About the Button Wars Intro PDF

The Button Wars Intro PDF is a sampler of the Button Wars gaming system. This PDF contains the complete Button Wars game rules, plus the artwork for the Ship Buttons and the Fighter/Mecha from the Button Wars 2 Player Starter as well as the first 8 Button Packs. Being a PDF, naturally these are not as nice metallic buttons or plastic tokens, but will exist on whatever material you print them out on. We suggest you print them on the thickest card stock your printer can handle. For additionally durability, you can also cut out cardboard circles and glue the printed units to those. Alternatively, if you find you are enjoying the Button Wars game, you can always acquire the real spaceship buttons and tokens from the Guild of Blades website or from your local game retail shop.

Also in this package you will find cut out markers for land minds, artwork for stars, moons, astroid fields, planets, gaseous nebulae, a 10 inch paper ruler, plus a sheet for Ship and Fighter/Mecha Records. However, there are a few items this PDF can’t supply you that you will need for game play. These are:

1) 1 Four Sided Dice (1D4)
2) 1 Six Sided Dice (1D6)
3) Pen or Pencil
4) A Game Table or other playing surface

In the dawn of the current age two great galactic empires ruled over most of the humanoid races. These two empires; the Dark Empire and Folklonian Empire were in a constant state of war, though most recognized the Folklonians as the underdog and, as a humanoid race themselves, champion of the humankind. The Folklonian fleets suffered several massive defeats at the hands of the Dark Empire, until one day the majority of the Dark Empire ships left towards the core of their empire, deep at the heart of the galaxy. They did not return. The Folklonians moved to the offensive, making small gains. Revolution by the humanoid races erupted across the Dark Empire, giving birth to many new nations.

The Folklonians, confident of final victory, grew too bold and managed to snatch defeat out of the jaws of victory. They turned against the Ucharians, an ancient race and ally. The Ucharians, once-upon-a-time, in the empire business for themselves, had been content being the power behind the Folklonian success and leaving the rule of Empire to others. Though only a single planet, they were still prepared to handle the military treachery by the Folklonians. They unleashed a potent virus into the central computer network powering the Folklonian Imperial Government, rending many ships useless and other vulnerable. Entire fleets were lost. What remained of the Folklonian attack fleet was easily crushed by the Ucharians. In the time that followed the mere existance of the Ucharians, now isolationist in galactic affairs, slipped to the status of myth.

In the post empire era a number of smaller states fought to define the bounds of their new nations. The Dark Empire continued to recede from Humanoid space while the Folklonian Empire continued to crumble from within. During this period a new alliance between the Elven Homeworlds was formed and thier nation, the Elvesferra Federation rose. The Elves allied with the Gnomish confederations, won a long and hard fought war against the Dwarves and Sularians. But in winning that war, they grew too powerful and become a worry for the Dark Empire, who still controlled vast amounts of territory towards the core of the galaxy. The Darks were still engaged in internal strife, meaning the needed no new threats from the Humanoid races. So an accord was made with the Elvesferra Federation. The Elves gained new technologies, supplies, training, and more in exchange for becoming the Dark Empire’s border guardians, warding all other races from Dark Empire territories. The success of the Elvesferra Federation grew quickly, leading to the First Galactic War. The Newly formed Duarian Confederacy and an alliance led by Aledor, fought a desperate war to contain the Elvesferra Federation. During the peak of Elvesferran power, a mighty blow was dealt to them when the Teslam religion and a large coalition of nations within the Federation declared independence. As a result the First Galactic War ended in a negotiated peace and the Teslam Empire was born.

In the period after the war, the world of Aledor consolidated its power and formed the Thrash Empire. It immediately was engaged in a war against the combined power of the Empire of Gorshan and Empire of Nidisha. Long though it was, the Thrash conquered its foes and rose to be one of the leading Humanoid powers. An alliance was forged with the Duarian Empire as a hedge against...
Elvesferran might.

With promises of support by the Thrash, when tensions rose between the Elvesferran Federation and the Duarian Confederacy, the Duarians invaded. Hence begun the Second Galactic War. The Thrash, backing away from its ally, chose instead to launch its own invasion of the Teslam Empire. That war went well at first, but bogged down in the face of stiff and frenetic resistance by the Teslam. In time the Thrash withdrew to defensive positions and contented themselves with their conquest to that time. When the Teslam proved unable to reclaim their lost land, the Thrash decided to get involved with the war between the Elves and the Duarians. Surprising everyone, the Thrash invaded the Duarian Confederacy, crushing all opposition. The Elvesferrans, fearing the total conquest of Duaria by the Thrash, made its own peace arrangements with Duaria and moved its forces to its far border to threaten the Thrash. The Thrash prudently made peace and to retain their conquests.

Peace was shattered when the Adarkens from Ada Kien finally succeeded in conquering their petty neighbors and declared the foundation of the Adarkan Empire. Situated along the top border with the Thrash Empire, the Thrash invaded, thinking to rid themselves of a rival empire before it could truly establish itself. The Teslam joined the war effort against the but could do little to effect the Adarken front. The Adarkens, however, were sponsored by the Lykinee, who also feared growing Thrash power. With advanced technologies and mystical support from the Lykinee, the Adarkan front bogged down. Encouraged by this, the Elvesferran Federation joined the war against the Thrash. In their initial drive, the Elves pushed all the way to the Thrash Homeworld of Aledor and lay siege.

The Thrash, having stolen new Dimension Folding technology from the Lykinee, returned unexpectedly to their homeworld and decisively defeated the Elves, proceeding to then drive an offensive into Elvesferran territory. Only the threat of the Duarian Confederacy joining the war forced the Thrash into a negotiated peace.

