Bears also receive the Bear Hug Innate Ability. This ability is constant, and allows the bear to roll three additional Damage Dice on any target that they have attacked more than once successfully in a single turn. Should a bear with three attacks and two Damage Dice attack two targets, hitting the first successfully twice, and the second once, the player controlling the bear would then roll:

- 1) 7 Damage Dice against the first target that was hit twice (2X2DD + 3DD for the Bear Hug)
- 2) And 2 Damage Dice against the second opponent/target that was hit once.

Bear Hugs may not be avoided by an Avoidance Roll.

### **Birds and Winged Creatures**

Any creature with wings (including Robots that have wings, at the players discretion) or that is meant to represent a bird of some kind (even flightless birds) falls into this category. Winged creatures are automatically granted Flight, allowing them to ignore all movement-related terrain effects and granting them 24" of movement per turn. Combat related terrain effects, such as the bonuses to Defensive Classification and attack, are still effective for those either attacking Birds, or defending against attacks by Birds, but Bird toys do not receive these benefits from any type of terrain.

Birds and Winged creatures also get the *Sleep From Somewhere Up There* Innate Ability. To use this ability the player controlling the bird or winged toy must announce before attacking that they will be attempting Sleep From Somewhere Up There. The defender then gets a bonus of +2 to their Defensive Classification, and only one target is possible. The bird or winged creature then makes a single attack (regardless of their #/Att statistic).

If successful (if it meets or exceeds the Defensive Classification of the target, plus the bonus of two) the target is immediately reduced to one Energy Point, and the attacking bird or winged creature lands directly behind the target toy.

Sleep From Somewhere Up There may not be avoided by an Avoidance Roll.

### **Clams**

Any Crustacean that has no arms, legs, or other appendages is considered to be a clam. Clams receive all of the benefits of Crustaceans (see next category) but also have the *Pearl* Innate Ability. This ability always functions, and will cause successful attacks by a clam to encase their opponents in a partial shell, costing the target/defender 6" of movement and 1 of their attacks (#/Att statistic of the defender is reduced by one). The attack can score multiple times, (on successive turns, usually), and any Fuzzy Hero whose

#/Att statistic falls to zero or less should be considered out of the battle and should be removed from play.

The Pearl innate ability can be nullified if a successful Avoidance Roll is made at the time of the attack. Pearl encasement that is already in effect can not be cancelled by an Avoidance Roll.

### **Crustaceans**

Crabs lobsters, and all other types of shell fish fall into the Crustaceans category of Fuzzy Hero. Most of these creatures are able to move on both land and through the water with ease, and, as such are able to move through, or occupy, Water terrain with no penalty. Other than this, Crustaceans suffer the same penalties and bonuses from various terrain types as do standard creatures.

All Crustaceans receive the benefit of Shells (see Shells on page 39, no pun intended) as an addition to their Defensive Classification.

### **Farm Animals**

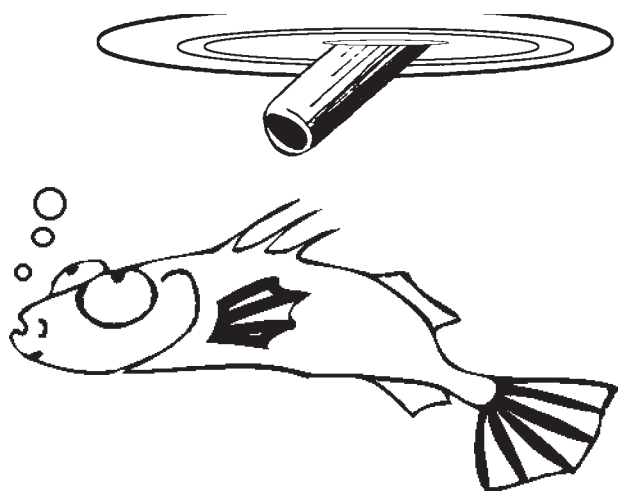
Cows, Pigs, Chickens, Sheep, Horses, and other domesticated animals that are not considered pets (like dogs and cats) are considered Farm Animals for Fuzzy Heroes combats. Farm Animals receive a bonus of three inches (3") of movement when entering or traversing Plains terrain due to their familiarity with open country. They receive no other notable terrain benefit or penalty, although many can be given Riding Ability as well (see Special Abilities on page XXX) if you choose to add other special abilities to your Fuzzy Heroes combat.

Should more than three farm animals move together to the same location on their respective turns, they automatically perform a Stampede Innate Ability attack. All toys that are attacked at the end of that movement by the farm animals must make an Avoidance Roll or they will suffer an additional 3 Damage Dice from the Stampede.

## Fish

The Fish category of toys includes any toy that has fins (including scuba divers and dolphins), as well as jellies (jellyfish) water plants (and anemones), coral, octopus, squid, and anything with gills. Fish move through water terrain with ease, and are immune to the restrictions that water terrain places upon other Fuzzy Hero warriors. Fish may also hide in the water, invisible (and unable to be attacked) to any opponents that have no immunity to water terrain (but not to those that also share immunity to water terrain). In addition, Fish may choose when they wish to participate in initiative if they start their turn in water terrain, launching a surprise attack from this terrain by deciding when it is 'their turn'. Once an attack has been made, however, fish are no longer considered to be hiding in the water, and may in turn be attacked. No fish may resume hiding in the water until they are no longer in combat; until a turn has passed with no opponent having attempted an attack on them. Fish also receive a bonus of +1 to their Defensive Classification if being attacked while in Water terrain.

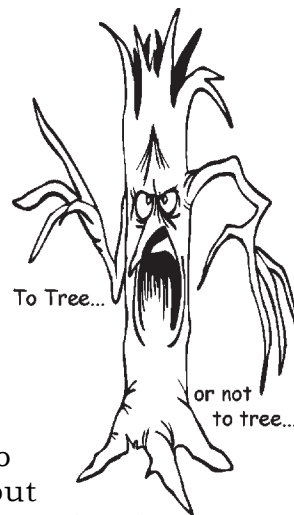
Fish may not move through any terrain type other than water.



Fish always double their Damage Dice when attacking water Vehicles.

## Forest Creatures

Bears, wolves, panthers, and any creature with horns or antlers, as well as any creature that makes its primary home in the woods, are all considered Forest Creatures in Fuzzy Heroes. Forest creatures move through Forest terrain with ease (no movement penalty) but receive all of the Defensive Classification bonuses provided by this terrain type, unless attacked by another Warrior that is a Forest Creature. When Forest creatures attack those within Forest terrain, the terrain offers no bonuses to the Defensive Classification of the defender.



## Giants

All Fuzzy Heroes that measure more than 24" tall may be considered Giants for the purposes of the game. If you decide to incorporate Giants in your game, this classification of Fuzzy Hero ignores all terrain types, all movement penalties, and all Defensive Classification and Attack bonuses and penalties provided by terrain. Terrain that exists at the end of a Giant Fuzzy Heroes movement, further, is irrevocably destroyed. Forest, Hills, and water terrain that has been stepped on by a Giant Fuzzy Hero should be removed from play.

Giant Fuzzy Heroes may not enter Fortifications of any kind, and must destroy these terrain features by causing them Structural Damage (see Fortifications). All giants receive Crushing Blow as their method of attack (a Special Ability) and do a minimum of 5 Damage Dice each time they successfully attack. This Damage Dice statistic may be further increased by the use of weapons or items, but no Giant can have a Damage Dice statistic of less than five (5).



## Magicians (Wizards)

Any Fuzzy Hero with a wand or a pointy hat may be considered a Magician for the purposes of Fuzzy Heroes combat. Magicians receive no terrain bonuses, but may choose from a list of three spells that they can use in place of their attacks (they can either cast a spell or attack, but not both) during the attack portion of their turn.

### *Nap Time*

Use of this spell causes all Fuzzy Heroes that are within 4" of the wizard (friend and foe) that fail their Avoidance Roll to immediately fall asleep. They should be immediately removed from play. Avoidance Rolls made to counter this spell gain a bonus of +2 due to the weak nature of its magic.

### *Invisibility*

At the end of his move, a Wizard may choose to become invisible. If this spell is chosen, place a clear plastic bag over the Wizard toy. The Wizard may not be attacked on that turn by other than area of effect attacks. The invisibility lasts only until the Wizard moves on the following turn.

### *Zap*

This spell causes a bolt of magical energy to attack a single opponent for 4 Damage Dice. It has a range of 12" and always hits, but may be countered (completely) by a successful Avoidance Roll. Zap can also be used to cause one point of Structural Damage (see From Little Stuff Like Foxholes to Big Stuff like Castles on page 24). No Avoidance Roll is possible if the spell is used to cause structural damage.

## Reptiles and Amphibians

The reptiles and amphibians category includes all cold-blooded creatures such as snakes, turtles, alligators, frogs, dinosaurs and lizards. Reptiles and amphibians also ignore all water terrain effects, but may not hide in water as Fish do. They suffer normal penalties for Forest and Hills terrain, but receive a bonus of +1 to their Defensive Classification if being attacked while in Water terrain.

## Robots

Many action figures represent robots, cyborgs, or other mechanical beings. In Fuzzy Heroes, any toy that is at least in part mechanical may be considered a Robot. Robots, further, are often constructed with a specific purpose in mind. In Fuzzy Heroes, this translates to the following rule: Any Robot toy may choose immunity to a single terrain type. Robots that have wings have the same terrain abilities as Birds and Winged Creatures. From a combat standpoint, Robots ignore all bonuses and penalties to attacks and Defensive Classification of all terrain types as well. Toys that normally receive a bonus to their attack will not receive this bonus when attacking a Robot, and any Defensive Classification bonuses are negated as well. In short, the presence of a Robot will negate all terrain effects, other than movement, that might affect that Robot.

## Snakes and Poisonous Creatures

Snakes and Poisonous creatures receive no terrain bonuses, but will always poison their opponents when attacking them successfully. The Poison Innate Ability lasts until the end of a battle, and must be countered by an Avoidance Roll every turn or it will cost the target one additional Damage Dice every turn until they are either sleeping, or the battle has ended. Snakes, Spiders, Wasps and Bees are all good examples of toys that might be considered Poisonous Creatures.



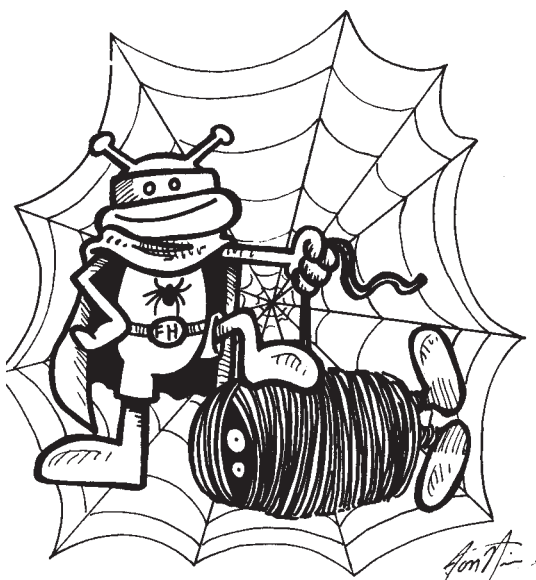
## Spiders

Any insect with eight legs should be considered a spider (technically, these aren't insects). Spiders are able to ignore the movement penalties of Hills terrain, and are able to climb walls as though moving through Plains terrain (including fortification walls).

Spiders also have the Web Innate Ability. By sacrificing all of their attacks for a given turn, a Spider can use the Web ability to create a web one inch deep by six inches long. This web will obscure vision (blocking line of sight) for Fuzzy Heroes less than 8 inches tall, and will immobilize any creatures caught within its area. Webs made in this fashion last four turns.

No Avoidance Roll is possible to avoid the effects of a web, but webs can be burned. Those caught within a burning web are freed the following turn but must make a successful Avoidance Roll or suffer 4 Damage Dice.

Spiders have unlimited webs and may use them every turn if they wish.



## Swimming Mammals

Beavers, platypus, Otters, and Penguins, as well as any mammal with a flipper for a tail or wings that function as flippers, are considered Swimming Mammals for the purposes of Fuzzy Hero battles. They ignore all water terrain effects, but may not hide in water as Fish do. They suffer normal penalties for Forest and Hills terrain, and receive no bonus to their Defensive Classification when being attacked while in Water terrain.

Swimming Mammals also have the Contractor Innate Ability. By sacrificing all of their attacks for a given turn, a swimming mammal can use the Contractor ability to rebuild one point of structural damage to any fortification within two inches.

## Toys With Giant Eyes

Any toy that has eyes larger than 2" or that has as a majority of its surface area an eyeball or eyeballs may be considered a Giant Eye Toy. Giant Eye toys are otherworldly (creepy) and are automatically granted flight as their movement but at a movement rate of 12" per turn. They are immune to terrain effects in the same manner as all flying creatures, and receive the Power Zap Innate Ability. The use of this ability prohibits any other form of attack, and takes the place of all other attacks by the giant eye toy for the turn.

The Power Zap is a lightning bolt 1" wide by 8 inches long that affects all creatures that fail their Avoidance roll by causing 6 Damage Dice. A successful Avoidance Roll completely nullifies the effect of the Power Zap.

## Wrestlers

Any toy that is wearing nothing but shorts and boots, or a wrestling uniform of some kind, may be considered a Wrestler in Fuzzy Heroes. Wrestlers move 12" per turn, and, due to their acrobatic abilities, ignore the movement penalties of both Hills and Forest terrain. Wrestlers also receive the Bear Hug Innate Ability (see Bears).

## The Plans of Mice and Action Figures

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*Across the Blanket Plain, over the Pillow Mountains and then left at Box Cave, a group of now fully awake action figures formed a circle around a hovering stuffed eyeball. A tin-foil crown rested atop the eyeball, and he addressed the assembled action figures with a voice that spoke of authority.*

*"You toys know what we're up against," he shouted to the action figures. "That goody two-shoes Santa has brought more of those wretched Fuzzy Heroes together, and our intelligence reports that they are working on this." The eyeball held aloft a picture of the Fuzzy Heroes building a castle. "I am certain the Fuzzy Heroes are behind this."*

*"No, if you look at the photo," interrupted an action figure dressed as a reporter, "You can see they are outside of it."*

*The eyeball ignored him and continued. "We need time to gather our forces and construct weapons. We need time to free our brothers from the clutches of their selfish owners in the real world. We also need a plan to stop the fuzzies from returning to the real world."*

---

*Six turns away, the Fuzzy Heroes were nearing the completion of their castle. Stuffed toys were pulling the final blocks into place, spiders were hoisting decorative gargoyles onto the outer walls (and the gargoyles weren't terribly pleased about it), and the more skilled toys were mounting doors and shutters for the windows. Princess Barbara was at a small table running a plastic brush through her hair in preparation for the grand opening.*

*"Well," announced Energy Mouse, "She's almost done." He smiled with pride.*

*"Hah," retorted Taiwan, "I can see you don't know Princess Barbara very well. She'll be at least another 6 turns just combing her hair!"*

*Energy Mouse sighed. He should have expected this.*

*"The castle, Taiwan. The castle is almost done. Still, I don't want any further delays given your report on the naughty toys. Maybe you should get Princess Barbara some mousse."*

*Taiwan left immediately, happy to have a task that would help his fuzzy friends.*

---

*"We must imprison the Fuzzy Heroes until they realize that freedom is more important than helping," continued the eyeball.*

*"That won't do any good," commented a blue-garbed military action figure with a picture of a snake on his chest. He called himself General Mayhem. "Santa will simply replace the darn toys as fast as we capture them." General Mayhem paused, polishing his bayonet.*

*"You have a good point, General" agreed the floating eyeball.*

*"Thanks," smiled the action figure, holding forth the bayonet, "It's always worked for me."*

*"Not that you idiot!" retorted the eyeball. "Your strategic argument. Something must be done about Santa if we hope to win!"*

---

*Taiwan trotted happily back to the spot where he had left Energy Mouse supervising the final aspects of the castle's construction. He had met two new friends at the edge of the Fluffy Forest, and had convinced them to join him in order to help Princess Barbara prepare. They now returned to the castle construction site.*

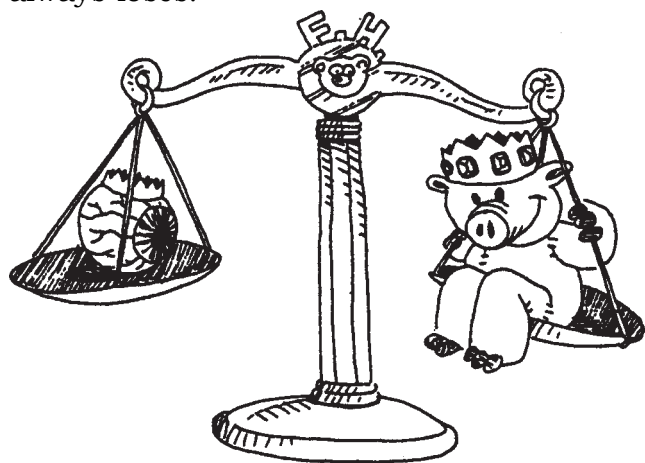
*"What are we supposed to do?" asked a small stuffed squirrel with a cape and aviator goggles.*

*"Gee Rock, I don't know," answered a large moose. "...but then, I never do."*

*Energy Mouse looked up as the three approached and quietly placed his face in the palm of his hand.*

## Balancing Your Fuzzy Heroes Battle

In order that all players have an equal chance in any Fuzzy Heroes battle (important if you want your friends to play with you more than once) balance between the opposing forces is critical. Adding items, abilities, or other special rules can either balance or unbalance the opposing sides. Be careful when adding abilities, and keep careful track that you do not create a Fuzzy Heroes army that either always wins, or always loses.



### Additional Abilities to Use to Balance Battles

The addition of Innate Abilities to your Fuzzy Heroes battle can cause a great imbalance in the combat abilities of the toys being played. If there are players in your game, or simply toys in your game, that need a bit of a power boost in order to be competitive with the other toys in a battle, feel free to assign them one of the Abilities listed below. In addition, if you were looking for an ability that has not been listed, please feel free to make one up and add it to your game. Just be sure, again, that all players know and agree to the additional ability before the start of your game.

Bear in mind that while this is a second edition, these are the core rules for the Fuzzy Heroes game system. Supplemental books are available which concentrate on specific genres (types of toys/stories) which contain numerous expansions to abilities, items, and rules specific to those genres.

We encourage you to view *Fuzzy Sooper Heroes* (super heroes and Chivalry), *Under the Covers* (spies and spy gadgets), *Heroes In Space* (aliens and outer-spacey stuff), *The Lost Toys* (undead... err... unslept), and *Plastic Ships and Fuzzy Men* (pirates and sailing ships) if you want to further expand your Fuzzy Heroes game.

### Darning

You may wish to grant certain Fuzzy Heroes the ability to sew or knit the damaged seams of their fellows, helping them to regain lost Energy Points in the process. The ability to repair damaged Fuzzy Heroes in this fashion is known as the Darning Ability, and it may be granted to any Fuzzy Hero, especially those that might be carrying knitting needles, yarn, thread, or other sewing gear.

The use of the Darning Ability takes the place of all of a fuzzy hero's attacks, and grants the return of one Energy Point to any warrior the toy Darning wishes. To use darn the player controlling the toy must shout the word "Darn!" and point at the toy they wish to heal for one point. Darning may be used only once per turn, but may be used on the same toy multiple times. No toy may exceed its original Energy Point statistic as a result of being darned.

Although I can not imagine why anyone would, Avoidance Rolls are ineffective against this ability.

### Energy Borrowing

A vampiric like ability, Energy Borrowing is the ability of a toy to increase its own Energy Point total when damaging an opposing warrior. In order to borrow energy, a warrior must first be assigned this ability, and then, after causing damage to an opponent must say, aloud, "I'm just borrowing it."

They may then add one Energy Point to their total. The original Energy Point total of the Fuzzy Hero borrowing energy may not be exceeded by the use of this ability, and an Avoidance Roll will not block the use of this ability nor render it ineffective.



## **Frenzy**

The Frenzy ability allows a Fuzzy Hero warrior to go berserk once per battle (game), doubling their #/Att and DD statistics (double attacks at double damage) for one combat (against one designated-by-the-player opponent). Avoidance Rolls have no effect on this ability. A warrior with 2 attacks at two damage dice would therefore receive four attacks at four damage dice against one other opposing warrior on the field of battle.

