

Pokémon: Battle Grid - Quick Reference Sheet

Game Setup

- **Board:** 5 rows, 3 spaces per row.
- **Deck:** 15 Pokémon cards (max 2 copies per card).
- **Tokens:** Used to track influence on board spaces.
- **First Turn:** Flip a coin to determine who plays first.

Influence Tokens & Placement Costs

Pokémon Stage	Spaces Influenced	Tokens Required to Place
Basic Pokémon	Choose 2 spaces to place 1 Token each	Free in starting row (only on first turn); Otherwise, requires 1 Token in space
Stage 1 Pokémon	Choose 3 spaces to place 1 Token each	Requires 2 Tokens in the space to be placed
Stage 2 Pokémon	Choose 4 spaces to place 1 Token each	Requires 3 Tokens in the space to be placed
EX/V/GX Pokémon	Choose 5 spaces to place 1 Token each + Special Effect	Requires 4 Tokens in the space to be placed

Directional Influence System

Pokémon Type	Influence Directions (Which Spaces It Affects)
Basic Pokémon	Forward and Sides (↑ ← →)
Stage 1 Pokémon	All Adjacent Spaces (↑ ↓ ← →)
Stage 2 Pokémon	All Adjacent + Diagonal (↑ ↓ ← → ↖ ↗ ↘ ↙)
EX/V/GX Pokémon	All Adjacent + Diagonal, Plus Special Effect

Influence Takeover - Removing Opponent Tokens

Pokémon Stage	Opponent Tokens Removed
Basic Pokémon	Removes 1 Token
Stage 1 Pokémon	Removes 2 Tokens
Stage 2 Pokémon	Removes 3 Tokens
EX/V/GX Pokémon	Removes 4 Tokens

If a space's opponent tokens reach **zero**, any extra removal converts into **placing the attacker's own tokens**.