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Game: BATT'L KHA'OS Pub: Z-Man Games (2009)	v1 Mar 2010
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For best results, print on card, laminate and trim to size.	

BATTLE KHAN'S

Setup

Shuffle the **battlefield tiles** and deal each player 3 tiles, facedown.

Lay 3 tiles, faceup, to the side of the playing area. Place the rest of the tiles next to them as the **stack**.

Place a randomly chosen **tower tile** in the center of the playing area. Place the remaining 7 tower tiles faceup to the side of the playing area, along with the 3 piles of **control tokens**.

Each player takes his 5 basic **power tokens** and a **game aid**. The player wearing the most green plays the **orcs** and starts the game.

Turn Order

A turn consists of 3 phases:

1. Place a Tile

When you are the active player, you place on the table either:

- 1 battlefield tile from your hand; or
- 1 of the faceup tiles.

The new tile must be placed adjacent (on a side) to another tile already in play. A tower tile cannot be placed in one of the 8 spaces adjacent (sides and corners) to another tower tile.

Power Tokens

When placing a battlefield tile (not a tower tile), you may place one of your power tokens on the tile; it remains there for the rest of the game. There can only ever be 1 token per tile.

Power tokens are resolved as follows:

Basic Tokens



Drums All your units are counted as having 1 extra warrior in each corner. 2 drums count as 2 extra warriors per corner.



Leader All your units are counted as having double warriors in each corner.



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



Halberd During his next turn, your opponent will not be allowed to play a tile in the 8 spaces (sides and corners) adjacent to the halberd. This effect lasts for 1 turn only.

Advanced Tokens



Wizard/Shaman Place the Wizard/Shaman on an empty space next to the tile (sides and corners) you just placed. For the rest of the game, this spot is reserved for you; your opponent may never place a tile on that spot.



Archer When your archer is on a tile, all your opponent's units on that tile are counted as having 1 warrior less in each corner. 2 archers count as 2 less warriors per corner.



Giant When your giant is on a tile, all your opponent's units on that tile are counted as 1 warrior in each corner.



Catapult Remove and discard the tile (and any power token on it) on which the catapult was played. Leave the catapult on the empty spot. In a following turn, any player can place a new tile on that spot; the catapult token, however, prevents the placement of a new power token there. A tower may never be targeted by a catapult.

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

Control of a corner may need to be checked again after playing a power token; this may result in having to check the control of a complete tower again.

2. Check Majorities

When all 3 adjacent tiles to a tower corner have been placed, **combats** are resolved on that corner to determine who **controls** that corner.

Tally up the number of **orcs** (purple) and **knights** (orange) around that corner. If one side has more warriors (or is the only side present), it controls the corner. If there is a tie the corner remains neutral.

Place a **control token** on the corner to show who controls it (green for **neutral**).

Once all 4 corners of a tower are controlled, resolve the majority for that tower's control; the side that controls the most corners controls the tower.

If there is a tie, control is determined by the color of the flag under the tower.

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

3. Draw a Tile

If you have played a tile from your hand, draw 1 from the stack or from the 3 faceup tiles and add it to your hand. You must have 3 tiles in hand.

If you selected one of the 3 faceup tiles, replace it with one drawn from the stack. If you placed a tower tile, you do not draw a new tile.

Your turn then ends.

Special Tiles (Optional)

Shuffle the 5 **special tiles** with the other tiles. Their effect is triggered as soon as they are placed on the table adjacent to another tile.

Towers may change owners because of these effects. Every time a special tile is played, immediately reassess powers, majorities and control on all affected tiles.

You cannot place a power token when you play a special tile.



Temple

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



Magic Circle

Remove and discard 1 tile (not a tower), plus any power token on it, from the playing area. Place an extra tile from your hand on the empty spot. Draw 2 replacement tiles.



Crystal Field

Remove and discard 1 power token (from either player) from a tile.



Stone Circle

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



Graveyard

Recover 1 of your power tokens and place it back with your token pile. The token may be taken from a tile or retrieved from your discarded tokens.

Winning the Game

The game is won by the player who first controls towers worth a total of 7 points (Roman numerals indicate the value of each tower).