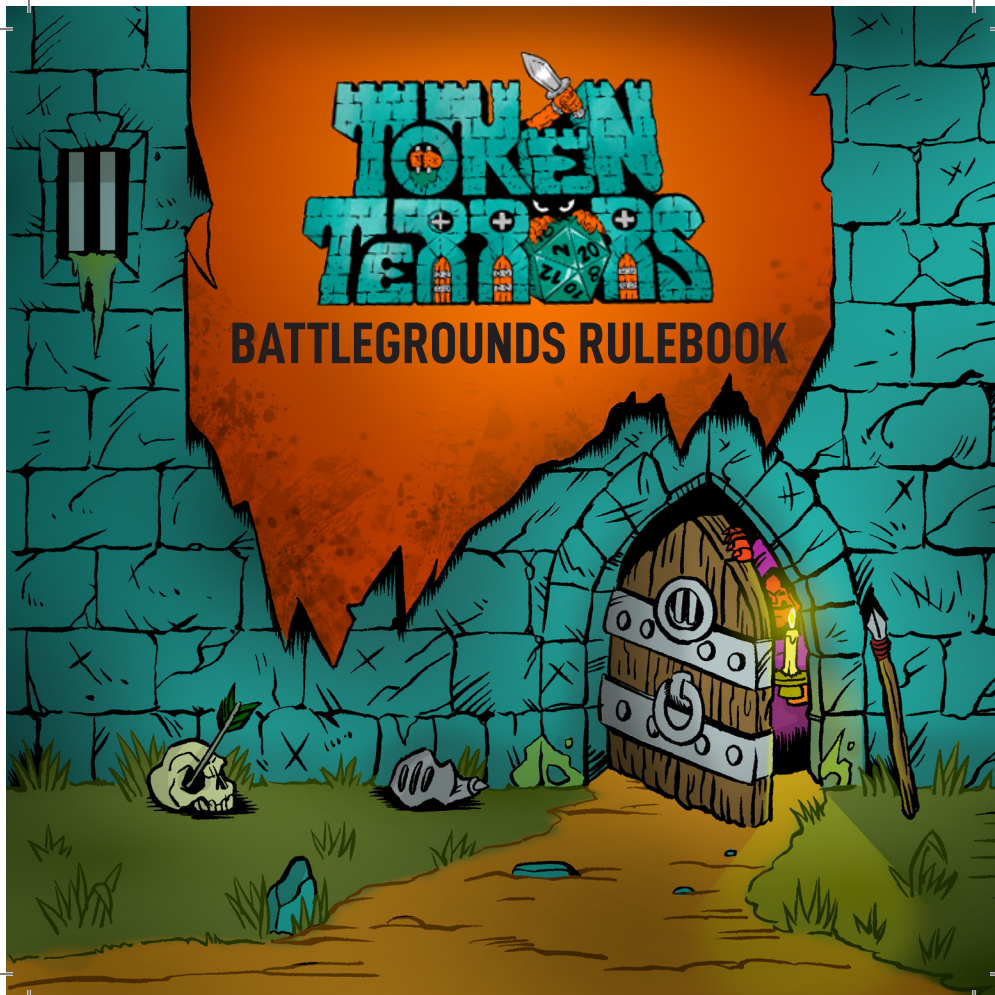




WYVERN TOKEN TERRORS

BATTLEGROUNDS RULEBOOK





Aeons before history had a name, six eternal Warlords nearly tore existence apart trying to prove whose power reigned supreme. At the brink of annihilation, they forged a grim accord: instead of warring directly/ face-to-face, they would create life to fight in their stead - each creature a living expression of its maker's wrath, cunning, and will to dominate. The Warlords have since fallen silent, but their creations endure, made for conflict and desperate for command. Now they turn to a new master... you!!! Don the mantle of Warlord, marshal their forces across the Battleground, and keep the endless contest alive with sharp strategy, bold bluffs, and brutal brawls. The creatures may be small, but the war they wage is mighty.

Token Terrors - Mini-monsters. BIG Battles.

Alright, warlord - crack your knuckles, steel your will, and let's get to it.

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Greetings, Warlord! I'm Dozin the Docent, your guide through the basics of battle and the rich world of Token Terrors: Battlegrounds, let's go!

ON YOUR TURN

(At a Glance)

Each turn follows five steps:

1

REFRESH – Reclaim your three Commands to your hand, adding them to any unspent **Surge Cards** saved from previous turns, then Refresh any Idle Tokens you wish to Refresh.