Frenzy may be used only at the start of a player's turn (before movement) and the player must do their best to look crazy (wild eyes, messed up hair, maniacal laughter, etc.) while pointing to their intended victim before moving. The doubling of attacks and damage against that opponent then remains in effect until the frenzied warrior falls asleep, or the target warrior has been put to sleep, or the battle ends.

## **Pull the Wool Over Their Eyes**

When a fuzzy hero is granted this ability, they can cause other warriors wearing any type of clothing to lose their turn. A warrior with this ability simply makes a single attack against an opposing warrior with clothing, pronounces the word (aloud) "snuggly!" and, should the attack be successful, place two handkerchiefs, tissues, or paper towels over the head of the victim (warrior). The targeted warrior then makes a single Avoidance Roll once every turn.

Each successful Avoidance Roll removes one tissue/handkerchief. Until all handkerchiefs have been removed, however, the warrior is incapable of any action beyond the single Avoidance Roll per turn. Warriors that have had the Wool Pulled Over Their Eyes may be attacked, but there is no negative effect to the Defensive Classification of the defender.

Using this ability takes the place of all of the fuzzy hero's attacks for a single turn.

## **The Beguiling Breakaway Bonus Blanket Bounce**

Although this advanced rule/ability won't do much to help balance your game, it is a lot of fun, and is probably the most unique method of moving a warrior in the Fuzzy Heroes game. Warriors granted this ability use it in place of moving, and must state their intention to perform a Beguiling Breakaway Bonus Blanket Bounce at the start of their turn (for that toy if they control multiple toys). The player must then pronounce, out loud, any one of the three following magical phrases:

- 1) **"I'm going to perform a Beguiling Breakaway Bonus Blanket Bounce",**  
or
- 2) **"I'm going to pull a B5",**  
or
- 3) **"I'm gonna toss him."**

The player performing the b5 should then mark the spot currently occupied by the fuzzy Hero with a tissue, handkerchief, or similar device, while removing the toy from the battlefield. He should then toss the toy down onto the spot the toy originally began the turn on (the hanky or tissue). The toy will then bounce across the playing field. Wherever it stops moving is its movement for the turn, although the controlling player may change the bounced toy's facing to whatever they would like. The toy may now immediately attack any available opponents, use any abilities that take the place of attacks, or of course, end its turn.

Should you be playing on a restricted surface, if, for instance, your battlefield is a tabletop, toys that leave the playing surface (fall off the table) as a result of a Beguiling Breakaway Bonus Blanket Bounce are considered out of the game and should be removed from play. It is within the rules to have team mates line the edges of the table so as to bounce toy off them and have it remain in play, but hands may not be used.

It is not recommended that the Beguiling Breakaway Bonus Blanket Bounce be assigned to bean-bag toys as they don't bounce.



## Don't Toy With Me, Santa!

---

*The Eye King, formerly Eye Decay, tried to smile, but discovered he had no mouth. He settled for expressing his pleasure verbally. "This is a great plan, Big Lizard. Choose your team."*

*The large dinosaur from Tokyo smiled in return. He quickly pointed at an action figure in a gray uniform with a large, gizmo-covered backpack. The action figure quickly strode over to his side.*

*"I'm happy to be a part of this program!" he said excitedly.*

*"You too," said Big Lizard with a wave at a wrestler toy who's arms were able to stretch to enormous lengths.*

*"Ok," the toy answered, moving to the dinosaur's side, "but be careful, I'm on recall."*

*The Eye King floated forward. It was time to reveal the plan to all of his followers.*

*"We plan to kidnap Santa to prevent him bringing any new toys to our world. Separated from his bag and his sleigh, he'll be powerless. We will negate his abilities and foil his plans."*

*"What if he gets away?" asked Big Lizard, worried.*

*"Then we shall RE-negate him!" yelled the Eye King.*

*"That's it!" cried the dinosaur, "We shall be Re-Negates!"*

*The crowd took up the cry. Before the Eye King had time to correct their incredible mauling of the language, their group had been named. They were now the Renegades. The Eye King knew that argument was pointless. "All right then Big Lizard, hit the dusty trail!"*

*Big Lizard balled up a mighty, clawed fist and pounded the surface of the plain before him.*

*"No, you idiot," screamed the Eye King, his patience at an end. "Get on with the mission!"*

*"Give me a break," the dinosaur retorted. "My brain is the size of a pea, and it's made of stuffing."*

*The three Renegades then turned and left to retrieve Santa.*

## Advanced Fuzzy Heroes Battle: They Kidnapped Santa!

---

This battle is designed to give players a feel for the advanced rules, how they work together, and how to achieve balance for a battle. It is designed for 2-8 players, and should last about three hours. Each player will have their own set of victory conditions, and multiple winners are possible. Do not be afraid to allow unforeseen alliances to form within the game as the battle unfolds. That is all part of the fun that is a Fuzzy Heroes battle.

### Taiwan On

---

*The castle was complete, and the inevitable arguments over who should have which room had begun. Most of the toys were looking to Energy Mouse to solve their disputes, but he had no answers for them, instead replying that he was not a 'people-mouse'. Things were starting to settle down of their own accord, however, and Taiwan was certain that these were only minor difficulties. Soon he would be able to return to the real world to help Brenda, his owner, solve the problems she was having with her mom. The other toys were busily making the castle comfortable, moving in doll furniture, and adding restful toy boxes. Princess Barbara had even finished combing her hair. Suddenly, Yellow Bunny came running into the large open room at the center of the castle that was currently being used for Frisbee practice. The toys had begun referring to it as the throwin' room.*

*"Santa is missing!" Yellow Bunny screamed, fear obvious in his voice. "Has anyone seen him??"*

*"Well, I had thought of asking him out," admitted Princess Barbara.*

*"I just scanned the whole castle with my rapidly-improving sight," replied Blue Puppy in a commanding voice. "Santa is no where to be found."*

*"This is terrible," complained Taiwan. "Actions of this nature will forever alter the Haven for Frolic that our land was meant to be..."*

*"Yes, the Land of FrolicHaven (I like that Taiwan – can I use that?) is in trouble. I fear there is only one conclusion that can be drawn," announced Energy Mouse.*

*"I fear that they have kidnapped Santa!"*

*"They have," responded Rainbow's voice from the entrance to the room. "I have just returned from another spy-on-the-naughty-toys mission, and they are holding him prisoner in box cave. His reindeer are held there as well."*

*"Then we must rescue him!" cried Energy Mouse.*

*"They are fortified and well armed," added Rainbow.*

*"That doesn't scare Taiwan," answered the mouse, doing his best to draw attention to the pig. "He's not afraid of anything. He's a pig that's all heart!"*

*"Taiwan didn't remember volunteering, but he still wasn't comfortable with his name, and it distracted him just long enough that he missed his chance to object. Tank the Turtle strode forward.*

*Taiwan shall lead us into battle." The Turtle asserted bravely. "Let's go rescue Santa!"*

*"Ok, but I want to change my name when we get back," was his only comment.*

*"...and we will make the naughty toys pay for this outrage!" cried Tank.*

### The Teams and Their Goals (Victory Conditions)

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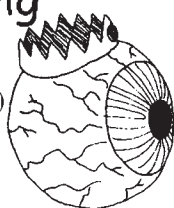
Each of the teams in this battle has a unique victory condition, although some teams will share similar goals and may therefore choose to work together during the actual battle. Again, it is possible for more than one player to be declared the winner of this battle.

## The Eye King's Cronies

The Eye King and his Cronies hope to capture Santa's closest friends, torture them slowly with truly bad bedtime stories, and then use them to pressure Santa into becoming a Renegade. This team is armed with nets that can be used to capture Fuzzy Heroes (see the combat cards) and should be declared the winners if Rainbow the Unicorn, Tank the Turtle, and Taiwan the Swine That's All Heart are all captured and held captive (at the cave) at any time. If at any time they have captured all three of these warriors, the battle is over and this team should be declared the winner.

### Name: The Eye King

Energy Points: 5  
Avoidance Roll: 9  
Damage Dice: 1/6 (Power Zap)  
Defensive Classification: 11  
#/Att: 1 (plus Power Zap)  
Movement: 12" (flight)



Special: net with a range of 6" that captures enemies with a standard attack roll. Captured enemies get an Avoidance roll every turn at -2 (to the roll), escaping if successful. Prisoners must be dropped at the cave.

Also: Power Zap (1"X8", always hits, AR avoids)

### Name: Awful K'nawful

Energy Points: 5  
Avoidance Roll: 12  
Damage Dice: 2  
Defensive Classification: 12  
#/Att: 3  
Movement: 24" (motorcycle)



Special: net with a range of 6" that captures enemies with a standard attack roll. Captured enemies get an Avoidance roll every turn at -2 (to the roll), escaping if successful. Prisoners must be dropped at the cave.

### Name: Captain Naughty

Energy Points: 5  
Avoidance Roll: 11  
Damage Dice: 2  
Defensive Classification: 12  
#/Att: 3  
Movement: 12"



Special: net with a range of 6" that captures enemies with a standard attack roll. Captured enemies get an Avoidance roll every turn at -2 (to the roll), escaping if successful. Prisoners must be dropped at the cave.

## General Mayhem and the Snakes

General Mayhem and the Snakes hope to capture enough Fuzzy Heroes to seriously deplete their forces, while building the Renegade forces into an unstoppable machine. This team is armed with nets that can be used to capture Fuzzy Heroes (see the combat cards) and should be declared the winners if 6 (or more) Fuzzy Heroes are all captured and are being held captive at any time at any one time.

### Name: General Mayhem

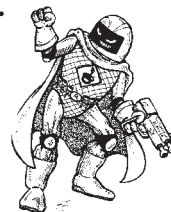
Energy Points: 5  
Avoidance Roll: 10  
Damage Dice: 2  
Defensive Classification: 13  
#/Att: 3  
Movement: 12"



Special: net with a range of 6" that captures enemies with a standard attack roll. Captured enemies get an Avoidance roll every turn at -2 (to the roll), escaping if successful. Prisoners must be dropped at the cave.

### Name: Code Bro#1

Energy Points: 4  
Avoidance Roll: 11  
Damage Dice: 2 (at +1 / gun)  
Defensive Classification: 15  
#/Att: 3  
Movement: 12"



Special: net with a range of 6" that captures enemies with a standard attack roll. Captured enemies get an Avoidance roll every turn at -2 (to the roll), escaping if successful. Prisoners must be dropped at the cave.

### Name: Code Bro#2

Energy Points: 4  
Avoidance Roll: 11  
Damage Dice: 2 (at +1 / gun)  
Defensive Classification: 15  
#/Att: 3  
Movement: 12"



Special: net with a range of 6" that captures enemies with a standard attack roll. Captured enemies get an Avoidance roll every turn at -2 (to the roll), escaping if successful. Prisoners must be dropped at the cave.



### Note on Capturing.

Once captured, a Fuzzy Hero will move with the captor (capturing Renegade). If the Renegade travels to Box Cave, the Fuzzy Hero is immediately deposited within as a prisoner.

### Note on Escaping

Any Fuzzy Hero being held within Pillow cave may make an escape attempt if they:

- 1) make a successful avoidance Roll at the start of their turn.
- 2) Move one full move away from the cave without being attacked before all of the Renegades have had their turns. If the escaping Fuzzy Hero is attacked before they have moved more than one full turn from the cave, they have automatically been recaptured. They should then be immediately replaced within Pillow Cave. This does require that a Renegade actually attempt to attack the escaping Fuzzy Hero, but does not require that the attack be successful. The Renegade must also be placed at the entrance to Pillow Cave following the attack.

### Big Lizard's Bruisers

Big Lizard's main concern is that his plan does not fail. This means that Santa must not be allowed to escape. If at any time more than three Fuzzy Heroes are sleeping on the battle field, and Santa is still held within Pillow Cave, this team should be declared the winner of the battle.

Name: **Big Lizard**

Energy Points: 8  
Avoidance Roll: 10  
Damage Dice: 4  
Defensive Classification: 15  
#/Att: 4  
Movement: 18"

Special: Big lizard breathes fire (Sprayed Attack) for 6 DD when he wants but he may only do so once per turn and in place of his normal attacks. (use Sprayed Attacks template)



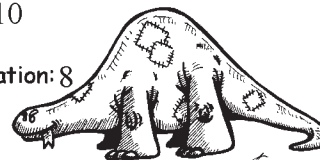
Name: **Plastisaurus**

Energy Points: 7  
Avoidance Roll: 10  
Damage Dice: 4  
Defensive Classification: 8  
#/Att: 4  
Movement: 12"  
Special: none



Name: **Stuffosaurus**

Energy Points: 7  
Avoidance Roll: 10  
Damage Dice: 4  
Defensive Classification: 8  
#/Att: 4  
Movement: 12"  
Special: none



### StrongArm's Stretchers

Strong Arm simply hates the Fuzzy Heroes. He will only be satisfied when their sleeping bodies cover the field. If at any time at least 5 Fuzzy Heroes are asleep on the field, this team should be declared the winner (whether Santa is out of Pillow Cave or not).

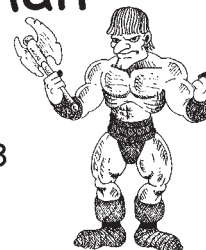
Name: **StrongArm**

Energy Points: 9  
Avoidance Roll: 12  
Damage Dice: 2  
Defensive Classification: 9  
#/Att: 3  
Movement: 30"  
Special: none



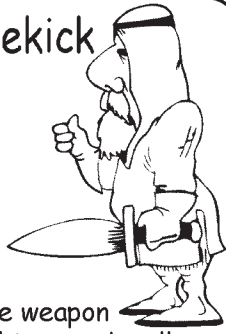
Name: **Thee Man**

Energy Points: 6  
Avoidance Roll: 12  
Damage Dice: 2  
Defensive Classification: 13  
#/Att: 3  
Movement: 12"  
Special: Thee Man's melee weapon adds +1 to all of his attack rolls.



Name: **Medieval Sidekick**

Energy Points: 6  
Avoidance Roll: 12  
Damage Dice: 2  
Defensive Classification: 13  
#/Att: 3  
Movement: 12"  
Special: Sidekick's melee weapon adds +1 to all of his attack rolls.



### Rainbow's Rangers

Rainbow the Unicorn and his followers are outraged at the actions of The Eye King and General Mayhem. If at any time General Mayhem, Big Lizard, and the Eye King are all asleep, the battle will end (the remaining Renegades will flee), and the player controlling this group should be declared the winner of the battle.

Name: **Rainbow the Unicorn**

Energy Points: 7  
Avoidance Roll: 14  
Damage Dice: 3  
Defensive Classification: 12  
#/Att: 4  
Movement: 24"  
Special: Nice Trees ability allows Rainbow to move 24" He can be ridden as well.



Name: **Bombadier Parrot**

Energy Points: 6  
Avoidance Roll: 12  
Damage Dice: 3  
Defensive Classification: 12  
#/Att: 2  
Movement: 24"  
Special: flight. This parrot ignores terrain



Name: **Armored Assault Squirrel**

Energy Points: 5  
Avoidance Roll: 13  
Damage Dice: 2  
Defensive Classification: 13  
#/Att: 4  
Movement: 24"  
Special: Flight allows this toy to ignore terrain. What, you never heard of a flying squirrel?

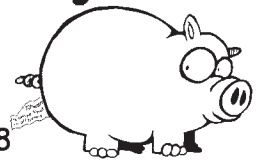


### Taiwan's Rescuers

Taiwan the pig and his two friends are only interested in rescuing both Santa and his two reindeer. If the reindeer have escaped, and Santa is outside Pillow Cave (but not yet off the board), this team should be declared the winner. This team is the most difficult to play as they need to ensure that the reindeer escape BEFORE Santa escapes.

Name: **Taiwan, the Pig**

Energy Points: 6  
Avoidance Roll: 8  
Damage Dice: 2  
Defensive Classification: 8  
#/Att: 4  
Movement: 12"  
Special: The Beguiling Breakaway Bonus Blanket Bounce



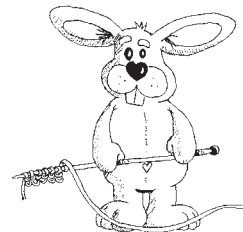
Name: **Stuff the Dragon**

Energy Points: 6  
Avoidance Roll: 10  
Damage Dice: 4  
Defensive Classification: 9  
#/Att: 4  
Movement: 24"  
Special: breathes fire (Sprayed Attack) for 6DD but may only do so once per turn in place of his normal attacks. (use template)



Name: **Yellow Bunny**

Energy Points: 6  
Avoidance Roll: 8  
Damage Dice: 2  
Defensive Classification: 8  
#/Att: 4  
Movement: 12"  
Special: Yellow Bunny can use his Darning ability in place of attacking.



## Tank's Tanks

Tank the Turtle and his followers believe that the Renegades are a menace that must be eliminated. If at any time 6 or more Renegades are sleeping on the battlefield, the battle is over and this team should be declared the winner.

Name: **Tank the Turtle**

Energy Points: 6

Avoidance Roll: 10

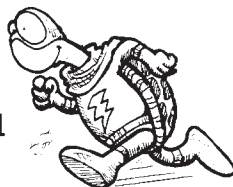
Damage Dice: 2

Defensive Classification: 11

#/Att: 4

Movement: 12"

Special: Tank can Frenzy once per battle/game.



## Santa and the Reindeer

Santa and his two reindeer just want to escape. If at any time Santa is able to move off (over) the edge of the battlefield and out of play, the battle has ended and the player controlling Santa should be declared the winner.

Name: **Santa**

Energy Points: 6

Avoidance Roll: 12

Damage Dice: 3

Defensive Classification: 13

#/Att: 3

Movement: 18"

Special: none. Run Santa! Run!



Name: **Blue Puppy**

Energy Points: 6

Avoidance Roll: 11

Damage Dice: 2

Defensive Classification: 10

#/Att: 4

Movement: 12"

Special: Blue Puppy can Frenzy once per battle/game.



Name: **Reindeer #1**

Energy Points: 6

Avoidance Roll: 13

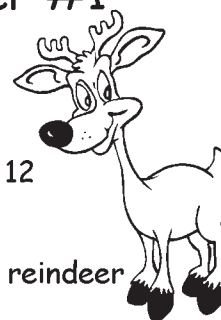
Damage Dice: 3

Defensive Classification: 12

#/Att: 4

Movement: 24"

Special: These flying reindeer ignore all terrain.



Name: **Energy Mouse**

Energy Points: 5

Avoidance Roll: 11

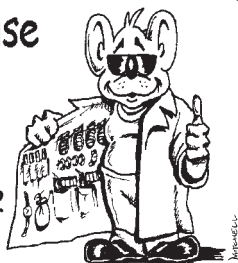
Damage Dice: 2

Defensive Classification: 12

#/Att: 4

Movement: 12"

Special: Energy Mouse carries a single-use bomb that he can detonate from up to 24" away doing 8DD to all within 8" of the bomb (use template). Detonation takes the place of all his attacks that turn.



Name: **Reindeer #2**

Energy Points: 6

Avoidance Roll: 13

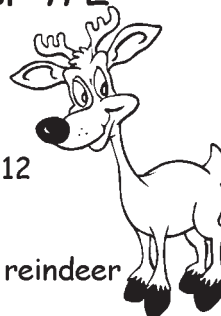
Damage Dice: 3

Defensive Classification: 12

#/Att: 4

Movement: 24"

Special: These flying reindeer ignore all terrain.



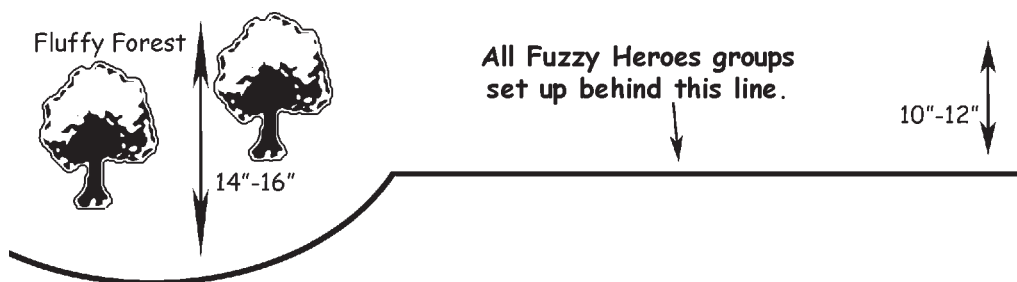
## The Battlefield and Starting Positions

To begin play, have each player roll three six-sided dice. The player with the highest number should then place their three toys on the table somewhere within the starting locations listed on the map below. The player to that person's left (clockwise) should then place their toys, and so on, until all players have placed their toys.