The Fourth Galactic War broke the cycle of standard politics in the region, when a massive ship from a powerful race known as the Kreons visited the border territory between the Thrash, Elvesferrans and Teslam. The ship was of immense size, being many times the size of a large star. All Humanoid ships were mere specks by comparison. The Humanoid races, including the Duarians and the Adarkens joined together to destroy the invading ship. The Fourth Galactic War ended with all races trying to exploit the salvage from the massive Kreon ship and get a technological advantage.

The next war began when Thrash expansion brought them into direct contact with the Lykinee Protectorate. Despite the small size of Lykinee ships and the limited resources of their protectorate, the mighty Thrash fleets only made slow progress. Eventually the siege of Dyra-Ishar, the Lykinee homeworld began. This would prove a long and protracted siege, as the Thrash proved to have insufficient technology and magic to break through the great world shield protecting Dyra-Ishar. Yet the siege force effectively isolated the planet from all outside trade and galactic politics.

Unable to fully conquer the Lykinee, the Thrash embarked on another period of expansion, engulfing the Lykinee Protectorate and consuming the territory beyond. As time went, sympathy for the Lykinee built among the other Humanoid races. A galactic conference was held between the Elves, Duarians, Tesalm, Adarkens and Thrash where the other races tried to mediate a peace accord. The Thrash refused all such peace attempts, resulting in a grand alliance against them. The other races all declared war against the Thrash Empire. But the Thrash were prepared, with large and well trained fleets aligned against each potential foe. The Adarkens and Duarians quickly found themselves under siege and the Teslam attack blunted, while only the Elvesferrans held their own in the battles.

In the time since the end of the First Galactic War, the Folklonian Empire had continued to crumble, yet it retained its identity as a galactic power. It faced down several internal rebellions, and later joined with the Lykinee to blunt an attempt by the ancient Empire of Froth to conquer the region. In time the Tyrna and Dresmarac Empires split away from the Folklonians, re-establishing ancient civilizations that held dominance prior to the rise of the Folklonian Empire. The Dresmaracs aligned themselves with the Empire of Froth, effectively becoming their puppet. The Tyrnians instead joined the Folklonians as an ally. And a balance of power was struck in the region.

The newest entrant to the galactic power scene was the Earth Alliance. Earth, rising out of the ashes of World War III, began expanding its exploration of space and established a number of trade agreements with nearby neighbors. The world prospered and the people of earth applied newly acquired technologies with much creativity. In the span of a generation earth had expanded its trade routes tenfold and had adapted its military to all new technologies and fleet tactics. Trade disputes led to several minor conflicts, which the Earth won easily. Growing prosperity made Earth become a target of large pirate fleets, unofficially sponsored by the Dresmarac Empire, leading to the Earth-Desmarian War. The Desmarac Empire, using the political weight of the Empire of Froth, had begun to dominate over the many independent worlds of the region. As a result, the first Alliance of Worlds rallied behind the Earth in the Earth-Dresmarian War. The Empire of Froth, otherwise occupied by the growing threat of a new and dangerous race known as the Quo-ti, had abandoned its support of the Dresmaracs. The result of which was a complete Earth Alliance victory, and the reorganization of the Dresmar government as an alliance member.

Prior to the fall of Dresmar, the Tyrnians attempted a sneak attack on the Earth Alliance, striking its weak flank, leading to the siege of Earth. After the victory over the Dresmarac Empire, the Earth Alliance turned its full attention against the Tyrnian's. The war turned. By this time the Folklonians had also come under fire by the Quo-Ti clans and could spare no efforts to help its ally. The Tyrnians fought a tough war that lasted for many years, but eventually the Earth won out. On the last days of the war, the Folklonians, temporarily free of the Quo-ti threat, sent a sizable force to Tyrna to try and lift the siege. The Earth Alliance fleet was shattered and the siege was lifted, but additional Earth Alliance fleets moved in to drive off the Folklonians and complete the conquest of Tyrna.

For a time, while the 5th Galactic War raged in the heartlands, a tenuous peace existed between the Earth Alliance and Folklonian Empire. That peace was shattered when an over confident Folklonian commander took his fleet on an unofficial raid of several Earth Alliance member worlds. Earth Alliance response was fierce, and a brief set of battles along the frontier led to Earth Alliance victories and the invasion of the Folklonian core. Two years after it be-
gan, the Earth Alliance began the siege of Felcome, the Folklonian homeworld.

As the Earth Alliance had grown swiftly from obscurity to a smaller regional power, the Thrash outward expansion had continued. Thrash fleet commanders had heard of the growing power of Earth, and with orders to be transferred away from the Lykinee front to shore up the war against the Elvesferrans, those commanders decided not to leave a growing power on their flank. The Thrash invaded the Earth Alliance, and in a mere seven weeks had conquered it all. The bulk of the Thrash fleets transferred out to join battles on other fronts.

The bulk of the Earth Alliance fleet abandoned the siege of Felcome and returned to Earth Alliance space to confront the Thrash occupational forces. In a series of pitched battles, most of the Earth Alliance ships were destroyed, hopelessly outclassed by superior Thrash technology and battle tactics. The surviving ships went to ground, to become the seeds of resistance. Earth Alliance forces remaining inside the Folklonian Empire became hunted by the Folklonians and have since continued a war of desperation, slowly leading to decimation.

