

BATTLE KHA'OS

Eric Hanuise - Frederic Moyersoën

Battle rages on between orcs and knights. Purple and Orange form a chaotic melee and no-one knows which side will win this battle.

Mage towers scattered on the battlefield are strategic objectives, and it soon appears that whomever controls the most towers will reap the seeds of victory.

GOAL OF THE GAME

**BE THE FIRST PLAYER TO CONTROL MAGE TOWERS
FOR A TOTAL VALUE OF 7 POINTS.**

COMPONENTS



58 Battlefield tiles



8 Towers tiles (4 Orcs and 4 Knights)



5 Special tiles



20 "Power" tokens (10 Orcs and 10 Knights)



30 Control tokens (10 Orcs, 10 Knights, 10 Neutrals)

2 player aids

Rules

PREPARATION

1. Shuffle the battlefield tiles (without the 5 special tiles when playing the basic game) and deal each player 3 of them, face down.
2. Lay 3 battlefield tiles, face up, on the side of the playing surface.
3. The rest of the battlefield tiles forms the stack. Place it next to the 3 face up tiles.
4. Place a randomly chosen tower tile on the center of the gaming surface.
5. Each player places his 5 basic power tokens face up in front of him (the remaining tokens are used in the advanced rules).



6. Sort the control tokens in 3 stacks and place them conveniently.
7. Place the remaining 7 towers face up on the side.
8. Each player gets a game-aid.
9. The player wearing the most green starts and plays the orcs side.



TURN ORDER

A turn consists of 3 phases :

1. PLACE A TILE
 2. CHECK MAJORITIES
 3. DRAW A TILE
-

1. PLACE A TILE

The active player places on the playing surface :

- either one battlefield tile from his hand, or :
- one of the face-up tower tiles.

The new tile must be placed adjacent by one side to another tile already in play (no corner). A tower tile cannot be placed in one of the 8 adjacent spaces to another tower tile (sides and corners).

POWER TOKENS

When placing a battlefield tile (not a tower tile), the active player may place one of his power tokens on the tile that he has just placed. The token remains on his tile for the rest of the game. There can never be more than one power token on a tile at any moment in the game.

Important: You may never place a power token on a tile that was placed earlier in the game. You can only place them on a tile just laid, except for a tower tile.

Power tokens are resolved in the following way:



DRUMS

All units from the player are counted as having one extra warrior in each corner (e.g. 0 becomes 0 , 3 becomes 4).

Opponent's units on tile do not have that bonus.

Two drums are counted as 2 extra warriors per corner.



LEADER

All units from that player are counted as having double warriors in each corner (e.g. 0 becomes 0, 3 becomes 6).

Opponent's units on that tile do not have that bonus.



BANNER

You may immediately place a second tile. Check majorities for both tiles. When drawing replacement tiles, you fill up your hand to 3 tiles.



HALBERD

During his next turn, the opponent will not be allowed to play a tile in the 8 spaces adjacent to the halberd (sides and corners).

The effect lasts for one turn only.

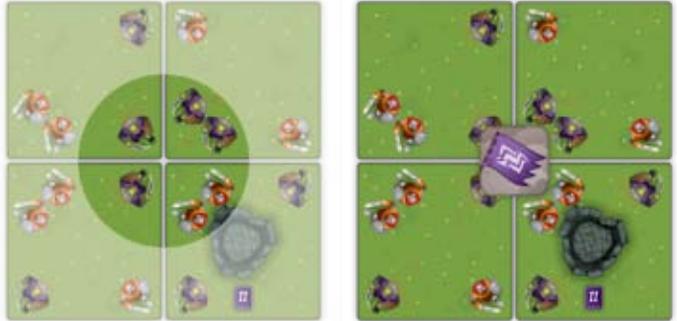
Important note: If a corner is empty of soldiers nothing can increase that corner's value.

2. CHECK MAJORITIES

When all three adjacent tiles to a tower corner have been placed, combats are resolved on that corner to determine who controls that corner : tally up the amount of orcs and knights around that corner. If one side has more warriors, or is the only side present, it controls the corner. In case of a draw, the corner remains neutral.

A control token is placed on the corner to show which side controls it (green if neutral).

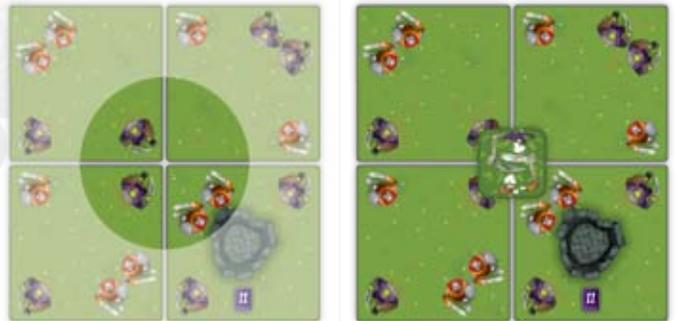
There are 4 orcs against 2 knights. Place a control token with the flag of the orcs on the corner.



There are 5 knights against two orcs. Place a control token with the flag of the knights on the corner.



