

TOYMALLET

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40 ¢

NEW EDITION

VERSION 3.14159



IN THE GRIM EMPTINESS OF YOUR WALLET, YOU CAN'T AFFORD TO PLAY

GAMES PARODYSHOP

GAMES PARODYSHOP

TOYMALLET

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40 ¢

Now with more pictures!

WARHAMMER 40K IS ARGUABLY ONE OF THE FINEST WARGAMES EVER CREATED.

**BUT INSANELY OVERPRICED MODELS THAT YOU HAVE TO DO ALL THE LABOR ON,
DENSE, OVERCOMPLICATED, AND DIFFICULT RULES, COMBINED WITH ENDLESS
SECONDARY EXPENSES RENDER IT A HOBBY FOR THE WEALTHY ALONE.**

FINALLY THERE IS A WARGAME FOR THE IMPOVERISHED AND SIMPLE.

NEW COMPLETELY REDSIGNED EDITION VERSION 3.14159

Version 3.14159 Advances the Toymallet brand with easy-as-pie game mechanics that make Toymallet wargaming accessible to even the most severely tarded players!

NOT a
watered-down
hack job of the
original hard
core game!





AFTER THE RELEASE OF THE ORIGINAL EDITION OF TOYMALLET 40 CENTS, CERTAIN COMPLAINTS BEGAN TO ARRIVE AT THE OPULENT OFFICES OF THE GAMES PARODYSHOP MEGACORPORATE ARCOLOGY. THESE WERE IGNORED UNTIL IT BECAME EVIDENT THAT YOU LITTLE BUGGERS WOULDN'T DANCE TO OUR MUSIC ANYMORE, AND WE WERE FORCED TO RELENT.

AMONG THE COMPLAINTS WERE SUCH ISSUES AS THE LACK OF ILLUSTRATIONS IN THE RULEBOOK, THAT THE RULES WERE TOO COMPLICATED AND ULTIMATELY RUBBISH, THAT THE RULEBOOK WAS UNDERPRICED AT CHEAP AS FREE, AND THAT THE WHOLE EFFORT BASICALLY SEEMED A LOAD OF SOUR GRAPES INVENTED OVER A WEEKEND TO MAKE UP FOR A LACK OF FUNDS TO GET INTO THE REAL HOBBY.

SADLY, ALL OF THESE COMPLAINTS WERE VALID.

SO WE RECTIFIED THE MATTER.

PLEASE HERE TO BE ENJOYING THE COMPLETELY REVISED TOYMALLET 40 CENTS RULEBOOK, WHICH HAS AN ENTIRELY REDESIGNED RULESET WHICH GETS RID OF EVERY COMPLICATION, AND MAKES THE GAME A STREAMLINED, EASY-AS-PIE ULTIMATE UBER UNIVERSAL WARGASMIC GAMING EXPERIENCE.

THIS HAS BEEN COMBINED WITH MANY EXCITING PICTURES TAKEN BY OUR TOYMALLET STAFF OF THE COMPLETELY NONEXISTANT TOYMALLET MINIATURES LINE, AS WELL AS LINE ART DRAWN BY A SEVEN YEAR OLD WE KNOW.

ADDITIONALLY, THE PRICE HAS BEEN INCREASED TO TWICE CHEAP AS FREE, TO COVER THE COSTS OF CREATING THIS TOME FOR YOU BLOODTHIRSTLY LITTLE YOBS.

-THE GAMES PARODYSHOP CORPORATE GODHEAD
2006



VENERIAL SPACE PANDAS SEARCH FOR SHRUBBERY AMIDST A RUINED WORLD THEY HAVE DESTROYED

GAMES PARODYSHOP



IN THE GRIM EMPTINESS OF YOUR WALLET, YOU CAN'T AFFORD TO PLAY

INTRODUCTION

THE ORIGINAL INTRODUCTION
AS PRESENTED IN THE FIRST
EDITION OF TOYMALLET,
BACK IN 2006

It all started with a trip to a Game Workshop mall outlet, where, for the very first time ever, one of the staff there actually bothered to pay attention to me, a 46 year old woman, instead of spooging himself over the crowd of 13 year old boys eagerly pawing at what were once finely painted miniatures.

Shocked at the amazing lack of sexism displayed, I found myself making the purchase of a pair of miniatures, Tau Pathfinders with Rail Rifles. I have always loved the Tau, among all the species of Warhammer 40K, because they are inclusive, and the closest to being a society I could at least like, in the middle of the vastly nihilistic 40K universe.

Plus, I'm a big shooty fan.

Excited after painting my miniatures, I researched Warhammer 40K and fell in love with the possibilities of the game, and the rich tapestry of detail, future history, and sheer solidity of it.