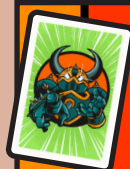
*For more details about **Refresh**, see p. 9*



2

ACTIVATE – Choose one Fresh Token to Command three times using your Command Cards. (This is the only token that you'll command this turn.) Commands include:

- Move (no limit)
- Enrage (no limit)
- Talent (once per turn per Talent)
- Battle (no limit)



After you declare your Active token, **Power Surge cards may be revealed and resolved at any point during Step 2** (including

*For more details about **Activate**, see p. 13*



That's it - each turn has five steps - **Refresh, Activate, Spend, Rest, Reinforce**. Battle smart, use your Talents for an edge in the fight, Reinforce with a plan, and reign victorious!

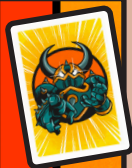
3

SPEND – After all three Commands are spent, you may spend **Surge Points** to **issue additional Commands** and resolve further actions.



No empty orders. You can't Battle thin air or fire off a Talent that doesn't effect your efforts towards total annihilation of your enemies.

before, between, or after Commands are issued.) **or Step 3** (including before, between, or after Surge Points are spent.)



For more details about **Spend**, see p. 18

4

REST – Choose if you'd like to Rest your active Token to gain 1 Surge.

For more details about **Rest**, see p. 20

5

REINFORCE – If you've got four or fewer Tokens in play, Reinforce from your Reserves onto any open edge space until you're back to five.

For more details about **Reinforce**, see p. 21

BEFORE YOU BATTLE

What's in the Box - and What You'll Need

The Battlegrounds Basics box includes almost everything required to play Token Terrors: Battlegrounds - just add monsters! You'll need at least 4 Token Terrors factions (2 per player, not included) to start battlin'.

COMPONENTS INCLUDED

- **Modular Interlocking Battleground Tiles** (6) - Build your Battleground! Use **4 tiles** for the classic 7×7 layout or all 6 for expanded, varied battlegrounds.
- **Command Cards** (6) - Command Cards represent your baseline Commands, a renewable action resource used to pay command costs. Each turn, every Warlord has **three Commands available, all of which must be used**. Each Command Card displays a value of 1 inside the command cost insignia, indicating that one Command equals one unit toward an action's command cost, with different actions requiring different amounts. When a Command is spent, its card is played face up in your play area as a tactile indicator that command costs have been paid and remains visible for the rest of the turn to show clear action sequencing. At the start of your next turn, all used Command Cards return to your hand and your Commands refresh.



- **Surge Deck (43)** - The **Surge Deck** is a shared deck that players draw from when they gain Surge. It contains Surge Point cards and Power Surge cards, shuffled together into a single communal deck. Surge Point cards display a value of 1 or 2 and grant additional Commands equal to the printed value. When Surge Point cards are played, they are revealed face up and then placed into a communal discard pile, unlike Command Cards, which refresh at the start of each player's turn. Power Surge cards are faction-agnostic, one-time effects that may be played at any time during the Activate and Spend step of a player's turn.



- **Canvas Cemetery Bags (2)** - Limited-edition deluxe storage bags that hold all your components (and up to around 50 Token Terrors).
- **Evasion Die (1)** - A six-sided die that determines all kinds of stuff by rolling.
- **Rulebook** - The thing you're holding right now, Warlord!

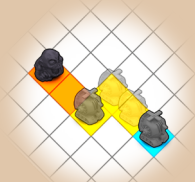


Throughout this rule book, there are visual examples provided to grant you greater insight into the ins and outs of Token Terrors. What a Token is doing in these examples is denoted by color-coding the spaces that the active Token occupies. (For those that may be color blind we apologize for any difficulty).

ACTIVATE - The space where a Token is ACTIVATED.

MOVE / TRAVEL - The spaces where a Move, Action, or Travel is completed.

DAMAGE - The spaces where a Token deals Damage when using a Talent or Battling.



SETUP

1. Assemble the Battleground

Assemble four interlocking Battleground tiles to create a square 7×7 Battleground. This layout is recommended for your first game and represents the core play experience. Once familiar with play, you may instead choose an alternate configuration or refer to page 26 to select an alternate Battleground.



Start simple - four tiles, nice and square. Once you know your stuff, get creative. Longer fields favor ranged fighters, tighter ones get bloody fast. Every layout's a new kind of fight.

2. Prepare the Surge Deck

Before play begins, let's set up the **Surge Deck**:

1. Give each player **3 green** Command Cards
2. Separate all **Power Surge Cards** from the **Surge Deck**.
3. Randomly add five **Power Surge Cards** to the **Surge Deck** and shuffle thoroughly. Place the remaining **Power Surge Cards** face down within reach; these may be added to the **Surge Deck** later.
4. Place the **Surge Deck** face down within reach of both players.



