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FLANK

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GAME DESCRIPTION

Flank is a resource-management and military combat strategy game for two players. Each player takes control of one of three unique races to compete for galactic supremacy. Players take turns gaining resources to create units as well as manipulate combat through unit upgrades and combat actions. Players must manage their units and resources wisely in order to be the first to destroy all of their opponent's structures.

Glossary

Faction / Race – One of three sets of components, tiles, plastic figures and cards which players use to play *Flank*. Each race offers unique and different playstyles and strategies.

Place – Physically pick up and set-down a game component onto an area as specified

Discard – Remove the game component from the game board and place it into the play area

Population Limit – The maximum number of active units a player may have on the game board

Build Phase – One of three game phases a player must resolve on their turn. Allows a player to construct units and structures

Base – Tokens which allow players to receive additional resource cards and place units onto the game board. A base token in a battle zone, must be placed on the defending player's frontline zone of a player's combat sheet.

Unit / Unit Miniature / Miniature – Plastic figures which may be constructed, moved and be used to resolve combat.

Upgrades – Cards used to grant a player additional ongoing effects during either player's turn.

Movement Phase – One of three game phases a player must resolve on their turn. Allows a player to place units onto areas on the game board.

Zone Limit – The maximum number of units that can be in a zone on the game board

Adjacent – Zones on the game board are considered adjacent they each share a side which is touching, with no space or other zones between them

Attacker/ Attacking Player – A player who moves units into a zone on the game board which already contains an opponent's units or base tokens. Attacker's may place a number of units into a zone equal to the Zone's unit limit plus one (1).

Defender/ Defending Player – A player whose opponent moves units into a zone which already contain their units.

Combat/Battle – A series of phases in which players' place units onto their respective combat sheets to determine units and bases to be destroyed.

Combat Zone/ Battle Zone – The Zone on a game board in which an attacking player places units where a defender's units are already present

Frontline Zone – The top area on a player's combat sheet

Frontline Unit – A unit placed onto the Frontline Zone of a player's combat sheet

Support Zone – The bottom area on a player's combat sheet

Support Unit – A unit placed onto the Support Zone of a player's combat sheet

Flank Zone – The right area on a player's combat sheet

Flanking Unit – A unit placed onto the Flank Zone of a player's combat sheet

Before Combat – Abilities which are resolved in the first steps of the combat phase of a battle

After Combat – Abilities which are resolved during after units are destroyed during the regrouping phase of combat

Push – During the combat phase of battles. Place an opponent's units onto another combat zone of their Combat sheet

Move – During the combat phase of battles. Place a target friendly unit onto another zone of your combat sheet.

Remove – During the combat phase of battles. Place an opponent's unit to the side of the game board. The unit is returned to the game board after resolving the regrouping phase of combat and follows placement rules depending on the winning and losing player.

Combat Power – The total strength of a player's frontline units during combat. Combat power is modified by support units, upgrade cards and combat cards played during the combat phase of combat. The player with the highest combat power is declared the winner and the other player is declared the loser. The loser of combat must discard all units in the frontline zone of their combat sheet during the regrouping phase of combat.

Target Audience

Flank is targeted toward 20-25 year-old, competitive, strategy and thematic gamers.

Number of Players

Flank is designed to accommodate two (2) players.

PRELIMINARY DESIGN - ASSIGNMENTS 2.1 AND 2.2

Outline

This section should contain your GRATIS outline. The GRATIS outline has been explained in previous assignments and lessons. If yours is not at least a page and a half in size, then you are not getting in depth enough with either your game or the documentation.

The rules section of your outline should be the most extensive. Make sure you outline all of your rules. Some details can be left for later, but there should be enough to get a good idea how the game work. For example, I may have a rule in the outline that says "deal damage to my opponent's unit" but not actually go through the math of how that is done. Leave those details to the Detailed Rules Section later

Goals [G]

- Destroy Opponent Bases
- Destroy All opponent bases
- Win Battles
- Have a larger army than your opponent
- Have more bases than your opponent
- Control more Zones than your opponent

Rules [R]

- **GENERAL RULES**

- The Game begins after players have setup the board following the setup rules as indicated below

- **START ROUND**

- Game Rounds are divided into three (3) main phases taken by each player.
- At the Start of the round, each player, starting with the player in possession of the initiative marker, Draws two (2) resource cards.
- The player with the Initiative token takes the first turn of each round.
- Play proceeds with each player taking turns resolving a phase
- A game round ends after the movement phase.
- All face-up cards, tokens or tiles in the play area can be read by any player, including face-up cards on and around each player's play area and combat sheet.

- **HARVEST PHASE**

- To harvest resources, a player plays one or more resource cards from their hand and takes the appropriate amount and type of resource tokens, as listed on the card.
- These resource tokens are placed in the sections on their combat sheet, below the combat zones, indicated by the colored areas.
- Players can play any number of resource cards from their hand at the start of their turn.
- Players may only have resource tokens equal to the resource token limit on their respective combat sheet.
- The resource limits are as follows: Blue and Green: 5, Yellow: 8.
- After playing resource cards at the start of the build phase, resource cards cannot be played on a players turn for the remainder of their turn.
- Alternatively, the active player may force mine during their harvest phase.
- To perform a force mine, the active player must discard a resource card from their hand of resource cards.
- After discarding this resource card, the active player receives one of each resource.

