

# **Skleggle Battlegrounds Instructions**

## **Introduction:**

Game Overview: This is a battle royale style board game. Each player composes a team of 3 characters which compete against opposing teams of 3 characters.

Objective: To win the game, you must be the last player standing with at least one surviving character from your team still in play. You eliminate other players' characters by attacking them using the unique abilities each of your characters possess.

## **Components**

- Board
- Dice
- # small building
- 1 large building
- Character cards
- Character name plates
- Character name plate holders
- Team sheets
- Dry erase markers
- Deck cards (events, upgrades, disposable items)
- Ultimate tokens
- Tactical tokens

## **Board Setup**

1. Put down the board
2. Place all of the buildings wherever you want on the board as long as they do not cover a numbered space
3. Shuffle the deck cards and set them up according to which gamemode you choose to play
4. Everyone chooses a color for their team using the character name plate holders
5. Everyone gets 1 team sheet and dry erase marker
6. Everyone gets 1 ultimate and tactical token for each hero they will be drafting
7. You are now ready for the character draft

## **Game Modes**

Before playing it is important to choose how everyone wants to play:

1. Beginner
  - a. Combined deck with upgrades, events, and disposable items (see card types for further information).

- b. Draw 2 cards at the start of your turn.
  - c. Characters can only hold 1 upgrade.
  - d. Can play with only 1 character each to make it super beginner friendly if you want.
  - e. If playing this mode, remove armory reset event cards from the deck
- 2. Chaos Mode (Intermediate) You never know what cards you will draw from the deck!
  - a. Combined deck with all the card types.
  - b. Draw 2 cards at the start of your turn.
  - c. Characters can hold 2-3 upgrades. (players get to choose how many)
  - d. If playing this mode, remove armory event cards from the deck
- 3. Armory Mode (Advanced) - Show your skill expression by choosing the best items and upgrades for each of your characters.
  - a. Separate event and armory deck.
  - b. Armory deck is composed of disposable items and upgrades.
  - c. The armory will have 3-5 face up cards (players can choose how many options they want).
  - d. Draw 1 event at the start of every turn and choose 1 card from the armory every turn. An alternative option is choosing a random card from the top of the armory deck if they do not like any of their choices.

### **Character Draft**

1. To decide who gets to draft first, either roll the dice and the highest number goes first or the winner of the previous game gets to go first
2. Draft characters in serpentine order ( e.g., Player 1 picks, then Player 2, Player 3; then Player 3 picks again, followed by Player 2, Player 1).
3. Once done drafting, place characters on board in serpentine draft order. The person who had the first draft pick gets to place one of their characters on the board first as well. You **cannot** place characters on top of buildings.
4. You are now ready to start playing

### **Character classes:**

Characters were placed into classes as a guide for new players. A suggestion for new players would be to have 1 Warlord, 1 Support, and 1 Utility. Ultimately, it is possible to be successful with all Warlords or all Supports. These classes are meant as a guide if you have no idea where to start when picking a team.



Warlords - Top damage dealers in the game. These are the characters you would want to prioritize giving any starred upgrades or upgrades that focus on combat.



Summoners - Allow you to add controllable creatures to your team. This helps you overwhelm your opponents through a simple numbers game.



Support - Specialize in skills focused on healing, buffing, and providing strategic advantages to your team.



Utility - Focuses on disrupting enemies and adapting to various situations on the battlefield. Prioritize strategic abilities over raw damage or defense

Some fan favorite characters: Major Dan, Ramses (scales late game, sucks early) , Shank, Ian, Telly

### **Gameplay**

1. Person who has the first pick gets to go first. Then go around in a clockwise order.
2. Draw and give 1 ultimate token and tactical token to each hero who is alive on your team
3. Draw cards (see card types for more information) according to which playstyle you and your friends decided to play
  - a. If you forget to pick up cards on your turn, then lose -3hp on all of your characters
4. Now each of your characters can perform 4 actions on their turn. After this your turn is over.

Action Type	Definition	Point Quantity
Movement	Movement of game pieces on the board. <b>1 square = 1 movement.</b>	1

	Each character's movement distance is different. Refer to your character card.	
Passive	Unique ability specific to each character that does <b>not</b> count as an action	0
Tactical	Unique ability specific to each character that requires the use of an action and has a cooldown* before it can be used	1
Ultimate	Unique, powerful ability specific to each character that requires tokens and has a cooldown* before it can be used <i>*See next section for information related to cooldowns.</i>	1
Basic Attack*	An attack on a character of an opposing team.  Every character has a different amount of range (i.e., how many spaces you must be within in order to attack another character) and damage they inflict.  <i>*This action type can only be used once per character per turn</i>	1
Punch	Hitting/punching the character of an opposing team.  You <b>must be within 1 space</b> of the opposing team's character in order to perform this action.  This action results in <b>-3 Health Points (HP)</b> for the attacked character.  <i>*This action type can only be used once per character per turn</i>	1
Disposable Item	Activate the disposable item the character is holding.  After using, place card in the discard pile.	0