But there was a problem. To just get a small start in playing Warhammer 40K, a person must make a vast financial investment, at minimum, around 300 to 500 dollars, for books, miniatures, paints, guides and codexes. I don't know where the 13 year olds are getting that kind of cash... maybe from their crack routes or perhaps from selling themselves to chickenhawks or something. All I know is I can't pay that much to play toy soldiers - even if they are the coolest toy soldiers in the entire world.

Pity. It's so expensive, PLUS you pay to do all the work yourself. What a racket!

So I decided to make my own game. My own rules. Something for the masses, something for others like me who want the fun, but cannot conscience the insane expense. And more than this, to soothe my frustrations, I would do a parody. A parody of 40K that actually worked as a worthwhile and solid game as well.

Thus it was that the work you now have came into being. **TOYMALLET 40 CENTS**. a parody, yes, but also a unique game unto itself, which can be used to turn any miniature, any toy, any object, and any thing whatsoever into units for your own army. Then, you can use that army to battle others who follow these same rules and have similar fun as the source game, only faster, easier, less complicated, and above all, **Cheap As Free**.

So grab some Hello Kitty toys or some miniatures from any game, and use the Toymallet system to beat them into a functioning army with logical stats. I hope you have great fun from my creation.

Jennifer Diane Reitz, August, 2006
[Http://Jenniverse.com](http://Jenniverse.com)



WARGAMING IS A HAPPY FUN HOBBY
THAT TEACHES POSITIVE VALUES

WHAT TOYMALLET 40 CENTS IS:

Toymallet 40 Cents exists as a parody of Warhammer 40K, of course, but it also attempts to offer an entirely playworthy, universal game of miniatures combat as well. This new edition strives to present a fully reinvented game mechanic that is truly easy to learn, easy to use, quick playing, accessible, and applicable to any genre or miniature.

BASIC GAMEPLAY CONCEPT:

In Toymallet, two or more players field armies of toy figurines, models, dolls...anything, really...and battle using simple rules and piles of six sided (D6) standard dice. A game last for six rounds exactly, during which each player has a turn. Each player's turn is broken up into three easy phases: Moving, Shooting, and close-range Melee. In the process of this, players try to defeat each other, and/or capture objectives...such as locations, artifacts, or territory. All such player accomplishments give **HTF** (Happy Time Fun) points, and who ever has the most **HTF** points...wins the game at the end of the six rounds.

MOVE ★ SHOOT ★ MELEE

LENGTHS OF MEASUREMENT

All movement in Toymallet is measured in **LENGTHS**. A length is an arbitrary unit that can be anything - just so long as all players agree on it. A Length could be a ruler, or a yardstick, or a pencil, or a straw. It could be a specific number of inches, or of centimeters. It doesn't matter, as long as all players agree on one unit for a **Length** to be.

There are three types of army units in Toymallet, and the type that a unit is determines how many lengths it can move in one turn.

UNIT TYPES

THE THREE TOYMALLET UNIT TYPES

SQUAD ♦ COMMANDER ♦ TANKMECHA

THE SQUAD

MOVE: 1 Length (can attack), or 2 Lengths to run or flee (cannot attack)

A Squad is a united group of five to ten smallish figurines that are considered to be identical in abilities and function. Squads must always remain in close proximity to each other, and move and fight as a single entity. All members of a squad must stay within a distance no greater than the **height of an average Squadmember from each other**. They can form lines, chains, boxes, and other formations, but must always stick **close together** as a team.

THE COMMANDER

MOVE: 1 Length (can attack), or 2 Lengths to run or flee (can attack)

A single, powerful leader who can operate independantly, or take command of a Squad. Commanders generate one **Tactical Point** every turn and grant any squad they lead the ability to negate one hit taken when attacked.

THE TANKMECHA

MOVE: 1 Length (can attack), or 3 Lengths if flying or hovering (can attack)

A huge weapon of any kind (tank, giant robot, monster, cannon, siege engine, etc.) It intrinsically possesses **Armored Status**.



ACTION PHASES

MOVEMENT PHASE

The first phase of a player's turn is movement. A player may move their units according to their type. A Squad may move one Length and then attack, or move two Lengths and not attack. Commanders may move one or two Lengths and attack. Tankmecha can move one Length, or if the Tankmecha is a flying unit, up to three Lengths and attack.

SHOOTING PHASE

After movement, some units (never running Squads) can shoot. This attack is projectile based, and is normally two Lengths in range for all types of unit. Only figurines or toys that have beam, projectile, or other long-range capacity are allowed to shoot. This capacity is judged by the appearance or known nature of the figurine or toy.

In order to shoot an enemy target, a unit must have clear line-of-sight to that target. Remember that Squads are always treated as a single entity, a combined unit. Roll the appropriate number of dice and interpret the results. There may be various adjustments made before the roll, for height, special conditions, and other factors.

MELEE PHASE

All units have a Melee attack. This can be interpreted as hitting, cutting, slashing, or even running over the enemy, depending on the figurine or toy, and its determined type. Roll the appropriate number of dice and interpret the results. There may be various adjustments made before the roll, for height, special conditions, and other factors.