When a player gains Surge and the Surge Deck is empty, up to three Power Surge cards are revealed and added from the unused pool to the communal discard pile. All Surge Cards are then shuffled together to form a new Surge Deck, placed face down, and play continues as normal. This process occurs each time the Surge Deck is depleted.

3. Draft Your Forces

Each player takes a Cemetery Bag to hold their drafted Token Terrors.

Both players roll the Evasion Die. The higher roll chooses whether to draft first or play first.

Starting with the drafting player, players alternate selecting **one faction at a time**. When you draft a faction, take its Faction Card, placing it **Reserves** side up near your side of the Battleground and choose **1 to 6 Tokens** from that faction to place in your Cemetery Bag. **Once a faction is drafted, it becomes exclusive to that player and may not be drafted or used by an opponent.**

Players continue alternating until each player has **exactly 10 Tokens**.

Draft Requirements

No faction may contribute more than **six Tokens**, so each player must draft **at least two factions**. There is no limit to the total number of different factions you may draft, provided all drafted factions are exclusive to that player and each player finishes the draft with **10 Tokens**.

4. Deploy Your Forces

Shake your **Cemetery Bag** to mix your drafted Tokens. Starting with the player who drafted first, **draw one Token at random** and place it on an open space within the **two rows closest to you** on the Battleground. All Tokens enter the Battleground in the Fresh Stance (facing away from you, more on Fighting Stances soon).

Players alternate until each has **five Tokens deployed**. Place the remaining five in the **Reserves** area of their corresponding **Faction Cards**.

Each player then **draws three Surge Cards**, adding them to their hand of three Commands. The player who **drafted second** takes the **first turn**.



Don't just drop 'em – deploy with a plan. Think a few turns ahead, set up your combos, and guess what your opponent's plotting from where they deploy their Tokens.



In Token Terrors, each player is a Warlord commanding a small army in brutal, grid-based combat. Turns are fast and decisive – activate one Token, issue commands, unleash rule-bending Talents, and manage Threat and positioning as the battle hurtles toward total annihilation.

WINNING THE GAME

The clash ends when a player has no Tokens left on the Battleground **and** none in their Reserves. The first player to completely eliminate their opponent's forces wins!



Simple enough, right? Crush every last Token they've got, or die tryin'. Warlords don't count points – they count bodies.

I REFRESH

Collect your three Command Cards and add any Surge Cards you saved since your last turn and return them to your hand. Then, you may Refresh any number of Idle Tokens, rotating them back to the Fresh Fighting Stance, or leave them Idle to maintain persistent benefits.

Fighting Stances (by rotation)

Players rotate their Token Terrors to denote one of four Fighting Stances, aligned to the cardinal directions and read from the perspective of the Token's controller, showing whether a Token is focused forward, coiled to react, lost to rage, or turned inward to recover. Each Stance tracks different effects or conditions.

Fresh (facing away from its controller)

The only non-Idle Stance. Primed for action. A Fresh Token can be chosen as your Active Token on your turn, may attempt an Evasion when Aimed at, may Retaliate, and may be the recipient of Talents. Fresh Tokens can do all the things.



A Fresh Token does not change Stance due to attacks, defense, retaliation, or other incidental interaction. Its Stance only changes if an effect explicitly sets a new Stance (such as Ready, Enraged, or Resting), whether from the controlling player or an opposing player.

Idle Stances

Any Stance other than **Fresh** is **Idle** (Noted with this icon ⌛). Idle Tokens cannot Evade but may still return Damage if within Retaliation range, be the recipient of Token Talents, and be the recipient of Power Surge effects.

⌛ **Ready Talent** (turned to the controlling player's right)

One of the Token's faction abilities is armed and waiting to resolve. The Talent automatically resolves when its triggering condition is met (such as attacking, defending, moving, retaliating, etc.), at which point the Token immediately returns to Fresh. A Token remains in the Ready Stance until the Talent resolves, its Stance is altered, or it is destroyed.



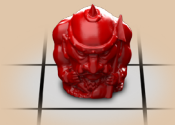
⌛ **Enraged** (turned to the controlling player's left)

The Token gains +1 Threat. An Enraged Token remains Enraged until it attacks or defends. If it attacks or defends and is not destroyed, it immediately returns to Fresh. If its Stance is altered by another effect or it is destroyed, the Enraged Stance ends.



Resting / Fatigued (facing toward its controller)

When a Token is turned to face its controller, it is either Resting or Fatigued. Whenever one of your Tokens enters the Resting Stance due to a Rest effect or during the Rest Step, **draw 1 Surge Card**.



