

TOYMALLET

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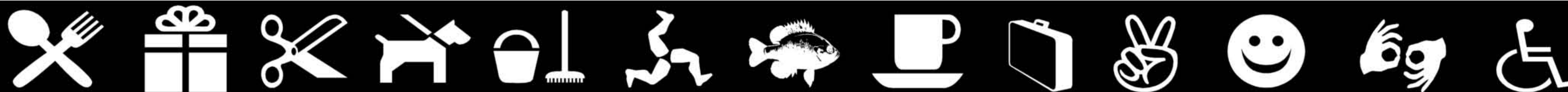
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IN THE GRIM EMPTYNESS OF YOUR WALLET, YOU CAN'T AFFORD TO PLAY

GAMES PARODYSHOP

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INTRODUCTION

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, 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 come 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

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TOYMALLET



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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.

WHAT TOYMALLET 40 CENTS IS:

Toymallet 40 Cents exists as a parody of Warhammer 40K, but also serves as an entirely playable game of miniatures combat. It combines a functional and easily understood combat system with a workable and easy universal point-buy system for creating stats for any miniature or model.

BASIC GAMEPLAY CONCEPT:

In Toymallet 40 Cents, two or more players field armies of toy figures and models, and battle using simple rules which allow for structured, strategic simulated combat. The game is played for six turns, during which each player may perform the following actions with their army in sequence:

MOVE ★ SHOOT ★ MELEE

Moving an army involves moving closely grouped squads of figures or individual figures or models on the tabletop a distance referred to as a **Length**. A length is an arbitrary space agreed upon by the players before the game starts. It could be defined by a ruler, a strand of string, an index card, or even a pencil or by hand. Whatever the case, the measurement must be the same for everyone. All movement is in multiples of the defined **Length**.

Shooting, the next phase in a player's turn, uses multiples of Length for range. A zero Range length means that the figure or model must be in physical contact with an enemy figure to attack, and thus cannot shoot. Such a figure is a melee unit only and skips the Shoot phase. To shoot another figure, there must be clear line of sight from the head of the shooting figure to some part of an enemy target. Then a number of dice are rolled, determined by the Attack stat of the squad, figure or model, and the number of valid hits tallied.

Any attacked target must then roll for their defense. Defense dice are allotted according to the type of unit a defender is. The types of units are:

1 die Squad

a united group of five to ten figures that must always remain within **very close range** of each other (one figurine's length), and which may roll **one defense die** for each figure in the squad. Any attacks that are greater in number than defense successes rolled 'kill' an equal number of squad members.

2 dice Commander

a single, powerful figure that rolls **two defense dice**, and may be linked to a squad.

4 dice Tankmecha and Installation

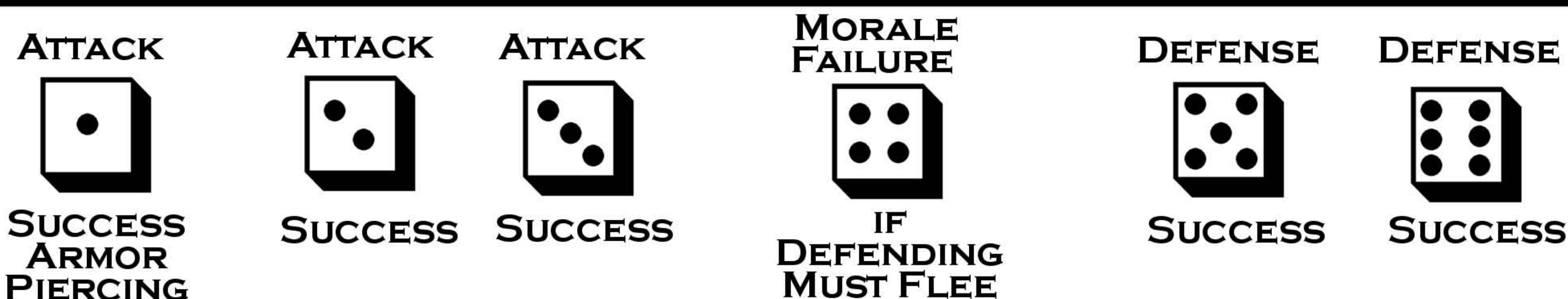
an armored, ground-based weapon system. Tankmecha are the mobile version. **Four defense dice.**

2 dice Aircraft

Flying, highly mobile weapon system. **Two defense dice.**



Melee, the last phase of a given turn for a player occurs when a figure is touching an enemy figure or model. First the attacker rolls their attack, then the defender rolls defense. As always, successful defense rolls block successful attack rolls. And additional attacks that get through eliminate enemy units. The defender chooses which units are eliminated.