- **BUILD PHASE**

- After harvesting resources, a player may construct any number of combat units, so long as the player has enough available resources
- During the build phase, players may construct Units and Purchase Upgrades.
- Players require an appropriate amount of harvested resources in order to construct units and buildings with a Build action.
- To purchase a unit, players must simply discard the appropriate number and type of resources as indicated next to the unit's name on the reference sheet.
- After paying the build cost for a combat unit, place the appropriate unit's miniature on the game board.
- Combat units may only be placed into a zone containing the active player's base
- Players may elect to end their build action at any time.
- Players may also look through their Upgrade Card deck and purchase upgrade cards
- The cost of an Upgrade card is indicated on the bottom of the front-side of the card, below the card text.

- To purchase an upgrade card, players must discard resource tokens of the appropriate type equal to the upgrade card's cost.
- An active player must place any purchased upgrade cards, face-up in their play area near their Combat sheet, indicating that the upgrade card is active
- Effects stated on active Upgrade cards are always active unless otherwise stated
- Each player may only have active upgrade cards up to their upgrade card limit.
- The upgrade card limit for each player starts at four (4).
- If an active player were to place a newly purchased upgrade, into their play area, in excess of their total upgrade card limit, they must first discard an active upgrade card.
- Discarded upgrade cards are placed back into a player's upgrade card deck.
- Players are not required to purchase any upgrade cards during their build phase.
- Each player completes the build phase before moving onto the Move Phase.
- **MOVE PHASE**
 - A Move action allows players to move unit figures on the game board.
 - Active player discards one (1) yellow resource token.
 - The player then indicates a target zone on the game board.
 - After indicating a target zone, the player may then select an adjacent zone which contains their own units.
 - Player then places any number of units onto the target zone from the chosen adjacent zone.
 - Players may only place a number of units onto a zone so long as the total number of units in a zone is equal to or less than the unit limit for that zone.
 - The unit limit for each zone is indicated by the number listed in the top corner of the zone, on the game board.
 - Active Players who target and place units into a zone which contain an opponent's units or base initiates a battle.
 - A zone with units from the attacking and defending player is considered the battle or combat zone.
 - After initiating a battle, the active player becomes the attacker, while the player whose units are being attacked becomes the defender
 - When initiating a battle, the attacker may continue to move a number of units into the battle zone by discarding a yellow token each time a player moves units from an adjacent zone into a target zone.
 - The attacker may place any number of units, up to the zone's unit limit, regardless of the number of opponent's units already in the target zone.
 - There can only be one battle zone on the board at any given time.
 - Battles must be resolved fully before a player may end their move action
 - A player may end their move action at any time, unless there is currently an unresolved battle.
 - After moving all units into a battle zone, players must resolve combat before the active player's movement phase is completed.
 - Once a player begins resolving combat, they may not continue to move units after the combat has been resolved.
- **COMBAT**
 - Combat is initiated through move actions and are resolved through multiple phases and steps.
 - Battles begin by resolving the Formation Phase

- **Formation Phase**

- The Formation phase is resolved in two (2) steps, the first step is the placement step
- To resolve the placement step, each player, attacker and defender, takes all of their respective units from the battle zone and places them near their respective combat sheet.
- Next, each player secretly places their units onto their respective combat sheet
- Players cannot look at their opponent's combat sheet or hand of cards until the reveal step of the formation phase.
- Players can place units onto any of the three zones of the combat sheet; frontline, support or flank zones.
- Players should use the cardboard visor to hide the placement of their units from their opponent
- When placing units onto the combat sheet, players may place any number of units onto any of the three zones
- Players must have at least one unit placed onto the frontline zone before units can be placed onto any other zone
- If the defending player has a base token on the battle zone, the base token must be placed into the frontline zone.
- Base tokens can only be placed in the frontline zone and cannot be moved to any other zone
- During the formation phase, players may perform **one (1)** force mine action (see force mine).
- If a player chooses to force mine during this step, the player must place the resource card on their combat sheet, so that it is hidden from their opponent.
- Players must wait until the reveal step to receive the resources from the force mine.
- A player cannot perform a force mine after the formation step.
- Additionally, after receiving resources, players must place the additional resources on the discarded resource card, on their combat sheet.
- The resources received from a force mine, **during combat** may exceed the normal resource limits on a player's combat sheet.
- After combat has been fully resolved, any resource tokens left on a resource card, as a result of force mining during the formation step of combat, are discarded.
- The Second Step of the Formation Phase is the Reveal Step
- To resolve the reveal step, players simultaneously show one another their combat sheets, by lifting and setting aside, their respective cardboard visor.
- After revealing their unit placement, units cannot be moved from their zone on the combat sheet unless by an ability or until the combat has fully resolved.

- **Combat Phase**

- To resolve the combat Phase, players first check their active upgrade cards for any "Before Combat" abilities.
- Players Resolve "Before Combat" abilities by reading aloud the ability and following the instructions as indicated.
- After resolving all "Before Combat" abilities, if any, players then take turns discarding resource tokens to activate one of three effects to manipulate the combat.
- The attacking player is first to discard resource tokens during the combat phase.
- When discarding resource tokens, players may perform one of the following actions, based on the color of the resource token discarded.
 - Blue – Add one to your side's combat power.

