

SMILE CO. THE AUTHORITY

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A skirmish miniature **wargame**, for
1+ players.



SMILE CO., THE MANUFACTURER(S) OF
SMILE COLA, MAY SEEM LIKE A WHOLESOME
CORPORATION WITH ITS SMILEY-FACED
MASCOT, BUT THOSE IN THE KNOW, KNOW
THAT SMILE CO. (A.K.A. THE AUTHORITY), IS
THE VILEST CORPORATION.

THE AUTHORITY, A MEGALOMANIACAL
(POSSIBLY EXTRATERRESTRIAL OVERLORDS
IN DISGUISE) MEGA-CORPORATION, HAS
ERECTED A MASSIVE MONUMENT IN THE
CENTRE OF A HIGHLY POPULATED URBAN
AREA IN ITS HONOUR.

A HUGE CONCRETE PLINTH COUNTLESS FEET
TALL STANDS OMINOUSLY, ITS SURFACE
PLACARDED AND BILLBOARDED WITH
PREPOSTEROUS ADVERTS AND SLOGANS.
ATOP THE PLINTH ROTATES A SPHERICAL
SMILING HAPPY FACE, AN EFFIGY OF THE
AUTHORITY'S MOST *HATED(?)* MASCOT,
MISTER SMILEY.

THE AUTHORITY CLAIMS THE MONUMENT IS
INNOCUOUS, BUT SOMETHING ABOUT ITS
PRESENCE IS UNNERVING - IT JUST DOES NOT
FEEL RIGHT - IT HAS TO *GO!*

PROTESTING AGAINST THE MONUMENT DID
NOTHING: YOU MUST **DEFACE**, **DISMANTLE**, OR
DESTROY IT (BY THE END OF THE *FIFTH* TURN).

Smile Co., the manufacturer(s) of **Smile Cola**, may seem like a wholesome corporation with its smiley-faced mascot, but those in the know, know that **Smile Co.** (a.k.a. *the Authority*), is the vilest corporation.

The Authority, a megalomaniacal (possibly extraterrestrial overlords in disguise) mega-corporation, has erected a massive Monument in the centre of a highly populated urban area in its honour.

A huge concrete plinth countless feet tall stands ominously, its surface placarded and billboarded with preposterous adverts and slogans. Atop the plinth rotates a spherical smiling happy face, an effigy of the Authority's most *hated(?)* mascot, **Mister Smiley**.

The Authority claims the Monument is innocuous, but something about its presence is unnerving — it just does not feel right — it has to *GO!*

Protesting against the Monument did nothing; you must **Deface**, **Dismantle**, or **Destroy** it (by the end of the *fifth* turn).

REQUIREMENTS —

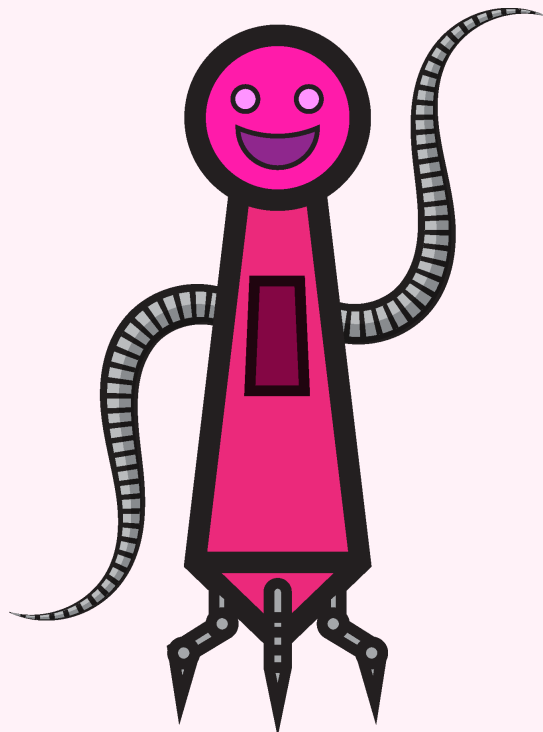
- **1+ Players** (1-4 is recommended).
- **Miniatures.**
 - A **Monument** (3x3").
 - A Vandal miniature per player (20-25mm base).
 - A **Smile Co. Greeter Bot** per player (20-25mm base).
- A **1x1' — 2x2'** surface.
- A tape measure or other measuring tool marked in inches.
 - All measurements are made in inches.
 - Pre-measuring is allowed.
- **Dice**
 - A **four-sided Die (D4)**.
 - Used to resolve Authority-based effects, including pushing, movement, calculating damage inflicted to Vandals, etc.
 - **Six-sided Dice (D6)** of two colours, **ten** per player.
 - **Eight Destruction Dice.**
 - **Two** dice for everything else.
- **4 Terrain** elements.
- Variable game length, **30** minutes to an hour.

