

Blood Disease

There is a war raging in the body. The body is being attacked by a flood of Virus. Will the champions of the body, the antibodies, defeat the Virus and keep the body healthy or will the Virus overwhelm the antibodies and spread infection? Choose a side and decide the hosts fate!

Game Contains:
3 six sided Dice
12 Marker Tokens (4 neutral, 4 red, 4 green)
Game Tokens (16 Red and 16 Green)
1 Game Board
1 Rule Booklet

Players: 2
Ages: 14 and up

How To Play

Objective: The goal of Blood Disease is to defeat all of the opponents units and clear all of the opponents territories. This is done by clearing the board of all opponents tokens and making sure your opponent does not control any arteries (see below). Players do not (and can not) need to claim the opponents start.

Starting the Game: To start the game each player decides what side they want to play. One player must be the antibodies and one player must be the virus. The virus player gets to move first. If players want they may place marker tokens (4 yellow neutral, and 4 of each players color) to mark ownership of arteries. The game starts with all arteries being neutral. Placement of the markers does not matter as long as they are located in the artery tiles. These markers are just to remind the players who owns what arteries and are not necessary for play.

Turn Progression: Play consists of rounds. Virus player starts. When it is a players turn they have to tasks to perform. They may move and may attack. This can be done in any order. So a player may move one unit and attack and next attack with another unit and then move. Once a player has moved and attacked with all of their units or decides they are done with their turn it becomes the other players turn, and they perform the same actions.

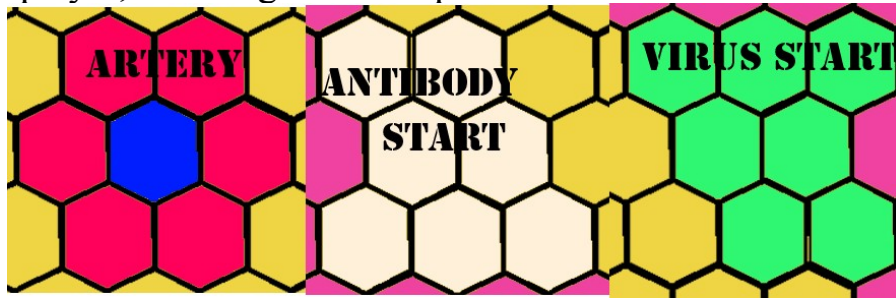
Rounds: When the antibody player ends their turn a round has just ended. At this point each player gets to receive reinforcements. Players get to add one token at their starting zone and a token at each artery that they control. After this play continues as normal starting with the virus player.

Special Spaces: The *Vigilante* board consists of two special zones, Starting Zones and Arteries. Starting zones and Arteries are displayed below.

Artery: Arteries are special spaces found around the board that may be controlled by a player. Initially being neutral a player takes control of an artery if they begin a round with a token on the artery and no enemies tokens are in the arteries zone. The arteries zone consists of the blue and red tiles, to capture an artery a players unit must start the round on the blue space. At the beginning of each round a player gets a unit on the blue space of each artery they control. If they already have a unit on this space then they do not receive a token on that artery for that round.

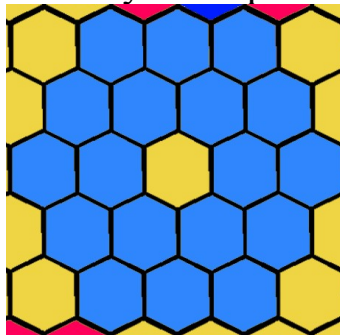
Start Zones: This is the zone where players get to start their initial 3 units. They may place those units anywhere within their colored start zones. Multiple tokens may not occupy the same space. Additionally, the start zone acts as a permanent

artery for that player, allowing them to spawn one unit a round at their start zone.



Units: The tokens players get are equal. They each have four statistics: attack, defense, movement, and range.

Movement: The game board is divided into hex tiles. A unit may move two of these tiles a turn. In the picture below, if the unit is on the center (yellow) space, then they would be able to move to any blue space.



Range: Range is how far away an opponents token may be and still be attacked by a players unit. Range operates in the same fashion as movement, if an enemies opponent is within two hex tiles of a piece, they may be attacked.

Attack: Each attacking unit gets to roll two dice. The result for this attack is the highest roll among the two dice. So if a player rolls a two and a four, then their attack counts as a four. If the attack roll is higher than the opponents defense roll then the opponents unit is removed from the board.

Defense: Each defending unit gets to roll one die. If the result of this roll is higher than or equal to the opponents attack roll, then the defender wins and the attacker removes their unit from the board.

Combat Note: Attack and defense is done between two units. Rolls are done for every combat and removal of pieces is done as soon as it is determined that a unit needs to be removed or not.

Winning The Game: A player wins the game when their opponent controls not units and no arteries.