

Battle Grounds II (Board Game)

TYPE: Board Game

PLAYERS: 2

PLAY TIME: Very Long

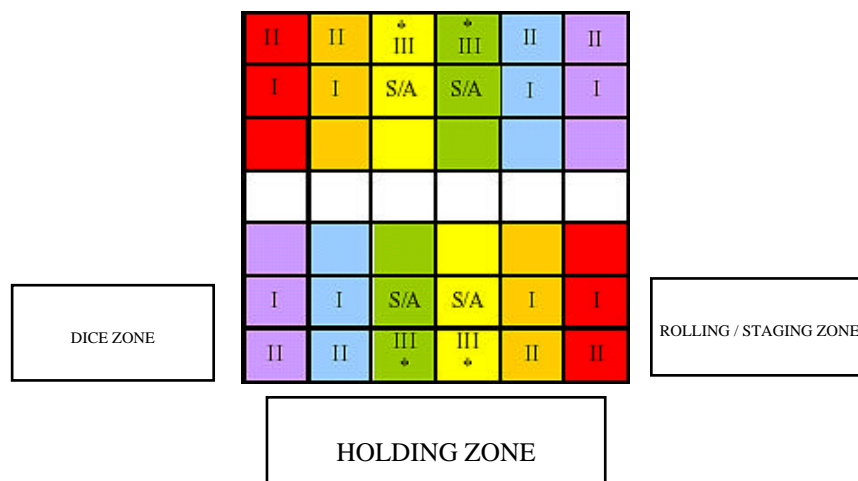
COMPLEXITY: Advanced

BASIC BATTLE GROUNDS II: This version is an adaptation to the original Battle Grounds, with a few more modifications. The other version is for those with a limited number of figures. This version would assume you have bought at least 7 booster sets and that each player has their own starter set. What you'll need: (4) level I figures, (2) Starter or Accessory figures, (4) level II figures, (2) level III figures; one level III must be a Cosmic Level figure, and (13) Battle Dice, one dice for each figure and an extra to use for rolls.

The Basic Game II:

GAME BOARD: The basic board is 6 squares by 7 squares, the first 3 rows for each player are colored to match a specific Battle Stat. (See figure one for placement. A (*) indicates where you may place your Cosmic Level figure. You can only use one Cosmic figure but you have a choice of 2 squares for placement. (S/A) is a Starter or Accessory figure.)

(Figure one)



GAME SETUP: Each player in this version takes all 12 figures and allows the other player to inspect them to ensure you have the right amount of the correct levels and to see what figures will be used for the game. After inspecting the other player's figures sort them into levels and place each figure into a die. Place the die at your discretion into the correct square for its level and type. You and your opponent now only know what level of figure resides in each square but only you know which figure is in each square on your side of the board. This advances game play a lot as you will not be able to visually identify each figure on the board.

FIGURE MOVEMENT: Each player is allowed to move a single figure per turn. A figure can only attack another figure by trying to enter an occupied square. Jumping figures is not allowed and a Turn ends after a figure moves into an empty square and has no more moves allowed or has finished an attack.

Starter or Accessory figures may only move one space at a time limited to forwards, backwards and sideways. It may not move diagonally or attack diagonally.

Level I figures can only move one space at a time and can move or attack diagonally.

Level II figures can move or attack in any direction and up to 2 spaces at a time but cannot change direction. If it starts moving diagonally it must continue to move diagonally.

Level III figures can move or attack in any direction up to 3 spaces at a time and can change direction when they move or attack.

BATTLES: Figures attack by trying to enter into a space occupied by their opponent. An example, if your figures movements would not land them in an occupied square you cannot attack on your turn. If you win the battle you move your figure into that square, this ends your turn. Defending figures do not move into the square the attacking figure occupied. Battles are handled the same as regular rules except for the following:

A figure is not taken out of the die it was initially placed into until it enters battle, unless you need help identifying a piece. You can inspect your dice on your turn and do not have to reveal its contents to your opponent. Once a battle has been declared each player removes the hidden figure put this figure back into the appropriate square and place the opened die into the Rolling / Staging Zone (See: Zones for more information.) Keep track of the die you just opened however, because if you lose this battle that die can be placed into the Dice Zone.

When attacking a figure that is on a colored square, the Battle Stat is determined by the color of the square the defending figure occupies. (If you attack a figure that occupies a Red square, the Battle Stat is Fighting Skills.) Placement on these squares can be important choose figures whose core value for that square is complimentary. Don't put a

figure into Intelligence if it has a very low score in Intelligence. (Of course figures do move and this applies to moving figures into a square that would result in a low battle score.)

When attacking a figure that is on a white square each player rolls to determine the current Battle Stat. In the case of a Tie or if both figures are on a white square each player chooses their own Battle Stat for the current match-up.

After deciding on the current Battle Stat each player rolls their extra die. (At the initial placement you had 13 dice and 12 on the board the extra die is always used for rolls.) Then adds the number rolled to their figures Battle Stat, apply or activate any powers then place their figure back into the square it came from then apply any dice rules that you may want, alternate starting with the defending figure first. If you attacked and won the battle take your opponents figure and place it into your Holding Zone, then move your figure into the conquered square. Leave your die in your Rolling / Staging Zone and allow the defeated player a chance to move their die into the Dice Zone. This ends the current players turn and the other player then starts their turn.