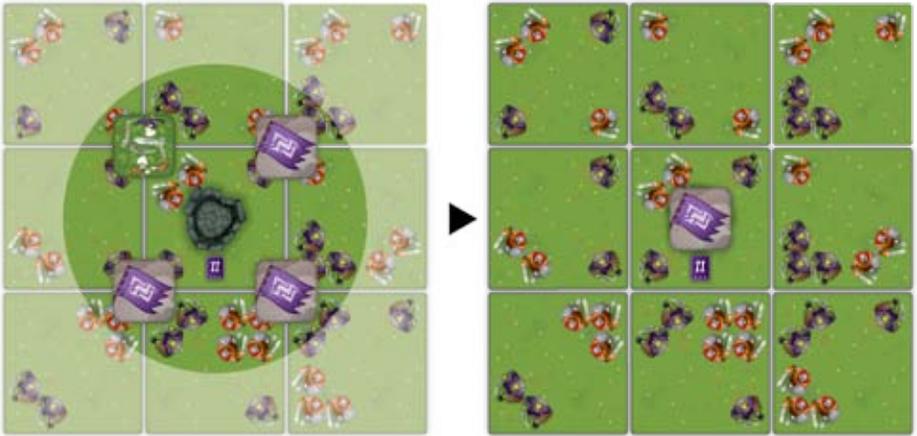
There are 2 knights against 2 orcs. Place a green control token (neutral) on the corner.



Once all four corners of a tower are controlled, resolve the majority for that tower's control : the side which controls the most corners controls the tower.

In case of ties, the control of the tower is determined by the color of the flag under the tower (orange for knight & purple for orc).

Remove the control tokens from the corners and place the right token on the tower.



The orcs control 3 corners and the knights one. Place one Orc control token on the tower and remove the others.



The orcs win the tower with 2 against 1.



The orcs win this tie (purple flag).

3. DRAW A TILE

- If the active player has placed a tile from his hand, he draws one from the stack or from the 3 face-up tiles and adds it to his hand. Players must have 3 tiles in hand.

Note : if one of the 3 face-up tiles is selected, draw a new tile from the stack and place it on the empty spot in the row.

- If the active player has placed a tower tile, he still has 3 tiles in his hands and does not draw a new tile.

After this phase, the active player's turn ends.

END OF THE GAME

THE GAME ENDS AS SOON AS A PLAYER CONTROLS TOWERS FOR A TOTAL OF 7 POINTS (THE ROMAN NUMERALS INDICATE THE VALUE OF EACH TOWER). THAT PLAYER WINS THE GAME.

ADVANCED TOKENS

At the start of the game, you have 3 options on using these advanced tokens:

- Each player randomly draws 5 power tokens from the 10 power tokens available.
- Each player selects 5 power tokens out of a choice of 10.
- One player starts with the 5 basic power tokens and the other with the 5 advanced power tokens.

In contrast to the basic rules, all power tokens can be played either on the tile that you have just placed, or on any of the 8 spaces or tiles surrounding the tile just laid (as before, only one power token may be placed on a tile at any time and a power token may never be placed on a tower).

The extra Power tokens are resolved in the following way:



WIZARD / SHAMAN

Place the Wizard/Shaman on an empty space next to the tile that you have just placed (also on corner). For the remainder of the game, this spot is reserved for the player who controls the Wizard/Shaman. The opponent player may never place a tile on that spot.



ARCHER

When an archer is on a tile, all units from the opponent player are counted as having one warrior less in each corner (e.g. 0 becomes 0, 3 becomes 2). Two archers are counted as 2 warriors less per corner.



GIANT

When a giant is on a tile, all units from the opponent player are counted as one warrior in each corner. (e.g. 0 becomes 0, 3 becomes 1)



CATAPULT

Remove and discard the tile on which the catapult is played. Any power token on the tile is discarded too. Leave the catapult on the empty spot. In a following turn, any player can place a new tile on the spot which has become vacant again. The catapult token, however, prevents the placement of a new power token on this particular spot. A tower may never be targeted by a catapult.

Important note : It is possible that the control of a corner must be checked again after playing a power token. More important, this may result in having to check again the control of a complete tower.

SPECIAL TILES

These extra tiles make the game more challenging and offer players new options. They are intended for experienced users. These tiles affect other tiles and sometimes power tokens already in play. Towers may change owners because of these effects, making the game more dynamic and unpredictable. Every time a special tile is played, make sure you immediately reassess powers, majorities and control on all affected tiles. You cannot place a power token when you play a special tile.

PREPARATION

Shuffle the 5 special tiles with the other tiles. The effect of tiles is triggered the moment they are placed on the playing surface (adjacent to another tile).



TEMPLE

Any tower which is adjacent to the temple has its value changed to 3.

Tip : Use the temple to increase the value of a tower which you will surely control.



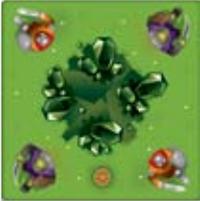
MAGIC CIRCLE

1. Remove and discard one tile (any tile, except a tower) from the playing surface. Any power token on the tile is discarded too.

2. Place one extra tile from your hand on the empty spot.

3. Draw 2 replacement tiles.

Tip : This tile is stronger than the catapult power token as you can immediately replace the destroyed tile. Use the Magic Circle to destroy a tile with many opponents or another special tile. Very useful to change the control of a tower to your advantage.



CRYSTAL FIELD

Remove and discard one power token from a tile. The token can be from either player.



STONE CIRCLE

No power token may be placed adjacent to or on the stone circle. Existing tokens are not affected and remain in place.

Tip : Use the stone circle to protect a zone which is valuable for you (e.g. a tower).



GRAVEYARD

Recover one of your power tokens and place it back with your available tokens. The token may be taken from a tile or retrieved from your discarded tokens (due to the effect of a Magic Circle or Crystal Field).

CREDITS

Batt'l Khaos Game Design by Eric Hanuise & Frederic Moyersoer
Graphic design and Illustration by Karim Chakroun

2009 © Z-Man Games Inc.
6 Alan Drive
Mahopac, NY 10541
For any comments, questions or suggestions,
please contact sales@zmangames.com

Z-MAN
games