

Sandbox Hill

By
Kyle M. Jones



The Purest Tactical War Game

Rubber Bands and Plastic Army Men Not Included

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Sandbox Hill created by Kyle Jones and Frank Sabia.

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I remember that day. The sun shined brightly and the grass had grown high. You might have thought it was any other pristine, pastoral field. My ass. In under an hour we lost half of our men. The bullets flew faster than we could follow them. All we knew to do was run for cover, gunning down anything that moved. The casualties were overwhelming. I cradled a soldier's head, more boy than man, while he screamed his way painfully into the next world. Before I could even close his eyes, I was running for cover as tank artillery whistled towards us with explosive speed. Looking for a bunker, a tree trunk, anything. My eyes were filled with the sight of parts of my boys littering the landscape. An arm, a boot and (God help me) a helmet with something in it. But we never gave up. We showed those bastards that the boys of the Third Infantry could bring forth the fires of Hell as good as anyone. We lost almost the whole division. For every one of us that survived, three died. They tell us all that matters is that we won, but somehow I can't stop thinking about that soldier screaming while I held him like a baby. I think about him, and wonder if the guys in charge even know what the cost of winning was. Yeah, I was there. I was there the day we won the Battle for Timmy's Sandbox.

Contents			
Introduction	2	The Battlefield	12
What you will need	2	Setting Up	13
Meet the green men	3	The War (Objectives)	14
Moving	7	Alternate Rules	14
The Artillery	7	Developing House Rules	16
The Casualties of War (Damage Rules)	9		

SANDBOX HILL

INTRODUCTION

Sarge says, "So you want to know who ol' Sarge is, eh? Well sit your back end down, shut your word-hole and listen up. You want to know who I am? Let me tell you who I'm *not*: I'm not your best friend telling school stories about the girl you went to prom with; I'm not your doting momma baking pies for your worried pop; I'm not your sweet Petunia-May mooning over a picture of you and hoping we'll get married and have five fat kids.

"You want to know who I am? I'm the grit between your toes that won't come off in the shower until you kneel down and pick it out with your fingers. I'm guy you call when you hit a skunk on the road and need it cleaned up. I'm the guy who does all the things you know need doing but turn your stomach to even think of it. I'm Sarge, and I'm the only one who's going to tell you how to win a war."

Sandbox Hill is a war-simulation game which uses army men as soldiers and die-cast metal cars as tanks. Want your soldier to shoot another soldier? Easy. Just shoot a rubber band at him from your soldier's location, and if you hit, you inflict an injury. Sandbox Hill is fully adjustable for whatever size battle you desire. The important part is to make sure you have fun by mutilating army men and tanks. You couldn't



ask for more fun on a nice, sunny Saturday afternoon.

What You Will Need

Sarge says: "A good soldier knows that he is only as reliable as his equipment. The greatest sharpshooter in the world is nothing more than a worthless sack of garbage when he's belly down in a rice patty and his rifle misfires from the muck and slime he's floating in. The first rule of good soldiering is to take care of your equipment. The second rule of good soldiering is that if you don't follow the first rule, you make sure your sweetheart knows you love her, 'cause you're not getting the chance to tell her yourself."

To play Sandbox Hill, you will need the following (some of which you probably already have):

1. Green Men: Two packages of army men (at least 30 per package, preferably different colors)
2. Tanks: At least six die-cast metal cars (Hotwheels, Matchbox, it doesn't matter)
3. Artillery: One large bag of rubber bands (you'll need several hundred)
4. Mines: A handful of quarters
5. The Injurator: One large pair of scissors
6. The Mauler: One large hammer
7. The Moverator: A piece of string twelve inches long.
8. The Rangefinder: A standard twelve inch ruler.
9. The Iron Dice: One or two six-sided dice.
10. Eye Preserver: Two pairs of safety goggles



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Super Safety Lawyer Says, "Hello children. I'm Super Safety Lawyer. I can't fly or stop speeding locomotives, but you know what I can do? I can give you super safety disclaimers

which will insulate the creators of this game from liability! Super! Just from looking at that list of necessary items, it's clear that this is not a game for children. It involves scissors, smashing cars with hammers and shooting rubber bands. Kids, if you want to be cool like Super Safety Lawyer, then you'll stay in school and wait until you graduate to play Sandbox Hill! In fact, we don't recommend anyone under eighteen even read the rules for Sandbox Hill. We don't want to give the kids any ideas."

MEET THE GREEN MEN



Sarge says, "Being a leader is more than just telling a group of faceless troops what direction to shoot in. Those faceless joes are the meat and bones of this operation, soldier, and you better get to know each and every one of those faces if you expect them to die for your cause. You will train with them, you will eat with

them, you will fight with them and you will die with them. You have to own their hearts and minds to control their bodies and killer instinct. And that doesn't happen from the air-conditioned interior of the general's tent. So get out there and press the flesh, General, and find out what makes these men wake up every morning ready to march out and kill for you."