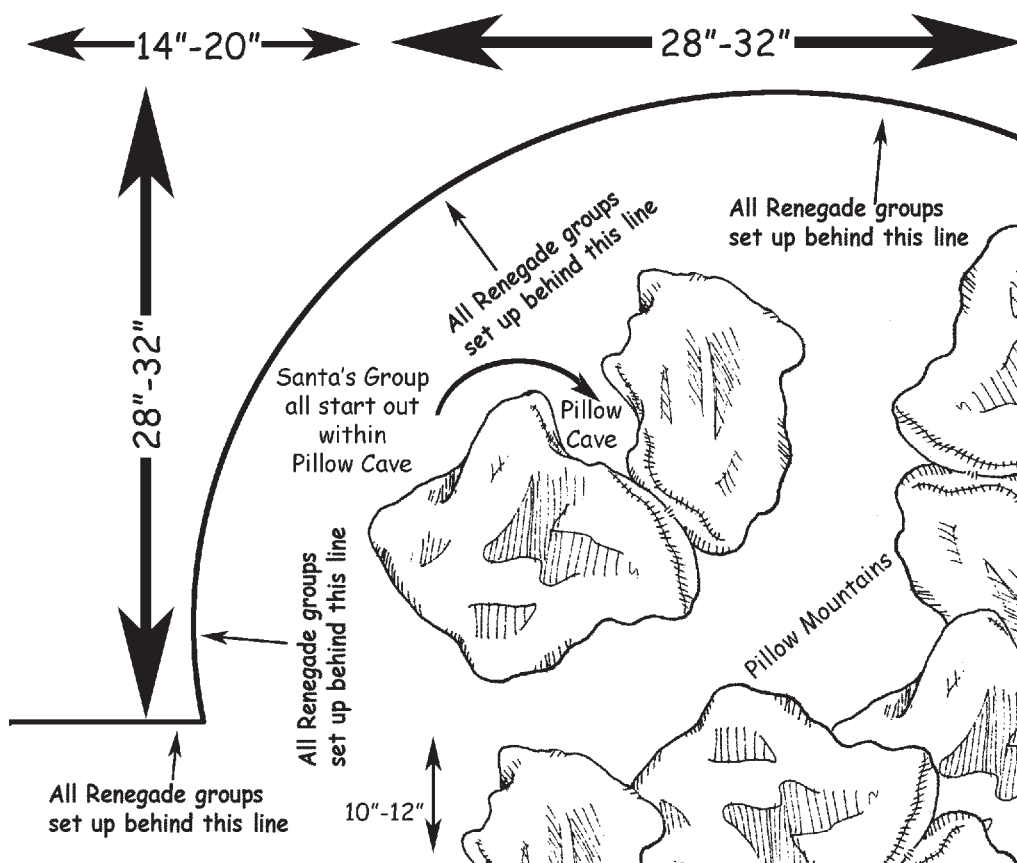
The person who then placed their toys first will start the first turn, first moving their toys and then attacking, the person to their left then moving then attacking, and so on, until all players have had a turn.

On subsequent turns, players should again roll initiative to determine who goes first.

If you are playing with six or more players, the use of playing cards, passed out at random and with the highest card taking their turn first, can speed up this portion of the turn. Use only six cards of varying value so as to prevent ties.



overall battlefield should be 42"-48" wide by 6-8 feet long.





## **If You Have Fewer Than Eight Players**

If you have less than eight players, trim down the number of teams in the battle as follows:

For two players, have one side play all of the Fuzzy Heroes, and the other side play all of the Renegades. If Santa escapes, the Fuzzy Heroes win. If the Renegades either capture or put to sleep more than 10 Fuzzy Heroes, the Renegades win.

For three players, have one player run Taiwan's group and Santa's group. This group wins if Santa escapes. Have the second player run Rainbow's group and Tank's group.

This group wins if at least 10 Renegades are put to sleep. Have the third player play the Renegades. If the Renegades either capture or put to sleep more than 10 Fuzzy Heroes, the Renegades win.

For four players, divide the groups as follows: One player gets Taiwan's group and Santa's group, the second player gets Rainbow's group and Tank's group, the third player gets the Eye King's group and General Mayhem's group. The last player gets Big Lizard's group and StrongArm's group. The players may choose which set of victory conditions (between the two provided, one for each group), they wish to use.

For five or more players, divide the groups as you see fit, but allow players running multiple groups to choose which set of victory conditions they will fulfill in order to win.

## **The Return of the (Oops, that's covered by copyright)**

*The Fuzzy Heroes, happy with their victory over the self-proclaimed Renegades, returned to the castle. They carried Taiwan on their shoulders, and had reunited Santa with his sleigh. He and the reindeer flew overhead with Fluff the dragon, performing airborne acrobatics for the amusement of those below. Soon all were assembled on the Blanket Plain before the castle.*

*"Let's go inside and put me down," suggested Taiwan. "What do we call this place anyway?"*

*"I'm not sure we'd all fit," replied Blue Puppy, casting his gaze over the assembled Fuzzy Heroes.*

*"Its Styrofoam, it'll give a bit," answered Taiwan with a smile. "We can always stuff more in."*

*"That's it!" cried Blue Puppy, "Stuffmore! We'll call it Castle Stuffmore!"*

*The other warriors quickly took up the cry and the entire army soon filed inside. They were quickly joined by Energy Mouse and the other toys that had remained behind. They placed Taiwan, hero of the Battle for Box Cave, in a large chair in the center of the room.*

*"Hail Taiwan!" shouted Rainbow. Several voices quickly joined him. Taiwan cut them off.*

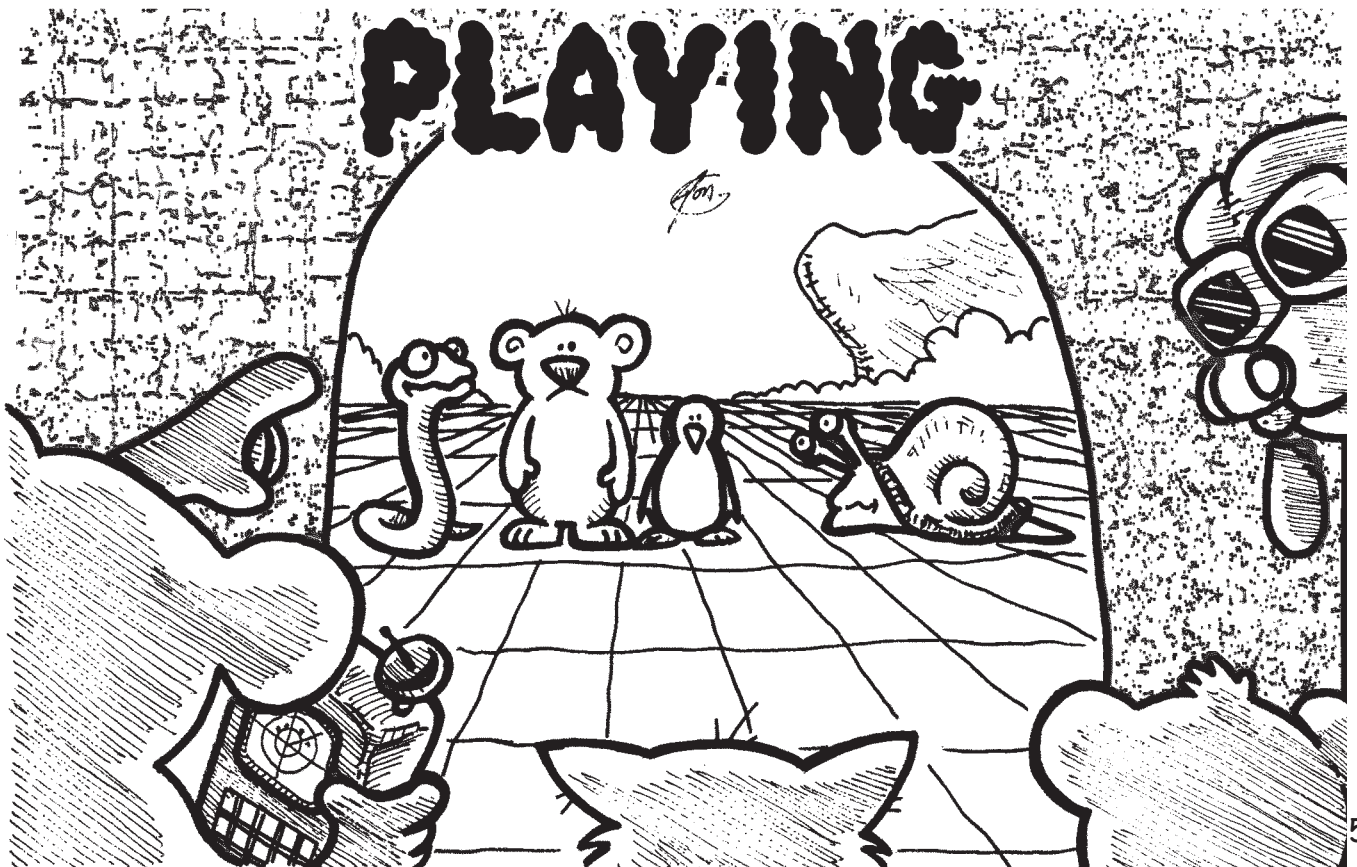
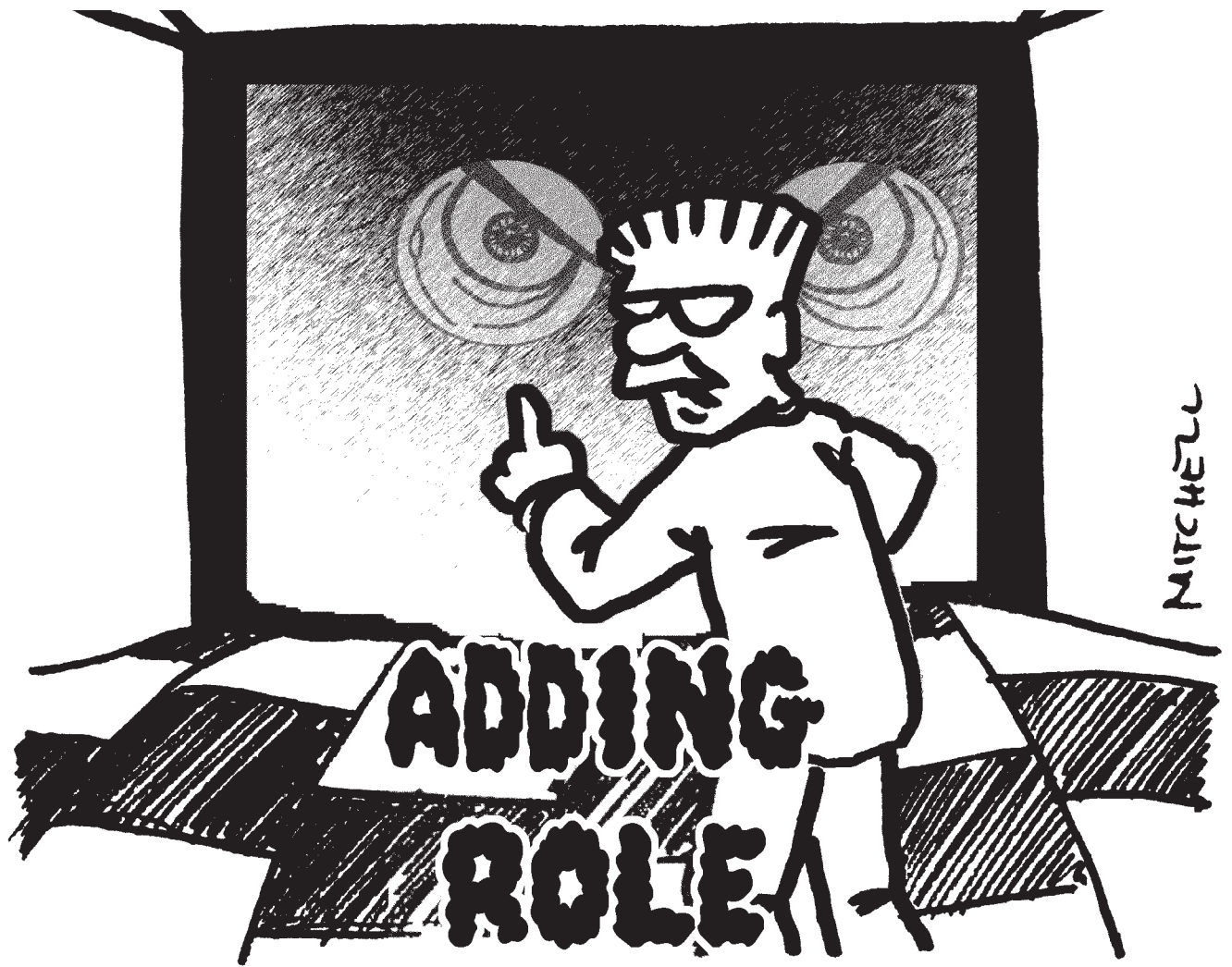
*"I really don't like that name. It sounds like lost American jobs, whatever that means. Can't we do something with the rest of my tag? 'Heart', maybe 'swine'?"*

*"I have a great idea," interrupted Energy Mouse, hoping to avoid responsibility. "We're in the Throwin' Room, and every Throwin' Room needs a king. All hail King Swineheart! Leader of the Fuzzy Heroes!"*

*Taiwan liked that name. King Swineheart it would be. Besides, he had become distracted, and it was too late once more. All of the other toys took up the cry.*

*"Hail Swineheart, King of FrolicHaven! Long may you rule!"*

*In the midst of his happiness, the new king frowned a bit. Swineheart didn't like rulers. They were always telling him how far he could move.*



## What is Role Playing?

---

Put simply, role playing games are those games where the player assumes the persona of their character for all game purposes. This actually happens to some extent in any game, but in role playing games, this immersion is different; it is more complete.

Several differences separate a miniatures game of Fuzzy Heroes and a Fuzzy Heroes role playing game session.

First, in a miniatures game, only certain options are available to the players. They can attack, move, use abilities, form alliances, and use items. In role playing, the options are infinite. A player in a role playing game can have his character in the game commit any action he desires. Not all actions, will, of course, have an effect on the outcome of the game, but innovation and inventive play are key aspects of any role playing game.

Second, role playing games do not have a classic end point. In a miniatures game, when the battle is over, a winner is declared, and it's time either to play another battle next week, or do something else. In role playing games, the player's character may be replayed in every subsequent game as a continuous stream of play. Every time you start playing, the character you play 'picks up right where he left off from the last time you played'.

The goals of a character are also quite different from the goals of an 'army leader' in a miniatures game. Players may set unique goals for their role playing characters, and pursue them in whatever fashion they deem suitable. Characters also gain knowledge and skills as they engage in adventuresome activities, and these skills increase over time. The longer you play a role playing character, the more powerful he or she becomes.

Lastly, role playing is not as well defined as are the miniatures games we have played so far. The rules you will find here create a framework for play, but many of the outcomes of a role playing game are determined by the Game Master; a player that presents the situations and adventures that will challenge the players, and to a large extent determines the risks involved with any actions taken by the players. We'll look at the Game Master in greater detail as we prepare for play.

## Preparing for Play

---

There are two aspects to a role playing game which require two very different kinds of players: characters and a Game Master.

Characters are the individual toys that will become the heroes of the adventures presented by the game master. They will play the parts in a story that they will help to write, working within the framework of that story as presented by the Game Master. Each character will have a given set of skills and abilities that will start out as both basic and undeveloped, but that will, over time become well honed and powerful.

The Game Master has a much more difficult job. The game master must play the part of all opposing characters, monsters, and situations, and by using these rules, determine the outcome of any actions they via their characters in the game. Further, the game master is responsible for preparing the adventures, for outlining the broad story line within which the characters will be challenged by various riddles, combats, and situations of all kinds. Don't worry, these rules will help prospective game masters in that regard.

The first task when preparing to role play Fuzzy Heroes, however, is to choose a game master. Discuss this amongst your group of players, choose someone to be your game master, and then read on.



## Character Generation

---

Fuzzy Heroes characters are a bit more complex than are their warrior counterparts from the miniatures portion of these rule. To begin with, have the game master give each of the players that will control a character a Character Sheet from the back of this rule book (copy the sheet at will). Once everyone has a Character Sheet and a pencil, we're ready to begin generating characters.

## Getting Started

---

Once everyone has a sheet, have them find the section on the sheet entitled "Base Statistics". These statistics should look familiar as they are identical to those generated for the basic game. Note that each statistic has both a 'base' and an 'adjusted' slot for recording a character's abilities. To begin, we are going to fill in only the 'base' slots. Have each player determine their base statistics using the basic rules from this book and write them on their character sheets. Once all players have determined their basic statistics (Defensive Classification, Energy Points, Damage Dice, #/Att, Avoidance Roll and Movement), we're ready to continue.

### Picking a Faction

Just above the description for statistics is an entry slot for "faction". This refers to the base political alignment (belief) of the character. Unless the player's character is a Robot (we'll look at that next) they should now choose whether they wish to support the Renegades, or the Fuzzy Heroes.

Fuzzy Heroes are extremely loyal to their former owners and will do whatever they can to help children and humans (in that order) in the outside world. they distrust (rather than dislike) all Renegades, and all of their efforts are geared towards helping either humans or their fellow Fuzzy Heroes in FrolicHaven. Note that acquiring items and treasure can be a worth while goal if it is placed within the context of helping humans either immediately, or in the future.

Renegades believe that toys in the real world are slaves to their owners, and that they must be freed. They believe that toys should be independent and that freedom of thought, expression, and action should be the goals of all true toys in the Fuzzy Heroes universe. They find the beliefs of the Fuzzy Heroes to be childish and uninformed. Renegades find Fuzzy Heroes annoying, but occasionally useful when not interfering with Renegade plans (which is most of the time).

Have each player pick one of these two factions (unless their character is a Robot), and write it on their Character Sheet. Note that it is entirely possible for Fuzzy Heroes and Renegades to work together for common goals, but remember that a 'mixed party' of Renegades and Fuzzy Heroes will often come into conflict with itself when important adventuring decisions need to be made. So long as the players remain 'in character', and their play reflects the faction that they now choose, this can add spice to a game, although it can also add inter-player conflict that the game master might not appreciate.

If the game master decides, the party should choose as a whole whether they wish to be Renegades or Fuzzy Heroes. If the game master has no reservations or qualms about the party being a mixture of both, he should announce that as well at this time. Either solution will work within these rules.

### Robots

Robots are a special faction of the Fuzzy Heroes role playing universe as they are mechanical in nature, and are therefore very calculating when making decisions. Robots belong to neither the Fuzzy Hero nor the Renegade faction, but may make decisions based on the situations at the time they occur. As such, neither Renegades nor Fuzzy Heroes ever truly trust Robots.

In order for a toy to qualify for the Robot faction, some portion of the toy must be mechanical in nature. It is within the rules for the player to add a mechanical piece to a toy (create a cyborg) in order to allow it to qualify.



These add-ons can be home made, pieces of other toys, or whatever the player decides, and they may be glued, taped or rubber-banded to the toy in order to make it into a cyborg.

Again, Robots have no 'in character' restrictions on their activities, but will always be viewed with suspicion by other toys.

Those wishing to use the optional rules covering Robot Toys (see page 76), may wish to trade their standard Character Sheet for a Robot Character Sheet (found at the back of these rules, feel free to copy it) at this time.

### **Adding Innate Abilities From the Advanced Rules**

The players may now wish to add any Innate Abilities from the Advanced section of the standard Fuzzy Heroes rules to their character, subject to the approval of the game master. Dragons may wish to add fiery breath, baby dolls a sonic attack, and so on.

Game master's should only refuse to allow innate abilities for those characters that might be too powerful for starting play. Additionally, no character should be allowed more than one Innate Ability.

Players adding innate abilities to their characters should now write these innate abilities in the section of the character sheet provided for them.

### **Picking Attributes** ---

At this point, all we have done to create Fuzzy Heroes role playing characters is to follow the same basic steps we followed when preparing combat cards for advanced Fuzzy Heroes battles. The next step in the character creation process, however, is the essence of fuzzy role playing.

Near the top of the sheet there are two blanks described as Attributes, and then a blank for the name of the character. Players have

most likely chosen a name for their character, but if they haven't, they should do so now. As an example will help us as we learn about picking attributes, we'll use Alex's old ogre toy, Shriek... yes, Shriek.

