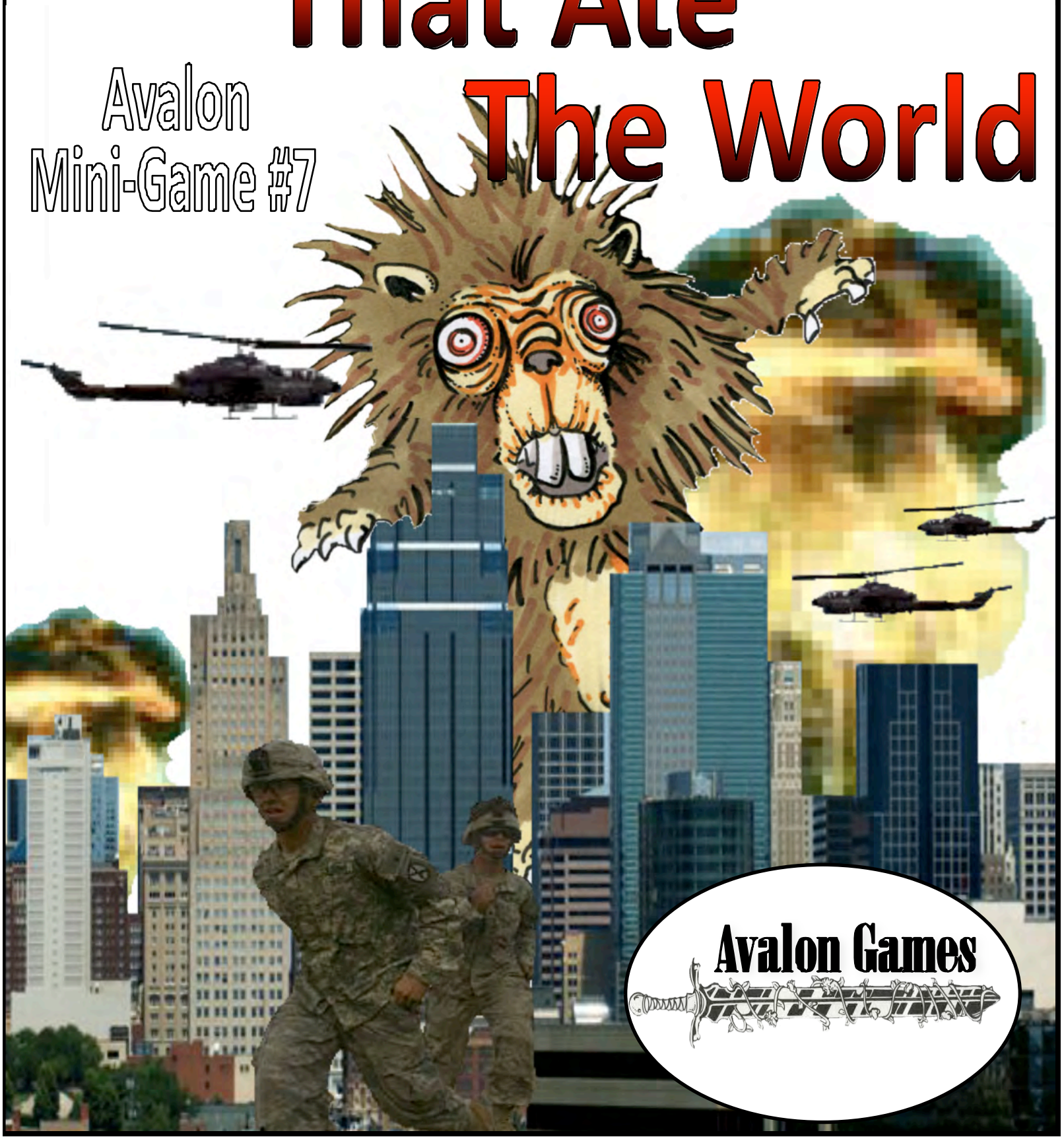
The Hamster That Ate The World

Avalon
Mini-Game #7



Avalon Games

General Stormgunden chewed on his cigar and grumbled under his breath. “Damn hamster has broken through our left flank,” he finally told the president as the two of them watched the news footage on the television. Stormgunden watched as the small man next to him paled at the thought of the monstrous beast rampaging about the country.