The general rules governing the movement and actions of your soldiers is simple. On your turn, you can activate any five of your soldiers

or tanks. Unless specified differently below, each soldier you activate can perform up to two actions: either moving or shooting. You can move a soldier twice, make a soldier shoot twice, or move a soldier once and let him shoot once. However, there are special rules for some of the soldiers which only allow for shooting OR moving during his activation. On your turn, you can move any five of your soldiers or tanks that you wish, but you can't move the same soldier or tank more than once on your turn. With these general rules in mind, meet your men:

- **The Grunts**

These are your general, run of the mill soldiers. You can easily identify them by the look of blissful ignorance on their face while they charge into battle. These soldiers follow the general rules for combat. Upon activation, they can move twice, shoot twice, or move and shoot. If moving, a Grunt can move the length of the Moverator (see Moving) in any direction per move. If shooting, a Grunt can shoot in any direction (even behind him). Grunts make up the vast majority of your soldiers and, unbeknownst to them, they are expendable. But use them wisely, because they are the workhorse of your army.



- **The Commandos**

You know these guys. Ever seen a Sylvester Stallone movie where he ambushes some



soldiers, pops up out of the pond and mows down a mess of the opposition? That's the Commando. You can identify the Commando

SANDBOX HILL

as the soldier crawling on his belly with his rifle in his hand, but it isn't aimed at anyone. Make sure you don't confuse him with the sniper who is prone and aiming his rifle.

The Commando is buried (or otherwise hidden) prior to the beginning of the battle somewhere on your area of influence. At any point in the game, whether or not it is your turn or you have used all five of your activations (Get it? That means any time), you can activate a Commando in an ambush. This means that from the spot that he is hidden, he pops up and gets to immediately fire five shots in any direction. A Commando's ambush is a free action—it does not take up one of your five activations. Until he's been activated in an ambush, a Commando cannot be used. After he's been activated, replace the Commando with a Grunt soldier (that you held aside before the game). He operates as a grunt for the remainder of the game.

Commandos are hidden on the battlefield prior to combat (set aside a number of Grunts equal to your Commandos to use after the Commandos are activated). You can bury him, throw grass and sticks over him, or use other means of camouflage. If, during combat, your opponent discovers where you hid a Commando, that indicates that you did a poor job of hiding it—what's wrong with you? A Commando that is found prior to being activated becomes a normal Grunt without getting any ambush attack. Worse yet, if he survives, he will be busted down a rank and be docked a month's pay. It is also your responsibility to remember where you hid your Commandos. If you forget where a Commando is hidden, employ the following rules: (1) slap yourself on the forehead; (2) make an appropriate exclamation (e.g., "Damn!", "Crap!", "Holy Moses!"); and (3)

call your doctor and make an appointment to evaluate your Early Onset Senility.



Super Safety Lawyer says, "Kids, even though we like to joke about the hijinks and hilarity that is associated with the absent-minded and elderly, remember that these statements are only jokes. The authors of this game in no way intend to actually degrade or insult old people, even though there is something inherently funny in watching them wander aimlessly lost in the mall. These statements are merely non-slanderous attempts at humor which are protected by the First Amendment. And remember kids, be a good scout and respect your elders. After all, the next hip you break may be your own."

- **The Gunny**

The Gunny is a machine-gun shooting bonanza. He's the soldier kneeling with his rifle mounted on a tripod; usually the rifle's magazine extends from the top of his gun. Due to the heavy nature of his equipment, the Gunny can only move OR shoot on his activation—not both. If he moves, he can only move one length of the Moverator, and then his activation ends. If he shoots, he can let loose five shots in any direction (even behind him).



- **The Sniper**

The Sniper is a specially-trained sharpshooter. He's the soldier lying in



ANIMALBALL GAMES

the prone position with his rifle aimed at a target. Make sure you don't confuse him with the Commando which is the soldier crawling on his belly with his rifle not pointed. The Sniper can only move or shoot on a turn, not both. If he moves, he can move up to two lengths of the Moverator (24 inches). If he shoots, he can get off two shots, but you do not have to take his shots from his location. The Sniper's shots can be taken from any spot within his zone of influence. The Sniper's zone of influence is a 12 inch radius circle centered on his position (use the Rangefinder centered on the Sniper for precise measurements). If the Sniper takes more than one shot on a turn, they both have to be taken from the same location within the zone of influence. The shots can also be in any direction from that point in the zone of influence. Does this make it seem like he can shoot around corners? That's just one benefit of special-forces training.

- **The BMoC**

What makes this soldier the Big Man on Campus? The giant bazooka that he carries on his shoulder, that's what. You can tell this soldier by the big dang bazooka he carries. Like the Gunny, due to his bulky equipment, the BMoC can either move or shoot on an activation, but not both. If he moves, he can move up to two lengths of the Moverator (24 inches). If he shoots, he can only shoot one time from his location. Take careful note of the point of first impact of the BMoC's shot- this is the point that determines his area of damage. Everyone within a 12 inch radius of the point of first impact takes an injury from the explosion. Use the



Rangefinder, centered on the first point of impact, to determine the explosion radius; if any part of a soldier is in that area, it takes an injury.