INSPIRATION

- 1984
- Brazil
- Smile!
- They Live
- Maximum Overdrive
- Jhonen Vasquez
 - I Feel Sick/Invader Zim/JTHM
- Rick & Morty/High On Life
- Futurama
- Stuff
- Soylent Green

SOCIALS

Use **#smileco** or **#smileco28** on socials.



TERMINOLOGY —

ANARCHY CHECKS

The rules will sometimes ask Vandals to make an **Anarchy Check**. To take an **Anarchy Check**, the Vandal rolls a **D6**. If the value is **four** or higher, they successfully pass an **Anarchy Check**.

There are **two** types of **Anarchy Checks**: **Destruction Anarchy Checks** and **Chaos Anarchy Checks**.

DESTRUCTION ANARCHY CHECKS

Destruction Anarchy Checks are made when a Vandal makes a **Destruction Action** as all **Destruction Actions** require Vandals to pass an **Anarchy Check** to perform **successfully**.

When performing **Destruction Actions**, the Vandal adds their **Destruction Modifier** of the same name as the **Destruction Action** to the **Destruction Anarchy Check** result.

If the **Destruction Anarchy Check** is a **success**, they perform the **Destruction Action** and cross out one section from the Monument's meter of the same name as the **Destruction Action**.

CHAOS ANARCHY CHECKS

Chaos Anarchy Checks are made when in all other situations, including **Regular Actions** and the use of *special traits*, when asked. If the **Chaos Anarchy Check** is a **success**, the Vandal gains a benefit or prevents a detriment. They are called **Chaos Anarchy Checks** because they cannot be modified; it is always a **50/50** chance.

Line-of-Sight — a straight invisible line drawn between the base of a Vandal to their target without obstruction from terrain; it allows Vandals and their targets to use some of their abilities and perform certain actions. If this line cannot be made, the Vandal or target does not have **line-of-sight**. Miniatures have a **360° line-of-sight** regardless of the direction it is facing.

Bases-To-Base — **base-to-base** contact refers to a miniature's base physically touching something on the surface, typically a piece of terrain (*terrain element or the Monument*), another miniature (*Vandal or Smile Co. Greeter Bot*), etc.

THE MONUMENT —

THE METER

The Monument has **three** meters: **Deface**, **Dismantle**, and **Destroy**. Each of these meters is divided into sections; the number of sections varies on the meter and the number of Vandals participating.

Add **2** sections to each of the Monument's **three** meters for each additional Vandal involved in the encounter.

If the Vandals fill in any of these meters, they accomplish their task, and the Authority must repair or take down the Monument, which they fix and replace soon after.

DEFACE (12 Sections)

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DISMANTLE (8 Sections)

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DESTROY (5 Sections)

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THREAT ZONE

The Monument dispenses cans of **Smile Cola**, the much-desired and addictive "**beverage**" for **free** — but nothing is **free**.

The Monument can sense when a threat or those with ill intent are near, sending out a pulse of kinetic energy that pushes those close by away and harms those nearest with highly pressurised, dispensed canned **Smile Cola**.

During the **Authority Phase**, the Monument pushes Vandals **D4"** back in a straight line directly away from it and toward the Vandals' deployment. Any Vandals within **4"** of the Monument after being pushed back directly away also receive **D4** damage.