- Green – Move an enemy unit into another combat zone.
 - Yellow – Move your unit into another combat zone.
- After discarding one or more resource tokens and resolving the corresponding effect for each token discarded, the defending player may then do so.
- When discarding blue resource tokens, place these tokens in the frontline combat zone to keep track of how many tokens have been discarded and added to the combat.
- The combat phase ends after each player no longer wishes, or is unable to discard any more resource tokens.
- If either player elects not to discard any resource tokens, the opposing player has one more opportunity to discard resource tokens, if able, and resolve combat actions.
- Once both players are unable or choose not to discard any more resource cards, combat ends.
- After the combat phase, the battle progresses to the regrouping phase.
- **Regrouping Phase**
 - To resolve the regrouping phase, each player must first calculate their combat points.
 - Players calculate their combat points by adding the number of points as a result from units placed in their frontline zone and support zones with any bonuses from upgrade cards or discarded blue resource tokens.
 - Units placed in the frontline combat zone contribute one (1) combat point for each unit placed in this zone.
 - Each blue resource token on the combat sheet contributes one (1) combat point
 - Units placed in the support combat zone contribute two (2) combat points for each unit placed in this zone.
 - Base tokens in the frontline zone of a battle add two (2) combat points to
 - Players then add combat points resulting from any active upgrade cards in each player's respective play area.
 - Players then compare their combat points to see which player won the battle.
 - The player with the highest combat point total is considered the winner.
 - The losing player must destroy all units and base tokens in the **frontline** zone of their combat sheet.
 - After a player's base token has been destroyed, remove it from the game board.
 - In the event of a tie, both players destroy all units and base tokens in the **frontline** zone of their respective combat sheets.
 - Winning Player draws an additional resource card.
 - After indicating a winner of the battle, and destroying units in frontline combat zones, each player, starting with the attacking player, counts the total number of units in their respective flank zones.
 - Each player, starting with the attacking player, may destroy units in their opponent's **support** zone equal to the number of units on the flank zone of their own combat sheet.
 - After all applicable units have been destroyed, players check their upgrade cards for any "after combat" abilities.
 - Player resolve "After Combat" abilities by reading aloud the ability and following the instructions as indicated.
 - After resolving all "After Combat" abilities, players place their remaining forces back onto the game board, starting with the losing player.
 - The losing player must place all remaining forces, if any, back onto the game board, onto a zone adjacent to the battle zone, up to the zone's unit limit.

- The winning player may place all remaining forces back onto the game board inside of the battle zone, up to the unit limit of the zone.
- If the winning player has any extra units to place in excess of the unit limit, the winning player may place any remaining forces into any adjacent zone which does not contain an opponent's units or structures.
- If the battle resulted in a tie, the defending player places his or her units back onto the game board inside of the battle zone, and the attacking player places his or her units onto the game board in any adjacent zone.
- Players cannot place units into an adjacent zone that contains an opponent's units or bases.
- If there are no adjacent zones with which to place remaining units after combat, any unplaced units are destroyed.
- The regrouping phase is resolved after all combat units have been placed back onto the game board.
- **End Round**
 - At the end of each game round, players first check if any player has lost all active base tokens.
 - The game continues until one player no longer has any bases on the game board.
 - Next, the player with the initiative marker passes the marker to the other player. That player now becomes the first player to take his or her turn next round.

Actions [A]

- Players decide which player goes first
- One player takes the initiative token
- Player places the initiative token in front of them
- Players choose a faction to play
- Players gather game components
- Players place all game components onto the play area
- Players shuffle and place game component decks into the play area
- Players place base tokens onto each base location zone on the game board
- Players perform game actions
- Players can read face-up cards, tiles and tokens on the game board
- Players place depletion tokens when force mining resources
- Players Pay build costs for units and upgrade cards
- Players may search through the upgrade deck
- Players may place upgrade cards into their player area
- Players may discard upgrade cards
- Players can move units
- Players can pick target zones
- Players may place units into target zones
- Players may take units from other zones
- Players may initiate combat
- Players place units onto zones on combat sheets
- Players place base tokens onto frontline zones on combat sheets
- Players hide placement from other players
- Players may not look at placement of at opponent's units until revealed

- Players reveal unit placement
- Players check active upgrade cards
- Players follow instructions as indicated on upgrade
- Players add combat points
- Players compare combat points
- Players indicate winner
- Losing Player removes base tokens and unit miniatures from the board
- Players count units in flank zones
- Players choose and destroy units in support zone
- Players place units into zones on the game board
- Players may end their game action unless stated by the rules
- Players check if either player no longer has any active bases
- Players pass initiative marker

Transitions [T]

- Game Setup
- Start Round
- Start Turn
- Start Battle
- Start Formation Phase
- End Formation Phase
- Start Combat Phase
- End Combat Phase
- Start Regrouping Phase
- End Regrouping Phase
- End Battle
- End Turn
- End Round
- Check Winner
- Game End

Items [I]

