# HASHMI BATTLE ROYALE

# GAME RULES

**PERICULUM GAMES**

A game of strategy, daring, and betrayal. Guide your agents in the game to seek and destroy your opponents, collect treasures, and be the first to accomplish your secret mission.

| 3-4 Players | 10 yrs + | 45-120 Minutes | English |

# About the Game

Hashmi Battle Royale is a strategy action-based game where players control their agents on the board to try to eliminate opponents, collect treasure chests, and achieve secret missions. Players can use action cards to empower their agents and to hinder their opponents. There are many ways to win the game, The rules of the game are described in detail in this booklet.

# Contents of the Box

**Character Pieces**:

- ❖ 8 Special Agent pieces
- ❖ 5 Ordinary Agent pieces
- ❖ 3 Zombie pieces
- ❖ 1 "Seedo" piece
- ❖ 12 Magnet Bases

**Weapon Pieces:**

- ❖ 7 Daggers / 7 Swords
- ❖ 5 Crossbows / 5 Pistols / 5 Shotguns / 5 Assault Rifles
- ❖ 2 Grenades / 2 Gas Bombs / 2 Rocket Launchers / 2 Laser-Guided Missiles

**Game Cards:**

- ❖ 8 Special Agent Cards
- ❖ 4 Ordinary Agent Cards
- ❖ 5 Mission Cards
- ❖ 50 Action Cards
- ❖ 61 Weapon Cards

**Game Dice:**

- ❖ Players Dice
- ❖ Rounds Counter Dice
- ❖ Charm Dice
- ❖ Wizard Dice
- ❖ D6 Dice
- ❖ D10 Dice
- ❖ D20 Dice

# Starting the Game

The game is played by up to 4 players, each player having 3 agents. At the start of the game, each player draws two "Special Agent" cards and one "Ordinary Agent" card, and place the cards face up in each player's zone. If a player gets both the "Doomed" and the "Wanted" agents, he/she can exchange either one of them with any agent of any other player.

At this point, players are allowed to trade agents among themselves if they wish to. The only condition is that each player must end up with 3 agents.

Players then take the agent pieces corresponding to their agents and place them on the magnetic bases. The magnetic bases, numbered 1 to 3, have the colour corresponding to each player and allows players to recognise which agents belongs to which player during the game (NOTE: in Tabletopia, after placing the agent piece on top of a magnetic base, select both using SHIFT, right click and choose ∞ to link them so that the two pieces can move together during the game).

Each player then draws a Player Mission card which they take in hand and keep secret. Each player is then given 5 actions/weapons cards (the exact combination of action versus weapon cards is up to each player). The rest of the actions/weapons cards are placed in the designated space on the game board.

The players should agree on the maximum number of rounds to be played before starting the game. The default is 7 rounds.

## Zones

The game board is divided into 14 zones (A to L). Each playable square on the game board is labelled by the letter of its zone, its row (1-20) and its column (A-T). Black squares are not playable (i.e., players cannot go on or through them). Players cannot shoot through black squares.



## Placing Agents and Treasure Chests

Players take turns to place one agent at a time on the game board on any playable square. A playable square is identified by a letter indicating its zone followed by its row/column coordinates. A player cannot place an agent in a zone pre-occupied by an opponent agent but agents from the same team can be placed in the same zone.

After the last player places his final agent, the player takes turns to place the treasure chests using the same process, with each player placing one treasure chest at a time. Players cannot place a treasure chest in a zone occupied by any agent.

## Winning the Game

The objective of the game is to eliminate other players by assassinating their agents and to protect your own agents. The game can be won in one of the following ways (ranked from most valued to least valued):

- ❖ **Battle Royale Victory**: A player with remaining agents wins the game when all the agents of all his opponents have been eliminated.
- ❖ **Assassin Victory**: A player wins the game if he/she assassinates 5 enemy agents, This include agents assassinated using a HYPNOTISE action under the control of this player.
- ❖ **Peaceful Victory**: A player wins the game if his agent(s) are in possession of all 4 treasure chests at the same time.

❖ **Mission Accomplished Victory**: A player wins the game when he/she accomplishes their player mission (see below).

