

# 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.