+ OR - ONE POINT TO ANY ROLL FOR EACH CONDITION

- SUPERIOR ELEVATION
PROXIMITY TO FRIENDLY COMMANDER
- PROXIMITY TO COVER
- MORE (2X) UNITS THAN ENEMY
ROLLED ANY FOURS DURING ATTACK

Bonuses are awarded based on the several conditions listed above. A bonus is a plus or minus one, as chosen by the player rolling, to be added or subtracted from the value shown on their dice. The benefits of a bonus may be used to change a die roll from a failure to a success. Bonus points are given out to a **type of unit**, not to every figure within a group. For example, if a squad is benefitting from both **proximity to cover** and **superior elevation**, it gains two points that turn for the squad as a **whole**. This means that if the squad shoots, for example, the player may use those two points to alter the results of two separate dice rolls by one, or alter two different dice rolls by one each.

Armor some units may have an armor stat of one or higher. Armor is a powerful defense which can only be penetrated on a roll of one. If a unit has an armor of three, three ones must be rolled to hope to destroy it. Such required rolls of one may come from bonus-adjusted dice. Bonuses are important.

Hits represent how many times a unit must successfully be attacked in order to kill it. Each successful attack roll of one die counts as one hit. If three attacks get through, then that is three hits, and would kill a figure with stats that include three hits. Hits may be marked off as taken, or markers may be used to represent lost hits. Hits are like ablative shielding, toughness, or extra lives.

REVIEW OF COMBAT

Six turns. Each turn, every player **moves**, **shoots**, and **melee** attacks once, if they can. The attacker rolls first, followed by the defender. Attack **bonuses** may apply.

The defender may have **armor** or **hits** to protect them. Successful attack rolls that are not blocked by successful defense rolls or prevented by armor will kill a number of units equivalent to the number of successful attacks. The defender chooses which units are destroyed. At the end of the sixth turn, the game is over.

The winner is determined by **Happy Time Fun (HTF) Points**.



TOYMALLET 40¢ OFFICIAL UNIT CONSTRUCTION SET

ONCE A SQUAD OF FIGURES OR A MODEL IS CHOSEN, BUY STATS FOR THE UNIT AND RECORD THEM. ADD UP THE COST OF YOUR STAT AND SPECIAL POWER CHOICES. A STANDARD ARMY IS 140 POINTS, BUT THE CHOICE IS ALWAYS YOURS.

BASIC STATS

Basic Stats include **Move**, **Attack**, **Range**, **Armor** and **Hits**. For any group, such as a squad, the total cost of purchased stats must be multiplied by the number of figures in the group.

Stat Costs per One Point Of Increase Above Zero:

MOVE (2 points) **ATTACK** (5 Points) **RANGE** (3 Points) **ARMOR** and **HITS** (10 Points)

SPECIAL ABILITIES

STARTER SET: INVENT YOUR OWN!

- MORALE BOOST** (5 Points) Avoid one 4 in defense roll. **ANTI-ARMOR** (10 Points) 1's count double.
- SUPERIOR** (8 Points) 1 automatic Bonus Point. **GODLIKE** (15 Points) 2 automatic Bonus Points.
- RAPID FIRE** (10 Points per Length of Range) Attack twice. **FLIGHT** (30 Points) fly over all terrain
- TERRIFYING** (20 Points) enemy suffers one automatic 4 when defending.
- HEROIC AURA** (30 Points) all groups within one Length gain a Bonus Point.
- ANNIHILATOR BEAM** (50 Points) invalidates armor. **SCARY FAST** (15 Points) double move.
- STUN** (60 Points) target enemy frozen for one turn. **POWERFUL** (15 Points) attacks count double.
- EXPLOSIVE** (30 Points) Group is scattered 1D6 Lengths in all directions.
- TARGETING LINK** (5 Points) Allows group to transmit targeting coordinates to another allied group.
- MISSILES** (30 Points for 1D6 missiles) negates 1 armor point, attacks all within one Length of impact.
- SNIPER** (30 Points) negates defender's hits. **BURNINATE** (50 Points) three automatic 4's to enemy.
- HEALER** (20 Points) instead of attack, can heal one group's hits. **TELEPORT** (20 Points per Length)
- STEALTH** (30 Points) cannot attack or be attacked while cloaked. May cloak/uncloak instead of Attack.

GROUP NAME	TYPE	MOVE	ATTACK	RANGE	ARMOR	HITS
NUMBER OF UNITS IN GROUP ()	<input type="checkbox"/> SQUAD <input type="checkbox"/> COMMANDER <input type="checkbox"/> TANKMECHA <input type="checkbox"/> INSTALLATION <input type="checkbox"/> AEROCRAFT <small>DEFENSE</small>	LENGTHS	DICE	LENGTHS	POINTS	POINTS
SPECIAL ABILITIES						



BATTLE GROUPS AND TYPES


A Battle Group, or **Group**, are the single set of stats that define it. Whatever the number of figures or models in the group, all share the same group stats. one of these stats is **Type**.

