

# War Badge



**BRAVE ADVENTURES**









## Overview

In WarBadge, **game play is synchronous**, players secretly choose badges, reveal them, and compare the values and badge types to determine the winning badge. Defeated WarBadges are removed from play and victorious badges are exhausted until the next round.

**Note:** *Some badges also have special abilities that players can trigger before, during or after a battle. These abilities change the basic rules of the game.*

## Victory

To win the game you have to eliminate all the other player's badges or have more badges at the end of **3 Rounds**. If both players have the same number of badges at the end of three rounds, the player with the **highest total value** of remaining badges wins.

## Conditions

WarBadges have two conditions:

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**Ready WarBadges** are face-side down. These WarBadges can be chosen for battle or their abilities can be used by flipping them face-side up in the appropriate phase.

**Exhausted WarBadges** are face-side up. These WarBadges can be targeted by some abilities but their own abilities cannot be used unless stated otherwise elsewhere.

**Note:** *You can peek at or rearrange your facedown WarBadges at any time during the game.*

## Properties

Each WarBadge has a value of 1-3 and up to four properties.

There are four kinds of property:

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**Types:** Each WarBadge has between 1 and 4 Types. Types are neither positive nor negative, but they are used when determining



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2020-11-14

advantage in a battle. Types are represented by white symbols in black circles.

**Strengths:** This WarBadge is strong against the type indicated when determining advantage in a battle. Strengths are represented by a white symbol on a green shield.

**Weaknesses:** This WarBadge is weak against the type indicated when determining advantage in a battle. Weaknesses are represented by a white symbol on a red skull.

**Abilities:** This WarBadge has a special ability that allows it to change the basic rules of the game in some way. Abilities are represented by a white symbol on an orange star.

## Types



Ranged



Magic



Stealth



Flying



Blade



Holy



Abomination



Armor

## Setup

1. In a standard game, each player secretly chooses 6 WarBadges to use: 1 Gold, 2 Silver and 3 Bronze, with a total value of exactly 10.
2. Both players **Shake and Drop** all their WarBadges.
3. On the first round, flip your WarBadges one-by-one until exactly half of them rounded up are ready (facedown).

## Drafting

For a more balanced game, players can draft WarBadges from a common pool. It is recommended to draft more WarBadges than needed for a standard game. For example, if you are using a starter



package of 16 WarBadges, take turns drafting badges until you have eight each, then choose your six-badge team from those eight.

## Quick Game Format

In a quick game, each player chooses **4 WarBadges**: 1 Gold, 1 Silver and 2 Bronze, with a total **value of 7**, and game play ends after **2 Rounds** instead of three.

## Game Play

1. Both players Shake and Drop their WarBadges to determine their WarBadge starting conditions for the round.
2. Players battle and use abilities until at least one player has exhausted all of their WarBadges.
3. Shake and Drop again for the next round.

## Battle Phases

Game Play is **Synchronous**, and the following phases happen for both players at the same time.

*Note: Some WarBadges have abilities that may be triggered in different phases of a battle. Abilities are resolved one-by-one in the order that players declare them.*

There are three phases of a battle:

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1. **Pre-Battle:** Before players choose a ready WarBadge for the next battle. This phase ends when both players have a chosen WarBadge in hand.
  2. **Battle:** When players reveal their chosen WarBadges and determine a winner.
  3. **Post-Battle:** After the winner of a battle is determined and when the losing WarBadge is removed from play.



## Using Abilities

Players may use abilities at any time during the appropriate phase. Players do not need to take turns, but new abilities cannot be activated until currently activated abilities are resolved.

## Battle Resolution

During the battle phase, each player reveals their chosen WarBadge at the same time and a winner is determined.

To determine a winner, follow these steps:

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1. **Check for Type Advantage.** A WarBadge has type advantage if it is Strong against one of the enemy WarBadge's types or if the enemy WarBadge is Weak against any of your WarBadge's types. If there is a type advantage, the WarBadge with the advantage wins. The winner is exhausted and remains in play. The loser is defeated and removed from play. If there is no type advantage move to Step 2.  
*Note: If both WarBadges have advantage, the advantages cancel each other out. Move to Step 2. Advantages do not stack.*
2. **Compare Values.** The WarBadge with the highest value wins the battle. If the WarBadges have equal value move to Step 3.
3. **Resolve Draw.** The battle is a draw and both WarBadges are exhausted, but neither is removed from play.