The next step in the process is to pick two attributes from the list below that will best describe the character that Shriek has become:

- \*Mighty**
- \*Speedy**
- \*Cute**
- \*Noble**
- \*Clever**
- \*Magical**
- \*Handy**
- \*Brave**
- \*Talented**
- \*Caring**

These attributes should then be placed in each of the blanks provided on the Character Sheet. Shriek, for instance, might become Mighty Noble Shriek. Before you decide on the attributes that best describe your character, however, it's best that we gain an understanding of how these attributes will effect the role playing abilities and skills of your Fuzzy Heroes character.

Role playing games are not generally single sessions of play that have a definitive end. As previously discussed, role playing characters are meant to be used in multiple-game play sessions, with the characters gaining power, items, skills, and abilities over time during play.

The attributes that you assign to your character are specific areas in which your character will excel given time and playing experience. They will provide advantages, skills and abilities to your character within those specific areas. Before deciding which attributes you would like to assign to your character, it is important that you read the attribute descriptions that follow.

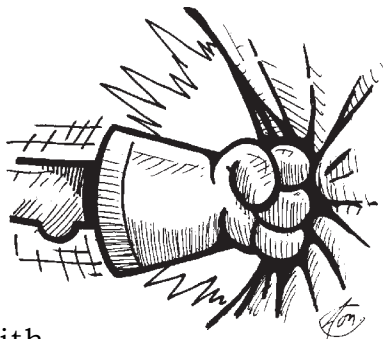
## Using Attribute Skills and Abilities

All of the attributes listed below provide skills and abilities to the characters that possess them. Ability use is automatic, and will provide bonuses to the statistics or options to the available actions of the character.

Skills are not automatic, but may be improved by spending bonus points earned during game play (see Bonus Point use on page 85). Successful use of any of these skills requires that the player roll three dice, with an unmodified 18 indicating success. Take note as you read through the attribute benefits as to which benefits are abilities, and which are skills.

### Mighty

The mighty attribute adds strength and all things concerned with strength to the abilities of a character. The ability to lift, hold, carry, and strike with greater force are all aspects of this attribute. Starting characters that choose Mighty as an attribute start with any single level one benefit they wish.



#### Level one benefits:

##### Extra Damage Dice (1):

This ability allows the character to roll one extra Damage Dice for each successful attack. This ability must be chosen for the level two benefit, Extra Damage Dice to be available to a character.

##### Move Large Objects:

This skill allows the character to move any non-vehicle item that is up to twice the size of the toy up to six inches in any direction. Objects moved can not be thrown and are not considered weapons. Items moved can block line of sight, thus preventing attack.

##### Open Doors:

This skill allows a character to open any portal that is non-magical and that is meant to be opened and closed (gates, doors, grates, etc.) .

##### Carry Other Toys (Riding):

This ability allows a toy to carry other toys as per the Riding Ability outlined in the advanced rules (see page 29).

#### Level two benefits:

##### Extra Damage Dice:

This ability may be chosen multiple times, with each choice adding an additional Damage Dice to the DD statistic of the character. No character can use this benefit to exceed a total adjusted Damage Dice statistic in excess of ten.

##### Bonus to Hit:

This ability may be chosen multiple times, with each choice adding a bonus of +1 to the attack roll of the character. No character can use this benefit to exceed a total bonus to their attack roll of greater than +3.

##### Destroy Items:

Use of this skill allows the character to destroy any item that is of their size or smaller. The item is either irrevocably destroyed, or is reduced to its component parts, at the discretion of the game master.

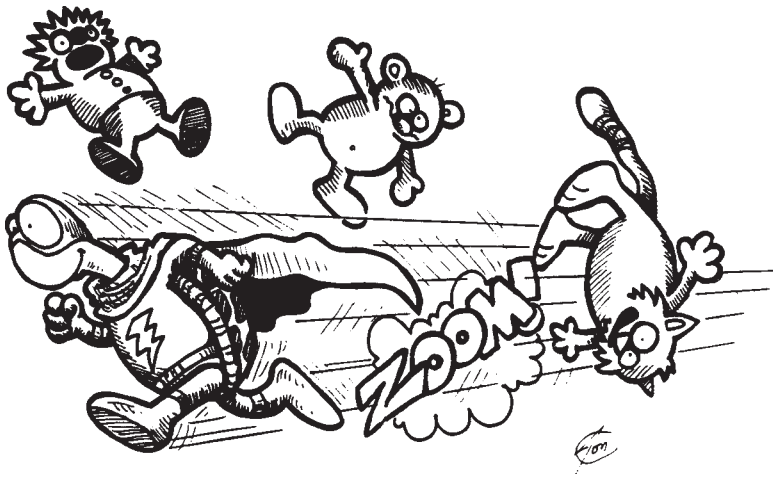
#### Level three benefits:

##### Destroy Vehicles:

Use of this ability allows the character to destroy any vehicle that is an item rather than an opponent in the same manner as the Destroy Items ability.

##### Cause Structural Damage:

This ability may be chosen multiple times, with each choice causing one point of structural damage following a successful attack. No character can use this benefit to exceed a total of 10 structural damage points per successful attack. In addition, this attack causes no bonus to normal damage and has no effect on items or opponents that have no structural points.



## Speedy

The speedy attribute adds swiftness and agility to the abilities of a character. The ability to run, jump, dodge, and react to threats are all aspects of this attribute. Starting characters that chose Speedy as an attribute start with any single level one benefit they choose.

### Level one benefits:

**Dodge (+1 Avoidance):**

This ability allows the character to add one point to their Avoidance Roll whenever an Avoidance Roll is necessary. This ability must be chosen for the level two benefit, Dodging, to be available to a character.

**React :**

This ability may be chosen multiple times, with each choice adding one point to the Initiative Roll made by the player at the start of every turn. No character can use this benefit to exceed a total Initiative Bonus greater than 6.

**Run (movement):**

The character receives 3" of extra movement when they choose this ability. This ability must be chosen for the level two benefit, Sprint, to be available to a character.

**Parry:**

This skill allows the character to avoid all of the incoming melee attacks of a single opponent if they make a successful roll. As with other skills, this benefit requires the roll of an 18 at first, but may be improved over time.

### Level two benefits:

**Bonus Attack :**

This ability may be chosen multiple times, with each choice adding one attack to the number of attacks made by the player each turn (#/Att +1). No character can use this benefit to exceed a total of ten attacks.

**Dodging:**

This ability may be chosen multiple times, with each choice adding one point to the Avoidance Roll of the character. No character can use

this benefit to exceed a bonus to their Avoidance Roll greater than 6.

**Sprint: (must have Run)**

This ability may be chosen multiple times, with each choice adding 3" of movement to the total movement available to the character. No character can use this benefit to exceed a total movement greater than 48".

### Level three benefits:

**Disappear:**

This skill allows the character to move so rapidly that they actually fade from view and may not be targeted by opponents. The disappear ability does not cause a character to become inaudible (silent) and in fact generates a tell-tale buzzing noise. This skill may not be avoided.

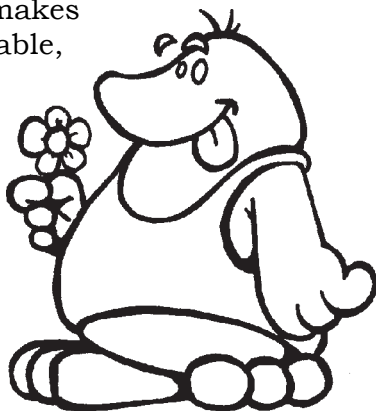
**Whirlwind:**

This skill allows a character to use their speed as an attack, replacing all of their other available attacks for one turn. A successful skill roll (of 18) indicates that the character has run rapidly enough in a circle to create a whirlwind, generating 8 DD to any toy, friend or foe, within 8" (use the Large Area of Effect Template). The center of the template should always be placed over the center of the toy generating the Whirlwind.

An Avoidance Roll for those in the affected area is applicable, with success indicating that the defender has taken half the normal damage (round up). This attack lasts only one turn.

## Cute

The cute attribute makes the character adorable, likable, cuddly, and huggable, as well as more persuasive and endearing to both friends and foes. Starting characters that choose Cute as an attribute start with any single level one benefit they choose.



### Level one benefits:

#### Too Cute to Attack:

This ability may be chosen multiple times, with each choice adding one point to the Defensive Classification of the character. No character can use this benefit to exceed a bonus to their Defensive Classification greater than 6.

#### Pick a Different Target:

Successful use of this skill causes the opponent to avoid picking the character as his target, instead targeting some other nearby player's character. This skill may not be avoided. In the event that there is no other readily available target, opponents will simply not attack.

#### Pause:

Successful use of this skill causes the opponent to pause and consider any suggestion made by the character. The game master should provide bonuses or negatives to the Avoidance Roll of the opponent based upon the nature of the suggestion, but a failure of the avoidance roll indicates that the target has agreed with the suggestion made by the character using Pause.

#### Friendly:

The successful use of this skill by a character will cause an opponent to refuse to attack or cause him harm in any way. A successful avoidance roll by the opponent indicates that there is no effect.

### Level two benefits:

#### I Barely Touched Him!:

Successful use of this skill causes the Damage Dice rolled by all opponents after a successful attack to be reduced by one for an entire combat against either single or multiple opponents. The use of this skill takes the place of the character's attack for that turn, and may not be avoided.

#### Not Him!:

This ability may be chosen multiple times, with each choice adding one point to the Avoidance Roll of the character. No character can use this benefit to exceed an Avoidance Roll bonus greater than 6.

#### Let Me Go First:

A successful roll using this skill indicates that the character will always go first (win the initiative) on any given turn. The skill must be used before the start of a turn, and may only be used three times per day. The effects of this skill can not be avoided.

### Level three benefits:

#### Gold-digger:

Successful use of this skill allows the character to demand, and receive, any item from an opponent (or another character) that they wish. Only items (not vehicles) are subject to gold-digging, and the skill may be countered by a successful Avoidance Roll.

#### I Don't Know What Came Over Me!:

Perhaps the most powerful of the Cute benefits, the successful use of this skill allows the character to completely control the actions of an opponent for one turn, within limits. Opponents placed under the control of the character via the use of this skill will not:

- \* harm themselves
- \* give items to the character or
- \* engage in any activity where they know the chance for success is close to zero.

The game master shall decide if any of these conditions exist. This skill may be countered by a successful Avoidance Roll.





## **Noble**

The noble attribute makes the character admirable, honorable, a natural leader, and one who is admired by his fellows. Starting characters that chose Noble as an attribute start with any single level one benefit they choose.

### **Level one benefits:**

**I can take it! (extra EP):**

This ability may be chosen multiple times, with each choice adding one Energy Point to the total Energy Points of the character. No character can use this benefit to exceed 12 total Energy Points.

**Single Combat:**

This skill allows the character in a multi-opponent combat to select the opponent with the highest Energy Point total and challenge that target to single combat. Should the roll for this skill prove successful, no avoidance roll to avoid the single combat is possible.

**Leadership:**

This skill, when successfully used at the start of any battle or combat, grants the character and all of his allies a bonus of +1 on their attack rolls. This affect can not be countered by an Avoidance Roll, and all allies that participate in a single battle or combat, regardless of their distance from the character, but so long as he can be seen, will gain this benefit.

the Halt! Command:

The successful use of this skill will cause a single opponent of the character's to sacrifice all of their movement for one turn. The effect can be countered by an Avoidance Roll. In addition, the skill can be used on consecutive turns.

### **Level two benefits:**

**My Own Toy:**

This Ability makes the character immune to mind control effects of all kinds including fear, persuasion, and stunning-type effects.

**Surrender!:**

The successful use of this skill will cause a single opponent of the character's choice to cease all hostile activity and sit quietly on the ground in front of the character. The range of this skill is 6", and the effect can be countered by an Avoidance Roll. In addition, the skill can be used on consecutive turns, but the avoidance roll of any opponents that are targeted by a demand to surrender will receive a bonus of +1 for each opponent that has already surrendered. A character with two surrendered prisoners may therefore attempt this skill on a third opponent, but that opponent would receive a bonus of +2 to their Avoidance Roll.

**Shame:**

The successful use of this skill causes all opponents of the character to make all of their attacks at a penalty of -3 to their dice roll. The effect can be countered by an Avoidance Roll.

### **Level three benefits:**

**Follow Me!:**

The successful use of this skill causes any opponent failing their Avoidance Roll to become an ally under the control of the character. Only one ally can be controlled by the character at any time, and so the use of this skill by a character that already has a follower will result in the new ally joining his cause. The old ally will immediately join the enemy's cause (the opposing side).

A successful Avoidance Roll indicates that this skill has had no effect.

## Clever

The clever attribute makes the character intuitive, intelligent, and quick to pick up on clues and hints, as well as capable when it comes to figuring out tricks and traps. Starting characters that chose Clever as an attribute start with any single level one benefit they choose.

### Level one benefits:

#### Disable Traps or Locks:

The successful use of this skill allows the character to disarm a trap or disable a lock or gate so as to cause these portals to open. This skill can not be countered by an Avoidance Roll, although more difficult locks and traps may provide penalties to this skill.

#### Fix Item:

The successful use of this skill restores any broken or disabled item to full working capability. This skill can not be countered by an Avoidance Roll, although more complex or heavily damaged items may provide penalties to this skill.

#### Brain Power:

The successful use of this skill grants the character knowledge of a situation, the ability to notice detail, or insight as to the desires of his opponents. This skill can not be countered by an Avoidance Roll.

#### Intuitive Avoidance:

This ability may be chosen multiple times, with each choice adding one point to the Avoidance Roll of the character. No character can use this benefit to exceed a bonus to their Avoidance Roll greater than 6.

### Level two benefits:

#### Fix Vehicle:

The successful use of this skill allows the character to restore vehicles in the same manner that Fix item allows the restoration of items. This skill can not be countered by an Avoidance Roll, although more complex or heavily damaged vehicles may provide penalties to this skill.



#### Dismantle or Assemble Robot:

The successful use of this skill allows the character to take apart defeated Robot opponents and save the parts to mount on their robotic allies or on vehicles. This skill can not be countered by an Avoidance Roll, although more complex or heavily damaged robots may provide penalties to this skill.

### Level three benefits:

#### Eureka!

The successful use of this skill grants the character a complete understanding of a given situation. The game master should reward the successful use of this skill with hints, hidden information, or clues as he sees fit, but with an eye towards the powerful intuitive quality of this skill.

#### Create Item:

The successful use of this skill allows the character to create unique items of any kind. Those items that are fairly complex or that provide large bonuses to those using them should incur heavy penalties when this skill is used, while simple items should incur no penalty at all, at the discretion of the game master.

## Magical

The magical attribute grants the character the ability to use and manipulate magic. A knowledge of all things magical, as well as the ability to cast spells and empower items is all a part of this skill. Starting characters that choose Magical as an attribute start with any single level one benefit they choose.

All magical skills replace the attacks a character might engage in when they are used. A character can either use a magical skill or attack, but not both.

### Level one benefits:

#### Teleport:

The successful use of this skill allows the character to move any other toy within 60" a distance of 36" immediately. The toy being moved is allowed an Avoidance Roll, with success indicating that nothing has occurred.



#### Frog:

The successful use of this skill allows the character to target another toy (friend or foe) and immediately transform them into a frog with the following statistics:

EP: 4 DC: 10 #/Att: 3  
DD:2 AR: 10 Move: 12"

The target is allowed an Avoidance Roll, with success indicating that nothing has happened.

#### Shield:

The successful use of this skill allows the character to create an invisible shield in front of themselves that blocks all forms of ranged attack (including Science Fiction and Energy Weapons) but does not block standard melee attacks. This shield last for three turns, and covers only the character casting the spell. The effect of the shield can not be countered by an Avoidance Roll.

Sense Magic:

The successful use of this skill allows the character to sense all items endowed with magic, even those that are hidden inside containers. He will see and understand any magics or spells that are currently in effect at the time the spell is cast. An Avoidance Roll has no effect against a Sense Magic spell.

### **Level two benefits:**

Undo:

The successful use of this skill allows the character to cancel one magical effect that is in place in an area, on a toy, or on an item. An Avoidance Roll can be used to negate this spell if the target wants one, but no roll is necessary for items, areas, or willing targets.

Enchant:

The successful use of this skill allows the character an item or vehicle with any of the following properties:

- \* +1 Damage Dice
- \* +1 bonus to attack
- \* +1 to Defensive Classification
- \* +3" of movement
- \* +3" to range
- \* +1 to Avoidance Roll result

A single item or vehicle can have this spell cast upon it multiple times, however, each time the skill is used to provide one of the above-listed bonuses to the item or vehicle, a successful skill roll must be made, and failure indicates that the item has been destroyed. If the item is later repaired, it retains none of its magical bonuses, but will resume any bonuses of a non-magical nature it originally possessed.

The effects of an Enchant spell can not be countered by an Avoidance Roll.

Nap Time:

The successful use of this skill allows the character to effect an 6" diameter area anywhere within 12" of his current location (18" maximum range combined).

All toys caught within the area must make a successful Avoidance Roll or they will immediately fall asleep and should be removed from play.

### **Level three benefits:**

Stopwatch:

The successful use of this skill allows the character to stop time for a period of one turn. This occurs immediately after the successful use of this skill. The character using Stopwatch then should take one additional turn (complete round of actions) before all of the other players should roll initiative and restart a new turn. Player's whose characters did not receive a turn because their initiative would have come after the magical stopwatch character's turn lose their turns completely. In addition, any effect that spans more than one turn will not proceed during the timestopped turn. In other words, any effect lasting three turns that begins on the turn that a character casts stopwatch will still continue for three full turns after the new initiative has been rolled, and a new turn started.

Big Firey Ball Thing:

The successful use of this skill allows the character to project a ball of flaming fuzz up to 30" away from their location. all items, toys, structures, or other articles caught in the path of the ball will suffer 4 DD of damage (successful Avoidance Roll cuts this damage by half). Once the flaming ball reaches its target, it explodes in an 8" diameter circle (use the Large area of effect template) affecting all toys, items, structures and other articles for 8DD and/or 3 structural points of damage. Successful Avoidance Rolls will cut this damage by half.

Flammable substances caught within the area of effect, further, will burst into flame, burning for an additional 3 turns unless put out via the successful Avoidance Roll of a toy that sacrifices all of their other actions for a turn in order to fight the flames. Each turn that an item, vehicle, toy, or structure burns it will incur a further 4DD and/or two structural points of damage.



## Handy

The handy attribute endows the character with mechanical aptitude. It grants him the knowledge of fixing things, making impromptu devices and items, and grants a base understanding of all things mechanical. Starting characters that choose Handy as an attribute start with any single level one benefit they choose.

All handy skills replace the attacks a character might engage in when they are used. A character can either use a handy skill or attack, but not both.

### Level one benefits:

#### Span or Bridge Obstacle:

The successful use of this skill allows the character to span rivers, lakes, chasms or other obstacles up to 12" in length/width. Spans, once created, are permanent, and may be used by any toy until such time as the span/bridge is destroyed. Bridges and spans created thru this skill have 6 structural points. Avoidance Rolls have no effect on this skill.

#### Fix Item:

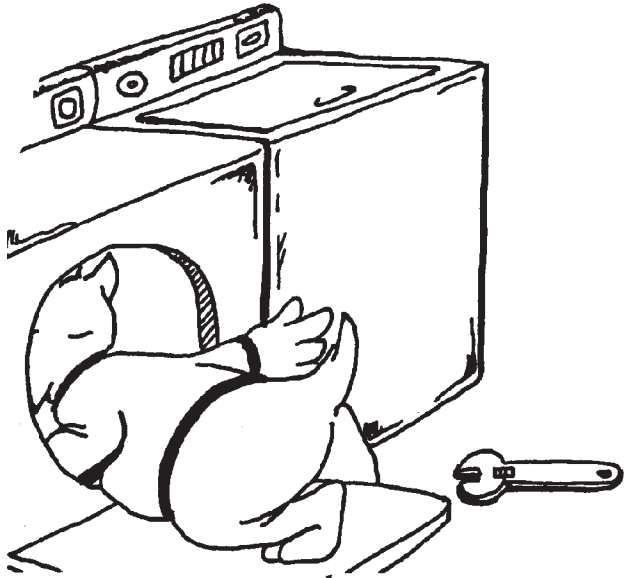
The successful use of this skill restores any broken or disabled item to full working capability. This skill can not be countered by an Avoidance Roll, although more complex or heavily damaged items may provide penalties to this skill.

