

Welcome to Milibarries!

The Most Intense and Complicated Board Game
Ever Conceived!

Rules to Start-

1. Select 12 Barries (figurines) from the Barry Glossary.
2. Place 6 on the Board. (Tip; 1 Block = 1 Range, so, unless your Barry has a unique ability you feel must be protected, place your Barry (Range) blocks away from the front line.)
3. After placing your Barries, put a Number Tile below each.
4. Now, just roll a die to see which Barry attacks/does stuff. (Refer to How to Attack for... well, how to attack.)
5. To win, knock out all enemy Barries, or push them past the line shown on the board.

Rules during Battle-

1. Barries can move up and down, but not side to side before attacking.
2. Turns go like this; restore health to/deal damage to status affected Barries, roll die for attacking, check battlefield/activate Trickery, actually attack, then switch turns.
3. When an enemy Barry is knocked out on your turn, roll again.
4. If an enemy Barry is knocked out on your opponent's turn (typically by status affect), you do NOT roll again.
5. If all enemy Barries on the front line are knocked out, move ALL of your Barries up one block. Repeat if there is still space.
6. If a Barry is knocked past/placed past the Fatigue Zone, they take 5 Damage every turn.

How to Attack

1. When you roll a Barry, check said Barry's Damage and Range.
2. On the damage sheet (paper with boxes, numbers, and abbreviations), find the attacked enemy's damage box (box found by looking at the enemy Barry's Number Tile, then corresponding that with the number found at the bottom middle of the damage boxes).
3. Mark how much damage was taken by subtracting the current Hit Points (HP) from the Maximum Hit Points (MaxHP), or by removing Armor if there is Armor.
4. After attacking, if the damage shown on the enemy Barry is more than its Hit Points, remove the Barry from battle (knock it out). Move up if necessary.
5. Now it is your opponent's turn!

Definitions-

HP- Health/Hit Points

D- Damage

+ - Heals/Restore HP To

R- Range

-> - Pierce (Also Damages Those Behind Attacked Barry)

⌘ - Continuous Damage (If Barry is Knocked Out and Another Barry is in Range, Other Barry Takes Damage Remaining from Attack)

() - Area Effect (Also Damages Those to the Side of Attacked Barry)

x - You Can Attack (Number After x) Times

KB- Knockback

More Definitions-

Burn (BRN)- Deal 5 Damage to Burnt Barry Every Turn

Freeze (FRZ)- When Frozen, Barry Can Not Attack Until Rolled

Poison (PSN)- Deal 5 Damage to Poisoned Barry Every Turn

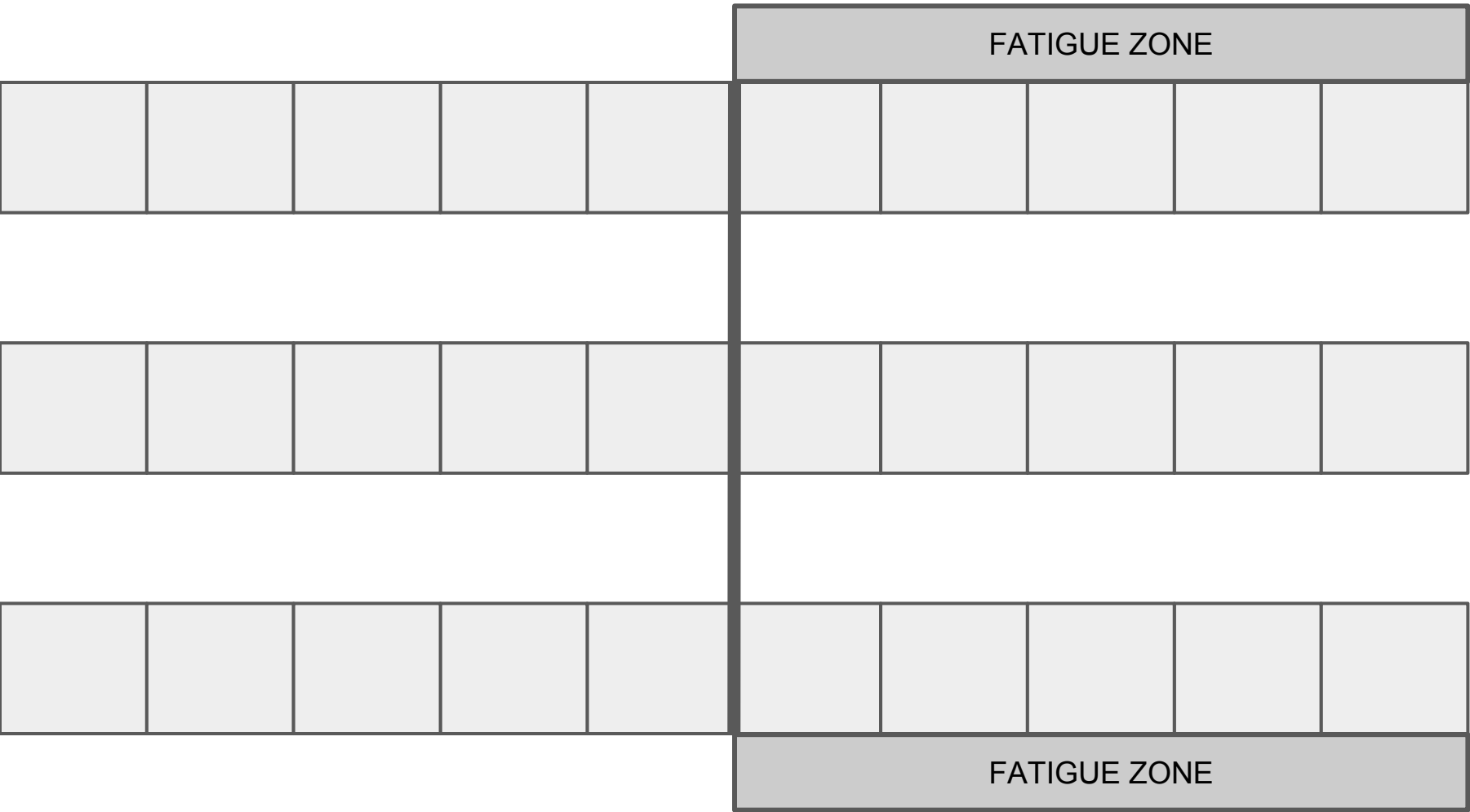
Camo (CMO)- Barry Can Not Be Attacked Until Rolled by its Owner

