TOTAL DRED - RÜLES

OVERVIEW

Total DRED is a 4-player Free For All where each player is trying to outlast or defeat their opponents by having their Hero be the last Hero on the Board. Use Resource Gatherers to collect Supply and Actions by keeping them on Power and Energy Nodes. Keep your economy steady by having a consistent income of Resources and your Pieces will be always ready for battle. Resource Gatherers cannot fight so make sure they are safe. Use Battle Pieces and your Hero to capture and defeat opposing Pieces with chess-like combat. Use your Hero to spawn more Pieces and keep your hopes for victory alive. Remember, lose your Hero, you lose the game and all of your Pieces are removed from the Board. Fight for control over the resource rich Proximia Galel Solar System and save your race from extinction!

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BOARD AND TILES (See Board for Tile Key)

Blank Tiles: No effect

Starting Zones: Each player starts on one.

Power/Supply Node Tiles: Put Resource Gatherers here to gain more Supply.

Energy/Action Node Tiles: Put Resource Gatherers here to gain extra Actions next turn.

Blockage Tiles: Pieces cannot pass these.

STARTING THE GAME

Each player picks a Hero to represent them

Everyone starts with a Hero, 2 Resource Gatherers, and an additional 10 Supply to create whatever starting Pieces they want.

All srarting Pieces start in the Starting Zone and can move out onto the Board from there. The Starting Zone can hold all starting Pieces at the same time. They are already spawned but do not automatically move onto the Board. They must be moved out by using Actions. Your Pieces cannot re-enter Starting Zones once you move them out of them.

You must move your Hero out of the Starting Zone within 3 turns. You can move out your Pieces on whatever Tiles are touching your Starting Zone.

Starting Zone

Starting Zone Exits

Any time after the start, Pieces are spawned on tiles adjacent to the Hero as long as there is no other Piece or Blockage Tiles occupying it. You no longer spawn Pieces in the Starting Zone.

Choose which player to go first then progress counter-clockwise.

STACKS - PIECES - BATTLING - SPAWNING
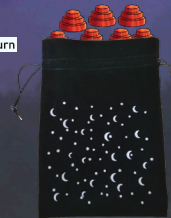
Stacks

Stacks make up Battle Pieces.

When spawning a Battle Piece, use the appopriate amount of Stacks to represent said Battle Piece

1 Stack
1 Supply

2 Supply Gained for Turn

1 Stack is equal to 1 Supply. When you gain Supply in the begining of your turn, you take a Stack or Resource Gatherer(also worh 1 Supply) and put it in your Supply Bank. (See Resource Page for more information on Supply)

2 Stacks added to Supply Bank

Stacks are gained by occupying Power Nodes with your Resource Gatherers

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Pieces

Every Piece(Except Resource Gatherer) is able to battle and take other Pieces regardless of its' Supply value. Once Pieces are spawned, they cannot be altered.

Resource Gatherer

Not made up of Stacks. Resource Gatherers are worth 1 Supply and are individual Pieces

Can move maximum 2 spaces per Action in any direction

When on a Power or Energy Node, they do not give the corresponding Resource to the player immediately. You collect your Resources your next turn if they still occupy that Node.

Maximum Resource Gatherers on the Board for each player at a given time is 5. Can use stored Supply in Supply Bank to spawn more when you do not have 5.

Battle Pieces

Battle Piece 1
1 Stack

Made up of 1 Stack costing 1 Supply to spawn.
Can be used to attack/take other Pieces
Can move maximum 3 spaces in 1 direction.

Battle Piece 2
2 Stacks

Made up of 2 Stacks costing 2 Supply to spawn.
Can be used to attack/take other Pieces
Can move maximum 5 spaces in 1 direction.

Battle Piece 3
3 Stacks

Made up of 3 Stacks costing 3 Supply to spawn.
Can be used to attack/take other Pieces
Can move maximum 4 spaces in any direction.

Heroes

Each player only has 1 Hero. If it is taken/attacked, that player loses the game and takes all other Pieces off the Board (Hiding their face in shame after). They do not cost Supply & are present until taken.

Can move multiple times costing 1 Action per Tile. They are the only Piece that can move more than once per turn.

Starts in Starting Zone.

Can be used to attack/take other Pieces. Heroes can also be used to spawn Pieces once per turn.

Must be moved out of the Starting Zone within 3 turns.

