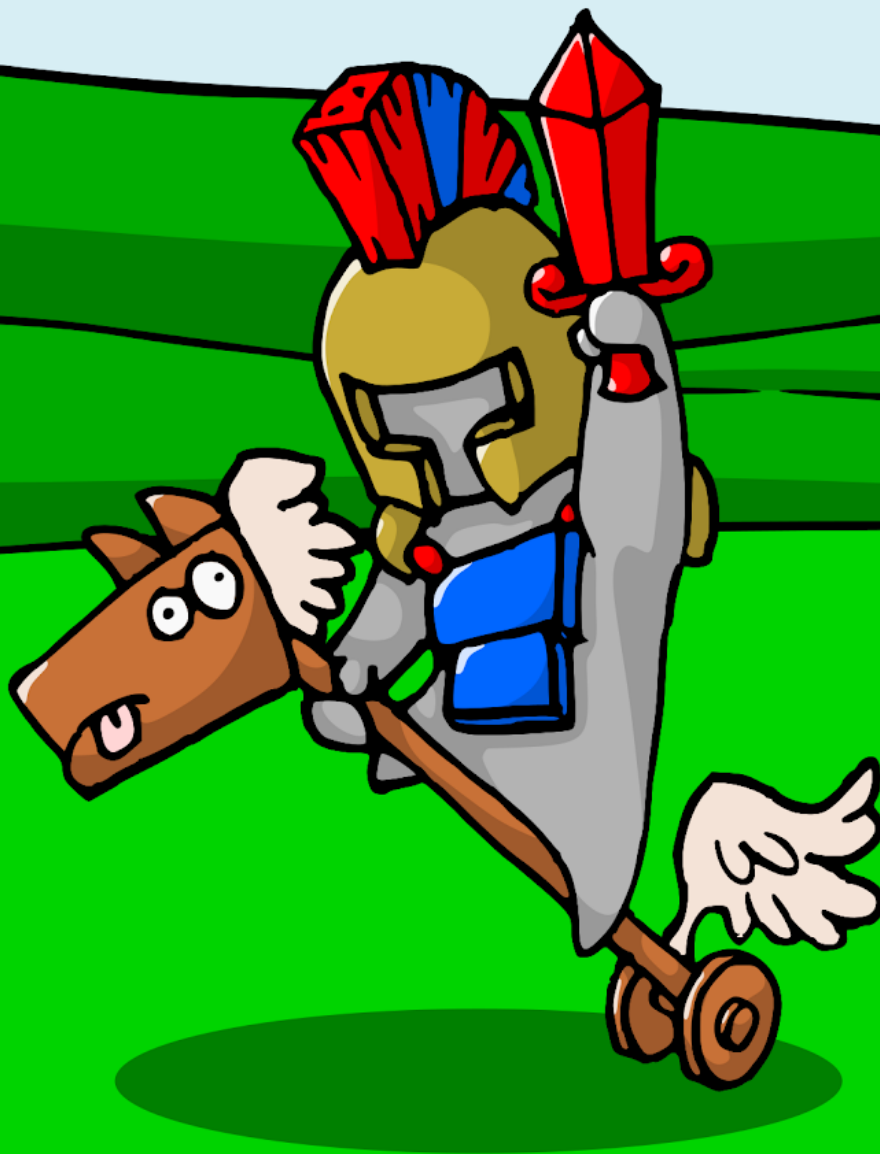


Flank!



ANDREW DOBSON

The village of Fairfield is beset on both sides. Two armies clash over the sleepy little border town. Banners of Honor are raised to proclaim the deeds of noble warriors and War Cries are shouted as they charge into battle.



SETUP

1

Place the board in the center of the play area.

2

Place the pieces in their marked positions on the battlefield area of the board

3

Shuffle the Honor tiles and place them face down in three equal stacks.

4

Flip the top Honor tile of each stack, placing them face up adjacent to the stacks.

