

Battle on the Island of Fog - Rulebook

- 2-4 players
- Avg. playtime = 2 hours

Premise

One day, a mysterious island the size of a small country appeared in the middle of the ocean, right in the middle of four rival countries. Each of these countries once to build upon the island and claim it's resources, unfortunately for them the island is covered in a thick layer of fog making it impossible to ascertain the layout of the land from a distance. In the centre of the island stand an ancient lighthouse. It was the only thing obvious building viewable from sea and your nations military scholars believe it should still be functional. Built directly in the islands centre, if you can claim that position then the fog on the island should clear, and the end of this conflict will etch ever closer.

As a general in the army of one of these countries, you must venture into the tick of the fog, build cities in order to farm resources and use those resources in factories to help supply new soldiers, all while watching out for the armies of your rival generals. The one who claims the most land, or the last nation left, will surely be the true ruler of the island!

Game Contents

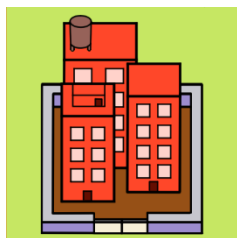
- Game board
- 4 starting tiles (one for each nation)
- 1 centre tile (the lighthouse)
- 32 field tiles
- 20 basic units of each colour (Red, Blue, Yellow, Green)
- 20 elite units of each colour (Red, Blue, Yellow, Green)
- 40 building tokens of each colour (Red, Blue, Yellow, Green)
- 1 base token of each colour (Red, Blue, Yellow, Green)
- 1 lighthouse piece of each colour (Red, Blue, Yellow, Green)
- Coins in different values (1, 3 and 6)
- 1 6-sided die



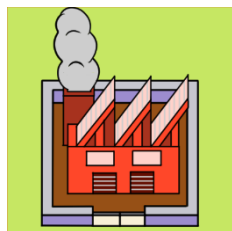
Red Army, Basic Unit



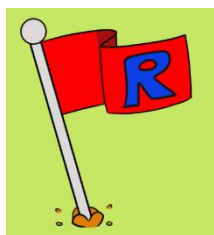
Red Army, Elite Unit



Red Army, City Token



Red Army, Factory Token



Red Army, Base Token



Lighthouse model

Red Start	1	1	1	Yellow Start	
	1	2	2	2	1
	1	2	3	2	1
	1	2	2	2	1
Green Start	1	1	1	Blue Start	

Empty Game Board

Game set-up

Place the game board on the table and position the lighthouse tile (fig. 1) within its centre. Then place the starting tile (fig. 2) for each player in each corner matching the designated colour (fig. 3). Then shuffle the remaining 32 field tiles and place them on a pile upside down.

