

# PRINT & PLAY!

# TOKEN TERRORS

## INSTRUCTIONS

IF POSSIBLE PLEASE PRINT BOARD AND FAUXKENS ON CARD STOCK

Greetings Warlords and thanks for downloading the Token Terrors: Battlegrounds Print and Play! With this PnP, along with the Token Terrors: Battlegrounds Rule Booklet (scan QR code below or visit [tokenerrors.com](https://tokenerrors.com)) you're ready to wage war and battle to the death! While the Token Terrors Rule Booklet contains everything you need to know to play Token Terrors: Battlegrounds, this sheet has a few specific instructions that only pertain to the Print and Play version of the game.

**SCAN THIS**



Cut out the 7x7 inch Battleground Grid, then cut out each Token Terror Foldable Token (aka Fauxken) and fold them on the dotted line to make a sandwich board-style standee. Position your Fauxken so the face is facing your opponent when Fresh.

Grab 3 six-sided die with one of them either being numerical (as opposed to pips) or different in size/color. Each player gets one of the matching six-sided die – this will be used as the Surge Die, where you keep track of your Surge Points. The unique die will be used as the Evasion die and shared between players when rolling to Evade an Attack.

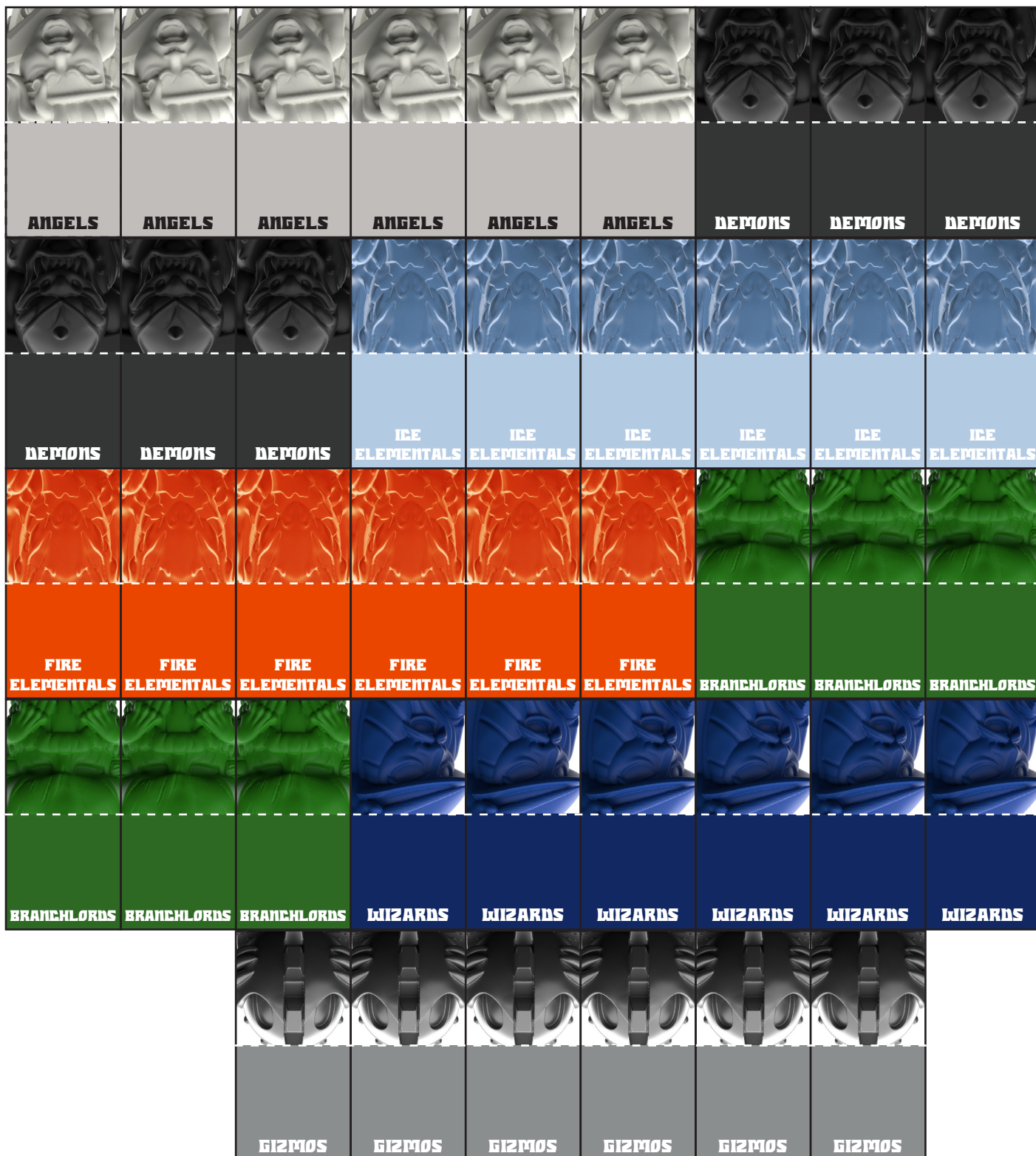
To indicate that you have 0 Surge Points, turn the Surge Die to the 6 side and rotate it so it makes an equal sign (=) 