KILL FASTER, PUSSYCAT

HELLO KITTAU NEKO-WAI MEOWARRIORS WITH LONG-RANGE CHAINSAW RIFLES AND SCIZZORCARBINE

STANDARD ATTACK DICE

THE SQUAD

1 Die

For attack
or defense

Roll one die for every living
member of a Squad.

THE COMMANDER

2 Dice

For attack
or defense

Roll two dice for Commanders,
or add two dice to the Squad
roll if Commander is leading.

THE TANKMECHA

4 Dice

For attack
or defense

Tankmecha roll four dice.

ABSOLUTE TABLE OF ATTACK AND DEFENSE DICE ROLLS

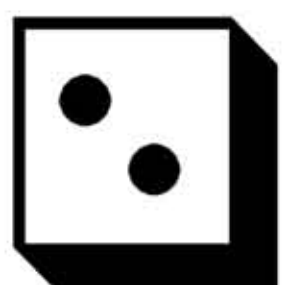


ATTACK SUCCESS

Armor Piercing, Critical Attack

Attack succeeds unless blocked by a successful defense roll of **six**. Only a defense roll of six can block this powerful attack!

If not blocked, individual enemy squad member, or commander, or Tankmecha is destroyed.



ATTACK SUCCESS

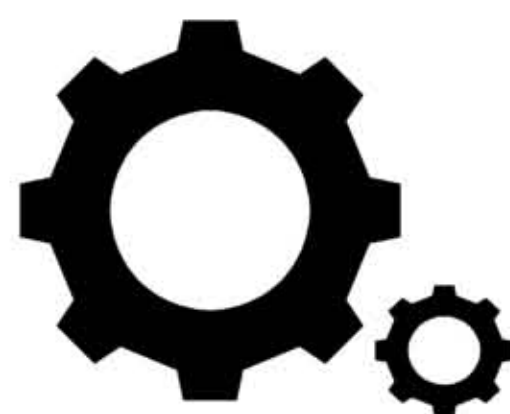
Standard successful attack. Requires a defense roll of five or six to counter it. If not blocked, individual squad member, or commander, or Tankmecha is destroyed.



TACTICAL POINT

Attacker or defender gains a **Tactical Point**. Tactical Points can be used only during current attack phase. They can be spent for any of the following options:

- 1 . Adjust the value on a die by one.
- 2 . Tag enemy with a *Retreat Mark*.
- 3 . Counter or block a *Retreat Mark*.
- 4 . *Pin* an enemy so they cannot move that round.
- 5 . Counter or block being *pinned*.



DEFENSE SUCCESS

Standard successful defense. Counters or blocks one standard attack.



DEFENSE SUCCESS

Superior Defense, Blocks Any Attack

Defense succeeds. Further, every roll of six can counter one armor piercing / critical attack. This is the only roll that can block such attacks.



FOR THESE LUCKY BASTARDS, THE TRUE HORROR IS JUST BEGINNING.

HOW THIS ALL WORKS:

To Attack an enemy unit, state which unit you are attacking, and which of your units is doing the attack.

Roll the appropriate number of dice (D6) for the unit doing the attacking: 2 dice for a lone Commander, 4 dice for a Tankmecha, 1 die for each living member of a Squad, or the dice that represent a Squad plus the two for a Commander that leads them, if you have chosen a Commander to lead a Squad.

If you have a bunch of unit types all attacking the same single target unit, then just pile all the dice up and roll for all at the same time.

Count up all your success and 'Four' rolls, and that is your base attack. Now use your 'Four' rolls to adjust any unsuccessful dice rolls, pin your enemy, or mark them to retreat.

The enemy player now gets to roll dice to try to defend. The number of dice is the same as for an attack. They count up all of their defensive successes and 'Four' rolls, and then apply them to best counter the attack.

You can only defend once per unit, each turn. Getting piled on is deadly. Very deadly.

Dead units are tipped over or removed, as is appropriate to the final results.

TOYMALLET COMBAT EXAMPLE

TWO FEROCIOUS SQUADS FROM OUR COMPLETELY NONEXISTANT MINIATURES LINE FACE OFF. SERIOUSLY, FACES WILL BE COMING OFF.

Venerial Space Panda
VS. Necrogumby

You are the Necrogumby army,
and you are attacking.



Here's two Squad members. They're supposed to represent whole Squads of 5 to 10 figures, but I got lazy. It still works... everything applies to one as well as a dozen.

Oh, and you really don't have to roll for initiative. It's pretty clear who goes first, because it's their turn and all. So ignore step one, OK?

ROLL FOR INITIATIVE
MONKEY BOY!