“Ain’t nothing now to stop the beastie. He‘ll be in the capital by nightfall,” the vice president said over his fourth scotch. The man is drunk, Stormgunden thought with a sneer as he bit down on his cigar once more, twisting it about his mouth.

“We have only one hope sir,” he spoke once more, turning to the president. “Nukes.”

The Hamster That Ate the World is another great Mini-Game from Avalon Games. Some mad scientist, somewhere, for some insane reason, has injected a small hamster, Mr. Chips, with who knows what. Now the hamster has escaped, grown and gotten hungry.
Only the cities of the world can now feed this ravenous hamster.

A fast game of hamster rage and human desperation, can you stop the 200 foot hamster before he crushes the cities of man under his hamster feet? Can you play Mr. Chips, and try to end the rule of man, ushering in a new age of hamster domination?

An Avalon Games Product, All rights reserved, Version 3.0, 2011

All comments, suggestions and contacts can be made to…

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at…

www.avalon-games.com

Game design, artwork and layout by Robert Hemminger

Edited by Jeff Brewer

Contents

Introduction	Page 2
Game Construction	Page 2
Getting Started	Page 3
Mr. Chips	Page 3
Human Forces	Page 3
Turn Order	Page 3
Mr. Chips' Growth	Page 3
Human Production	Page 3
Mr. Chips Moves	Page 3
Human Forces Move and Fire	Page 3
Radiation Effects	Page 4
Movement	Page 4
Combat	Page 4
Line of Sight	Page 4
Indirect Fire	Page 4
Production of Forces	Page 4
Winning the Game	Page 5

Introduction

The Hamster That Ate the World is a fast-paced strategy game where one player takes on the role of the 200-foot tall hamster, Mr. Chips, while the other player controls the military forces trying to stop the monstrous hamster from destroying all their cities.

Played in turn, the game is fun, fast and easy to learn, so enjoy yourself and have some giant hamster fun.

Game Construction

The first thing you will need to do is construct the game components. For the most part, the amount of time and extra expense you put into the game's construction is up to you. The simplest method is to print out all the parts, cut them out, and start playing. Paper pieces are a bit difficult to deal with though, so if intend to play The Hamster That Ate the World often, and I hope you do, then you may want to invest a bit of time and effort in making your game components more durable and reusable.

Suggestions on Component's Construction and Printing

First off, if you want to spend the money, you should buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and a map board. Next, get your hands on some spray glue (available at most craft stores and office supply stores). Use this to mount the components onto thick card stock or chipboard. This will make the parts easier to pick up and use, which generally creates a better overall experience. Should you wish, you can protect your many pieces with clear self-adhesive lamination sheets (again, available at most office supply stores).

Getting Started

Lay out the map boards and decide who will play Mr. Chips and who will play the military trying to stop him.

Once sides have been set up, the hamster player should place the Mr. Chips counter on the hex marked **S**. This is the hamster's starting location, the super secret military lab where he was created (yeah, that's right, we did it to ourselves).

Mr. Chips

The player that is playing the hamster should lay the Mr. Chips chart before them, and use this sheet to record the damage and growth of the hamster. On the sheet are the locations of Mr. Chips' different body parts and the damage he can take. Each time a hit is scored on the hamster, darken a circle to show the damage and its location.

Each time Mr. Chips grows taller, you may either erase some of these darkened circles, or even add new ones to the chart. Simply draw in the number of circles needed in the correct location.

Any time that Mr. Chips is brought to 0 hits in a set location, apply the effects of that damage to his activities. If at any time he is dropped to 0 hits in all locations, he has been slain.

Human Forces

The human player takes control of the military and their attempts to stop the monstrous hamster. Each turn, new forces are produced, and those forces in play may move and attack the hamster. The game then becomes a race of sorts. Can the military stop the hamster before he devours all of the cities on the map?

Turn Order

Each turn is conducted in order, as follows. Each activity in the turn must be completed before the next activity can begin. Once all activations for the turn are completed, a new turn is started and it all begins again.

Turn Order

Mr. Chips' Growth
Human Production
Mr. Chips Moves
Human Forces Move and Fire
Radiation Effects
New Turn

Mr. Chips' Growth

At the start of each turn, Mr. Chips both grows taller and heals some of the damage he has taken.

