

ZONE S

A game for two players
by A. Marston Croft

Welcome to **ZoneS**, a fast-paced game of strategic control....

To begin, each player will need to choose a side, Dominion (Blue) or Separatists (White). Each player will have ten pieces at their disposal, in addition to a base tile.

SETTING UP THE GAME

Once sides are chosen, place the screen down the center of the board, obscuring each player's side from the other.

Each player then places their base tile anywhere they like on their half of the board. Once these are placed, shuffle all 36 terrain tiles into a bag. Each player takes turns drawing a single tile and placing it anywhere on their board edge. Once all of the remaining tile slots have been filled, choose a three of your playing pieces and place anywhere they may be legally placed (see piece info).

Determine order of play by flipping a coin. Remove the screen, and begin with the first player's turn.

TAKING TURNS

Each turn, a player must move a single piece or summon a piece out of reserves (the pieces that have yet to be placed).

When summoning a piece, the player must place the piece in one of their "Home Tiles." These are any of the tiles that surround your base tile. Some special abilities may affect the way a piece may be summoned. You may not move from reserves to capture an enemy piece in one of your home tiles.

When moving an existing piece, there are three types of movement to consider. The piece's movement pattern will be listed on its roster.



The piece moves in a straight line along an orthogonal course



The piece moves in a straight line along a diagonal course



The piece moves in a straight line in any direction

Each piece will have up to three ways it interacts with the terrain tiles. The four kinds of terrain tiles included with this set are Fields (Yellow), Forest (Green), Hills (Brown), and Water (Blue).

Preferred. When a piece is on its preferred tile type, enemy pieces must have an allied piece already adjacent

to the piece before they may capture it.

Difficult. When a piece would move through a terrain tile it considers to be difficult, the piece's movement is stopped there.

Restricted. If a piece has a restricted terrain type, it may not move into or through that type of terrain.

In general, pieces may not move through other pieces or base tiles. If a piece can move to a tile occupied by an enemy, they may replace that enemy piece. The enemy piece is then removed from the board and added to the moving player's captures.

PIECE TYPES

In addition to their abilities, each piece will have a type (listed above their picture). In general, this type will be referenced in special abilities and is used as a qualifier.

Fortifications. This special type of piece may only be summoned into its preferred tile type, however, it may be summoned into any open tile of that type on the map (though not into tiles adjacent to your base). Additionally, fortification pieces may never move. (There are no Fortification pieces included with this set)

SPECIAL ABILITIES

Each piece may have a special ability in addition to their other factors. This ability will change the way the piece may be moved, capture opponents, or

interact within the game in any number of other ways.






DESTROYING THE BASE






Enemy Bases may be destroyed by moving so that any two home tiles are occupied by your pieces. Once a keep is destroyed, it and all of the pieces in that player's reserves are added to your captures and you have won the game

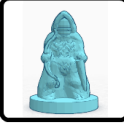




PIECE COSTS






Each piece will have a cost value in the upper right corner of their roster. This is the piece's overall value and may be used to determine degrees of victory (counting all of your captured values at the end of the match). Future expansions will allow players to arrange their force by cost, though for the purposes of this core set, each side is valued at 50 total points.

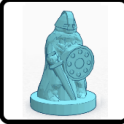






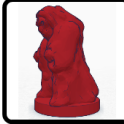




		COST 5	
MIDGARD SPEARMAN			
INFANTRY	MOVEMENT	PREFERRED	SPECIAL
			MAY BE SUMMONED INTO ANY OPEN TILE ADJACENT TO AN IDENTICAL PIECE
	DIFFICULT	RESTRICTED	
			

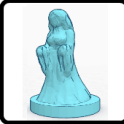




		COST 4	
TROLL/PAWN WARRIOR			
INFANTRY	MOVEMENT	PREFERRED	SPECIAL
			MAY BE SUMMONED INTO ANY OPEN FOREST TILE
	DIFFICULT	RESTRICTED	
			




		COST 3	
MIDGARD ARCHER			
INFANTRY	MOVEMENT	PREFERRED	SPECIAL
			MAY CAPTURE ANY ADJACENT ENEMY WITHOUT MOVING IN PLACE OF A NORMAL MOVE
	DIFFICULT	RESTRICTED	
			

		COST 4	
TROLL/PAWN LOBBER			
INFANTRY	MOVEMENT	PREFERRED	SPECIAL
			MAY PASS THROUGH UP TO ONE ENEMY PIECE WHEN MOVING
	DIFFICULT	RESTRICTED	
			

		COST 6	
MIDGARD SWORDSMAN			
INFANTRY	MOVEMENT	PREFERRED	SPECIAL
			COUNTS AS TWO PIECES WHEN CAPTURING ENEMY PIECES WITHOUT ADJACENT ALLIES
	DIFFICULT	RESTRICTED	
			

		COST 6	
TROLLWIFE			
INFANTRY	MOVEMENT	PREFERRED	SPECIAL
			WHEN CAPTURING INFANTRY, RETURN A CAPTURED ALLIED INFANTRY TO RESERVE
	DIFFICULT	RESTRICTED	
			

		COST 8	
VALA			
INFANTRY	MOVEMENT	PREFERRED	SPECIAL
			ALL ADJACENT ALLIES COUNT AS BEING ON THEIR PREFERRED TERRAIN TYPE
	DIFFICULT	RESTRICTED	
			

		COST 8	
HILL TROLL			
MONSTER	MOVEMENT	PREFERRED	SPECIAL
			MAY MOVE DIRECTLY TO ANY HILL TILE AND MAY CAPTURE ENEMY PIECES THIS WAY
	DIFFICULT	RESTRICTED	
	