ONE

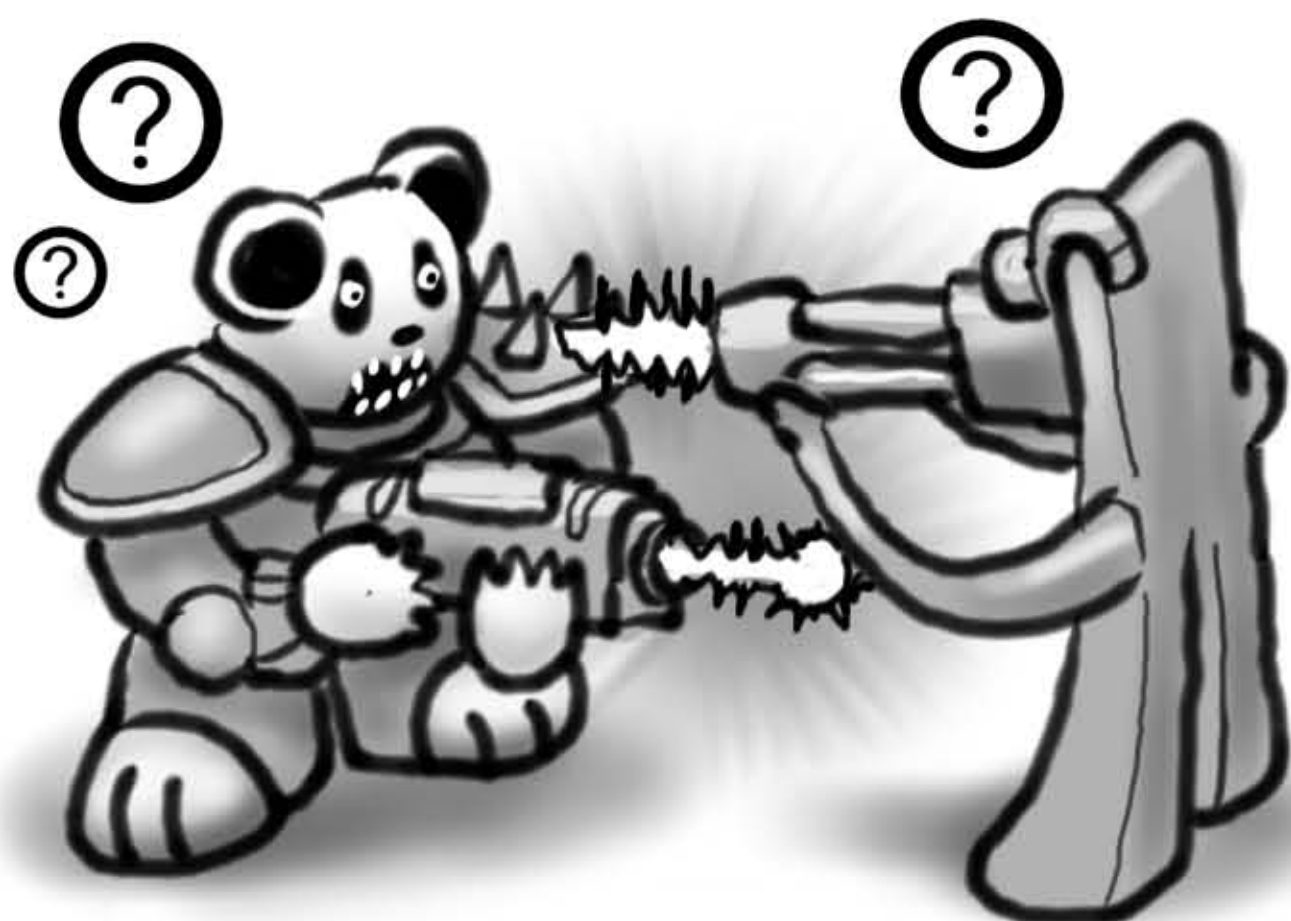


Now you really do roll. Grab the appropriate number of dice and roll them. Go on, I'll wait...Done? Good.

So what did you get? Since I'm not really here, I'll just make up some crap: you got a 1, 3, 2, 4, and 6 for a five member squad. The 1, 2, and 3 hit. The four is a Tactical Point, and the six is rubbish for an attack.

ROLL FOR ATTACK
DUCK AND COVER!

TWO



The poor Space Panda Squad. The five of them (others not shown) got 2, 2, 3, 4, and 5 on their defense roll. What to do? What to do?

The 4 (tactical) could change the 5 into a 6 to block that 1, but with no armor, it really doesn't matter. Of the three hits coming in, only one can be blocked with that 5, and you can't use a 4 on itself. Didn't know that? Now you do. You **CAN** burn a 4 on another 4, if you had one, which you don't.

So. Two Space Pandas die. Nasty.

WEASLE ABOUT, TRYING TO IMPROVE THINGS

YOU'RE BONED.

THREE



Now there's a happy lad! Nothing beats the feeling of murdering your first Space Panda in cold blood.