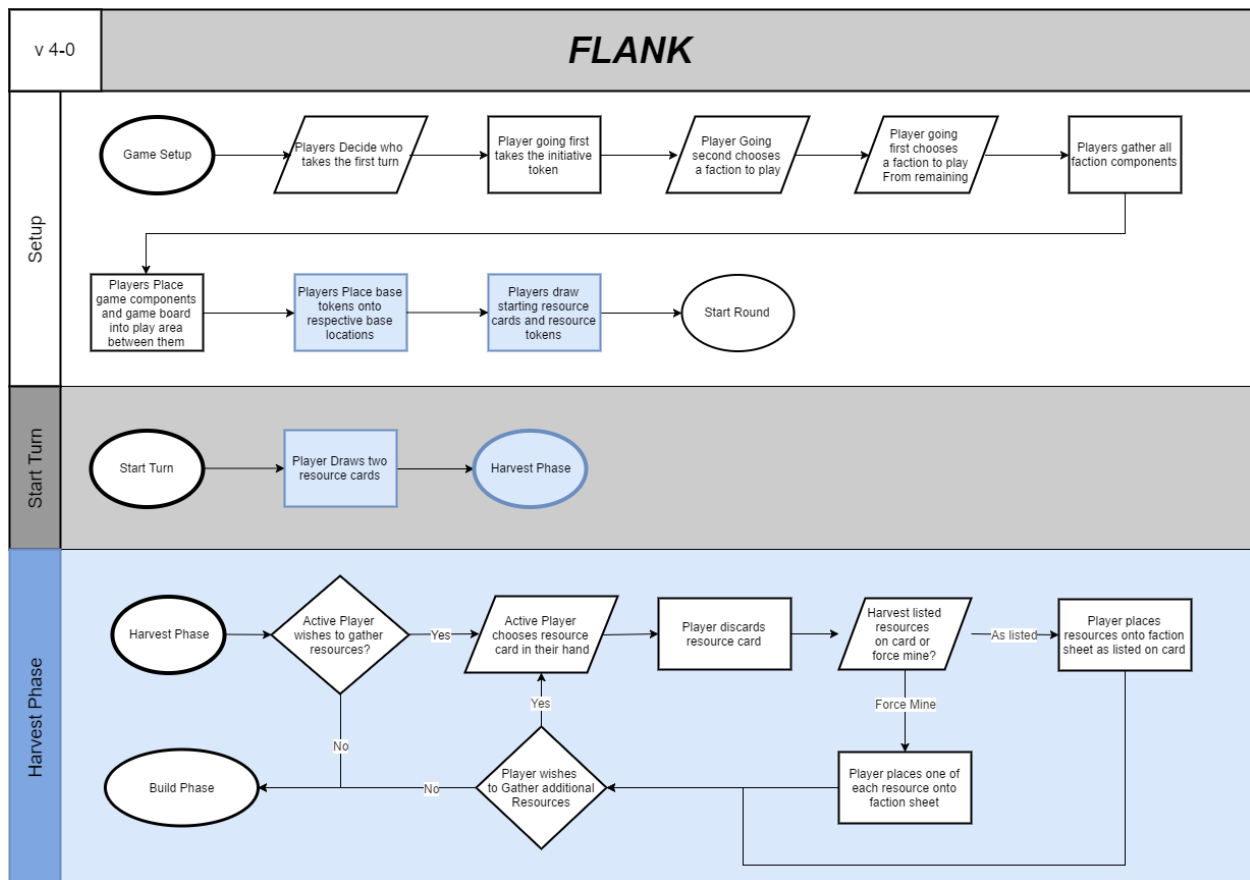
- Initiative Token
- Player Base Tokens
- Game Board
- Resource cards
- Player Combat Sheets
- Player Upgrade Cards
- Player Unit Miniatures

Setup [S]

- Players decide which player takes the first turn
- The player going first takes the initiative token and places it in front of them
- The player going second chooses a faction to play