SMILE CO. GREETER BOTS —

Smile Co. Greeter Bots resemble miniature versions of the Monument, rotating spherical smiling happy faces and all, but are mobile and free of ads and slogans. Their **pyramidal** bodies have **three** slots that open and close, one at the front and one on each side.

The front slot dispenses cans of **Smile Cola**, and the slots at its sides release tentacled arms to greet and subdue "**patrons**." **Smile Co. Greeter Bots** are often used for crowd control.

Smile Co. Greeter Bots start games in **bases-to-base** contact with the Monument.

During the **Authority Phase**, **Smile Co. Greeter Bots** move **D4+2"** toward the nearest Vandal in **line-of-sight**. If it makes **bases-to-base** contact with a Vandal, it pushes them **D4"** toward their deployment. If a **Smile Co. Greeter Bot** pushes a Vandal to their deployment, and the Vandal is released.

VANDALS —

Players take on the role of Vandals, trying to bring down a Monument built and erected by **Smile Co.** (a.k.a. *the Authority*) in the centre of a highly populated urban area.

PROFILES & STATLINES

Each Vandal has a **Profile** consisting of a **Name** given by the controlling player, a **statline** and a **special trait** chosen by the controlling player.

Each Vandal's **statline** consists of a **Movement** and **Health** value and **three Destruction Modifiers**: a **Deface**, a **Dismantle** and a **Destroy** modifier; each is described below.

MOVEMENT: This is the maximum number of inches the Vandal can move per action.

HEALTH: This is the amount of damage a Vandal can sustain before being taken out of action and removed from the surface.

DEFACE: the Vandal's proficiency in **Defacing** property; this is expressed as a **Destruction Modifier**, which is applied when making a **Destruction Anarchy Check** for a **Deface** action.

DISMANTLE: The Vandal's proficiency in **Dismantling** property; this is expressed as a **Destruction Modifier**, which is applied when making a **Destruction Anarchy Check** for a **Dismantle** action.

DESTROY: the Vandal's proficiency in **Destroying** property; this is expressed as a **Destruction Modifier**, which is applied when making a **Destruction Anarchy Check** for a **Destroy** action.

Each Vandal starts with the same base statline, pictured below, with a **+1** and **-1** adjustment applied to **two** different modifiers of the Vandal's choice.

VANDAL BASE STATLINE				
MOVEMENT	HEALTH	DESTRUCTION MODIFIERS		
		DEFACE	DISMANTLE	DESTROY
4	10	+1	+1	+1

Below is an example of a Vandal statline with these adjustments applied; a **+1** adjustment to the **Deface** modifier and a **-1** adjustment applied to the **Dismantle** modifier.

EXAMPLE VANDAL STATLINE				
MOVEMENT	HEALTH	DESTRUCTION MODIFIERS		
		DEFACE	DISMANTLE	DESTROY
4	10	+2	0	+1

SPECIAL TRAITS	
1.	The Vandal's Movement value is increased by one .
2.	This Vandal rolls 2D6 when making a Destruction Anarchy Check for a Destruction Action and chooses the better result; however, on the roll of snake-eyes , the Vandal takes two damage.
3.	When this Vandal makes a Destruction Anarchy Check for a Deface Destruction Action and succeeds with a natural roll of 6 , cross out two sections from the Monument's Deface meter.
4.	When this Vandal is within 3" of the Monument after being pushed back directly away, they receive one less damage; the Vandal must receive a minimum of one damage.
5.	When this Vandal makes a Destruction Roll , they may adjust a Destruction Die's value up or down by one .
6.	When this Vandal performs a Respite action, they make a Chaos Anarchy Check ; if they pass the check, the Respite action costs one less Action Point .
7.	When this Vandal performs a Destruction Action , they may do it from 2" away from the Monument, as long as the Vandal has no obstructions between them and the Monument.
8.	When this Vandal makes a Destruction Anarchy Check for a Destroy Destruction Action and succeeds with a natural roll of 6 , the die explodes, and the Vandal makes another Destruction Anarchy Check ; if the check is a success, cross out an additional section from the Monument's meter, if the check succeeds with a natural roll of 6 , repeat this process. If the Vandal fails, the die stops exploding, and the Destroy Destruction Action ends. If the Vandal fails with a natural roll of 1 , the die stops exploding, the Vandal receives damage equal to the number of sections crossed out from the Monument's meter, and the Destroy Destruction Action ends.

