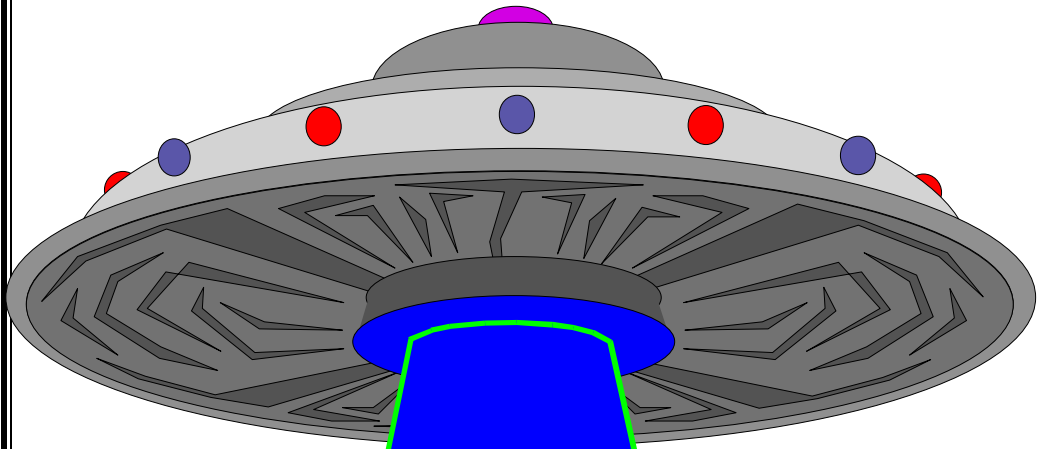
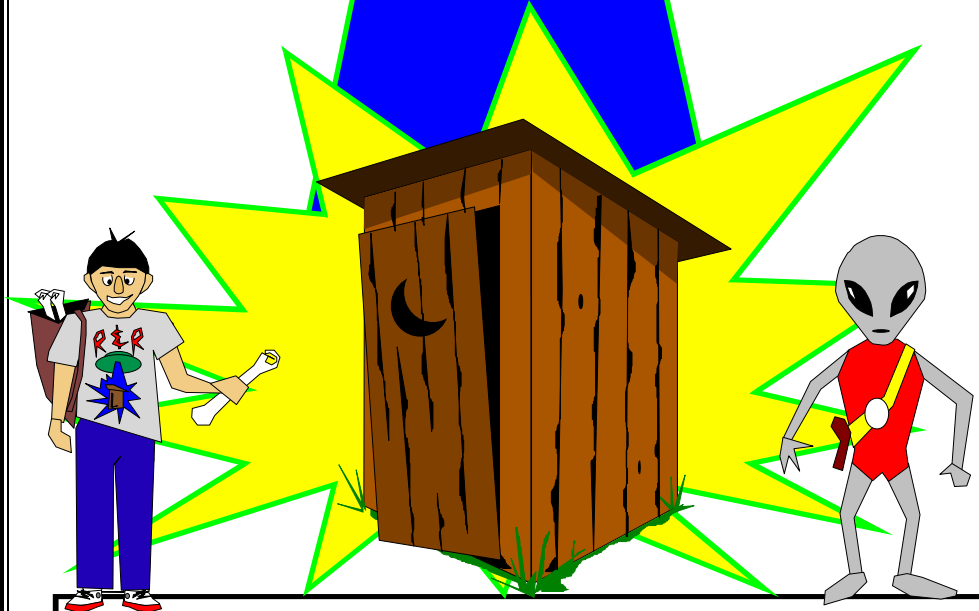


# RAYGUNZ & REDNECKS INCIDENT AT SPANKY BOTTOM



We ain't alone Ya'll...

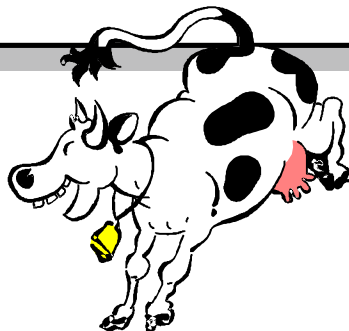


## The Play-at-Home Version of Raygunz & Rednecks!

Includes almost everything you need  
to play Raygunz & Rednecks at home!

Cut-out Buildings, Flying Saucers, Vehicles, Trees  
and 54 human & alien pieces! Complete rules  
and 60 human reaction cards!

(Some Assembly Required)



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REVUE BOARD  
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"Where No One has Wanted to go Before!"





