

36 BATTLES

— Game Rules Version 4.4

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1. Introduction

1.1. Brief back story

There are two kingdoms:

Ning is small and lies on southeast.

Rong is bigger and lies on northwest.

Xiu, as the ambitious young prince of **Ning** is fighting against **Zi**, the young princess of **Rong**.

1.2. Game description

36 Fights is a two player board game.

One player is **Zi**; the other one is **Xiu**.

1.3. General course of play

The two players take turns to move on the board and recruit Soldiers. You can command your Soldiers to attack enemy Hero. You gain Victory Points (VP) from doing different things.

Whoever gains 20 VP first wins the game. Stratagem cards allow you to do special actions and can be super helpful to play!

1.4. Goal (How to win)

1.4.1. Victory Points (VP)

The goal for the two players is to gain Victory Points (VP):

- Capturing a city: +3 VP
- Reaching enemy Capital city: +5 VP
- Killing enemy Hero: +10 VP

If no exceptional happens (the game doesn't end early because of Terminal Cards), the game ends either when a Hero is killed, or when someone hits 20 VP. Whoever has higher total VP wins the game.

1.4.1. Capturing Cities

At the end of game, by having one or more Soldiers in a city counts as capturing a city. (Only count once if you have multiple Soldiers in the same city.)

For each captured city, the player gains +3 VP.

1.4.2. Reaching Capital City

When your Hero reaches opponent's Capital City (Starting point), you gain +5 VP from it.

1.4.3. Health

Heroes lose **Health** when being attacked. If the **Health** of a Hero is 0 or below, the game ends. Whoever kills a Hero, gains +10 VP.

1.4.4. Terminal Cards

There are four Terminal Cities on the board. The player can draw a Terminal Card when landing on the tile. The Terminal Card might change the winning condition of the game!

2. Game Components

2.1. Rule book

Game Rule

2.2. Board/map illustration

Game board/map (on Page 2):

2.3. Card illustration with callouts

Hero Cards (2):

Used to represent the Hero of each player.

Player 1: Zi

Player 2: Xiu

Stratagem Cards (36):

See attached: Card list of 36
Stratagems

Everything is chosen by the player who plays the Stratagem Card, if not specified.

If a Stratagem Card has ongoing effects, place the card next to the target Hero, remove it after being used.

Terminal Cards (5):

See attached: Card list of 5 Terminals

2.4. Tokens

Two sets of tokens in Blue and Red:

Hero Tokens: Blank 1D6. Used to keep track of the position on board.

2.5. Dice

Soldier Dice (30):

D6 (colors don't matter).

Two sets of dice in Blue and Red:

1D20. Used to keep track of the current **Health** of Heroes.

1D6. Used for recruit check.

3. Setting up the game

3.1. Laying out the game components

Place all the game components according to the map:

Two players pick their Hero (one as **Zi**, the other one as **Xiu**).

Assign Hero cards, tokens and dice (based on the color) to each player, and place them accordingly:

- Hero Cards: Each player places their Hero Card in front of themselves.
- Hero Token (a blank D6): Each player places their Hero on their starting point:
 - Zi: Northwest
 - Xiu: Southeast
- Place a D20 next to the Hero Card and flip it to represent the current **Health** (update through play).
- Shuffle the Stratagem Card deck and place it next to the board.
- Shuffle the Terminal Card deck and place it next to the board.
- Each player reserves a spot for Discard Pile.
- Each player reserves a spot next to their Hero Card as their Army.
- The two players start with 0 Stratagem Card.

3.2. Who plays first

Xiu always goes first.

4. Turn Order

4.1. First Phase: Stratagem Phase

Draw a Stratagem Card from the Stratagem Card deck and play any number of Stratagem Cards during any phase of your turn.

4.2. Second Phase: Move Phase

The player moves their Hero for 0~4 steps.

If the player lands on a Terminal City, draw a Terminal Card.

4.3. Third Phase: Recruit Phase

After moving, the player may recruit a Soldier:

- If on your land: Take a D6 and roll it to assign Power. You may choose to place it in your current city, or to add it to your Army.
 - You may still take a D6 and roll it if the city is already full, but you can't place it in the city and have to add it to your Army.
 - There is no recruit check when recruiting a Soldier on your land (the check is ≥ 0).
- If on enemy land: You can't take a D6 and roll it. But if there currently is a Soldier in the city, you may roll D6 to check if you can successfully recruit an enemy Soldier. You succeed with ≥ 4 .

4.4. Forth Phase: Attack Phase

You may attack enemy Hero with Soldiers in your Army.

