

Contested Grounds

How to Play

Concept

Contested Grounds is a medieval themed strategy game, where players take turns commanding an army of unique units around the board with the goal of defeating all the other players. Each unit has individual statistics that separate them from your opponent's army. Players take turns, attacking with units, capturing flag points, and casting spells. The last player with units still on the board is victorious. Opposing Tactics is recommended for players of 14+ years of age.

Contents

- (15 of 19) Playing Board Pieces
- 32 unit cards.
- 32 figurines. Most are in pewter, lead, or plastic some paper with the name written.
- 40*? Spell cards
- Unit HP sheets (these sheets are used to keep track of units health -when a unit's health is reduced to 0 or below on the sheet, remove it from the board.
- Flag Tokens (shows who controls what flag)
- Three 6 sided die.
- Three 4 sided die.

Playing the Game

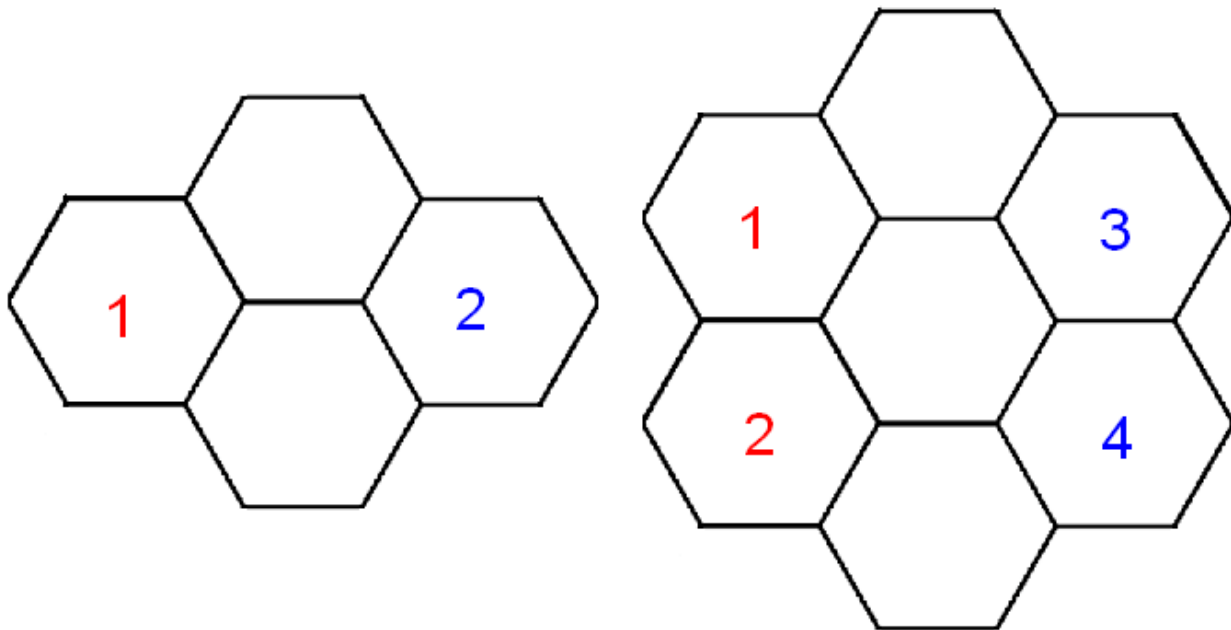
To Start

(See advanced guide for different play types)

Before the game starts players can decide how many units each player will get. Each player is randomly dealt a predetermined amount of 'unit cards' and each unit card will be represented by a figure on the board. Once each player has chosen their army, they choose a starting point on the map. (One of the flag locations) That player then places their units within one space of their chosen flag on the map. Roll a die to decide what order players will take their turns. Each player starts with 2 spell cards. It is suggested that you familiarize yourself with your units' abilities before you start a game. Write down the names of all your units and their starting hp on your HP sheet/grid paper. Enjoy the game!

Beginners Start

For first time players: For 2 players use 3-4 units each and 4 land pieces. Or for 4 players play as 2 v 2 and use 5-6 units each and 7 land tiles.



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This document has been submitted to the Vancouver Film School as part of Grayson's portfolio.*

Taking a Turn

1- **Beginning of Turn.** At the beginning of your turn, based on the number of flags you control, roll a die for a chance to draw a spell card. For each Flag you control you may roll a 6-sided die, if a '6' appears on any of the die you may draw one spell card. (you only draw one card even if you roll multiple 6's)

2- **Moving/Attacking with Units.** This is the phase where you physically move your units around the board, and interact with the other players. Each player may decide the order in which they move their units during the turn, but they may not move the same unit twice in the same turn (unless another card allows it to). Each unit must move first then attack. A unit may use its special ability before or after it moves, or after its attack (unless it's special ability affects its attack).

- **Moving:** Each unit has a set amount of movement points (Denoted on that unit's card) that unit can move up to and including the # given. *Ex: If the Knight has a movement of '6' that means he can move from any number of 0-6 spaces.* Units cannot travel over other units or water/rocks/trees unless it has a specific ability that allows it to do so.

- **Terrain:** There are 8 types of terrain and each effect units differently (Also note that ½ grass spaces on the edge of the map tiles are not considered spaces and therefore no unit may travel on them)

Grass / Bridges: These spaces are neutral and have no effects

Water: Only swimming and flying units may travel over water. Units on water have damage dealt to them reduced by 2.