# RAYGUNZ & REDNECKS<sup>®</sup>

## INCIDENT AT SPANKY BOTTOM

**DISCLAIMER:** You **WILL NOT** like this game if you tend to take life too seriously! If you think there can't possibly be enough rules here, then it's probably not your kind of game. Let me be the first to encourage you to seek other entertainment. **However**, if you think a couple of pages of rules is over doing it a bit, or that the word "Spanky" is just too interesting to pass up... well then, this is *exactly* what you want! It promises to be entertaining without being taxing and is intended to be as enjoyable for the losers as for the winners. Remember, if you start to take a game with the word "*rednecks*" in the title seriously, then you are probably more disturbed than the guy that wrote it.

Sit very still...we'll call an ambulance.



Each player plays one of three alien races that have landed in this tiny Appalachian village. The object of the game is to kidnap as many humans as possible for "research" and get them back to the saucers. As a representative of a race of "visitors", you want your group of aliens to get more victims back into the saucer than the others!

### GAME SETUP

If you've just opened the game you first need to put the buildings and pieces together. Check out the sheet titled "Stuff Ya'll Need" in the "Card Building Tips" section for directions.

The game is designed to be played on a 6'x8' foot table (two regular folding tables, side by side) but any dinner table or living room floor will do. The area of the game isn't standardized. A smaller area just means a little more work moving the humans and such. Cover your area with a greenish tablecloth or blanket and lay out the buildings. The game includes everything you need to play, but additional terrain and such makes the game look even better. (As for trees I like the Styrofoam ball-on-a-stick method. Lots of trees without lots of money!) In laying out the playing area it's best to have the saucers at one end and the town at the opposite end, towards a corner. The center of the table

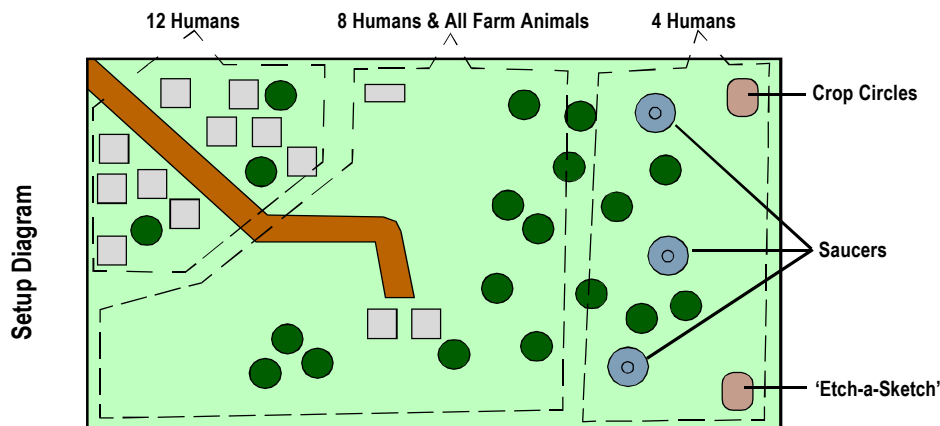
should have the farm and the forests and a road should run from the center of the town out towards the farm (see the Setup Diagram.) After you've played a couple of times set the game up differently to have a whole new strategy. Adding a lake or river will make teleporting more interesting!

### PIECES SETUP

The dispersion of the humans/victims should be about four in the zone between the forests and the saucers, eight around the farm along with all of the farm animals, and the rest around the town. A construction crew and a policeman should be near their vehicles along the road between the town and the farm somewhere (at least 18" apart). It's best if you can put the proper people in the appropriate place. (Put the farmer by the barn and the trucker by the diner, etc.)

The layout is optional but it provides a game which will force players to teleport into the town and still offers a wide array of targets for players so they split up early. (Yeah, I know...way too much thought, huh?)

The aliens and automatons start the game with their bases touching their own saucers. These saucers should not be closer to each other than 12" or the aliens will spend too much time fighting amongst themselves!



## The rules are pretty simple.

### In a given turn...

- ☛ **ALIENS** can *move*, *shoot*, *nab*, or *teleport*.
- ☹ **HUMANS** can go *duh?*, *flee*, *fight*, or go *ga-ga!*

After determining the initiative (which crew goes in what order) by rolling a d10 (high man wins) each alien crew executes the following steps every turn:

1. **ALIEN Movement**
2. **Draw Human reaction cards**
3. **Rectify Reaction**
4. **Rectify ALIEN Combat**

Repeat steps 1-4 until each alien side has gone once...then roll initiative and do it again!

