

WEED killer

update
patch



revision
1.1
(a)

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Grenades

Under the rules for Grenades it says roll against the to-hit to see if you throw the pin, but under the chart it doesn't list a number. Is it the range in inches?

This was a bit of a mistake. The rules say look at the table, the table says look at the rules. I'm sure there are some people somewhere still following the instructions and flicking back and forward between the two pages trapped in some kind of rule loop, slowly starving to death. Sorry about that.

Throwing the grenade should be in some way related to how far it is being thrown. To make a successful throw, roll four D6 and double it. The resulting number needs to be higher than the range to be successful.



Firing projectile weapons

Firing is assumed to be possible only within a 180 degree arc of the direction the character is facing.

If a vegetable is hit just prior to firing, they suffer a penalty of two to their roll. What should also be pointed out is that if they are hit more than once in that turn, they suffer that penalty for each hit.

All weapons except for grenades and napalm are considered to have unlimited ammo. It has also been suggested however that for some scenarios, ammo should be strictly limited, and ammo dumps placed strategically around the playing area. This provides a focus for attack and defence, which can give the game a bit of direction, without a complex scenario.

Random movement

When I wrote the rules, I tried to keep everything to d6 dice, as I didn't think proper wargamers would buy the game. How wrong can I be? I think everyone who has bought it is a wargamer. If you have a d12 use it. (The dice though, not the Rap group with Eminem) It will provide less bias results than 2d6.

The physics of movement.

Those vegetables who have feet run about in a conventional manner (wot?) whereas those without do indeed bounce about like a space hopper!

WEED KILLER

Melee

As standard, melee damage is a simple 1d6. The original rules assumed that all the vegetables would be using unarmed combat in melee situations. We'll rectify that here, with the introduction of:

The Cutlery Drawer

The Peeler

Often associated solely with potatoes, the peeler can inflict disfiguring damage to almost any vegetable. The damage varies according to the intended victim. All these modifiers have of course been tested in our kitchen of science.

Weight: 2

Points: 4

Damage: +4 (to carrots, potatoes, mange tout, and asparagus.) **+2** (to Chilli peppers, Aubergines and hemp) **+6** (to sweetcorn)

Pairing Knife

A short stabbing or cutting weapon. Universally quite effective.

Weight: 2

Points: 3

Damage: +2

The Cleaver

A rather large close combat weapon of mass destruction

Weight: 4

Points: 4

Damage: +6

The apple corer

Basically used as a thrusting version of the peeler, to gouge out large sections of

the opponent. Damage is the same for all victims, but no damage caused to the leafy body of the hemp

Weight: 2

Points: 4

Damage: +4

Garlic Crusher

The vegetable equivalent of the mythological "Nepalese Combat Pincers". The weapon is used to directly attack the targets testicles in a truly horrifying manner.

In addition to the damage, the victim must make moral roll each round while they remain in this melee situation.

Weight: 3

Points: 5

Damage: +5

The Whisk

A bit of a crap weapon really, but there's no accounting for taste.

Weight: 3

Points: 2

Damage: mild irritation only.



WEED KILLER

Vegetable update

In the world of genetic modification, things change so quickly. Here's some of the latest developments on the vegetables themselves. (Not things that were just missed out before...oh no...scientific advances...yes, that's it, scientific advances (etc)

Mange Tout

On releasing their little arsenal of peas, the mange tout's body remains inanimate. If it is still there when the peas return to it, they can re-enter (oo-err) and revive it, with one hit point per returning pea. The remains of two pea platoons may join together to re-animate one mange tout body, so long as the hit points do not exceed its original maximum.

While out of the body, the peas can bounce along at the mange touts normal rate of movement.



Hemp.

If hemp are struck with any kind of fire weapon, the smoke is going to be a factor. Any character within 18 inches of the hemp in each turn following the ignition, until it goes out or dies will be affected. Any affected party must roll 1d6. On an even number, it will operate on the random rules for that turn. He may re-roll for every turn that he remains inside the smoke area.



Potatoes

As potatoes have more eyes, it has been suggested that potatoes could be given 2 less hit points on the body and two more on the head.

Carrying capacity:

A vegetable with a carrying capacity of 6 is not currently able to use weight 8 weapons. An optional fix would be to say that ammo for weight 8 weapons is 2, and is already included in the weight for stronger Veg. This would mean that carrots can use weight 8 weapons if they have a second carrot carrying the ammo and helping to load. If the second carrot is killed, the weapon cannot fire until a replacement loader is found.