Trees: Only climbing and flying units may travel over trees. Units on trees have damage dealt to them reduced by 1.

Rocks: Only climbing and flying units may travel over rocks. Units on rocks gain an additional 2 damage to all of their attacks.

Road: takes ½ of a movement to travel across.

Swamp: takes 2 movement to travel across.

Note: Flying units can travel over other units (friendly or foe) but they cannot stop over top of another unit. Flying units are also unaffected by all forms of terrain. (This includes the positive bonuses)



- **Attacking:** Each unit has an ‘attack.’ This shows how much damage that unit can do to another. Each unit’s attack is based on a die roll. A units damage is show by #d# + #. The first # tells you how many die you roll, the second # tells you how many sides are on that die and the third # tells you how much you need to add or subtract from that amount to get your final number. So for example 2d4+2 means you roll two four sided die, and then add two to your total.

- **Recording Damage** (this is usually done during your opponent’s turn while they are attacking your units.) Each unit has a set amount of Hit Points (HP). This denotes how much damage a unit takes before it is destroyed. On your HP sheet, or grid paper, write down the units name and starting HP, *EX: The Knight has 50 hp. Let’s say during your opponent’s turn a Troll and an Ogre attack the Knight. The Troll does 6 and the Ogre does 11 so on your sheet you would write: Knight: 50, 44, 33 (this shows that the Knight was hit twice, you could skip writing the 41, but its recommended that you write it down so you know he was actually attacked twice. When the Knight’s HP reaches zero or lower, you remove him from the board.*



Elf	38
Knight	50 44 33
Mage	34

- **Range:** Units may only attack other units within their range. This means that the unit you want to attack with has to be within X spaces away where X is your units range. *Ex: The Mage has a range of three, therefore it must be within three spaces of the Footman to attack it. In the below diagram the mage is just within distance to attack.*

- **Special Abilities.** Each unit has some specific and unique abilities. There are three types of abilities: Passives, Attack Modifying and One Time Use. Passive abilities effect the unit at all times (including during an opponents turn).

Examples of common passive abilities are:

Flying units are unaffected by all terrain effects.

Swimming units are able to travel onto water terrain.

Climbing units are able to travel on tree and rock spaces

Attack modifying abilities affect when the unit attacks and often require you to roll a die to have some sort of effect.


One Time Use abilities may only be used once per game. To use a “one time use” ability that unit must forfeit its attack for the turn in order to do so.

Playing Spell Cards. Spell cards may be played at any time during your turn. You may play as many spell cards as you want during your turn. (This includes casting a spell card directly after drawing one) They cannot be played during an opponents turn; however some spells have effects on opponents' turns.

- 3- **Capturing Flags.** To capture a flag simply move a unit onto the flag space and place your marker/token on the flag where your unit is located. (Note: units able to move twice during a turn due to a spell or ability can capture a flag and then continue on to do other things that turn.) It is important to keep track, by using counters, so that you know how many flags you control. (Note: you do not have to leave that unit on the flag to keep it. Once your flag marker/token is there the flag is yours for the rest of the game, until someone else takes it) the more flags you control the better your chances are for drawing a spell card. (see '*spell cards*').
- 4- **End of Turn.** Your turn is complete once you have finished moving and attacking with all your units. (Note: You do not have to move or attack with all of your units). The end of the turn is when you physically take off all units that have had their hp reduced to 0 or below during that turn. For convenience sake they can be removed before the end of the turn based on when they are destroyed. Once this is done your opponent can start their turn.

The Unit Card

These are the cards that give you the information of all your units on the board.

Medusa	
	
HP: 38	Range: 2
Damage: 2d6-1	Movement: 5
Attack Modifying, On attack roll 1d4 on a 4 attacked unit cannot move, attack, or any one time abilities until your next turn.	
<i>Passive: Swimming</i>	

HP: this is how much damage the unit can take before it is destroyed

Damage: This is how much the unit deals in combat.

This unit has swimming so it can travel on water terrain

Range: this is how far the unit can attack

Movement: This is how far the unit can move

This unit also has an attack modifying ability, so when it attacks you roll an additional die.

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Spell Cards

Spell cards are cards that are shuffled in a separate pile at the start of the game. Each player has two of these to start the game. Spell Cards have a variety of purposes. Direct damage, healing, unit enchantments, and short term effects.

Direct damage – Deals a certain amount of damage to a unit.

Healing – Restores lost HP to a unit (yours or an allies)

Enchantments – These cards attach to a specific unit and have lasting effects.

Short Time Effect – These cards have an effect that lasts till your next turn starts

These cards can be used at any time during your turn. (Note: some cards affect other players' turns. *ex: Stun - Target unit an opponent controls cannot move, attack or use it's abilities during its next turn.* (This card you would use at the end of your turn and during your opponents next turn they could not use that specific unit).

Only one spell card may be used per turn. You do not have to use a spell card each turn.

Spell cards are acquired 4 ways. One drawing them at the start of the game, drawing addition cards based on flag control (this includes your first turn of the game), and thirdly you draw a spell card every time you destroy an opponent's unit. (You do not draw a spell card if your opponent manages to destroy their own unit) (Yes there are several units cable of this). Finally if you have two spell cards that you do not wish to have, you may discard both and draw one new one.

Winning the game

You win the game when all of your opponents' units have been destroyed and removed from the board. Congratulations!