- **The Janitor**

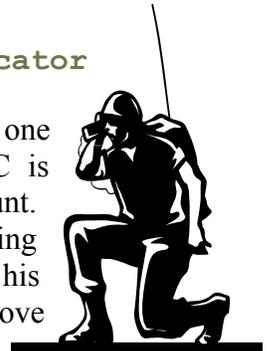
The Janitor is crucial to clearing mined areas. He's always cleaning up. You can identify him by the mine sweeper he carries (and the distinct lack of any usable weapon). On activation, the Janitor can either move twice, sweep for mines twice, or move once and sweep for mines once. A minesweeper is immune to damage from minefields and can walk through them safely. The Janitor has no ability to shoot, but can engage in hand to hand combat.



Clearing minefields: It takes five sweeps to successfully clear a minefield. A Janitor can sweep a minefield from any point within the minefield. For each sweep, stack a penny in the center of the minefield (preferably on the quarter) to keep track of how many sweeps have occurred. Once there have been five sweeps, pick up all the coins: the minefield is cleared. If the Janitor is in a spot that is in more than one minefield (if they overlap) you need to declare which field he is sweeping—he cannot do both with the same action.

- **The Great Communicator**

Each side is allowed only one Great Communicator. The GC is basically a weaponless Grunt. You can identify him by spotting the giant radio strapped to his back. On activation, he can move

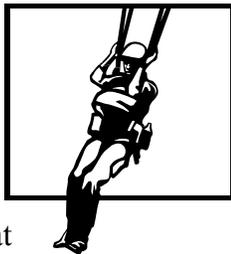


SANDBOX HILL

up to two times or use his radio once, but not both. Once during the battle, the GC can radio in coordinates for the deployment of paratroopers. (See the rules for Paratroopers below.) After using his radio function, the GC cannot use it again. The GC has no ability to shoot, but can engage in hand to hand combat.

- **The Paratrooper**

The Paratrooper is another special forces unit that swoops into combat from the skies. Prior to combat, determine how many Paratroopers each side will have, then set that number of Grunts aside. These Grunts are your Paratroopers. The Paratroopers cannot be used until a Great Communicator calls in coordinates over his radio. Once this is done, the Paratroopers are in play. To determine the Paratroopers landing position, stand five feet behind the out-of-bounds line on your side of the battlefield, hold all available Paratroopers in one hand and throw them all onto the field of combat at the same time. Wherever your Paratroopers land is their position. Place them carefully because Paratroopers cannot move until your next turn (e.g., even if you use your GC to call out Paratroopers on the first activation of your turn, you cannot activate



those Paratroopers until the first activation of your next turn). If a Paratrooper lands out-of-bounds, he has had a parachute malfunction and is dying of deceleration trauma — cut off his head with the Injurator and celebrate your poor coordination. Once they have landed, Paratroopers operate as Grunts.

- **The Stitch**



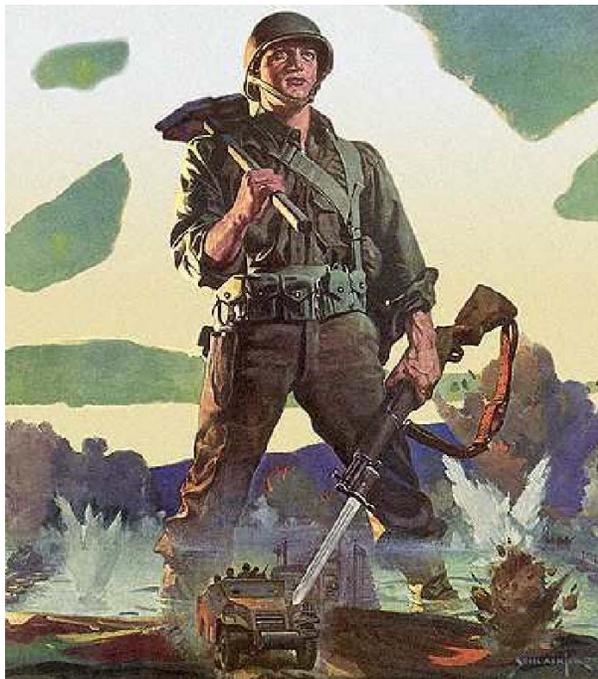
The Stitch is the one-man MASH unit for your forces. You can identify the Stitch by the medic's box he carries. The Stitch can only move twice during his turn, or engage in hand to hand combat. He has no ranged attack. The power of the medic is to help your troops avoid damage. A Stitch's zone of influence is a circle with a radius of 12 inches centered on the Stitch. Use the Rangefinder to precisely determine this area. A soldier must be entirely in the Stitch's zone of influence to receive any benefit from the Stitch. Within his zone of influence, any of your soldiers who are injured get two rolls for injury, and the least damaging injury is inflicted. For example, if a soldier is injured, you roll twice, and consult the injury table. If you rolled a 6 (head shot) and a 2 (leg shot), then your soldier only takes a leg shot. If you rolled a 4 (arm shot) and a 1 (flesh wound), then your soldier only takes the flesh wound (no damage). If the zones of influence of two or more Stiches overlap, the benefits stack (e.g., if a soldier is injured while in the zone of influence of two of his allied Stiches, he gets to take the lowest of three rolls on the injury chart; if in the zone of influence of three of his Stiches, he gets to take the lowest of four