This is the Empires & Overlords Galactic Campaign Setting, for the Button Wars game. In the Button Wars 2 Player Starter ($6.95) you will find capital ships, fighters, and mecha units for the Thrash Empire, Elvesferran Federation, Earth Alliance and Folklonian Empire. Button packs, and future Button Wars products will expand ship selections into the other races. (Note: This PDF includes prints for all Buttons and Fighter/Mecha not only from the 2 Player Starter, but also for one complete set of Button Pack Set #1: Packs 1-8)

Nations And Alliances

Button Wars is primarily designed as a fast paced one on one game. However, there are a number of ways that may be used to turn Button Wars into a multi player game. One that is NOT very practical is simply to allow all players to build fleets out of any and all buttons available. You can quickly lose track of what ships belong to which players.

Instead you can assign each player a faction, group of unaligned factions, or a race.

Option 1: Factions:
From reading the Empires & Overlords history, you can see there are two primary sides in the 5th Galactic War. One player may build a fleet from another player builds a fleet out Thrash and Thrash allied buttons. Then you have unaligned factions. Other players could build a fleet from unaligned factions. If you had more than three players, more than one fleet could be built from buttons for unaligned factions, though each fleet must be representative of different factions.

Faction #1: Allied Nations:
- Elvesferran Federation
- Duarian Confederacy
- Teslam Empire
- Earth Alliance
- Adarken Empire
- Lykinee Protectorate

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Faction #2: Trash & Thrash Allies:
- Thrash Empire
- Folklonian Empire

Unaligned Factions:
- Qui-Ti Clans
- Empire of Froth
- Ucharian Republic
- Dark Empire
- The Cystar
- Space Knight Empire
- Kreon Empire
- The Dark Knight Empire
- Vegarians
- Gra Nari Imperium
- Tygernians

Obviously, details and availability of button ships for these many nations and factions will be made available over a period of time. So, in a 6 player game, you could have one Allied player, one Thrash player, and up to four players representing fleets from unaligned factions. Some unaligned factions will be semi allies to other unaligned factions, while other will never ally with another faction. Those that may ally with other factions, will allow for fleets to be constructed from both factions. For example, the Ucharians can ally with the Earth Alliance. So, one player could build a fleet of Ucharian and Earth Alliance vessels, but that fleet could not then also consist of other Allied nations. Also, if one player was to play an all Ucharian fleet, then another player could not build a combined Earth Alliance/Ucharian fleet, as the Ucharians will not fight themselves.

Option 2: Nations:
Players may also play team scenarios. These are where more than one player’s fleets are allied to those of another player. So, for example, if there were five players, three of those players could be Allied nations. Each player would build a fleet from just one of the Allied nations. One could play the Elvesferrans, another the Earth Alliance, and the third a Durian fleet. The other two players would play Thrash & Thrash allied fleets. Hence one player would build a Thrash fleet and the other a Folklonian fleet. All fleet battles are designed to pit fleets of equal strength against each other. Fleet strengths are measured by Ship Points. So, in this scenario, let’s say the first three players each built fleets of 200 points each. The opposing two players would then each build a fleet of 300 points each, allowing for each side to have 600 points on the battlefield.

Alternatively, a six player, two sided game could field 3 Allied fleets and 3 fleets built from non-aligned factions. And of course, multi player, free-for-all scenarios are also possible, where each player builds a fleet consisting of ships of just a single faction. In these scenarios any number of player may compete, up to a maximum number of players equal to the maximum number of Button Wars factions available at that time. In these free-for-all scenarios players may make any alliances, non aggressive pacts, etc, they chose at any time in the game, though ultimately there can be only one victor.

Fleet Points / Building a Fleet

When getting ready to play a Button Wars game, each player will be allowed to build their own fleet. Once you have selected the nation or faction you will be drawing your ships from, all players must decide how big a game they want to play. Thier is no set guideline for how big a fleet battle is to be played. Big or small, its up to the players. For a general guide,

100 Points equals a small engagement
250 Points equals a medium engagement
400 Points equals a large fleet battle
750 Points equals a massive fleet battle

All players must decide how many fleet points are to be used. Once decided, note that every Button, Fighter and Mecha unit has a “Total Point Value” listed right on the playing unit. For Buttons the Total Point Value will be contained within a square, with white numbers. On Fighter and Mecha units, the Total Point Value will be in italic and be underlined.

Add up the total point value of each unit you add to your fleet. The total sum of your selected units can not surpass the total Fleet Points the players have decided upon for the game to be played.

About the Ships: Capital Ships

Here we will describe the attribute for each Button ship. Capital ships are those units that are buttons. These are the nice metal “Button” playing pieces with the full color artwork. Below is a diagram of a capital spaceship:
**Maneuverability**: Maneuverability represents how quickly a ship can turn. During a ship’s movement the player may opt to use maneuverability points. In between each movement point the ship may be turned either left or right any number of maneuverability point, up to the ship’s maximum number of points. Picking 1 Turning Mark as a starting point you begin to spin the ship until the next Turning Mark is aligned with your marked starting point. We suggest using the point of a pen or Pencil to mark the table at your starting point. The turning of one mark to another uses 1 Maneuverability point. Any number up to a ship’s maximum may be used in one turn. A player may not opt to use less than a full maneuverability point, so once a ship starts turning it must turn at least one full mark and may not use a fraction of a mark. Exception: Fighters may use less than a full Maneuverability point when turning. Also, note that Mecha have no maneuverability ratings. This is because they may shoot in any direction and move in any direction.

**Hit Points**: A ship’s Hit Points represent the number of damage points the ship may take before it is destroyed. Hit Points can not be healed except by way of Battle Card or other special abilities, such as by a Repair Vessel or Mending (see Special Abilities).

