ONSLAUGHT
DOCUMENTATION AND RULES

Roles of Members:

Emmanuel: Game board creation, game board concept, graphics, fun argument, game rules, documentation
Mark: Documentation, game board concept, game rules, resource provider

Story
Competition is fierce in the world. Two fighting nations, the Iron Guard and the Liandri have been sizing each other up for years. But now is the time for all out war. The only way to eliminate the enemy race is to get rid of their power core, which would eliminate power to their planet for sure. Link the energy nodes and destroy your opponent's core, if you can… They may eliminate you first.

Resources
2 Red Player Pieces (Liandri)
2 Blue Player Pieces (Iron Guard)
1 Red Orb Token
1 Blue Orb Token
5 Capture Tokens
2 Notepads

Board
7 X 7 square board containing:

2 Core Squares
1 Prime Node Square
4 Node Squares
2 Orb Squares

Setup
This is a game for 4 players, as there are 4 game pieces, 2 for each team. However, it is possible to play the game with only 2 players, in such case each player would take command of both pieces on their team. 4 players is recommended, however.

Players are divided into two teams: the red team (Liandri) and the blue team (Iron Guard). Each player controls one piece on their respective teams. The two red player pieces are placed on the red core, while the two blue pieces are placed on the blue core. The orb tokens are placed on their respective orb squares, while the capture tokens are left off the board. Each notepad is placed beside their respective cores, and the health for the cores start at 30.

Move
Each player begins their turn by rolling one die. The player can move vertically or horizontally as many times as designated by the die. (rolling a 5 allows the player to move 5 times) If the player chooses to end their turn before they have used up all their moves, then they are allowed to do so. Players may not move diagonally.

Challenges
A player may not enter a square occupied by an opposing team member. To remove the opposing player from the square, the player must issue a challenge to the occupant. Both players roll one die apiece, and the

one with the lesser roll is removed from the board. Issuing the challenge does not cost the player any moves. The removed player is placed in their Core at the start of their next turn.
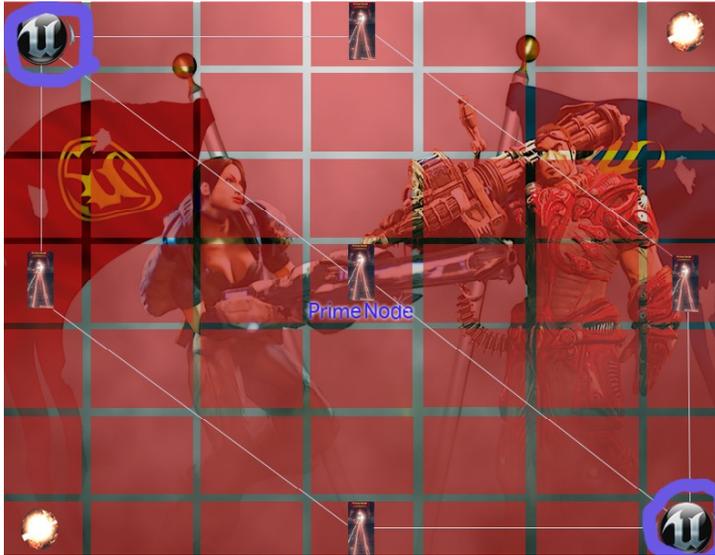

Figure 1: Core locations and starting points

Nodes and capturing

To attack the opposing team's core, a player must establish a *link* between his team's Core and the other team's Core. A link can be established in 3 ways:

1) Capture the Prime Node
2) Capture the two left Nodes
3) Capture the two right Nodes

Nodes are designated as captured by placing a capture token on them, with the owning team's colour up. **When the game starts, all nodes are neutral, and can be captured by entering into them. (this costs no moves)**
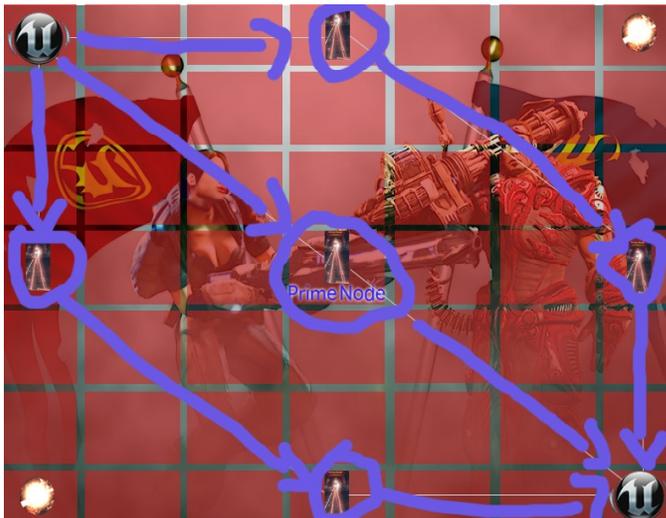

Figure 2: Node Links

If a node is owned by the opposing team, a player's team must end two of their turns in the node square to capture it. If the square is left abandoned at any point between these two turns, the capture will fail. When a link is established, a team may attack the opposing team's Core by walking beside it while it is unoccupied and rolling a die. The number determined from the die roll is subtracted from the core's health. Launching such an attack immediately ends the attacker's turn. If the link is broken, then the Core becomes invulnerable to attack until the link is re-established. Attacking players occupying their Core is not counted as an attack on it.

Orbs

When a player enters an Orb Square of their colour, they gain possession of an Orb Token, which remains under the player's piece on the board. When the player enters a node with the orb under them, the orb is returned to its origin, and the node is immediately captured by the player's team (without waiting). If a player is removed from the board, they leave the orb token on the square they previously occupied. If another team member walks onto the orb, they can then gain possession of it.
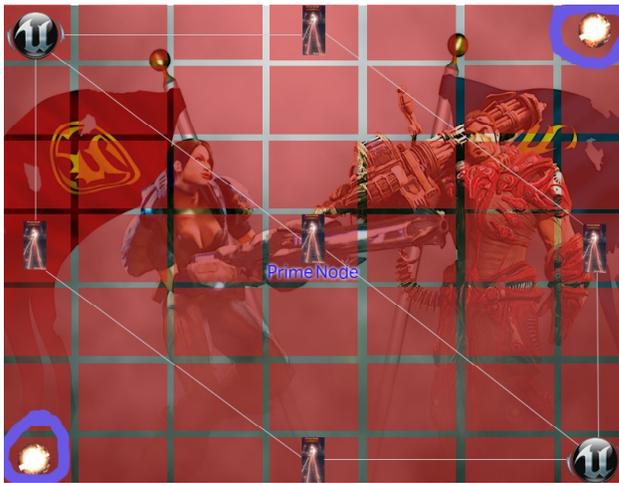

Figure 3: Orb Locations

An opposing team can return their opponent's orb to it original location by showing heroism and killing themselves from the board while beside the orb. When the player removes themselves from the board, their turn ends and they begin their next turn at their core.

Winning the Game

The game is won when the opposing team's Core is reduced to 0 health.

This is onslaught. Good luck, contestants.