GROUP NAME	TYPE
NUMBER OF UNITS IN GROUP ()	<input type="checkbox"/> 1 SQUAD <input type="checkbox"/> 2 COMMANDER <input type="checkbox"/> 4 TANKMECHA <input type="checkbox"/> 4 INSTALLATION <input type="checkbox"/> 2 AEROCRAFT

The five types are **Squad**, **Commander**, **Tankmecha**, **Installation**, and **Aerocraft**. Each type has rules associated with it that make it unique.

One such uniqueness is in **Defense** dice rolled, as listed here to the left of the **types** checkboxes.

1 die Squad

a united group of five to ten figures that must always remain within **very close range** of each other (one figurine's length), and which may roll **one defense die** for each figure in the squad. Any attacks that are greater in number than defense successes rolled 'kill' an equal number of squad members. A squad is the only group **type** that can accomplish a **mission objective!**  **IMPORTANT!**

2 dice Commander

a single, powerful figure that rolls **two defense dice**, and may be linked to a squad. Commander groups may never have more than one member in them. A Commander grants an automatic morale protection which negates any single **four** rolled during **defense**. A commander may never **cost** more than 100 points, nor **move** faster than two **lengths**.

4 dice Tankmecha and Installation

an armored, ground-based weapon system. Tankmecha are the mobile version. **Four defense dice**. Tankmecha automatically have an **armor** of 1 to begin with. However, they cannot ever **move** more than one length per turn. Tankmecha can never have more than three units per group, and they can never fly. If any Tankmecha group ever has more than 5 **armor** or 5 **hits**, or if they have more than 3 points of BOTH armor AND hits at the same time, they **must** become an immobile (move 0) **Installation**.

2 dice Aerocraft

Flying, highly mobile weapon system. **Two defense dice**. Aerocraft types include any and all large, flying creatures or machines. Aerocraft types have flying as a standard trait and do not have to purchase it. Aerocraft are not allowed to have have **armor** above 1, or have any **hits** above 1.

STANDARD ARMY CONSTRUCTION POINT VALUES

STANDARD ARMY (TACTICAL MISSION TEAM)	140 POINTS TOTAL
INVASION ARMY (FULL ASSAULT GROUP)	240 POINTS TOTAL
TOTAL WAR (BURNINATE EVERYTHING)	500 + POINTS AND UP
WARGASM	IGNORE POINTS ALTOGETHER.

