

# Scenario Generation



- 1. Choose the type of game**
  - a. Kidz Confrontation - A conflict between equal Splatball forces.
  - b. Let's get 'em - One Splatball force is using its numerical advantage to attack another.
  - c. It's only us Kidz - One Splatball force is defending an objective with a numerical disadvantage.
  
- 2. Choose the size of the game**
  - a. Clash - small conflict of 3-5 units per side
  - b. Skirmish - larger conflict of 6-10 units per side
  - c. Confrontation - Larger conflict of 11-15 units per side
  - d. War - Largest conflict with 16-19 units per side
  
- 3. Choose the objectives**
  - a. Each side can have up to 3 Objective Markers for their opponent to capture.
  - b. In a "Let's get 'em " game, the Attacker can only have one Objective Marker.
  - c. In a "It's only us Kidz" game, the Attacker cannot have any Objective Markers.
  - d. You gain an extra Command card for each Objective Marker you place.
  - e. Objective Markers should be placed in the second row of squares from their backline.
  - f. You may move an Objective Marker to the back row by reducing your unit total by one.
  - g. You may move an Objective Marker forward and gain an extra unit.
  - h. You may move an Objective Marker forward two rows and gain two extra units.
  
- 4. Choose the Splatball Forces**
  - a. The number of units on each side depends on the size and the type of game.
  - b. In a "Kidz Confrontation" game both sides start with the same number of units and then make adjustments for Objective Marker placements.
  - c. In a "Let's get 'em " game, the Defender starts with a number of units equal to 75% of the attacking Player's total (Rounding up) and then makes adjustments for Objective Marker placements.
  - d. In a "It's only us Kidz" game, the Defender starts with a number of units equal to 50% of the attacking Players total (Rounding up) and then makes adjustments for Objective Marker placements.
  - e. When choosing units, you must have 3 Frontline units before you can take a Support unit.
  
- 5. Choose the Number of command Cards per side**
  - a. Both Players start with an equal number of Cards (usually 2) in a "Kidz Confrontation" game.
  - b. The Attacker starts with 4 Cards and the Defender with 2 Cards in a "Let's get 'em" game.
  - c. The Attacker starts with 5 Cards and the Defender with 3 Cards in an "It's only us Kidz" game.
  - d. Make adjustments to the number of Cards due to the number of Objective Markers.
  
- 6. Placing Scenery on the game board**
  - a. You may place scenery on the board using the following rules:
  - b. A piece of scenery must be placed on an Objective Marker and no other scenery can be adjacent to the Objective Marker except for roads, houses and picket fences.
  - c. In an "It's only us Kidz" game, you may place up to two additional pieces of scenery adjacent to the Objective Marker, and now, no other scenery can be within 2 squares of the Objective Marker except for roads, houses and picket fences.
  - d. The rest of the scenery can be placed as you wish, providing it doesn't break the previous rules.
  
- 7. Placing Units on the game Board**
  - a. Each Player may place one unit in the fourth row from there back line.
  - b. Each Player may place two units in the third row from their back line.
  - c. A Defender in a "Let's get 'em " game may place one unit on or adjacent to each Objective Marker
  - d. A Defender in an "It's only us Kidz" game may place one unit on and one unit adjacent to each Objective Marker.
  - e. The rest of the units must be placed in the first or second row from their back line.

These rules will hopefully allow you to create some fun Splatball games when you have played all the preset scenarios. However, do not be afraid to experiment with the rules and make your own changes (so long as both players agree to them!) The important thing is to have fun!!