#### Fix Vehicle:

The successful use of this skill allows the character to restore vehicles in the same manner that Fix item allows the restoration of items. This skill can not be countered by an Avoidance Roll. More complex or heavily damaged vehicles may provide penalties to this skill.

#### Dismantle or Assemble Robot:

The successful use of this skill allows the character to take apart defeated Robot opponents and save the parts to mount on their robotic allies or on vehicles. This skill can not be countered by an Avoidance Roll, although more complex or heavily damaged robots may provide penalties to this skill.



### Level two benefits:

#### Create Item:

The successful use of this skill allows the character to create unique items of any kind. Those items that are fairly complex or that provide large bonuses to those using them should incur heavy penalties when this skill is used, while simple items should incur no penalty at all, at the discretion of the game master.

#### Create Tunnel:

The successful use of this skill allows the character to create a tunnel 12" long (6" in diameter) that connects any two areas not separated by thin air. Note that if the character has no knowledge of the terrain surface area or condition of the far end of his tunnel, the result could be less than pleasant. This skill may be used multiple times, creating a tunnel of increasing length, but only one such tunnel can be created per turn. Avoidance Rolls have no effect on this skill.

#### Combine Weapon:

The successful use of this skill allows the character to combine two weapons of either the same or different types so as to create a new, single weapon that has the properties of both original weapons. As an example, an axe can be combined with a rifle using this skill, creating an 'axe-shooting rifle' that has a 26" range, 6DD, and that grants +4 to all attacks, as well as only providing a single item/weapon for use restrictions.

An unsuccessful skill roll/check when attempting to combine weapons, however, indicates that both weapons have been destroyed.

### Level three benefits:

#### Create Fortification or Structure:

Through the successful use of this skill, the character is able to create a barricade or wall 6" high that is 3" in length each turn. The skill may be used multiple times in order to create larger, more complex structures or fortifications, and other toys may help in this construction that do not possess the Create Fortification skill. Each toy that helps the character creating fortifications must spend their entire turn helping, but will add a 1" wide by 6" tall segment to the construction.

Should the skill roll be unsuccessful, however, the work of both the character attempting to create the fortification, and the efforts of all of those helping, are fruitless, and nothing happens on that turn.

This skill is not affected by Avoidance Rolls.

#### Create Wangdoodle:

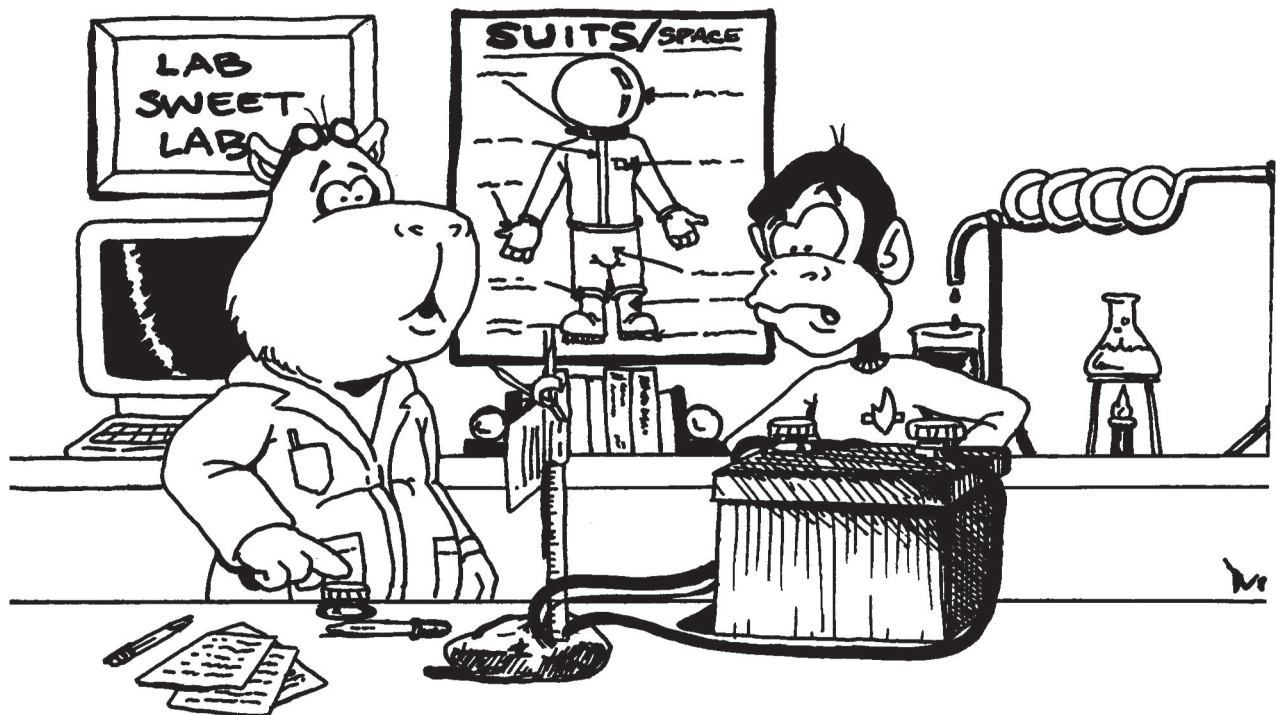
The successful use of this skill allows the character to create a wangdoodle: an ad-hoc impromptu piece of machinery that is capable of completing any single, non-complex task once before it disintegrates. Typical wangdoodles can:

- \*lift a vehicle filled with characters to the top of a castle wall.
- \*throw a much-needed item, safely, to an ally that is 60" away.
- \* cause all charactes within 36" of the wangdoodle to drop all items as they become hot
- \* etc.

The mechanism by which the wangdoodle works must be stated: it generates heat, it annihilates gravity, it reverses magnetism, or something similar, and only one such function is possible for the wangdoodle. Also, the effect of the wangdoodle is always universal. It works for both frend and foe.

The wangdoodle is an extremely powerful item, and any wangdoodle creation must be approved by the game master before a skill roll is made by the player.

This skill is not affected by Avoidance Rolls.



## Brave

The brave attribute make the character fearless and courageous, and garners a certain level of respect from other toys. Brave toys are most often first in a charge, and last in a retreat, and they receive benefits that reflect this sort of behavior. Starting characters that choose brave as an attribute start with any single level one benefit they choose.

### Level one benefits:

#### Lead the Way:

This ability may be chosen multiple times, with each choice adding one point to the Initiative Roll made by the player at the start of every turn. No character can use this benefit to exceed a total Initiative Bonus greater than 6.

#### I can take it! (extra EP):

This ability may be chosen multiple times, with each choice adding one Energy Point to the total Energy Points of the character. No character can use this benefit to exceed 12 total Energy Points.

#### Single Combat:

This skill allows the character in a multi-opponent combat to select the opponent with the highest Energy Point total and challenge that target to single combat. Should the roll for this skill prove successful, no avoidance roll to avoid the single combat is possible. Unlike the Noble version of this skill, all other combat ceases until a victor emerges from this combat. If the character is victorious, all other opponents will immediately surrender.

#### Go Down Fighting!:

This skill allows the character to commit one final act in any combat they lose (that causes them to fall asleep). The skill is not used during the normal portion of the turn, but is instead used immediately following the attack that caused the character to drop below 1 Energy Point. When this occurs, any opponents within two inches of the character will automatically suffer one Energy Point of damage.



This energy point loss can be reversed/ignored by a successful Avoidance Roll.

### Level two benefits:

#### Shame:

The successful use of this skill causes all opponents of the character to make all of their attacks at a penalty of -3 to their dice roll. The effect can be countered by an Avoidance Roll.

#### Immunity to Fear:

This ability makes the character completely immune to all fear and morale based effects. No Avoidance Roll is required, the character simply ignores any attacks or situations with respect to their ability to cause him to run away, or suffer any adverse affect based upon fear or morale.

#### Patriotism:

Use of this skill takes the place of all of a character's attacks for a given turn, but imbues the character and all of their allies with a feeling of patriotism and courage. In game terms, this translates into +1 to all attack rolls, +1 to all Defensive Classifications, and +1 to all Avoidance rolls.

To use this skill, the player need only hold his hand aloft and cry, "to me toys and stuffies! To me!"

The effects of Patriotism last three turns, and may not be countered by an Avoidance Roll.

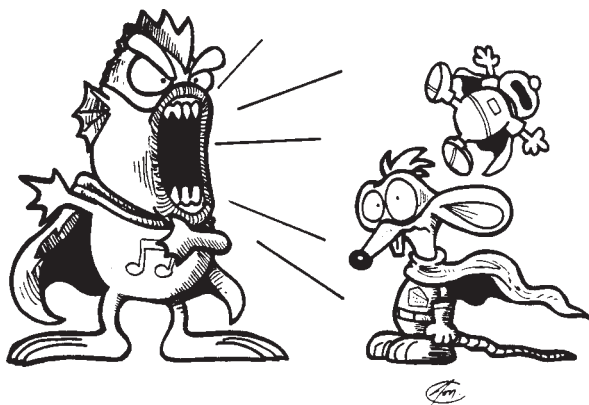
### Level three benefits:

#### Awe-Inspiring Look:

This skill allows the character to gaze upon up to three opponents that are within 30" of his position, causing them to fear him. This fear may be countered by an avoidance roll, but if that roll is unsuccessful, the opponents will retreat for their next two full turns, dropping all items in their flight and attacking only those toys that block their way. Each toy gazed upon adds +1 to the avoidance rolls of additional toys gazed upon (+1 Ar for the second toy, +2 AR for the third). This skill takes the place of all of the character's attacks for that turn.

#### Battle Cry:

This skill occurs during the attack portion of the turn. Instead of attacking, the character uses this skill to shout loudly and with inspiration, rallying his allies while causing fear in the hearts of his enemies. The battle cry causes all allies to gain +6" of movement, and +3 to their attacks for the turn. Avoidance Rolls have no effect on this skill.



### Talented

The talented attribute grants the character performance ability such as singing, dancing, acrobatics, and acting. Talented characters are able to entertain, lie convincingly, and distract their opponents. They are also able to perform feats of balance and acrobatic skill far beyond the hopes and dreams of non-talented toys. Starting characters that choose talented as an attribute start with any single level one benefit they choose.

### Level one benefits:

#### Distract:

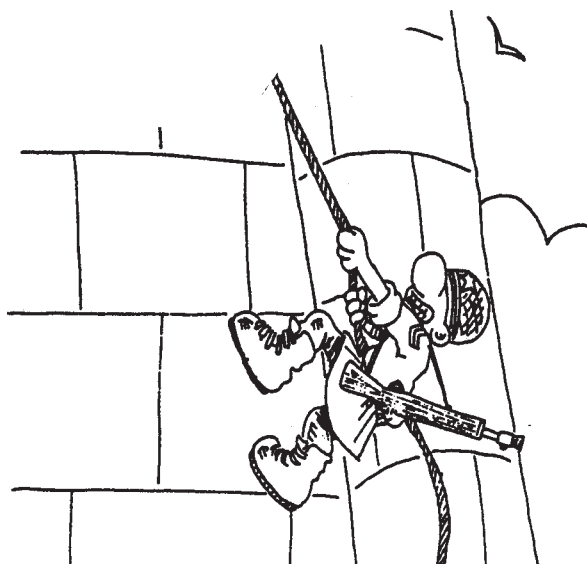
The successful use of this skill causes all opponents viewing the character to lose their turn as they are distracted by the performance antics of the character. An avoidance roll is possible, with success negating the effect of the distraction completely. Use of this skill takes the place of all other activities for the turn (including movement).

#### Dance (Avoidance):

This ability may be chosen multiple times, with each choice adding one point to the Avoidance Roll of the character. No character can use this benefit to exceed a total bonus to their Avoidance Roll greater than 4.

#### Climb Anything:

The successful use of this skill allows the character to climb any surface from a line as small as a single thread, to a cliff face covered in ice. The game master may wish to assign penalties to the roll for more difficult climbs, but the skill allows the possibility that any surface may be scaled. Movement while climbing is limited to 6" per turn. Should the surface being scaled exceed 6" in height, the character will need to make additional use of this skill on the following turn(s) and with a chance for failure. Avoidance Rolls have no effect on this skill.





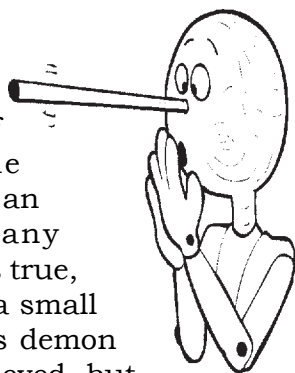
#### Acrobatic Armor:

This ability may be chosen multiple times, with each choice adding one point to the Defensive Classification of the character. No character can use this benefit to exceed a total bonus to their Defensive Classification greater than 4, or in excess of Defensive Classification 18.

#### Level two benefits:

##### Convincing Lie:

The successful use of this skill allows the character to convince an opponent that any reasonable falsehood is true, so long as it contains a small portion of truth. "This demon is evil," will not be believed, but "this demon is evil because we all know that all demons are evil" would work. The method used by the player in telling a convincing lie should also be given weight, with the game master rewarding good role playing skills, and penalizing blatant falsehoods. This skill is unaffected by Avoidance Rolls.



##### Mimic:

The successful use of this skill allows the character to realistically mimic any item, other character or opponent, or vehicle of the same approximate size as the character. A successful Avoidance Roll will allow an opponent to penetrate the disguise, but the mimicry is both visual and auditory. Should the Avoidance fail; the belief by others will be complete. This skill lasts three turns, and may be renewed continuously, with a chance for failure each time.

##### Create Illusion:

The successful use of this skill creates the illusion that some small aspect of reality is either non-existent, exaggerated, or multiplied. Structures can be made to disappear, allies appear more numerous, or weapons appear huge and forbidding. The options are endless, but the game master assigning penalties or bonuses to the potential success of this skill based on the scope of the illusion created, as well as the ingenuity of the player in creating it.

Avoidance Rolls are effective against this skill, but are made at -2 to the roll as a result of the power of the illusion talent.

#### Level three benefits:

##### Traverse Terrain:

This ability makes the character immune to all movement effects and penalties caused by terrain. The character with this ability can cross any terrain type at full speed, although any combat modifiers still apply.

##### Slow Motion:

This skill is the most devastating benefit provided by the Talent attribute. When successful, this skill allows a character to successfully commit any combination of activities that would normally only appear in a slow motion shot during a movie. The actions must be described in full, and the game master is encouraged to add penalties or bonuses to the player's roll based on the difficulty of the actions involved. The only limits to the scope of those actions is the game master, and the imagination of the players. This skill can not be countered by an avoidance roll.



## **Caring**

The caring attribute makes the character a nurturing loving character capable of healing the hurts of his allies. Starting characters that choose caring as an attribute start with any single level one benefit they choose.

### **Level one benefits:**

#### **Darning:**

The use of the Darning skill takes the place of all of a fuzzy hero's attacks, and grants the return of one Energy Point to any warrior the character wishes. To use darn the player controlling the character must shout the word "Darn!" and point at the toy they wish to heal, causing that toy to recover one Energy Point. Darning may be used only once per turn, but may be used on the same toy multiple times. No toy may exceed its original Energy Point statistic as a result of being darned.

#### **Sense Danger:**

The successful use of this skill alerts the character to the presence of danger, evil, or ill intent. It is especially useful when encountering other toys that could be 'friend or foe' or when entering an area that may contain booby traps. Avoidance Rolls do not effect this skill.

#### **Empathy:**

The successful use of this skill grants the character a very basic (non-detailed) knowledge of the desires of any other toy or opponent that is within 12" of his position. Hate, fear, greed, apathy, deceit and sadness are all good examples of the results of this skill. Avoidance Rolls do not effect this skill.

#### **Rebuke Naughtiness:**

The successful use of this skill causes any single toy that is truly naughty, that is bent on destruction or theft, malice or violence, to spend their turn moving away from the character using the skill (full movement). The game master shall decide the level of naughtiness required, as opponents simply defending themselves will be unaffected by this skill. Avoidance Rolls do not effect this skill.

### **Level two benefits:**

#### **Knit One, Pearl Two:**

The successful use of this skill takes the place of all of a character's attacks, and grants the return of three Energy Points to any warrior the character wishes. This healing can also be split between two recipients should the character wish be simply pointing to the first toy to be mended and pronouncing, "Knit one" (that toy receives one Energy Point) and then at a second toy and pronouncing "Pearl two" (that toy receives two Energy Points). Avoidance Rolls do not effect this skill.

#### **Bless Weapon:**

This skill allows the character to Bless any weapon so as to grant it a +1 bonus to hit, and an additional Damage Dice. The effect lasts for 6 turns. Weapons may not carry more than one Blessing (the effect does not stack) and Avoidance Rolls have no effect.

#### **Scare Unslept:**

This skill allows the character to cause any unslept opponents (see The Lost Toys Fuzzy Heroes supplement, and the game master's section of these rules), to flee in fear from the face of the character, regaining control of themselves only when they have moved further than 48" away from the character Scar[ing] Unslept. Avoidance Rolls have no effect on this skill.

### **Level three benefits:**

#### **Create Potion:**

The successful use of this skill allows the character to create Energy Potions (potions that restore Energy Points) of various strengths which can later be used by themselves, or others, at any time. The potions created via this skill will range from 1-6 Energy Points (roll randomly on one dice), and the skill may only be used once per day. The skill takes 2 turns to work, and is not effected by Avoidance Rolls.

#### **Quilting:**

The successful use of this skill covers the character and all of his allies with a blanket of caring, mending all for one Energy Point. It is not affected by Avoidance Rolls.

## Adding Professions from the Supplemental Books

Many players may have previous exposure to Fuzzy Heroes, and many may have one or more of the supplemental rule books that are available (Fuzzy Sooper Heroes, Under the Covers, Heroes In Space, The Lost Toys, and Plastic Ships and Fuzzy Men). While none of these books are necessary for playing Fuzzy Heroes as either a miniatures or a role playing game, this edition of the rules allows for the use of various character types/professions from those books. Certain restrictions apply to the various character types, however, in terms of the attributes they must have in order to be perform the professions outlined in the supplemental books. The list below describes those restrictions.

### ***Fuzzy Sooper Heroes:***

Sooper Heroes may have only one attribute, not two, and it must be the Brave attribute.

### ***Under the Covers:***

Agents must have Talented as one of their attributes.

### ***Heroes In Space:***

Star Feet Graduates must have Noble or Handy as one of their attributes.

Teddy Knights must have Noble as one of their attributes.

Aliens are unrestricted and may have any attributes they wish.

### ***The Lost Toys:***

Unslept characters must have the Clever attribute, and may never have the Cute or Caring attribute.

Sprayer characters must have the Caring attribute, and may not possess the Handy attribute.

Werewolf characters may not have the Caring attribute, but must take Noble as one of their attributes.

### ***Plastic Ships and Fuzzy Men:***

Navigators, Shipwrights and Armorers are unrestricted and may have any attributes they wish. Swasbucklers must take Speedy as one of their attributes.



## Items and Their Effects

When using the Fuzzy Heroes rules for role playing, items have a tendency to accumulate. Although their functions and use within the scope of the game universe remains unchanged, items tend to achieve a value of their own; a value outside of their value to a specific character.

In addition, items and their accumulation can become problematic for a character. In the miniatures version of the Fuzzy Heroes game, items are assigned to warriors that use them for an entire battle. Only rarely are items exchanged between characters, or acquired by characters in order to boost their combat abilities. Role playing Fuzzy Heroes characters will, on the other hand, accumulate items as a matter of course.

As such, there are several restrictions to both the number of items an individual character can carry as well as the number of items that can, simultaneously, affect a character. These restrictions are listed below.

**Items that can be worn** (Armor, Clothing, Footwear, etc), may be carried in any quantity by a character, but as suggested in the advanced Fuzzy Heroes miniatures rules, only one item of each type will affect a character at one time. Magical armor that adds +5 to the Defensive Classification of a Fuzzy Hero will not add to the effect of the armor worn beneath it, although both may be worn/carried by the character with no penalty to movement or action.

Only one piece of headgear can be effective at any one time, one set of body covering (armor or clothing) and one set of footwear. Each of these can contribute to the total Defensive Classification of the character, but any multiples of these items (two sets of armor, two helmets, etc.) will not.

**Items that must be held** by a character (weapons, shields, detectors, etc.) must be held, and the character may only accumulate one such held item for each appendage that the character has.

In other words, a dinosaur with 5 appendages (two legs, two arms, and a tail) can only hold one such item per appendage up to a maximum of five total held items.

