

ABOUT THE GAME

WHAT YOU NEED

A copy of Sengoku: Monster Hunter
Miniatures, dice, rulers, a deck of cards, the usual...



A stack of power-up tokens is needed.

They should look distinct enough that they are not mistaken for monster tokens.

Power-ups:

- +1 Wound
- +1 Speed/Dodge
- +1 Defense
- +1 Combat/Shoot
- Twin 45° angle weapon
- Wide forward weapon
- Trident weapon (2x45° + 90°)
- 1 UP

(use 1D8 on the above list for rerolls)

W	S	D
C	1UP	reroll
↑↑	↖↗	↖↗↕



エース外伝

A tabletop game meant to simulate the flow of a vertical shoot-em-up video game. Examples: Space Invaders, Galaga, Legendary Wings, 1943, Sengoku Ace/Samurai Ace series (Ace, Blade/Tengai, Cannon), Touhou project

15mm miniatures can be purchased at:

Alternative Armies,
Barrhill Road, Girvan, KA260QD,
Scotland, or the Alternative Armies
Tabletop Gaming group on Facebook.
<https://www.alternative-armies.com/>



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ACE GAIDEN SENGOKU MONSTER HUNTER



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A fun simple SHMUP Miniature game

by John Bell



RULES

OBJECTIVE:

The hunter progresses along a wide corridor with seemingly endless monsters and occasional terrain. The monsters move in groups and attack in patterns based on playing cards. Destroying monsters can result in power ups that can boost the hunter's stats, upgrade their weapon, or even grant them extra lives.

TERRAIN:

A small table is fine

New monster token position placement: Opposite edge from player

Hunter position placement: middle of player's short edge

The hunter starts off with weak stats and can only fire straight ahead.

MONSTER STATS:

When a monster token is flipped and revealed, flip two cards. The first card's value indicates the number of monsters in the group:

-Ace is a powerful, mid-size monster, faces are boss monsters

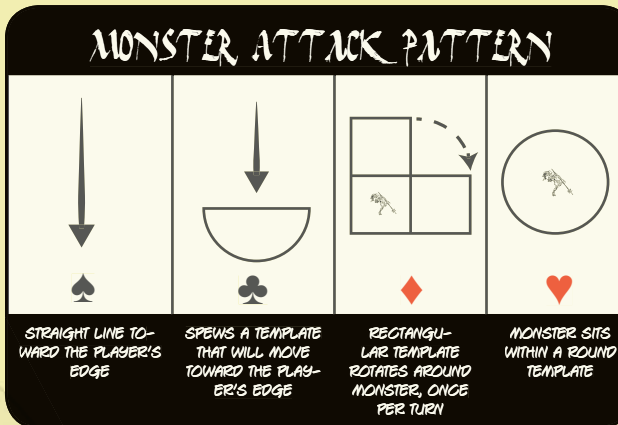
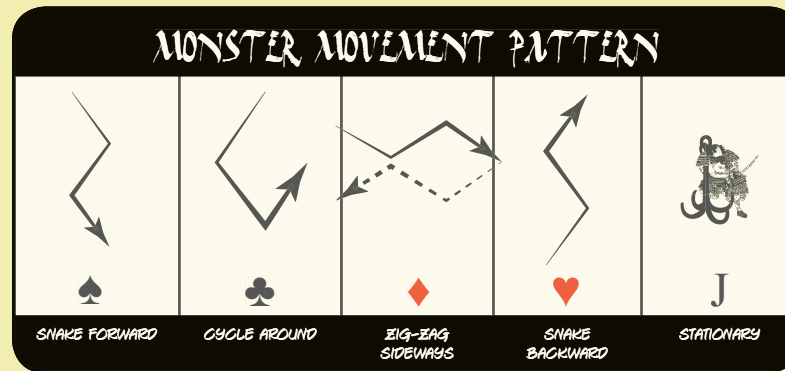
- The first card's suit indicates the movement pattern.
- The second card's value indicates the chance of a power-up if the monster is destroyed (the entire group, that is) Faces are what's needed.
- The second card's suit indicates the attack pattern.

Make note of kill count. Each monster is worth 1 CP, each mid-size monster, 10 CP and each boss 20 CP.



POWER-UPS:

When a monster is killed, place a random power-up token in its position (if the stats allow it). Reveal it. If the hunter does not contact the power-up, it will keep moving toward the player's edge and disappear.



MOVEMENT:

At the end of every turn, move everything 6cm closer to the player's edge. New monster tokens and terrain appear at the opposite edge. If anything moves in a path that would move it off the side, it will bounce off and reverse its course.

TERRAIN:

Contact with terrain either equals instant death (splat) or should allow a dodge roll to move the hunter just far away to avoid it. If the distance is too far, then the dodge fails automatically. Monsters bounce off terrain

STATIONARY MONSTER EMPLACEMENTS:

As they are below, the hunter may fly safely through them

TARGETING:

The hunter must follow the rules for his current weapon. Linear weapons have unlimited range.

The hunter will be subject to monster attacks if he a) passes through the weapon template in his phase, or b) the monster's weapon template passes over the hunter in its phase.

1-UP:

100 CP equal a 1-UP. If the hunter dies, expend the 1-UP and place the hunter in the starting position, but he has lost all upgrades.

SCENARIO END:

A simple victory ends with killing one boss. Alternatively, play until all face cards have been flipped. Or keep reshuffling the cards and aim for the infinite high score