Resurrect- When a Barry is Knocked Out with Resurrect, the Last Barry that Died which Meets Criteria for Resurrection is Placed Into Battle

Infiltrate- Barry Can Be Placed # Blocks Over the Front Line; Can Not Infiltrate to Start a Game

First Strike- Barry Can Attack Immediately After Being Placed into Battle

MORE WILL BE ADDED ONCE MORE PEOPLE ENJOY THE GAME :D



















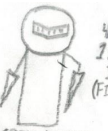

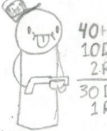


FATIGUE ZONE

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/ HP			ARMOR		/ HP			ARMOR		/ HP			ARMOR		/ HP			ARMOR	
BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD
BOD	CMO	B1	BST	C1	BOD	CMO	B2	BST	C1	BOD	CMO	B1	BST	C1	BOD	CMO	B2	BST	C1
/ HP			ARMOR		/ HP			ARMOR		/ HP			ARMOR		/ HP			ARMOR	
BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD
BOD	CMO	B3	BST	C1	BOD	CMO	B4	BST	C1	BOD	CMO	B3	BST	C1	BOD	CMO	B4	BST	C1
/ HP			ARMOR		/ HP			ARMOR		/ HP			ARMOR		/ HP			ARMOR	
BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD	BRN	FRZ	PSN	MOD	BLD
BOD	CMO	B5	BST	C1	BOD	CMO	B6	BST	C1	BOD	CMO	B5	BST	C1	BOD	CMO	B6	BST	C1

Available Barries- (Milibarries Origins)

 <p>30 HP 10 D 3R</p> <p>BASIC GUNNER</p>	 <p>30HP 10D×2 3R</p> <p>DUAL GUNNER</p>	 <p>80 HP 5D 1R</p> <p>SHIELD BARRIE</p>	 <p>30HP 10D→2 1R</p> <p>SWOOP BARRIE</p>	 <p>30 HP 15D 1R</p> <p>MEDIC</p>	 <p>30HP 15D→2 1R→2 15D 3R (CAMO)</p> <p>NINJA</p>
 <p>50HP 25D 3R</p> <p>HEAVY</p>	 <p>20HP 40D 5R</p> <p>SNIPER</p>	 <p>50HP 15D→3 1R</p> <p>LANCER</p>	 <p>30HP 25D(1/2) 2R</p> <p>BOMBER</p>	 <p>45HP 20D 3R 1KB</p> <p>CANNONEER</p>	 <p>50HP 10D 2R BURN</p> <p>PYRO</p>
 <p>50HP 30D 1R 1KB</p> <p>HAMMER BARRIE</p>	 <p>20HP 30D 2R (INFLUENCE 2) (CAMO) (IN 2) (SILENT) (IN 1) (ASSASSIN) (IN 1)</p> <p>SILENT ASSASSIN</p>	 <p>60HP 0D 2R (GAIN DAMAGE POWER FOR DAMAGE TAKEN) (MONK)</p> <p>SHADOW MONK (MONK)</p>	 <p>60HP 0D 0R (ON ROLL, RESTORE THIS BARRIE TO FULL HEALTH (ENERGY) (MONK)</p> <p>HOLY MONK (MONK)</p>	 <p>30HP 15D 1R (ON BACKOUT RESURRECT A BARRIE WITHOUT RESURRECT)</p> <p>DARK CULTIST</p>	 <p>40HP 10D→2 1R BURN</p> <p>FIREWORD BARRIE</p>
 <p>40 HP 15D×2 1R (FIRST STRIKE)</p> <p>SPEED BLADER</p>	 <p>30HP 10D 7R</p> <p>FARSHOT GUNNER</p>	 <p>40HP 10D(1/2) 2R 30D 1R</p> <p>SHOTGUNNER</p>			