ANIMALBALL GAMES

rolls on the injury chart, etc.) The Stitch's benefits do not extend to tanks.

- **M.I.A.s**

Don't be surprised if your package of army soldiers doesn't have all the soldiers described above. You can do one of two things: use what you have; or substitute soldiers. Feel free to substitute Snipers for Commandos or Stiches for Janitors. Similarly, you may have soldiers that aren't described above (there are reports of flamethrower soldiers). If you have soldiers that aren't described, either make them Grunts or come up with your own rules for them (See Developing House Rules, below). As long as both sides agree to the rules of warfare, there won't be any problems.



MOVING

Moving is as simple as using the Moverator to determine the distance your soldier can traverse in a single action. When using the Moverator, the string must lay flat on the

ground. It cannot be pulled taut or propped up on different things. In other words, no part of the Moverator can be suspended in the air. This rule takes into account the vertical distance a soldier can move as well as the horizontal distance. For example, if a large pile of logs stands in front of your soldier and he wants to move over it, you determine the distance he can move by laying the string across the pile, making sure that it lays flat for its entire length. In this example, the soldier will not be able to go as far as he would on a flat section of land, but that is because it is easier to move on flat land.

Finally, remember that your soldier must be able to stand up under his own power. Leaning a soldier against another object is not permitted (although you can wedge your characters legs in the grass or sand to assist in standing). Laying your soldier on the ground is also not permitted. If you happen to move your soldier into an area where he cannot stand under his own power, then the terrain is unstable and you have to move him back to his previous location (before he moved) and move somewhere else. This rule does not apply to soldiers who are naturally in a prone position, like the Sniper.

THE ARTILLERY

- **Standard Arms Fire**

All soldiers that have shooting capacity are firing standard arms fire (with the exception of the BMoC which has its own special rules for damage). If you elect to have a soldier shoot on his activation, you fire one rubber band from the soldier's current position. (However, see special rules for Snipers.) You must fire the rubber band from your hand or hands, and the rubber band must be shot from a location immediately above or to either side of the

SANDBOX HILL

soldier. Any soldier or tank hit with the rubber band takes an injury. (See Damage section below.)

Ricochets: More than one soldier or tank can be injured by a single shot. Any soldier or tank hit by the rubber band takes an injury.

Friendly Fire: Any soldier or tank hit with a shot takes an injury, whether or not it is your soldier being injured. Friendly Fire exists in warfare, so be careful where you shoot.



Super Safety Lawyer says, “Hey guys! Super Safety Lawyer here with another Super Legal Disclaimer! You know why your mom always said if you played with rubber bands you’d shoot your eye out? Because you can! Super Safety Lawyer says that if you want to play Sandbox Hill, make sure you do so responsibly. When shooting rubber bands, make sure everyone else moves behind the shooter. Also make sure that everyone keeps their eye protection on at all times and their mouths closed—we don’t want you choking on an errant shot, do we?”

- **Hand to Hand Combat**

In lieu of moving or shooting, any soldier can use their entire activation to engage in hand-to-hand combat with an enemy soldier. That soldier can move up to one length of the Moverator (12 inches) to touch an enemy combatant. At this point the soldiers are engaged in hand-to-hand combat. To resolve the

combat, each player roles an Iron Die. An injured soldier subtracts 1 from the number they roll. The soldier with the higher roll inflicts an injury on the other soldier. The attacker wins all ties. Tanks cannot be engaged (or engage in) hand-to-hand combat.

- **Tanks**

Metal death on treads. You can easily identify your tanks because they’re matchbox cars, stupid. On activation, tanks operate similarly to Grunts: they can move twice, shoot twice, or move once and shoot once. Like Grunts, each move by a tank can be up to one length of the Moverator (12 inches). Like the soldiers, a shot by a tank is done by a rubber band fired from a location either immediately above or to the side of the tank. A tank can shoot in any direction. The big difference with Tanks is that each shot from a tank inflicts four injuries on a successful hit. For example, a soldier hit by a tank shot must roll four times on the injury chart and hope that three of the rolls are flesh wounds (no damage) to survive. A tank cannot engage (or be engaged) in hand-to-hand combat.

