"Ditch"

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Goal of the Game

The Goal of Ditch is to use strategy and maneuvering to eliminate all of your opponents pawns.

Setup Rules

- Each player rolls 1D6, the player with the highest roll determines who deploys the first pawn.
- Players take turns to deploy pawns onto their colored side of the game board.
- Each player has 6 pawns. (2xArchers 2xSkirmishers and 2xSoldiers)
- Once all troops are deployed the player who was chosen to deploy first may then choose who takes the first turn.

Gameplay Rules

- On a player's turn they can choose to do two of the following actions. **Note:** You can choose to do the same action more than once, even with the same pawn.
Move: A player selects a pawn to move and moves it 1D6 squares in any direction. You do not have to move the full amount on the die.
Attack: A player selects an adjacent opposing pawn and declares an attack on that pawn.
How to Attack: Once an attack is declared both players role 1d6 to determine the outcome with the following modifiers. The player who loses removes their pawn from the board. If the result is a tie, both players keep their pawns on the board.
(Archer adds +2 to die results against Skirmishers. **Note:** Archers may attack pawns at a distance of one tile away, rather than only adjacent pawns. If attacking in this way the archer can only be removed by another archer.)
(Skirmisher adds +2 to die result against Soldiers. **Note:** Skirmishers may add +1 to movement rolls.)
(Soldier adds +2 to die result against Archers. **Note:** When a friendly pawn adjacent to a Soldier is targeted by an attack, you may have the soldier become the target instead, even if the soldier is not adjacent to the attacker.)
Reinforce: Twice during the course of the game a player may take the "Reinforce" action to return an eliminated pawn to the field anywhere in their deployment zone.
Block: Twice during the course of the game a player may place one of their black blocking tokens onto a green hex. That hex is now out of play and can't be landed on by any pawn.

End Condition Rules

The game is over when one player no longer has any pawns or any reinforcements.