WEED KILLER

On now to some clarification on the rules. Starting with the Turn Sequence:

Initiative:

Initiative is intended to be worked out per character. If characters are working closely as a unit, and that unit is firing together at a single target, initiative can be worked out for the group.

As an optional rule, the bid made for initiative could be less than zero. As such, instead of facing a penalty, the character can get a bonus on their roll, at the expense of firing even later. The world doesn't stop while one vegetable takes aim, so if the person bids in this way, they don't fire until the next turn, receiving the appropriate bonus. The target must be stated when making the bid, and the target must still be in range, and within the arc of fire (180°).

In the event of two characters or units



who intend to shoot at one another bidding the same amount, I would suggest "a Name That Tune" style bidding contest, where the two players involved continue to reduce their chances of hitting, until one gives in. (The loser still shoots with the modifier they last bid.)

Weapons:

Fire is dangerous. Anyone who has played the game will realise that the flame weapons are very dangerous. This is very deliberate. There is nothing that plants should fear more than fire. After all, plant life is nothing more than fuel for it. (although some people think plants are food. This is madness! Vegetables are the food that food eats!)

When firing the single shot napalm tube, the explosion template is the same as that used for the bazooka.

The Flamethrower wasn't covered as well as it might have been. My original plan for the flamethrower was to use Carvol capsules filled with lighter fluid as actual mini-flamethrowers, with the character taking damage for as long as the model stays on fire, but hey, don't try this at home kids. Treat characters hit by a flame thrower as if they have been hit by a napalm dispenser, but they only stay alight for the following turn. During that turn, they can be shot again. If the attacker can stay within range, he can continue setting fire to the victim until it dies.

Obviously, this weapon is not without risk. The victim could quite easily run screaming straight toward the attacker, and set fire to them. If a vegetable carrying a flame thrower catches fire, they will erupt in a ball of flame which is treated exactly as per the napalm rules.

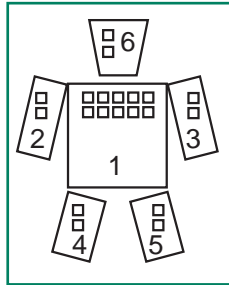
WEED KILLER

The Aubergine

Not much different to the potato really, from a playing point of view. It just amused us to make one that looked like Mr T (B.A. Barraccus out of the A-Team) One idea to try, by way of special rules, is the ability to create ridiculously improbably special weapons out of things they find lying around. Maybe some kind of egg launcher out of a hub cap and two hose pipes. What must be strictly observed though is that none of these weapons can produce fatal results, but they can send the enemy flying through the air considerable distances. I suggest that the referee should only allow these weapons if the suggestion is sufficiently ludicrous and physically harmless. the down side to the

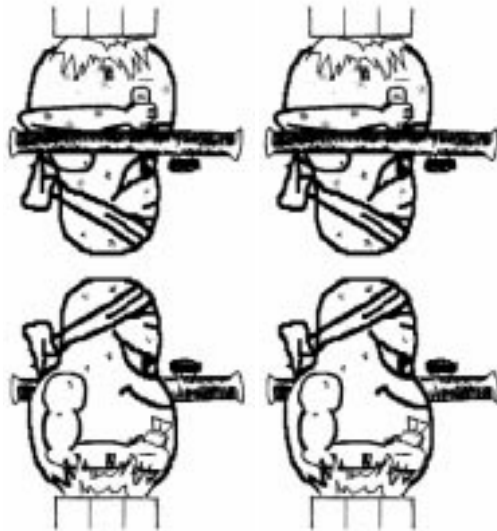
aubergines Mcgyver like creativity is that the only way you can get him on a plane is by drugging him with milk. He will fall for this every single time, and if the game is being played in a kitchen or farmyard scenario, special care should be taken to avoid milk in case he dumbly wanders over and drinks himself to sleep.

Hit points: 20
Movement: 5
Carrying Weight: 6



Additional Pieces

Thanks to Alan Blake for drawing the first of our contributed stand up pieces, with this heavily armed potato:



WEED KILLER

Battle Report (By Alan Blake)

As promised here are the results of our first game. This game took place before your Occasionally Asked Questions page appeared so we made up several things but stayed true to the spirit of vegetable carnage.