By attacking:

- If two Heroes are in the same city:
 - You may attack with ALL Soldiers in your Army.
- If not:
 - You may attack with ALL Soldiers with a Power of 6 (**6**) in your Army.

While a player is attacking, the other player may block with Soldiers in their Army. To do this, for each attack (each character that is attacking), s/he may choose a Soldier to block.

4.5. Fifth Phase: Discard Phase

There is a hand limit of 5 Stratagem Cards, which means you can hold at most 5 Stratagem Cards at the end of your turn.

Discard extra ones until you only have 5 cards to move on.

4.6. Check for victory

The game ends when a Hero is killed or any player reaches 20 VP.

4.7. End of turn

Game passes to the other player. And the player repeats this turn order.

5. First Phase: Stratagem Phase

5.1. Explanation

Draw a Stratagem Card from the Stratagem Card deck and play any number of Stratagem Cards during any phase of your turn.

5.2. Details

Draw a Stratagem from the Stratagem Card deck.

The players are supposed to keep their hand secret and not show to the other player.

The player may play any number of Stratagem Cards in any phase during their turn.

According to the card's description, some might allow to be used out of the current player's turn.

Example:

[Stratagem] Borrow a corpse to resurrect the soul:

“When your Hero takes fatal damage, destroy a Soldier in your Army and revive with 1 **Health**”

You may play this card when receiving fatal damage during your opponent’s **Attack Phase**.

Discard the Stratagem Card that is next to a Hero Card whenever it is resolved.

There is a hand limit of 5 by the end of your turn (See Fifth Phase: Discard).

6. Second Phase: Move Phase

6.1. Explanation

The player may move their Hero once during the Move Phase. The Max movement is 4, which means, that player can move 0~4 steps from the Hero’s current position. No diagonal movement. If the player moves to a Terminal City, draw a Terminal Card.

6.2. Details

The Hero only moves once on their turn if not specified by a Stratagem Card.

Ignore any Soldier/land boundaries while moving on board. (You may move pass a Soldier or land on a tile where there is a Soldier.)

When the player draws a Terminal Card, reveal it immediately. If the condition of the card is met, do whatever it says; if not, do nothing. Then put the card back to the Terminal Card deck and shuffle the deck.

After drawing a Terminal card, you may still recruit a Soldier in your Recruit Phase.

7. Third Phase: Recruit Phase

7.1. Explanation

After moving, the player may recruit a Soldier.

You may still recruit a Soldier on a Terminal City.

7.2. Details

- If on your land: Take a D6 and roll it to assign Power. You may choose to place it in your current city, or to add it to your Army.
 - You may still take a D6 and roll it if the city is already full, but you can’t place it in the city and have to add it to your Army.
 - There is no recruit check when recruiting a Soldier on your land (the check is ≥ 0).
- If on enemy land: You can’t take a D6 and roll it. But if there currently is a Soldier in the city, you may roll D6 to check if you can successfully recruit an enemy Soldier. You succeed if $1D6 \geq$ the Power of the Soldier.

The player can’t recruit for every tile that the Hero passes by; only recruit after the whole Move Phase.

8. Forth Phase: Attack Phase

8.1. Explanation

The player may attack the enemy Hero with Soldiers in their Army.

8.2. Details

By attacking:

- If two Heroes are in the same city:

- You may attack with ALL Soldiers in your Army.
- If not:
 - You may attack with ALL Soldiers with a Power of 6 (**6**) in your Army.

While a player (attacker) is attacking, the other player (defender) may block with Soldiers in their Army. To do this, for each attack (each character that is attacking), s/he may choose a Soldier to block.

The attacker always attacks the enemy Hero (they can't target a Soldier).

The Power of a Soldier (the point on D6 as they were recruited) = **Attack** = **Health**.

When a Soldier attacks another Soldier, they both take damage of each other's **Power**.

If a Soldier's **Health** reduces to 0 or below, it is destroyed (return to the uses dice pool).

If a Soldier's **Health** is not 0 or below after an attack, flip the dice to represent the new **Power**.

The defender's Hero takes extra damage not being blocked by the attacking Soldier.

The attacking Hero doesn't take any damage.

The attacker may inquiry for each Soldier's attack one after another.

Example:
Player 1 uses following Soldiers to attack Hero 2:

1 **6** **4** **2**

Player 2 may choose to use the following Soldier to block:

 **3**  **2**

What happens is:

Player 1's **1** and **4** take 0 damage and stay in Player 1's Army.