Battling

Battling and fighting in Total DRED is very simular to chess in terms of taking opponent's Pieces. When your Hero or Battle Piece lands on a Tile that is already occupied by an opponent's Piece, that Piece is removed from the Board and the movement your Battle or Hero Piece is haulted. Resource Gatherers are the only Piece that cannot attack other Pieces but can still be attacked.

When a player loses a Piece on the Board, that player's active Supply on the Board goes down, freeing up more spawning. The player who lost the Piece takes them back and puts them in their bag.

Spawning Pieces

Spawning lets you take the Stacks or Resource Gatherers in your Supply Bank and put them onto the Board. You must have the correct amount of Stacks to spawn the different Battle Pieces available to the you. Pieces are removed from the Supply Bank only by spawning them onto the Board. When you lose a Piece, that Pieces goes back in the bag, not the Supply Bank.
ONLY 1 PIECE CAN BE SPAWNED PER PLAYER PER TURN
CANNOT SPAWN PIECES ONTO THE BOARD IF YOU ALREADY HAVE 18 SUPPLY ON THE BOARD

Heroes are used to spawn Pieces from the Supply Bank. You can spawn a Piece at the cost of 1 Action. You must spawn that Piece on an unoccupied Tile adjacent to your Hero. Cannot spawn on Blockage Tiles.

Can Spawn

Cannot Spawn

In the top example, a player takes 3 Stacks to spawn a Battle Piece 3

In the bottom example, a player takes 2 Stacks to create a Battle Piece 2
You also use this process to spawn Resource Gatherers.

Pieces can move the same turn they are spawned if you have the Actions to do so.

Supply Bank

Hero Piece -	0 Supply
Resource Gatherer -	1 Supply
Battle Piece 1 -	1 Supply 1 Stack
Battle Piece 2 -	2 Supply 2 Stacks
Battle Piece 3 -	3 Supply 3 Stacks

Supply Bank

Hero Piece -	0 Supply
Resource Gatherer -	1 Supply
Battle Piece 1 -	1 Supply 1 Stack
Battle Piece 2 -	2 Supply 2 Stacks
Battle Piece 3 -	3 Supply 3 Stacks

Supply

Supply is how much you can have on the Board at a time. Each Piece has their own Supply value. For each Stack and Resource Gatherer you own on the Board, it counts at as 1 active Supply.

YOU CANNOT HAVE MORE THAN 18 SUPPLY ACTIVE ON THE BOARD AT A TIME.

So if you have 2 Resource Gatherers and 1 Battle Piece 3 on the Board, you have 5 active Supply.

Supply is gained from the Power Nodes on the Board which give either +1 or +2 Supply per turn (Resource Gatherers must be on Nodes to claim a Resource). Gained Supply is kept in the Supply Bank.

Power Node
Gain 1 Supply

Super Power Node
Gain 2 Supply

In this example, the red player will gain 1 Supply their next turn and the yellow player will gain 2 Supply their next.

Not gained immediately when a Resource Gatherer is placed on one. Must wait until next turn after claiming to gather benefits.

Supply Bank

Hero Piece -	0 Supply
Resource Gatherer -	1 Supply
Battle Piece 1 -	1 Supply 1 Stack
Battle Piece 2 -	2 Supply 2 Stacks
Battle Piece 3 -	3 Supply 3 Stacks

In this example, the yellow player uses their 2 gained Supply to put 1 Stack and Resource Gatherer from their bag into their Supply Bank.

The red player uses their 1 gained Supply to put 1 Stack from their bag into their Supply Bank.

Everything in their Supply Bank is elegable to be spawned if they do not have their max Supply of 18 already on the Board.

Actions

Actions are how many Pieces you can manipulate each turn.

To spend Actions, you can move or spawn Pieces.

Each Piece (except the Hero) can only be moved once per turn. Players have 3 Actions per turn by default which is replenished each turn.

Actions are not consumed per Tile moved but by each Piece moved. If you stop a Piece before using the max Tiles it can go at a time, it still consumes the full Action.

MAXIMUM ACTIONS A PLAYER CAN HAVE AT A GIVEN TURN IS 6

Energy Node
1 Extra Action

Super Energy Node
2 Extra Actions

In this example, the red player will gain 2 extra Actions their next turn and the yellow player will gain only 1 extra Action their next turn.

Not gained immediately when a Resource Gatherer is placed on one. Must wait until next turn after claiming to gather benefits.