- **Mines**

Prior to the battle, both sides must agree to the use of landmines and how many fields each side can lay



ANIMALBALL GAMES

prior to the battle. It is recommended that each side use no more than three, depending on how big the field of battle is. The minefield is a circle with a 12 inch radius, centered on the quarter you have placed (use the Rangefinder for precise measurements). Minefields can be lain on your side of the battlefield only. Because your soldiers have maps to the mine fields, they can pass



through them without any risk of injury. Any enemy combatant or tank that enters your mine field, must roll an Iron Die to see if he triggers a mine. On a roll of 1-4, he triggers a mine and takes an injury. On a roll of 5-6 he escapes injury. Any movement into, through or out of a minefield requires a new roll for landmine activation. Therefore, if a soldier takes two moves on his activation, and the first one happens to end in a minefield, then he

will make trigger rolls for both of his movement actions.

Janitors are immune to mine fields and can pass through them without injury. A Janitor must dedicate five actions to completely “clean” a minefield and make it harmless. (See special rules for Janitors, above.)

There are two types of mine fields: overt and covert. Overt minefields are easy to mark, take the quarters you were given prior to the battle and place them at the center of the mine field you have lain. If you and your opponent agree to use overt mines, you must show him or her where you have placed your quarters.

Similar to the Commandos, covert mine fields are hidden prior to combat (in the grass, buried, or by other means). If your opponent happens to see it after you have hidden it, you are out of luck and maybe you should try a little harder next time. Of course, the revealed mines are still packed full of high explosives and will blow your opponent to bits just as effectively. Once combat starts, it is your responsibility to inform your opponent that they entered your minefield. If you forget, or do not notice, then your opponent will not be injured. If you think your opponent has entered your minefield, but you are wrong and inadvertently reveal the location of your covert mine field, too bad. Maybe next time you’ll keep a map.

THE CASUALTIES OF WAR:

- **Damage to Soldiers**

Determining the damage to soldiers is easy. For each injury your soldier takes, the side

SANDBOX HILL

who inflicted the damage rolls an Iron Die and consults the following chart:

- 1: Flesh Wound
- 2-3: Arm Injury
- 4-5: Leg Injury
- 6: Head Shot

If the soldier sustains an arm injury, the shooting party uses the Injurator to snip off that portion of the soldier. Thus, on a roll of a two or three, you cut off the soldier's arm; a four or five and you cut off a leg. On a roll of a six, you cut off the soldier's head and he is instantly dead. On a roll of a one, the soldier only suffers a flesh wound and is not damaged at all. If a soldier is unable to stand after suffering an injury, he is incapacitated and, for all intents and purposes, dead.



We can hear some of you asking already, "If a soldier is going to die anyway, is it really necessary for me to cut off his head and destroy a perfectly good army man?" The answer is: yes. War isn't pretty. If you can't take that kind of horror, then go back inside and spend the rest of the afternoon making cookies in your Easy Bake Oven, because you aren't allowed to play the game anymore. If

we hear that you've been playing without actually mutilating your soldiers, we will find you and it won't be pretty. Don't make us go all Bill Bixby.



Super Safety Lawyer says, "They're not kidding, kids. While this may seem like another of the authors' attempts at humor (and thus, constitutionally protected speech), it is not a joke—they will make good on their threats. By purchasing this game, you have agreed to follow all the rules, including the mutilation of toy soldiers. Pursuant to said agreement, you further agree to absolve the authors of any liability which may result from (or is in any way related to) an ass-kicking from said authors for violation of said rules. Just remember, kids: Play it safe and don't break the rules!"

A soldier that has only suffered an arm wound or leg wound is still alive, but is debilitated in their actions. Any soldier that sustains two injuries (e.g., two leg wounds, two arm wounds, or an arm and a leg wound) loses too much blood and dies. If a soldier only loses an arm, then he can use one of his actions (per activation) to shoot, but he can still move twice, or move once and shoot once. Similarly, a soldier that only loses a leg can use only one of his two actions (per activation) to move, but he can still shoot twice, or move once and shoot once.

- **Damage to Tanks**

Each injury to a tank is inflicted with the Mauler. If a tank is hit, the attacking party moves it to a solid, level surface and gets to hit it once with the Mauler. The attacker can

ANIMALBALL GAMES

place the tank in any position that he or she wants, as long as the tank is free standing. You cannot hold the tank while swinging at it. If multiple injuries are inflicted on a tank, each injury is another swing with the mauler. Thus, if a tank hits another tank, the attacking party gets to inflict four Mauler strikes.

