

## **“The Battle of Banners” Rules**

**2-4 players.**

**Goal of the game:** Bring the enemy’s flag back to your castle *or* defeat the enemy team.

**Set-up:** Place the colored pieces on their respective sides of the board. One side is blue and green while the other is red and yellow. Shuffle the item cards before every play.

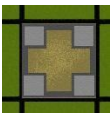
**Spaces on board:**



-Drawbridges: the starting spaces of pieces and where reinforcements come from.



-Trees: players cannot move onto these spaces.



-Keeps: Land on these spaces to gain an item card. While in a keep, that piece cannot be attacked. After leaving this keep, no one may enter until a full turn has gone by.



-Castle: Land on the opponent’s castle space to grab their flag. You must leave this space on your next turn. If completely blocked in by pieces, you may add their space to your roll and go through them.

### **How to Play:**

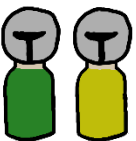
**Movement:**

M1. Roll to see who goes first.

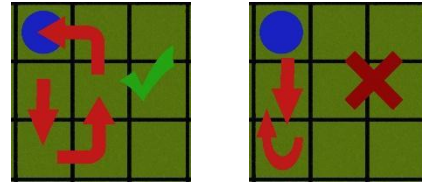
M2. To move, a player rolls 1 die. Move one piece that number of spaces. Moving backwards is allowed, but moving diagonal is not. The full roll must be moved (For example, if someone were to roll a 5, a piece must move 5 spaces).

M3. In 1v1 play, green pieces and yellow pieces are scouts, meaning that they get +2 on their dice roll but do not get a +1 attack bonus.

M4. If a piece has a flag, they cannot enter a keep.



M5. You cannot move back onto a space that you have just left (no direct backtracking).



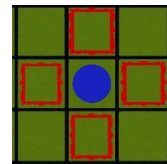
### Combat:

C1. To go into combat, a moving piece must be attempting to move onto a space occupied by the opponent.

C2. Both players roll 2 dice. The red and blue pieces that attack gets a +1 to their roll as an advantage (If a 5 is rolled, it becomes a 6). The scout piece (see M3.) is an exception to this rule.

C3. The highest dice roll wins, meaning the attacking piece moves onto the occupied space and the defending piece is removed from the board.

C4. In the case of a tie, the attacking piece is placed on a directly adjacent space to the defending piece, including keeps.



C5. If a person is killed with the flag, the space they were on becomes a flag space. The team who owns the flag cannot enter that space nor move through it. The opposing team must land on this space to obtain the flag.

### Items:

T1: Land on a keep space to receive 1 item card.

T2: Item cards cannot be used on the turn they are obtained unless they are combat (red) cards. Players must wait until their next turn or later to use them.

T3: A player can only use one item card per turn and must be played before moving. Combat cards can also only be played once per turn, but must instead be played during combat.

T4: The colors on the cards have their own meanings;

- Green means movement
- Red means combat
- Blue means good for the user
- Purple means bad for the opponent.

Possible items to obtain:

**(6) Extra Strength:** Adds +1 to an attacking piece (In 1v1, this means that scouts now achieve +1 attack while regular pieces achieve +2 attack). This card can be played when a player's piece enters combat offensively.

**(6) Extra Defense:** Adds +1 to a defending piece. This card can be played when a player's piece enters combat defensively.

**(4) Gain Reinforcements:** Get a free reinforcement piece without having to roll doubles (Place the new piece at the drawbridge space). This card must be played before you move.

**(6) Horse:** Using this card lets you roll an extra die to add to your movement. This card must be played before your movement roll.

**(4) Ghost Magic:** Use this card before you move. This makes it so that none of your pieces can be attacked during your opponent's turn, but you may not attack either.

**(3) Rain Storm:** Use this card before you move. This subtracts your opponent's dice roll by 3 on their next turn.

**(1) The Reaper:** Use this card before you move. The Reaper lets you remove any 1 of your opponent's pieces from the game completely. This piece cannot be used as a reinforcement, and Ghost Magic does not counter this card.

**(3) Poison:** -3 on opponent's combat roll.

**(3) Locust Swarm:** Use this card before you move. Force the opponent's piece to move in any chosen direction 5 spaces. If there are trees or other pieces in the way, they are added to the total number of spaces moved (1 tree or piece means the piece goes backwards 6 spaces). This does not force pieces to move back on to drawbridge or castle spaces, rather the number of spaces is cut short.

**(2) Strong Wind:** Use this card before you move. If your flag is on the field and the opponent does not have it, return it back to your castle.

**(3) Hidden Knife:** If a combat results in a tie, you may play this card to win. The Hidden Knife card is unique in the fact that it can be played as a second item during a single turn.

**(2) Safeguard:** Play this card instead of your movement roll. Move a chosen ally piece to any keep behind it. You do not receive a new item and this card forfeits your turn.

**(5) Thief:** Play this card before you move. Without looking, steal 1 of your opponent's cards (Choose from their cards randomly).

**(2) Providing Aid:** Play this card before you move. Move any piece (except for a piece with the flag) adjacent to any other piece on the board.

**(3) Saboteur:** Move an opponent's piece from inside a keep onto a drawbridge space.

**(1) Famine:** Make your opponent put all of their cards back into the item deck. Reshuffle the deck. (Discarded cards remain discarded.)

There are 16 types of cards in total, and 54 cards in all. Played item cards go into a discard pile, and when there are no more cards to draw none can be obtained.

## **2 v 2 matches:**

D1. There are no scouts in 2v2 matches.

D2. Both players on the team move one after the other in one turn.

D3. Item cards may affect both people on the same team. They are shared between the team members and cannot be used twice.