

GRUNTZ



COMPONENTS

- A** 1 Game Map
- B** 5 Victory Stars
- C** 2 Player Aids

Per Player:

- D** 5 Gruntz
- E** 1 Captain
- F** 3 Tank Bases
- G** 2 Truck Basezs
- H** 3 Cannon Attachments
- I** 2 Anti-Air Attachments
- J** 2 Transport Attachments
- K** 3 Aircraft (*Fighters/Bombers*)

CREDITS

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SETUP

- 1 Place the map between both players so that their marked territory is in front of each of them.
- 2 Place the 5 Victory Stars next to the board where both players can reach them.
- 3 Each player gathers their pieces in front of themselves. These are their Reinforcements.
- 4 Choose 1 player to be Attacker and 1 to be Defender. You may choose randomly or by a declaration of war.
- 5 Each player deploys 3 units from their Reinforcements to their Backline (*see pg. 4*). The Attacker deploys their 3 units first, followed by the Defender (*see pg. 4*).
- 6 The Attacker player goes first.

HOW TO WIN

Be the first to earn 3 Victory Stars.

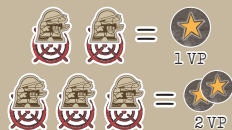


OR

Capture the enemy HQ with your Captain.



If your Gruntz and/or Captain occupy 2 Control Points at the end of your turn, earn 1 Victory Star. If they occupy all 3, earn 2 Victory Stars.



If you move your Captain onto the enemy HQ, you win immediately.



HOW TO PLAY

Players alternate taking turns. On your turn, you must either:

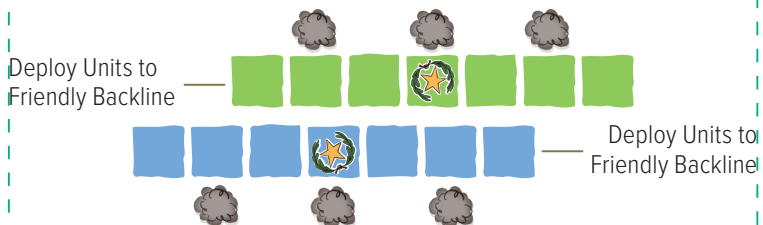
MOVE 2 UNITS
OR
DEPLOY 1 UNIT

MOVE 1 UNIT
OR
DEPLOY 2 UNITS

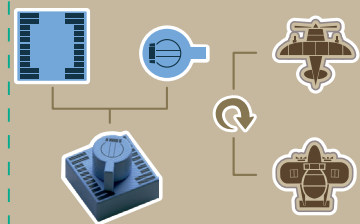
- ▶ All Move actions must be taken before any Deploy action.
- ▶ You may use 2 Move actions to move the same unit twice in a single turn.
- ▶ When a unit moves into a space with an enemy unit it can attack, destroy the enemy unit.
- ▶ Destroyed Gruntz and Captains return to your Reinforcements. All other destroyed units are removed from the game.
- ▶ A unit may cannot move into or through a space with a unit it can't attack, which includes all friendly units.
- ▶ After a ground unit attacks, it ends its movement. (*You may still use a 2nd move action to move and attack again.*)
- ▶ You may deploy Gruntz, Tanks, and Trucks in any unoccupied spaces in your Backline.
- ▶ You may deploy Aircraft in any unoccupied air spaces in your Backline.
- ▶ Units may never be deployed on Control Points.
- ▶ Only Captains and Gruntz can capture Control Points. Vehicles can block Control Points, but don't count toward earning Victory Stars.
- ▶ Any ground unit can occupy a player's HQ, but only a Captain can capture it.

START OF THE GAME

ATTACKER deploys any 3 units **THEN DEFENDER** deploys any 3 units.



DEPLOYING VEHICLES & AIRCRAFT



When you deploy a vehicle, choose 1 base (*Tank or Truck*) and 1 attachment (*listed right*). When you deploy an Aircraft, choose whether to deploy it as a *Fighter or Bomber*.

VEHICLE ATTACHMENTS

Cannon: This vehicle can attack all enemy ground units (*Gruntz, Captains, Trucks, and Tanks*).

Transport: You may deploy Gruntz orthogonally or diagonally adjacent to this vehicle. You may not deploy in occupied spaces or on Control Points.

AA Guns: Aircraft can't move over spaces with this vehicle.



UNIQUE MOVEMENT RULEZ

GRUNTZ

- Moves 1 space orthogonally or diagonally.
- Captures Control Points



- Can attack Gruntz, Captain, or Trucks (*not Tanks*).



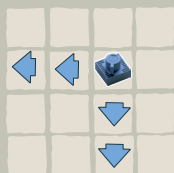
CAPTAIN

- Moves 1 space orthogonally or diagonally. All friendly Gruntz adjacent to Captain must copy its move, if able.
- Captures HQ and Control Points .
- The Captain cannot attack.



TANKS

- Moves up to 2 spaces in a straight line orthogonally.



- Can be outfitted with:



Cannon Transport Anti-Air

- Can only be attacked by Bombers and Cannons.

TRUCKS

- Moves up to 3 spaces in a straight line (*orthogonally or diagonally*).
- Can be outfitted with: Cannon Transport Anti-Air



FIGHTERS

- Moves across the board along lines from air spaces to connected air spaces.
- Attacks all enemy Gruntz, Captain, and Trucks in spaces it passes over, without stopping. Can attack Aircraft in spaces it enters.



- Movement is blocked by Anti-Air.

BOMBERS

- Moves across the board along lines from air spaces to connected air spaces.
- Attacks all Tanks and Trucks in spaces it passes over, without stopping. Cannot attack other Aircraft.



- Movement is blocked by Anti-Air.