#### ALIEN MOVEMENT



Measure movement and ranges from the front of the stand to any portion of the targeted stand. All measurements are in inches.

Complete all Alien movement for the side before drawing human reactions.

There are only two types of alien movement: MOVE or TELEPORT. While using either of

these, aliens or automatons can carry stunned human victims for free.

- In a Regular MOVE the alien can move 10". There is no cost for turning around (facing changes) and the penalty for climbing or rough terrain is always double (one inch counts as two.) Automatons are robots and cannot teleport. Unlike aliens, they can move 24" though, and don't pay extra for rough terrain.
- In a TELEPORT an Alien being (not automatons) can move to any point on the board by the use of special alien technology. Teleporting anywhere on the board other than back to their own saucer (no roll is required for this) is a little risky. When teleporting anywhere but their own saucer, a deviation roll must be made (use scatter die & d10 to determine distance and direction off of aiming point) If the result means the alien would materialize inside of a human/animal figure then that figure is immediately destroyed (in an icky, gooey explosion of tissue and guts! Hooray!) If the result would have the alien materialize in something solid (buildings, vehicles or trees) or off of the board edge, then the alien takes a wound and the computer teleports them back to the ship. Aliens cannot willingly enter opposing saucers. Special antitheft devices (required by intergalactic insurance companies) prevent this. Teleporting into another sides' saucer is bad form. Treat it just like teleporting off of the board edge.

#### VICTIM- HUMAN MOVEMENT

Humans, being an unintelligent species, are controlled by the winds of fate. Each time an alien being or an alien automaton comes within 12" and direct line of site of a

human (in the front 180° arc) or comes into any base-to-base contact, a REACTION card is drawn. The results are applied immediately. Humans only react once per turn (draw only one card) for the nearest alien they see. Stunned aliens do not generate a reaction but aliens that stand up in a human line of sight do.

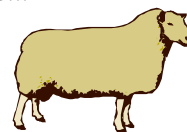
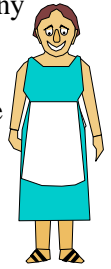
Humans react in one of four ways: "duh?", flee, fight, or "Ga-Ga"

- **"DUH?"**: The human freezes in place and offers no resistance to the alien. (Same as "stunned")
- **FLEE** : Before the game or when the first card is drawn, pick a direction to be "12 o'clock". If your sitting at "12 o'clock" the board edge to your right is "9 o'clock" and to your left is "3 o'clock". The edge opposite you is "6 o'clock". The human moves in the direction and distance the card says. For example, the card says...

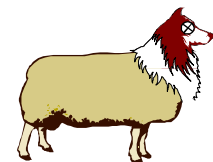
#### **...Human reacts by facing to 6 o'clock & fleeing 9"**

If you are sitting at "12 o'clock", the human would face and move away from you 8 inches. If the reaction forces the human into "contact" (base-to-base only) with another alien the human has to fight! (Remember, a human draws only one card per turn, even if it sees another alien at the end of its move!) If it reaches the board edge then it bounces directly back as many inches as it needs to fulfill the Flee amount.

- **FIGHT** : Though not particularly intelligent, humans *can* be DANGEROUS!!! Every human has some method by which they can fight back. If a FIGHT card is drawn the human attacks the alien. If the human isn't in contact it will charge to contact with the alien that forced the card to be drawn. Rectify combat as per the procedures in the section marked (you guessed it...) *FIGHTING*.
- **"GA-GA"**: OHH YEAH! If a human has a particularly nasty reaction to the alien they get *very* unpredictable! Each Ga-Ga card has special instructions.
  - The last type of cards are the **"URGE"** cards. These require the alien that drew them to do really cool "alien-like" stuff. You know...make a crop circle, hack a poor defenseless farm animal or draw big sand pictures. They are all useless and definitely silly (You're not wondering why they were included, are you?!) If you get one of these cards, just do what it says immediately. In the case of the crop circles or Etch-a-Sketch, place your alien in the required area for the rest of this turn (he's free to move again next turn) and in the case of the Call-of-the-Wild card, move it next to the nearest farm animal and replace the animal with the "mutilated" or "experimental" animal marker. In case you can't tell the difference here is an example...