**Targeting Lines**: A targeting line represents the direction a ship is able to fire during combat. Once a ship stops its movement and the player desires to have it attack, the player must measure a straight line from one of the ships Targeting Lines towards its intended target. The player must declare which targeting line is to be used before measuring. Once a targeting line has been declared the player takes his measuring string (the 8” piece of string included in the Button Wars 2 Player Starter, or the cut-out targeting marker included near the rear of this Introductory Set) and placed one end of the string to the base of the targeting line where it touches the black circle/oval surrounding the ship icon. The targeting string is lined up overtop the firing line and out towards it target. The string MUST be lined up strait with the targeting line. Whatever is within the path of the targeting string is what the attack shall hit, friend or foe. Anything that lay beyond the other end of the string is beyond firing range. When measuring the path of an attack by a Fighter, line the string up with the starting point for the forward turn mark, as fighter may only attack forward. When measuring an attack from a Mecha unit, simply make sure the firing string touches the edge of the Mecha unit, then feel free to measure in any direction, beginning at any point on the Mecha unit.

**Attack Value**: A Ship’s Attack Value represents its attack power. Once an attack has been declared and a ship has hit a target, using the targeting system outlined above, then damage must be rolled. Buttons use a D6 for attack while Mecha and Fighters use a D4. The dice is rolled and the Attack Value of the ship is added any remaining movement or maneuverability points after the attack. On a ship’s last movement point used for a turn, it may opt to use only a partial movement point (move only a part of that last inch).

**Shield Rings**: Each ship may have up to 3 Shield Rings. Each ring will be either Blue, Red, or Black. Blue rings are equal to 1 Point, Red rings equal to 2 points and Black rings equal to 3 points. Add up the point value of each ring to get the total Shield Strength of the vessel. The sample ship on the previous page would have a Shield Strength of 5. Fighter and Mecha do not use shield rings and instead have their shield strength contained within a box. See illustrations above.

**Shield Generators**: In combat, damage is first applied to a shield. If an attack does an amount of damage equal to or greater than the Shield Strength of the ship hit by the attack, then that Shield will be destroyed and any additional points above the Shield Strength will go on to do Hit Point damage to the ship itself. If a ship has more than one Shield Generator, when an attack pierces the Shields, the ship’s entire shields will not go down. Instead only one Shield Generator will be down and the arc of the shields generated by that shield generator. The arc a Shield Generator covers will vary by how many generators there are. A ship’s shields are always controlled evenly by its shield generators, so in the ship above, each generator would be in control of an arc covering the cap between 2 Turning Marks. If one of those generators were destroyed then the ship would have a gap in its shields covering only 2-Turn-Mark-gap, while the rest of the shield generators and shields would continue working. That means in combat, it is ideal if you can reduce a single shield generator on an enemy vessel, then follow up with additional attacks through the gap in the ship’s shields that was created. And skilled players will maneuver their damaged ships so as to always present the enemy with shield arcs that are still functional, thus being able to survive more attacks before taking damage directly to the ship itself. Unless otherwise noted, Fighter and Mecha units only have one Shield Generator.

**Movement**: A ship’s movement rating represents the number of movement points the ship has. During a ship’s movement phase the ship may move a maximum of 1 inch for each movement point it has. It may also use maneuverability points to rotate in between each movement point. Once a ship stops to attack it may not use more than one full Turning Mark as a starting point you begin to spin the ship until the next Turning Mark is aligned with your marked starting point. We suggest using the point of a pen or Pencil to mark the table at your starting point. The turning of one mark to another uses 1 Maneuverability point. Any number up to a ship’s maximum may be used in one turn. A player may not opt to use less than a full maneuverability point, so once a ship starts turning it must turn at least one full mark and may not use a fraction of a mark. Exception: Fighters may use less than a full Maneuverability point when turning. Also, note that Mecha have no maneuverability ratings. This is because they may shoot in any direction and move in any direction.

**Turing Mark**: A Turning mark is represented on the spaceship as a yellow triangle along the outside shield ring. On fighter units a turning mark is a line along the outer ring of the game token. Most fighters will have four such turn marks in total.

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to the dice roll. The target vessel subtracts its shield value from that total and anything remaining gets through to the ship as damage points. Each damage point is one Hit Point lost. When a ship has zero hit points it is destroyed.

**Fighter Carrying Capacity:** Fighters and Mecha may be placed inside the landing bays on some ships. The carrying capacity of a ship represents the number of fighter/mecha units that it may carry. Fighter and Mecha units inside the bays of a Capital Ship are safe from attack, but are destroyed if the ship carrying them are destroyed. If Fighter or Mecha leave a ship’s bays, they must disembark from those bays prior to the Capital Ship doing any moves or attacks for the turn. Fighter and Mecha may only land in a ship’s bay after the ship has done its movement and/or attacks for the turn. Fighter and Mecha leaving a ship’s bays will have one less movement point for the turn in which they disembark.

**Engine Types:** There are two types of movement in Button Wars. All ships are assumed to have sublight engines. All combats take place at these speeds. The other type of movement is Dimension Folding, which is marked by a “D”. Some ships will have a “D”, plus a number after it. When a ship Dimension Folds it does so by replacing its standard movement. The player picks up the edge of the button while leaving the front edge still touching the table. The player then flicks the button in the direction they want to Button to land, insuring that it rotates once fully in the air. The Button may travel any distance in this manner and remains where it lands. If the button lands upside down, then it suffers 2 Hit Points of damage and is turned rightside up. If an enemy ship is within 5” of where the ship has landed and that enemy ship also has dimension fold drives, those drives may be used to potentially hurt the dimension folding ship. Both players roll 1D6 and may add a bonus to that dice roll equal to any number that follows the “D” on the ship’s engine type. If the defending ship rolls higher, then the dimension folding ship will suffer damage equal to the difference in the die rolls. If the attacking/dimension folding ship rolls higher, then it has merely made a successful and safe dimension fold without taking damage due to the enemy vessel (but will still take 2 damage points if it lands upside down). Lastly, any ships with a bonus number after its Dimension Folding listing may bring other ships with it, so long as those ships are fully within the range of the dimension folding ship, where that range is equal to a number of inches equal to the number of turn marks to the ship’s dimension fold drives. A ship is considered fully within range if at least half of it is within the radial arc representing the range extending from the button doing the dimension folding. Capital ship buttons are 2 1/4” inches, thus have a radius of 1 1/8 inches. Therefore a ship must have a minum of a +2 dimension folding bonus to carry with it any other capital ships, and that is assuming those are ships are nearly touching the dimension folding ship. Ships that are carried with the dimension folding button suffer the same damage the dimension folding ship does, if damage is suffered due to an enemy vessels dimension fold engines (not counting the 2 points of damage for landing upside down). The ships carried along are then placed within 2” of the dimension folding ship, but may not be placed overtop any existing ships, friend or foe.