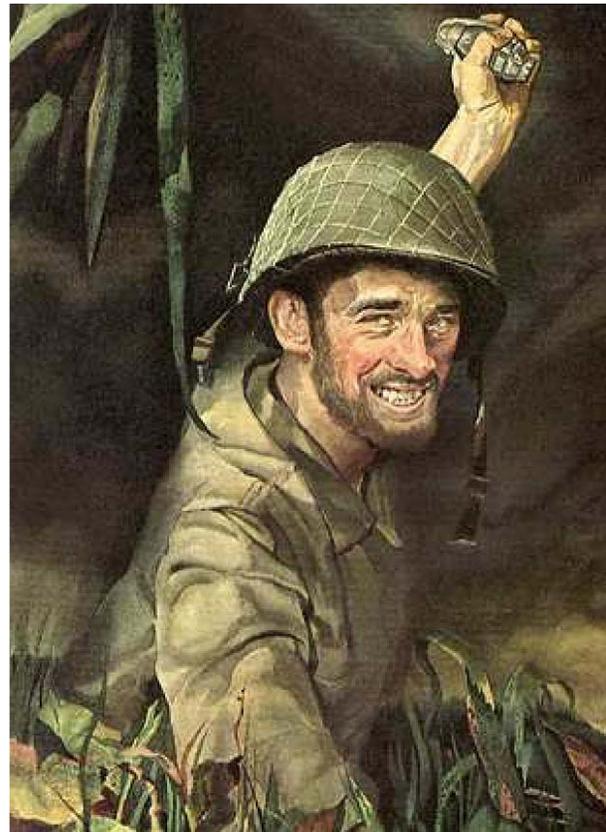
As long as the tank still has at least three wheels attached to its shell, it operates normally. Once two wheels are knocked off the tank, it grinds to a halt and can no longer move. At this point, although immobile, the tank can still shoot twice per activation. If three wheels are knocked off the tank, it is “killed” and becomes completely inoperable.



Super Safety Lawyer says, “Hello folks! It’s me — Super Safety Lawyer again. Is it necessary for me to remind you that it can be dangerous to swing a hammer at a die-cast metal car? Surprisingly, the laws in 46 states says it is! Super! Remember that pieces of the car, the hammer, or the entire car itself can go flying. Make sure you mutilate your die-cast metal car on a flat solid surface before striking it. Anyone not striking the car should stand back at a distance of twenty feet (twenty-seven feet in Maryland). And remember, silly, don’t be caught swinging that hammer without wearing your eye protection!”

- **Alternate Injury Rules for Sissies**

We know it’s tempting for the faint hearted among you to want to devise less violent injury rules—such as hanging rubber bands on your soldiers or otherwise lamely marking



them so you don’t have to use the Injurator on your perfectly reusable soldiers, but we covered this already: Foregoing the Injurator is not permitted under any circumstances. We’re very serious about this. If we have to find you where you live and whip your ass, we will. We’re game designers. We’ve got nothing better going on.

- **The Geneva Convention (Resolving Disputes)**

Sandbox Hill does not recognize international law, thus all the international treaties which supposedly spell out the “laws of war” do not apply. Thus, it is incumbent on the combatants to resolve disputes. If you can’t work it out for yourselves, you probably shouldn’t be engaged in a game where you’re shooting rubber bands at each other. If you have any doubts, reread this section and see if it sheds any light on your dispute.

SANDBOX HILL

- **War Crimes (Cheating)**

All efforts to cheat are strictly prohibited and governed by several international treaties on the laws of warfare. If you catch your opponent cheating, chances are he or she is in violation, and should be punished in accordance with the appropriate international agreement. Consult the preceding section on Resolving Disputes for additional rules on how to deal with cheating.

THE BATTLEFIELD



Sarge says, **"So you think you're ready for war? First you have to define your battle parameters. The battlefield, son, I'm talking about the battlefield! Where you fight is almost as important as who you have fighting for you. Whether its under the blistering and unmerciful sun of the barren desert sandbox, or it's the balmy shaded climes of the rainforest garden, if you're not familiar with the terrain you're fighting in you may as well send your rear-end home to momma in the next care package marked 'return to sender' because you don't have a chance in Hell, soldier!"**

Picking Your Playing Field

Where you set up your battlefield will greatly determine the progress of your battle. Each battlefield will have its own natural limitations and benefits, make sure you pick what will be best for your battle before you begin.

- **Indoors**

The benefit to battling in an indoor, urban setting is that there are many cool obstacles and hiding places for your soldiers. One of the obvious drawbacks

is that you can't bury your mines or Commandos. Also, you generally won't be playing on as large a battlefield as you would outdoors. It is also not advised that you use any alternate/water-based weapons in the indoor setting. The biggest obstacle is that your war could be disturbed by passers through. Let's just use common sense, people, and avoid the high traffic areas.

- **Backyard**

The old classic. Throw a bunch of army men in the backyard and start mutilating them. The Backyard has nearly everything you could want: natural landscape, large battlefield, innumerable natural obstacles and hidey holes. There are a few drawbacks. For example, its harder to stand an army soldier up in the grass than you might think. Also, the weather may turn sour. Although it is a great testament to your dedication to the game to play in the rain (we speak from experience). The play-testers will also tell you to watch out for domestic animals. Unless you want to develop and incorporate alternate "Lost World" rules, don't let your dog out back in the midst of a battle.