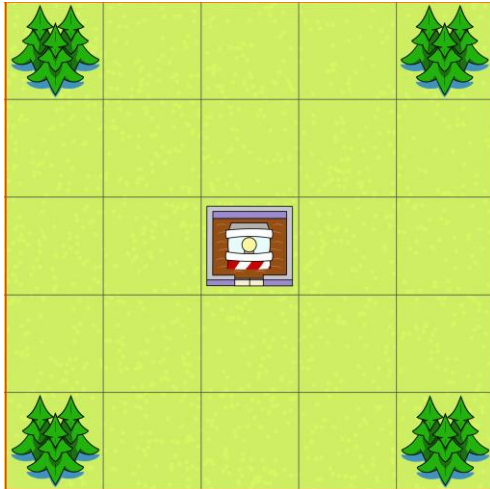


Figure 1: the centre lighthouse square

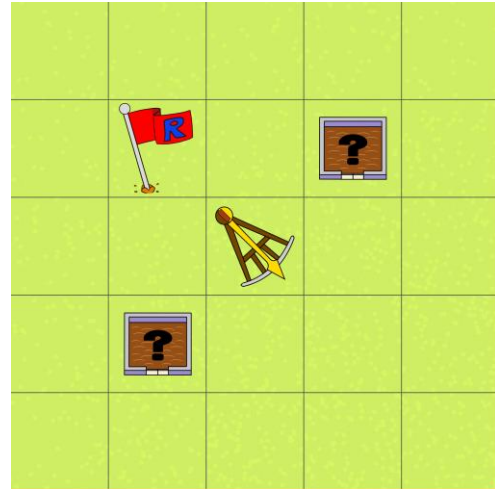


Figure 2: the red team starting tile

Next, each player places 2 building tokens on the designated squares on their starting tile, the base tile on the designated square and 1 basic unit on top of the home base.

Lastly, every player rolls a dice. The player who rolls highest takes the first turn, with the play order then proceeding clockwise.

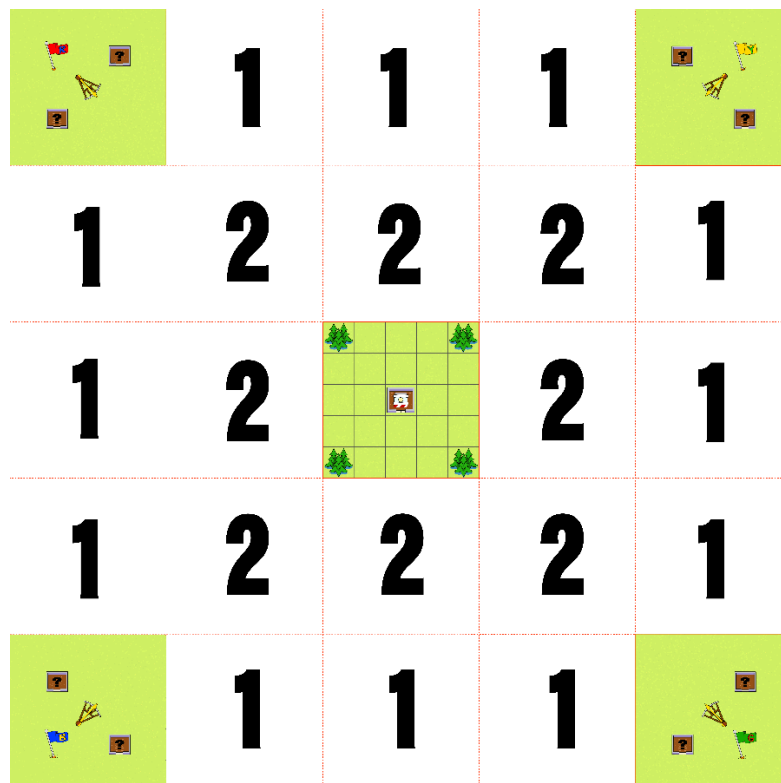


Figure 3: The starting board in a 4-player game

Game Phases

There are two phases to the game - the exploration phase and the countdown phase. The exploration phase is the initial phase, where players explore the map, build cities, and participate in combat. The countdown phase, which consists of five turns, begins as soon as every space on the game board is covered in tiles.

How to Play

At the start of each turn, the player receives resources equal to the number of building tokens they possess on the board and its position. Players can move up to 5 of their units per turn and can perform one action with each moved unit. Once an action has been performed, this unit cannot do anything else. Actions include:

- Build or take a city or factory if on a building square.
- Stack a basic unit on top of another (this new stacked unit cannot be moved afterwards).
- Enter combat against an opponent adjacent to that unit.

Each of these will be explained below.

Movement

The player can move up to five units every turn, with the amount of space moved dependent on the unit type. When players move off of their tile they must flip over a tile from the top of the pile face-up onto the area of the map they moved into. The tile must be positioned in a way so that the arrow at the centre of the tile is pointing towards the lighthouse (to the best of the player's ability to do so). If the player cannot move into the tile (due to a mountain or water) then the tile remains face-up, but the player remains on the space it was previously occupying and can continue its remaining movement from there.