**Nation Symbol:** A symbol is given for each race in Button Wars. This is merely a means to easily mark each Button or Token without having need to write the name of each nation on each unit. The back page of this booklet has a listing of each race’s the symbol.

**Ship Model Number:** This represents the model number of the ship itself. Each is represented by a 3 letter designation.

**Fighter / Mecha Special Rules:**

Mecha and Fighters differ from capital ships some. Mecha have no maneuverability rating nor any targeting lines. Mecha may turn, move, and fire in any direction. Mecha and Fighters both have a firing range of 4” measuring from the very edge of the token piece (fold your targeting string in half for this). Fighters have no maneuverability rating, but do have maneuverability rules. Notice the fighters have 4 turn marks. During movement fighters may turn any number of turn marks, each turn using one of its movement points. Fighters may only fire forward, using the forward turn mark as its targeting line. Additionally, fighters may continue movement after attacking, unlike mecha and button ships.

**Ship Special Abilities:** There are 15 unique special abilities in Button Wars, with the potential for additional ones to be introduced later with the introduction of new ships and factions. On Capital Ship Units (Buttons), if a ship has a special ability, it will be noted directly after the ship’s 3 digit designation. It will be quoted. Special abilities are numbered from 1 to 15. Some ships may have more than one special ability. If so, each number will be separated by a coma. On Fighter and Mecha, if the unit has a Special Ability, it will simply be marked by an “S” followed by the number. Spaceship Special Abilities are detailed over the next few pages. A summary of special abilities and corresponding numbers is also on the last page of this booklet.

1: **Dimension Folding:** This is a special ability, but it will also be noted in the Engine Specials location on Capital Ships (Buttons). We’ve already covered what you need to know about Dimension Folding.

2: **Carrier:** Some ships are specifically designed to transport and service larger numbers of Mecha and Fighters. If a Fighter or Mecha has lost its shields or suffered Hit Point damage, they may land in a Carrier ship’s bays and if they stay there one turn, all such damage will be healed. They may land or disembark from the carrier on the turn they recieve this repair work. If a Carrier is doing no repair work, then if doing nothing for 2 turns in a row, it may build 1 Ship Point worth of Fighter/Mecha that turn. The player may save up these fleet points to build new Fighter/Mecha units. These points are earned during one turn, then may be spent on the following turn, or continued being saved. On the turn a new Fighter or Mecha is build it is placed inside the Carrier, but may not then launch until the following turn.

3: **Cloaking:** Cloaking allows a ship to try to hide from enemy sensors. A ship with basic cloaking will have one “sensor ghost”. If a ship has a number (a number following a dash) after its Cloaking special ability listing on the unit, it means it has a more potent cloaking device. The number indicates the number of “bonus” “sensor ghosts” the ship will have. Hence, a listing of 3-3 will mean cloaking (special ability #3) with 3 bonus Sensor Ghosts, thus 4 Sensor Ghosts in total.

A ship with cloaking must decide to cloak or not at the start of
their turn. When a ship cloaks, the player picks up 1 “Sensor Ghost” button (these may be purchased separately in the Cloaking Accessory Button Packs), plus an additional “Sensor Ghost” per bonus point of the cloaking ability. Of all of the Sensor Ghosts, one must indicate it is the real ship; the others are all fakes. The actual ship is removed from the gaming table and all “Sensor Ghost” buttons are placed upside down, in any order decided by the controlling player, on top of the other, in the place where the ship had been.

Now, all “Sensor Ghosts” may do is movement. The Ghost that represents the real ship is still confined to the movement and maneuverability stats belonging to that vessel. Sensor Ghosts are not. The player may move all Sensor Ghosts as if they were other ships. If at any time the cloaked ship attacks, all Sensor Ghosts disappear and the regular ship button is again placed on the table. If a (fake ship) sensor ghost is targeted and hit, only that Sensor Ghost button is removed from the table, but the others remain. A ship that begins the turn as cloaked, or cloaks that turn may not Dimension Fold.

4: Mending: A ship with Mending will heal Hit Points at the start of each of their turns. A mending listing that has no numerical number following it is automatically assumed to be a base Mending level of 1. If a number does follow it, the number listed represents the ship’s Mending level. A ship will heal 1 Hit Point per turn for each level of its Mending ability.

5: Scoutship: Being a Scoutship grants a ship one of several abilities. First, if within 5” range of a cloaked ship or Sensor Ghost, the player may roll 1D6. On a 6 the owner of the cloaked ship must remove any Sensor Ghosts within 5” range of the Scoutship and turn the actual ship (if also within 5”) face up, effectively ending the cloaking effect. Second, if a ship in your fleet is Dimension Folding, that ship may automatically be located within 2” of any Scoutship in your fleet. The Dimension Folding ship need not flip and won’t suffer any damage from opposing ships’ Dimension Folding defenses.