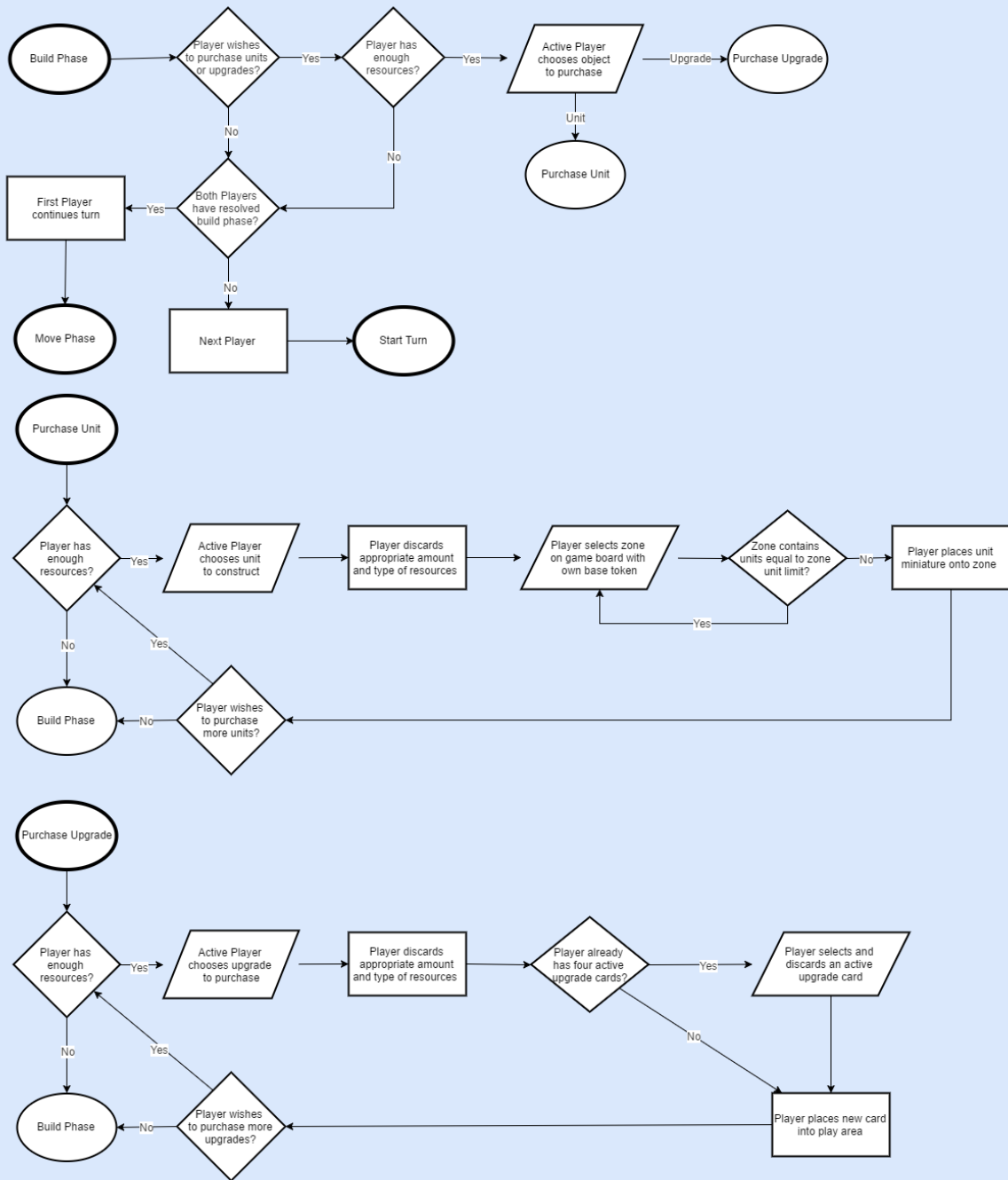
- The player going first chooses a face to play from the remaining factions
- Each player gathers all of the components, (unit miniatures, combat sheets) for their chosen faction
- Players then place the Game board between them
- Players then place the resource card deck into the play area between each player, and to one side of the game board,
- Players place both combat sheets onto one side of the game board, with the sheet closest to each player facing that player.
- Each Player places their respective Upgrade card decks in their play area, next to their combat sheet.
- Each player Places a base token onto each base location on their respective side of the game board.
- Each side of the game board is indicated by the dividing-diagonal line through the center of the board.
- Each Player draws three (3) resource cards and collects three (3) of each type of resource and places the resource tokens on their respective combat sheets in the colored areas indicated below the combat zones.

Flowcharts



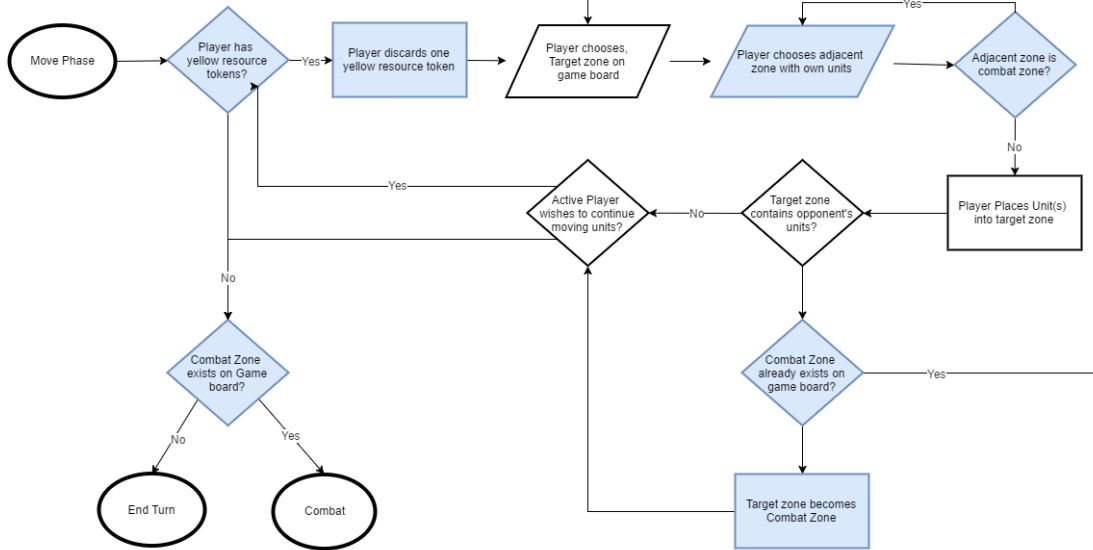
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Build Phase