The player does not have to move the full 6/7 spaces and mountain spaces take twice the movement to advance over. Water spaces cannot be travelled over, regardless of unit type, and effectively act as barriers for players to navigate around.



Figure 4: Example of valid Arrow Placements

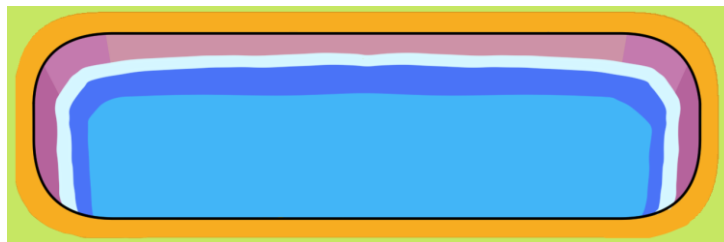


Figure 5: Example of Water Tiles

Building and taking cities

In order to win, players have to build cities. To do this you must move a unit on to an empty lot and use an action to build. You can either build a city or a factory. A city will generate coins every turn for the player who earns it, whereas a factory will allow the player to build soldiers at that location (as long as there is no unit on the factory already). A city and a factory can be swapped around if there is a unit on top of it, however this will end that units turn.

Players can take over an opponent's city / factory / base by placing a unit on top of the designated token and holding that space until the next turn. If a space has been conquered, then the conqueror can decide if it should be a city or factory and place the token the appropriate side up.

The value of each city is determined by its location on the 5x5 grid, as shown on the game board. Any city built in the outer layer of the grid generates 1 coin each at the start of your turn. Any city in the middle layer of the grid generates 2 coins each and capturing the lighthouse generates 3 coins. The lighthouse must be a city and cannot be made into a factory (and likewise, the home base must be treated like a factory and cannot be made into a city).