If Necrogumbies had blood, which they don't. They have...clay or something. Don't ask me. They're just a joke anyway. I mean, seriously.

Anyway, you win. Yay, you!

GLOAT

*IF YOU WON,
OF COURSE.*

FOUR

*IT WOULD BE
KIND OF STUPID
OTHERWISE.*

OF COURSE, THE ROUND ISN'T OVER. THE PANDA'S GET THEIR TURN TO ATTACK, NOW THAT THE NECROGUMBIES ARE DONE. LOOK OUT, NECROGUMBIES. PAYBACKS ARE A BITCH.



LET'S REVIEW WHAT WE'VE LEARNED!

You can *memorize* this stuff. It's easy!



ATTACK
Pierces armor



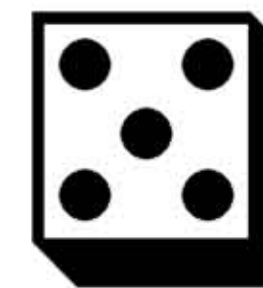
ATTACK
Normal



ATTACK
Normal



TACTICAL
Alter one die,
force a retreat, pin.
Counter same.



DEFEND
normal



DEFEND
Superior. Block armor
piercing '1' rolls.

THE SQUAD

5 to 10 similar, smallish figures that work together.

MOVE: 1 Length (can attack), or 2 Lengths to run or flee (cannot attack)

ATTACK AND DEFENSE: one die per standing figure.

THE COMMANDER

Single figure. Powerful. Can lead a Squad.

MOVE: 1 Length (can attack), or 2 Lengths to run or flee (can attack)

ATTACK AND DEFENSE: two dice.

SPECIAL: When leading a squad, the whole group can absorb one hit for free.

THE TANKMECHA

Dragons, tanks, giant robots. Big. Weaponry.

MOVE: 1 Length (can attack), or 3 Lengths if flying or hovering (can attack)

ATTACK AND DEFENSE: four dice.

SPECIAL: Armored Status. Only rolls of '1' can penetrate to hit it.

THE GAME IS PLAYED IN SIX ROUNDS. EACH ROUND EVERY PLAYER GETS A TURN. ON YOUR TURN YOU CAN MOVE, SHOOT, OR MELEE. YOU GET POINTS FOR STUFF TO WIN.

WHAT ABOUT THOSE HTF* POINTS YOU USE TO WIN THE GAME WITH?

*HAPPY TIME FUN

HOW DO YOU GET THEM?

Keep track of points as the game progresses. You can use counters, beads, candy, dimes, or make marks on paper. I don't give a crap. However you do it, just do it. Keep track, I mean.

1 Point

For every kill you make of whatever kind of unit. Yes, it sucks that Tankmecha aren't worth more. Don't like it? Change it.

2 Points

For every time you make your opponent retreat, or pin them. Adds up.

10 Points

For every Objective accomplished during a game. We'll cover Objectives, soon.