If you have any feedback or questions by all means, please email us at [tokenerrors@gmail.com](mailto:tokenerrors@gmail.com).

# TOKEN TERRORS

## GAME PIECES AKA FAUKKENS

Cut out your fauxen standees and fold on the dotted line to make them stand up on the board.





# TOKEN TERRORS

## SEASON 3 - MYSTIC MAYHEM

Cut these out and fold on the dotted line, then tape or glue them closed to create talent cards.



### ANGELS

RANGE / TYPICAL | MYTHICAL

*"Descending with radiant arrogance, the angelic elite view their foes with disdain, their unwavering resolve matched only by their haughty demeanor."*

**VIGILANT** 2  
Ready Talent: If this Angel is Aimed at, you may evade.  
**SPURGE** 2 **VENGEANCE**  
This angel may evade any attack. If this Angel evades, Move it exactly 2 spaces. If diagonal to an enemy you may Blindside at no cost.

**HOLY CHOIR** 1  
Move any Idle Angels to surround this one. Until this turn ends this Angels range is X+2 where X is the number of Angels surrounding it.

#### TOKEN TALENTS:

ANGELS | MYTHICAL



RESERVES



### DEMONS

MELEE / TYPICAL | MYTHICAL

*"Born from the depths of torment, the demonic legions skulk, their blackened hearts engorged with a thirst for dominion over the realms of flesh and bone."*

**DARK SUMMONS** 2  
If your SURGE is 0, Fatigue 2 or more Demons then Resurrect a Demon to your reserves. End your turn.

**RITUAL** 1  
Refresh 2 or more other Demons. Until this turn ends this Demon gets +X Threat where X is the number of Demons Refreshed this way.

#### TOKEN TALENTS:

DEMONS | MYTHICAL



RESERVES



# TOKEN TERRORS

## SEASON 3 - MYSTIC MAYHEM

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**FIRE ELEMENTALS** | MYTHICAL  
MELEE / TYPICAL

*"Burning bright, the fire elementals crackle with might, their fiery forms flickering and fierce, a force of wanton destruction."*



**RESERVES**

**FIRE ELEMENTALS | MYTHICAL**

**TOKEN TALENTS:**

**WILDFIRE** 1

Enrage any number of other surrounding Fire Elementals. The next time this turn this Fire Elemental battles it is a Melee or Range attacker and its Threat and Range are X where X is the number of other enraged Elementals.

**SCORCH** 0

Whenever a Fire Elemental defends against any melee attack, the attacker takes 1 damage before Threat is compared.



**WIZARDS** | HUMAN  
RANGE / TYPICAL

*"Delving deep into dusty volumes, wizards wield their will, their spells rife with scholarly but intimidating intent, showcasing their spellbinding skill."*



**RESERVES**

**WIZARDS | HUMAN**

**TOKEN TALENTS:**

**SPELLCASTER** 0

Wizards perform Talents based on how many Commands are spent. Only up to 2 different Spellcaster Talents can be issued each turn.


- TRANSMUTE** 1 - Retreat any token up to 3 spaces away then replace it with a different token from its controller's reserves.
- TELEPORT** 2 - Move this Wizard to any unoccupied space.
- SLEEP** 3 - Choose 1 faction of Tokens on the Battleground then Rest them all.
- LIGHTNING BOLT** 4 - Aim 2 damage at any token on the Battleground.
- FIREBALL** 5 - Inflict 2 damage to a space up to 2 spaces away and all spaces surrounding it.