Normal Sheep



"Experimental" Sheep (sheep-dog)

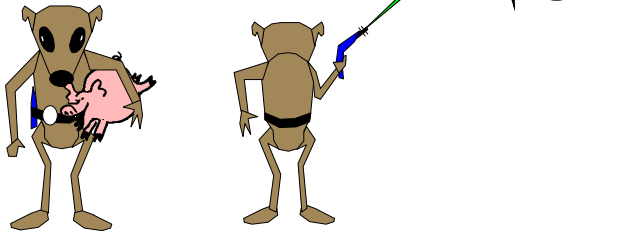
## FIGHTING

Every figure on the board has a “fighting” die. All hand-to-hand combat is resolved by competitive die roll between all of the figures in base-to-base contact, with the high roll winning.

- All alien beings use a d10 for fighting.
- Alien automatons use a d12.
- All humans use a d6 (some humans are “armed” and receive bonuses to their rolls)

Remember, the result of a fight (no matter how many parties are involved) must be just “one-man-standing” so, in a fight with a lot of aliens involved, everybody rolls their fight die once and then ranks the results. The highest man wins (ties roll off unless beaten) and all others take a hit for EVERY die that beats them! And then, those that are alive but lost, are stunned!

If an alien wins, the victim is stunned for the rest of the game and can be carried or teleported back to the saucer on the following turn. If a Human wins, the alien takes one hit and is stunned for the



rest of the turn. The human will draw another card on the next turn and may fight or flee as instructed. The figures will stay in contact, unless something else happens, for the rest of the turn.

*Please note:* Once a human is stunned it no longer cares which of the alien forces takes it away. The alien that made the “kill” cannot move anymore for the turn so be sure you’ve planned out what to do with your victim!

**THE KICK O’ DEATH:** If an alien’s turn comes up and he is in contact with a stunned enemy alien, the attacker can try to attack the “down” alien with a “kick-o’-death.” Roll a regular attack die...on anything but a 1 or 2 the victim takes another hit, on a 2 the victim is jarred awake and you fight normally, while on a 1, the victim stands up and the *attacker* takes a hit and falls stunned, hurting his poor little alien foot!

**SHOOTING :** Alien beings (not automatons) are equipped with a special disrupter/phaser/ray-gun that allows them to shoot at humans or other aliens. The shooter must make a “to hit” roll based on the range from the alien to the target as follows:

- 0”-12” = a 6 or better on a d10
- 13”-18” = an 8 or better on a d10
- 19”-24” = a 10 on a d10

If the shot hits a human or animal, a roll of a “10” on the “to hit” results in *death* for the target. Otherwise, the victim

is stunned for a turn and can be carried or teleported back to the saucer. If the shot hits an alien, then the victim takes one hit and is stunned for the rest of the turn.

## STUNNING & DEATH

Humans and animals are really quite fragile and can easily be killed during the course of a turn, however, Aliens are superior and it takes a lot of damage to subdue one. Humans are accidentally killed in any fight where an Alien rolls a natural “10” Automatons don’t have this problem.

Aliens can only be killed through the elimination of their “wound” points. All Aliens and automatons have three (3) wounds. Represent wounds on aliens by placing a penny or poker chip underneath their figure. Watch that these don’t get left behind while moving the figure! When the third hit or wound is scored against an alien figure, it’s dead!

A stunned Alien figure cannot move or shoot until they recover. Stunned aliens recover at the beginning of their player’s movement but they can’t do anything else for that turn. Represent stunned aliens and humans by tipping their figure or piece over onto its side. Dead aliens and humans are removed from play.

## THE GM’s RULE

As with all games, this one is intended to be “fun” and even maybe a little entertaining. If you find yourself in a dispute with another player, and there is no impartial party to intervene, dice for it! High man wins his way this time. Next time dice again! Just remember, the overall rule...

...Please, no whining.



### **Sharin’ the Blame:**

If you are reading this copy of the rules it means you have purchased a “first edition” of the...

#### **Raygunz & Rednecks: Play-at-Home Version**

(©2001 & 1998 Ray Redecker)

As with all things, however, there are a lot of people to thank (or accuse) of helping. The following people have graciously donated their sanity for the sake of game testing...and even though they would probably rather not be mentioned in writing, here are the culprits:

Angel Redecker, Aaron Redecker, Lee Neher, Julie Parson, Paul Neher, David Baldrige, RJohn Caple, Francis Caple, Dee Davis, Wade Draper, Ann Hylton, Michael Surface, Alan Winterowd, Keith Yingling, Jeff Yoder, Matt Yohe.

There are too many more to mention who’ve also played at NIGA’s PentaCon and to all of them I say thanks!