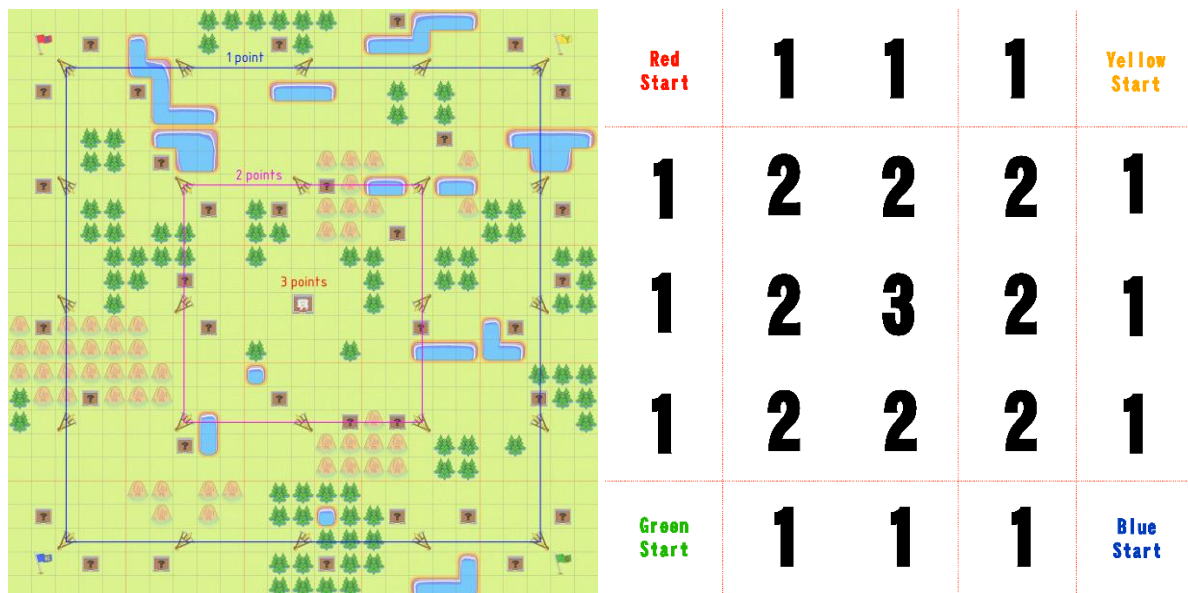


Figure 6: Example of point distribution

Taking The Lighthouse

The lighthouse is in the centre of the map and claiming it is worth 3 coins per turn, making it a prized location. However, for every turn that the lighthouse is occupied, the player who owns it must flip one tile and place it anywhere within the 5x5 grid, up until the entire map has been revealed. There are more tiles than there are spaces on the map, so you won't use all of them in a given game.

Building and Stacking Units

In addition to the unit's movement and actions, players can also build new units from either their home base or a factory they own. This does not cost an action and can be done as many times as there are factories the player owns (and coins available). A new unit built cannot be moved until the next turn. There are two types of units:

- Basic Unit:
 - Costs 2 coins to build
 - Can move six spaces
 - Can climb over mountains
 - Can be stacked on top of other basic units to provide combat benefits
- Elite Unit:
 - Costs 6 coins to build
 - Can move seven spaces
 - Cannot climb over mountain spaces
 - Cannot be stacked
 - Gains a +1 to all combat bonuses

To stack a basic unit on top of another, move one unit onto the same space as another and use an action to combine them into one stacked unit. This influences combat, as detailed below. Each unit can only be stacked up to 3.

Combat

Combat in the game is decided by rolling 3 dice, adding any modifiers and comparing the results with your opponent. The highest combined total wins the battle, and the opponent loses their unit. In the case of a draw, both units remain.

Combat modifiers are decided on by two factors: the unit type of the attacking player and the environment type of the defending player.

- The attacker gains +1 to their initial dice roll (+2 if an elite unit)
- The defender gains a + to their final dice roll dependent on the space they are standing on (elite units gain an additional +1)



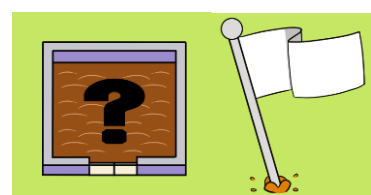
Plains = +0



Forest = +1



Mountain = +2



Building = +2

- If a unit is stacked, they can re-roll either one or two dice of their choice, dependent on the stack size. However, if a stacked unit gets destroyed all units in the stack get destroyed.

If the loser was destroyed in a building, then the attacking player moves into that spot after combat.

Win Conditions

There are two win conditions that players can aim for.

1. Be the last player standing by protecting your home base from capture.
2. Have control over the most buildings on the map by the time the turn limit is reached.

For the first, this can be achieved by capturing your opponent's home base while defending your own. While you might think it best to defend your base and let your opponents fight it out, whichever player claims another player's base will also get all of the defeated players cities for themselves. It's a high risk, high reward strategy!

For the second, once the turn limit has been reached the game ends and players must count every building they have on the field. The player with the most building wins. In addition, whichever player owns the lighthouse by the end of the game also gets an additional three points, so don't ignore it!

House rules

The default board size is 5x5 however the game also works with a 3x3, 4x4 or 6x6 sized board. Increasing the size of the board will also increase the amount of time it takes to complete as it takes longer for phase 1 (exploration) to complete, and shrinking it will decrease that time, so take it all into consideration depend on how long you want to play (note: the countdown phase will always be five turns)!

In the case of a 4x4 or 6x6 game, the even number of tiles means you won't be able to utilise the gameboard as its designed for odd numbers only. In the case of even numbered layouts, include the lighthouse tile in the pile with the other tiles, although do continue to have the arrows on the tiles point towards the centre. As with all house rules however, the point is to customise the game to your preference. It might mess with the balance of the game a little, but the world is your oyster, and the game is yours to be enjoyed any way you want!