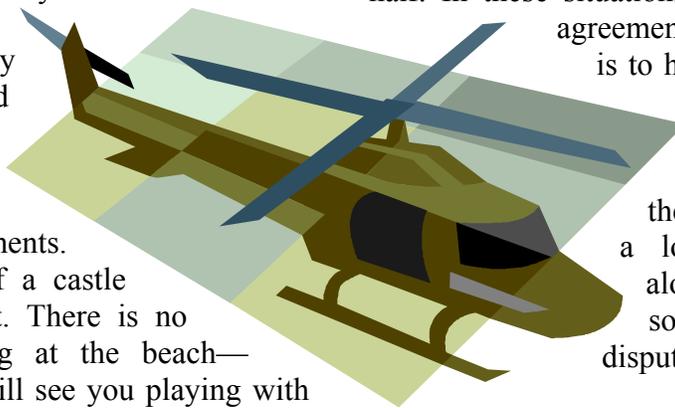
ANIMALBALL GAMES

- **Driveway/Patio**

A bloodbath. It's limitations are numerous- no hiding, no burying traps, no shelter. But on the other hand, think of how many soldiers you can hit with a single shot on a hard, flat playing surface. This unforgiving terrain leads to a quick, bloody battle.

- **Beach**

The perfect location. If you want the ultimate battle, play on the beach and spend many hours before hand preparing the field. Build fortifications, headquarters, trenches, battlements. Heck, build yourself a castle and try to defend it. There is no downside to playing at the beach—except that people will see you playing with army men in public.



- **Determining your Portion of the Battlefield**

Before the battle begins you and your opponent must divide up the Battlefield. What's yours and what's your opponent's? This is important because, among other things, minefields and Commandos can only be hidden on your side of the battlefield. The easiest way to do this is to divide it in half, but sometimes the battlefield is not easily cut in half. In these situations, just come to a fair agreement. One way to do this is to have one person divide the battlefield and the other one choose which side they want. If it helps, lay a long piece of string along the dividing line so there can be no dispute.

- **Preparing the Battlefield**

Prior to the battle, make sure you take the time to properly prepare it. If you want to use headquarters or fortresses, create them ahead of time. Interlocking plastic building blocks fulfill this role very well. If you want to include moats, trenches or pits, dig them ahead of time. Make sure that if you are allowing hidden Commandos and covert mine fields, each person is allowed to go onto the battlefield unseen to hide their forces.

Setting up the rest of your forces is easy. You can put any of your soldiers and tanks anywhere you want on your side of the battlefield. You want to put them all on the line and charge in to the other guy's territory at full speed? Go ahead. You want to hold back all your guys and protect your fortress?

SETTING UP

- **Determining the Boundaries**

No matter where you decide to play, make sure you have a defined battlefield. This is important because certain soldiers (Paratroopers for example) can only be deployed by you while you are standing out of bounds. Also, it keeps the battle from getting too unwieldy—while its good to have a big battlefield, if it's too big the game becomes tedious. It is suggested that you set your "headquarters" (if you're using them) about 50 to 100 feet apart, and shape the battlefield around those bases accordingly with the two headquarters on opposite boundaries of the battlefield.

SANDBOX HILL

Go ahead. Experience may tell you to do something in the middle of those extremes.

THE WAR

Everything set up? Then let's get started. Whoever's house or property you're playing on gets to go first. If you are not on one of the combatants' property, then roll an Iron Die and the high roller goes first. The first combatant can activate up to five of his soldiers or tanks on his turn. Then the next combatant gets a turn and activates up to five of her soldiers or tanks. Continue until one side has achieved the ultimate objective (see below).

Objectives



Sarge says, "Without a purpose for it, war is nothing more than a bunch of dead boys painting an open field with each others' blood. You're the General here, soldier, and it's your job to know why you've sent those boys to the killing fields and the best way to get them out of there successfully. These kids are going to kill, maim and die for you out there, General, so you better damn well know what it is you want them to do, or you're conscience won't let you sleep 'till your knee deep in Hell's pit."

There are no hard and fast rules on the ultimate objective of a battle. You are encouraged to create your own objectives. Here are a few we found fun:

Capture the Flag: Each combatant has a flag (or decorative drink umbrella) in their "home base" (designate it however you want) on their side of the field. The objective is to grab the opponent's flag and bring it back to your home base. Any opposing soldier who touches

the flag gets it and it travels with that soldier until he is dead or voluntarily drops it. No one else can grab it unless it is voluntarily given to them by someone else, or is taken by a soldier from the predecessor soldier's corpse. The first side to get the opponent's flag back to their home base wins. Tanks cannot carry flags.

To the Death: This one is easy. The first one to kill all his opponent's combatants wins. Beware, however, that this leads to very long, tedious battles.

Battle for Sandbox Hill: Create a hill or other defined, small area in the middle of the battlefield. The first side to "occupy" the area wins. To occupy the area, one side must have at least twenty soldiers or tanks in the area at one time, with no opponent's forces in the area.