Tokens that enter this Stance because they are Fatigued do not grant Surge and remain in this Stance regardless of attacks, defense, or retaliation until their Stance is altered or they are destroyed.



Wonderin' if you've gotta track Rest and Fatigue separately? Don't bother! Both end up Idle and can't Evade. The only difference is whether you draw a Surge when you turn it. Rest, you draw. Fatigue, you don't. That's it, no fancy bookkeeping needed.

Stance Clash! A Token can only track one Stance effect at a time. When a new Stance is set, it replaces whatever Stance was there before. No overlap. No doubles.

Clarifications

Fatigued is not Rested. A Fatigued Token is turned to face its controller like a Rested Token, but it does not earn a Surge when that Stance is set. It cannot be Rested because it is already in that rotation.

When an Enraged Token is returned to Fresh, it is no longer Idle, can Evade again, and loses its +1 Threat bonus. A Token cannot be Enraged while already in that Stance, as Stances cannot be stacked, even if they use the same rotation.

Don't spin everything Fresh. Idle Tokens can hold ground, keep bonuses, or lure attacks. Sometimes sitting wins the fight.



2 **ACTIVATE**


Declare one Fresh friendly Token as your Active Token for this turn, then Command it three times using your Command Cards.

You must spend **all three Command Cards** on your **Active Token and have it complete three actions**. Then you may Spend Surge Points gained from Surge, if you'd like to do more Actions. All Commands issued this turn target that Token.

ACTIONS

These are the universal, core Actions every Token can perform, regardless of faction. If you have available Commands, you may spend them to make your Active Token perform Actions during your turn. Move, Battle, and Enrage may be performed multiple times per turn. Token Talents may be performed once per turn.

Each Action has a Command Cost **◆** (This insignia denotes various Command Costs). Command Costs and effects for Move, Battle, and Enrage are the same across all Tokens; only Token Talent Command Costs vary by faction. These Actions form the foundation of every fight, allowing any Token to maneuver, engage, and destroy the opposition.


Move : Move the Active Token by **leaving its current space and entering one orthogonally adjacent space**. You may move through friendly Tokens but not through enemies, and you may not end movement in a space occupied by another Token.


Each Move action is counted separately. **If a friendly token is issued three consecutive Move actions during your turn, entering a new space each time without backtracking, that token completes a Dash and you gain one Surge**. This applies to any friendly token, regardless of whether it is the active token. Dash resolves immediately after the third qualifying Move action. There is no limit to how many times friendly tokens may Dash during your turn.

Some Talents and effects may instruct a player to **issue a number of Move actions**. These grant individual Move actions that may be **assigned, sequenced, and chained**, and may contribute toward a Dash.

Travel

If a Talent, Power Surge, or other effect instructs that a token is moved as a result of "Travel", this resolves as a bundled set of movements as a single action and does not contribute toward a Dash. This is not a sequence of Move actions, but distinctly a token Traveling.

Enrage : Rotate the token to its controlling players left, setting the Enrage Stance. This token gets +1 Threat and is idle.

Token Talent : Use one of your Token's abilities. Each Talent may be used once per turn and has a Command cost listed that is specific to that faction's Talents.


For more information on Talent cards, see page 25.


Battle  or : Make your Active Token attack an enemy Token.


Each Token fights using one of two combat styles: **Melee** or **Ranged**. Each style has a **Basic** version that costs 1 Command and a better version that costs 2 Commands.


Melee Attacks : Melee Damage cannot be Evaded.

Basic Melee : Attack one orthogonally adjacent enemy Token.

Blind-Side Melee : Attack one diagonally adjacent enemy Token. Diagonal defenders do not Retaliate.

Ranged Attacks : Ranged Tokens attack from a distance, but their damage is Aimed. Fresh targets may attempt to Evade

Basic Ranged : Attack a target up to two orthogonal spaces away in a straight line with clear line of sight. If the defender is Fresh, roll the evasion die: on a 4 through 6, the defender evades and travels up to three spaces, ending outside the attack's path; on a 1 through 3, the defender fails to evade and takes damage equal to the attacker's Threat.

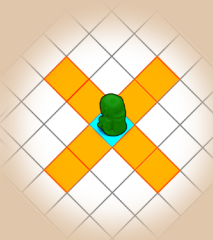
Sure Shot : Make a more precise ranged attack. A Fresh defender may only Evade on a roll of 6.



15 **Basic Melee**



Blind-Side Melee



Basic Ranged



Ranged attack with friendly and enemy obstructions

THREAT

Threat represents a Token's fighting presence and ability to withstand pressure in the moment.