Roll 1d6, on a roll of 5+, Mr. Chips grows taller. Roll 1d6 again and add the number rolled to his damage circles. These circles can be added to any location and in any amount you want.

Next, roll 1d6 again. On a roll of 4+, he heals one hit of damage taken to each location. If a location has taken no damage, then he heals none to that location.

Example:

Mr. Chips begins a new turn and rolls 1d6. He rolls a 6, and so grows this turn. Rolling another d6, he rolls a three, and so may add three circles to whatever locations he wants to. This gives him more hits that he can take in those locations.

Finally, he rolls yet another d6. This time, though, he rolls a one and so the hamster does not heal any wounds taken in previous turns. Had he rolled a 4+, he could have erased one darkened circle in each location where he had taken damage.

Human Production

At this point in the turn, the human player may generate new forces to battle the hamster. Each city produces one to five points worth of military assets. These assets are spent to buy new tanks, troops and the like.

Forces that are produced this turn may be moved and used when the human forces are allowed to do so later on in the turn.

Mr. Chips Moves

Mr. Chips now gets to move. He may move all, some or none of his four hex movement rate at this time.

Human Forces Move and Fire

All human military forces may now move some, all or none of their movement rate. Those units capable of doing so may make an attack on the hamster at this time as well

Radiation Effects

Any unit in a hex with a radiation marker, including Mr. Chips, takes one hit of damage. This will kill human units, but Mr. Chips only gets a little toasty from the hard radiation left over from the use of nuclear weapons.

* Note: The hamster player may place the damage taken from this radiation anywhere.

Radiation counters are produced each time a nuclear weapon is used on the hamster and remain in effect for the rest of the turn.

Movement

When a unit gets to move, be it human or Mr. Chips, move the counter through a hex face into a new hex. Continue this movement until the unit has completed its move or run out of movement points.

Some terrain in the game will affect the movement of human units, as shown on the movement cost chart. If a unit does not have enough movement points to enter a new hex, it must remain outside that hex until the next turn.

Mr. Chips is too big to let a little thing like a forest or mountain range stop him, he just walks over them.

Human units may pass though a hex containing another human unit, but may not stop in that hex.

Human units may not pass through hexes that Mr. Chips occupies.

Mr. Chips may pass through human units without any penalty, and in fact destroys those units he passes over (see Combat).

Combat

Combat is different for the human forces and Mr. Chips. Being so big and terrible, Mr. Chips just destroys all things in his path.

Any time Mr. Chips passes through a hex containing a human unit, that unit is destroyed.

At the end of his movement, any human unit in a hex next to Mr. Chips is destroyed.

Human units, once they have all moved, may make attacks on the hamster. Each unit rolls 1d6 to determine if it hits, using the stats given for that unit on the human unit chart. Any roll with a total of 5+ scores a hit.

Each unit that hits the hamster will do the damage indicated for that unit type. Roll 1d6 and apply the damage to the location on the hamster.

Line of Sight

Most units need to have a line of sight and/or be in range to attack the hamster.

To count the range between the firing unit and the hamster, count the hexes in between the two, not counting the unit's hex, but counting the hamster hex. If the unit is within range of the attack, then roll to hit as normal.

All units must have a line of sight (save for indirect fire). To find out if the unit has line of sight, trace an invisible line between the unit and the hamster. If any hex with terrain lies under the line traced, the line of sight is blocked.

Indirect Fire

Artillery units may make an attack, even if they do not have line of sight. To make an indirect fire attack, the human player must have at least one unit which does has line of sight.

The artillery unit then makes its attack as normal. If the attack fails to hit its target though, roll 1d6 on the scatter chart to see which direction the artillery shell flies. Then roll another 1d6 to see the distance. The shell will then land where the scatter dice direct and if a human unit is located in that hex, it is destroyed.

Production of Forces

Each city on the map produces a set amount of production points. These points are used to buy new units for battling the hamster.

A city may only generate units that it has production to meet or exceed. Thus, a single hex city that produces only a single production point may only generate infantry units. On the other hand a city that has three production points may produce either three infantry units, or a tank and one infantry unit, or any combination of units that totals three.

