

RULE BOOK

ROUGH -AND- TUMBLE



ROUGH-AND-TUMBLE IS A CHESS GAME IN WHICH THE AIM IS TO ELIMINATE THE OPPONENT'S PAWNS UNTIL A PREDETERMINED GOAL IS REACHED.

MAP AND GAME MODE:

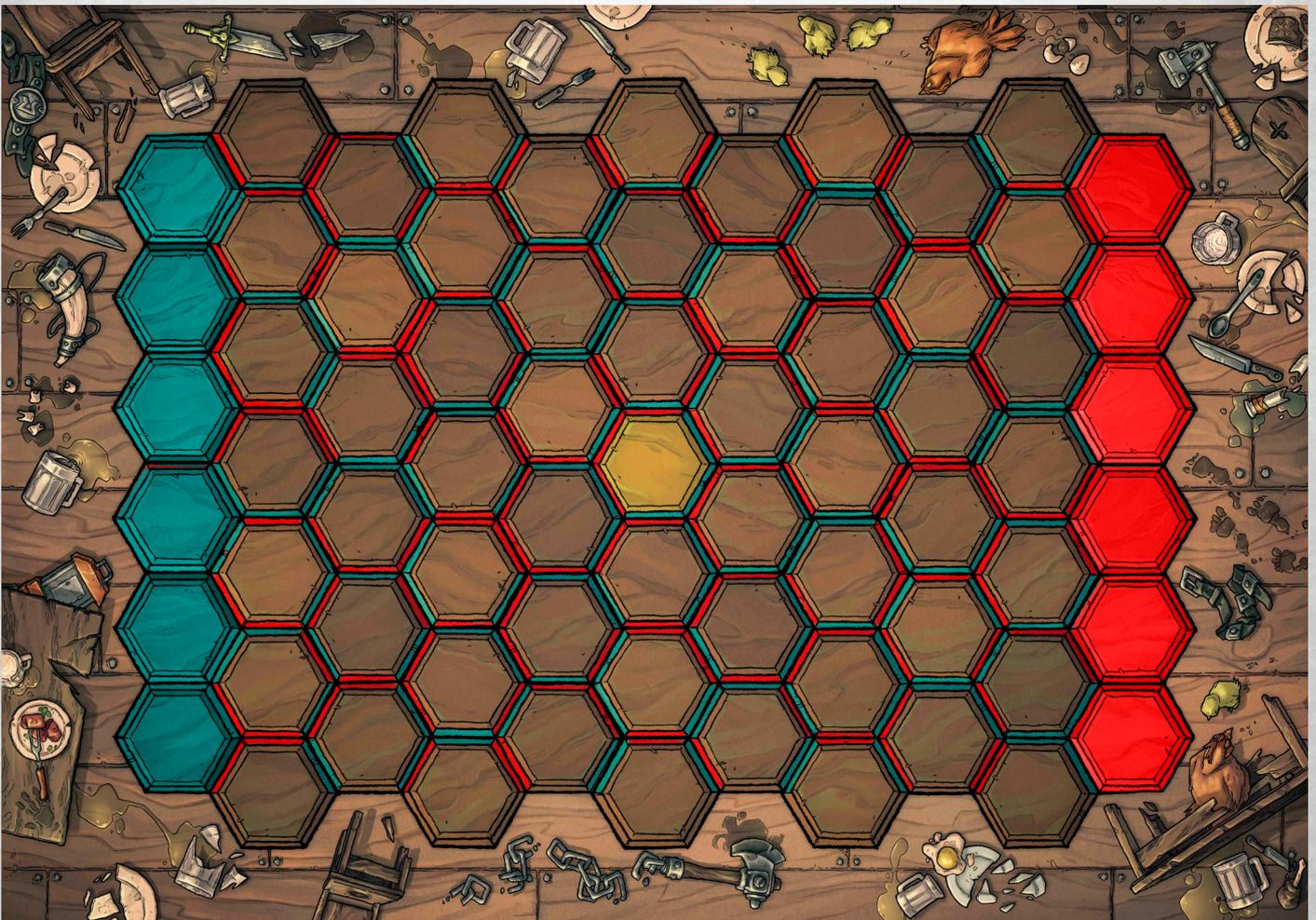
THE MAP IS MADE UP OF HEXAGONS WHICH HAVE ON THEIR PERIMETER SOME SIDES COLORED IN RED AND BLUE.