Every Token has a base Threat of 1. Each orthogonally adjacent friendly Token of the same faction adds +1 Threat. Talents, Fighting Stances, and Power Surges may temporarily modify Threat. Threat is recalculated whenever positioning or effects change.

A Token with high Threat (3+) is confident and battle-ready.
A Token with low Threat (1) is exposed and close to collapse.

DAMAGE

Damage represents pressure applied during the current turn.

Damage is gained only from enemy interactions and does not track wounds or health. It accumulates during the turn and is cleared at the end of the turn if the Token survives.

Damage values are determined as follows:

- Melee or Ranged attacks deal Damage equal to the attacker's current Threat
- Retaliation deals Damage equal to the defender's current Threat
- Talents and Power Surges deal Damage as specified by their effects

This Swampling was Enranged
(gets +1 Threat, is in an Idle Stance)



Threat based on adjacency and stance.

DAMAGING VS. NON-DAMAGING EFFECTS

Enemy effects that explicitly deal Damage or reduce a Token's Threat are **Damaging** and immediately trigger a **Threat Check**.

Damaging interactions include:

- Being hit by a Melee or Ranged attack
- Taking Damage from Retaliation
- Taking Damage from a Talent or Power Surge
- Any enemy effect that lowers, reduces, or sets Threat

Non-Damaging effects do not trigger Threat Checks. These include being pushed, pulled, displaced, losing adjacency, or losing bonuses from Talents or Stances ending (unless Damage is also dealt). Non-Damaging effects may change Threat but cannot destroy a Token on their own.

THREAT CHECK

Whenever a Token gains Damage from an enemy interaction, immediately perform a Threat Check:

1. Start at 1
2. Add adjacency bonuses
3. Apply modifiers from Talents, Fighting Stances, and Power Surges
4. Subtract the total damage the token has survived this turn.

If the result is 0 or less, the Token is destroyed and sent to its controller's Cemetery. If the result is 1 or higher, the Token survives and retains its Damage until the end of the turn. At the end of the turn, all surviving Tokens clear all Damage.

RETALIATION

When a Token attacks, the defender immediately takes Damage equal to the attacker's Threat and performs a Threat Check. If the defender is able to Retaliate, it simultaneously Retaliates using its Basic Attack.

- Melee Tokens Retaliate against orthogonally adjacent attackers
- Ranged Tokens Retaliate against attackers within two orthogonal spaces and clear line of sight
- Ranged Retaliation cannot be Evaded

Retaliation also deals Damage and immediately triggers a Threat Check for the attacker. Both Tokens may be destroyed in the same exchange.

Damage is pressure, Warlord - every swing, every shot, every crack of bone stackin' it higher. Big Threat or not, enough pressure breaks anything. Ranged fire chips giants down, melee brutes burn out on Retaliation, and Blind-Side keeps you alive by hittin' where no one can swing back. Play the pressure right, and the fight breaks when you want it to.



3 SPEND?

After using all three **Command Cards**, you may spend **Surge Cards** to keep doing stuff! You can play any number of **Surge Cards** from your hand on your **Active Token**. There's **no limit** to how many Surge Points or Power Surges you can gain or use in a turn, and unless noted they can be spent immediately after gaining them.

SURGE POINTS

Surge Point cards feature a Command Cost insignia with a value of 1 or 2. Reveal and discard a Surge Point card to issue that many additional Commands this turn, allowing you to complete more actions.

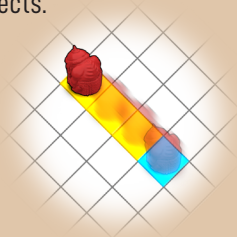
POWER SURGE CARDS

Power Surge cards are non-faction-specific battlefield maneuvers that create high-impact moments capable of shifting the tide of battle. Played at the right time, a Power Surge can mean the difference between victory and defeat. Power Surge cards may be played at any time during the Activate step after your Active Token is declared, or during the Spend step. At any point during the Spend step, a player may discard a Power Surge card to gain 1 Surge Point instead, forgoing its listed effects.

GAINING SURGE

You gain **Surge Cards** by:

1. **Dash** – During your turn, if a friendly token completes three Move actions in a row moving into a new space each time (no backtracking), gain one Surge.



2. **Rest** – Set a Token to the Rest stance, then gain one Surge. (See more below in Step 4.)
3. **Token Talents** – Some abilities let you gain Surge.

Your **hand limit is seven Surge Cards**, discard down to seven **at the end of your turn**. Spent/discarded Surge cards go to the **Surge Discard Pile**.



Surge ain't just actions - it's momentum! Chain moves to keep pressure on, save Power Surges for the perfect ambush, and never let your hand sit cold. Stack up, strike smart, and spend bold - 'cause the warlord who burns brightest usually wins the brawl!

4 REST?

After you finish **Commanding your Active Token**, you may **Rest** it to gain 1 Surge.

When you're done acting for the turn - no more Commands, Surge Points, or Power Surges - you move into the **optional Rest Step**.

Once you complete this Step, your **Active Token is finished for the turn**.

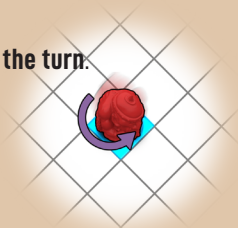
Resting does not cost a Command.

To Rest, turn your Active Token **to face you**.

That counts as the **Rest effect**, and **anytime** a Token Rests

- whether during this step or through a Talent or effect with the **Rest** key phrase - its controller **gains 1 Surge Card**.

A Rested Token is **Idle**. For more on the Resting or Fatigued stances, see Stances on page 12.



Or, if you do not want to Rest, you can skip this Step and leave your Token in its current Stance.

Any **Surge Cards** drawn during the Rest step **cannot be used this turn** - save them for your next **Activate** or **Spend Step**.



*You'll still go to your **Reinforce Step** next - it's just that your Token's done doing stuff.*

Wanna play smart? Move twice, Enrage, then Rest. It keeps your formation tight while still hittin' that three-Command quota. Even though the Enrage doesn't stay, you'll snag a Surge and stay battle-ready for the next round!

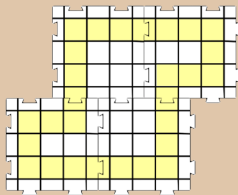


S REINFORCE

If you have four or fewer Tokens on the Battleground, you must Reinforce Tokens from your Reserves until you have five in play.

At the start of this Step, check how many of your Tokens are on the Battleground. If you have **four or fewer** Tokens, you must bring in Reinforcements if able. Take Tokens from your **Reserves** and place them onto **any unoccupied edge space** on the Battleground until you have **five Tokens** in play.

Five is the standard army limit, but some **Talents, Tactics, or Power Surge effects** can change where or how new Tokens enter the Battleground. If an ability would let you exceed the five Token limit (or Reinforce differently) it overrides this rule.



Entering the Battleground

Only Tokens that **enter the Battleground during play** through Reinforcement, Resurrection, or a Talent effect - trigger "when a Token Enters the Battleground" abilities.

Tokens placed during **Deployment** (at the start of the game) do **not** count as Entering for this purpose; they're simply being set up before battle begins.

If a Token Enters the Battleground at any later point in the game, immediately resolve any relevant Enter effects or passive abilities as soon as it's placed.

Any special timing or exceptions are explained on that Token's **Faction Card**.



Play it smart, Warlord! End your Active Token's turn - or use Talents - to nudge your crew near the edge before reinforcing. Then drop in a matching faction mate to form a tight huddle with big Threat and bad intentions. Nothing says 'welcome back' like a wall of friends ready to throw hands!

TERRIBLE TACTICS



Sometimes, in the chaos of war, two unlikely forces lock eyes across the din of battle and, just for a heartbeat, it all clicks. That spark of shared fury, that flash of inspiration, is what the Terrible Tactics represents: the moment when cooperation becomes carnage, and two factions discover their combined power.

Terrible Tactics are advanced play - they add new synergies and layered interactions that make battles richer, wilder, and more cinematic... but also trickier. If you're new to Token Terrors: Battlegrounds, give yourself a handful of games first - learn Threat, flow, and positioning - then bring in the Tactics when you're ready to push the battle into overdrive.

Each Tactic card has two sides: a **Dormant Side (Accord)** and a **Revealed Side (Tactic)**.

Dormant Side (Accord)

Each faction named on the card has an Accord, a mini in-game objective tied to that faction's identity. When you complete an Accord, take one Token of that faction from your Reserves and place it on that faction's Accord Space to mark it as proven. You cannot prove an Accord if you do not have a Token of that faction available in your Reserves.



 **Dormant**

Reinforcement Restriction: Reinforcing is mandatory. If your only available Token is on an Accord Space, you must use it to Reinforce instead, and that Accord remains incomplete.

Revealing the Tactic

When all Accord Spaces on the card are filled, return those Tokens to your Reserves and flip the card to its **Revealed Side**.

Revealed Side (Tactic)

The Revealed Side grants powerful abilities that combine the strengths of the two factions. Some abilities require paying a Command Cost; others trigger automatically when their conditions are met.



