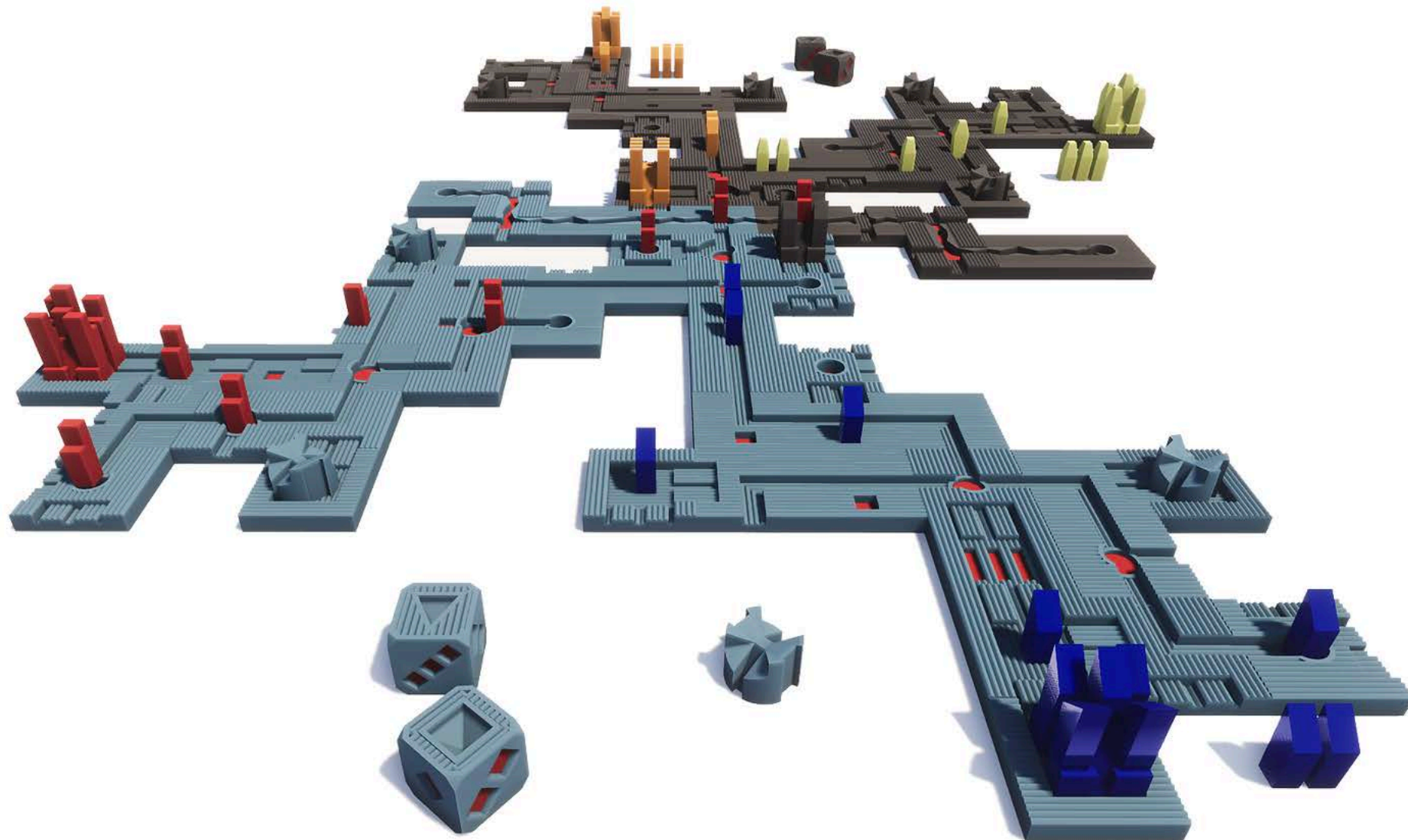


CLASH4

A resource management and preparation game and a race to the Clash bridge.



Rules under development.