Player 1's **6** takes 3 damage and goes down to a **3**;

While Player 2's **3** is destroyed.

Both two **2** are destroyed after the attack.

As a result, Hero 1 doesn't take damage. While damage taken by Hero 2 = $1 + (6-3) + 4 + (2-2) = 8$.

9. Fifth Phase: Discard Phase

There is a hand limit of 5 Stratagem Cards, which means you can hold at most 5 Stratagem Cards at the end of your turn.

You can hold as many as you want during the turn. But you need to discard the ones more than 5 at your choice before passing to the next phase.

10. Check for Victory

10.1. Goal condition

If any Hero's **Health** has reduced to 0 or below, the game ends.

The game also ends if any player has reached 20 VP (See 1.4.1. Victory Points).

11. End of turn

11.1. End of turn actions

The player friendly notifies the other player after Attack Phase or playing the last Stratagem of their turn.

11.2. Play passes to the other player

The other player starts their turn and follow the same order.

Don't forget to draw the Stratagem Card to start your turn!

12. Glossary

12.1. Game terms

- **Tile, City and Land:**
 - A tile is a 1x1 square on the board.
 - A city consists of one or more tiles adjacent to each other, separated by solid green lines.
 - A land is the whole area of a kingdom in the corresponding color (Rong is red; Ning is blue).
- **Adjacent cities:** The cities adjacent to the city that you are currently staying in.
- **Capital cities:** Each Kingdom has a Capital City, which is also the starting city of the player who owns the land.
- **Terminal Cities:** Cities marked "Terminal" on the board are Terminal Cities. Draw a card from Terminal Deck when you reach a Terminal City.
- **Terms for Stratagem Cards:**
 - **Take control of:** When you "take control of" a Soldier, you take the Soldier (normally from

your opponent) and add it to your Army permanently.

- **Retreat:** You are "retreating" when you move to increase the distance between your Hero and enemy Hero.
- **Next turn:** Cards having "next turn" in the description are normally the ones have ongoing effects. Simply place the card in front of the target Hero. Whenever it is resolved, move it to the discard pile of whoever played it.
- **Full capacity/empty:** When a city is empty, there is no Soldier in the city. When every tile of a city has a Soldier on it, the city is at its full capacity.
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13. Strategy tips and design notes

13.1. Helpful hints for beginning players & FAQ

Q: What are Terminal Cards? When should I get them?

A: Each Terminal Card has its conditions, story and result. Since they may affect the game a lot, you may not want to draw them in an early stage. But they are a best choice if you want to break a tie or just to have fun. And of course, they are always helpful to you.

Stratagem Card List (Set # and Card # don't affect the play)

Set 1: Winning Stratagems

#	Title	Event
1	Deceive the heavens to cross the ocean 瞒天过海	During your Move Phase , have 6 as Max movement if land on another land
2	Besiege Wèi to rescue Zhào 围魏救赵	When your opponent recruits a Soldier on your land, avoid it
3	Kill with a borrowed sword 借刀杀人	A Soldier in a city adjacent to enemy Hero attacks him
4	Wait at leisure while the enemy labors 以逸待劳	Skip your Move Phase , add 2 Soldiers to your Army
5	Loot a burning house 趁火打劫	When enemy Hero reaches your land, <u>take control of</u> a Soldier from enemy Army
6	Make a sound in the east, then strike in the west 声东击西	Skip your Move/Recruit/Attack Phases, move your Hero to your Capital city and attack enemy Hero with ALL Soldiers in your Army

Set 2: Opportunistic Stratagems

#	Title	Event
1	Create something from nothing 无中生有	Draw 2 Stratagem Cards
2	Openly repair the gallery roads, but sneak through the passage of Chencang 明修栈道暗度陈仓	Move a Soldier on enemy land closer to enemy Capital city and add all Soldiers in a city on your land to your Army
3	Watch the fires burning across the river 隔岸观火	Destroy ALL Soldiers in an enemy city
4	Hide a knife behind a smile 笑里藏刀	Give a Stratagem Card to your opponent and deal 5 damage to enemy Hero
5	Sacrifice the plum tree to preserve the peach tree 李代桃僵	When your Hero is about to take damage, change the target to enemy Hero
6	Take the opportunity to pilfer a goat 顺手牵羊	<u>Take control of</u> a Soldier from enemy Army

