

BATTLE TRAINS



FIELD GUIDE

OVERVIEW

Battle Trains is a game for two-players that is set in the near future, where high-octane train battles have become a globally televised event and are recognized as the new national sport of the United Americas. **Battle Trains** has surged in popularity over the past decade, surpassing even basketball and football in terms of recognition. Set in the wastelands of Old Mexico, **Battle Trains** pits two heavily armed and armored trains and their crews against each other in a high-speed battle to the death. Running parallel to each other for the duration of the battle, the two trains will utilize a variety of high-powered gadgets at their disposal and even engage in hand-to-hand combat to defeat the opposing train. **Who will survive!?**

COMPONENTS

1x Game Board

10x Train Car Tiles

(3x Cannon Car, 3x Shield Car, 2x Teleporter Car, 2x Medical Car)

6x 6-Sided Dice (D6)

16x Fire Tokens

6x Blue Crew Tokens

6x Green Crew Tokens

SETUP

Each player rolls a **Six-Sided Die (D6)**; the player with the highest roll will begin first (In the event of a tie, re-roll until a clear winner has been determined). Next, players choose a color for their **Crew Members** (Blue or Green) and claim the appropriate **Crew Tokens**. Players alternate between picking Train Car Tiles until each player has selected three cars and place them in any order in the open slots, (excluding the Engine at the front of the train) on the appropriate set of tracks (colored Blue or Green). [See: **Train Cars & Tiles** for more information about placement.] Finally, place the **Crew Members** inside the Train Cars and have them man Stations if desired.

TURN OVERVIEW

Player Turns are broken down into two parts, with **Crew Members** having specific actions that they can complete on a Player's turn.

Crew's Turn

Start Turn

Phase 1: Heal if on Medical Kit.

Phase 2: Move up to 4 tiles.

Phase 3: Melee Combat if possible.

End Turn

Player's Turn

Start Turn

Phase 1: Heal all **Crew Members** on **Medkit Tiles**. Teleport **Crew Members** back from enemy train, if desired.

Phase 2: Move all **Crew Members** to desired locations.

Phase 3: Perform all Melee Combats if possible.

Phase 4: Utilize **Cannons** if possible and apply damage.

Phase 5: **Repair** if possible and/or desired.

End Turn

TRAIN CARS & TILES

Below is an overview of how each **Train Car** functions, including any special tiles within those cars. Cars proceed in ascending numerical value, starting at 1 with the car directly preceding the Engine. Tiles proceed in ascending numerical value, starting at 1 with the top left tile and ending at 6 with the bottom right.

REPAIR TILES

Repair Tiles allow a **Crew Member** to repair any damage that a particular car has sustained during battle. In order to complete a repair, a crew member must finish his turn while standing upon a **Repair Tile**. At the end of the player's turn, one **Fire Token** is extinguished and removed from the car. If a **Repair Tile** is currently on **Fire**, a **Crew Member** can flip to **Injured Status** or sacrifice himself in order to extinguish it.

CANNON CAR

The **Cannon Car** is equipped with **2x Cannon Tiles**. **Cannons** are used to inflict damage upon the opponent's train cars. In order for the **Cannons** to fire, a **Crew Member** must finish his turn standing upon a **Cannon Tile**. *(See: **Ranged Combat for an overview of the attack sequence.**)*

MEDICAL CAR

The **Medical Car** is equipped with **4x MedKit Tiles** and can be used to restore **Injured Crew Members** back to their normal status. In order to heal, a **Crew Member** must finish his turn standing upon a **Medkit Tile**. At the start of the player's next turn, each crew member standing on a **Medkit Tile** can flip over to change their **Injured Status**.

SHIELD CAR

The **Shield Car** is equipped with **2x Shield Tiles** and can be used to protect an entire train from a limited number of incoming attacks. In order for the **Shield** to be activated, a **Crew Member** must finish his turn standing upon a **Shield Tile**. At the end of a player's turn, for each crew member standing on a **Shield Tile**, his train can sustain that number of successful hits before attacks will begin to cause **Fires in Train Cars**. *(See: **Ranged Combat – Combat Sequence for more information.**)*

TELEPORTER CAR

The **Teleporter Car** is equipped with **2x Teleporter Ring Tiles** and can be used to transport **Crew Members** onto opposing trains. A **Crew Member** can move through **Teleporter Rings** and into any **Empty Tile** on an opposing **Train Car**, so long as this action falls within their normal **Movement Range**. In order to determine which car a **Crew Member** will arrive in, the player will roll a D6 to pick the landing zone – *See: Table A for more information*. **Crew Members** can only be teleported back to their home train at the start of the player's next turn, before any other actions are taken.