5

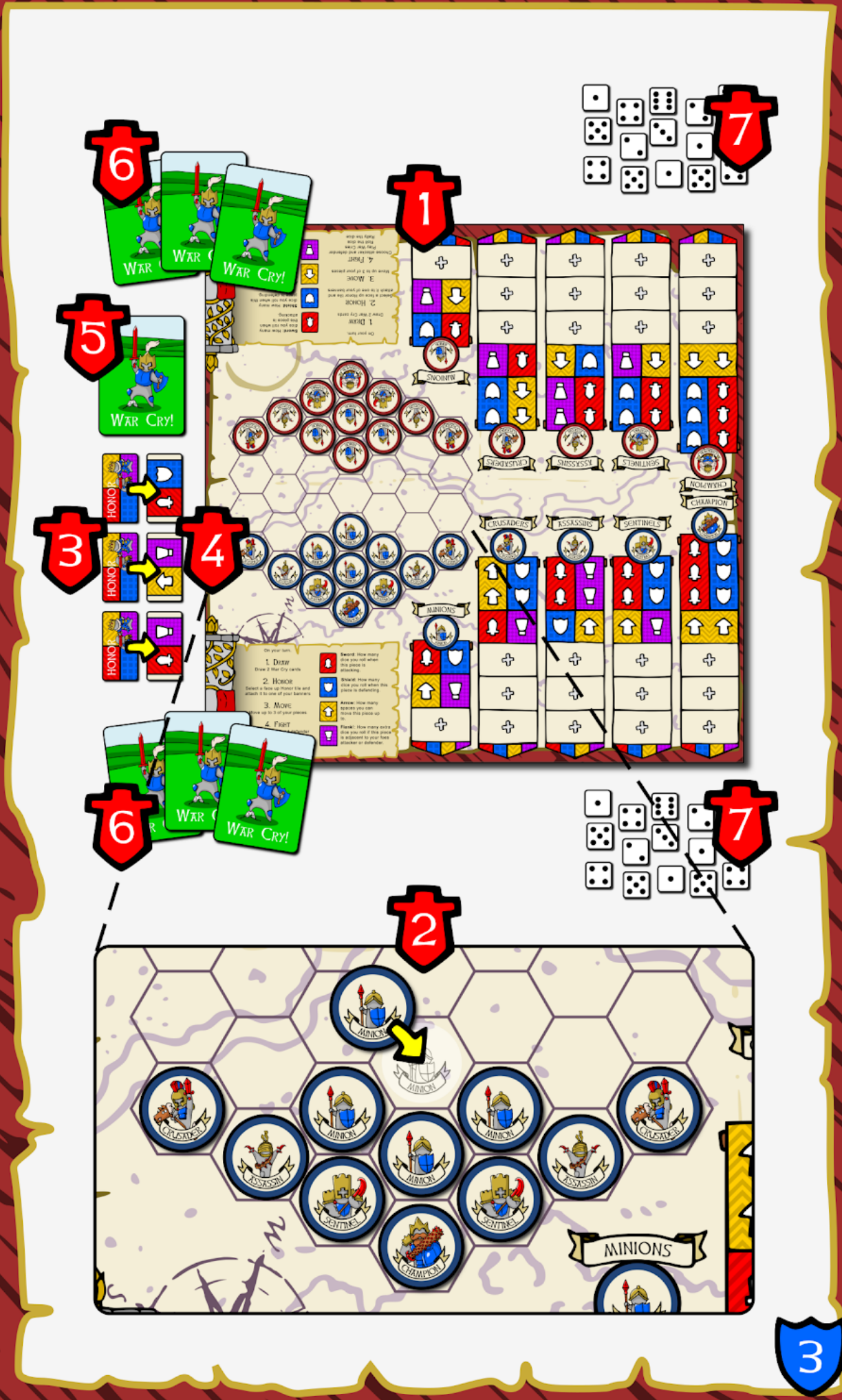
Shuffle the War Cry deck and place it face down, leaving space for a discard pile.

6

Deal each player a starting hand of 3 War Cry cards.

