

# REGROUP! CHICKEN ARMY

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ENGLISH



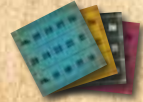
## CONTENTS



4 Leader Cards



1 First Player Card



4 Life Counter



4 Initial Cards



43 Game Cards

## GOAL

Be the last player standing, or the player with the most life points by the end of the game.

## SETUP

Regroup! Chicken Army lets you assemble your very own army of warrior and sorcerer chickens in order to battle the other factions in this endless war. Each turn, players must pick a card and arrange it strategically among others in their army in order to gather enough attack and defense points to defeat their opponents. Afterwards, you and other players will fight each other until only one is left standing. May the strongest flock emerge victorious!

1. Give each player an initial card (for the first round, we recommend using the side of these cards that is the same for all players. Check "variations of the game" to learn how to use the other side). Return any remaining cards to the box. Each player should place their initial card in front of them. This card will be the basis for the gridover which players will build their army, and it must be visible to all other players.
2. Pick a leader card and select the life counter card of the same color. Place the leader card so it points at 30 life points on the life counter card (for the first round, we recommend playing with the iconless side of the card. Check "variations of the game" to learn how to use the other side).
3. Shuffle the game deck and place it face down at the center of the table, within reach of all players. Place the top three cards from the deck face up in a horizontal line, right next to the deck. These cards will be the market.



4. Hand the First Player card to the last person on the table to win a board game. The player must place this card next to their life counter, where all other players can see it.

## TURN ORDER

Each game of Regroup! Chicken Army is played in rounds consisting of three phases: Arrangement, Battle and Clean-up. Each phase will be resolved in turns, clockwise, starting with the player with the First Player card. Only the players that still have life points will participate in each round.

### A. Arrangement

On your turn:

1. Pick ONE card from the market, considering the following rules:

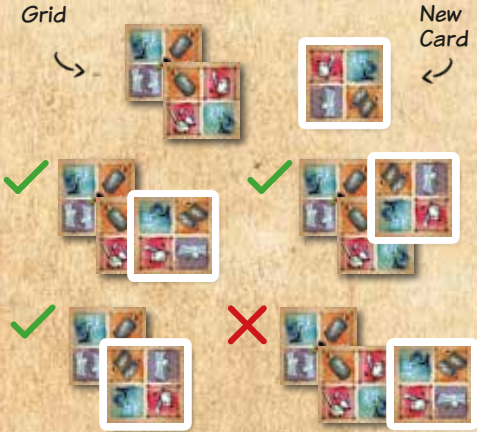
- The face-up card furthest from the deck and the top card on the deck can be picked with no restrictions or cost.
- The center face-up card on the market requires at least ONE coin to be visible on the player's griddo they can acquire it. The face up-card closest to the deck requires at least TWO coins (adjacent or not) to be visible on the player's grid. Additional coins on the player's griddo not give any additional benefits.



- If a face-up card is selected, the remaining cards are moved so a new card can be placed from the top of the deck into the space closest to it in the market.
2. Arrange the selected card within your grid.
    - In order to arrange the card, players must place at least one of its boxes on top of one or more boxes on cards already in their grid, covering them up. They can cover up one, two, three, and up

to four boxes. Cards cannot be placed in spaces where there are no boxes, or under cards that were placed previously. Cards can be spun into any position the player wants.

Once all players have selected and arranged their cards, they will move on to the Battle phase.



**B. Battle**

On your turn:

**1. Announce your attack total.**

- Players must announce their total physical and magical attack points. To calculate the total attack points, players must add the amount of warrior and wizard chickens visible in their grid. At least two boxes of the same type must be adjacent to each other in orthogonal order for the points to be counted. Players must count and add up all the chickens in each group.

**2. Calculate your damage total.**

- Other players will calculate their physical and magical defense points. As with the attack points, players will add the amount of shield chickens visible in their grid, as long as at least two boxes of the same type are adjacent to each other in orthogonal order. Players must count and add up all the chickens in each group.
- Each defending player will determine how much damage they received, considering that physical shield points block physical damage points, and magical shields block magical damage points. Once the damage has been



calculated, players must move their leader cards to point at their current life points on their life counter cards.

- During the battle phase, all players who started the round alive get to attack. This includes players that lost all their life points during this phase, since all players are fighting at the same time.

**C. Clean-up**

**1. Recovery**

- If players still have life points after the Battle round, they must add one life point on the life counter card for each potion that is visible in their grid.

**2. First Player Rotation**

- The first player card will be passed on to the next player to the left who is still alive. This will mark the beginning of a new round.



The game can end in three ways:

1. When only one player remains at the start of a new round, the remaining player wins the game.
2. If no players are left alive at the end of the second phase, players will determine who received the least damage. For this step, once a player's life has reached zero, they must turn their leader card around in order to use the arrow with the skull icon. This means that the life points marked by the arrow are negative life points. In this case, the winner will be the player whose life total is closest to zero. In case of a tie, the player with the First Player card will be the winner.
3. If there are not enough cards left in the market for each player to draw one at the start of a round, the player with the most life points wins.



Once the players have understood the rules of the core game, there are some variations of the game that can be implemented by themselves or together in the next game.

**A different beginning**

Players start the game with their initial card on the side that looks different for every player.

**Drowning Flaps**

Players start the game with their leader card on the side without the bonus. When players turn around their life counter cards, they must also turn their leader card around, activating the bonus. If their life counter card is turned around, they must also turn their leader card.



- 1 Physical Attack Point
- 2 Physical Defense Points
- 2 Physical Attack Points
- 1 Magical Defense Point
- 1 Magical Attack Point
- 2 Magical Defense Points
- 2 Magical Attack Points
- 2 Coins
- 1 Physical Defense Point
- 1 Coin, 1 Potion

