

## **Battle Line**

2 players

playing time 20 minutes

### **Needs**

- one deck
- 7 tokens or coins to use as flags

### **Online play**

<https://rsandzimier.github.io/battleline/>

[http://www.gourmetgaming.com/battleline\\_details.php](http://www.gourmetgaming.com/battleline_details.php)

### **In person play with cards**

#### **Setup**

Shuffle all the cards and deal 7 to each player. Place the 7 flags between the players. Place the remaining cards become the troop deck.

#### **Object of the Game**

The players aim to create powerful formations on their side of the Flags to beat the formations on the opponent's side of the respective Flags. The first player to win three adjacent Flags (a Breakthrough) or any four Flags (an Envelopment) achieves victory.

#### **Taking Turns**

The non-dealer plays first; play alternates thereafter. On his turn, a player selects one Troop card from his hand and places it face up on his side of the battle line. At the end of his turn, the player draws one card from the troop deck to refresh his hand to seven. When the deck runs out, no further cards can be drawn, but play continues.

#### **Winning Flags**

The Flags are won by formations of Troop cards played adjacent to the Flags.

When placing a card on the battle line a player places it face up on their side of the line adjacent to one Flag. There are three imaginary card "slots" on each side of the flag. In the course of the game each player may place a maximum of three Troop cards adjacent to each Flag, in order to create formations. The order in which the cards are played is irrelevant. To save space, later cards are placed partially covering former cards at the same flag.

## Formations

The different formations from highest to lowest are:

- **Straight Flush:** Three cards of the **same suite** with **consecutive values**.
- **Three of a Kind:** Three cards of the **same value**.
- **Flush:** Three cards of the **same suite**.
- **Straight:** Three cards with **consecutive values**.
- **Sum:** Any other formation.

When comparing two formations in the same category, the formation with the **higher sum** of all three card values is higher than the opposing formation. Kings count as 13, queens as 12, jacks as 11, pips as their face value and aces as 1.

If the two involved sums are equal, the formations are tied, then the player who played (or would play) the last card into the formations loses the Flag.

## Claiming Flags

On his turn and before drawing his card from the deck, a player may claim one or more Flags. In order to do so, he must have a completed formation of three cards on his side of the Flag, and he must be able to prove that Troop cards on the opponent's side of the Flag cannot beat this formation.

When a player successfully claims a Flag, he takes the Flag and moves it to his side, beyond the cards that he played. Then neither player may place further cards adjacent to that Flag.

## Game End

When one player has successfully claimed three adjacent Flags or any five Flags, the game ends immediately with this player winning. Play halts; no other Flags may be claimed after that.