START OF THE GAME:

AT THE BEGINNING OF THE GAME, EACH PLAYER ROLLS A DIE TO DETERMINE WHO WILL START THE GAME.

BUT THAT'S NOT ALL, WHOEVER WINS THE DICE ROLL GETS TO DECIDE WHICH COLOR TO PLAY ON: RED OR BLUE.

THE PLAYER WHO MISSED THE SHOT MUST PLACE HIS PAWNS ON THE PLAYING FIELD FIRST, IN ANY ORDER HE LIKES IN THE DEPLOYMENT ZONE (BOTTOM OF THE BOARD). AFTER THAT, THE OTHER PLAYER WILL DO THE SAME.



ACTION POINTS:

EACH PLAYER HAS 3 ACTION POINTS PER TURN, WHICH CAN BE DISTRIBUTED OVER ANY NUMBER OF CHECKERS (YOU CAN USE 3 ACTION POINTS ON THE SAME CHECKER OR 1 ACTION POINT ON 3 CHECKERS FOR EXAMPLE).

WHAT YOU CAN DO WITH AN ACTION POINT:

- MOVE FROM ONE SQUARE TO ANOTHER.
- ACTIVATE A TOKEN'S SPECIAL ABILITY (ONLY ONCE PER TURN PER PAWN)
- EAT AN OPPONENT'S TOKEN.

MOVEMENT:

THE UNIQUE FEATURE OF THE GAME IS THAT IT HAS LIMITATIONS ON THE MOVEMENT OF THE CHECKERS.

EACH PAWN CAN ONLY MOVE THROUGH THE DIRECTIONS INDICATED BY THE HEXAGON IT IS OCCUPYING, RESPECTING THE COLOR OF ITS TEAM.

FOR EXAMPLE, A PAWN OF THE RED TEAM CAN ONLY MOVE IN THE DIRECTION ALLOWED BY THE RED SIDES (OF THE SQUARE IT OCCUPIES).

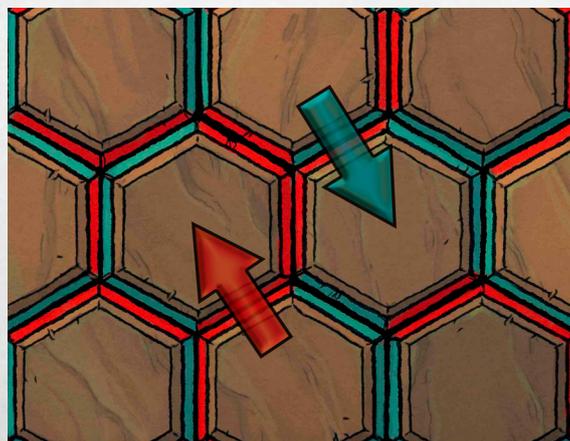
THERE ARE SOME EXCEPTIONS DUE TO SPECIAL ABILITIES.

THE RULE IS ALSO VALID FOR EATING AN OPPONENT.

EATING THE ENEMY CHESS:

IN ORDER TO "EAT" THE OPPONENT'S PAWN AND THUS ELIMINATE IT FROM THE GAME, IT IS NECESSARY TO REACH AND OCCUPY THE SQUARE OCCUPIED BY THE OPPONENT'S PAWN.

THERE ARE SOME EXCEPTIONS THAT WE WILL SEE LATER.



CHARACTERS:

SOME CHARACTERS POSSESS SPECIAL POWERS THAT CAN BE ACTIVATED ONCE PER TURN AND CAN BREAK THE NORMAL RULES OF THE GAME.

DWARVES



GUNNER:

THE GUNNER CAN'T EAT IN THE USUAL WAY, BY REACHING THE ENEMY'S LOCATION, BUT HAVE TO USE AN ACTION POINT TO SHOOT TWO BOXES AWAY WITHOUT MOVING. HE WILL BE ABLE TO DO IT ONLY IN THE DIRECTION THE SIDE OF THE BOX HE IS OCCUPYING, THAT ARE OF HIS OWN TEAM COLOR.



