New game project.

**Intro:**

Game board have 14\*18=252 squares.

One dice.

6 characters of figures (characters heroes).

6 characters of hide objects (later object).

104 equipment cards.

100 damage marks from 0-9 10 of each.

First stage preparing to the game:

Every player get an limited amount of money 20000gold coins to buy ammunitions for your and a spawn place 3\*3 square. You can decide on you own who how to spend this money on your squad. At the beginning both players get 52 cards with melee, range weapons, horses, and armor. After that both players roll a dice to determine whose team has first term to move.

**Games process:**

After opponent determine the set up and put their stealth objects on board game starts. Players get turns one after another to make actions by every character or object. Game end when one player has all his character’s dead.

Moving on board costs 1 movement in 4 up/down/left/right directions and 1.5 in diagonal.

**Characters and objects:**

Every character has actual 10 health, 2-3-4 hand damage and 6 movements which can be used before strike or after but only once.

Every character have 4 spaces for weapon 3 spaces for armor (leg, body, head) and slot for horse.

Range of seeing is set to be 10 direct spaces from 1 character to another. While you get in range of seeing of opponent object both of you must take this object away and put appropriate character and show all inventory of them to your opponent. You can`t see throw the walls and may not show up your character. If at the end of the turn no one of opponent character sees your character you can place and object instead.

**Attack declaration:**

For simple mille attack for non-horsed, non-shield face to face enemy following roles must be hold:

Range on the weapon must allow you to reach enemy, where 0-100 1 square/1diagonal, 101-200 2 square/one diagonal, 200++ 3square/2diagonal. Player whose turn is throws dice and then enemy throw dice (sword mod applied in this moment). You calculate power: (Attacker throw-Defender throw) and compare to the table.

|  |  |
| --- | --- |
| Result | Attacker |
| 5 | Powerful strike |
| 4 | Powerful strike |
| 3 | Medium strike |
| 2 | Medium strike |
| 1 | Weak strike |
| 0 | Weak strike |
| -1 | weak-2 to damage |
| -2 | weak-4 to damage |
| -3+ | Parry(no strike) |

Then if strike is made attacker throw the part of body which hit goes.

|  |  |  |
| --- | --- | --- |
| Throw: | Body part: | Damage: |
| 1 | Miss | No damage |
| 2 | leg | -2 damage |
| 3 | hand | -1 damage |
| 4 | body | Initial damage |
| 5 | stomach | +1 damage |
| 6 | head | +4 damage |

After all of that you decrement total damage value by number on armor of character.

If character gets 10 damage total he dies and remove from game with all ammunition on him.

For range weapons like bows or crossbows:

Character should be seen and in range of shot. You throw dice ones and apply second table only to find final damage.

For shield attack, back hits, throwing weapons you use X-Y-Z strike, where

X - weak strike (1-2-3 on dice)/Y- medium strike (4-5 on dice)/Z- powerful strike (6 on dice). Then you apply second table to find final damage if it is not shield.

**Shields:**

Round shield can prevents attack from front direction only from any angle of front side. It also not covers legs. Than if player throw dice and get 2 then the person with shield get full damage in legs, this rule works for bows, crossbows and throwing weapons.

Square shield cover whole person from damage and also prevent shots sides but not from back. Also a person who carry square shield get -1 to movement while carry it in the hand. Can’t be used on horse.

All shields also prevent person standing on your back to be chosen as a target for shot from same directions as blocker direction.

**Range weapons:**

Short bows and Throwing weapons

Can be used on horses and allow you to split your movement turn into two before shot and after shot.

Throwing weapons can be used as melee weapon with range decreased 5 times.

Long bows

You can’t use it on horse and you have only one turn to move.

Crossbow

Can`t be used on horse. For reloading cross bow you need to spend extra turn (it may be movement or attack turn otherwise you can`t make a shot next round.) Also crossbows have ability to breakshot X.

**Horses:**

If you buy a horse your movements become equal to which is on horse card. You also keep a penalty of -1/-2 in movement if you gear up a lot of armor. When an enemy declare any attack on horsemen it should throw dice if 1-2-3 then hits goes to horse. If 4-5-6 hits goes to character and then it can hit directly or go into shield. You can`t cover horse by shield and other can`t cover your horse by shield. If your horse dies you spend next your turn with no action (no move, no hit). After that you movements recalculated and become like a character movements. Damage to horse can be found 1-2-3 legs -2damage\ 4-5body normal damage\ 6 head +4damage.

**Armor**

Armor cover your body from damage in a way that any damage that goes into you get reduce by armor value which can be determine form the card. Helmet cover only head armor, vest covers hand, chest and stomach damage, boots covers leg damage. Horses have same amount of reduction for all parts as shown on horse card.

**Actions in enemy turn:**

While you pass the turn to your enemy you can`t make anything except 2 things:

1) You can rotate your character by any degree and put it how you want, you can do it even the enemy declare an attack or a movement (your rotation become high priority). Only one for each character per turn.

2) If you save your attack turn in your previous turn you can declare to attack in any time. If enemy declare to attack you, you can attack him back and order of attack will be determine by range of you and your enemy weapon. If it is same then both player throw dice and choose who hits first.

**Glossary:**

Breakshot X – weapon can deal a damage even it covered by shield. It will get X damage and calculated directly as a normal hit of weapon type. Shield gets full damage + person get X damage.

Piercing damage – pike, spears, and lance can create double damage to horses and horseman if they make movements forward to the person with one of this type of weapons.

Can`t be used on horse – you can`t equip and use this equipment on horse but you can carry it in slots.

Defence rate X – person get +X on dice when defencing.

Damage to the shield X – make additional damage to shields +X to normal damage.

Mayhem – a person or horse get -1 movement till the end of game, can stack.