ALTERNATE RULES

Clearly this is the type of game that lends itself to alternate rules. Feel free to customize your own battles to enhance the warfare experience. We've developed a few of our own that are pretty cool.



ANIMALBALL GAMES

- **Mother of All Bombs (MoABs)**

A MoAB is essentially a giant container of jet fuel that is dropped on the battlefield and detonated just before impact. The resulting damage is devastating. So if at all possible you should incorporate these into your own game.

MoABs are represented in Sandbox Hill by water balloons.

Oooooohhhh yeaahhhhhh! It's as simple as it sounds, fill up a water balloon, stand out-of-bounds on your side of the battlefield and toss away. Everything that gets wet takes two injuries. Check carefully, those drops of exploded jet fuel go everywhere. You'd be surprised at the blast radius of a MoAB. As another alternative rule, you can require that the coordinates of a MoAB have to be called in by a GC before you can deploy one.

A good use for MoABs is to end lengthy games. For example, at the three-hour mark, let each player throw a MoAB, and another one each subsequent half-hour.

- **Napalm Strafing**

Napalm Strafing is included as an alternate rule because it is really too powerful to include in normal warfare—but it is amazingly cool. As with MoABs, you can require that before a napalm attack occurs, a GC must first call in coordinates. To attack with napalm, you must have a hose and, preferably, a nozzle. Stand on your side of the battle field

and spray the hose for only three seconds. Every soldier or tank that gets wet suffers an injury. To avoid cheating,

anyone who shoots the hose for more than three seconds has a malfunction and no

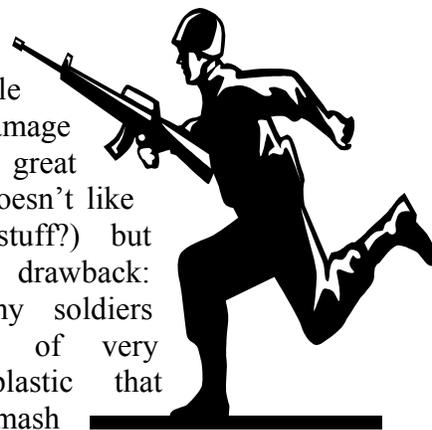
injuries are inflicted.



- **Alternate Damage: The Cinder Block**

The original rules for Sandbox Hill used the Cinder Block rule for all damage infliction. It is simple and requires only two cinder blocks. When a soldier or tank takes an injury, you transfer it to the top of one cinder block, stand it up, and hit it with a hammer, brick, or other large, heavy object (like another cinder block). Tank damage rules still apply, but the viability of a soldier is determined by simply seeing if he can still stand up on his own after the smashing. If he can, he's good. If he can't, he's dead.

This alternate rule of damage infliction is great fun (who doesn't like smashing stuff?) but has a huge drawback: plastic army soldiers are made of very resilient plastic that doesn't smash



SANDBOX HILL

well. In fact, in the test run for the beta version of this game, we discovered we were using virtual super soldiers—they couldn't be taken out of action. But it is great fun to smash them.

- **Alliances: More than Two Players**

If you have more than two combatants who wish to battle, simply have a three-way war (or four-way if there are enough players). Battle the same as above, but now you can form alliances, backstab your allies, and team up on other opponents. If you have more than two players, chances are each side cannot get a different color of soldier. In these situations, each person should write their initials on the base of each soldier or tank so there will be no confusion of whose is whose. Play out activations in a counterclockwise order.

- **Tread Damage: Killer Tanks**

To make Tanks even deadlier than they are, institute the Tread Damage rule. Under this rule, if a Tank moves directly over the spot a soldier is standing, that soldier takes an injury. Tanks cannot inflict Tread Damage on another tank.

DEVELOPING HOUSE RULES

We understand that you're going to want to develop your own house

rules to customize your wars. It's inherent to the very nature of army men battles. Here are a couple of dos and don'ts:

Do: Make sure the rules are balanced. It is our natural inclination to want to incorporate bigger and badder weapons. But super powerful weapons lead to very short fights. Make sure that your rules don't inflict damage which can take out a quarter or more of the opponent's force in a single swoop.

Do: Make sure whatever rules you institute are safe. Swinging large heavy objects is dangerous. Avoid them.

Don't: Don't use fire. We know, we know. How much fun would it be to use fire to melt or ignite your soldiers? Who cares? This is just too dangerous. You'll burn down your house, your yard or yourself. There is no safe way to incorporate fire into Sandbox Hill. Do not do it.

Don't: Don't use firecrackers. While this seems like a logical extension of the warfare setting, it is simply unsafe. While we understand why you think it would be really cool and really fun (trust me, we understand), it's just too unsafe to use in the game. There is no safe way to incorporate firecrackers into Sandbox Hill. Do not do it.

Do: Let us know what you come up with. If we like it, we may incorporate it into future supplements for Sandbox Hill. Send your house rules to SandboxHill@animalball.com. Or visit our forums at www.animalball.com.