Eg. we decided that blind veg didn't need to make a morale check for the horrors of war.

For our first battle we limited each team to 70 points.

Team 1:

- 3 x Sweetcorn with two pistols (the picture looked so cool I had to try for reservoir veg)
- 1 x Sweetcorn with Uzi



Team 2:

- 1 x Sweetcorn sniper
- 1 x Sweetcorn with shotgun and grenade
- 1 x Potato with bazooka
- 1 x Potato with napalm tube

The battle lasted 6 rounds. We applied initiative and the To Hit penalty to the whole team. We took it in turns to move each character, the initiative winner going first, but the loser could move in response (we were going to cheat anyway so we made it legal).

There was no melee combat but we decided that guns would go first before fists, feet, or stalks.

We started just outside of long range. The field of honour was the dining room table. There were two areas of hard cover (mugs of tea) close to each team start position.

Team 1 lost. Massively. Whilst Sweetcorn with pistols look cool, they are sod all use at long range.

Round 1

T2 was able to blind a character from T1 (Mr Yellow). Although, to be fair, he actually shot his own head off (-2 penalty from a sniper inflicted chest wound was just enough to cause a miss of 11).

Round 2

T2 napalmed another from T1. With two characters from T1 moving, and

WEED KILLER

firing, at random T2 was easily able to gain control of the hard cover.

Round 3

T1 finally managed to shoot the sniper. It was only a minor wound but it turned out to be enough. T2 opened up with the bazooka at medium range and missed (HAHA!!). The misfire caused it to hit the bunny rabbit mug which the sniper was using for cover. The sniper was well within the blast radius.

Round 4-6

A horrific combination of shotgun, grenade, and running burning shooting Sweetcorn, finished off T1.

Notes:

Bazooka text description has dmg as 3-18. Chart has dmg listed as 2-12. We went with 2-12 because my side was being slaughtered.

Facing rule. Decided that each veg could aim at any target in a 180 degree arc. Assumption was that anything that could be shot accidentally on the misfire rules could be aimed at deliberately. Direction of facing was then changed to point at the target.

The shouting phase started as quiet discussion, then became a sort of weeping/laughing phase.

We allowed team members to pass weapons with no penalty if the characters were touching.

We also decided that looting a body

should take 1 round.

Credits

Big thanks to everyone who sent ideas in for me to share with other players. Most notable among them: Alan Blake, Denny Graver, Pete Clinch, and Stephen Williams.

Please keep contributions coming. The web-site doesn't get updated as often as I'd like, what with work commitments and such, but this stuff makes it out eventually. Besides, if you all buy enough copies, I can give up work, and write crap all day!

Copyright etc

Everything to do with this stuff, be it now, or a million years into the future, is mine all mine!

Errata

- If you swallow chewing gum, it sticks to your insides and kills you.
- If you swallow pips from fruit, a tree will grow out of your ears.
- Punching a shark on the nose will deter an attack
- Older means wiser.

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WEED KILLER

Introduction

Firstly, I'd like to thank everyone who has bought a copy of the game. It was my hobby for a while, and as with all hobbies it did cost money, so every copy I sell helps to offset that a bit. Secondly, and perhaps more importantly, I'd like to thank everyone who emailed me afterwards, with questions, suggestions, pictures and comments.

Rather than just list these ideas, or answer specific questions, I have decided to use them as a starting block to put together some additional pages of green peril mayhem.

Think of this as the downloadable Weedkiller version 1.1 software patch.

We'll start by introducing a couple of new characters to the rules. Those of you who saw us at salute will have seen these in action before, but now they can be officially added to your allotment.

The Onion

A staple ingredient in any meal or army. It's obvious that the onions special attack must be its power to make your eyes water. I decided in the end, that producing this effect through solid kick in the knackers seemed a bit basic, and on play testing the better option was a constant tear gas attack. Think of it as a particularly bad case of B.O. No characters (friendly or enemy) can come within 10 inches of the onion. The only exception to this are the chilli pepper, and other onions. Any other characters

must make every effort to move outside of this 10 inch boundary, however inconvenient. If obstructions mean that this is impossible, the character is unable to shoot during the time it is inside this boundary. This exclusion zone makes the onion useful in two ways. Firstly it is an extremely useful tool for keeping hemp away from engaging your troops in melee. Secondly, the onions can be used to herd your enemy right where you want them.

Hit Points: 15
Movement: 10
Carrying Weight: 5