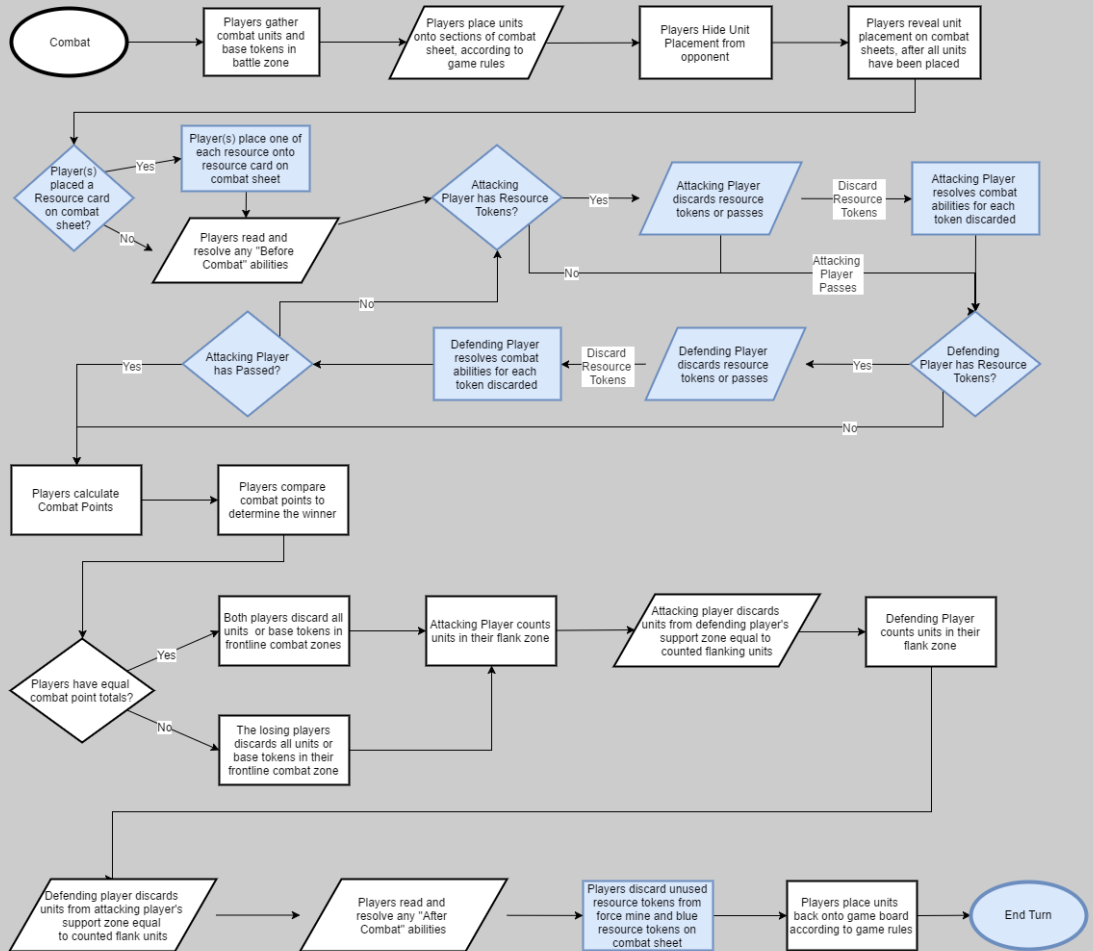


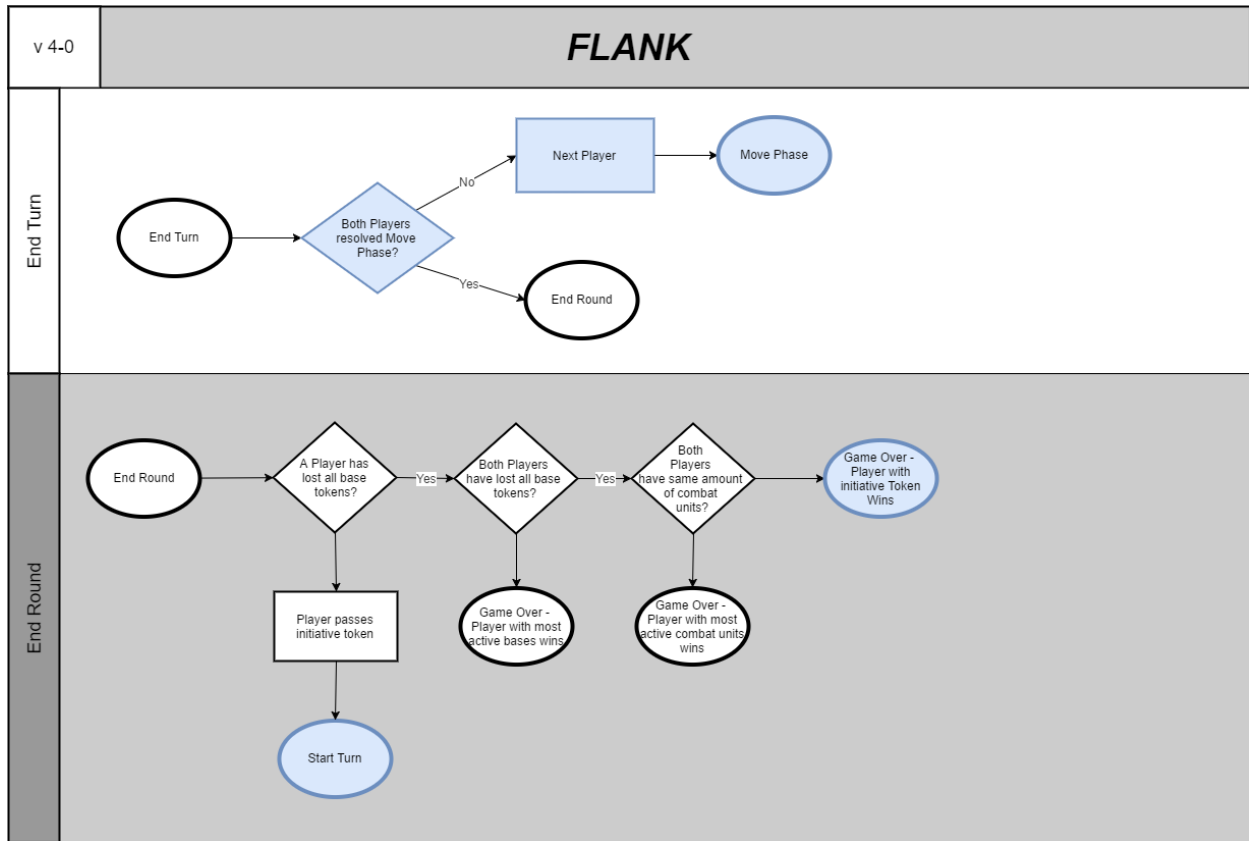
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Move Phase



