Gremlins vs Robots

- **Theme and goal**
    - You play as a Robot King, Defector, that needs to defend three holy grail Beacons from being destroyed by the six waves of the Gremlin Army led by Slaxer. You will use Weapons and Traps to defeat the army and upgrade either of them as you continue your fight and stand your ground to defeat the Gremlin Army. Each wave produces harder enemies to defeat that you will have to overcome to conquer the Gremlin Army.

- **Components**
    - 25 Cards, 1 board, 1 writing utensil that you can erase with, 2 six-sided dice, and all of my printable "Required Documents for Gameplay" to cut out for the game.

- **Game Setup**
    1. Print, and Cut out my "Board Print-Out Sheet" around the edges to form your board. Place and Glue Together the _Beacon Spaces_-**Top**, _Spaces_-**Middle**, and _Gremlins Spaces_-**Bottom** to form your board.

    2. Highlight the "6" on the Beacons on the top of the board, as that's your Beacon's current health, and anytime that it is taking damage you will erase your circle outline on the "6" and then highlight the number that resulted from the Damage - Beacon's HP. When your Beacon is Healed highlight the number that resulted from the Heal + Beacon's HP.

    3. Print, and Cut out my "Card Print-Out Sheet" around the edges and then perform to cut each row and fold the right box right behind the left box on each row.

    4. Place your Weak Attack, and Weak Trap card to your left outside of the board, with 4 extra "Trap" Cards.

    5. Place all other tier Attacks, and Trap cards across a horizontal plane from weakest to the most powerful effects to represent the "Tier-Rail" on the outside right bottom of the game board, which will look like; **for example, Fair, Moderate, Strong, etc across from each other.**

    6. Place all Gremlin cards in a "**Gremlin Pyramid**" outside the top right of the game board, to allow for easy placement on the board and easy organization when any Gremlin is slain onto the pyramid. The **"Gremlin Pyramind"** would be structured with Slaxer's Card on Top, Wrathful and Medic Gremlin Card Below Him, and the rest of the Gremlins below the top Gremlins for that perfect 1-2-3 Pyramid Formation.

7. Have 2 six-sided dice, a writing utensil, and the Gremlin Wave, HP, Roll Sheet to record stats.

8. Place the Gremlin cards according to the spaces from the "**Gremlin Wave, HP, and Roll Sheet**" on the bottom of the board, and then read out "Slaxer's Quote" to begin your first game of Gremlins vs. Robots!

- ***Images of Examples***
  📕 *Gameplay Example of Gremlin vs. Robots.pdf*

- ***Required Documents for Gameplay that can be Printed and Recorded on Paper.***
  📄 *Gremlin Wave, HP, Roll Sheet*
  📄 *Board Print-Out Sheet*
  📄 *Card Print-Out Sheet*

    - ***General Rules of Gameplay***

      At each play session of Gremlins vs Robots, it is always the player's turn, to begin attacking the Gremlins or placing down Traps on the board to initiate gameplay.

      You always make the first move as Gremlin movement can only happen if an attack fails, or you're setting up a trap.

      Gremlins can only move in their Individual Columns spaces, and when a Gremlin destroy a Beacon then they move to the next Gremlin's Column to help aid them in their fight, but they move to the 1st space on their respective column. Ex. The 3rd Gremlin destroyed a Beacon, so then the 3rd and the 1st Gremlin on the column together would be placed on the 1st space on that Column.

      Gremlins that are stacked in one Column like this are called "Parties" and their damage towards Beacons increases by 1, and their advancement increases by 1. ***(Ex. A Party of 2 Gremlins now deals 2 damage to Beacons and can advance 2 spaces on the board, and then A Party of 3 Gremlin now deals 3 damage to a Beacon and can advance 3 spaces on the board.)***

      When you lose a Beacon circle outline the "X" marking for the health of your respective Beacon, and then you enter "Last Stand." In "Last Stand" damages from your Traps and Attack Cards are 2x →

3x the base damage of the card for each Beacon Lost, but Roll Requirement increases to successfully attack a Gremlin by +4 and decreases Trap Amount by -1. Ex. I lost one Beacon on the first wave, then my Strong Attack card becomes 60 so I need to roll a 16 or higher to attack a Resilient Gremlin and my maximum traps become reduced to 3.