**Containers** can be used to hold items of any kind, but a container must be worn or held by the character. Backpacks, for instance, can be worn, while bags must be held. Containers for storing items always have their storage capacity as their only game statistic, and can only be destroyed or repaired by skills that repair or destroy items.

**Vehicles** may store an unlimited quantity of items for a Fuzzy Hero character, but a character may only own one vehicle at a time. In addition, if a vehicle is destroyed, all items within that vehicle are likewise destroyed. Finally, as only one character may actually own a vehicle, all items stored within that vehicle belong to that character. The character may decide to store items on behalf of his allies, but for game purposes, the owner of the vehicle is the owner of all items stored within that vehicle.

### Containers

Backpacks and bags are common containers in Fuzzy Heroes, and are easily created by those characters that can create items. All Fuzzy Heroes may carry as many containers as they have appendages, but each container will take up the space of an item that could normally be held individually. Containers, further, are always listed as items followed by a number in parentheses that indicates their holding capacity. In the basic role playing rules there are but three containers:

Handbag (2)  
Large Bag (4)  
Backpack (5)

The game master may wish to create other, larger, or even magical bags in order that players may accumulate more items, but barring that, when a character is "full" they may only acquire a new item by discarding one already possessed.



## Eye King has a Brand New Bag—

Deep within Box Cave, the Eye King was growing impatient. His comrades, his trusted Renegades, had been resoundingly beaten by the wretched Fuzzy Heroes, and he was not about to take the defeat lying down. As he had no back to lie upon, he couldn't have even if he had wanted to.

"Get me a scientist!" he yelled at the cowering Renegades that surrounded him. They had been blubbing and complaining about the battle ever since he had sounded the retreat into the depths of the cave that lay behind the field of battle, in the impregnable Pillow Mountains.

"How about this one?" asked Big Lizard, upending a large bag. A small gray figure tumbled out of it.

"Energy Mouse!" cried the Eye King in stunned disbelief. "I have something here that I need you to figure out." The Eye King pulled forth a large bag that all present seemed to recognize. It was Santa's magical bag of toys! He cocked his crown to one side in mockery of the rodent lying before him. It was Energy Mouse's turn to look stunned.

"How did you get that!" he asked.

"They gave it to me when I proclaimed myself king," replied the Eye King with an arrogant air of superiority as he surveyed his own crown.

"No," replied Energy Mouse, Shaking his head, "The bag. How did you get the bag?"

"Your only concern is in teaching me how to use it," replied the Eye King in a threatening tone. He hovered to the left then, and addressed the assembled Renegades.

"Build this rodent a lab, and get all of our Robots up and running. The Fuzzy Heroes are just silly enough to attempt another rescue. I want guards on all of the entrances, and patrols. I must know the secrets of this bag!"

A dozen turns later, the Eye King once again felt secure. The corkscrew maze that was Box Cave was now filled with robot preparation and building rooms, barracks for his followers, and a science lab for the wretched Fuzzy Hero mouse that would soon unlock the mysteries of Santa's bag. The Eye King decided to pay a visit to the recalcitrant rodent.

"Any luck cracking the code?" he asked as he entered the new laboratory. The mouse was kicking a small bean bag around, deftly flinging the object into the air before changing feet to kick it again. The Eye King's patience grew thin.

"Have you cracked the code?" he snapped at the mouse. Again there was no reply.

"What is the deal with the sack mouse?" he said, grabbing the bean bag to forestall being further ignored, "and what are you doing?"

"What you asked," responded the mouse calmly. "I was figuring out how to crack the code for the sack."

"WHAT!!??" exclaimed the Eye King, now furious.

"I was playing Cracky-Sack," answered the mouse.

## Example Character Sheet —

Each character should now choose the two attributes that best describe the character they would like to play, and they should choose their beginning play benefits as well.

As all benefits start at a required score/roll of 18, the number 18 should be placed beside each chosen benefit in the Skill Level field provided to the right of the benefit.

A typical Character sheet should now look something like this:

# FUZZY HEROES CHARACTER SHEET

## Mighty

(Attribute) Benefit	Skill Level
Level One Benefits	
<b>Open Doors</b>	<b>18</b>
Level Two Benefits	
Level Three Benefits	

## Noble

(Attribute) Benefit	Skill Level
<b>Leadership</b>	<b>18</b>

## Shriek

(Name of Character)	
Faction:	
<b>Fuzzy Hero</b>	(Base) (Adjusted)*
Energy Points:	<b>7</b>
Avoidance Roll:	<b>10</b>
Damage Dice:	<b>2</b>
Defensive Classification:	<b>8</b> <b>9</b>
#/Att:	<b>3</b>
Movement:	<b>18"</b>
Unspent Bonus Points	

Supplemental Professions/Character Types ☐ Sooper Hero ☐ Agent ☐ Star Feet Grad ☐ Teddy Knight ☐ Alien ☐ Unslept ☐ Sprayer ☐ Werewolf ☐ Other

Abilities Granted:

Innate Abilities (List)

**Action figure - Heroic Quip**

Item fully clothed	Held in (or Worn)	Item	Held in (or Worn)

## Optional Rule: Robot Characters—

As has been previously noted, Robot characters are a special faction in the world of FrolicHaven as they have no allegiance to either the Renegades or the Fuzzy Heroes. They make all of their decisions based upon what they feel they need, or whatever goal they have secretly set for themselves. In short, their actions are never dictated by loyalty or moral conviction; the goals of a robot character are known only to the player of that character.

If you decide the option of Robot Characters to your rules (rather than simply the Robot faction), several changes occur in the way the character is both created and played. The following restrictions apply to all Robot characters:

- 1) Robots can not carry or use items. Robots may use items that are weapons, or are of a science fiction feel/flavor (at the discretion of the game master) but these items must be mounted on the Robot and are in a constant state of readiness.
- 2) Robots may not be assigned the Cute or Magical Attributes. All Robots receive two attributes as do other characters, but their digital design makes them incapable of the illogic of either the Caring or Magical attributes.
- 3) Robots may not be Sooper Heroes, Teddy Knights, Aliens, Unslept, Sprayers or Werewolves. Robots may choose to be Star Feet Academy Graduates, Agents, or any of the specialty character types listed in *Plastic Ships and Fuzzy Men*.
- 4) Robot characters may be any faction.
- 5) All Robots receive only the Robot Innate Abilities (see page 42.)
- 6) Robots and their mounted gear and weaponry can not be affected by Bless weapon or Enchant skills.

## Creating the Robot Characters

Character creation for Robots follows the same pattern as standard character creation but with one important difference. The character sheet is similar, but you should now make a copy of the Robot Character Sheet found at the back of these rules. Fill it out in the same manner described for standard Fuzzy Heroes characters.

As all items secured by Robots must be mounted, it is important that the number of available spaces be determined during character creation. Look your robot character/toy over carefully and count the number of different weapons, claws, sensors, and other mounted gear spots that appear on the robot toy. Record this number in the box marked "Gear Spots" near the bottom of the sheet. Note that the maximum is ten.

You will note that there are boxes below the box for gear spots. As your toy discovers or acquires weapons or other electronic gizmos during play, these items may be mounted on the toy, one per spot, through the use of robot repair and building skills (like the Handy skill, Dismantle or Assemble Robot on page 67).

These gear spots may only be filled by weapons which are acquired by the robot while adventuring, from other Fuzzy Hero or Renegade characters, or that are made by the robot using an applicable skill. When all of the spots have been filled, new gear may be added only following the removal and discard of old gear.

At the start of the game, each Robot character may choose a single piece of gear that should be noted as mounted in the first gear slot (Gear Slot#1). Starting robot characters may choose any one of the following:

- 1) An 18" ranged cannon that shoots once per turn at +2 to the attack roll and that does 4 DD.
- 2) A 24" ranged light energy beam weapon that shoots once per turn at +2 to the attack roll and does 3DD.

3) An energy shield that absorbs 4 Energy Points of damage per combat before allowing further damage to penetrate. The shield is personal and protects only the robot.

A fully ready-to-play Robot character sheet, therefore, should look like this:

## FUZZY HEROES ROBOT CHARACTER SHEET

### Clever

(Attribute) Benefit	Skill Level
Level One Benefits	
<b>disable locks/traps</b>	<b>18</b>
Level Two Benefits	
Level Three Benefits	

### Handy

(Attribute) Benefit	Skill Level
<b>DISMANTLE/ASSEMBLE ROBOT</b>	<b>18</b>

### Transmorfier

(Name of Character)
Faction: <b>Renegade</b>
Energy Points: <b>7</b>
Avoidance Roll: <b>13</b>
Damage Dice: <b>2</b>
Defensive Classification: <b>11</b>
#/Att: <b>3</b>
Movement: <b>12"</b>

Unspent Bonus Points

Supplemental Professions/Character Types ☐ Sooper Hero ☐ Agent ☐ Star Feet Grad ☐ Teddy Knight ☐ Alien ☐ Unslept ☐ Sprayer ☐ Werewolf ☐ Other

Abilities Granted:

Innate Abilities (List)

**Robot - Immune to Forest Terrain**

Gear Slots:

Gear Slot #1	Gear Slot #2	Gear Slot #3	Gear Slot #4	Gear Slot #5
light energy beam 24" range +2 to attack 3DD				
Gear Slot #6	Gear Slot #7	Gear Slot #8	Gear Slot #9	Gear Slot #10



## Siesta Eye

*"The Renegades must have taken him," said the newly appointed and named King Swineheart.*

*"..and my bag," added Santa.*

*"We must rescue the noble mouse!" continued Swineheart with enthusiasm.*

*"...and my bag," repeated Santa.*

*"It will be a dangerous mission," explained the king. "A group will need to sneak into Box Cave, locate and rescue Energy Mouse, and then return here without alerting the Renegades."*

*"...and my bag," added Santa yet again.*

*"I don't think there is any danger of alerting your bag, Santa," replied Swineheart seriously, "but the place may be laced with traps, and will certainly be guarded."*

*"I'll go!" shouted several voices at once.*

*"Your all good, brave toys," smiled Swineheart.*

*"I'm actually Mighty Speedy," answered Rainbow the Unicorn.*

*The king ignored the comment. "Our only hope is that the Renegades, especially the Eye King, will be sleeping, resting up after the recent battle."*

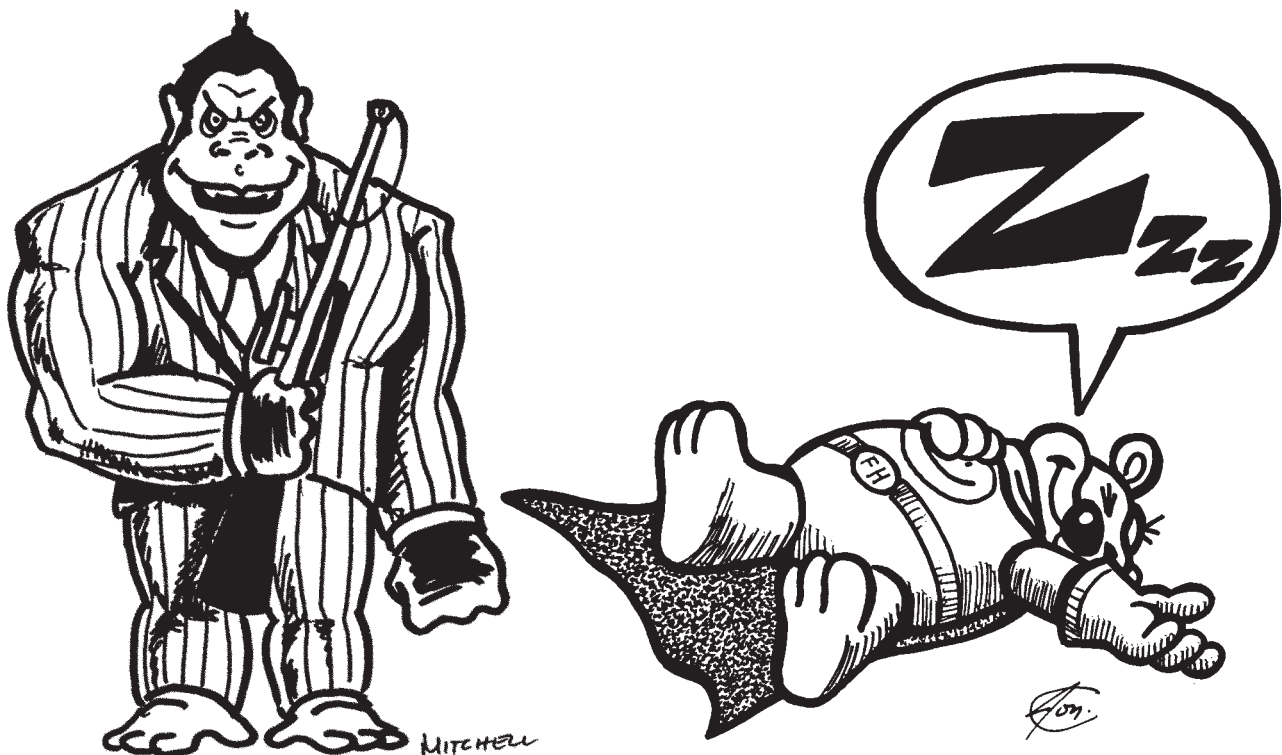
*"No, that would be horrid!" interrupted Yellow Bunny.*

*"Now why would you say that?" asked a shocked Swineheart.*

*"Because then they'll know its us!" the bunny babbled on. "They'll figure it out and be waiting for us!"*

*"Excuse me" asked the king, now thoroughly confused. "Why would you think that?"*

*"If the Eye King is taking a siesta, then the Renegades are sure to figure it out," explained the bunny, nodding. "Siesta Eye always figures it out from the forensic evidence!"*



## The Game Master

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Although this section of the rules is primarily for the instructions of the person chosen earlier to be the Game Master, there are no huge secrets here. Players may read these rules as well, and will certainly gain insights as to how the role playing version of Fuzzy Heroes works. Do bear in mind, however, that the explanations here are written for the benefit of the game master, and may seem less geared towards the reader who is a player.

The game master is the most vital player of any role playing game. He is the story teller that sets the stage for the players, the director of the movie in which all of the players will star. It is the game master that ultimately determines all outcomes, and whose word is the law when it comes to the interpretation of any rule.

The trick to be a good game master, however, is to allow, as much as possible, the players to control the direction of your game. Role playing is fun when the outcomes are not known, when the players are faced with and must weigh the risks of a given course of action. Game masters that just 'tell the players what to do' will find their games somewhat boring. Game masters that respond to the innovative playing skills of their players, that adapt their stories and adventures to the style of their players, will find their games far more interesting.

That is where we need to begin the job of being a game master: by designing an adventure, a story with an indeterminate outcome, for which the players, through their play, will write the ending. The adventure should be flexible enough to encourage innovative ideas from your players, but rigid enough that it will provide a solid framework within which they will make their decisions during play.

What types of stories make good adventures? The list of possibilities is endless, and is part of the fun of role playing, but we will start by giving you a few ideas.

## Adventure Seeds

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Any good role playing adventure is centered around a centralized theme. These themes are also called adventure seeds. Here are some examples that you should feel free to use:

\*A child's bedroom that is continually messy results in that child being regularly punished. The Fuzzy Heroes must discover the cause of her room being messy and fix it.

\* One of the toys has gone missing and this creates a problem for the other Fuzzy Heroes. The toy must be found!

\* An item of great and probably naughty power has been discovered by the Renegades (or Fuzzy Heroes) that they must not be allowed to control.

\*Something in a child's room keeps scaring that child. This must be stopped!

\*A new group of toys has entered FrolicHaven and they must be convinced to join your side.

Again, the possibilities are endless, but take note of the world in which your adventures occur. The adventures you create should reflect that world; in this case, either the outside world where the owners of the Fuzzy Heroes need occasional help, or the Land of FrolicHaven where the toys are following their own motivations. A good Fuzzy Heroes adventure feels like Fuzzy Heroes; it reflects the genre of the land and lifestyle of the toys that live within it.

Creating new problems that need to be resolved by your players, new areas of the world, and frankly, even portals to entirely new worlds are well within the purview of the game master. Just be sure that your players have some reasonable expectations concerning the world feel in which you place your adventure, and your game. After all, everyone that is playing expects to play Fuzzy Heroes.

## Encounters

The next step in designing a role playing adventure is to create detailed problems within the scope of the adventure seed you have chosen. These problems (that need resolution from the players) or encounters can take many forms, but three main categories exist, and they are a good place to start when you are designing early adventures:

- \* Adversaries that must be defeated in combat as they stand between the characters and their goals.

- \* Inanimate (not alive or capable of thoughtful response) obstacles that must be overcome, outwitted, or worked around.

- \* Adversaries that must be defeated using means other than combat.

Adversaries will most likely be toys that have goals that oppose those of your players, but they may also take the form of toys, pets, insects, or other opponents they do not care about your players or their goals. These opponent are often termed benign, and may be defeated either by combat or other forms of thought-provoking innovative play. A party of Fuzzy Heroes facing a party of Renegades bent on stopping them has little choice but to fight (how they do that is still their choice), but a party of Renegades facing a puppy that likes to chew on action figures may be either scared away by combat, or distracted by an innovative diversion.

Lifeless obstacles can pose a more complex problem. These encounters may be terrain obstacles, locked or otherwise secured doors or portals, traps intended to snare the party or debilitate them, or even time-sensitive problems like ticking time bombs or open windows through which rain is pouring. Inanimate encounters are always a means for inspiring non-combat solutions, the use of skills, or simple role playing activities beyond the scope of an attack. A truly challenging adventure should always have at least one of these encounters.

Some adversaries, further, may not be direct encounters. They may be protected by forcefields (making them unapproachable), present only as disembodied voices, or may even be immensely powerful, but with a single fatal flaw that they players must discover in order to exploit. These encounters will also provide great entertainment for your players, and with luck, for the game master as well.

## Typical Opponents - Adversaries -

Rather than simply have the game master come up with all of his own combat encounters, we have here provided a list of commonly encountered adversaries that a game master may use when crafting an adventure, or in the event that he is playing ad hoc (no plan, just play as you go). In either event, the list below should provide some grist for the game master's mill.

Remember that all of the 'typical encounters' listed below can be either Renegades or Fuzzy Heroes, or aligned with neither group, instead having motivations uniquely their own as provided by the game master.

### Action Figures

Description:

Action figures are rogue elements from the Renegade side of the political fence that have banded together to thwart your players. They average 6"-7" in height, and are typically fully clothed. Normally found in bunches of 1-6 (roll one dice).

EP:5	DC:12	#/Att: 3
DD:2	AR: 10	Move: 12"

### Army Guys

Description: Army guys are made from green plastic and are not too happy about it. When encountered, they are usually guarding something; a building, an item, or a toy of greater power than they themselves possess. Army Guys are typically armed with rifles that have Range:18", 3DD and are +2 to hit. Army Guys appear in groups of 2-12.

EP:3	DC:14	#/Att: 3
DD:3	AR: 10	Move: 12"

### **Baby Toys**

Description: Baby toys are often non-descript rings or geometric shapes covered with chew marks from teething babies. These toys are always badly abused, and their attitudes towards characters is representative of their unexpressed anger. Baby Toys are usually encountered in groups of 1-6 toys.

EP:4            DC:10            #/Att: 1  
DD:3            AR: 10            Move: 6"

### **Cardboard Cutouts**

Description: Cardboard Cutouts are unusual toys created by inventive people who have drawn these toys on cardboard and then cut them out. Unused to their independence, Cardboard Cutouts are particularly susceptible to friendly or persuasive skills and abilities as they have little or no experience with them. Cardboard Cutouts are usually encountered in groups of 1-6 toys.

EP:6            DC:10            #/Att: 3  
DD:2            AR: 12            Move: 12"

### **Dirty Socks**

Description: The smelly remnants of an unclean bedroom, dirty socks are one of the most terrifying encounters a character can run into. Their mere presence will cause all characters to make an Avoidance Roll, with failure indicating that the character has suffered the loss of one Energy Point due to the horrid smell. After this initial, and disgusting, encounter, Dirty Socks will fight normally. Dirty Socks are usually encountered in groups of 1-6.

EP:7            DC:6            #/Att: 1  
DD:3            AR: 10            Move: 12"

### **Dog Toys**

Description: Driven insane by the constant puncturing of canine teeth, Dog Toys have lost their sense of reason and are immune to any skill or effect which affects the mind. Dog Toys are usually encountered in groups of 1-6 toys.

