

Rule Sheet

Overview

2-4 Players are placed on their colored Respawn Zone to start, troops are represented by the avatar pieces, each player starts with 3 in their Respawn Zone

Your goal is to get a troop to the center tile or “Hill” and pick up a Flag, once they do, you're tasked with safely returning your troop to their respective Respawn Zone. You repeat this loop until all flags are gone. Whoever obtains 2 flags in a 2-player game or 4 flags in a 4-player game is the winner.

All damage kills a troop and sends them back to the Respawn Zone, if said troop came from a card like “Extra Troops” those troops do not respawn

Turns

At the beginning of every turn, you start by flipping a coin, if its heads you draw an Attack card, if its tails you draw a Defense card. You do this at the beginning of every turn.

During your turn you can play a card of either type at any time, if you're prompted to roll a d6 for the card's ability that roll is separate from your roll to move

Afterwards you roll a d6, the face it lands on determines the number of spaces you're allowed to move that turn. You're allowed to move a troop in any direction, but your troop will only move in that direction until you can roll your dice again

Cards

There are 2 types of cards, Attack and Defense.

A maximum of 2 cards for each type can be played at any point during your turn, however defense cards can be played during an enemy's turn (also a maximum of 2). Cards are drawn at the beginning of each turn, but you can choose to keep them in your hand until you think the moment is right.

Attack cards allow you to do damage to enemy players, either in a close combat scenario or across the entire board, it's up to you how you want to strategize your hand

Defense cards help you in tricky situations, they can save you from losing a troop, or they can even add more troops for extra support

When either deck is empty, take all previously used cards and shuffle them back into the deck

Movement

As stated before, when you start moving in one direction you must stay in that direction for however many spaces you rolled on the d6. The only spaces that are the exceptions to this rule are the spaces that conjoin the flag space to the rest of the board. When entering these intersections from the perimeter spaces, you will have the option to turn towards the flag space. However, once you start going up the “Hill” you must go in the same direction exiting. I.e; entering from the left of the board means you would be exiting on the right