DEATH FOR ALL

NECROGUMBY HAPPY FUN ELECTRIC DEATH MURDER SLAUGHTER SQUAD OF DOOM

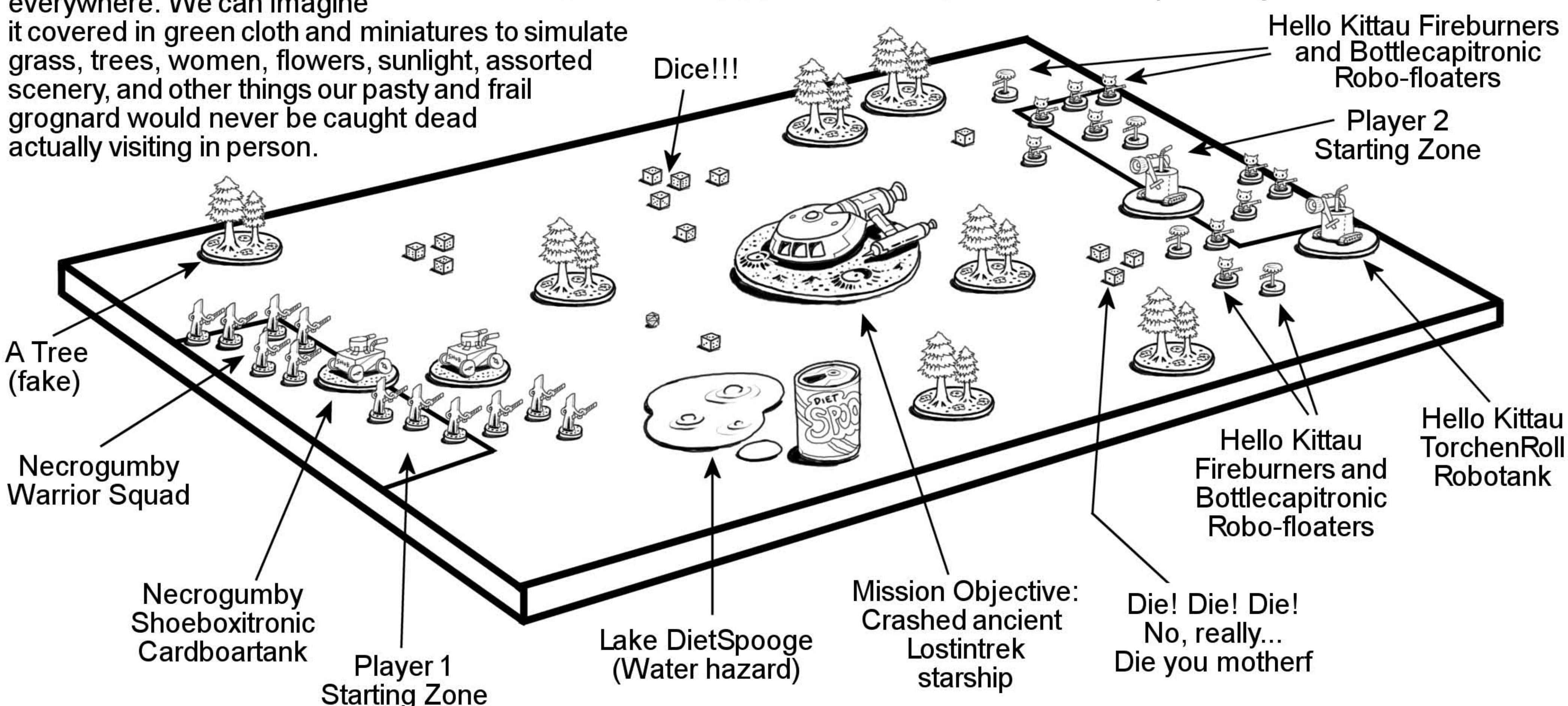


One **HTF point** is gained for any one **accomplishment**. The winner of the game is whoever has the most **Happy Time Fun points** at the end of six turns.

A typical Toymallet 40 Cents tabletop layout, found in the basement of better nerds everywhere. We can imagine it covered in green cloth and miniatures to simulate grass, trees, women, flowers, sunlight, assorted scenery, and other things our pasty and frail grognard would never be caught dead actually visiting in person.

MISSION REQUIREMENTS, WINNING THE GAME, AND HAPPY TIME FUN POINTS.

A game of **TOYMALLET 40 CENTS** always lasts **EXACTLY SIX TURNS**. It never lasts less than six turns, and seven is right out. The game is not **entirely** about slaughtering the other player's figures and leaving his army and ego in a smoldering ruin of pathetic self-recriminations...no, there are also mission objectives to fulfill. Both slaughter and objectives generate the sweet, sweet **Happy Fun Time points** so desperately needed to win.



MISSION STORYLINE

(every battle has to have a story. It's a rule.)

THE PLANET TABLETOPISTAN IS THE BLAH BLAH ANCIENT DERELECT OF THE BLAH BLAH BLAH CLAIMED BY THE NECROGUMBY BLAH WHICH SEEKS TO BLAH BLAH AND ALSO BY THE HELLO KITTAU EMPIRE BLAH BRINGING DIRE BLAH TO THE CIVILIZED BLAH OF THE GALAXY. YOU MUST BLAH BLAH BY REACHING THE DERELECT AND HOLDING IT FROM ALL ENEMIES AT THE END OF THE LAST TURN. FNORD.

BOTTOM LINE: Whoever has one Squad next to the derelect ship at the end of turn six gets 10 Happy Time Fun points added to their score. It's almost a certain win.

SO WHAT CAN BE A MISSION OBJECTIVE?

USE YOUR IMAGINATION!
YOU'VE SEEN A MOVIE OR READ A BOOK, RIGHT?

RESCUE SOMEONE
FIND AN ARTIFACT
DESTROY A THING
PROTECT SOMETHING

STEAL SOMETHING
ASSASINATE SOMEONE
BRING 'A' TO 'B'
KILL THEM ALL

SEARCH SOMETHING
CAPTURE TERRITORY
SECURE A BASE
CAPTURE SOMEONE



SPECIAL ABILITIES FOR YOUR ARMY

HOW TO DETERMINE, USE, AND JUDGE THEM



It's always more interesting when units in a game have unique powers. In Toymallet, powers and abilities are assigned to figurines and toys based on what they look like, or what is known about the source material the toy is based on.

In short, if a figurine has a gun or a bow or a wand...it can shoot during the Shoot Phase. If it does not, it cannot. It is expected that any figure should have some sort of melee attack...fists, feet, just running the enemy over if it is a vehicle. If a character in the game has something, a tool, a weapon, a tool, or if the figure is based on something which has known abilities...then make use of them appropriately. Below is the list of Toymallet basic special abilities and how they can be used in the game. Feel free to expand on it.

