

TINY GRUMPY ARMIES

SURLY SKIRMISH GAME RULES

OVERVIEW:

In this game players are monster bosses vying to kidnap the most princesses because that's what monsters in leadership positions do. Each player will receive their own tiny army of grumpy minions which they will need to send out in squads to capture valuable assets and locate more princesses. Only the most clever bosses will prevail. Hurry though! The cold winter months are fast approaching...

1) SET-UP

The area in front of each player is their personal TERRITORY. The Neutral area in the middle of the table is called the WILDS.

Separate the 4 different card types into separate piles and set aside the FINALE card:



ARMY (20) MAP (28) PRINCESS(8) RECRUIT (10) FINALE(1)

1.1 Each player picks one of the 4 bosses, and takes that bosses 5 card starting army. (4 ARMY cards and 1 BOSS ACTION: RECRUIT card, all featuring your bosses name and/or picture.) Each boss has different strengths and weaknesses so be careful! Your cards start in your hand.



1.2 Remove all 8 TIMER cards (the cards with the hourglass symbol on the front side) from the MAP deck to make the TIMER deck. Place 2 more random MAP cards into the TIMER deck. Now shuffle both the MAP deck and TIMER deck separately. Place both decks face-down in the WILDS where everyone can reach. Place the FINALE card face-down under the timer deck. The diagram below shows how to place each deck.



1.3 Shuffle the RECRUIT cards and place them face-down in their own pile in the WILDS.

1.4 Each player picks 1 PRINCESS card that matches the color of their highest numbered army card and places her face-up in front of them (in their TERRITORY). Everyone has already started kidnapping! Place the rest of the princesses in their own pile in the WILDS.

1.5 Draw 1 card from the TIMER pile and place it face up in SLOT 1. Draw 1 card from the MAP pile and place it face up in SLOT 2. These are the cards you will be competing over first.

The WILDS should look like this:



All Players must now discard 2 cards from their hand face down and sideways into their own personal RETREAT PILE. The youngest player goes first. Turn order is clockwise around the table.

2) PLAYER TURN

A players turn consists of 3 major steps, REGROUP, DEPLOY, and BATTLE.

2.1 REGROUP

Take all the cards in your RETREAT PILE and add them to your hand. This step is so easy, you might forget!

2.2 DEPLOY

Now that you have your entire army, it's time to send out some troops! You do this by choosing a face-up MAP card that you want to capture this turn, and forming a SQUAD that matches the map card's location color.

FORM A SQUAD: You may place any card from your hand *face-up* in front of you. This card is now the leader of a squad. The color on the card face represents what type of MAP card it can capture, and the number is your squad's starting strength.

Squad example:



ADD SUPPORT: You may place *any* card from your hand (regardless of type or color) *face-down* under an existing squad as a SUPPORT card. A squad gets +1 strength for each SUPPORT card attached to it. You may not remove support cards from a standing squad, however you may *add* as many support cards to a squad as you like.

You **MUST** send out a squad on your turn.

2.3 BATTLE

It wouldn't be interesting if you could get everything without a fight! Now the other players get a chance to send out their own troops and claim the map card for themselves! Clockwise around the table, each player may play a squad of their own or pass. This squad must match the color and is required to be *as strong, or stronger* than the last squad played.

EXAMPLE: Player 1 decides to play a Strength 2 YELLOW squad to capture a YELLOW kidnap card. Player 2 plays a strength 3 Yellow squad in response. Player 3 must now play a squad that is strength 3 or higher if he wants to claim the KIDNAP card for himself!

Once every player has had a chance to play their own squad to the battle, the player who's turn it is may add at least 1 support card to his standing squad. If this final push is enough to beat everyone else, or if no one even tried to fight them, they win the battle! Otherwise, the last player to play a strong enough squad wins.

The winner claims the selected MAP card and resolves the instructions on that card immediately.

Any card played to the table this turn is discarded into its player's respective RETREAT pile. Even if the squad failed to capture a card. Don't worry, you'll see them again on your next turn.

At the **end** of this phase, refresh any empty slots...

If SLOT1 is empty, fill it with the top card from the TIMER pile. If SLOT2 is empty, fill it with the top card from the MAP pile.

After the battle is resolved the player's turn is over, and the player to his left now begins their turn.





3) RECRUITING

Instead of trying to capture a MAP card on your turn, The **Boss Action: RECRUIT** card may be played as a squad. It requires 2 strength worth of support cards attached in order to resolve it.

When you resolve this squad, retreat the squad and then take one random RECRUIT card from the WILDS and place it in your RETREAT pile as well. Buffing up your army is important to winning battles.



Each player may only have up to 3 recruitable cards in their army at a time. If a player acquires a 4th recruit card, they must immediately return one of their recruits to the WILDS.

All recruitable cards may be played *face-down* as support cards just like regular army cards.

Playing a recruit card *face-up* will result in it returning to the RECRUIT PILE in the WILDS. Use them wisely!

Once everyone has played a few times, feel free to disregard the random draw rule and strategically pick whatever recruit you want from the pile!

4) ENDING THE GAME

Eventually the TIMER pile will run out and the FINALE card will be revealed. Follow the directions on the card to determine what color the FINALE card is.

The game ends immediately after the FINALE card is captured.

Each player must now add up their points;

- 2 POINTS for each PRINCESS CARD they hold.
- 1 BONUS POINT for any pairs of princesses with matching colors.
- 1 BONUS POINT for capturing the FINALE card.

The player with the most points at the end of the game is declared the winner, the best boss, and king for the day!

If two or more players are tied for the most points at the end of the game, the first tied player to yell "I WIN!" is officially the winner. This is a monster tradition.



5) THE MAP CARDS

There are lots of different map cards to capture! Knowing the map is your key to victory!

KIDNAP: This is the most common MAP card, and makes up 80% of the timer deck! It allows a player to capture a princess of a specific color to keep in their territory. You can even take another player's princess!

GULLIBLE HERO: This guy is such a dweeb! Capturing this card lets you convince a hero to steal a princess from another player and bring her to you. What a dum-dum!

PARASOLS OF SELF-RELIANCE: Princesses have a few tricks up their sleeves too! Capturing this card lets you send magic parasols to any 2 princesses thus allowing them to escape back into the WILDS.

BIG BULLYHULK: These jerks love to pick fights! Capturing this card lets you lead the Bullyhulk into an enemy's territory thus causing their next squad to be up to 2 points weaker!

FAKE PRINCESS: A classic trick. Capturing this card lets you give an enemy a life-like decoy princess rigged with explosives! The hapless victim must choose 2 cards from their hand and immediately put them into their RETREAT pile! EVACUATE! **IN SURLY SKIRMISH YOU MAY HOLD ONTO THIS CARD AND PLAY IT WHENEVER YOU LIKE.**



6) THE RECRUITS

The base game comes with three different types of recruits:

MERCENARY: These battle-ready troops are strong, and even stronger with support cards!

MEGAGRUMP: This huge grumbler has 6 strength all by himself, but he doesn't play well with others. You can't make him any stronger with support cards.

CATAPULT: This recruit can't lead squads, but if you play it *face-up* as a support card, it's sure to take your opponents by surprise!



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