7

Give each player 15 dice.



6

1

7

5

3

4

6

2

7

3



On your turn:

- Draw:** Draw 3 War Cry cards.
- House:** Select a face up Honor tile and attach it to one of your banners.
- Move:** Move up to 3 of your pieces.
- Fight:** Select how many dice you roll when this piece is attacking.

On your turn:

- Draw:** Draw 3 War Cry cards.
- House:** Select a face up Honor tile and attach it to one of your banners.
- Move:** Move up to 3 of your pieces.
- Fight:** Select how many dice you roll when this piece is attacking.

Attack: How many dice do you roll if this piece is attacking to your base, another player's base, or a defender.

Defend: How many dice do you roll when this piece is attacking.

Block: How many dice do you roll when this piece is attacking.

Crusaders **Assassins** **Sentinels** **Minions** **Champions**



MINIONS

OBJECTIVE

The objective of Flank! is to defeat your foe's Champion by fighting it with one of your pieces.

Without a leader an army will fall.



FIRST TURN

Randomly determine who goes first by having both players roll a die.

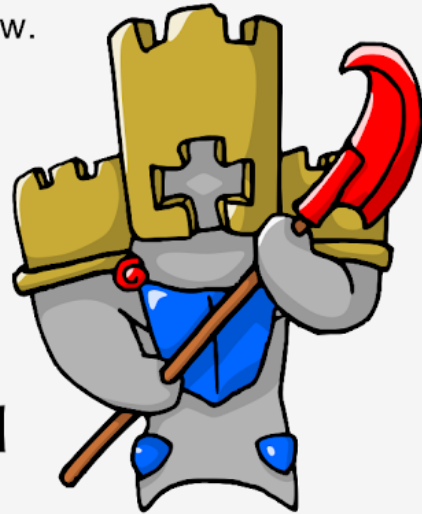
The player who is going second draws 2 extra War Cry cards before the start of the game.



PLAY A TURN

A player's turn consists of completing the four phases below.

1. DRAW ... PG. 5
2. HONOR ... PG. 6
3. MOVE ... PG. 7
4. FIGHT ... PG. 8-11



1. DRAW

Draw 2 War Cry cards.

War Cry cards are used during the Fight phase.

There is no maximum hand size.

Cards in your hand are hidden from the other player.

If there are not enough cards remaining in the War Cry deck shuffle the entire discard pile into the deck.



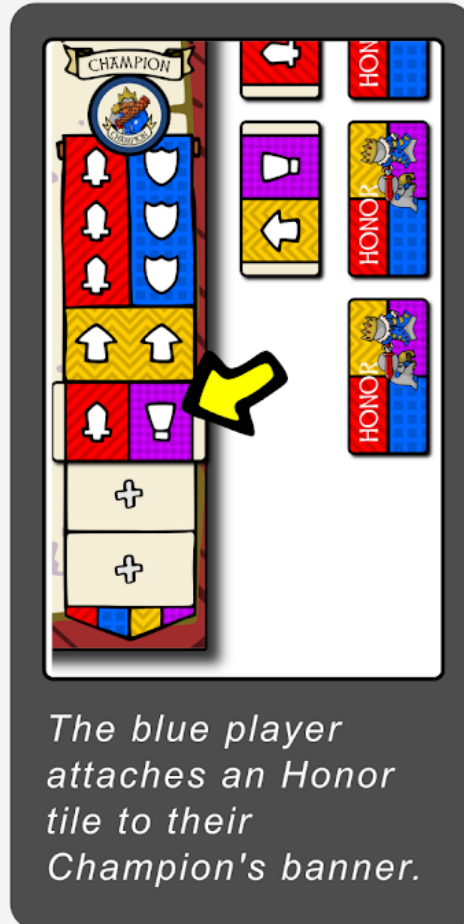
2. HONOR

Take 1 face up Honor tile from the stack area and attach it to one of your piece's banners, then flip over a new Honor tile from any of the stacks.