ARMOR (gain armored status. Look for serious, serious armor.)

ASSASSIN (2 additional Tactical Points when specifically attacking a Commander. Does it look sneaky?)

DIVIDE FIRE (Can attack more than one target unit at a time. Split dice between targets. Maybe the toys represent superior warriors?)

FLIGHT (can fly over terrain, Can't be Pinned. Wings, jetpacks, etc.)

INDIRECT FIRE (Attack without line of sight. Shoot only. Grenades? Rocks? Mortars?)

KNOCKBACK (Enemy thrown backwards by attack. Big ogre fists, maybe an explosive device on toy?)

MISSILES (1D6 missiles unaffected by terrain can be used during Shoot phase. Toy must have missiles on it.)

POWER (all successful attacks count double. Does the figure look super strong?)

RAPID ATTACK (Two attacks instead of one each turn. Shoot or Melee or both, depending. What suggests it on the model? A fancy gun?)

REGENERATE/MEDIC (may use bonus points to revive lost troops. Only troops can be revived. One troop figure per bonus point. Magic? Tech?)

SCANNER (can attack stealth units in stealth mode. Tech scanner stuff on model, or some such.)

SCARY FAST (Double Movement. Is this a running figurine, or have long legs?)

SCATTER (successful attack scatters enemy group 1 Length in all directions. Enemy must waste a turn regrouping. Anything explosive looking, or huge.)

SNIPER (unlimited line of sight ranged attack. Long shooty weapon that is different than all others.)

STEALTH (cannot attack or be attacked while in stealth. Activate as part of Move. Weird tech bits or just looks Sneaky.)

STRONG (automatically absorb one attack. Does the figure look exceedingly resilient?)

STUN (successful attack forces enemy to lose next turn. Blowguns? Phasers? Big Club?)

TACTICS (1 additional Tactical Point each turn. Does the character look super smart somehow? Have scanners 'such?)

TANKKILLER (2 additional Tactical Points when specifically attacking Tankmecha. If it has a Bazooka, or a Missile, or a Railgun...)

TELEPORT (may instantly transfer to any other location instead of taking normal move, can't be Pinned. Sci-fi stuff on model.)

WATCHOVER (can attack any in range enemy troops, even if unit has already had its turn. Fast? Veteran? Super in some way?)

Yes, bonuses
can be stacked.

TALKING ABOUT TERRAIN:

NO COVER



Out in the open.
Nothing around.
No bonuses.

LIGHT COVER



Low walls or bushes.
Roughly half of figure showing.
Gain one Tactical Point for unit.

SUPERIOR ELEVATION



Hill or other height.
Above other figures.
Gain one Tactical Point for unit.

HEAVY COVER



Trees and rocks and ruins.
Figure just peeping out.
Gain two Tactical Points for unit.

TRAPPED



Cornered with only entrance blocked by enemy.
Cannot comply with a forced retreat.
Unit must now surrender to capture.
Double point score to capturing player.