Turn Phases

Phase 1: Resource Collection
Count Power and Energy Nodes your Resource Gatherers occupy
Add the appropriate amount of Supply into your Supply Bank and give yourself the appropriate amount of extra Actions

Phase 2: Action Usage
Use your available actions to move or spawn Pieces
Can spawn max 1 Piece per turn
See "Movement" in rule book for more info on movement
Turn ends when all Actions are exhausted

GENERAL MOVEMENT RULES

Cannot move a Piece more than once per turn (Except the Hero). In this example, the "star Piece" does 2 movements one after the other.
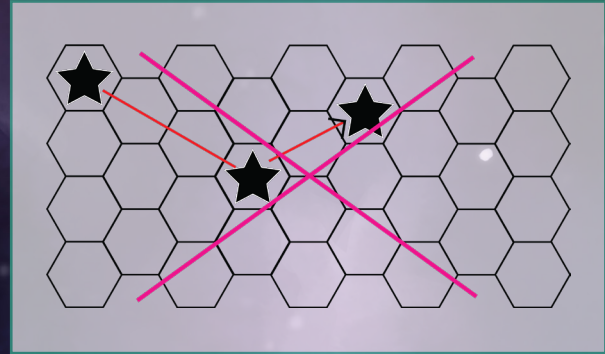
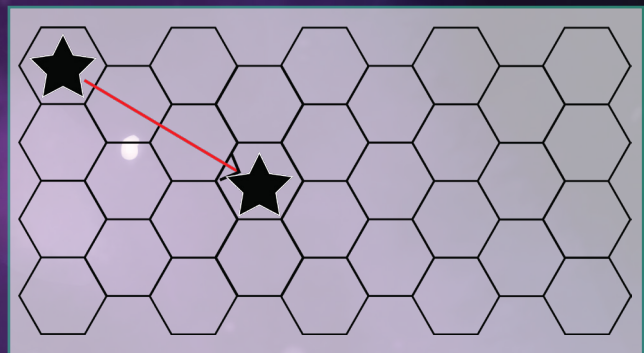Cannot "jump" over allied Pieces, you must move around them to bypass.

Cannot move a Piece further after it has taken/ attacked an enemy piece.

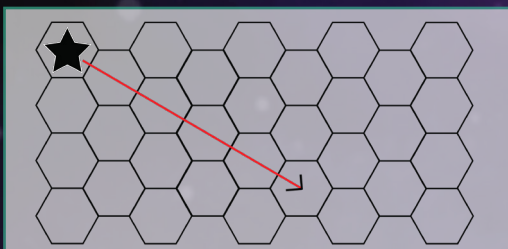Cannot move Pieces through Blockage tiles.
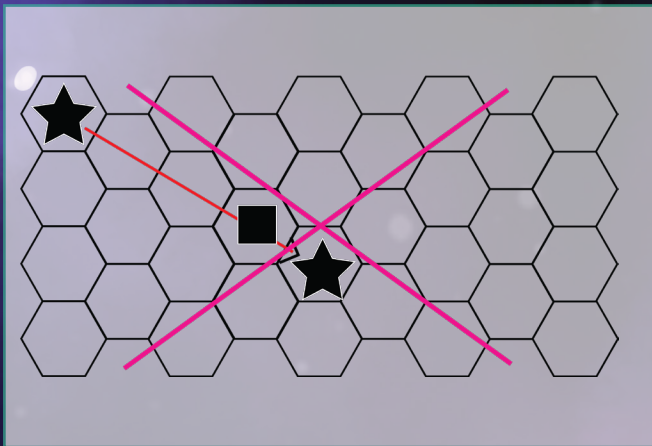
Can stop a Piece early but it will still cost the full Action.

In the example to the right, the "star Piece" can move max 5 spaces but only moves 3. Full Action is still used

One Direction Movement

One Direction movement means that Piece can only move in a straight line without skipping or going between tiles. Must have a set path.

Any Direction movement means it can turn as many times as it wants with no set path.

Any Direction Movement
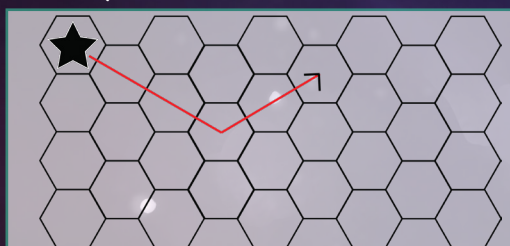
Pieces can move the same turn they are spawned as long as the player has the Actions to do so.