Attaching Honor tiles to your piece's banners improves their moving and fighting abilities.

You can't move Honor tiles after you have placed them unless a card (i.e. **Honor Swap!**) would tell you to do so.

If you have no space left on your banners then skip the Honor step.



Sword: How many dice you roll when this piece is attacking.



Shield: How many dice you roll when this piece is defending.




Arrow: How many spaces you can move this piece up to.






Flank!: How many extra dice you roll if this piece is adjacent to your foe's attacker or defender.


3. Move

Move up to 3 of your pieces.
Each piece can move any number of empty spaces, up to the number of  icons it has.


Each piece can only be moved once during the move phase. Pieces cannot move through other pieces (not even your own!).

The Crusaders here have 2  so they can move up to 2 spaces.

The Assassins here can also be moved up to 2 spaces. They have 1  from their banner and 1 additional  from the Honor tile attached to the banner.



The Crusader below has been selected to move. Because it can move up to 2 spaces, it can move to any of the spaces shown below.



4. FIGHT

The Fight phase is broken down into the steps below. You may skip the Fight phase.

A. DECLARE

Choose 1 of your pieces to be the attacker and then choose 1 of your opponenets pieces to be the defender. The choosen defender must be adjacent to the attacker.

It is the blue players turn. They choose their Crusader to be the attacker.

Both the red Sentinel and red Assassin are adjacent to the blue Crusader.

The blue player chooses the red Sentinel to be the defender.




Flankers


Flankers are your pieces that are adjacent to your foe's attacker or defender. Attackers and defenders are not flankers.


The blue Crusader is the attacker. The red player has an Assassin adjacent to the blue player's attacker. The red Assassin is considered a Flanker.


The red Sentinel is the defender. The blue player has 2 Minions adjacent to it. Both these Minions are Flankers.





The attacking player rolls 1 dice for every  its attacker has.

For each of the attacking player's Flankers, the attacking player rolls 1 additional dice for each  that the Flanker has.

The defending player rolls 1 dice for every  its defender has.

For each of the defending player's Flankers, the defending player rolls 1 additional dice for each  that the Flanker has.

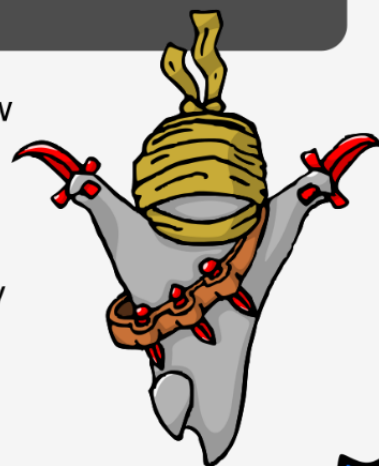


The blue Crusader is attacking and has two blue Minions flanking the defender. The blue player rolls 4 dice. 2 from the Crusader's  and 1 from each of the Minion's .

The red Sentinel is defending and has a red Assassin flanking the attacker. The red player rolls 4 dice. 2 from the Sentinel's  and 2 from the Assassin's .



When you count how many dice you roll place them over the icons to track them. As you play War Cry cards adjust the dice on the icons.



B. WAR CRIES

Beginning with the defending player, players take turns playing War Cry cards.

Resolve the effect of the card then place the card in the discard pile.

Instead of playing a card a player may pass.

When both players pass in succession move onto the next step.

*The blue player is attacking. The red player is defending so plays first. Both players will be rolling 4 dice in the next step. The red player is happy with those odds and decides to pass. Now it is the blue player's turn, they decide to play the **Assault!** card. The blue player will now be rolling 5 dice. Now the red player decides to use his **Take Cover!** card and will now be rolling a total of 6 dice. The blue player has no more useful cards left so passes. The red player also passes and they move onto the next step.*



C. ROLL

After War Cry cards have been played both players now roll all their dice. The goal is to have the highest total.



The blue player rolls their 5 dice and achieves the total above of 18. The red player rolls their 6 dice and achieves the total above of 20. The red player is currently winning this Fight.

