

Experimental Playground © 2011 By Robertson Sondoh Jr and Jason Sondoh

# minigame series Giant Battle



In this age of power and greed, every faction in the world are battling it out to find out who is better king among all kings. This is a 2-player game.

**YOU WILL NEED** 3 six sided dice.

**OBJECTIVE** each player will try to kill their opponent's leader to win the game. The leader is the token with the crown symbol besides its' name.

**SETUP** Choose the starting player. The starting player choose his faction, he then arranges his tokens anyway he wants as long as the tokens is on the lowest row for their side *ala chess*. The other player will do the same after that.

## HOW TO PLAY

The game is divide into 2 phases where each player will do them by turn. *The starting player will start first.*

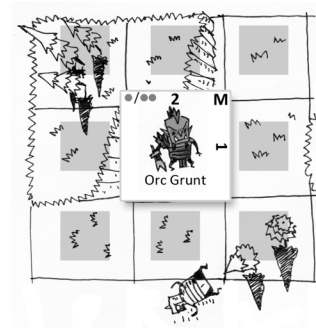
### Phase 1: Movement

In this phase, player may move up to 2 units of his own 1 square ahead *orthogonally* (up, down, left and right)

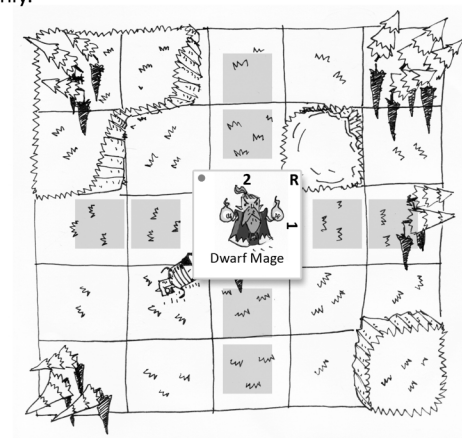
### Phase 2: Action

In this phase, player may attack his opponent's unit using up to 2 units of his own or do special actions.

Player must first check the range for his unit whether the enemy unit is on range before attacking. *Range of a unit may be refered on the top-right corner of the token.*



**R** is for range or long-range. This unit may attack 2 square ahead *orthogonally* (up, down, left and right) only.



When attacking, player must resolve a battle before moving into the next one. Player rolls the amount of dice indicate by the dots at the top-left corner of the token. On a roll of [1,1], [1,2] or [2,2], you successfully deal 1 damage to the desired opponent's unit - for each successful roll a damage is dealt to the enemy's unit. A result of [1,1], [1,2] or [2,2] is a miss - no damage dealt.

When a unit is damaged, turn the unit token counter clockwise - a turn indicate a damage- to show its' current hit point indicated at the top of the token.

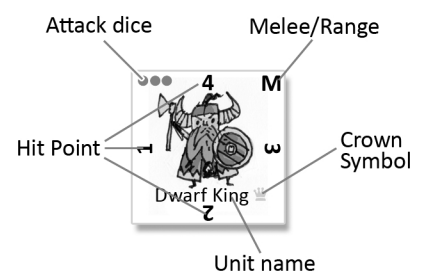
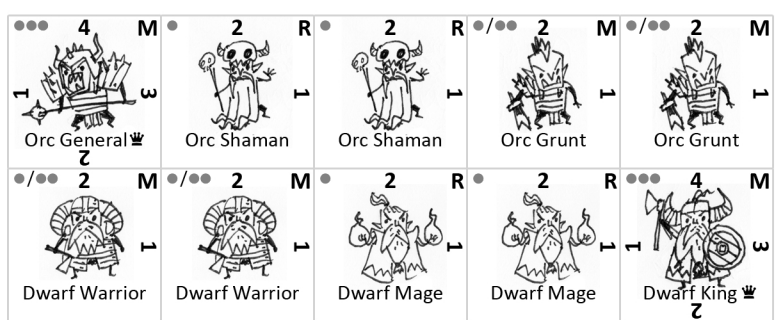
Note: a unit may only attack 1 unit only.

## UNIT ABILITIES

**Dwarf Warrior and Orc Grunt**  
+1 die when attacking adjacent to your faction leader.

**Dwarf Mage and Orc Shaman**  
Instead of attacking, they may heal adjacent unit by 1 hit point (when healing a unit, turn the unit clockwise to indicate that the healed unit has gained a hit point). *The mage and shaman may not heal them self.*

Cut and store these token to play this brutal over the top game again and again and again...



**M** is for melee or close-range. This unit may attack 1 square ahead at any direction (*orthogonal and diagonal*).