❖ **Boring Victory**: when the number of agreed rounds has been completed. The boring winner is the one with the highest number of assassinations. If tied, the winner is player with the highest number of remaining agents. If tied, the winner is the one with the greatest number of treasure chests. If tied, no one is a winner, and everyone is a loser!

## Actions

Each player can perform up to 5 actions during their turn:

1- A player must perform a minimum of one and a maximum of two MOVE actions.

2- A player cannot perform more than two SHOOTING actions. All weapons require one, two, or three actions to shoot (details shown on ach weapon card).

3- Players can use action cards during their turn. Each action card specified number of actions required to use that card.

4- Players can allocate a weapon from a weapon card in hand to one of their agents (1 action per allocation).

5- Players can re-allocate one weapon from one agent to another (1 action per re-allocation).

6- Players can re-allocate any number of ammunitions from one agent to another (1 action per re-allocation).

## Move Actions

A MVOE action allows a player to first nominate an agent and then throw a dice to determine the number of steps that agent must move by. All agents use the D10 dice to move except the Sonic agents which use the D20 dice and the Zombie agents which use the D6 dice.

Agents can move horizontally and vertically but not diagonally and can turn multiple times during the same move (e.g., if the dice shows 7, an agent can move 4 steps up->2 steps right->1 step up). An agent cannot go over the same square within the same MOVE action.

Agents cannot end in a square occupied by another agent (except for zombies which can do so and eliminate any agent in the square they end their MVOE action on). Agents can go through other agents during their MOVE action but not through walls or black squares.

If an agent ends their MOVE action in a square adjacent to any square where another agent of another player is, and where the two squares are not separated by a wall, this triggers a mandatory SHOOTOUT (see below).

# Shooting Actions

The game board has two shooting zones. The first is used for Daggers, Swords, Crossbows, Pistols, and Shotguns. The second is used for Assault Rifles, Grenades, Gas Bombs, Rocket Launchers, and Laser-Guided Missiles.



To perform a SHOOTING action, a player must first nominate an agent and a weapon possessed by that agent, and then use the SHOOTING zone to fire. The agent must have enough ammunition to fire the desired weapon (as indicated on each weapons card and on the shooting zone).

The shooting action is performed in one of the two shooting zones using the following steps:



1- Roll the SHOOT picture dice to determine if the weapon fires, misfires (nothing happens), or backfires (hits own agent). Daggers, Swords, Grenades, and Gas Bombs always fire so this step can be skipped for these weapons.

2- If the weapon fires, roll the RANGE picture dice to determine the range.

3- Select the direction you wish to weapon to shoot (up, down, left, or right).

4- If the weapon hits any agent within the range and direction of the shot, roll the TARGET picture dice to determine if you have hit the target or not (except for grenades and gas bombs which always hit the target).

Except for missile launchers and laser-guided missiles, shots cannot penetrate walls and they stop whenever they hit the first target or reach the end of the shot's range (i.e., you cannot hit two targets that are both within the range and direction of the shot. Only the first target is hit).

Rocket launchers and laser-guided missiles can go through walls (but not across black squares) and can terminate multiple agents standing in their paths.

The Shooting zone shows the chances of successfully firing, the range, and the chance of hitting the target for each weapon.
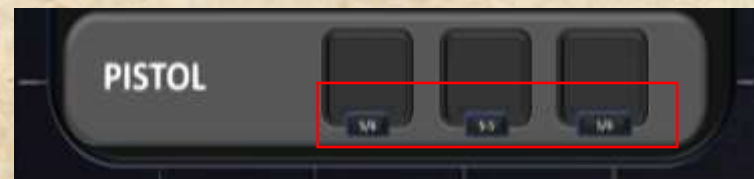


After each shooting action, and regardless of the outcome, the player must decrease the ammunition counter of that agent in the player/agent zone.

## Shootout

A SHOOTOUT between two agents is triggered by the SEE ME OUTSIDE action card or when an agent ends a MVOE action in an adjacent square to that of another agent. The two agents must use the SHOOTOUT zone without moving the agents. The player triggering the shootout takes the role of the Cowgirl and the other paly takes the role of the Cowboy.