Combat





Meaningful Action Analysis (MAA)

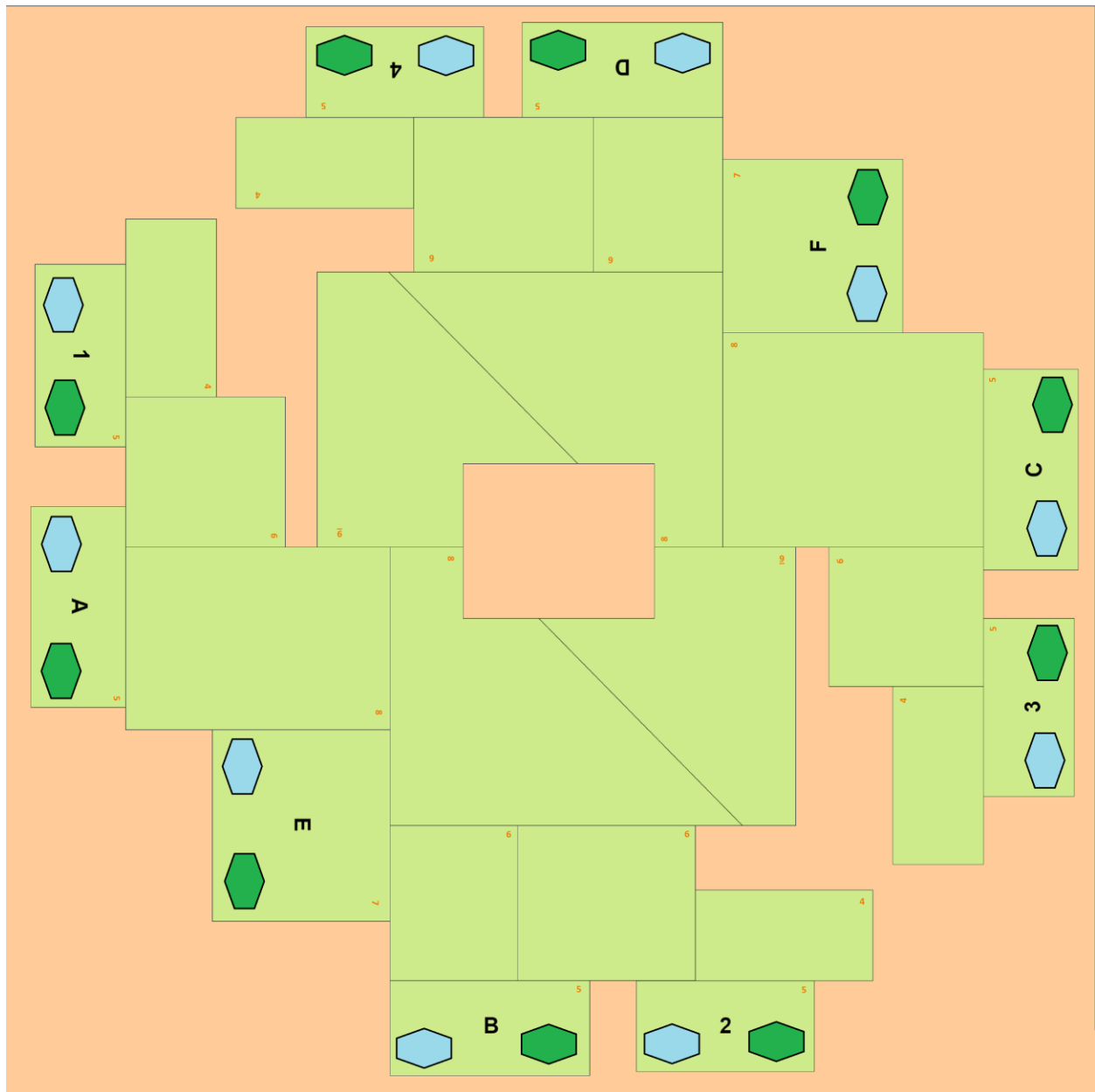
Action	Type	Details
Players decide which player goes first	Meaningful Choice	The order of play for the first round dictates initial base placement and which faction is available for each player to choose from.
One player takes the initiative token	Not Meaningful	The Player going first has to claim the initiative token. This is not a choice.
Player places the initiative token in front of them	Not Meaningful	Placing Game Components in the play area is not a meaningful Choice.
Players choose a faction to play	Meaningful Choice	Each faction has different upgrade and combat cards, as well as function slightly different, which can affect the types of strategies players employ as and against the other factions.
Players gather game components	Not Meaningful	Gathering the requisite Game Components is not a meaningful Choice.
Players place all game components onto the play area	Not Meaningful	Placing Game Components in the play area is not a meaningful Choice.