ZONES: Zones are defined as such:

Battle Zone: The Battle Zone is any two squares occupied by two figures currently in battle.

Ready Zone: The Ready Zone is any square adjacent to a figure that is attacking another figure or that is being attacked. For rules or powers that reference the Ready Zone, such as Teleport this is now used like Swap Powers if you have a figure in an adjacent square you may swap these figures for each other.

Staging Zone: The Staging Zone is the first two rows where your figures start the game. For rules or powers that reference the Staging Zone if you have a figure in any of the starting squares you can choose one of these figures. Example: Hypnotize, normally you take one figure from your Holding Zone and place it into your Staging Zone. This power allows you to take one of your foe's figures from your Holding Zone and place it into your Staging Zone. When returning the figure to its owner if you lose a battle the owner can place it in any colored square on their side of the board. For Swap Powers just change the places of two adjacent figures. (You must have an empty square to use Hypnotize.)

Dice Zone: The Dice Zone is just to the Left Side of the Board. (You can change sides if you are left handed. See: Rolling / Staging Zone.) You can only have 6 dice at any give time in this Zone if you already have reached the limit and lose a battle if you have any spare dice in your Rolling / Staging Zone you may swap dice from the Rolling / Staging Zone into the Dice Zone. This forfeits the rule on the dice being swapped out for a the dice being placed here.

Holding Zone: The Holding Zone is below the board in front of you.

Rolling / Staging Zone: This is a new Zone and is on the right hand side of the board. You place your dice here from the board the first time each figure enters battle. And move them to the Dice Zone only after losing a battle. When a rule specifies a die in your Staging Zone it applies to dice here. (You can change sides if you are left handed. See: Dice Zone.) If you just opened a die and lost the battle the die that held the figure can be moved to the Dice Zone you can move the others there only if you lose a battle and the figure was already removed from the die.

DICE RULES: Dice rules are the same as normal game play. Except you place your dice into the Rolling / Staging Zone from the board and when you loose a battle you are allowed to put the losing figures die into the Dice Zone. (Note you can only have 6 dice in the Dice Zone as one is needed to roll in battles. But you can swap a die for one in the Dice Zone if you lose a battle and already have 6 dice in the Dice Zone.)

STRIKE TOTAL: This is different from the normal game as you normally do not roll to determine Battle Stats. And for Telepathy which is always on and only applies to figures in the Staging Zone (Your first two rows of squares. Telepathy will be changed for game p lay. See: Attack Power Addendums. (For rules that apply to Strike Totals adjust them to Battle Total bonuses.) You can apply rules as normal when an attack occurs in a white square.

WINING THE GAME: The player who captures their opponents Cosmic Figure wins the game.

ATTACK POWER ADDENDUMS: Game play changes to normal Attack Powers.

Hypnotize: Take one of your foe's figures from your Holding Zone and place it into your Staging Zone. (You must have an empty square in the first two rows on your side of the game board to put the figure into.) When returning the figure to its owner if you lose a battle the owner can place it in any colored square on their side of the board. **Super Sense:** If you win the battle, you can read the rule in one of your opponent's Battle Dice.

Swap Powers: Change places with any figure in your Staging Zone. (First two rows on your side of the game board.)

Telepathy: If you win a battle by more than 2 points move a die from your Rolling / Staging Zone to your Dice Zone.

Teleport this is now used similarly as Swap Powers if you have a figure in an adjacent square you may swap these figures for each other.

The Advanced Game II:

GAME VARIATION: The advanced game is identical to the Basic Game II except for the following:

ADVANCED BATTLE GROUNDS: The advanced version is for those with more figures. Each player will need their own starter set and at least 7 booster sets. What you'll need: (6) level I figures, (2) Starter or Accessory figures, (4) level II figures, (4) level III figures, one level III must be a Cosmic Level figure, and (17) Battle Dice, One dice for each figure and an extra to use for rolls.

GAME BOARD: The advanced board is 8 squares by 8 squares, the first 3 rows for each player are colored to match a specific Battle Stat. (See figure two for placement.)

A (*) indicates where you may place your Cosmic Level figure, you can only use one Cosmic figure but you have a choice of 2 squares for placement.

The 2 middle columns on each side have all 6 colors. The defender in one of these squares can choose any Battle Stat for the current match- up. Also similar to chess reaching the far end of the board releases a figure from the Holding Zone. Place the freed figure in an empty Staging Zone square of your choice.

This and the number of figures and dice are all that differ from the Basic Game.

(Figure two)

II	II	III	III*	III*	III	II	II
I	I	I	S/A	S/A	I	I	I
I	I	I	S/A	S/A	I	I	I
II	II	III	III*	III*	III	II	II

BATTLE GROUNDS

Red	Orange	Yellow	Green	Blue	Purple
Red	Orange	Yellow	Green	Blue	Purple
Red	Orange	Yellow	Green	Blue	Purple
White	White	White	White	White	White
Purple	Blue	Green	Yellow	Orange	Red
Purple	Blue	Green	Yellow	Orange	Red
Purple	Blue	Green	Yellow	Orange	Red

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