MAGE:

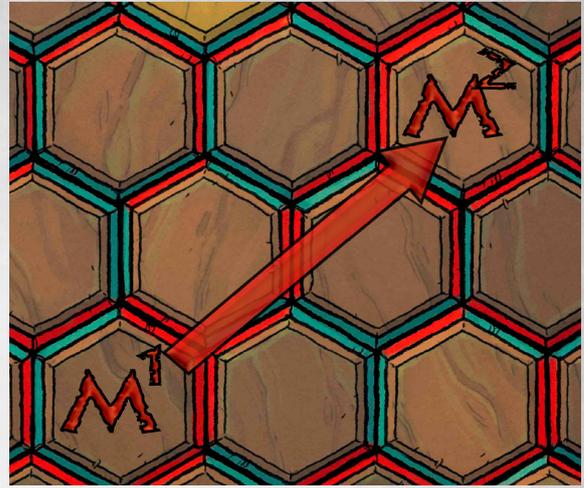
THE MAGE CAN (ONLY ONCE PER TURN, AS ALL THE SKILLS) DESTROY A BARRIER, AND PASS BY AN ENEMY COLOR BOX SIDE, HE CAN ALSO EAT A CHESS IN THIS WAY.



MINER:

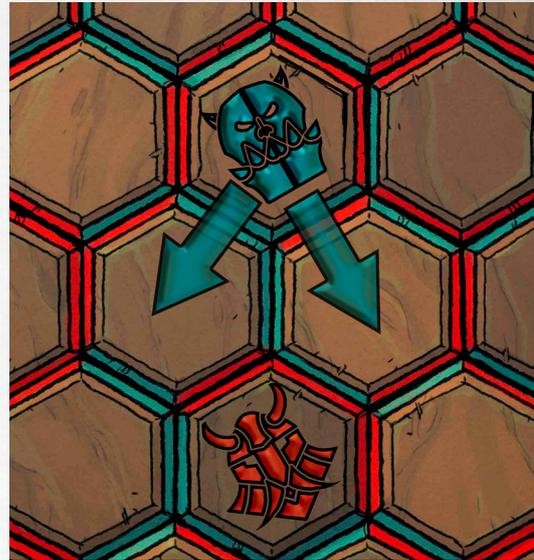
THE MINER CAN USE AN ACTION POINT TO LEAVE A "GATEWAY" MARKER ON HIS BOX HE CAN DEPOSIT TWO MARKERS IN THE FIELD.

THIS MARKERS CAN BE USED AS PASSAGES BY ALL ALLIED PAWNS, BY SPENDING AN ACTION POINT, ANY ALLIED CHESS CAN MOVE FROM A MARKER TO THE OTHER.



DWARF GIRL:

BY SPENDING AN ACTION POINT, THE DWARF GIRL CAN ATTRACT AN ENEMY CHESS FROM TWO BOXES AWAY: THE ENEMY CHESS WILL BE MOVED BY THE DWARF GIRL OWNER'S FREE WILL, BUT HE HAVE TO KEEP THE ENEMY COLOR MOVEMENT RULE (IF THE DWARF IS RED SIDED, YOU HAVE TO MOVE PASSING BY THE BLUE BOX SIDE AND VICEVERSA)



WARRIOR:

WARRIORS DON'T HAVE ANY SKILL.

ORCS



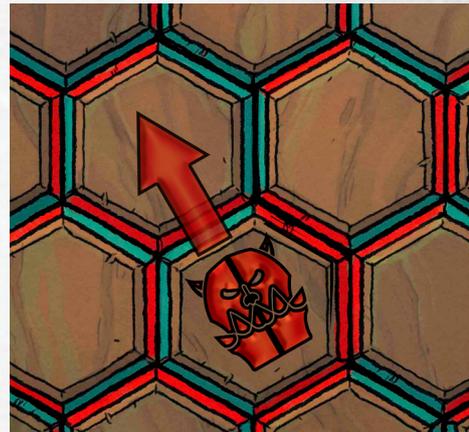
JUMPER:

THE JUMPER CAN EAT IN THE USUAL WAY, BY REACHING THE ENEMY BOX, BUT HE CAN ALSO JUMP TWO BOXES AWAY FROM HIS POSITION (CAN ONLY BE USED TO EAT THE ENEMY CHESS) SPENDING AN ACTION POINT IN THE PROCESS. (SKILLS CAN BE USED ONLY ONCE PER TURN)
HE CAN USE HIS SKILL ONLY IN THE DIRECTION OF HIS TEAM COLOR BOX SIDE.