Players place base tokens onto each of the starting location zones on the game board	Not Meaningful	Players must place a base on each starting base location. The board is symmetrical and as such, this is not a meaningful choice.
Players perform game actions	Meaningful Choice	Players may choose from multiple game actions to perform, and may choose any two to perform on each turn.
Players can read face-up cards, tiles and tokens on the game board	Meaningful Choice	Although reading the cards themselves is not meaningful, players can make decisions based on the information they see on the game board, such as open quests and player upgrades.
Players play resource cards to harvest resources	Meaningful Choice	Players can only have a set amount of resources at any given time and resource cards in their hand give different amount of different resources.
Players may discard a resource card instead of playing it. (Force mine)	Meaningful Choice	Force mining gives less resources overall than a player would normally get from playing a resource card, however, the player may be able to gather resources that they otherwise would not be able to get from the resource cards they already have.
Players build units	Meaningful Choice	The units a player wishes to build provides different advantages and have different costs.
Players may search through the upgrade deck	Meaningful Choice	Players may look through and purchase an upgrade card. Each card is different and provide different advantages at different costs.
Players may pay build costs for upgrade cards	Not Meaningful	Players must be able to pay the build cost for an upgrade card he or she wishes to purchase.
Players may place upgrade cards into their player area	Not Meaningful	Placing Game Components in the play area is not a meaningful Choice.
Players may discard upgrade cards	Meaningful Choice	The upgrade a player wishes to discard changes the bonuses a player has available
Players can move units	Meaningful Choice	As one of three game actions a player may perform, deciding to perform a move is meaningful
Players can pick target zones	Meaningful Choice	Deciding on which space to move units into is meaningful
Players may place units into target zones	Meaningful Choice	Deciding on which units to move is meaningful
Players may take units from other zones	Meaningful Choice	When moving units, deciding on which zone to move units from is meaningful

Players may initiate combat	Meaningful Choice	Although a fight must occur when moving into zones with an opponent's units, deciding to move into such a zone is meaningful
Players place units onto zones on combat sheets	Meaningful Choice	The zone in which to place units is important
Players place base tokens onto frontline zones on combat sheets	Not Meaningful	When a base token is in the combat zone, it must be placed into the frontline zone and cannot be moved.
Players hide placement from other players	Not Meaningful	Although the placement of units on a combat sheet is meaningful, hiding the placement must be done and is not a choice.
Players may perform a force mine during combat	Meaningful Choice	Unlike force mining during the Harvest Phase, when a player Force mines during combat, the resources are lost if they are not used
Players may not look at placement of at opponent's units until revealed	Not Meaningful	When placing units on their combat sheets, players are not allowed to look at their opponent's sheet until it is revealed. This is not a choice.
Players reveal unit placement	Not Meaningful	In order to begin combat, players reveal their combat sheets, this is not a choice
Players check active upgrade cards	Meaningful Choice	Players may make decisions based on the information they glean from the active upgrades on the board
Players follow instructions as indicated on upgrade and combat cards	Not Meaningful	To resolve combat cards, players must follow the instructions on the card.
Players discard resources for combat actions	Meaningful Choice	Each resource provides different bonuses during combat, and effect the combat In different ways.
Players decide to stop spending resources during combat	Meaningful Choice	After a player stops playing resources, they cannot play resources for the remainder of combat.
Players add combat points	Not Meaningful	After combat, players must calculate the winner by adding combat power for each side
Players compare combat points	Not Meaningful	The highest combat point value is the winner of combat
Players indicate winner	Not Meaningful	The winner is indicated by the combat power of each side
Losing Player destroy units and bases in the frontline zone	Not Meaningful	When a player loses combat, they must destroy their frontline units and bases
Players remove base tokens and unit miniatures from the board	Not Meaningful	Players must remove all tokens and miniatures from the board that are destroyed

Players count units in flank zones	Not Meaningful	After the main combat, players must tally the casualties as a result of the flanking units. This is not a choice.
Players choose and destroy units in support zone	Meaningful Choice	The units which are destroyed as a result of flanking units is meaningful, as any unit can be chosen, unless another rule specifies
Players place units into zones on the game board	Meaningful Choice	After combat, the losing player must place units outside of the combat zone, and they may place them in any other zone
Players may end their phases unless stated by the rules	Meaningful Choice	Players may end their turn without taking actions as they choose.
Players check if either player no longer has any active bases	Not Meaningful	Players must check for the victory conditions at the end of a game round
Players compare number of active bases	Not Meaningful	Players must check for the victory conditions at the end of a game round
Players compare number of active units	Not Meaningful	Players must check for the victory conditions at the end of a game round
Players pass initiative marker	Not Meaningful	Players must pass the initiative marker at the end of the round.

Board Design



Component Pieces

- 1 - Initiative Token
- 15 - Player Base Tokens (5 for each faction)
- 1 - Game Board
- 1 - Player Reference Sheet
- 2 - Player Combat Sheets
- 18 - Player Upgrade Cards (6 for each faction)
- 48 - Player Unit Miniatures:

- 4 – Kal'Dari Warriors
- 4 – Kal'Dari Mystics
- 4 – Kal'Dari Sentries
- 4 – Kal'Dari Guardians
- 4 – Terran Soldiers
- 4 – Terran Commandos
- 4 – Terran Tanks
- 4 – Terran Walkers
- 4 – Swarm Roachs
- 4 – Swarm Locusts
- 4 – Swarm Spiders
- 4 – Swarm Rhinos
- 40 – Resource Cards
- 12 – Blue Resource Tokens
- 12 – Green Resource Tokens
- 18 – Yellow (White for prototype) Resource Tokens