

Pitch:

Fast-paced skirmish-themed dynamic tactical war game

Tagline:

Build your Battlefield. Conquer your Competition.

Colors:

Blue, Red, Yellow, Orange

Goal:

End the game with the most Glory

Game Mechanics:

Turn-based

Map/Facility-building

Resource/Troop loops

Dice-based combat

Factions/Faction dice

Tile defense/offense

Troop-based movement/combat

List of Pieces:

NATURAL TILES (20):

+1 Food **Farm** x4

+1 Gold **Mountain** x4

+1 Water **Well** x4

+1 Gold **Toll Road** x3

+1 Die of Def/Offense **Fortress** x3

+1 Any Resource **Chaos Leak** x2

CIVILIZED TILES (23):

+1 Gold +1 Water **River** x2

+1 Food +1 Water **River Delta** x2

+1 Gold +1 Food **Tavern** x2

+2 Gold **Mine** x2

+2 Food **Slaughterhouse** x2

+2 Water **Ravine** x2

+3 Gold **Mine** (Impassable) x2

+3 Food **Slaughterhouse** (Impassable) x2

+3 Water **Ravine** (Impassable) x2

+2 any resource **Chaos Pool** (Impassable) x2

+1 Gold **Foundry** (adjacent Gold gets +1 production) x3

Unit -1 Cost to Produce **Church** x2

ADVANCED TILES (15):

Forward Operating Base (no upkeep cost on this tile) x2

+2 Food +2 Water +1 any resource **Factory** x2

+1 Gold **Infantry Production Facility** x1

+1 Food **Infantry Production Facility** x1

+1 Water **Infantry Production Facility** x1

+1 Gold **Mobile Production Facility** x1

+1 Food **Mobile Production Facility** x1

+1 Water **Mobile Production Facility** x1

-1 total upkeep **Ministry Building** x3

Chaos Source** x2

· Die Roll each controller turn

○ 1-2: Explodes

○ 2-3: +1 any resource

○ 3-4: +3 any resource

○ 5-6: +2 any resource

· If a number contains two groups, both occurrences happen (rolling a 3 would result in +3 of any resource and +1 of any resource)

*All impassable are impassable only on the top-most hex side

**When a unit enters the Chaos Source tile, there is no escape for that unit

Stronghold x4

Meeples for each stronghold

25x Infantry

25x Mobile

1 mercenary for each color

Gold tokens

25x "Tiles owned" markers for each color

Dice for each stronghold

10x each color

1x faction die for each color

Rulebook

Game Setup:

Each player chooses their starting faction (Tech, Religion, Parasite, Primal) and is dealt their starting tiles

Players randomly take 3 natural tiles, 3 civilized tiles, and 1 advanced tile.

Player order is determined via each player rolling two 6-sided dice (2D6). The player with the highest roll goes first, and play continues in a clockwise fashion.

For example:

Player 1 rolls an 11. Player 2 rolls a 9. Player 3 rolls a 9. Player 4 rolls a 3.

The turn order will be Player 1 goes first and Player 4 goes fourth. Players 2 and 3 roll their 2D6 again. Whoever rolls higher will take the second turn, with the lower roll taking the third turn.

Players then set 6 tiles face-down (or hidden somehow) to surround their strongholds.

The stronghold must be surrounded (a tile is placed face-down on each of the six sides of the stronghold) before tiles can be placed further from the stronghold.

Once all players have placed their tiles (with one remaining in each of the players' possessions), all tiles are flipped and became locked as a whole unit of land (this results in a large hexagon of 7 tiles with the stronghold being at the center). Each unit of land is then put together by the players.

Pushing together units of land goes in the order of who rolled the highest and continues in the regular player order (clockwise): Whoever rolled highest will push his/her unit of land into another player's, which will then make an entire unit of land itself. The person who is to the left of that player will then push the unit of land in his/her possession into another player's and so on.

Depending on how many players there are, the resulting landmass should be in the form of the following:

2 Players:

3 Players:

4 Players:

Special to the 4-player mode: the middle tile is a randomly chosen advanced tile

After all land is locked, each player takes his/her remaining tile, and sets it in an open spot that is adjacent to one of his/her tiles AND an opponent's tile. This is done in reverse order of the dice roll.

Players start with 3 infantry units and 2 mobile units. These units may be placed on any of the player's controlled tiles and can be split up into up to 3 tiles. Each player's stronghold tile provides +1 to every resource (gold, food, water) at the beginning of every turn.

"Turn", in this instance, refers to the start of the respective player's individual turn.

"Turn", in this instance, does not refer to the start of the first player's turn.