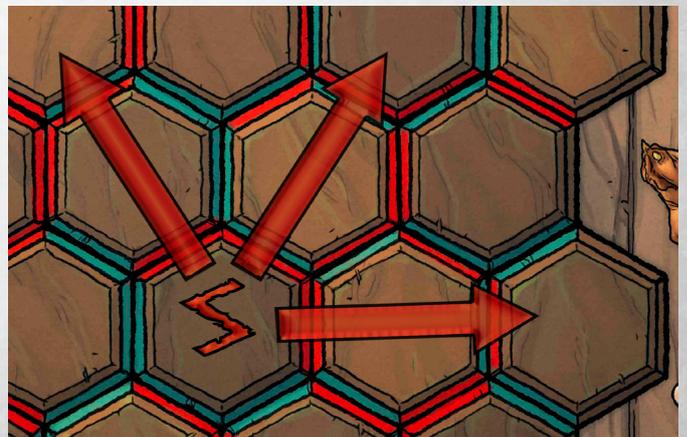
SHAMAN:

THE SHAMAN CAN (ONLY ONCE PER TURN, AS ALL THE SKILLS) DESTROY A BARRIER, AND PASS BY AN ENEMY COLOR BOX SIDE, HE CAN ALSO EAT A CHESS IN THIS WAY.



TANK:

THE TANK HAVE 3 SLINGSHOT MARKERS THAT CAN BE POSITIONED ON THE FIELD: THE MARKERS HAVE TO BE POSITIONED ON THE OCCUPIED BOX, ANY CHESS CAN USE THIS MARKER BY USING AN ACTION POINT (YOU HAVE TO BE ON THE MARKER'S BOX TO USE IT) TO BE THROWN TWO BOXES AWAY, KEEPING THE COLOR RULE: A CHESS CAN BE EATEN IN THIS WAY.



BARD:

BY SPENDING AN ACTION POINT, THE BARD CAN ATTRACT AN ENEMY CHESS FROM TWO BOXES AWAY, THE ENEMY CHESS WILL BE MOVED BY THE BARD OWNER'S FREE WILL, BUT HE HAVE TO KEEP HIS OWN COLOR MOVEMENT RULE (IF THE BARD IS RED SIDED, YOU HAVE TO MOVE PASSING BY THE RED BOX SIDE AND VICEVERSA).



WARRIOR:

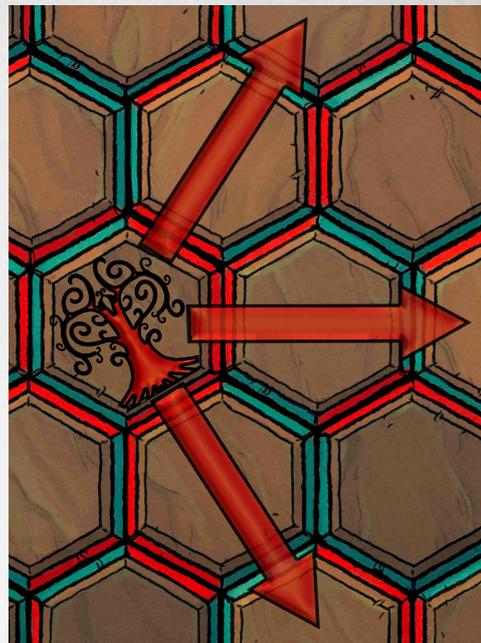
WARRIORS DON'T HAVE ANY SKILL.