Set 3: Attacking Stratagems

#	Title	Event
1	Stomp the grass to scare the snake 打草惊蛇	Destroy a Soldier on enemy land. Enemy Hero has 6 as Max movement <u>next turn</u>
2	Borrow a corpse to resurrect the soul 借尸还魂	When your Hero takes fatal damage, destroy a Soldier in your Army and revive with 1 Health
3	Entice the tiger to leave its	Control enemy Hero during opponent's Move Phase

	mountain lair 调虎离山	
4	In order to capture, one must let loose 欲擒故纵	Skip your Move Phase . You move twice next turn (recruit twice either).
5	Tossing out a brick to get a jade gem 抛砖引玉	Swap a Soldier in your Army with a Soldier in a city adjacent to your Hero
6	Defeat the enemy by capturing their chief 擒贼擒王	ALL your Soldiers have double Power during your Attack Phase . Destroy them after attack

Set 4: Chaos Stratagems

#	Title	Event
1	Remove the firewood from under the pot 釜底抽薪	Destroy ALL Soldiers in enemy Capital City
2	Disturb the water and catch a fish 浑水摸鱼	Before your opponent recruits a Soldier, add it to your Army
3*	Slough off the cicada's golden shell 金蝉脱壳	If two Heroes are in the same city, swap your Hero with a Soldier on your land
4	Shut the door to catch the thief 关门捉贼	If two Heroes are in adjacent cities, enemy Hero can't move <u>next turn</u>
5	Befriend a distant state while attacking a neighbor 远交近攻	If two Heroes are 3 tiles away, you draw a Stratagem Card; if not, attack with 1 more Soldier in your Army during your Attack Phase
6*	Obtain safe passage to conquer the State of Guo 假道伐虢	If enemy Hero is adjacent to a Terminal City, move your Hero to the Terminal City during Move Phase

Set 5: Proximate Stratagems

#	Title	Event
1	Replace the beams with rotten timbers 偷梁换柱	Swap a Soldier in your Army with a Soldier on enemy land
2*	Point at the mulberry tree while cursing the locust tree 指桑骂槐	Whenever an Stratagem Card is being played, you may show another Stratagem Card and change to it
3	Feign madness but keep your balance 假痴不癫	Reroll the Power of any number of Soldiers in your Army
4	Remove the ladder when the enemy has ascended to the roof 上屋抽梯	After an enemy Soldier attacks, destroy it
5	Deck the tree with false blossoms 树上开花	Fill Soldiers of a city to <u>full capacity</u>
6	Make the host and the guest exchange roles 反客为主	When you recruit a Soldier on enemy land, succeed with ≥ 2

Set 6: Desperate Stratagems

#	Title	Event
1	The beauty trap 美人计	Skip your Move Phase , your opponent roll 1D6, if ≥ 4 , do

		nothing; or your Hero moves to enemy Capital City
2	The empty fort strategy 空城计	Your Hero can't be attacked if the <u>city is empty</u>
3	Let the enemy's own spy sow discord in the enemy camp 反间计	Choose an enemy Soldier and deal damage equals to its Power to enemy Hero
4	Inflict injury on oneself to win the enemy's trust 苦肉计	Deal 2 damage to your Hero and destroy ALL Soldiers in BOTH players' Armies
5	Chain stratagems 连环计	When a Soldier attacks, deal the same damage to ALL Soldiers in ALL cities adjacent to enemy Hero
6	If all else fails, retreat 走为上策	<u>Retreat</u> from enemy Hero and move twice during your Move Phase. (You may recruit twice)

Terminal Card List

Conditions	Story	Result
If two Heroes are within 3 tiles and both of their Health is ≥ 15	One day, Zi took off the uniform and appeared in the Lantern Festival in beautiful dress, while Xiu also happened to be there. The two met each other, for the first time they were not in a battlefield. They fell in love with each other and decided not to fight again. They got married and there was no wars for decades.	Both of you won the game!
If there are ≥ 5 Soldiers in enemy Army	The Hero with a big Army was suspected as a rebel brewing a plot of occupying the whole kingdom by the old king. The king decided to help you and sent you 5 Soldiers.	Add 5 Soldiers to your Army and keep going.
If two Heroes are within 3 tiles and both of their Health is ≤ 10	The war situation between two of you has stalemated for a long time. You all decided to do your best to strike the enemy Hero no matter what.	Add the Power of all the Soldiers in your Army. Whoever has a greater number wins the game.
If you have played ≥ 6 Stratagem Cards	You are known as the Master of Stratagems. People honored you!	Get +10 VP.
If both of the Heroes are on enemy land	It is never safe to hide in enemy's kingdom. Some Soldiers on opponent's land found you and they are attacking you.	ALL Soldiers on the land attack the enemy Hero. Both Heroes got hurt a lot.