# TOKEN TERRORS

## SEASON 3 - MYSTIC MAYHEM


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### BRANCHLORDS

MELEE / TYPICAL | PLANT

*"In the heart of the forest, beneath the shade of the Aeon life tree, the Branchlords stand sentinel, their majestic presence both mysterious and mighty, a sight to stir the soul and shake one's resolve."*



### BRANCHLORDS | PLANT

RESERVES

#### TOKEN TALENTS:

**EPIC GROWTH** 1

Stack a surrounding Branchlord onto this one. This Branchlords threat is X where X is the total number of Branchlords in this stack + bonuses from adjacent Branchlords. All other rules apply.

**TIMBER** 0

If a Branchlord Rests, inflict damage equal to its threat to any adjacent enemy, remove all stacked Branchlords into any unoccupied surrounding spaces.

**SPLURGE** 2 **PROPOGATE**

Until the end of your next turn Idle Branchlords can be treated as Branchlings in order to complete **SPROUT**



### GIZMOS

MELEE / TYPICAL | MACHINE

*"With whirring gears and sparking circuits, the gizmos work wonders, enhancing machine might and fashioning fresh fighters from the wreckage."*



### GIZMOS | MACHINE

RESERVES

#### TOKEN TALENTS:

**ADAPTATION** 0

Gizmos give and get Threat bonuses to and from any other friendly adjacent machine type Tokens.

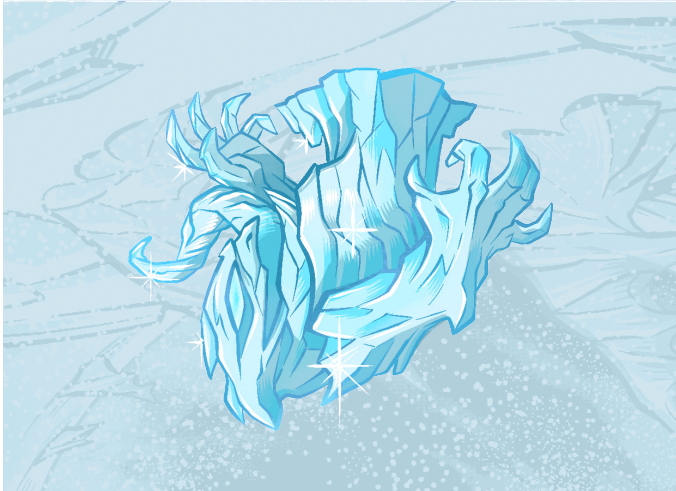
**CONSTRUCT** 2

Fatigue this Gizmo and 2 other machine-type Tokens adjacent to it. Create 1 Machine type Token from either your cemetery or reserves in any surrounding space.

# TOKEN TERRORS

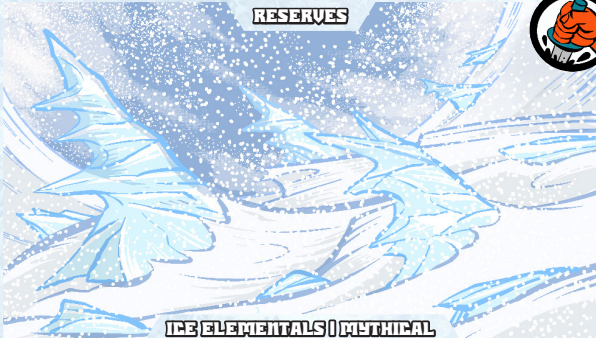
## SEASON 3 - MYSTIC MAYHEM

Cut these out and fold on the dotted line, then tape or glue them closed to create talent cards.



### ICE ELEMENTALS / MYSTIC

"Forming from the frozen depths, the ice elementals stalk, their frigid forms foreboding and fearsome, a winter's wrath made manifest."



RESERVES

ICE ELEMENTALS / MYSTIC


TOKEN TALENTS:

FLASH FREEZE (STAGGER) 3

Fatigue all tokens surrounding this Ice Elemental. The next time this Ice Elemental battles this turn it gets +X threat where X is the number of Idle tokens adjacent to it. Tokens Fatigued this way are ignored during their controllers next Refresh step.

ABSOLUTE ZERO 0

If you have 0 SURGE, enemies cannot earn SURGE by Dashing. Any Ice Elemental with a Threat of 3 or more can Blindside for 1 command.





# TOKEN TERRORS

## SEASON 3 - MYSTIC MAYHEM

Fold your quick reference guide on the dotted lines.