(You can only Interact with Gremlins from the Left to Right Orientation of the Board, as Rounds will be tracked by that Orientation. Example: The 3rd Gremlin's turn has advanced on the board, then it's the 1st Gremlin's turn which would be the start of the 2nd Round.)

When The Player chooses to attack a Gremlin then they will need to roll for that Gremlin's roll requirement and it has to be equal to, or greater than the rolling requirement to attack that Gremlin. **(Ex. I roll a 12 or a 13 towards a Resilient Gremlin which requires a 12 roll, then I have successfully attacked him, so I would tally up the damage I dealt to him in my "Gremlin Wave, HP, and Roll Sheet".** (Ex. Tally up the damage by 25 Damage = 30 HP Left, If the Gremlin is Slain then put 30 Damage = Dead)**,** you're forced to also attack the next Gremlin, as the attacked Gremlin is **"Stunned"** for the round. If an attack deals damage with a decimal number then round to the nearest whole number when recording HP. **(Write in small letters for any status effect inside the box of a Gremlin inside the HP sheet that has been affected by it, as will record buffs that certain Gremlins can grant. Ex. I dealt damage to a Wrathful Gremlin for the first time but applied "Crippled" to him as well, so I would record "Incoming 2 DMG and "C" on his box in the "Gremlin Wave, HP, and Roll Sheet on "Status.")**

After a Gremlin is slain you can put the Gremlin Card back into the "Gremlin Pyramid".

An unsuccessful attack can happen if your roll was lower than the rolling requirement of the Gremlin. (Ex. I roll a 5 towards a Resilient Gremlin which requires a 12 roll, so the Gremlin advances 1 space on the board.)

If you kill 3 Gremlins with only Trap Cards or only Attack Cards then "Tier-Up" that card by **Ex. Replacing your Weak Trap Card after killing 3 Gremlins for the 1st wave with a Fair Trap Card for the 2nd wave.**

You will have 4 Traps at the Beginning of the Game, but the amount will decrease by 1 for the 2 waves you survive in. **Ex. Wave 1-2 will be 4 Traps, Wave 3-4 will be 3 Traps, and then, etc.**

Trap cards can be placed during the Player's turn, and you can set up 1 trap, but in order of the 1st Gremlin from the left to the right will move up 1 space. **(Ex. I place a trap towards the 2nd space on the 3rd column during Wave 1, so the first Gremlin advances on 1 space on the board in his column, and if I place a trap on the 2nd space on the board in the 2nd column, then the 2nd Gremlin advances 1 space on the board in his column.)** *If a Gremlin Lands on a Trap then that Gremlin loses HP according to the damage of that Trap Card, and the Trap Card in the Space gets discarded to the outside left-top of the board.*

All Beacons HP Will Heal for 1 HP If they don't take damage for 2 Waves.

You can only have a maximum of 1 Mini-Trap on the board, and when placed it will last till the next wave.

You must Roll two Dice three times every time you choose to Play an Attack Card and minus the resulting number by 6 for each roll. **Trap cards don't require Dice Rolls.**

Gremlins can damage The Beacons when they move past the 3rd space on the board that they were standing on, and deal 2 base damage towards the Beacon, and according to their stats will increase it, but will die instantly when they damage it.

"Crippled" *- A Gremlin that has this status effect cannot move for the remainder of the wave.*
"Finesse" *Your roll requirement to attack a Gremlin will be successful if your roll was 4 less than their roll requirement.*
"Stunned" *When you successfully attack a Gremlin, then they can't move for the current Round.*

- **Win and Lose Conditions**
  - If the Gremlin army takes down all three of your holy grail Beacons then you have been defeated by the Gremlin Army.
  - If you were able to take down all 6 waves of the Gremlin Army with at least 1 tower or more remaining then you have successfully conquered the Gremlin Army.