6: Self Destruct: A ship with this ability may chose to destroy itself rather than take any other action. If done, it will blow up and create a shockwave effect with an attack level of 1D6+1, plus two times the standard Attack Level of that ship. The shockwave effect will have a range of 6”. Remove the self destructed ship from the game.

7: Grappling: A ship with this ability may chose to Grapple with another vessel. This is done when the ship is within 5” of the opposing vessel and the ship successfully hits the target ship or the ship’s shields. Once grappled, neither the grappled ship or its target may move or Dimension Fold, though both ships may continue to fight. The grappling ship may spend a turn on any future turn to release its grapple.

8: Fast Attacker: Fast Attack ships gets two advantages. Fast Attackers automatically go first. Even if a player loses the turn initiative, they still get to use their fast attackers prior to the enemy moving their non-fast attacking ships (though a player may forgo this right). Second, Fast Attacking ships may continue movement after attacking, assuming they still have movement points remaining at that point.

9: Repair Vessel: A Repair Vessel can help to repair damaged ships. If the Repair Vessel is within 2” of a friendly damaged ship, it may repair 1 Shield Generator and 1 Hit Point for each level of the Repair Vessel rating. In order to be repaired, the recipient of the repair work can not move or attack that turn. Repair Vessels may also repair themselves instead of another vessel.

10: Shockforce: A vessel with this ability will negate the Shield effects of all other vessels (friend and foe) within 5” range of itself, but without effecting itself. The Shield generators are not destroyed, they will only not function when within range of a vessel with Shockforce. If any portion of a ship is within range of the ship with Shockforce, then all of its Shield Generators will not function while within that range.

11: Shockwave: Shockwave is a secondary attack method. A ship with shockwave may use this attack method either on the Attack (during their active turn) or on defense (on another player’s turn), but never on back to back turns. Hence a player using Shockwave during their turn would be unable to use it during the other player’s turns. On the other hand, if the player did not use it on their next turn, then he would be able to use it on one of his opponents turns. Shockwave will release a wave attack that will stretch in an arc for 5” in a radius surrounding the ship using the ability. All ships within that radius (friend or foe) will be hit by the shockwave. The shockwave will have an attack level of 1D6 plus the level of the Shockwave. If a Shockwave should be aligned to hit more than one of a ship’s Shield Arcs, then it shall only hit the first.

12: Minesweeper: A Minesweeper is capable of both laying mines or disarming existing ones. A Minesweeper may lay and or disarm a number of mines per turn equal to its Minesweeper special ability rating. All mines have a base Attack Level of 5 and get a 1D6 added to them. Any ship moving within in 5” of a mine will set of that mine. When a mine is set off, its explosion will function just as a Shockwave attack would. It will also destroy all other mines caught within its blast. A mine may be destroyed by any ship that shoots at it and delivers 3 or more Hit Points in a single turn. Destroyed mines do not detonate. Also, when a Minesweeper moves within 5” of a mine, it will trigger it as other ships would, except if it has Minesweeping points remaining, it may disarm the mine at that time, using one of those points. When a Minesweeper creates a new mine, that mine is placed exactly 6” away from the Minesweeper in the direction of the players choice. If this places the mine within 5” of another ship, the mine will not automatically detonate. In such a case, the mine will only detonate if the ship or ships caught within the 5” range attempt any movement while still within range of the mine. A ship that Dimension Folds while in range of a mine will cause the mine to detonate, but will suffer no damage because of it.

13: Shard Attack: A Shard Attack Vessel is a ship specifically designed to shed its outer hull in an explosive manner. Treat the Shard Attack as if it were a Shockwave attack, only that it will bypass all shields. A Shard Vessel may use its Shard Attack only once per game, unless it recieves 5 Repair Points from a Repair Vessel. The Shard Attack will be 1D4 plus the attack level of the Shard.
Vessel. The Shard Vessel may use the Shard Attack in addition to its standard attack in the same turn, but must conduct its standard attack first.

14: Arc Energy System: A ship with this system can redirect the energy from certain attacks. Any attack that hits a ship with this ability, but fails to penetrate the shields, will let the owner of the attack redirect the attack. The attack may be redirected along any of the ship’s normal targeting lines and will have a range of 5”. Attacks that are redirected in this fashion effectively do zero damage to the vessel with Arc Energy Shields. However, these shields cannot redirect the effects of Mines, Self Destructed Ships or Shard Attacks.

15: Pulsewave: A Pulsewave attack is much like a Shockwave attack. A Pulsewave attack will have an attack power of 1D6 plus the ship’s attack level X2. It extends in a radius around the ship for 5” range and hits everything within that range. The Pulsewave will do no damage to any ship that it hits, but if it penetrates the enemy shields, the attack will destroy Shield Generators. Additionally, a Pulsewave attack that scores points against an enemy ship will shut down that ship for a number of turns equal to the amount of damage the Pulsewave attack score, divided by two. Remember, Pulsewave does not do any actual Hit Point damage to effected vessels. A shut down ship can not move, attack, or dimension fold. Though Carrier functions will still work, as will Repair Vessel functions, and Fighters and Mecha may still use the ship’s bays. Fighter and Mecha inside the effected ship will not themselves be effected.

The winning player may opt to go first or last. In teams, roll one for each team. The highest goes first. Reroll ties. All players roll 1D6 to determine who goes first. If playing in teams, roll one for each team. The highest goes first. Reroll ties. The winning player may opt to go first or last.

Cloaking: If any ships will be cloaking, they should do it now.

Mending: Ships with Mending now heal the Hit Points Mending provides.