### TOKEN TERRORS

#### QUICK REFERENCE GUIDE

##### HOW TO BATTLE

- 1. REFRESH?** - If any friendly Tokens are idle you may refresh them.
- 2. ACTIVATE** - Select a fresh friendly Token and When Threat is compared if a threat has 0 or less Threat, it is destroyed.
- 3. SPEND?** - Once you've completed 3 commands if each time Threat is compared during Battles, if the attacker takes retaliation and survives, track that damage. If that activated Token you may rest it to gain 1 Surge.
- 4. REST?** - Once you're finished commanding the the battleground place Tokens from your reserves (if any) onto any unoccupied edge space until you have 5 Tokens on the battleground.
- 5. REINFORCE** - If you have 4 or fewer Tokens on turn and takes more retaliation.
- 6. MOVE** - Move your Token into an adjacent space
- 7. BATTLE** - Attack an enemy Token
- 8. ENRAGE** - Give your Token +1 Threat (once per turn) abilities (once per turn, per talent)
- 9. DESTROY** - Use one of your Tokens' special attacking Token is ranged and the defending Token is Fresh)
- 10. DESTROY** - Destroy Tokens

##### ON YOUR TURN

Your Token Terrors army will take on various facing states. These facing states, denote different persistent effects that can either aid you in battle or hamper your effectiveness.

These facing states render the Token "Idle" imposing limitations. Idle Tokens cannot evade or activate without first being Refreshed. They can be targeted by Talents and can Retaliate/Defend.

##### FRESH

A friendly Token facing away from you. Fresh Tokens are available to be activated during your turn. can be the target of Talents. Retaliate and attempt to evade if Aimed at.

##### READY TALENT

A friendly Token turned 90 degrees to your right has a Ready Talent persisting until it attacks, defends or is Refreshed or destroyed, etc. Already Readied Tokens can't be Readied again. Readied Tokens don't evade, but do retaliate, and can be the target of Talents.

##### ENRAGED

A friendly Token turned 90 degrees to your left. Once per turn, you may "Enrage" to give your active Token +1 Threat. This bonus persists until the Enraged Token is Refreshed. Battles, Defends, is Refreshed, or Destroyed.

##### RESTING/FATIGUED

A friendly token turned to face you. If turned due to being Rested, gain 1 Surge. If turned due to being Fatigued gain no Surge.

Mastery of keyphrases is your path to dominance.  
This reference card provides all terms that pave the way to victory!

##### FATIGUE/FATIGUED

Turn the Token 180° to face its controller but do not gain Surge.

**IDLE/IDLEING** Any Token that isn't Fresh is "Idle".

##### TALENT ROLL

Roll the Evasion Die to determine the outcome of a Token Talent.

##### RESURRECT

Return a Token from a cemetery to either the Battleground or its controller's Reserves unless otherwise noted.

##### RETREAT

Send the affected Token to its controller's reserves.

**STAGGER** If you issue a Stagger Talent this turn you can't issue it on your next turn.

##### SURROUND/SURROUNDING

This effect is applied to Tokens that are both adjacent and diagonally adjacent to another Token or space.

**DASH** If you issue the MOVE command to your active Token 3 times in a row, moving it into a new space each time, earn 1 Surge.

**REST** This token is turned to face its controller, then that player earns 1 Surge. This can be done during a players Rest step or if Rest is instructed by a Talent.

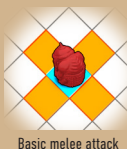
**AIM** When attackers target specific tokens or spaces from a distance with Range attacks or Talents. Defenders when Aimed at can attempt to evade if Fresh.

**INFLECT** Inflict damage is dealt regardless of the defender's Threat or facing state and doesn't prompt comparison of threat. Defenders damaged by Inflect attacks do not Retaliate.

**SPLURGE** A Token talent with a Splurge cost allows a player to augment the talent by spending additional commands to enhance the effect. The initial Talent must be issued and completed first, then you may spend commands to issue Splurge Talents.

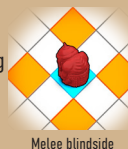
Melee Tokens have a range of one space. The direction they attack is based on how many Commands are spent:

1 Command - Battle an enemy in an adjacent space.



Basic melee attack

2 Commands to "Blindside" - Battle an enemy in a Surrounding (diagonal) space.



Melee blindside

Blindside attacks take no return damage.

Ranged Tokens can battle a Token up to 2 spaces away in a straight line (not diagonally), as long as there is no other Token between them and their target. Ranged Tokens always battle in a straight line unless otherwise noted. The chance that a fresh defending Token will evade the range attack depends on how many commands are spent:

1 Command - The fresh defending Tokens controller must roll a 4 or greater to evade.



Ranged attack

2 Commands to "Sureshot" - The fresh defending Tokens controller must roll a 6 to evade.



Ranged attack with friendly and enemy obstructions