

# Ground War

## Units

Symbol	Name	Cost (Gold)	Movement Cost (Points per Tile)
T	Tank	3	3
AT	Anti-tank Squad	2	4
M	Marines	1	6

## Movement

Players can use up to 12 movement points per turn, and they must use at least 1. They can distribute these points among their units however they want. Units cost the amount of points shown in the chart above to move one tile. For example, you can move a Tank 4 tiles in one turn ( $2 \times 4 = 8$ ), or move a Tank two tiles and Marines one tile in one turn ( $2 \times 2 + 4 = 8$ ).

## Combat

A unit attacks another unit by moving onto that unit's space. The attacking player rolls a die and needs the number specified in the chart below to win, e.g. if Marines attack a Tank, the attacking player must roll a 5 or 6 to win, otherwise the defending player wins. The winner remains on the tile where the combat occurred and gets 1 gold from the bank. Players can move units after attacking, including moving the unit that just attacked (if it won). They can also attack multiple times in one turn.

What do I need to roll to win?

	DEF			
		Tank	Anti-tank Squad	Marines
ATK	Tank	4 5 6	5 6	3 4 5 6
	Anti-tank Squad	3 4 5 6	4 5 6	5 6
	Marines	5 6	3 4 5 6	4 5 6

## Occupation

Spawn points are the shaded purple tiles. Players occupy a spawn point by having a unit directly on it. Gold mines are the shaded yellow tiles, and are occupied in the same way. Players receive one gold at the end of their turn for each gold mine they are currently occupying.

### Unit Spawning

A player can spawn units anywhere in their own base (the colored tiles on their side of the board), or adjacent to a spawn point that they occupy (on one of the purple-outlined tiles).

Unit spawning follows these basic rules:

- Units cannot be spawned on top of other units
- Units can only be spawned at the beginning of a player's turn, before they move
- Units cannot be moved in the same turn that they are spawned
- There is no limit to how many units a player can buy at one time
- When units are bought, the gold goes to the bank, which is a pile on the side of the board

### Game Setup

Each player starts with 10 gold (pennies) and 1 flag (red for red, clear for blue). First, they each place their flag on any tile in their colored base. Then, they can buy units and place them in their base, following the unit spawning rules. After setup, one player rolls the die and if it is 1-3, red goes first, if it is 4-6 blue goes first.

### Objective

To win, a player must capture the other player's flag. Flags can only be carried by Marines, but any unit can move onto either flag. To pick a flag up, a player must move Marines onto the tile of the flag. They can choose to drop the flag at any time, or it is dropped when the carrying unit dies. A player wins when they carry the opponent's flag into their own base.

### Board:

