

TINY GRUMPY ARMIES

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Foggy Frontlines GAME RULES

OVERVIEW:

The premise is still the same! To be the biggest bad guy you need to kidnap all the princesses before winter hits, but now a blinding fog has covered the land! Plan your assault carefully, you won't know who else is pushing in on the same territory until you get there! Think that's easy? We'll see who's laughing when you get stuck with the BUTT HAT. (Be sure to print out and construct the BUTT HAT before playing.)

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 and BUTT cards:



ARMY (20) MAP (32) PRINCESS (8) RECRUIT (10) FINALE (1)

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



1.2 Remove all 8 TIMER cards (the ones 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 SLOT1. Draw 1 card from the MAP pile and place it face up in SLOT2. These are the cards you will be competing over first.

The WILDS should look like this:



Give the BUTT HAT to the oldest player at the table. As the BUTT, that player will be at disadvantage for the first round, so give them a random RECRUIT card as well. Now the game can begin!

2) GAMEPLAY!

This game is played in rounds. The first part of the round involves all players deploying squads simultaneously. The second part involves resolving who's squads were victorious!

2.1 PLANNING PHASE

In the first phase players all act at the same time!

2.1a Make Squads

To make a squad, play any card from your hand *face down* in front of you. This card is the leader of the squad. The number on a card represents its leader's base STRENGTH.

Squads can only capture map cards that match the leader's color. You may make as many squads as you like!

Squad example:



2.1b Add Support

You may place any cards from your hand *face down* underneath a leader card.

A squad gets +1 to its strength for each support card attached to it.

When a player is done placing squads and support cards, they must put their elbow on the table and grunt rudely. When all players have their elbows on the table you may continue to 2.1c

2.1c REGROUP

All players now take any cards that were in their retreat pile from the previous round back into their hand. Now move on to the BATTLE!

2.2 THE BATTLE! (resolve phase)

All players must now flip the leader (*top*) cards of all their squads. The battle now begins. Starting with the player *to the left* of the player wearing the BUTT HAT take turns resolving squads clockwise around the table.

2.2a CAPTURE On your turn during the battle compare your squad's STRENGTH to any other squads of the same color. If yours is the strongest or is tied for strongest in its respective color, your squad is VICTORIOUS! You may then select any available MAP card (in SLOT 1 or SLOT 2) matching that squad's color and follow the card's directions immediately, then discard the MAP card.

If you have more than one victorious squad you may select which to resolve first.

If both MAP cards are the same color, you may pick either one. But only one per squad! Be wary when both MAP cards are the same color! If you do not have the biggest squad, you could end up wasting your entire bid to a player after you! This is one of the only advantages THE BUTT has.

Other effects like BOSS ACTIONS are resolved on your battle turn as well!

2.2b RETREAT Victorious or not, all of your cards on the table go into your personal RETREAT pile. They need some time to rest! This signifies the end of your battle turn.

Once everyone has taken their turn and the battlefield is empty, replace any empty MAP card slots.

If slot 1 is empty replace it with a card from the TIMER pile. If SLOT2 is empty replace it with a card from the MAP pile. The player holding the BUTT HAT may now choose to pass the BUTT HAT to any player they want to, and the round ends!

Keep playing in rounds until the FINALE card is captured!

3) RECRUITING

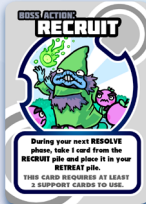
The **Boss Action: RECRUIT** card is played as a squad and requires 2 support cards in order to resolve it. On your battle turn after revealing it, you may resolve the action by retreating the squad and then taking one random RECRUIT card from the WILDS and placing it in your RETREAT pile.

You may resolve a boss action before or after any victorious squads.

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 so it resolves *face-up* (leading a squad, etc.) 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.
- 1 POINT if you are wearing the BUTT HAT at the end of the game

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.



Wearing the BUTT HAT signifies that you are THE BUTT during this round. This is important for resolving ties in battle, so make sure you print it out and make people wear it!

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!

MAGIC 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!



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, so 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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