SETUP

- ALL 6 TOWERS ARE PLACED ON THE BOARD AND 2 PLAYERS BATTLE TO TAKE TERRITORY, BUILD RESOURCES, OUTPOSTS AND TOWERS.
- START WITH 1 CLUSTER IN THE STARTING HUT
- EACH CLUSTER CAN ONLY MOVE TWO SPACES ON A ROAD PER TURN.
- EACH PIECE CAN ONLY MOVE 1 SPACE ON A TILE WITH NO ROAD.
- 3 MAXIMUM CLUSTERS PER TILE

TOWERS

- EACH TOWER CAPTURED GIVES YOU 1 MORE CLUSTER PER TURN.
- LANDING ON A SPOT THAT ANOTHER PLAYER OCCUPIES STARTS A BATTLE. 1 TRIANGLE DIE IS ROLLED
- LOWEST OVERALL NUMBER WINS
- IF THE DEFENDER IS IN AN OUTPOST THE DEFENDER ALSO ROLLS A SQUARE DIE. LOWEST NUMBER ROLLED PREVAILS.
- IF A PLAYER ROLLS A SQUARE IT KNOCKS THE ENEMY BACK 2 SPACES
- IF THE ATTACKER ROLLS A TRIANGLE THE DEFENDER IS PULLED OUT OF THE OUTPOST AND THEY BOTH THEN ROLL THE TRIANGLE DIE.
- IF YOU HAVE TWO OR MORE ALLEY CLUSTERS IN ONE SPACE THEY CAN MOVE IN THE NEXT TURN TOGETHER BUT ONLY 1 SPACE AT A TIME. IF THEY ARE 2 SPACES FROM THE ENEMY THEY CAN CHARGE 2 SPACES IN ONE TURN ON A ROAD
- EACH CLUSTER GETS AN ATTACK SO AN EXAMPLE 3V1 WOULD HAVE 3 CHANCES TO KILL THE ENEMY.
- TO TAKE AN OCCUPIED TOWER YOU ROLL BOTH DICE WHILE THE TOWER DEFENDER ONLY ROLLS THE TRIANGLE DIE.
- PIECES THAT LOOSE IN BATTLE GET TAKEN OFF THE BOARD
- TAKES 1 TURN TO GET TO AN OUTPOST (a tile with a square indent) AND 1 TURN TO SET IT UP (TO BE ABLE TO PUT YOUR PIECE INTO THE SQUARE).
- ONCE YOU HAVE ALL OF YOUR CLUSTERS OUT YOU CAN START MOVING THE ONE IN THE TOWERS OUT TO ATTACK.
- EACH PLAYER GETS 2 STOCKPILES. EACH STOCKPILE ALLOWS 1 EXTRA MOVEMENT PER TURN. CREATING A STOCKPILE REQUIRES TURNING ONE CLUSTER INTO WORKERS AT THE STOCKPILE DISTRIBUTING FOOD AND RESOURCES.
- THE CLUSTER HAS TO MOVE INTO THE SPACE WHERE THE STOCKPILE WILL BE PLACED AND THEN THE BUILD THE STOCKPILE FOR THE COST OF ONE TURN

