

Dust Bunnies War

Introduction

Welcome to the famous “Dust Bunnies War” where dust bunnies try to control the room floor. Not only do they have to win the combat of fighting each other which is not a simple task, but they also must escape the deadly environment of water, air streams from the fans and open windows, and not to forget the deadly vacuum cleaner.

Components:

X maps

Y action dice

Dust bunnies in 4 size and different formation:

Color markers **Z** in each player color

Fan & Vacuum room overlays

Reinforcement counters.

Setup

Select the game map.

If the players want they can make the map harder.

Each player can place a Fan or Vacuum map overlay.

The overlay can not overlap each other or overlap the starting units areas on the map. And must be placed in the marked central section of the map.

(example of Fan/Vacuum overlay valid and invalid)

Each player select a color and take the color markers of that color and **15** reinforcement counters.

Each player starts with an army of:

1 Size 3 dust bunny – he can pick any size 3 formation.

2 size 2 dust bunnies

8 size 1 dust bunnies.

Each player places his army on his side of the map in the marked starting area and place his color marker on each of his units.

(example of starting map with overlays)

Select a starting player.

Goal and flow of the game

Your goal is to destroy the army of dust bunnies your enemy has.

At the beginning of the turn different room obstacles will affect the combat area (fans and vacuums).

Next, action dice will be rolled and designate the specific turn actions for the active player. Use these actions to move, change formation of your army and attack the other player.

Different dust bunny might also have special ability that will help your combat goal.

Turn Order

Room features stage

For each special room feature check if there are dust bunnies in the affected area. If there are check the effect based on the distance from the room feature. Distance is calculated by counting steps to the dust bunny going only horizontal or vertical, never diagonal, and taking the shortest path even if it passes through places containing other objects/dust bunnies

Water tap:

Base on the distance from the water tap each dust bunny in the affected area must roll a 6 sided dice and see the effect.

Distance	Dice	Effect
1	1-2	Lose one unit
1	3	Split
2	1	Lose one unit
2	2	Split
3	1	Lose one unit
4	1	Split

Room Fan:

Room fan can affect a large area, but the whole area is effected the same. Roll one die and look at the result table:

Dice	Effect
1-5	the dust bunny must move toward the starting area the dice value minus the dust bunny size.
6	No Affect

Air condition vent (vacuum):

Air condition vent can affect a large area, but the whole area is effected the same.

Dice	Effect
1-5	the dust bunny must move toward the opening the dice value minus the dust bunny size.
6	No Affect

Fan:

Distance	Dice	Effect
1	1	Lose 1 unit then Move 4-unit size + split
1	2	Lose 1 unit then Move 4-unit size

2	1	Lose one unit + split
2	2	Lose one unit
3	1	Split
4	1	Move 4-unit size

Movement:
 Movement points are added together and the player can use those points to move different dust bunnies. Each dust bunny move cost the size of the dust bunny.

Example of movement

Vacuum cleaner:

Distance	Dice	Effect
1	1	Lose two units
1	2-4	Lose one unit + Split
2	1	Lose one unit + move 1 + split
2	2-4	Lose one unit + split
3	1-4	Split + Move 4 – unit size
4	1-4	Move 4-unit size

Reconfigure:
 For each reconfigure point you can do one of the following two actions:
 Join 2 adjacent dust bunny to a new one with the same formation of the two combined.
 Split one dust bunny into two so they will cover the same area as the original dust bunny.

Example of movement

Effects explained:

Lose one unit:

Reduce the size of the affected dust bunny. In case it is size of 1 it is removed from the board.

In case of size of 4 reduce it to a 3 size unit. You cannot split it into a 2+1 units

Split:

The dust bunny must be split into two units. Simply remove the original unit, place two units units and on both places your color marker. **A one unit dust bunny cannot be split and is removed from the board.**

Moving a dust bunny:

The dust bunny is moved according to the effect. The distance is usually 4 areas – the size of the dust bunny.

If there is another result with the move in the effect column, perform the results in the order they are written.

In case the path is blocked by a dust bunny, then it is added to the size and new “dust bunny” move the remaining distance reducing the added dust bunny size.

In case the the distance moved will bring the dust bunny beyond the opening, it is removed from the board.

Actions stage

The active player rolls the action dice. The outcome will indicate the available actions for this turn.

Besides the actions on the dice each player on his turn get 2 more actions out of the reconfigure (value of 2 points), attack, reinforcement and movement (value of 3 points). The player cannot select the same action twice from those free actions.

Attack:

Combine several dust bunnies and attack **all** adjacent enemy dust bunnies in one combat.

You can not ignore an adjacent enemy unit of an attacking unit, it must be taken into account when calculating the defense force strength.

Examples of attack force calculation

Combine the strength of attack units and defense units.

Dust bunny size	Strength
1	1
2	2
3	4
4	6

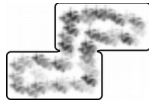
If a defender unit is adjacent to an attack unit, it must be included in the defense force.

Attacker and defender roll 2 dice, add to the attacker and defender force modifier based on the attack/defense ratio.

Attack Ratio	Table modifier
1:3	-4
1:2	-2
2:3	-1
1:1	-
3:2	+1
2:1	+2
3:1	+4
4:1 and over	+6

In attack army there can only be one dust bunny size of 4 that is considered to be the leader. However in the defending army there can be more then one dust bunny size 4.

An army can not attack with a ratio less then 1:3.

	distance 2)
	Room features act as range + 1 to dust bunny and all adjacent dust bunnies






Combat table result

2d sum	Result
0	4A absorbed, AD
1	3A absorbed, AD
2	2A absorbed, 1/2AD (leader), A retreat
3	1A absorbed, -4A (leader), A retreat
4	-3A, -1D, A retreat
5	-2A, -1D, A retreat
6	-1A
7	-1D
8	-2D, -1A, D retreat
9	-3D, -1A, D retreat
10	1D absorbed, -4D (leader), D retreat
12	2D absorbed, 1/2DD (leader), D retreat
13	3D absorbed, DD
14	4D absorbed, DD

Reinforcement:

Add dust bunny size one for each reinforcement point in one of the starting area points

Each dust bunny size 3 and larger has a special ability:

Dust bunny	Special ability
	Room features act as range + 1 to dust bunny
	Pull 1 dust bunnies size 1 closer 1 square (up to distance of 2)
	Increase attacker combat dice by 1
	Pull 2 dust bunnies size 1 closer 1 square (up to distance of 2)
	Join 2 dust bunnies size 1 into dust bunny size 2 (both must be up to