## End of Round

The round ends when one player has exhausted all of their WarBadges.

Follow these steps:

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1. If the other player still has ready WarBadges, **set them to the side.**
2. Both players **Shake and Drop** their WarBadges again.
3. Both players **flip** their dropped WarBadges until they each have a number of WarBadges ready that is equal to half of the losing player's team, rounded up.



4. **Re-add** any WarBadges that were set aside to that player's pool of WarBadges.

## Victory

To win a standard game you have to eliminate all the other player's badges or have **more badges** at the **end of 3 Rounds**. If both players have the same number of badges at the end of three rounds, the player with the **highest total value** of remaining badges wins. If the number of badges and their total values are the same, the game is a draw.

## Abilities

### Altruism



**Post-Battle:** Kill this WarBadge to prevent another WarBadge from dying. The target WarBadge is returned ready. This ability can be used even if this WarBadge was not used in the battle or if it is already exhausted.



### Charge

**Pre-Battle:** If you reveal this WarBadge before a battle as your choice for the next battle, its value doubles.



### Death Curse

**Pre-Battle:** Reveal and kill this WarBadge to kill a WarBadge of your choice. Neither WarBadge may be Healed but either WarBadge may be Resurrected. When targeting an enemy WarBadge that is ready, you may not look at the face-side.



### Enervate

**Post-Battle:** Reveal to flip X enemy WarBadges to their exhausted side where X equals the value of this WarBadge. If using this ability triggers an enemy ability, resolve that ability as if the enemy player had triggered it.

## Fast



This WarBadge always starts the round ready. When you Shake and Drop your WarBadges at the beginning of a round, set this WarBadge to the side. It doesn't count towards your number of WarBadges when determining the starting conditions of your team, so you can start with more ready badges than usual.



## Feed

When an enemy dies, ready this WarBadge.



## Heal

**Post-Battle:** Reveal to prevent a WarBadge of X value or less from dying from a battle, where X equals the value of this WarBadge. The healed WarBadge stays in play exhausted.



## Hide

**Post-Battle:** Remove from play for the current round. Return to play ready in the next round after both players have dropped their WarBadges. This ability may be activated after any battle, even if this WarBadge is already exhausted.



## Illusion

**Battle:** Reveal to swap any ready WarBadge including this WarBadge with the WarBadge in the battle. The WarBadge that was in the battle returns to ready.



## Inspire

**Post-Battle:** If this WarBadge wins a battle flip X WarBadges to their ready side where X equals the value of the WarBadge killed.





## Lead

**Pre-Battle:** Reveal to flip X WarBadges to their ready side where X equals the value of this WarBadge.



## Mount

**Battle:** If the WarBadge in battle is not a beast, abomination, flying, or machine, reveal this WarBadge during a battle to add this WarBadge's value to the value of the WarBadge in the battle. Do not count this WarBadge's types, strengths or weaknesses in the battle. Only one mount may be used at a time. If the mounted WarBadge loses, kill either the mount or the rider.



## Poison

**Post-Battle:** If the battle is a draw, the other WarBadge loses.



## Protect

**Battle:** Reveal this WarBadge during a battle to remove all weaknesses from the WarBadge in the battle.



## Rage

**Post-Battle:** If this WarBadge wins a battle against an active opponent, it is not exhausted. Flip it back to ready.



## Regenerate

**Post-Battle:** If this WarBadge was not defeated due to disadvantage, exhaust it instead of removing it from play.



## Resurrect

**Pre-Battle:** Reveal to return any 1 WarBadge of value X-1 to game play, where X equals this WarBadge's value. The resurrected WarBadge returns exhausted.



## Revenge

When an allied WarBadge dies ready this WarBadge.

## Swarm



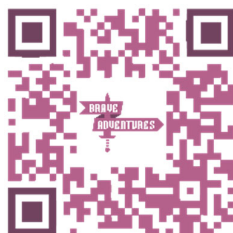
**Battle:** This WarBadge has the value of all currently visible WarBadges with the Swarm ability combined, including exhausted badges but not unrevealed badges. When you play this WarBadge you may reveal any number of other WarBadges with the swarm ability at the same time.

## Alternate Formats

If both players agree, you may play the game using an alternate game format. Decide the required total value of each team as well as the required badge ranks. It is recommended to have both a fixed total value as well as a fixed number of WarBadges for each team. This way each team has a good mix of different values.

## Help Us Improve the Game

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