The Cowgirl takes the first shot by rolling the shootout picture dice next to her. If she hits, she wins the shootout and eliminates her opponent. Otherwise, the cowboy takes the next shot. The cowgirl has 1 in 3 chances of hitting the target and the cowboy has 1 in 4 chances of hitting the target. The shootout continues until one of the two is eliminated or until both players have missed 5 shots each, in which case both are eliminated.

## The Storm

After three rounds are completed, any player can declare the storm during their turn, and the storm becomes active at the beginning of that player's next turn. When is the storm is active, agents in zones A-D (rows 1-8) are automatically eliminated.

The Player who declares the storm should update the status of the storm indicator on the board to ORANGE when they declare the storm and to RED when the storm is active.

# Agent Type

- **Ordinary**: this agent has no special powers. There are 4 ordinary agents in the game, one for each player, plus one ordinary agent placed in the Agents Graveyard which can be swapped with a STRONG agent who has been hit once.
- **Sonic**: this agent uses the D20 dice to move (range 1 to 20).
- **Invisible**: this agent can go move and shoot through walls but not through black squares.
- **Strong**: this agent has additional power and needs two hits to be eliminated. When hit once, the strong agent becomes an ordinary agent (swap the pieces with the spare ordinary agent piece in the Agents Graveyard).
- **Accurate**: this agent can perform the shooting action a second time if he fails with the first time and therefore has twice the chance of eliminating an opponent when using the SHOOT action (but requires enough ammunition to perform the second SHOOT action).
- **Wizard**: this agent can strike back when successfully hit by an opponent: roll the Wizard dice to determine if only the wizard is eliminated (3/6), or only their potential assassin is eliminated (2/6), or both are eliminated (1/6).
- **Wanted Dead or Alive**: this agent is an escaped convict. Whoever terminates him gets to choose from the following two prizes: terminate any other agent from any team or revive a terminated agent from own team.
- **Doomed**: this agent is eliminated in lieu of any other agent that is eliminated in the same zone, unless eliminated by the Doomed agent himself. If multiple agents are eliminated in the same zone, only the Doomed agent is eliminated, and all other agents survive.
- **Healer**: can revive any of their eliminated co-agents if they end a MOVE action on the square where their eliminated co-agent was terminated (tagged by the magnetic base which shows the colour of the player and the agent number). After such a move, the Healer can shift to any adjacent square so as not to occupy the same square as that of the revived agent.

# Agent Termination

When an agent is terminated, the following happens:

1- All the possessions of that agent (weapons/ammunition/treasure chests) are automatically transferred to the assassinating agent. The player of the assassinating agent can use regular actions to reallocate the loot among his/other agent.

2- The ammunition counter of the assassinated agent should be reset to zero, and the ammunition counter of the assassinating agent should be incremented by the same amount.

3- The status indicator of the assassinated agent in the player zone should be set to indicate the colour of the assassinating agent (or the storm symbol if an agent dies in the storm). This is important to keep track of which agent was assassinated by which player.

4- The piece of the assassinated agent should be detached from its magnetic base and transferred to the Agent Graveyard zone. The magnetic base should remain on the square where the agent was terminated in case this agent is recalled. Other agent pieces can occupy the same square where a magnetic base is.

5- The credit and the loot when the assassinating agent is under hypnosis goes to the player who controlled the agent, and he/she can allocate the loot to any one of his agents.

6- The credit for eliminating an agent stays with the first player to eliminate the agent even if the agent is healed or is recalled as a zombie.

In this example, agent 1 of the blue player has been eliminated by the red player and agent 2 by the green player. Agent 3 is alive.

# Weapon Cards

Players can draw weapon cards during each turn. Weapon cards are first taken in hand. A player can use one action to allocate a weapon to a specific agent by discarding the corresponding card from his/her hand and taking the corresponding weapon piece from the weapons zone and placing it under the agent in the payer zone.