Card Types	Definition	Limitations
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Events	<p>When these cards are drawn, the actions on them take place immediately.</p> <p>For events that appear on the board, you roll the dice to see where the event will take place.</p> <ul style="list-style-type: none"> <li>○ There are pre-numbered spaces on the board for this purpose.</li> <li>○ The corresponding number is the location on the board where the event will occur</li> </ul> <p>There is only 1 card for each event type in the deck.</p>	None
Upgrade	<p>Upgrades are enhancements for your characters.</p> <p>There is only 1 card for each upgrade type in the deck.</p> <p>Players are allowed to not use the abilities on upgrades if they choose so.</p>	<p>You can only have <b>3</b> upgrades equipped at one time per character.</p> <p>You cannot exchange upgrades between characters. Once a character has an upgrade, they keep it until it is discarded or replaced. They cannot get rid of an upgrade and give it to another character on their team. They can be replaced by new upgrades drawn from the deck. When characters die, their upgrades are immediately discarded</p>
Starred Upgrades	Really good upgrades.	These upgrades are only made available by killing another character.

Disposable Item	<p>These are usable item which can only be used for one turn and are then moved to the discard pile</p> <p>There are 3 cards for each type of disposable item in the deck.</p>	Each character can only hold <b>1</b> disposable item at a time
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Events with this symbol are active for all teams.



Events with this symbol only apply to whoever drew the card.

### **How Ultimates and Tacticals Work**

- Cooldown = The amount of turns that must pass prior to your character being able to use an ability (applies to both tactical and ultimate abilities)
- Each character's cooldown is different. Refer to your character card.
- Cooldowns are active at the beginning of the game.
- To use a tactical or ultimate you must discard the correspondings tokens equal to the cooldown for that character's ability.
- If a character already has enough tokens to perform an ability then they do not get any additional tokens at the beginning of your turn for that ability. Still grab them for the rest of your characters.

### **When You Take Damage:**

- Each character has a certain amount of Health Points (HP)
  - Refer to your character card
- When you are attacked by another player, you will decrease your HP by the corresponding damage caused
- Once your HP reaches 0, that character is considered "dead" and removed from the board

### **Zones of Extinction:**


- There are 6 zones on the board. They are differentiated with a number and colored borders.
- There are 5 event cards in the deck titled "Zone of Extinction"
- When a ZOE is drawn it occurs immediately no matter what
- When this happens the player who drew the card rolls the dice to see which of the areas on the board become a "Zone of Extinction"

- Zones of extinction (ZOE) are areas of the board that become uninhabitable by the characters. Characters who are currently in them start to take -5hp of damage if they end their next turn in the zone. Every turn they subsequently end their turn in the zone, the damage is doubled. Ex: 1st turn -5hp, 2nd turn -10hp, 3rd turn -20hp etc.
- Characters who are not currently in a ZOE are allowed to enter into a zone of extinction, but they will immediately take -5 hp of damage when they enter the ZOE
- If there are only two teams left who are separated by ZOE, then the whole board becomes ZOE.

### **Glossary:**

<b>Term</b>	<b>Definition</b>
Starred Upgrade	An upgrade that is really good, more powerful than others. Marked with a star.
Ally	Other characters of your own team
Enemy	Characters on opposing teams
Stacking	Accumulating multiple effects, bonuses, or abilities that combine to increase a player's power or performance (i.e. Minnie's passive: you continue to add +1 damage every time he damages an opponent with his passive. Therefore it stacks on top of itself)
Cooldown	The amount of turns that must pass prior to your character being able to use an ability (applies to both tactical and ultimate abilities)
HP	Health points
BA	Basic attack
(P)	Passive ability
(T)	Tactical ability
(U)	Ultimate ability
R	Range
CD	Cooldown
ZOE	Zone of Extinction
Hero	The playable characters on the board
Enemy hero	Heroes that are not on your team
Summon	Controllable pieces that are brought on the board due to a summoner's ability
Enemy / Enemies	Include all heroes and summons that are not on your team
Damage	Anything that causes a character to lose health points
Attacks	Punches, basic attacks, tacticals, and ultimates causing damage
Abilities	Passive, tactical, and ultimates

### Special rules:

- Always round up
- No self-harm in the game
- If someone is pushed off of the board then they take -5 hp and roll the dice to see where they respawn on the board (it is possible for Telly to use his ult to teleport an enemy off the board)
- In order for a character to be able to damage an enemy, they must be able to see them in their line of sights.
- When The Inspector dies, his teammates cooldowns go up by 1
- When Swift Arrow dies, his teammates range go down by 1
- When Old Man Jenkins dies, his teammates can only hold 1 disposable item
- If a character controls an extra entities (ie Shank's passive, Irina's attack dog, etc) and dies, then those entities die too
- Ramses specific - things that alter his BA range do not apply to him
- Characters who are pushed into a building or wall take an extra -5hp of damage
- Fernando is able to walk through his coals without taking any damage. His allies do take damage.
- The Inspector's EMP does affect any creatures already created by summoners
- Negative afflictions are marked by the following symbol: 
- "Starred upgrades" (An upgrade that is really good, more powerful than others) are marked with the following symbol: 