 **Revealed**

A Terrible Tactic remains Revealed only while its controller controls at least one Token of each faction named on the card, either on the Battleground or in their Reserves. If at any time you no longer control at least one Token of each listed faction, the card immediately returns to its dormant side and remains dormant for the rest of the game, even if a Token of that faction later returns to your control.

GRUESOME GRUDGES



Not every pairing on Terra forms an alliance - some run on pure, undying hate. Grudges represent ancient rivalries between factions whose histories are soaked in bad blood and betrayal. When these enemies meet on the Battleground, their feud rekindles, twisting the flow of war for both sides.

Each Grudge Card has a **Dormant Side (Tale)** and a **Revealed Side (Grudge)**.

A Grudge is Revealed when **opposing players** control each of the rival factions named on the card. While Revealed, the Grudge's effects apply automatically and do not require Commands or other conditions.

If either player no longer controls at least one Token of the listed faction for any reason, including all such Tokens being destroyed, the Grudge immediately returns to its Dormant Side. Its effects end until both rival factions are controlled by opposing players.



 **Dormant**



 **Revealed**

FACTION/TALENT CARDS

Each faction in Token Terrors has several key pieces of information on their Talent Card. Certain Token Terrors will utilize these keywords in different ways.



1 3 4 5



2

1. **The Faction Name**, such as Elves, Goblins or Merpeople.
2. **Two unique Token Talents**, which grant each faction specialized Actions.
3. **A Battle Style** (Melee or Ranged), which affects how far away the Token can battle and retaliate
4. **A Rarity**, such as Typical, Tyrannical, or Titanic. Rarity reflects a Token's relative scale and influence on the battlefield, and may affect how it is used in army construction and play.
5. **A Type**, such as Fiend, Human, or Animal. This is the family of life forms from which the Faction originates.
6. **The Reserves Zone** for keeping additional Tokens which replace destroyed Tokens during your reinforcement step.
7. **Flavor Text**, a fragment of rumor, testimony, or fearful warning from those who have witnessed the faction in battle. These accounts enrich the world of Token Terrors but have no effect on gameplay.

Token Talents Rules:

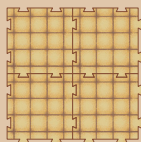
- You may use each of a Token's Talents only once per turn, unless otherwise noted.
- Some Talents provide persistent effects, denoted by setting the Ready Talent Stance.
- If a Talent conflicts with a base rule, the Talent takes precedence.

RANDOM BATTLEGROUND CONFIGURATION

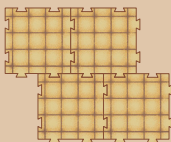
Before setup, players may determine which Battleground configuration will be used for the game. Each configuration represents a historically contested killing field whose terrain shapes the flow of combat.

Step 1 — Determine Battleground Site

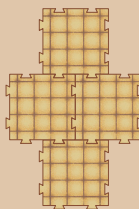
Roll the six-sided Evasion Die - Assemble the Battleground tiles to match the configuration diagram corresponding to the result.



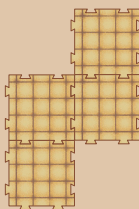
1. The Battled Grounds



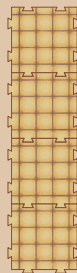
2. Crooked Field



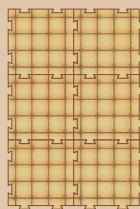
3. Cursed Crossing



4. Broken Bend



5. Grizzly Gulch



6. Fighting Fields

Step 2 — Determine Orientation

Roll the six-sided Evasion Die again to determine the Battleground's orientation.

- Odd result — Assemble the configuration in Horizontal orientation
- Even result — Assemble the configuration in Vertical orientation

Rotate the entire configuration 90 degrees to match the result. Once orientation is determined, setup proceeds as normal.



Horizontal



Vertical

TOKEN TERRORS TERMS



*Alright, Warlord, just one last stretch before we jump into battle.
You're doin' great.*

This section defines key phrases and terms used throughout Token Terrors: Battlegrounds. These terms appear on cards and in the rules to keep interactions consistent and to help you quickly reference how the game functions.

AIM / AIMED – An effect that targets a Token or space that can be evaded. If a Token that is Aimed at is Fresh, it must attempt to Evade; if it is not Fresh, the effect resolves.

BIDE – A Bide Talent may only be commanded after its companion Talent has been issued first. Bide Talents always follow their counterpart and cannot be used alone or consecutively.

BOUNDLESS – A Talent with Boundless has no per-turn limit. If its Command Cost can be paid, it may be issued any number of times in the same turn.