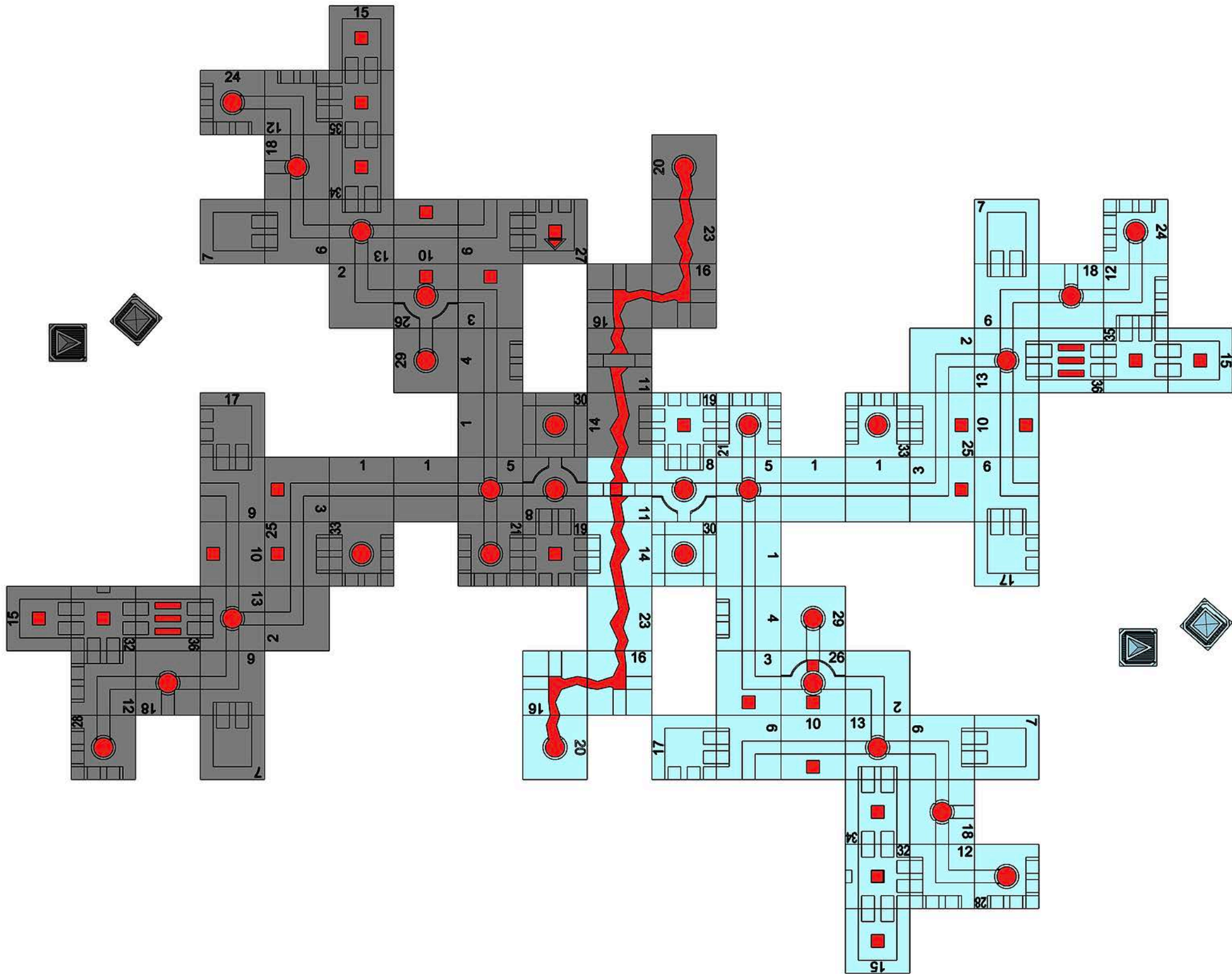
HUTS

- DOTS ARE HUTS. YOU SPAWN NEW CLUSTERS ONE PER HUT.
- YOU CAPTURE A HUT BY PASSING IT ON THE ROAD. YOU CAN SPAWN IN ANY HUT THAT YOU HAVE A CLUSTER FURTHER DOWN THE ROAD FROM.

OUTPOSTS

- THE SMALL SQUARES ARE BUILDABLE OUTPOSTS.
- USING THE MAIN COLOR CLUSTERS YOU CAN CAPTURE AN OUTPOST FOR A DEFENSIVE POSITION.
- FOR THE COST OF ONE TURN AND YOUR CLUSTER YOU CAN BUILD AN OUTPOST.
- MOVING INTO A SPACE WITH AN OUTPOST STARTS A BATTLE.
- THE OUTPOST ACTS LIKE A SINGLE CLUSTER.

BOARD SETUP



BOARD START

