

phobia

**Designer: Nicole Maiorano**

**Instructor: Bill Morrison**

**President: Claude Comair**

President: Claude Comair  
Instructor: Bill Morrison  
Designer: Nicole Maiorano

GAT211-D  
12/08/2011

## Contents

1 game board

1 rule set

36 player pieces

12 Survivors (gold)

24 Phobias (black)

50 attack cards

25 Survivors Cards (denoted by a red shadow under "phobia")

- 15 Hit

- 10 Miss

25 Phobia Cards (denoted by a green shadow under "phobia")

- 15 Miss

- 10 Hit

9 wall tokens

Everyone is afraid of something. Most people are able to get through their days without actually ever encountering their fears, face-to-face. But that's all changed. Fears have begun to take over the world. Humanity is failing, their civilizations crumbling around them. These fears, these Phobias, are stronger than anyone ever imagined, and they're trying to kill everyone. There are only a few Survivors left, now, and an epic battle between the Survivors and the Phobias simply cannot be avoided.

## Objective

The Survivors need to have at least one unit alive by the end of The Phobias' 10<sup>th</sup> turn while The Phobias aim to wipe out The Survivors' force.

## Set-Up

Open up the game board and place it on a flat surface. Decide who will play The Phobias by any means (rock, paper, scissors; highest die roll; etc). Shuffle the attack cards in their respective piles and place them in a face-down besides their respective players. Each player should now choose his/her units, adhering to the rules below.

When choosing which units to add to one's force, each player must have at least one of each of his/her unit types. The rest of the force composition is up to each player. The Survivors may have a force of up to 10 units total. The Phobias may have a force of up to 20 units total.

Each player should place the chosen units into the designated start areas. The Phobias can place any number of units in any of his/her start areas. The green areas on the map represent the start areas for the Phobias while the orange area represents the start area for the Survivors.

President: Claude Comair  
Instructor: Bill Morrison  
Designer: Nicole Maiorano

GAT211-D  
12/08/2011

## Units

\*\*all ranges are counted orthogonally and consider Line of Sight (see Attacking below)\*\*

### The Survivors



Lumberjack –

Max move: 6 squares

Range: 1 square

Hit Chance: 8



Soldier –

Max move: 5 squares

Range: 3-7 squares

Hit Chance: 6



Construction Worker –

Max move: 9 squares

Range: 1-2 squares

Hit Chance: 5

May build a wall (see Walls below) instead of attacking



Psychiatrist –

Max move: 7 squares

Range: 2-5 squares

Hit Chance: 7

If the attack lands, the target cannot attack for 1 turn

President: Claude Comair  
Instructor: Bill Morrison  
Designer: Nicole Maiorano

GAT211-D  
12/08/2011

## The Phobias



Ophidiophobia (fear of snakes) – Giant Venomous Snake –

Max move: 6 squares

Range: 1 square

Hit Chance: 8



Pyrophobia (fear of fire) – Psycho with a Homemade Flamethrower –

Max move: 5 squares

Range: 3-7 squares

Hit Chance: 6



Astraphobia (fear of lightning) – Zeus, an angry god –

Max move: 3 squares

Range: 5-9 squares

Hit Chance: 4

May target a wall built by The Survivors when attacking



Ambulophobia (fear of walking) – The Undead –

Max move: 5 squares

Range: 2-5 squares

Hit Chance: 5

If the attack lands, the target cannot move for 1 turn

## Play

The Survivors move first. During The Survivors' turn, any number of units may move, but no unit may move more than once per turn. If, during a unit's movement, an enemy comes within the unit's attack range, that unit may attack (see Attacking below). Once a unit has finished attacking, it may finish its movement if it has not reached its maximum movement already for the current turn. A unit may attack more than once per turn, but cannot attack any single enemy unit more than once. Once The Survivors has finished moving his/her units and/or attacking, play passes to The Phobias.

During The Phobias's turn, he/she may move any number of units desired, but may not move any unit more than once per turn. If an enemy unit comes within a unit's attack range while the unit is moving, it may attack (see Attacking below). After attacking, if a unit has not reached its maximum movement for its current turn already, it may continue to move. Units may attack more than once per turn, but cannot attack an enemy unit more than once. Once all desired movement and attacks have been completed, any respawnable (see Respawnings below) units may be placed within The Phobias's start area to be used during his/her next turn.

**\*\*all unit stats can be found in the Units section above\*\***

## Attacking

In order to attack an enemy unit, the attacking player must declare an attacking unit and a target. The target must be within Line of Sight (see Line of Sight below) in order for the attack to take place. Once he/she has done so, the attacking player must draw a number of cards from the face-down pile of attack cards equal to the attacking units Hit Chance (see Hit Chances above). Once he/she has drawn the cards, he/she must turn them over, revealing them to both players. If any of the cards is a "Hit" card, the attack is successful. In all other cases, the attack misses its target. Once it has been determined whether or not the attack is successful, the cards are placed into a separate discard pile. Once all cards have been exhausted, shuffle the discard pile and place it face-down in order to continue play.

## Line of Sight

Line of Sight is determined by drawing a straight line from the center of the attacking unit to the center of the target unit. If a line can be drawn without hitting anything, then the target is within the attacking unit's Line of Sight. See figure 1 below.

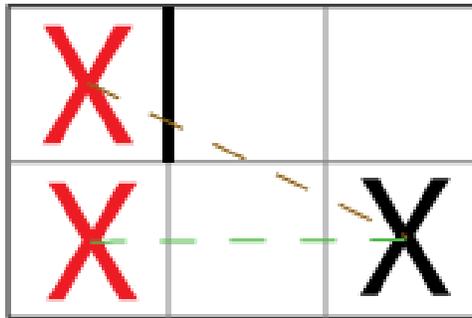


Figure 1  
Line of Sight

The green line represents Line of Sight. The brown line represents the lack of Line of Sight.

## Dying

If an attack is successful, the target unit is considered dead and removed from play. If the unit belongs to The Phobias, it is placed into the "Respawn Pool," represented by the box lid.

## Respawning

Once the "Respawn Pool" holds three or more units, The Phobias may begin to respawn them. In order to respawn a unit, The Phobias must reach into the "Respawn Pool" with his/her eyes closed and pull out a single unit. That unit may be respawned by placing it in any of The Phobias's start areas as marked on the map. The respawned units may be used on The Phobias's next turn.

If the "Respawn Pool" has more than 10 units in it, The Phobias may repeat the process described above to respawn up to 3 units.

## Walls

Instead of attacking, a Construction Worker unit may decide to build a wall. Each Construction Worker may only build up to three walls.

In order to build a wall, the Survivors player may pick any available wall token and place it on the board. The Construction Worker must be within range of where the wall is being placed. This range is the same as the unit's attack range.

### Destroying Walls

Only the Astraphobia unit may attack walls created by Construction Workers. When attacking a wall, it is treated as combat with any other unit. Walls must be hit a minimum of two times before they are destroyed. Any walls (represented by a solid line) that were not placed by a Construction Worker cannot be destroyed.

## Winning

The Survivors wins the game if he/she has at least one unit still alive at the end of The Phobias's tenth turn.

The Phobias wins the game if he/she is able to wipe out the entirety of The Survivors's units.