CEMETERY – The canvas bag where destroyed Tokens are placed. Tokens may also be placed into the Cemetery during setup or other effects as instructed.

CONTROL – A player controls a faction if they have one or more Tokens from that faction either in their Reserves or on the Battleground and in play.

DEFEND / DEFENDING – When a token is targeted by an enemy effect that initiates a Threat Check, may deal damage, or is aimed at that token, it is considered defending. Any effects that trigger when a token defends resolve before damage. A defending token may retaliate simultaneously if eligible.

DASH – A Dash occurs when a single Token is issued **three consecutive Move Actions** during its controller's turn, each entering a **new space without backtracking**. When a Dash is completed, **draw 1 Surge Card**. The Token **does not need to be the Active Token** to complete a Dash. A Token may Dash **multiple times per turn** if it continues to receive additional sets of three consecutive Move Actions.

EVASION / EVADE – When a Fresh defending token is **Aimed at by an enemy attack or effect**, its controlling player may attempt to Evade. If the roll is successful (outcome of 4 to 6), the evading token **Travels up to 3** ending outside of the paths damage, unless otherwise stated.

FATIGUED – A stance where a token is faced toward its controller, but no Surge was gained when entering the stance. The Fatigued stance persists until the token's stance changes or the token is destroyed.

A Fatigued token is Idle, cannot Evade, and cannot be Rested. While Fatigued, a token may still be Commanded and may Move, Battle, Retaliate, and be targeted by Talents or effects, including those granted by other tokens or Power Surge cards.

If a token is set to Fatigued by an effect, it gains no Surge from that stance change. If a Fatigued token changes stance before the Rest Step, it may be Rested normally to gain Surge as usual.

HASTY! –Optional. A Hasty Talent or Power Surge may only be commanded immediately after declaring your Active Token and before any other Action. If that moment passes, the Hasty window is closed for the rest of the turn.

IMPULSIVE –When a Token with an Impulsive Talent is declared as the Active Token, the Impulsive effect **resolves immediately and automatically**. If the effect has a Command Cost, that cost must be paid and the effect resolves in full **before any other Actions are taken**. Impulsive effects are **not optional once the Token is Activated**.

INFLECT – Damage that is applied **without a Threat Check** and regardless of the defender's Threat, stance, or adjacency. Inflicted damage **cannot be Evaded or prevented** and **does not trigger Retaliation**. The defending token simply takes the damage.

OUST – A token that is Ousted is removed from the game. It does not go to the Cemetery, the Reserves, or the Battleground. It no longer exists and is gone from play unless otherwise stated.

RESTRICTED (Stance) – A Restricted Token is laid on its side. While Restricted, it cannot Move, Battle, Retaliate, Evade, or use its Token Talents, and is considered Idle. A Restricted Token may only attempt the WRIGGLE Action. If declared as the Active Token, WRIGGLE is the only action it may perform until it is no longer Restricted.

WRIGGLE (Impulsive, , up to 3 times per turn) – Roll to Evade.

1–3: STRUGGLE –The Token remains Restricted.

4–6: BREAK OUT –Stand the Token upright, set it to Fresh, complete the Evasion travel (travel 1–3), and it continues as the Active Token for this turn.

If all three attempts fail, the Token's Activation ends and it remains Restricted.

RESURRECT – Return a Token from the Cemetery to the Battleground or to the Reserves, as specified by the effect.

RETREAT – Remove a Token from the Battleground and place it into its controller's Reserves.

SPLURGE – A Talent with a Splurge cost may be augmented or improved by spending additional Commands immediately after the base Talent resolves.

STAGGER / STAGGERED – A Stagger Talent may not be commanded again on the following turn if it was issued this turn.

SURROUND / SURROUNDING – Refers to all Tokens orthogonally and diagonally adjacent to a space or Token.

TALENT ROLL – When instructed by a Token Talent, roll the Evasion Die to determine its outcome. Apply the result immediately as described by the Talent.

TRAVEL – A prescribed relocation of a token as the result of an effect, Talent, Power Surge, or Evasion. Travel is resolved as a single effect, not as individual Move actions, and never counts toward a Dash.



A cartoon illustration of a stone wall. On the left, there is a window with a black and white striped curtain and a green plant growing from the sill. In the foreground, a skull with a green arrow through its eye and a broken grey stone lie on the ground. On the right, a wooden door with metal bands and a handle is slightly ajar, revealing a lit candle and a purple object inside. A wooden staff with a red tip leans against the wall to the right of the door. The background is a dark orange-red sky.

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