Cities may not trade or share production points, and any production points not spent that turn are lost.

When a city takes damage and has a hex turned to rubble, it loses one production point. Of course, a city totally destroyed cannot produce further units.

Units produced start the game in one of the city's undamaged hexes.

All cities generate one point of production equal to the number of undamaged hexes that city currently has.

Winning the Game

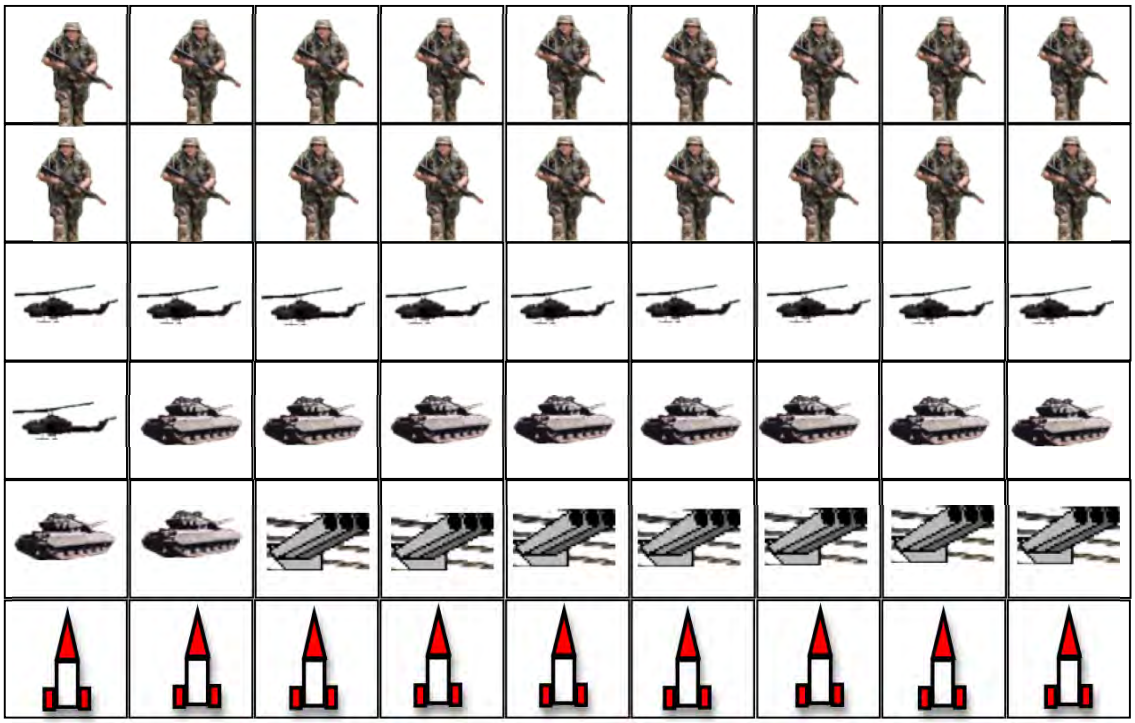
To win the game the hamster must turn each city hex in the game to rubble. For the human player to win, he or she must kill the hamster, dropping all circles in all locations to 0.

Human Forces

Unit Type	Production Cost	To Hit Modifier	Damage	Range	Movement Rate	Notes
Infantry	1	+0	1 Hit	1	2	Can enter any terrain at 1 movement point per hex
Tank	2	+2	1 Hit	3	3	Cannot enter forests or hill filled hexes. Movement along roads is at 1/2 cost per hex
Helicopter	3	+1	1 Hit	2	5	Can enter any hex at a movement cost of 1 per
Artillery	3	+2	1 Hit	5	None	Cannot move. Indirect fire
Nuclear Missile	5	N/A	1 Hit to each location	N/A	5 per	When a missile hits, the turn hamster takes one hit to each location and 1d6 hits to one location. Place a radiation counter on the hex.

