

All Out Assault

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Goal of the Game

Defeat both opponent pawns by lowering their starting HP to 0.

Setup Rules

Place the custom game board. Players will place both of their pawns on the corner start tiles. Players will need 1D6. Each player needs something to write/track stats. **Without showing** their opponent, each player gives each pawn 6 stats. Each stat is given a number 1-6. Each number can only be used once. Each pawn then starts with 12 health.

- **Stats:** Strength, Stealth, Honor, Agility, Bloodlust, Discipline

Gameplay Rules

- Both players roll 1D6. Whoever rolls the higher number goes first.
- Player 1 chooses which pawn moves first, rolls a 1D6, then moves any number of spaces less than or equal to the number rolled. Player 1 then repeats this process for their second pawn.
- **Can't move diagonally, jump other pawns, or use the same tile twice in 1 turn.**
- Player 2 then takes their turn. **(Players can attack and modify in the same turn).**
- **Red Stat Swap** tile: Roll 1D6 and swap one of the pawn's stats with the number rolled.
- **Blue Stat Swap** tile: Roll 1D6, subtract 1 from the number rolled, and swap one of the opponent's pawn's stats with that number.
- **Injury** tile: If pawn's Agility, Honor, or Stealth are 2 or less, Opponent chooses player pawn's stat and subtracts 1 from it. **(Player pawn can't move next turn)**
- **Training** tile: If pawn's Strength, Bloodlust, or Discipline are 5 or more, choose pawn stat, increase pawn stat by 1. **(can't move next turn)**
- **Meditation** tile: Player rolls 2D6, divide the roll by 3, then add the number to that pawn's health. **(Each meditation tile is usable once per pawn, per game)**
 - **Pawns can't use the same modifier 2 turns in a row.**
- If a pawn shares a border with an opponent's pawn after they've moved they may attack.
- **Attacking:** Player chooses 1 of their pawn's stats to compare with the opponent's pawn **(can't use the same pawn's stat 2 turns in a row).**
- Stat is higher: Player rolls 1D6 and subtracts the number from the defender's health.
- Stat is lower: Opponent rolls 1D6, adds 2 to the number rolled and subtracts the number from the attacker's health.
- Stats are tied: **Defending** player chooses another statistic to compare until one player is successful.

End Condition Rules

The game ends when one player knocks both of the opposing player's pawns down to 0 health.

