

# Contested Grounds

## Advanced Play

For those of who that have felt that they have already mastered the basics of Contested Grounds it is encouraged that you try new battlefields pick new units and test out as many strategies as you can.

### Playing the Game

Contested Grounds was built specifically to appeal to the more advanced players. The board is completely customizable, there are 19 different tiles with 6 different positions and dozens of different combinations of tile placement + hundreds of different army combinations. There are literally hundreds of thousands of ways to play the game. And if that isn't enough for you, draw out your own terrain pieces or create your own favorite fantasy units. Get 8 of your friend's together use all 19 board pieces and all 32 units and have an epic battle. (Keep in mind this game will take a long time to finish)

### Advanced Game Modes

There are several different ways to play the game.

#### **Unit Selection**

**Random:** The beginners guide suggests this by randomly dealing out the unit cards.

**Favoritism:** All players take turns picking from the entire stack the units that they want.

**Draft Mode:** Deal out x number of creatures onto the table, (for example 12 cards if 2 players are getting 6 each) and then players take turn choosing creatures from the ones available.

(Feel free to experiment, 2 draft creatures rest random etc... play around)

In games with more than 2 players, you can play in teams or a free-for-all. Players decide, based on the numbers of people playing and the desired play length, how many of the 19 hexagon shaped pieces they will use to create the map. Each piece can be rotated and attached to any other piece.

## Special Scenario Cases

Due to Opposing Tactics complexity, there are quite a few special scenarios that needed extra explanations. This is a growing list. This will present a scenario and dictate what will occur.

Q: A unit enchanted with flying/climbing/swimming, is on that particular terrain, and then the enchantment is disenchanting:

A: The unit does not die instantly. The unit will remain on that space until its controller moves it off. That unit does not gain the bonuses it would normally gain while being on that spot. (ie: reduced damage from water)

Q: Ogre's "throwing ability" ?!?

A: Ok there are a few special conditions here. A) You cannot throw a unit to where it cannot travel to. (this includes a space of grass on the edge of the map but it is surrounded by water on the other sides.)

Now if that unit had a fly enchantment then, you threw it, then you disenchanting it, this is legal, it's a very difficult combo to pull off, but we felt in development if you can pull this off then go ahead.

Q: Can I use the Forced Fortune Spell card on an opponents turn?

A: Yes this is the only spell card that you can do this for. This can only be used to decide the rolls for the Griffin or the Goblin passives

Q: Do I roll a die on the goblins passive for spell cards?

A: No

Q: Do I roll a die for the goblins passive for units that do damage to multiple units or other passives.

A: Yes for Hydra, Archer or Griffin. No for Fire Elemental, Mage, Dragon whelp, or Skeleton

Q: Do I still roll for the "stun" with Medusa if the goblin evades the damage?

A: Yes

Q Are there any more questions about the friggen goblin?

A: Hopefully not.

Q: If I put two slows on my opponents earth elemental does that mean it cannot move?

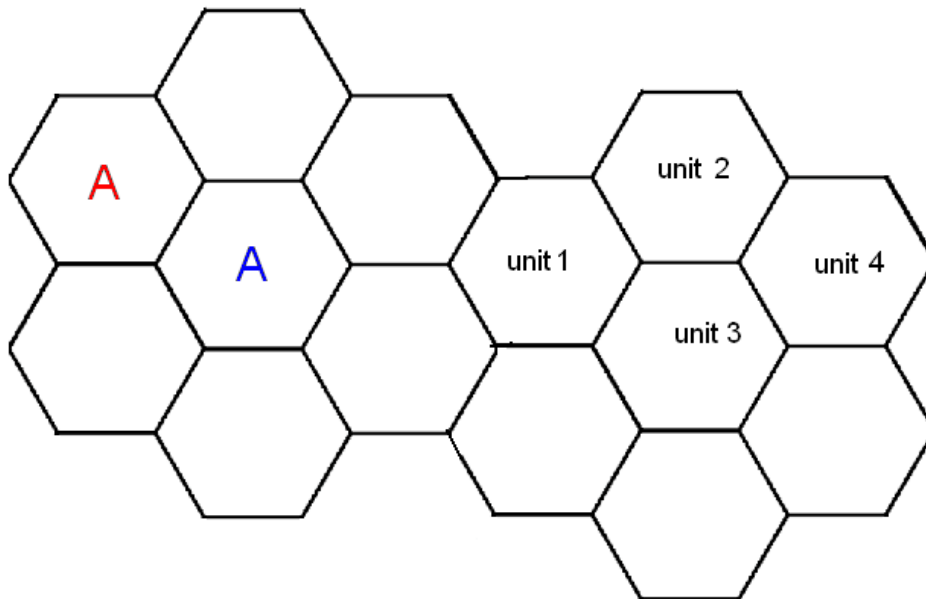
A: Yes, until he/she disenchanting it or gives it more movement.

Q: If my Vampire does 8 damage to my opponents creature but it only had 5 hp left do I gain 8 or 5 hp

A: You only gain as much health as the unit had left, so 5.

Q Archers Attack Modifying?

A: K diagram time



So if the Blue Archer attacked unit 1 he would have the choice of getting the split damage to hit either unit 2 or 3 (but not unit 4). If the red archer attacked unit 1 he would only have the choice of hitting unit 3. Generally it lines up in straight lines, use your digression in deciding.

Q: I have a damage spell/ Healing spell. That targets 2 units but I have/ my opponent has only one unit left. Can I target just the one.

A: Yes, but you cannot target that unit twice, so you will only get half the spells effect.

Q: Does Phoenix's passive bring it back on my turn or during my opponents turn?

A: During your turn.