## 🧠 Battle of Attrition – Core Rulebook

**Beginning the game**

- **Roll a dice or flip a coin to determine who takes the first turn**

**Turns**

- **Each turn is divided into 2 phases (unit spawn and movement/ battle)**
  **- Unit spawn phase: during each player's unit spawn phase they will spawn their 3 grunts behind their unit spawn boundary. They may also combine units within their base.**
  **- Movement/battle phase: At the beginning of this phase the player will roll for movement of each of their unit classes, then move units and initiate attacks on enemy controlled spaces. After all movement and battle has concluded the turn ends and the other player begins their turn.**

**How to Win**

- **Occupying opponent home space**
- **Controlling middle space of the board for 3 consecutive turns**

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## 📍 UNIT CLASSES

**There are three main unit types**, each with specific stats and board roles:

(Movement for all units of each type is determined by a single roll per type at the beginning of movement/battle phase.)

**Grunts**

- **HP**: 1

- **Movement Die**:1d10

- **Combat Damage**: 2

- **Notes**:

  - Automatically **spawn** 3 per turn inside spawn boundary.

  - Grunts must have enough movement to merge into a single space to evolve outside of their base.

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**Soldiers**

- **HP**: 4

- **Movement Die**: 1d10

- **Combat Damage: 3**

- **Notes**:

  - Created by merging 5 Grunts outside the spawn boundary or 4 grunts inside it.

  - Soldiers created outside spawn boundary suffer summoning sickness and cannot move for 1 turn

  - Greater synergy options than Grunts.

  - Solider may reposition 1 additional time if they eliminate an enemy unit on their first attack per turn only.

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**Champions**

- **HP**: 9

- **Movement Die**: 1d10

- **Combat Damage**: 10

- **Notes**:

  - Created by merging 3 Soldiers.

  - Champions created outside the spawn boundary suffer summoning sickness and cannot move for 1 turn

  - Can reposition and attack up to 2 times after elimination of a unit or a second unit.

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## 🧬 UNIT EVOLUTION

- **4 Grunts (inside base) = 1 Soldier**

- **5 Grunts = 1 Soldier**

- **3 Soldiers = 1 Champion**

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## 🎲 DICE SYSTEM

- **Movement Die (M)** = how far the unit can move. D10 rolled for each unit type

- Movement for all units of a type is determined by a single dice roll

- Units may move up to the max value of the roll or any value under the roll or not at all.

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## 🧭 MOVEMENT RULES

- **Falling Back**: Units may retreat, but movement cost is doubled.

- **Walls** (black tiles) are **impassable**.

- Players may not occupy their own Home Space

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## Energy System

- Energy is generated at a rate of 1 Energy per turn and stacks up to 5 at maximum.
- Energy can be paid during either player's turn to activate synergy abilities.
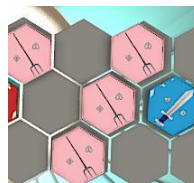
## 🧠 SYNERGY SYSTEM

Positioning specific combinations of units into unique formations on the board unlocks powerful effects so long as you have the energy to spend.

- All Synergy abilities cost 1 Energy.
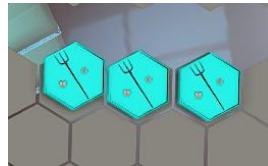- All synergy skills expire at the end of the current player's turn.

## Grunt Synergies (3 units required)

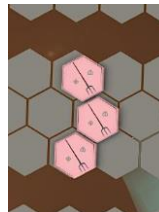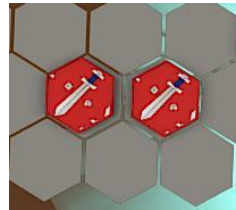| Formation | Description | |
| --- | --- | --- |
| **Wall: Diagonal line** | Defensive barrier. Grunts in this formation have 2 bonus HP until the end of the turn, or the formation is broken. Attacking this formation removes the soldier's and champion's ability to attack and reposition for the rest of the turn. |  |
| **Column: Vertical line** | Charge formation: Grunts in this formation may add an additional D6 of movement to their movement for this turn |  |
| **Arrow: 3 Unit arrow**<br><br>(arrow must face towards enemy base) | Attack formation: Grunts in this formation have doubled attack damage until the end of the turn, or the formation is broken. |  |