D. RALLY

Before the Fight is resolved both players have a chance to Rally the dice.

Beginning with the defending player, players take turns Rallying their dice.

To Rally your dice discard a War Cry card and then reroll up to two of your dice.

Instead of Rallying the dice you may pass.

When both players pass in succession move onto the next step.



The red player, who is defending, is currently winning this fight so they decided to pass. The blue player then decides to Rally their dice by discarding a War Cry card. They choose both their 1s to reroll. They roll a 3 and a 4 and now they are winning this fight with a total of 23. The red player still has War Cry cards left to discard but chooses to pass and save their cards for later. The red player also chooses to pass since they are winning.

E. RESOLVE

The player that has rolled the lowest loses this fight. Their attacker or defender is defeated and removed from the board.

If your foe's Champion is defeated then you win the game.

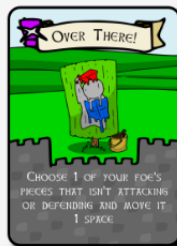
If both players roll an equal amount then both the attacker and the defender are defeated and removed from the board.

If both player's Champions are defeated at the same time the game is a draw..

CLARIFICATIONS



CHOOSE 1 OF YOUR PIECES THAT ISN'T ATTACKING OR DEFENDING AND MOVE IT 1 SPACE



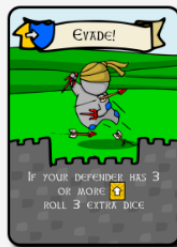
CHOOSE 1 OF YOUR FOE'S PIECES THAT ISN'T ATTACKING OR DEFENDING AND MOVE IT 1 SPACE

Ambush! & Over There!

Pieces moved away from flanking positions no longer provide their flanking bonus. Pieces moved into flanking positions now provide their flanking bonus.



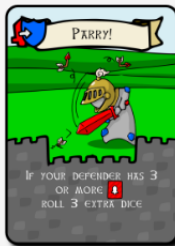
IF YOUR ATTACKER HAS 3 OR MORE ♠ ROLL 2 EXTRA DICE



IF YOUR DEFENDER HAS 3 OR MORE ♠ ROLL 3 EXTRA DICE

Backstab!, Evade!, Parry! & Shield Bash!

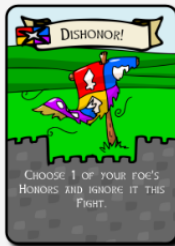
These cards refer to your own pieces. These cards add dice when attacking or defending as long as you meet the required number of Honor Icons on your attacker or defender. Add the dice as part of resolving the card. If the number of Honor Icons changes after playing these cards you still keep the dice even if you no longer meet the initial criteria. Cards like Dishonor! & Honor Swap! can change the number of Honor Icons a piece has.



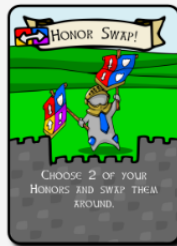
IF YOUR DEFENDER HAS 3 OR MORE ♠ ROLL 3 EXTRA DICE



IF YOUR ATTACKER HAS 3 OR MORE ♠ ROLL 2 EXTRA DICE



CHOOSE 1 OF YOUR FOE'S HONORS AND IGNORE IT THIS FIGHT



CHOOSE 2 OF YOUR HONORS AND SWAP THEM AROUND

Dishonor! & Honor Swap!

If you move an Honor tile that has been affected by Dishonor! that tile remains under the effect and still swaps places with the other tile.

CREDITS

Designer & Illustrator: Andrew Dobson

Play Testers: Jenny Dobson, Colin Baggot, Sam Lin, John Bai, Brendan McCarthy, Matthew Bunce, Kerry Manson, Susan Sun, Lauren Pope, Sean Dobson, Ru-Yang Tan, Charlie Nu, Theo Flower, Regan McCarthy, David Fraiser, Peter Hunter, Benjamin Lee, Martin Moore, Nikola Jaksic, David Wilson