CREATING A VANDAL

1. Name Vandal.
2. Apply a **+1** to a **Destruction Modifier**.
3. Apply a **-1** to a **Destruction Modifier**.
4. Choose a **special trait**.
5. Enter this information on the Vandal's **Profile**.

PROFILE				
NAME				
MOVEMENT	HEALTH	DESTRUCTION MODIFIERS		
		DEFACE	DISMANTLE	DESTROY
SPECIAL TRAIT				

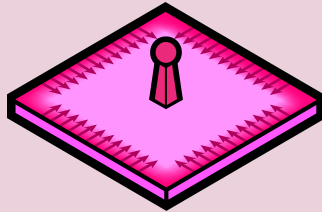
SETUP —

1. Players create their Vandals.
2. Players choose a Monument Placement and place the Monument.
3. Players place **Smile Co. Greeter Bots** equal to the number of Vandals participating.
4. Players deploy their Vandals on the surface edge based on the chosen Monument Placement.

MONUMENT PLACEMENT & VANDAL DEPLOYMENT

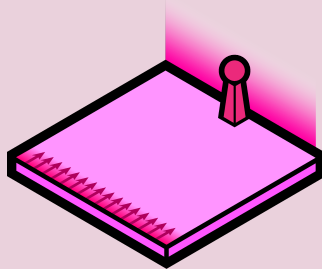
CENTRAL — the Monument is placed at the centre of the surface. Vandals are deployed, touching any surface edge.

A 2x2' surface is recommended for this Monument position.



THE WALL — the Monument is placed touching a surface edge at the centre of that surface edge. The Monument is against a wall. Vandals are deployed, touching the opposite surface edge.

A 1x1' surface is recommended for this Monument position.



THE TURN —

THE VANDAL PHASE

During this phase —

1. The **Destruction Dice** in each Vandal's **Destruction Dice Pool** are replenished.
2. Vandals increase the **Destruction Dice** in their **Destruction Dice Pool** by one; at the beginning of every turn, excluding the first turn.
3. Vandals make a **Destruction Roll**.
4. Each Vandal has **four Action Points (AP)** and may use up to **four** to perform actions one at a time.
5. Once the Vandals have depleted their **four Action Points** and performed their actions, proceed to the **Authority Phase**.

THE AUTHORITY PHASE

During this phase —

1. All Vandals are pushed **D4"** back directly away from the Monument toward their deployment.
 - Each Vandal rolls for this separately.
2. Any Vandals within **4"** of the Monument after being pushed back directly away also receive **D4** damage.
 - Each Vandal rolls for this separately.
3. **Smile Co. Greeter Bots** move **D4+2"** toward the nearest Vandal in **line-of-sight**, if it makes **bases-to-base** contact with a Vandal it pushes them **D4"** toward their deployment. If a **Smile Co. Greeter Bot** pushes a Vandal to their deployment, the Vandal is released.
4. Proceed to the next turn.

DESTRUCTION —

DESTRUCTION DICE & POOL

Vandals use six-sided dice to represent **Destruction Dice**. Vandals start with **three Destruction Dice** in their **Destruction Dice Pool** at the beginning of the game and add **one Destruction Die** for every subsequent turn beyond the first.

EXAMPLE: On the first turn, Vandals have **3 Destruction Dice**. On the second turn, Vandals have **4 Destruction Dice**. On the third turn, Vandals have **5 Destruction Dice**. On the fourth turn, Vandals have **6 Destruction Dice**. On the fifth turn, Vandals have **7 Destruction Dice**, etc.

