

# GOOD<sup>®</sup> THE BATTLE VALENTINES POWERS

**"IT'S WAR!!**

**. . . AND I LOVE YOU."**



Good: the Battle Valentines Powers 1<sup>st</sup> Edition  
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*"Lovely"*

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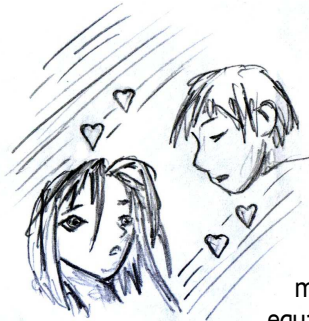
## INTRODUCTION

Good: the Battle is a skirmish miniature based combat game played using 20 sided dice (D20), everything you need can be found in the Core Rulebook. What we have here are web exclusive special Valentines powers, Just to give you some more options for your miniatures. Hoorah! **Note: these powers can only be used in February around Valentines Day and with someone you love.**

## VALENTINES POWERS

### STALKER!

At the end of the movement phase, if character is within 10 inches of another character, you may choose to stalk them. To activate this power the character must pay 10 Good. Once activated every time the chosen opposing character moves, you character automatically moves with them staying 10 inches away. This 'stalker move' does not count as moving for purposes of charging up. To continue using this power in subsequent turns you must pay 2 Good as upkeep per turn.



### LOVE IS IN THE AIR

So long as your miniature is flying when the dice is rolled, they never half any rolls they make, including charging up, close combat attacks and any powers where the roll is normally halved.

### COME AND GET IT!

Instead of moving your own character, you may instead move every other character on the board by paying Good equal to the total amount of inches you choose to move your opponents. This movement must be directly, in a straight line, towards your character, as described in the *Reposition* power in the Core Rulebook. As an additional cost you must pay 2 Good per opponent beyond the first.

### BIG HUGS

Instead of attacking a character in close combat you may hug them. This works automatically and does not cost any Good, but you cannot cause damage to them. So long as you do not take any bad whilst hugging your charge-up roll is doubled.

### THE 'GOOD' EFFECT!

This power costs 15 Good to activate, after doing so roll 3D20, any characters within this distance and of the opposite sex to the miniature using this power must immediately expend all of their remaining Good to move as close to this character as possible. If an opposing character moves into base contact and has any Good left over after, that spare Good is transferred directly to the character using the power. This power is one use only. If there is no distinguishable sex to the miniature, this power cannot be taken; it'd just be weird otherwise...!