Once all players have taken these actions, in the order assigned.

**Game Set Up**

Once players have selected the ships for their fleet, it is time to set up the playing area. Players should roll initiative (roll 1D6), with the highest player or side getting to set up last. Divide the playing area into imaginary sections, allocating table space to each player or team. Players must set up their ships somewhere within that space. Fighters and Mecha may begin inside ships bays or on the table already deployed. Players may not set up their ships across the imaginary line separating their area from that assigned to other players. This leaves all players a bit of maneuvering room for their fleet before they become fully engaged in battle. As a general rule, no enemy vessels should begin play within 12” range of each other.

**A Button Wars Game Turn:**

A game turn is very simple. Each phase of a game turn is outlined below.

**Initiative:** All players roll 1D6 to determine who goes first. If playing in teams, roll one for each team. The highest goes first. Reroll ties. The winning player may opt to go first or last.

**Fast Attackers:** The player with initiative may move its Fast Attacking ships now. If they have no Fast Attacking ships, his turn may be interrupted briefly while other players with Fast Attacking ships take actions for those ships first.

**Movement:** The player that has first action may now move his ships. The player picks one Button/Token at a time to move. As they move that unit they can stop its movement to have it conduct an attack, assuming any enemy vessels are within range. Remember, all units except fighters and Fast Attackers may not move after attacking. Movement should always be done in a strait line, using maneuverability rules to turn the direction of a unit’s movement. Use a ruler or tape measure to track a units movement points. Measure from the front of a unit. For buttons, it can be a challenge to move it strait without accidentally varying the course of the ships movement. If need be, place the ruler under the button to more easily move the button forward in a strait line. The cardstock ruler provided with this starter set should make this possible.

**Attacking:** For ships that are selected to attack the player selects the targeting line that the ship will fire along, then measures along that targeting line using their targeting string to see if the attacking ship has successfully targeted its foe. Remember, you must select a targeting line BEFORE attempting to measure the accuracy of that selection. Button Ships use 1D6 for combat while Mecha units and Fighters use 1D4. Roll the appropriate dice type and add the ships Attack Value to the the dice roll. Attack rolls are open ended. That means on a D6 if you roll a 6 and on a D4 if you roll a 4, then you tally that result, then get to roll a second die and also add its result. You may continue to roll bonus dice so long as you keep rolling the maximum die result on each subsequent roll. Take the shield strength of the defending ship and subtract it from the total attack. If the attack still has points remaining, then the Shield Generator that was hit is destroyed and any access points strike the targeted ship to do Damage Points. One Hit Point is lost for each damage point rendered.

Ships that have their Hit Points reduced to zero are removed from play. Use your Button and Fighter/Mecha score sheets to help keep track of the current Hit Point totals for each ship and to make Shield Generators that have been destroyed. If a Shield is hit, but not enough damage was done to destroy the generator, then other vessels may hit that ship along the same arc provided by that generator in additional attacks that turn. Shield points are subtracted for each attack in a given turn. Hence, if a ship with a 5 Shield Strength is attacked by a fighter for 2 points of damage along Shield Generator #1, then it may still take 3 more points of damage this turn. On any turn a shield is hit, but not destroyed, it heals fully at the end of that turn and can take its full damage again on the following turn.

Regarding Mine Sweepers, a player may have the Mine Layer drop new mines or move into position to disarm current ones in any game order desired. Meaning they may opt to do these things first, before moving any ships, or may opt to move some ships first, then place or disarm mines. Whatever is most useful for the player with the Mine Sweeper.
by initiative, then a full game turn is complete. All players must then
roll initiative again for the next game turn. In this manner, players will
find themselves going in a different order each turn. Sometimes this
means a foe will get to act in a row before you get one. Players
should take this possibility into account when conducting their
fleet movement strategies.

**Battle Cards**

As you have probably noticed by now, this game set does not
include any sort of playing cards. That’s ok. They aren’t part of
basic game play. Battle Cards are an optional game rule and they are
sold separately in card expansion packs. Battle Cards can help add
more strategic variety to your game play. They add more of a vari-
able element to your strategic planning, and allow for more possi-
bleities in both attacking and in defense. Battle Cards will usually
provide a one time benefit, such as greater movement, enhanced
shields against one attack, shooting further than normal, repair work
on a ship that normally does not have such an ability, and so on.
The are, in theory, representative of a very talented crew on a ship
pulling off a task that was unexpected, and hence hard to plan against
as the foe.

Other Battle Cards are equipment and weapon cards. These are
things that will enhance a ship in some manner for the remainder of
game play.

If playing with Battle Cards, all players should begin play with two
Battle cards drawn from either a community deck, or from custom-
ized decks designed for each player. Either method of game play is
good. If all players have their own customized decks, then a basic
community deck is not required. If some players have no custom-
ized decks, then a community deck will still be required. Players with
customized decks will draw cards only from their customized decks.
Players without them will draw cards from the community deck.

**Community Deck:** The Community Deck represents all of the cards
from the first Button Wars Battle Cards Expansion set (Button Wars:
Battle Cards), with no additions or subtractions from that card se-
lection.

**Customized Card Decks:** A player that wished to optimize their
own Battle Card deck may take a combination of cards, either from
multiple copies of the base Battle Cards expansion, or from the addi-
tion of cards from future card expansions, and mix them together to
create a theme deck designed to enhance their play strategy. A cus-
tomized deck must have a minimum of 75 cards in it and it may not
have more than 5 copies of any one Battle Card. The option to utilize
a customized Battle Card deck will cost the player 5 Fleet Points,
plus 1 additional Fleet Point for each full 100 Fleet Points for the size
of the starting fleets, beyond the first 100 points.