At the beginning of each **Vandal Phase** of a turn, the **Destruction Dice** in each Vandal's **Destruction Dice Pool** replenish.

DESTRUCTION ROLLS

Vandals make a **Destruction Roll** by rolling the **Destruction Dice** stored in their **Destruction Dice Pool**. **Destruction Rolls** determine what **Destruction Actions** a Vandal can access during their turn.

Each **Destruction Action** has an **associated value** or **values**, which the Vandal must roll to perform that **Destruction Action** during that turn; refer to the **Destruction Actions** and their **associated values** in the table below.

DESTRUCTION ACTIONS	ASSOCIATED VALUES (D6)
DEFACE	1-3
DISMANTLE	4-5
DESTROY	6

EXAMPLE: The Vandal rolls the (**four**) **Destruction Dice** in their **Destruction Dice Pool**; they roll **1, 1, 3, and 4**. The Vandal may perform up to **three Deface** actions and **one Dismantle** action if they have enough **Action Points**. The Vandal did not roll any **sixes**, so they cannot perform **Destroy** actions.

ACTIONS —

A Vandal can perform **two** types of actions: **Regular Actions** and **Destruction Actions**.

REGULAR ACTIONS	AP
MOVE The Vandal moves up to their Movement value in inches. Move actions occur automatically, not requiring Destruction Dice or Anarchy Checks . Vandals can always perform Move actions if they have enough Action Points .	1
RESPITE The Vandal regains 1 Health . Respite actions occur automatically, not requiring Destruction Dice or Anarchy Checks . Vandals can always perform Move actions if they have enough Action Points .	2
DASH If this Vandal passes a Chaos Anarchy Check , they may move up to double their Movement value in inches. If the Vandal fails the Chaos Anarchy Check , they do not move.	1
ESCAPE If this Vandal passes a Chaos Anarchy Check , they escape the grasp of a Smile Co. Greeter Bot .	1

DESTRUCTION ACTIONS	AP
DEFACE <i>The Vandal desecrates and marks the Monument's near-perfect surface somehow; the Vandal spray paints it, throws red paint at it, scribbles on the rotating mascot head, etc.</i> If the Vandal is in base-to-base contact with the Monument, they may Deface it by passing a Destruction Anarchy Check .	1
DISMANTLE <i>The Vandal finds a crack or loose brick on the Monument's near-perfect surface; the Vandal picks at it, hoping it will all come tumbling down.</i> If the Vandal is in base-to-base contact with the Monument, they may Dismantle part of the Monument by passing a Destruction Anarchy Check .	2
DESTROY <i>The Vandal is not discreet about their intentions; they carry a sledgehammer, sticks of dynamite and other highly destructive implements in hopes of causing the most damage possible.</i> If the Vandal is in base-to-base contact with the Monument, they may Destroy part of it by passing a Destruction Anarchy Check .	3

Vandals get **four Action Points** at the beginning of each turn to spend on performing actions.

Each Vandal performs all their actions one after another; the order in which they perform them does not matter. When a Vandal runs out of **Action Points** or chooses not to perform any more actions, the next Vandal takes their turn. Once the Vandals have depleted their **four Action Points** and performed their actions, proceed to the **Authority Phase**.

When performing a **Destruction Action**:

1. Select a **Destruction Die** from the **Destruction Roll** results with a value associated with the type of **Destruction Action** desired to perform.
2. Spend the **Action Points** required to perform the **Destruction Action**.
3. Make a **Destruction Anarchy Check** by rolling that **Destruction Die**.
 - If the check is successful, they perform the **Destruction Action** and cross out one section from the Monument's associated meter.
 - If the check fails, the **Destruction Action** does not occur.

When performing a **Regular Action**:

1. Spend the **Action Points** required to perform a **Regular Action**.
2. Perform the **Regular Action**.
 - Vandals can always perform **Regular Actions** if they have enough **Action Points**.
 - **Regular Actions** do not require **Destruction Dice** or **Destruction Anarchy Checks**.