EP:7            DC:8            #/Att: 2  
DD:3            AR: 10            Move: 12"

### **Dollerah Baggers**

Description: Small, plastic, and extremely inexpensive, Dollerah Bagger toys have a huge inferiority complex, and feel that they need to prove themselves. Feared only due to their numbers, Dollerah Baggers are usually encountered in groups of 3-18 toys.

EP:2            DC:14            #/Att: 3  
DD:1            AR: 11            Move: 6"

### **Dust Bunnies**

Description: Formed from lint, dog hair and dust, and having received energy due to their close proximity to the back of closets where lie the doorways to the Land of FrolicHaven, Dust Bunnies are mindless terrors with but one thought in their heads: domination. Thankfully, Dust Bunnies generally only appear in groups of from 1-3 (half of a single dice roll).

EP:5            DC:9            #/Att: 3  
DD:2            AR: 9            Move: 12"

### **Evil Clowns**

Description: Dark and brooding, Evil Clowns shun the light and are often found unlit shadowy areas. Evil Clowns usually have a Sonic Attack, and are encountered in groups of from 1-6.

EP:2            DC:14            #/Att: 3  
DD:1            AR: 11            Move: 6"

### **Evil Shoes**

Description: Seemingly innocent, Evil shoes hold a foul secret. Intent on stepping on the rest of the world, Evil Shoes also have a Stench attack that affects all within 12" of their location causing the need for an Avoidance Roll. Failure indicates that any non-shoe opponents have suffered 4DD of damage. This attack replaces all of an Evil Shoes normal attacks, but maybe used every turn. Evil Shoes typically appear only in groups of 1-3 shoes, at the game master's discretion.

EP:2            DC:14            #/Att: 3  
DD:1            AR: 11            Move: 6"



### Misguided stuffies

Description: Misguided Stuffies are stuffed toys that deny their own existence; that can not grasp that they are no longer merely playthings for children (or adults). They trust no one (nothing) not even each other, but band together for the protection they feel they need from others (they are paranoid).

EP:6            DC:10            #/Att: 3  
DD:2            AR: 9            Move: 12"

### Paper Wads

Description: Born from discarded refuse that has found its way into FrolicHaven, Paper Wads are interested only in stealing the Energy of those they encounter with the belief that they will eventually become fully-fledged toys. All Paper Wads are able to add any damage done to an opponent to their own Energy Point total, thus making them very difficult to defeat. Thankfully, Paper Wads typically form groups no larger than 4.

EP:4            DC:11            #/Att: 1  
DD:3            AR: 13            Move: 6"

## Typical Challenges - Traps

Non-combat challenges serve several functions in any adventure, but primarily, they will keep your players on their toes while adding a 'feeling of the unexpected' to any adventure. What follows is a list of very basic traps that all game master's should feel free to drop into any adventure. Use these as a guide, however, and feel free to design your own traps. The more innovative the trap, the more your players will enjoy themselves. Just be sure that any trap you design can actually be defeated by intelligent or innovative play on the part of your players.

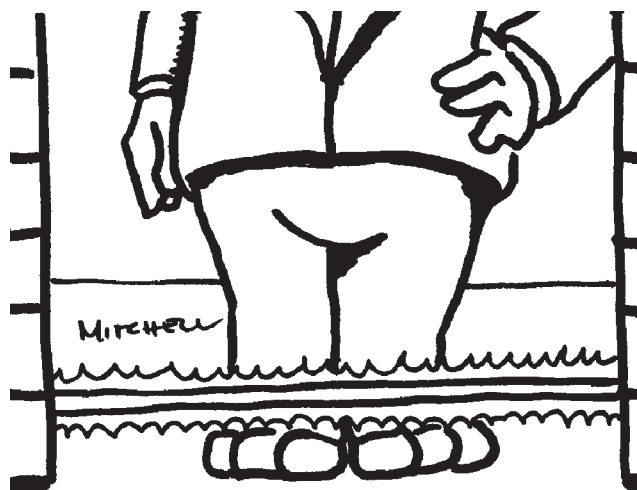
### Tripwires

Tripwires are common trap used to deter characters from exploring guarded areas, the hidden location of items, or the strongholds of opponents. Tripwires are mechanically simple machines that should be relatively easy to detect and disarm, but that should teach the unwary to be attentive while exploring.

A tripwire should be readily discernible to anyone actually looking for one, but easily triggered by those not so looking. Tripwires can be used to drop a net on a character (roll for Avoidance or be trapped), drop rocks, styrofoam or other damaging materials (generally between 2 and 6 DD), or even cause the character to fall forward into a pit or onto a slide that closes behind them. The nature and result of a missed tripwire is the choice of the game master, but the tripwire is a simple means for booby-trapping your adventure.

### Pits

Another common trap is the pit, hidden or otherwise, that can either trap or cause damage to adventuring characters. A pit is nothing more than a large hole, more or less concealed, into which the characters will fall if they are unwary. Pits can be lined with spikes (2-3DD), be covered so as to be unseen (unless detected) and can also be use to separate a party member from the rest of the group. As with Tripwires, all pits should be detectable, and as the game master, there should always be a way to make passage around or beyond a pit safely for the characters. Making them work for a solution, however, is well within the rules of this game.



## Explosives

Explosives can be an unmanned challenge for characters in your Fuzzy Heroes adventures as well. Explosives can be detonated by a tripwire, be time-delayed, or be proximity (you ran into it) detonated, but in all cases, again, the characters should be allowed the means to both detect and disarm an explosive. Explosive typically affect the large template area (8" although the game master may decide to make this smaller) and do from 3-8DD, so they should be used sparingly. A truly fun adventure is one that challenges the players, rather than one that just puts them to sleep.

## Riddles and Clues

Investigative adventuring is also a lot of fun for both players and the game master. Unresolved questions, riddles, and the thrill of both finding and interpreting clues are all aspects you should consider adding to any adventure you create.

Riddles are the simplest method of adding this sort of adventure challenge; an all powerful opponent that the characters can not possibly defeat but that will grant them passage if they can solve a riddle, as an example, but more subtle variations on that theme are also quite easily concocted.

Mystery themed adventures can be centered around any number of ideas. Who is behind the recent disappearance of items or other fuzzy heroes? Where has the hero or item gone? Why is the stuffed rabbit preventing anyone from using the road? All of these are typical adventure seeds for mystery based adventures, and fleshing them out can be a matter of placing two or more clues within the confines of the area you have planned for the character's to explore.

Mystery-based adventures take a bit more planning, but any good adventure is one that will make your players think as they play. Give your players credit! Most often they will wind up being smarter than you think.

## Awarding Treasure

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Items are the main treasure of FrolicHaven as there is neither money, nor any need for it in this magical land. All players enjoy the benefit of gaining items from adventuring, but as the game master, you need to ensure that the number of items granted does not grow so great that the players have no need, or greed for further items. A list of common items discovered as treasure follows; although the game master should expand this list with items of his own creation whenever possible.

### Common Items

All of the items listed here will have, also listed the relative power of the item (power: 1 to 10). This should be interpreted as the impact that said item will have on the game and ongoing play. A strong item (power: 7 or greater) will make a character vastly more powerful than they previously were, and, as the game master, you may wish to either limit the power of these items, the availability of these items, or else bump the difficulty of the challenges faced by your players in order that things not become too easy for them (and therefore boring).

#### **Bags (and Backpacks)      Power: 2**

Bags are simply containers that allow characters to carry and use multiple items. Bags come in 2, 4, and 5 item-holding capability sizes and are excellent treasure items for beginning characters.

#### **Capes      Power: 4**

Capes can be of several varieties and can provide both an addition to a character's Defensive Classification (DC) or the capability of flight, or both.

#### **Carts      Power: 3**

Carts allow a character to acquire a massive trove of items, but they must be pushed by the character, or pulled by a vehicle. If pushed, the character may hold no further items on his person, and all of his items must be placed in the cart. These items are then removed for use. Carts hold up to 12 items.

**Clothing      Power:2 or 3**

Clothing can be items as simple as a hat or a scarf that adds +1 to the Defensive Classification of a character, or a full suit of clothing that adds +2 to the Defensive Classification of a character. As these items generally do not stack, they are often traded to other characters (or non player fuzzy heroes) and are therefore not terribly powerful in game terms.

**Pretties      Power: 1**

Pretties are items like hair barrettes, costume jewelry, and other items often coveted by fuzzy heroes and renegades that have no impact on game play. They can be used as trading items, for bribes, or as peace or friendship offerings during role playing.

**Shields      Power: 2-5**

Shields are a commonly awarded treasure that grants its user +1 to their Defensive Classification. Magical Shields that grant a greater bonus, or additonal powers/abilities, should be rare due to their impact on the game.

**Vehicles      Power: 5-7**

Vehicles are somewhat powerful as they may hold the items belonging to an entire party of adventuring fuzzy heroes, and may hold as many of the characters as will remain in or on the vehicle without falling off. They provide protection as well as increased movement capability, and are quite sought after. Vehicles should be a rare treasure in any of your adventures.

**Weapons      Power: 2-7**

As the range of weaponry available (see pages 30-34) to characters is vast, the power and therefore the availability of these weapons also spans a wide margin. Feel free to hand out simple weapons as treasures, but reserve the more powerful energy and ranged weapons for special encounters.

**Yarn      Power: 2**

Yarn is a fairly common item that can be used as rope for climbing, or a first aid kit for repairing damage. Yarn used for first aid restores one Energy Point, but is used up in the process.

**Items With Special Effects**

Once you have run a few sessions of your Fuzzy Heroes role playing game, adding a few special items to the treasure mix can provide a great deal of variety to both the style of play your players adopt, and the scope of the story you tell. Special items should always be rare, but awarding a speial item as the result of defeating a particularly perplexing trap or challenging opponent is a good idea.

Special items may have skill like effects, might have entirely new effects, or may provide other abilities as you, the game master, see fit. Energy weapons that also have defensive energy shields, Swords that help Noble characters to utilize their Follow Me skill, or even blankets that can hide an entire party from enemies are excellent examples of special items.

Design items to fullfill this role as you see fit, but avoid items that cause the game to lose all of its challenge. Remeber as well, that if you create an item of great power, all of the players will want it for their character! This can provide you, the game master with grist for your story mill as well.

**Rewarding Successful Play With Bonus Points**

While items received for clever play, mystery solving, and victory over opponents will inspire your players to adventure, there are other rewards that every game master should award to his players at the end of every fuzzy heroes role playing game as well. These rewards allow the characters to advance the skills and abilities of their characters, and are known as bonus points.

Bonus points should be awarded for every encounter successfully defeated, nullified, or avoided by the characters. Although these points are typically awarded at the end of a game session, they are earned after every encounter, and the game master should keep track of them as play progresses.

On average, each physical opponent defeated should earn a character one bonus point, with particularly strong opponents earning a character two bonus points. Traps and other non-combat challenges should earn similar rewards of one or two bonus points per challenge defeated or neutralized.

Mystery solving should earn slightly higher rewards, so long as the mystery solved comprises a major part of the storyline. For an in-depth (multi-part) mystery, for instance, an 8 bonus point award per player is not out of line. For simple mysteries, one or two points per player is sufficient.

A party of three characters that defeats a total of 12 opponents, 3 traps, and solves a mystery in the process should therefore be awarded:

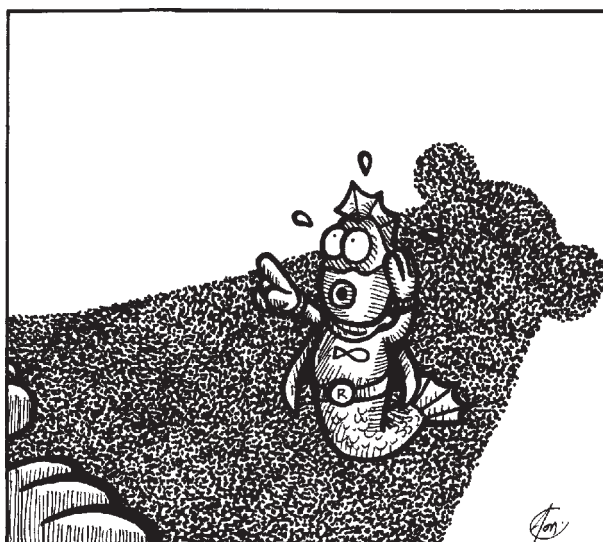
$$(12 \times 1) + (3 \times 1) = 12 + 3 = 15/3 \text{ players}$$

equals

5 bonus points per player

PLUS an additional 2-3 points per player for having solved the mystery of the adventure.

How these bonus points are then used by the players to advance their characters is covered next.



## Using Bonus Points

Once bonus points have been awarded to your player's characters, they may spend them to increase their Attribute-based benefits. The table below describes the cost for increasing various benefits, or for adding new ones.

Increase a Level one benefit per point:

from 18 to 14	1 point
from 14 to 10	2 points
from 10 to 6	3 points
below 6	4 points
Add a new level one benefit	5 points

Increase a level two benefit

from 18 to 14	2 point
from 14 to 10	3 points
from 10 to 6	4 points
below 6	5 points
Add a new level two benefit	10 points

Increase a level three benefit

from 18 to 14	3 point
from 14 to 10	4 points
from 10 to 6	5 points
below 6	6 points
Add a new level three benefit	20 points

Unspent benefit points can be saved, and should be recorded in the space provided on the character sheet.

If, for example, our fuzzy hero characters from the previous bonus point example were to spend their points (8), and they were new characters with a single level one benefit at a skill level of 18, they could:

1) raise the level of that skill to a 14 by spending 4 points, and then raise it further to a 12 by spending 4 more points.

OR

2) raise the level of that skill to a 15 and get a second level one benefit at skill level 18.

OR

3) acquire a secondary level one benefit and raise the skill level of that benefit to 15.

OR

4) acquire a secondary level one benefit and raise the skill level of that benefit to 16 and their original benefit to 17.



## Scared Like Rabbits

*Four turns later, a small but intrepid band neared the fearsome entrance to Box Cave. Signs of a Renegade presence were everywhere: abandoned items, torn combat cards and discarded dice littered the ground.*

*"I'm scared," complained Yellow Bunny, viewing the cave's dark entrance.*

*"I'm polyester," offered Tank the Turtle reassuringly.*

*"...and I am an unsuccessful doctor," quipped Rainbow the Unicorn, the party's erstwhile leader.*

*"Excuse me?" asked Tank, now confused.*

*"No, I won't excuse you. You can fight like the rest of us, and shame on you for asking," replied the large-and-in-charge unicorn.*

*"No," replied Tank, shaking his head. "I meant that I don't understand what you mean by saying that you are an unsuccessful doctor."*

*"I am out of patience," answered the unicorn with authority. "Let's go."*



## Role Playing Adventure: The Mouse Trap

The adventure description that follows is split into text that the game master should read aloud to the players, text that the players should gain knowledge of thru good playing, and text that is for the game master's eyes only. Text that should be read (or paraphrased aloud) is written in bold, text that the players should be able to gain knowledge of is in italics, and text that is for the game master's eye only is written in standard type.

Box Cave is a Renegade stronghold in the process of formation. The Renegades are expecting the Fuzzy Heroes, but are not prepared; in other words, the Fuzzy Hero adventure party has arrived early. As such your players will find that while preparations are being made, their enemies are less prepared than they should be.

### Introduction

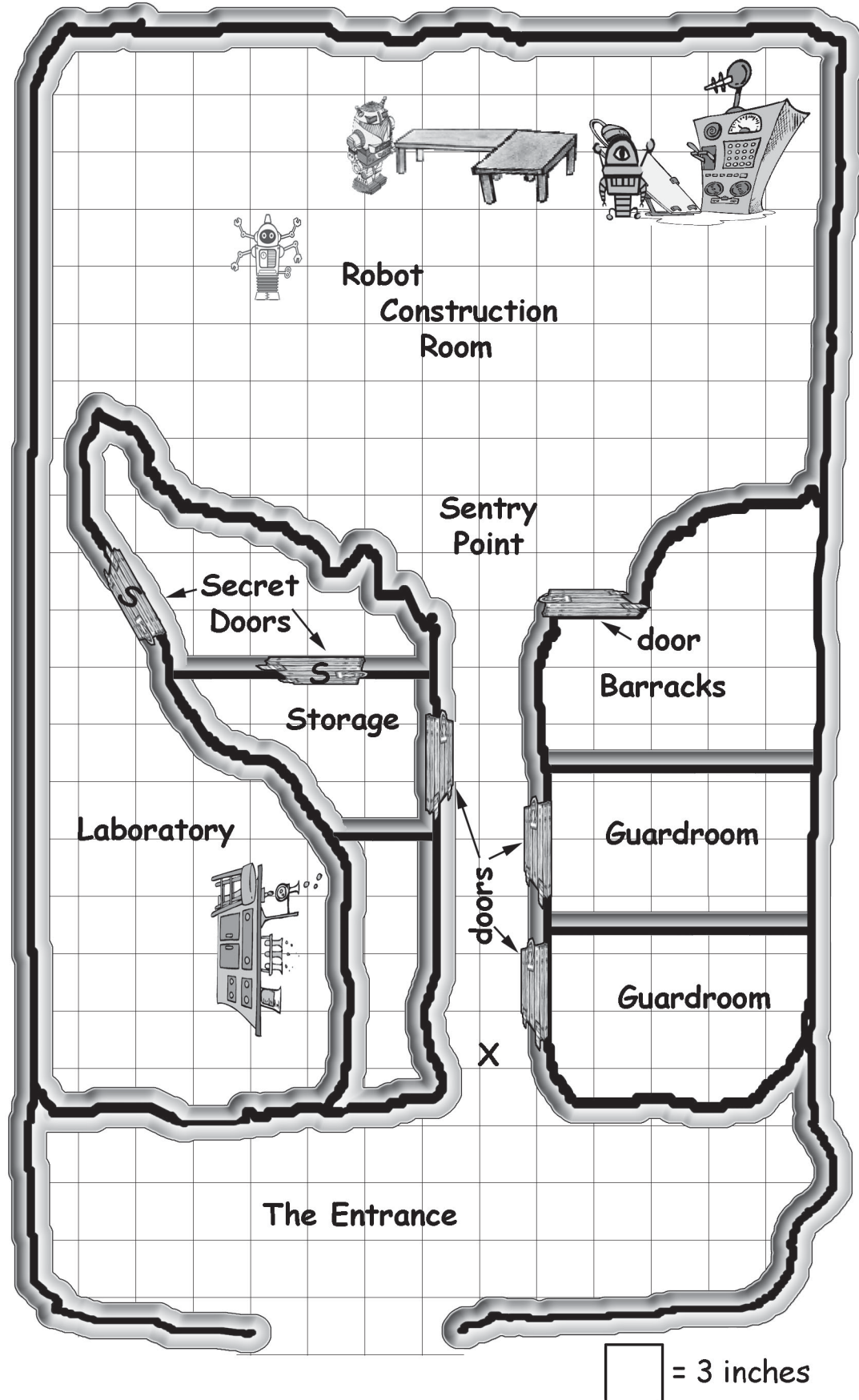
**You have travelled for many long and grueling turns, and you find yourself at the entrance to box cave. The litter of a fleeing army lies scattered about, tatters of ribbon, torn combat cards, and discarded dice. The dark opening of the cave beckons you... but surprisingly, there are no Renegade defenders in sight.**

If the party explores the litter, they will allow the sole guard at the entrance a chance to notice them. If they enter immediately, this guard will be surprised and the characters should be granted the initiative for their first round of combat.

*There are two ribbons that may be worn by the characters amidst the other litter. Each character that wears a ribbon that is not already partially or fully clothed will receive +1 to their Defensive Classification.*

If the characters delay for any extended length of time before entering the cave, the guard within will raise an alarm, and the players will run into three identical guards instead of the one listed for that encounter area.

# MOUSE TRAP MAP



## The Entrance

The area at the front of the cave contains only one guard who may or may not be surprised by their appearance. (There may be three guards depending on the party's actions following the introduction). The Guard is an:

Action Figure

EP:5	DC:12	#/Att: 3
DD:2	AR: 10	Move: 12"

He will run given the opportunity, and has no interest in engaging in a combat he is sure to lose. If allowed to escape, he will join the three Renegades at the Sentry Point, and will help them to focus the Sleep Ray on the Fuzzy Heroes, so the characters must stop him or they will be attacked by the group at the Sentry Point two turns later. Dependent upon the action of your players outside the cave, and the degree of delay they had before entering the cave, change the description below as you see fit.

