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Present's

Worm's

Adapted for table top by Mark Jenkins

How to play

This game is for two or more players each player needs 4 character's (worm's) a play sheet and dice (D6 & D10), a blast template & random direction dice.

Each player will name their team and the individual worms in their team. Each worm has 100 health points. At the start of the game, each player will randomly select 1 worm and put it on the table, in turn until all 4 worms of each player are in place.

On the character sheet there is a selection of weapons with a number under them, this number represents the amount of times you may use the weapon e.g. Air strike has 1 this means your team can call 1 air strike. A bazooka has no number this means it has unlimited use. The line under this is the number of dice to do damage.

<u>Movement</u>	A worm can move up to 12"									
<u>To hit roll</u>	2+	3+	4+	5+	6+	7+	8+	9+	10	
<u>Range</u>	0-3"	3-5"	5-8"	8-14"	14-18"	18-24"	24-32"	32-40"	40+	

<u>Pistol</u>	Range 10" one shot 3D6 damage.
<u>Uzi</u>	Range 20" one shot 5D6 damage.
<u>Shotgun</u>	Range 12" two shot 4D6 damage each shot.

Bazookas / homing missiles

When firing bazookas or homing missiles you must judge the distance and select the number of D6's that you think is needed to achieve the required distance. If the blast template covers any character i.e. targets then roll damage for each target hit. Additional for homing missiles you may change two of the dices rolled to suit yourself

<u>Chain gun</u>	Range 30" one shot 10D6 damage.
<u>Air strikes</u>	4 missiles incoming from the sky. Each one does 10D6 damage. Hold 4 markers above the table and drop them. Where they land is the hit, if a worm has been hit he will then roll d6 and move in a random direction. If the worm has hit another worm from this movement, then both worms will take additional 5 damage.

<u>Flamethrower</u>	Range 5" one burst 7D6 damage each turn. Target worm may save if rolling higher with 5D6
<u>TNT</u>	No range 10D6 damage 2" radius.

<u>Grenade</u>	when throwing a grenade roll 4D6 for the distance if the target as been hit the damage
<u>Sheep</u>	When using the sheep in your first turn you may select the direction in which the sheep may head. Rolling 3D6 for distance. You may detonate the sheep at any time. After the initial turn, the sheep will move in a random direction. 3D6 is used to judge the distance.

<u>Banana bombs</u>	Are similar to bazooka, except for once they hit the target roll D3 to see how many bombs you have, each one you have will move 1D6 in a random direction. Damage of each banana bomb causes 8d6 damage.
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<u>Teleport</u>	A worm may teleport anywhere but does nothing else.
<u>Push</u>	A worm can push another one off the edge of the table if the target worm is within 3" of the edge.
<u>Kick</u>	1D6 damage and the target worm moves 1D6 away from you.

<u>Damage</u>	When a worm takes 15+ points of damage in one hit, he will be thrown backwards 3D6.
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<u>Dig In</u>	A worm can dig in during a turn but will be unable to fire until the next turn. The worm can then only be hit with blast weapons.
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<u>Airdrops</u>	Roll a D10 on a 10 you can select a point on the tube for an airdrop. Roll a deviation dice and 2D10 for distance. To Select what's in the box, roll a D10 on a 1 Chain Gun, 2 Air Strike, 3 TNT, 4 Flame Thrower, 5 Homing Missile, 6 Sheep, 7 Banana bomb, 8 Air Drop, 9/10 Medic.
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<u>Fear</u>	If a worm is within 5" of a horror worm he will be petrified and cannot move or fire
<u>Medics</u>	A surgeon will pop up from the box and will give 10D6 health back to the adjacent worm.

<u>Comillion Armour</u>	This armour may only be used by Predator Worms. This gives the worm the ability to be seem invisible may not fire whilst invisible. Any worm within 2" may attack -3 to hit
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<u>ALIEN WORM'S</u>	An alien worm is the most deadly off all. May only attack in close combat may only bite and move up to 18". Damage 20D10
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<u>Worminaters</u>	worminaters may have an addisnal 50 hit points. When reaches 0 hits roll D10 and on a 4+ he has the addisnal 50 points may roll only once.
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