The following table shows the details for each weapon type in the game:

| Weapon | Number | Actions | Amo | Fire | Missfire | Backfire | Damage | Minimum Range | Shooting Range | Accuracy |
|---|---|---|---|---|---|---|---|---|---|---|
| Dagger | 7 | 1 | 0 | 6/6 | 0/6 | 0/6 | 1 | 1 | 1-1 | 5/6 |
| Sword | 7 | 1 | 0 | 6/6 | 0/6 | 0/6 | 1 | 1 | 2-2 | 4/6 |
| Crossbow | 5 | 1 | -1 | 5/6 | 1/6 | 0/6 | 1 | 2 | 3-5 | 4/6 |
| Pistol | 5 | 1 | -2 | 5/6 | 1/6 | 0/6 | 2 | 1 | 5-5 | 5/6 |
| Shotgun | 5 | 1 | -3 | 4/6 | 1/6 | 1/6 | 4 | 2 | 5-5 | 4/6 |
| Assault Rifle | 5 | 1 | -4 | 5/6 | 1/6 | 0/6 | 3 | 3 | 4-6 | 4/6 |
| Grenade | 2 | 2 | -7 | 6/6 | 0/6 | 0/6 | 5 | 1 | 1-5 | 6/6 |
| Rocket Launcher | 2 | 2 | -10 | 4/6 | 1/6 | 1/6 | 6 | 5 | 5-10 | 4/6 |
| Gas Bomb | 2 | 2 | -7 | 6/6 | 0/6 | 0/6 | 5 | 1 | 1-5 | 6/6 |
| Laser_Guided Missle | 2 | 3 | -10 | 4/6 | 1/6 | 1/6 | 6 | 5 | 5-10 | 4/6 |

The minimum range for a weapon determines the minimum distance to the target where that weapon can be used. The shooting range determine the distance that this weapon can be fired starting from where is agent is.

For example, crossbows have a minimum range of 2, meaning no targets less than two squares away from the agent firing the weapon can be hit. When the player fires this weapon by randomising the RANGE picture dice, they will get a number between 3-5 which is the shooting range of this weapon. If they get 4, this means the shot will hit any agent between 2 and 4 squares away in the direction of the shot.

A grenade is a special kind of weapon. It can be thrown in the range of 1-5. Where it lands, all agents on that square and all 8 adjacent squares are eliminated as show below. This includes the co-agents of that player, and the agent throwing the grenade if the grenade is thrown only one step.



Impact area of a grenade

Gas Bombs can also be thrown in the range of 1-5 but when they land in a zone, they terminate all agents in that zone, including player's own agent. The poisonous effects remain until the end of the game and any player **ending** a MOVE action in a zone hit by a gas bomb is terminated.

Rocket launchers and laser-guided missiles can go through walls (but not across black squares) and can terminate multiple agents standing in their paths. Laser-Guided missiles are similar, but they also provide the ability for the missile to turn **once** during its path to any target. For example, if the player gets 8 when they randomise the RANGE picture dice, they can steer the missile 5 steps up/down + 3 steps left/right.

# Ammunition Cards

To fire certain weapons, an agent must have enough ammunition. Ammunition cards are special kind of weapon cards that gives players +5, +7, +10, +15, or +50 ammunitions. Ammunition cards can be allocated (1 action) to a specific agent by discarding the card and incrementing the ammunition counter of that agent by the corresponding amount.



Ammunition can also be re-allocated between agents of the same player (1 action to reallocate any amount of ammunition from **one** agent to **one** other agent).

Playing the game with ammunitions is optional. At the beginning of the game, players can agree to play without needing ammunition. If so, remove all the ammunition cards from the weapons deck at the beginning of the game and reshuffle or allow players to draw another card when they receive an ammunition card.

# Action Cards

The game has the following action cards with the number of each card and the number of actions required to use it shown in parenthesis:

