Gorilla Warfare

A giant pile of banana's has been located in the middle of unclaimed territory. Be the first Gorilla Commander to claim this territory for your own and secure the Banana Pile!!

<u>Game Contains:</u>
42 Tokens
1 Game Board
1 Rule Booklet
Players: 2
Ages: E

How To Play

Objective: The goal of Gorilla Warfare is to eliminate all of the opposing factions monkeys from the map.

Starting the Game: Each player starts the game by choosing five monkeys to form their starting army. These monkeys may be placed in any legal spot for a unit in that players start zone. Once all monkeys have been chosen and placed the players each roll a 6 sided die. The player with the highest roll may go first.

Units: There are three types of units with varying abilities in Gorilla Warfare. Each unit counts as a monkey in the players army. Players have a maximum army size of 8.

Baboon:
Health-	2 Health
Movement –	Up to 4 spaces per turn.
Attack –	Slice (melee)
Ability-	+1 to movement if on grasslands
Strong Against -	Gorilla
Weak Against -	Orangutan

Gorilla:
Health-	2 Health
Movement –	Up to 4 spaces per turn.
Attack –	Shield Bash (melee)
Ability-	No movement penalties affect this unit
Strong Against -	Orangutan
Weak Against -	Baboon

Orangutan:
Health-	2 Health
Movement –	Up to 3 spaces per turn.
Attack –	Coconut throw (ranged 4 spaces)
Ability-	If on a hill, attack range is increased by 2
Strong Against -	Baboon
Weak Against -	Gorilla

Turn Progression: Play consists of movement and attack. Each round the player may move and attack with all of their units. These units may be moved and attack in any order, but if a unit moves it must immediately attack or not attack. A player may not move unit A, then unit B, then try to attack with unit A.

Movement: Players may take their movement, but the path must consist of orthogonal movements. Each tile counts as 1 movement point spent. Movement may be affected by special terrain or abilities. Units may not end their movement on the same tile.

Combat: There are two types of attacks: ranged and melee. Units must roll to try and hit another unit. To hit a unit each unit rolls a die, adds any modifiers, then compare results. If the attacking players number is higher, then they hit, if it is lower or equal to the defenders then the attacker misses. If a unit hits, then they deal 1 damage to the defending unit. If the attacker is strong against the defender, the defender is dealt an additional 1 damage.

Modifiers: A modifier is applied if an attacking unit is strong or weak against a unit type. If an attacker is strong against a defender, then the attacker adds one to their 'to hit' roll. If an attacker is weak against a defender, then they get a minus one to their roll.

Melee: attacks may be used when a unit is within one space of another unit (even diagonal).

Player Two Start

A teal melee unit may attack any unit in the shaded area.

Ranged: A ranged attacks range is measured in the same way movement is calculated. If you can create an orthogonal path that reaches the destination within the range, then you may attack that unit.

Special Tiles: There are six special tiles on the board. These are Grasslands, Forests, Hills, Water, Banana Piles and Player Spawning areas.

Grasslands: Grasslands offer no inherent benefits or penalties to players.

Forests: A unit gets a +1 modifier for defense if they are in the forest defending against a ranged attack.

Hills: Units moving across hills receive a -1 penalty to movement.

Water: Water is impassable terrain and may not be moved on or across.

Player Spawning Areas: Are area's where a player may place their monkeys on the board. Monkeys may be placed anywhere in this area, as long as the placement is legal.

Banana Piles: Banana Piles give reinforcements to the team that lands on them. When an unit lands on this spot a monkey(of the players choice) joins their team at that players spawning area (as long as this does not exceed the max army size) and may move or attack immediately. Once a pile is used this way, it may not be used again until the player uses the other pile. This works like a switch. Once a pile is 'pressed' it is off and the other pile is turned on. Only piles that are on can give reinforcements. Players may have different 'on' piles and need to keep track. All piles start as 'on' for players.

Winning The Game: A player wins the game when they are the only player with units left on the board.

Credits:
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