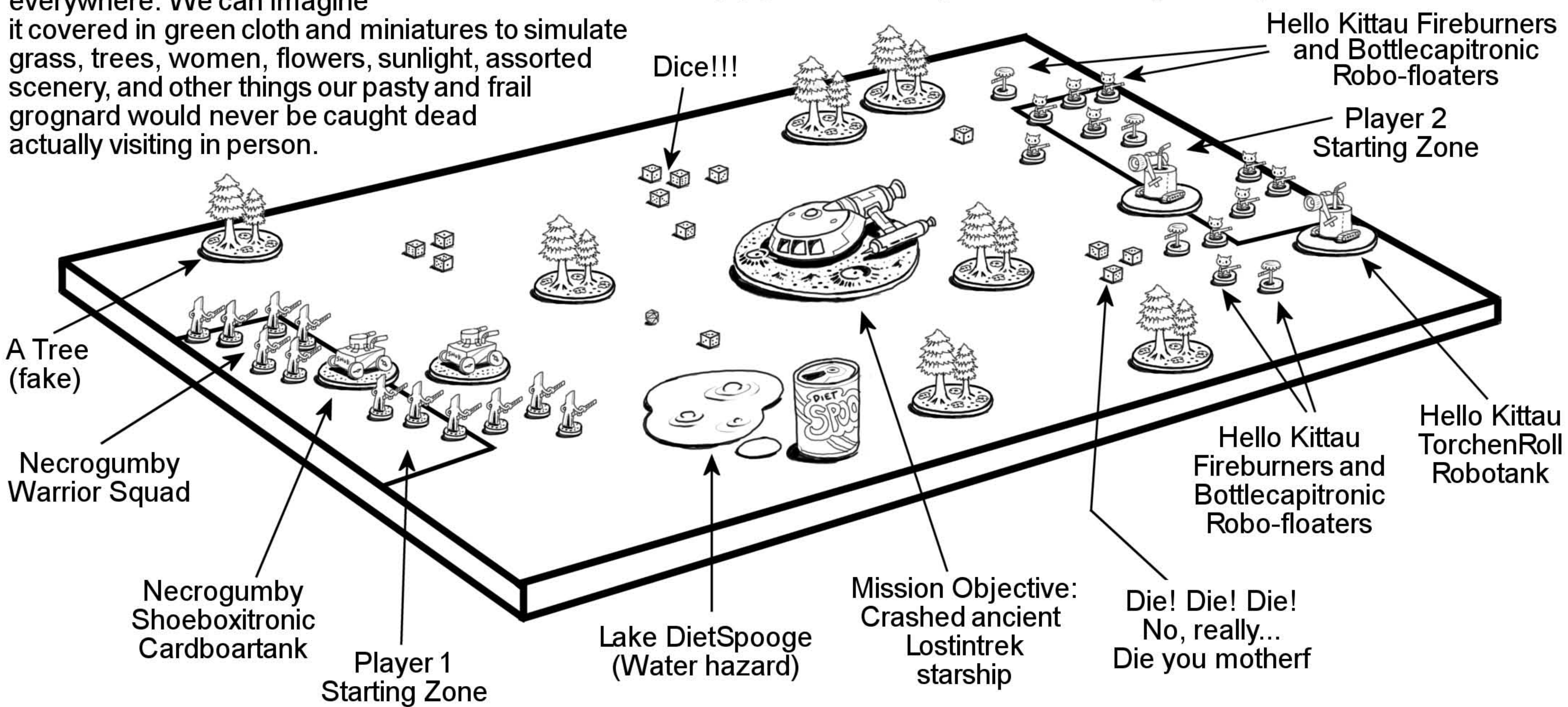


One **HTF point** is gained for any one **accomplishment**. The winner of the game is whoever has the most **Happy Time Fun points** at the end of six turns.

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.

THINGS YOU GET HAPPY TIME FUN POINTS FOR:

- 10** points for every mission objective.
- 2** points for every battle group you kill.
- 1** point for each time you make the enemy rout.
- 1** point for any turn you suffer no casualties.
- 3** points for entirely wiping out an entire battle group in one turn.
- 1** point for starting second.

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GROUP NAME	TYPE	MOVE	ATTACK	RANGE	ARMOR	HITS
NUMBER OF UNITS IN GROUP ()	1 <input type="checkbox"/> SQUAD 2 <input type="checkbox"/> COMMANDER 4 <input type="checkbox"/> TANKMECHA 4 <input type="checkbox"/> INSTALLATION 2 <input type="checkbox"/> AEROCRAFT <small>DEFENSE</small>	LENGTHS	DICE	LENGTHS	POINTS	POINTS
SPECIAL ABILITIES						

COST IS CALCULATED AT **N** POINTS FOR EACH AND EVERY SINGULAR VALUE OF STAT INCREASE ADDED TO A UNIT.
 2 POINTS FOR MOVE LENGTH, 3 FOR RANGE LENGTH, 5 POINTS FOR ATTACK DICE AND ARMOR POINTS
 AND 10 POINTS FOR EACH HIT ABSORBING POINT ADDED.

GROUP NAME	TYPE	MOVE	ATTACK	RANGE	ARMOR	HITS
NUMBER OF UNITS IN GROUP ()	1 <input type="checkbox"/> SQUAD 2 <input type="checkbox"/> COMMANDER 4 <input type="checkbox"/> TANKMECHA 4 <input type="checkbox"/> INSTALLATION 2 <input type="checkbox"/> AEROCRAFT <small>DEFENSE</small>	LENGTHS	DICE	LENGTHS	POINTS	POINTS
SPECIAL ABILITIES						

6 TURNS TO GAME END. WINNER DECIDED BY **HTF** POINTS; 1 PER ACCOMPLISHMENT PER TURN.
 MOVE. SHOOT. MELEE. LATHER - RINSE - REPEAT

AN AVERAGE ARMY IS 140 POINTS OR LESS.

GROUP NAME	TYPE	MOVE	ATTACK	RANGE	ARMOR	HITS
NUMBER OF UNITS IN GROUP ()	1 <input type="checkbox"/> SQUAD 2 <input type="checkbox"/> COMMANDER 4 <input type="checkbox"/> TANKMECHA 4 <input type="checkbox"/> INSTALLATION 2 <input type="checkbox"/> AEROCRAFT <small>DEFENSE</small>	LENGTHS	DICE	LENGTHS	POINTS	POINTS
SPECIAL ABILITIES						

TOTAL COST OF ARMY:

ATTACK



SUCCESS
ARMOR
PIERCING

ATTACK



SUCCESS

ATTACK



SUCCESS

MORALE
FAILURE



IF
DEFENDING
MUST FLEE

DEFENSE



SUCCESS

DEFENSE



SUCCESS

+ OR - ONE POINT TO ANY ROLL FOR EACH CONDITION

SUPERIOR ELEVATION

PROXIMITY TO COVER

MORE (2X) UNITS THAN ENEMY

PROXIMITY TO FRIENDLY COMMANDER

ROLLED ANY FOURS DURING ATTACK