- ❖ **Call Seedo** (#2, Actions=1): use this card to call Seedo to the zone where one of your agents is. Throw the 0-2 counter dice to determine the number of rounds Seedo stays in this zone before going back to default position. All agents in the same zone as Seedo are safe including from See Me Outside but agents in the zone can still terminate agents outside the zone.
- ❖ **Cancel Ceasefire** (#2, Actions=2): use this card to cancel an active ceasefire.
- ❖ **Ceasefire** (#2, Actions=2): use this card to declare **global** ceasefire until your next turn starts. Throw the 0-2 counter dice to determine the number of rounds the ceasefire holds. Does not apply to See Me Outside.
- ❖ **Chameleon** (#2, Actions=3): can turn one of their agents into any of the eliminated agent. Swap the pieces and agent cards to indicate the new character of the agent). Players revived by a healer use the swapped agent type.
- ❖ **Charm** (#4, Actions=0): when being eliminated, use this card to throw the charm dice for a chance to survive unless attacked by an own agent (e.g., as a result of using own weapons). Strong character can only use this action if they have already been hit once before (i.e., they are ordinary now). This action card can also be used if eliminated after a SHOOTOUT or when a Wizard rebounds your shot.
- ❖ **Disarm** (#1, Actions=2): Select one opponent agent and get rid of all his weapons and ammunitions.
- ❖ **Electrify** (#1, Actions=3): use this card to send a deadly electric shock along the column and row of one of your agents. The shock goes all the way in all 4 directions until it hits a wall or a black square, killing all in its path in each direction.
- ❖ **Freeze** (#4, Actions=1): use this card to freeze any agent. Throw 0-2 counter dice to determine the number of rounds the agent is frozen and place the dice on their square. Frozen agents cannot move or use GO action, but they can perform other actions including shooting.

- ❖ **Go** (#4, Actions=1): use this card to use the GO picture dice to move one agent to a new location. Once used, the designated agent must move to one of the 4 squares shown on the selected picture card. If an agent lands on a square occupied by another agent, they terminate that agent immediately. If an agent lands in the active storm, they have until the end of the player's turn to escape the storm or they are eliminated.
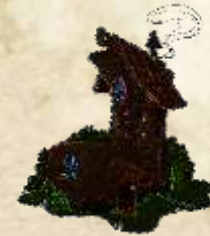- ❖ **Hitchhike** (#2, Actions=0): Play this card as soon as another agent completes a MOVE action and move one of your agents by the same distance.
- ❖ **Hypnotise** (#2, Actions=3): use this card to take control of one team's actions in their next turn. Start by taking their two action cards and displaying them to everyone. Any cards not used by end of round are given back to the hypnotised player. Cannot perform actions that result in the elimination of the hypnotised player's agents without other players' agents being eliminated at the same time.
- ❖ **Invisible** (#2, Actions=0): Use this card with a MOVE action to go through walls. Must be played before throwing the dice.

- ❖ **Miss a Turn** (#2, Actions=1): use this card to nominate a player to skip their next turn.
- ❖ **Portkey** (#4, Actions=0): use this card when you end a move on any portkey square to travel instantly to any other portkey square. There are 8 portkey squares on the game board.
- ❖ **Russian Roulette** (#2, Actions=3): Throw the players dice to choose a player to sacrifice an agent of their choice. Remember, it could be you!
- ❖ **See Me Outside** (#4, Actions=2): use this card to nominate one of your agents to challenge any agent for a shootout. Don't move agent pieces. Use shootout zone for the shootout.
- ❖ **Shield** (#1, Actions=1): Add a shield to one of your agents. Throw the counter dice to determine number of rounds the shield stays. Can protect against all weapons and against the ZAP'EM and ELECTRIFY action cards but not against SHOOTOUTS.
- ❖ **Switch** (#2, Actions=1): can replace the position of any two agents, including their own, except for frozen agents.

- ❖ **Take Your Time** (#2, Actions=0): use this card to add additional actions to your current turn. Must be used as first action in your turn. Throw the 0-2 counter dice and add 1 to determine the number of additional actions.
- ❖ **You Too** (#1, Actions=0): Return the favour by asking an opponent to do the same when they use MISS A TURN, FREEZE, DISARM OR HYPNOTISE action against you. Play as soon as your opponent play their action card against you.
- ❖ **Zap'em** (#1, Actions=3): Align two of your agents in one uninterrupted line, vertical or horizontal, and use this card to zap all agents in between. Cannot be used when there are black squares or walls between the two agents.
- ❖ **Zombie** (#2, Actions=2): recall one of your eliminated agents as a zombie agent. The zombie can pull anyone they walk over to the grave including multiple agents in one MOVE action but cannot have any other weapons. Zombies are slow so they use the D6 dice to move.
- ❖ **Zombie Control** (#1, Actions=3): use this card to take full control of any zombie agent for one round during your turn.