As game play progresses each player will get to draw 1 card per
turn. A player may skip their turn for the right to draw 1D6 Battle
cards instead.
On this page and the following pages you will see the spaceship designs for both the Capital Ships (buttons) and Fighter/Mecha units (plastic tokens) included in various Button Wars products. These are copyright Guild of Blades Publishing Group. We grant you permission to copy and print these for personal game play purposes only. You may not use this artwork in the production of any sort of button, not may you distribute this material in any manner not authorized by the Guild of Blades Publishing Group by written consent. Ok, legal notices aside, have fun and print as many copies as you want and enjoy.

These 8 Buttons are the buttons included in the Button Wars 2 Player Starter Set ($6.96)

Below and on the following page are the Fighter and Mecha units from the 8 Button Packs from the Button Pack Set #1. We did not list the fighter and mecha from the Button Wars 2 Player Starter, since those fighter and mecha units are duplicates of those found in the Button Packs from the Button Pack Set #1.
Starting on the following page you will find the button artwork for the buttons for the Buttons Packs from Button Pack Set #1. These are for Elvesferran Federation Pack #1, Elvesferran Federation Pack #2, Thrash Empire Pack #1, Thrash Empire Pack #2, Folklonian Empire Pack #1, Folklonian Empire Pack #2, Earth Alliance Pack #1, and Earth Alliance Pack #2. You will note that several button designs are duplicated in more than one pack for a particular faction. This mirrors the actual button packaging for the physical Button Packs and these ships represent some of the most common ships.
### Fighter/Mecha Score Sheet

<table>
<thead>
<tr>
<th>Spaceship Type:</th>
<th>Shield Generators</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td></td>
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<td>1 2</td>
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### Spaceship (Capital Ships) Score Sheet

<table>
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<th>Spaceship Type:</th>
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<tbody>
<tr>
<td></td>
<td>Hit Points</td>
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<td>1 2 3 4</td>
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<td>5 6 7 8</td>
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<td>1 2 3 4</td>
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<tr>
<td>5 6 7 8</td>
<td></td>
</tr>
</tbody>
</table>
Basic Rules for Planets

A few basic rules for using planets on your Button Wars battlefields.

1) Ships may not travel through a planetoid.

2) Ships may not fire through a planetoid. Any attack with a line of attack that would hit a planetoid becomes void.

3) Any ship that navigates within 1” of a planetoid has a 2 in 6 chance of suffering 1-2 Hit Points of Damage for each turn it is within 1” of the planetoid. When rolling damage, roll 1D6. 1-3 = 1 point of damage. 4-6 = 2 points of damage. On a roll of a “6”, roll 1D6 once more. If a second 6 is rolled, the ship crashes on the planet and is destroyed.

4) Mecha units moving within 1” of an asteroid avoid having to check for damage due to proximity and are safe from crash landing.
Grunt 3rd Edition
Fantasy Miniature Battles
Core Rules

Valuable Coupons Inside!
What is this?

So what exactly is this booklet? It’s not a game in and of itself, but it is a coupon booklet that will give you both a link to download the Button Wars Tactical Spaceship Combat Game, plus it provides you other valuable discount coupons for other electronic game downloads we offer for sale.

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Grunt 3rd Edition Fantasy Miniature Battles
A campaign based fantasy miniatures strategy game

First printed in 1996, in the years since Grunt has sold thousands and thousands of copies over four print versions (Original 1st edition, 2nd Edition, 2nd Edition: Deluxe and 2nd Edition: Deluxe 2 player Box Set). Now newly updated to Grunt 3rd Edition, this revised edition of Grunt has brought the game system back to its roots, a fast paced, easy to learn all purpose fantasy miniatures system that's extremely affordable.

Grunt is a unique miniatures system that focuses on army development, where you may recruit new units through the course of game play, plus have existing units gain experience points and levels. With expansion sets you can expand your army building options to include skills, abilities, expand your kingdom, customize your castles, add wizardry, monsters, magical items, develop heroes and immortals and more.

In this fashion, you strive to build up your army and kingdom over multiple battles (game sessions). You must weigh the costs to your army to achieve victory in your battle today against the gains victory can gain for your army for the long haul.

Grunt 3rd Edition is a complete miniatures game system, including game rules, 45 Battle Cards, a castle template, city template, assorted cut-out Battlefield Markers, plus cut-out army units enough to field two complete armies. And, of course, you can always print out more as needed!

**Grunt 3rd Edition Includes:**
- Cover + 38 pages
- Game Rules
- 45 Battle Cards
- Castle Template
- City template
- 2 Cut-Out Armies
- Assorted Battlefield Markers that include Supply, Traps, Cavalry, Fortifications, Fortresses, Scaling Ropes, Ballisti, Siege Towers, Castle Defenses, and Catapults.

Also available for the Grunt 3rd Edition gaming system:
- Grunt Wizardry
- Grunt Monster Summoning
- Grunt Skills & Abilities
- Grunt Kingdoms
- Grunt Battle Cards Set #1

**Game Format:** PDF Game Download

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**Button Wars: Tactical Spaceship Combat Game**

Button Wars is a tactical spaceship combat miniatures game. Button Wars is a fast paced, easy to play science fiction fleet combat game that utilizes full color, ready to play metal disks as miniatures. Additionally, the second edition of Button Wars includes complete rules for fighter and mecha units that come packaged as ready to play plastic tokens.

Based on the 5th Galactic War background set in the Empires & Overlords Universe, Button Wars presents ships for numerous galactic powers and rogue factions. This e-product gives you ships from four of those factions. Those being:

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2) Thrash Empire
3) Earth Alliance
4) Folklonian Empire

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