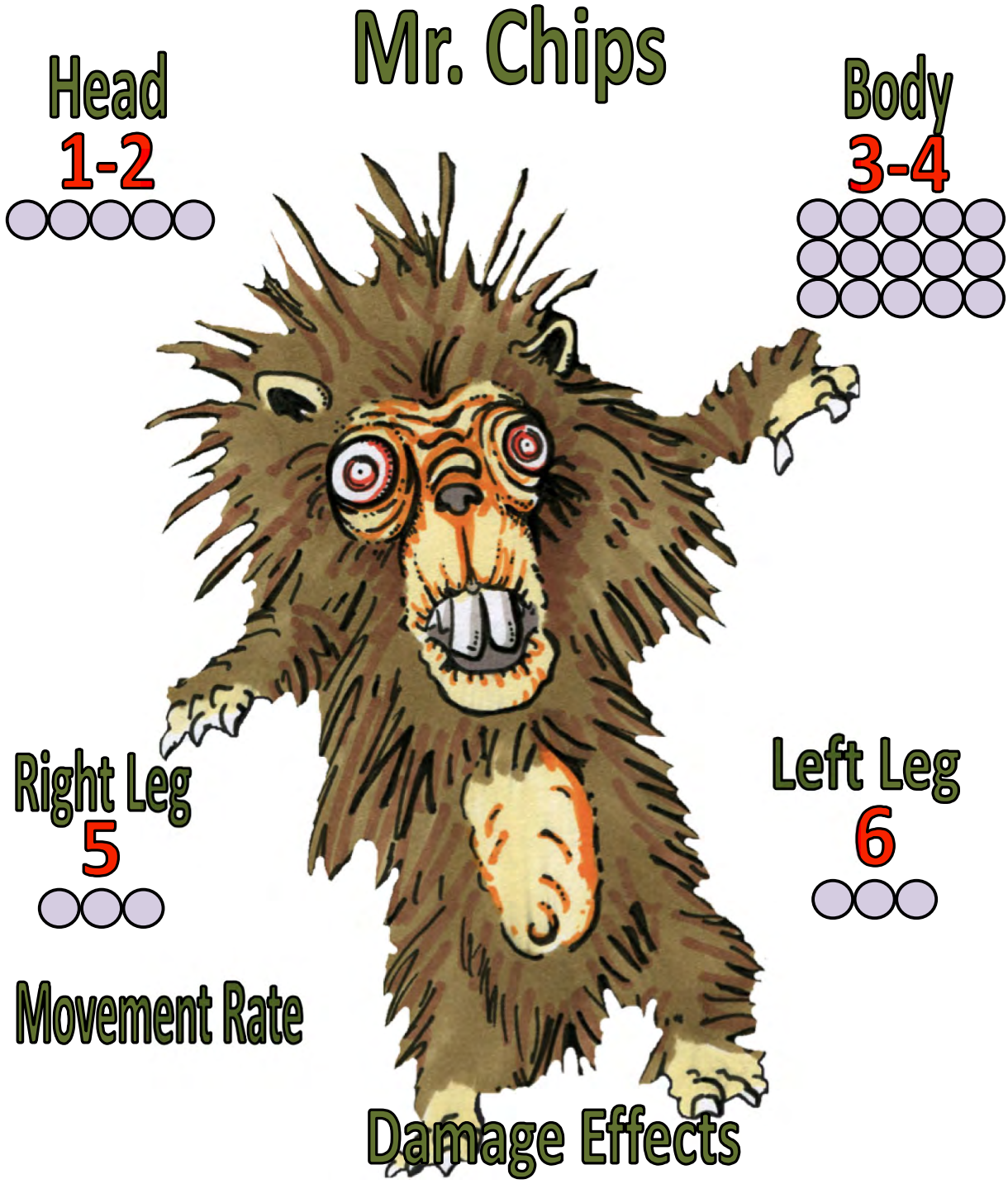
Turn Order

Mr. Chips' Growth
Human Production
Mr. Chips Moves
Human Forces Move and Fire
Radiation Effects
New Turn



Mr. Chips' Chart

Mr. Chips



Head at 0 Hits: Mr. Chip may not move or take any other action until he returns to 1 or more hits.
Body at 0 Hits: Mr. Chip may not attack human units, nor move until he returns to 1 hit.
Legs at 0 Hits: If one leg is hurt, Mr. Chips' movement is dropped to 2 hexes a turn. If both legs are hurt, he may not move until he heals one or both legs to 1 hit.