# Player Missions

At the start of the game, each player randomly draws a Player Mission card which assigns each player a secret mission. 4 of the 5 mission cards are allocated to players and the 5th card is kept secret until the end of the game. A player who completes his mission during the game wins. There are 5 types of player missions:

1. **Destroy Left**: the mission is to directly eliminates all 3 agents of the team to the player's left, directly or indirectly using the hypnotise action. Player 1 is to the left of player 2; player 2 is to the left of player 3; player 3 is to the left of player 4; Player 4 is to the left of Player 1.

2. **Opposite Destruction**: the mission is to allow all of your agents to be assassinated by the player opposite to you (Player 1 <-> Player 3; Player 2 <-> Player 4).

3. **One a Side**: this mission is accomplished if, at any stage in the game but before another player has declared victory, there is one, and only one, agent remaining for all players.

4.    **Peace for All**: the mission is to keep peace (i.e., no assassinations) until the storm is active.

5.    **Know it All**: the mission is to find out the mission of all players in the game. A player with this mission can, **during their turn**, reveal his/her mission and then states what the mission of each other player is. He/she can then look at the mission cards of the other players without revealing them. If he/she guessed all missions correctly, he/she wins the game. Otherwise, he/she is eliminated and cannot reveal any information or participates in any discussions.

Players cannot reveal their mission card at any stage, even after they are eliminated from the game, but can make arguments (false or true) regarding their and other players' mission. Eliminated players cannot participate in any discussions after being eliminated.

# GENERAL GAME RULES

- Players play their turn clockwise. At the beginning of each player's turn, the player draws two cards and can then perform up to 5 actions. Players can say Pass if they do not wish to use all their actions. Players should complete their actions in the allotted time or forfeit the remainder of their actions after completing the last action they declared in the allotted time. By default, the allotted time is 2 minutes unless players agree differently at the start of the game
- At the end of their turn, a player cannot have more than 7 action/weapon cards in hand. If they do, they must discard the additional cards at the end of their turn. Discarding cards does not constitute an action.
- If a player is caught with more than 7 cards in hand at any stage outside their turn, they are penalised by allowing them to keep only 5 cards and having to discard the rest.
- A player whose 3 agents are assassinated is eliminated from the game and cannot take any actions or participate in any discussions until the game is over.

- Players must declare which agent they wish to move before throwing the dice when they perform a MOVE action. If a player throws the dice before declaring, they lose their action.
- Players must declare which agent, and which weapon, they will use before using a SHOOT action, otherwise they lose their action.
- Players with 2 charm cards can use them both at the same time if the first charm attempt fails.
- A player who shows one of his/her action/weapon cards during their turn must play it. A player who shows one of his/her action/weapons cards outside their turn must discard them.
- Alliances between players art allowed. And so is breaking them!

# GOOD LUCK

*When you play Hashmi Battle Royal, you either win or you die, there is no middle ground.*

# CREDITS

The following 3d models, licensed under Creative Commons Attribution (http://creativecommons.org/licenses/by/4.0/), have been modified for use in this game:

**Sword 3d Model**: "Demon Sword" (https://skfb.ly/6QWUH) by kyrylyushkov

**Dagger 3d Model**: "Mayan Dagger" (https://skfb.ly/6TTAz) by Ryztiq

**Crossbow 3d Model**: "Medieval crossbow" (https://skfb.ly/6SxQx) by Cyril43

**Pistol 3d Model**: "Pistol" (https://skfb.ly/6REZM) by DJMaesen

**Shotgun 3d Model**: "Shotgun" (https://skfb.ly/o7Ovl) by Jonathan

**Assault Rifle 3d Model**: "M16 Assault Rifle" (https://skfb.ly/6Sn8t) by Mateusz Woliński

**Grenade 3d Model**: "MK2 Grenade" (https://skfb.ly/Lo8H) by Pixel

**Rocket Launcher 3d Model**: "RPG Rocket Propelled Grenade by: Jp's Yacht Club" (https://skfb.ly/o6Rzr) by JpsYachtClub

**Square Fountain**: "Jacobins Fountain in Lyon, France" (https://skfb.ly/Cv8P) by HoangHiepVu

**Laser-Guided Missile**: "AIM-12 Fictional Missile" (https://skfb.ly/6YGsH) by Euvand

**Gas Bomb**: "Bomb" (https://skfb.ly/orRM7) by giga is.


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