When **Teleported** back, they can be placed on any **Empty Tile** in their home **Teleporter Car**. If the home **Teleporter Car** no longer exists, **Crew Members** will remain stranded on the enemy train. However, if the enemy possesses a **Teleporter Car** it may be used to move **Crew Members** back to their home train by using the same process described above. *See: Crew Members - Movement for more information*.

TABLE A	
Dice Value	Action
1-2	Teleport to Car 1
3-4	Teleport to Car 2
5-6	Teleport to Car 3

CREW MEMBERS

Crew Members are indispensable resources in train-to-train battles, able to man stations, repair damaged cars, and even take the fight to the enemy by boarding the opposing vessel and engaging in melee combat.

MANNING STATIONS

As detailed in each individual car description, **Crew Members** can man **Cannon** and **Shield Tiles**, contributing to the offensive and defensive power of their train.

DAMAGE & HEALING

Crew Members are able to sustain damage, either when engaging in melee combat, being hit by **Cannon Fire**, or by attempting a risky repair. When a **Crew Member** sustains damage, the player must flip the token over to indicate **Injured Status**. **Crew Members** have two options at this point; seek healing on a **Medkit Tile** or risk **Death** if any more damage is sustained. If an **Injured Crew Member** is affected by a second damage dealing ability while **Injured**, they are considered **Dead** and removed from the board for the remainder of the game.

MOVEMENT

Each **Crew Member** may move up to 4 tiles per turn in any direction. At the end of their movement, they may engage in melee combat with an opponent if they are within range. Otherwise, their turn is considered to be complete. When using a **Teleporter**, moving into the **Teleporter Tile** does not require any additional movement to be spent – after determining the arrival spot, move the **Crew Member** as normal if any of their movement range remains.

MELEE COMBAT

Each **Crew Member** is equipped with a sharp blade, which can be fatal when used at close range. If a **Crew Member** ends his movement adjacent to an enemy **Crew Member**, he may roll 1D6 to determine if damage is inflicted. The defender must also roll 1D6 to determine if a Dodge can be made. Both players compare their rolls. If the **Attacker** rolls a tie or better, then their hit is successful and the **Defender** must flip to **Injured Status** or be removed if **Dead**. If the **Defender** wins the roll, no damage is inflicted and he may move his **Crew Member** one tile away from the **Attacker** if desired.

RANGED COMBAT

COMBAT SEQUENCE

Step 1: At the end of the **Player’s Turn**, for each **Crew Member** standing on a **Cannon Tile**, he may roll one **D6**. If a **4** or higher is rolled, the attack hits successfully.

Step 2: For each successful hit, roll an additional **D6** to determine which **Car(s)** to hit. ***See: Table B for more information.***

Step 2.5: If the opposing train currently has any **Shields** active, remove one **D6** from this roll for each functional shield.

Step 3: For any attack that has landed successfully, roll one **D6** to determine which tile(s) catch fire and place one **Fire Token** on the tile(s). ***See: Table C for more information.*** If a **Crew Member** currently occupies this **Tile**, it sustains damage and must immediately move to the nearest empty tile. In the event that no empty tiles are available within the car, the **Crew Member** dies.

TABLE B	
Dice Value	Action
1-2	Hit Car 1
3-4	Hit Car 2
5-6	Hit Car 3

TABLE C	
Dice Value	Action
1	Hit Tile 1
2	Hit Tile 2
3	Hit Tile 3
4	Hit Tile 4
5	Hit Tile 5
6	Hit Tile 6

SUSTAINING & REPAIRING DAMAGE

When a **Train Car** sustains damage, a **Fire Token** is placed in it according to Step 3 of the **Combat Sequence**. When an opponent begins their turn, they have the opportunity to extinguish fires by commanding **Crew Members** to move adjacent to the **Fire** and **Sustaining Damage** to remove the **Fire Token**. Additionally, if a **Crew Member** ends his turn on a **Repair Tile**, any one **Fire Token** can be removed from the car at the end of the **Player's Turn**. If a **Car** has 3 or more **Fire Tokens** at the end of a **Player's Turn** and after **Repair** has been completed, the **Car** is considered to be **DESTROYED** and removed from the game along with *any* **Crew** still remaining inside.

VICTORY

Victory is achieved *either* by **DESTROYING** an opponent's train or *wiping out* their **Crew Members** completely.

CREDITS

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BATTLE TRAINS

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