**As you enter the grim darkness that is Box Cave, a sudden motion beckons from the left! Someone is in here... and it looks like a Renegade!**

The cave entrance measures an irregular 36" wide by 9"-11" deep, so there's plenty of room for your characters to move around.

*Should the Action Figure be put to sleep, he will be found to have on his person a small bottle marked only "Drink Me".*

This bottle is a bottle of shrinking potion that will decrease the size of any character by half. This is especially useful if you have characters that are unable to squeeze through the 6" wide passage at the back of the entrance cave. Allow your characters to use any skills they wish, or even simple observation, to give them some clues as to the contents of the action figure's bottle, but allow them to misuse it as well... there are more farther in in the guard rooms. This one was carried by the guard in the event that an oversized Renegade arrived late while retreating from the recent battle at Castle Stuffmore.



The long hall at the back of the entrance area is only six inches wide, and oversized characters will be unable to proceed unless they either drink the potion that was carried by the action figure (assuming his defeat) or a second potion is retrieved from one of the Guard Rooms (see the description for the Guard Rooms). In any event, if the guards have been alerted they will strike immediately when any character reaches the spot marked by the "X" at the entrance to the hallway. If the guards at the Sentry Point have NOT been alerted by the action figure (he was not allowed to escape), then the characters will receive a bit of warning:

*You hear voices down the hall, but see nothing. You also hear the sound of plastic and metal being dragged from that direction.*

The party will also be able to see fairly well for about 15" down the hallway, and will certainly see the two doors to in the right-hand wall, and the single door in the left-hand wall. There will be time before the attack if the guards have not been warned by the action figure of the approach of the characters for them to see these doors. If not, read the following description at whatever time seems appropriate given the actions of your players.

**A six-inch wide, six-inch tall hallway stretches before you to a depth farther than you can see. There are two doors in the right-hand wall of this hallway, one six inches ahead of you, and one twelve inches ahead of you. There is also a door fifteen inches away from you in the left-hand wall.**

The guards at the Sentry Point will fire at the characters after one turn unless they have been alerted, in which case their attack will be immediate. Skip to the description of the Sentry Point if, or when, this occurs.

## The Guard Rooms

Although there are plans to have guards on duty in these rooms at all times, no guards have been assigned as yet. These rooms are currently empty, but they may be used by the characters as a safe haven from the attacks of the guards with the Sleep Ray stationed at the Sentry Point. Should the players engage in good play, committing actions which might cause the guards at the Sentry Point to believe they have either run away, or that they lie sleeping in the entrance cave, the Sentry Point guards will either leave the characters alone while they rest in these guard rooms, or will enter the hall, without the Sleep Ray, to investigate. Any characters in the Guard Rooms will hear these guards as they enter the hallway, and may also hear them conversing as to the supposed actions of the characters.

You, as the game master, should decide what happens next.

In any event, at the appropriate time, describe the interior of either of the guard rooms thus:

**A dark and empty 8" wide by 15" deep room with a 6" tall ceiling stands before you. It appears that it might have been intended as a guard room, but thankfully, there are no guards here as yet!**

If the actions of the players make the guards think they have run away and left Box Cave, read:

**As you cower in the questionable safety of this deserted room, you hear voices outside.**

**"I think the cowards have turn tail and run! Stand down Renegades. We licked 'em good."**

If the actions of the players make the guards think they have been defeated and lie sleeping either within the hallway or near the entrance, read:

**You hear voices outside the door in the passage.**

**"I think you got them! Lets go and get the sleepers and bring them in to the Eye King. There's sure to be a reward for this! Good job!" You hear footsteps approaching the door, and then moving on past the door.**

*Proper skill use or smart play may also grant them the clue that there are three sets of footsetps.*

If the actions of the players are such that the Renegades know they are hiding in one or both of the Guard Rooms, then read,

**You hear voices approaching the outside of the door.**

**"I think they're hiding in here, the cowards."**

**"Bring up the Sleep Ray!"**

*They may also be able to tell that there are three voices outside the door.*

In all three instances, should they open the door, they will find three guards who will be surprised, but who will attack:

Action Figures (3)

EP:5, 6, 5	DC:12	#/Att: 3
DD:2	AR: 10	Move: 12"

The remaining guard at the end of the hall:

Action Figure

EP:5	DC:12	#/Att: 3
DD:2	AR: 10	Move: 12"

Will make a futile attempt to fire the Sleep Ray at the characters (it is mounted on a tripod at the Sentry Point). As the Sleep Ray requires two toys for its operation he will fail, and will join the fight after two turns.

If the Renegade guards are defeated, the remaining Renegades in the Robot Construction Room will not be alerted to the presence of the characters.



## The Storage Room

This room is lined with shelves that have the various supplies the Renegades use piled upon them. It is dusty, and quiet.

**A 9" wide by 9" deep irregular room with a 6" ceiling greets your gaze. Its walls are lined with shelves containing bottles, cards, and various other articles. This must be a supply room!**

A quick search of this area will yield the following:

**(4) "Drink Me" Shrinking Potions**

**(3) Yarn**

**(6) Pretties**

**(12) blank Combat Cards** (useless)

*A more detailed examination of this room will reveal the presence of the secret door that leads to the Secret Doors room.*

The characters may be detected if they do not enter the room and close the door behind them while they search, at the game master's discretion. Certainly, if the characters leave both the secret door and the door that leads from the hallway into this area open, the guards from the Sentry Point will investigate, and possibly follow, the path of the characters. They will then surprise them when they are in the Laboratory.

## The Secret Doors (secret passage)

The Secret Passage area was been created by Energy Mouse three turns ago, and he hopes to use it to escape once the Renegades either take a nap break, or leave Box Cave to once again attack the Fuzzy Heroes. As such, all of the Renegades in Box Cave are unaware of the existence of this area, and if the characters close the door behind them, they will remain undiscovered as long as they are in this area. As they enter, read,

**This is less a room and more just a passage that appears to have been forced through the surrounding cardboard. It is dark and difficult to see in here, and you are unsure how to proceed.**

The characters should be able to find the secret exit door if they enter and search for a bit, but do not make this task easy for them! You may also decide to have the guards from the Sentry Point down the hall begin moving towards the characters so as to suggest to them that they close at least the door from the Storage Room that leads into the hallway.

When the characters discover the secret door at the far end of the passage read,

**You feel rather than see the outline of another door! It appears that it will open easily if you push.**

## The Sentry Point

The hallway slopes slightly downwards at this point and the Robot Construction area lies beyond, the sounds from which will be heard by all of the characters as they approach, and which will also (to some extent) mask the approach of the characters.

As they approach down the hallway, read,

**6" ahead of you there stands a group of guards, four of them to be exact, and a large and sinister looking weapon of some kind mounted on a tripod. The guards do not appear to have noticed you as yet.**

At this point, the characters may either quickly slip thru the door into the Storage Room, or else they should immediately attack. If they attack, the guards

Action Figures (4)

EP:5, 6, 5,6	DC:12	#/Att: 3
DD:2	AR: 10	Move: 12"

will attempt to target the party with their fiendish weapon, a Sleep Ray (Special Item)!

(always hits, 4" diameter area of effect, AR is possible to counter the effect. Failure of the AR indicates that the victim has been put to sleep - "0" Energy Points! This weapon can be used by the characters but requires two operators and will take the place of all their attacks on any turn that they chose to instead use this weapon.)

Should the characters defeat the guards within four full turns, none of the Renegades in the Robot Construction Room will be alerted to their presence due to the racket and chaos of the construction going on in there. The guards have no other items of value on their persons.

## The Robot Construction Room

This huge room is larger than any other in the cave, and houses the manufacturing equipment being used to build robots, Santa's Bag, and a half dozen Renegades, as well as the Eye King. If the characters enter this area unprepared, this will be a short adventure. If they peer cautiously into this room, read,

**This room is a fluury of activity! scaffolding reaches to the ceiling and several robots are under construction. Half a dozen Renegade Action Figures crawl over the robots, adding parts, polishing gears, and testing new joints and mountings. It is extremmely lucky that none of the occupants appear to have noticed you as yet.**

If the study more carefully, or use skills add:

*The Eye King is also hovering about the place.*

...and possibly...

*Several of the robots appear ready for action!*

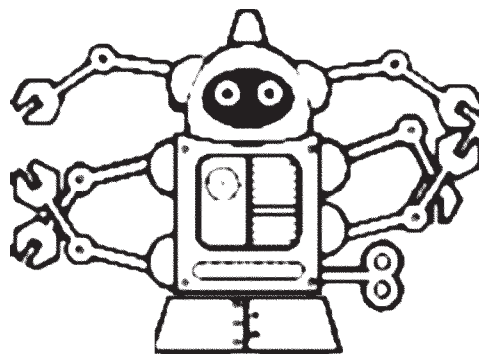
If the players attack, two of the robots and all of the Renegades will defend the area to the best of their abilities. If the characters are using the Sleep Ray, let them take an initial shot before having the Renegades respond, and then roll initiative dice to see who goes first.

### Action Figures (6)

EP:5, 6, 5,6,5,5, DC:12 #/Att: 3  
DD:2 AR: 10 Move: 12"

### Robots (2)

EP: 5, 5 DC:12 #/Att: 3  
DD:3 AR: 12 Move: 12"



Special: the Robots are unaffected by the Sleep Ray (immune) and will attack with ranged rifles that are +2 to hit, range 18" and that cause 3DD per successful attack.

### The Eye King

EP:5 DC:11 #/Att: 1  
DD:1/6 AR: 9 Move: 12"(flight)

Special: Power Zap covers a 1"x8" area causing 6 DD damage. It always hits, but a successful Avoidance Roll cancels its effect.

If the characters do not defeat the Renegades within three turns, the Renegades in the Barracks will awaken, and will join the fight on turn#5. The characters will notice thatthere are sounds coming from the Barracks and the door will move, so it is possible for them to lock this door or at least block it thru skill use or innovative play. If not, have these Renegades join the fight on turn #5.

If the characters successfully defeat the Renegades and the Robots, there are many items in this room, including:

- 1) A cart.
- 2) 3 Ranged Rifles (18" range, +2 to hit, 3DD)
- 3) 2 Melee Weapons
- 4) enough armor plating for one full suit of armor
- 5) 3 Yarn
- 6) 8 Pretties
- 7) two explosive bombs with remote detonators (can be triggered from up to 24" away). These bombs have an area of effect of 8" and cause 6DD to all caught within the area, half if a successful Avoidance Roll is made.

## The Barracks

Within the Barracks all of the other Renegades (those not working in the Robot Construction Room) are resting while they await their shift in the construction room. There are two toyboxes in this room, each with three resting Renegades inside. If the characters manage to defeat the Renegades in the construction room in three turns or less, these Renegades will be sound asleep in the toyboxes when the characters enter.

If the Renegades are sleeping when the door is opened,

**A large, mostly empty room lies behind the door. Two large plastic toy chests are near the wall, their lids open, but this room is otherwise empty.**

If the Renegades are awake but have not yet joined in the attack (in the construction room), read,

**A large room with two plastic toy boxes and six angry Renegade action figures lies behind the door. You brace yourself as they spring to attack!**

Action Figures (6)

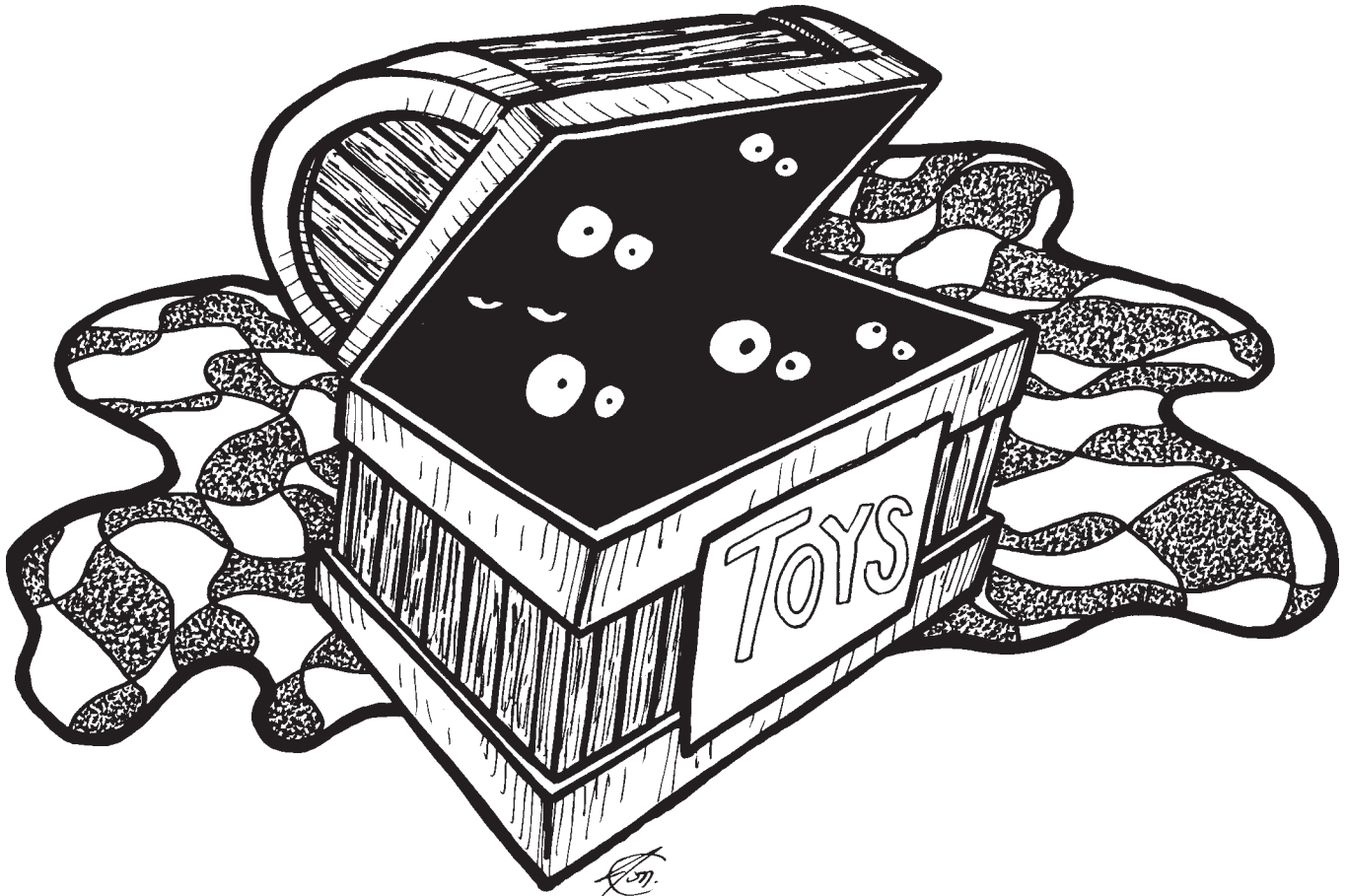
EP:5, 6, 5,6,5,5, DC:12 #/Att: 3

DD:2 AR: 10 Move: 12"

If the action figures joined in the battle for the construction room, then this room will be empty but contain two large, empty plastic toy boxes.

**A large, mostly empty room lies behind the door. Two large plastic toy chests are near the wall, their lids open, but this room is otherwise empty.**

*The toy chests can be taken by the characters, but it requires that a character use all of their carrying slot. The cart from the construction room will hold both toy chests.*



## The Laboratory

The laboratory is where the Renegades are holding Energy Mouse prisoner. It is here that they force him to use his mechanical genius to adapt the toys taken from Santa's Bag into robots or robot parts. The Renegades feel that the room is very secure, with only one exit, and as the mouse had complained about, "people watching over his shoulder", there are no guards here, only workbenches, and Energy Mouse.

If the characters enter this area through the secret door, read,

**A vast cave opens before you, the ceiling stretching almost ten inches above your heads. The space is filled with workbenches, unattached toy parts, and lights. 15" away from you, huddled over one of the benches, a gray figure is feverishly working.**

If the characters enter this area from the robot construction room, read,

**A vast cave opens before you, the ceiling stretching almost ten inches above your heads. The space is filled with workbenches, unattached toy parts, and lights. You see some movement at the far end of the cave.**

*In either event, the trick here is that the characters, having now experienced several rather harrowing battles (at least one) may be a bit on edge and may attack Energy Mouse before identifying him. If they attack, tell them they have achieved surprise, and let them tear into poor Energy Mouse. If they are more careful, and check first, allow them to identify Energy Mouse.*

If the characters realize that the worker here is Energy Mouse before they attack him, he will ask them to take the Grenades and the Energy Rocket with them. If he is asleep, the characters will still have fulfilled their goal, but they will be unable to identify these items before leaving.

NOTE: If the characters arrive at the laboratory via the secret doors passage, they will need to exit via the same route, and cautiously to boot as the Renegades will still be active in the robot construction room and the guards from the sentry point may be active as well.

## Aftermath

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If the characters have been well played, they should have rescued Energy Mouse, but perhaps not have retrieved Santa's bag... you can send them back for Santa's bag during another game session, or have the bag spirited to a different locale, the choice is yours. In any event, award the player's characters greater bonus points if they avoid combat with the Renegades in the construction room than if they defeat them in combat. The innovation of avoiding what might very well be a losing battle deserves some extra points.

## Where Do We Go From Here? —

Frankly, where your Fuzzy Heroes game goes from here is limited only by your imagination. Be creative, and let your spirit soar. Being the game master is a lot of work, but you also get to be the one that sees their dreams come to life.

If you do not already have them, there are five supplemental books for the Fuzzy Heroes universe currently in print which you can turn to for ideas. In addition, we plan to post some free adventures for Fuzzy Heroes role playing as well as some battle scenarios for the miniatures game, on our website. Please feel free to avail yourself of them. Finally if you have issues with our products, questions about the rules, or you just want to trade war stories with other game masters, our website is the place to be.

Please visit us at

**[www.fuzzyheroes.com](http://www.fuzzyheroes.com)**

...and we'll keep an eye out for you. :D



# FUZZY HEROES CHARACTER SHEET

(Attribute)  
Benefit  
Level One Benefits Skill  
Level

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Level Two Benefits

\_\_\_\_\_

\_\_\_\_\_

Level Three Benefits

\_\_\_\_\_

\_\_\_\_\_

(Attribute)  
Benefit Skill  
Level

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

(Name of Character)

Faction:

(Base) (Adjusted)

Energy Points: \_\_\_\_\_

Avoidance Roll: \_\_\_\_\_

Damage Dice: \_\_\_\_\_

Defensive  
Classification: \_\_\_\_\_

#/Att: \_\_\_\_\_

Movement: \_\_\_\_\_

Unspent Bonus Points

Supplemental Professions/Character Types ☐ Sooper Hero ☐ Agent ☐ Star Feet Grad ☐ Teddy Knight ☐ Alien ☐ Unslept ☐ Sprayer ☐ Werewolf ☐ Other

Abilities Granted:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Innate Abilities (List)

\_\_\_\_\_  
\_\_\_\_\_  
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Item

Held in  
(or Worn)

Item

Held in  
(or Worn)

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# FUZZY HEROES ROBOT CHARACTER SHEET

(Attribute)  
Benefit  
Level One Benefits

Skill  
Level

(Attribute)  
Benefit

Skill  
Level

(Name of Character)

Faction:

(Base) (Adjusted)

Energy Points: \_\_\_\_\_

Avoidance Roll: \_\_\_\_\_

Damage Dice: \_\_\_\_\_

Defensive  
Classification: \_\_\_\_\_

#/Att: \_\_\_\_\_

Movement: \_\_\_\_\_

Level Two Benefits

Level Three Benefits

Unspent Bonus Points

Supplemental Professions/Character Types ☐ Sooper Hero ☐ Agent ☐ Star Feet Grad ☐ Teddy Knight ☐ Alien ☐ Unslept ☐ Sprayer ☐ Werewolf ☐ Other

Abilities Granted:

Innate Abilities (List)

Gear Slots: \_\_\_\_\_

Gear Slot #1

Gear Slot #2

Gear Slot #3

Gear Slot #4

Gear Slot #5

Gear Slot #6

Gear Slot #7

Gear Slot #8

Gear Slot #9

Gear Slot #10



# BRING TOYS TO LIFE!



**Fuzzy Heroes** is a family fun game of combat and adventure for toys and stuffed animals. It teaches basic miniatures, mathematics and role playing skills as well as providing wacky fun for the veteran game enthusiast.

Recommended for ages 6 and up, with some assistance being required by younger players. Certified as gore and death free.



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