Turn Order:

1. Obtain resources/Purchase Units.
2. The player declares unit movements and attacks.
3. Players clean up lost units.
4. Player may purchase and place new units and production facilities on any controlled tile.
5. Player pays the total upkeep costs for his/her forces

Troop Training:

Troops may be trained on tiles with their respective facility.

Costs:

Infantry unit – 2 gold

Mobile unit – 4 gold

Some tiles may reduce these costs, but a troop will never, under any circumstance, cost less than 1 gold to train.

Troop Characteristics:

Infantry – can move one space per turn

Mobile – can move 2 spaces per turn (with the exception of the first turn)

Facility Building:

A player may build a production facility on any tile he/she currently owns.

Costs:

Infantry production facility – 10 gold

An infantry unit is placed on the tile that the Infantry Production Facility is placed on.

Mobile production facility – 15 gold

A Mobile unit is placed on the tile that the Mobile Production Facility is placed on.

Upkeep

Each unit not on a Stronghold, Forward Operating Base, or Production Facility will cost 1 food and 1 water at the end of the turn, during the upkeep phase. After all battles and movements have taken place for a player, that player then totals up his/her resources according to the tiles he/she currently owns. The player then gains that much gold, food, and water.

Food and water are only used to keep units out at the end of the turn. Once all units are accounted for, the remaining food and water does not rollover to the next turn (only gold does this).

If the player does not have enough food and water for all the troops not in a Stronghold, Forward Operating Base, or Production Facility, then the player must remove the troops from the board until the total troop count equals the lower of food or water.

The owner of the troops chooses which troops to remove from the board.

Faction Dice:

Roll 2d6. The person who rolls the highest gets to pick his/her faction first.

Luck (Religion) - At 2 or more units attacking, this die allows the reroll of every die below itself and including itself. This die can be used in one attack per turn, as well as every defense.

Berserker (Primal) - At 2 units or more attacking, the berserker die is added outside of the die pool, and it goes up a point for each unit killed. In any given combat, the player may turn the berserk die back to one to negate all of the opponent's dice that have the value of the berserk die and lower. This die does not count in attack and defense.

Agile (Tech) - Counts in roll can be removed along with another die to save 1 unit.

Leech (Parasite) – Roll die. Leave the number as long as you like. This die is to be rolled before the first player buys at the beginning of each turn.

1 or 2 steals nothing.

3 steals a water per resource-obtaining phase from an opponent of the parasite's choosing.

4 steals a food per resource-obtaining phase from an opponent of the parasite's choosing.

5 steals a gold per resource-obtaining phase from an opponent of the parasite's choosing.
6 steals one water, one food, and one gold from an opponent of the parasite's choosing.

Glory (points):

One Glory is gained for contesting an enemy-owned tile.

No one owns the tile as a result of a player moving into an enemy tile.

The player must wait on the contested tile until the next turn in order to claim it.

One Glory is gained for killing an enemy unit.

One Glory is gained for claiming a tile.

Three Glory is gained for moving into a stronghold.

Three Glory is gained for building an Infantry Production Facility.

Five Glory is gained for building a Mobile Production Facility.

Legacy:

After 5 rounds, use your Glory to purchase from the following list:

Cost	Good
1-4	1 Natural Tile
2-4	1 Infantry Unit
5-8	1 Mobile Unit
9-10	1 Mercenary Unit
11-13	1 Civilized Tile
14-16	1 Infantry Facility
17-19	Mobile cost is permanently reduced by one gold for only the player who purchases
20-25	1 Advanced Tile; Every other player receives 1 Natural Tile

The maximum amount must be used in each transaction.

Special Circumstances:

If a player asks and is granted permission to attack through someone else's stronghold, the player may attack on another side of the stronghold. If the player fails the attack, the troops remain in the permissor's stronghold and are do not need to be paid/fed/watered.

e.g. Player 1 has two mobile units on one side of Player 2's stronghold. On the opposite side of the stronghold, Player 3 has some units. If Player 2 has two spaces available on the stronghold (Player 2's space on the stronghold is diminished by the amount of Player 1's units on the stronghold), Player 1 may ask Player 2 for permission to launch an attack through Player 2's stronghold. If Player 1's attack on Player 3 fails, Player 1's units become rested on Player 2's stronghold.

If a counterattack is launched by Player 3, Player 3 must battle Player 1 and Player 2 combined. Player 3 decides which units die if the attack is successful.

If Player 1 overruns Player 2's stronghold, then Player 2 must retire (flip over) an owned tile and turn it into a stronghold for Player 2. Player 1 flips the overrun stronghold over to represent that the stronghold is overrun.