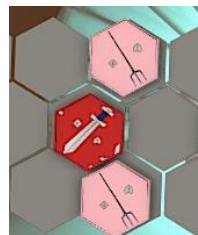## Soldier Synergies (2–3 units required)

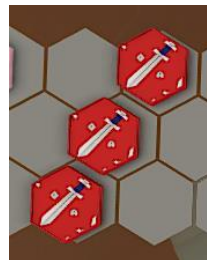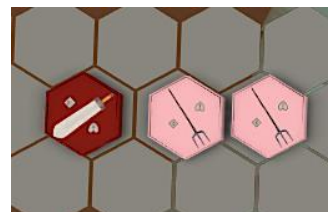| Combo | Description |
|---|---|
| **S – S: Touching** | Retaliate: activating this synergy ability will allow either soldier in this formation to immediately attack a unit that has attacked the other soldier in the formation. (Only usable once per turn)  |
| **G – S – G: V formation** **(V must face towards opponent base)** | Inspiration: activating this synergy ability from a V formation allows the 2 grunts in the formation to use the soldier's ability to attack and reposition a second time following a unit elimination, until the end of the turn.  |
| **S – S – S: Wall formation** | Spiked Defense: activating this synergy ability will cause all attackers to take 2 damage upon attacking any member of the formation for the rest of the turn unless the formation is broken.  |

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## Champion Synergies (3-unit required)

| Combo | Description |
|---|---|
| **C – G – G: line formation** | Final Order: Activating this ability allows the 2 grunts to eliminate any unit they attack for the remainder of the turn; however, the grunts themselves will be destroyed after the attack.  |

| Combo | Description |
|---|---|
| **G - S – C: Touching** | Chain of Command: Activating this ability allows any 2 of the members of the formation to reposition with the roll of a D6, upon the attack of one of its members |
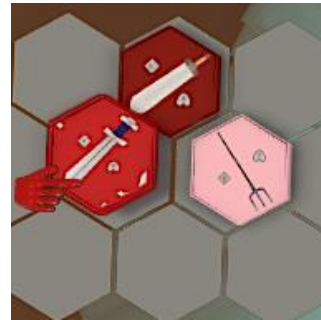


## 🏰 HOME BASE RULES

- Units may be spawned in any space within their respective base.

- Players may not occupy their own home space with any unit.

- Soldiers and champions created inside the base do not suffer from summoning sickness.

## 🗺️ MAP GUIDE (v0.6)
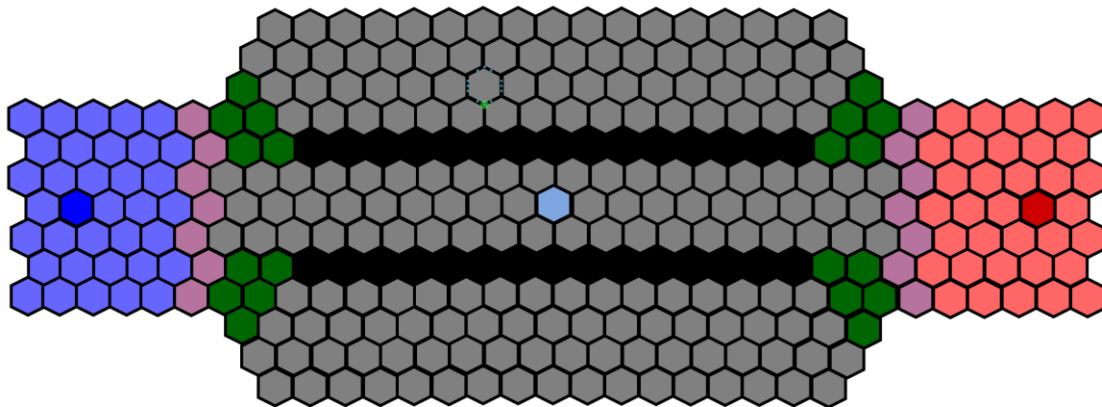


- **Black Tiles**: Impassable walls.

- **Purple Tiles**: Spawn boundary for grunts.

(note: grunts must spawn behind the line, not on it)

- **Red/Blue Tiles**: Player bases / HQ.

- **Dark Red/Blue Tiles:** home space

  (note player may not occupy their own home space)

- **Green Tiles**: Forest Lanes

- **Grey Tiles**: Mountain Lane

- **Teal Tile**: King of the hill tile. Controlling this tile for 3 consecutive turns is an automatic win.