THIS PUSSY HAS TEETH



HELLO KITTAU FLYING SNAPPERHEAD PUSSYWAGON WITH LONG-RANGE RAIL-CLAWS

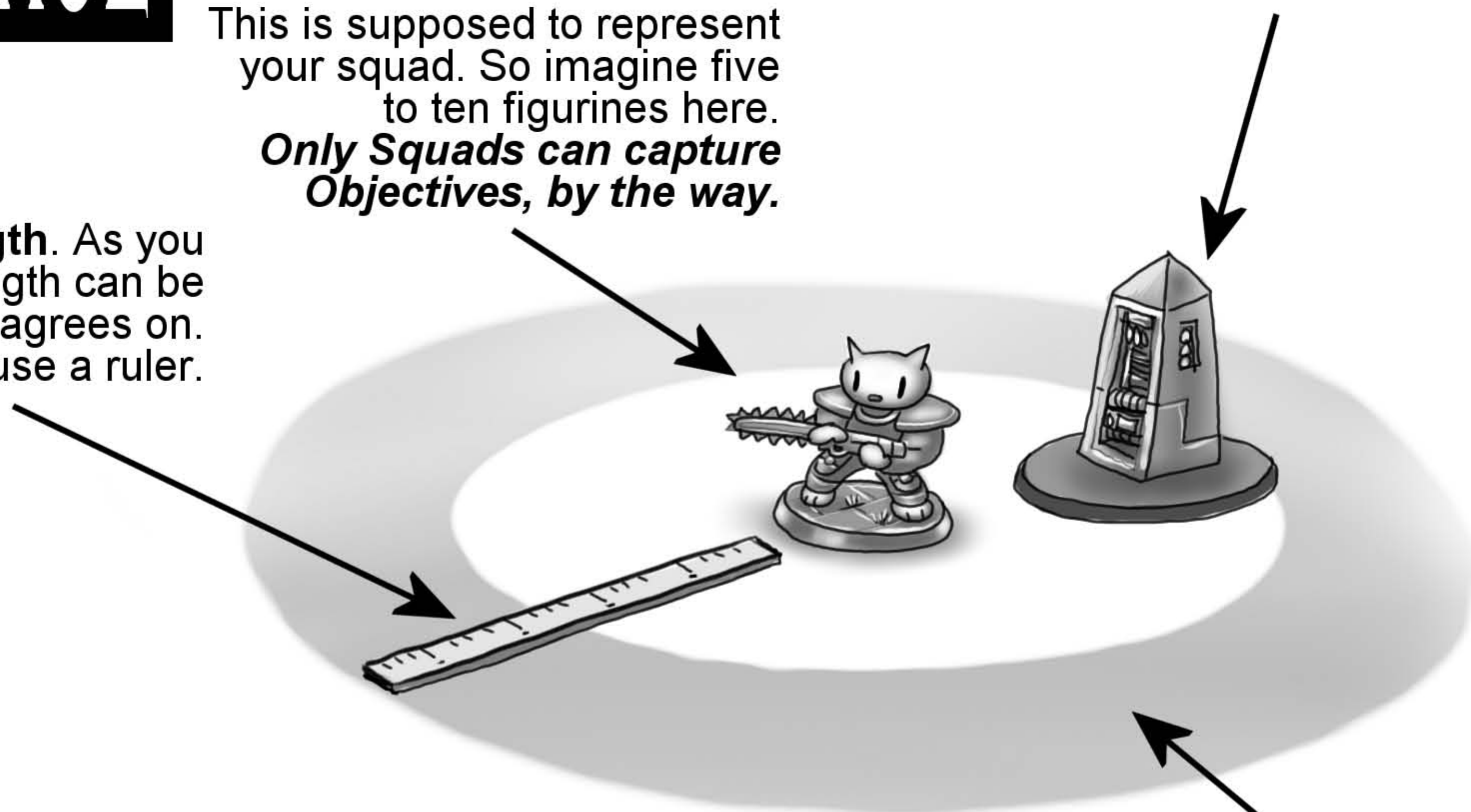


ZONES OF CONTROL

Here is some Objective, worth 10 HTF points. Could be some ancient doohingus. Anyway, you need to secure or capture-and-hold it by the end of round six to help you win.

This is one arbitrary **Length**. As you remember, a Length can be anything everyone agrees on. In this case I'll use a ruler.

This is supposed to represent your squad. So imagine five to ten figurines here. **Only Squads can capture Objectives, by the way.**



The fabled Zone Of Control

GUESS WHAT? Squads excrete a **Zone Of Control** around themselves.

If, at the end of the last round, on the last turn of that last round, a squad has an Objective inside their Zone Of Control, and there are NO enemies in that zone with them, then they have secured that Objective. They own it. It's theirs. No one else can claim it. And that means ten sweet, sweet Happy Fun Time points added to that player's score.

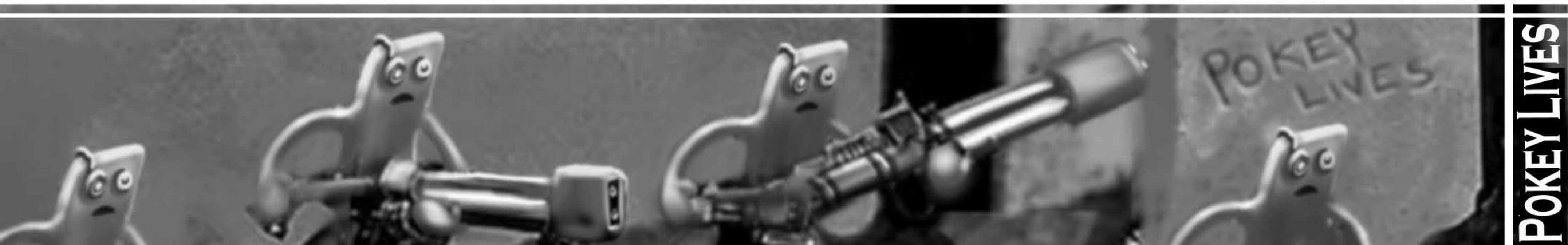
This is the basic idea behind holding any Objective...whether it is an artifact, or a person to be rescued, or just territory.

So how do you define a Zone Of Control?

A ZONE OF CONTROL IS A REGION ONE LENGTH IN DIAMETER, EXTENDING AROUND THE PERIMETER OF THE GROUP THAT IS YOUR SQUAD.

The arrangement of your squadmembers clearly affects the size and shape of your Zone. While Squadies have to remain close, they can be arranged in long chains, box formations, and clusters as desired.

BE CLEVER AND WIN !



HOT YOUNG NECROGUMBIES WANT TO MEET YOU TODAY! CALL TO FIND OUT MORE!

POKEY LIVES