HIGH ELF



DRAGON TRAINER:

THE DRAGON TRAINERR CAN EAT IN THE USUAL WAY, BY REACHING THE ENEMY BOX, BUT HE CAN ALSO FLY TWO BOXES AWAY FROM HIS POSITION (CAN ONLY BE USED TO EAT THE ENEMY CHESS) SPENDING AN ACTION POINT IN THE PROCESS. (SKILLS CAN BE USED ONLY ONCE PER TURN) HE CAN USE HIS SKILL ONLY IN THE DIRECTION OF HIS TEAM COLOR BOX SIDE



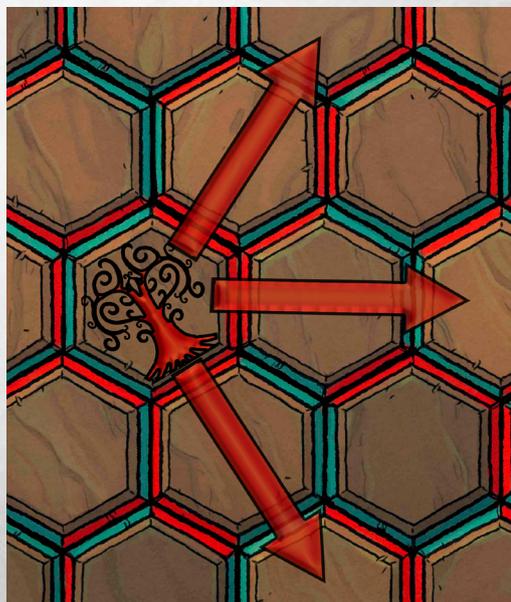
LORD:

THE LORD CAN (ONLY ONCE PER TURN, AS ALL THE SKILLS) DESTROY A BARRIER, AND PASS BY AN ENEMY COLOR BOX SIDE, HE CAN ALSO EAT A CHESS IN THIS WAY.



ARCHER:

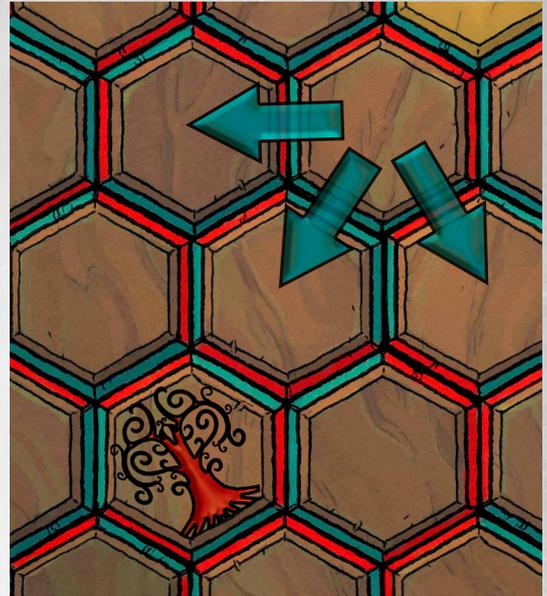
THE ARCHERCAN'T EAT IN THE USUAL WAY, BY REACHING THE ENEMY'S LOCATION, BUT HAVE TO USE AN ACTION POINT TO SHOOT TWO BOXES AWAY WITHOUT MOVING. HE WILL BE ABLE TO DO IT ONLY IN THE DIRECTION THE SIDE OF THE BOX HE IS OCCUPYING, THAT ARE OF HIS OWN TEAM COLOR.



ARCHER:

THE ARCHER CAN'T EAT IN THE USUAL WAY, BY REACHING THE ENEMY'S LOCATION, BUT HAVE TO USE AN ACTION POINT TO SHOOT TWO BOXES AWAY WITHOUT MOVING.

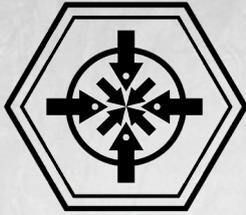
HE WILL BE ABLE TO DO IT ONLY IN THE DIRECTION THE SIDE OF THE BOX HE IS OCCUPYING, THAT ARE OF HIS OWN TEAM COLOR.



SOLDIER:

WARRIORS DON'T HAVE ANY SKILL.

CHAOS



SUCCUBUS:

BY SPENDING AN ACTION POINT, THE SUCCUBUS CAN ATTRACT AN ENEMY CHESS FROM TWO BOXES AWAY: THE ENEMY CHESS WILL BE MOVED BY THE BANSHEE GIRL OWNER'S FREE WILL, BUT HE HAS TO KEEP THE ENEMY COLOR MOVEMENT RULE (IF THE BANSHEE IS RED SIDED, YOU HAVE TO MOVE PASSING BY THE BLUE BOX SIDE AND VICEVERSA)



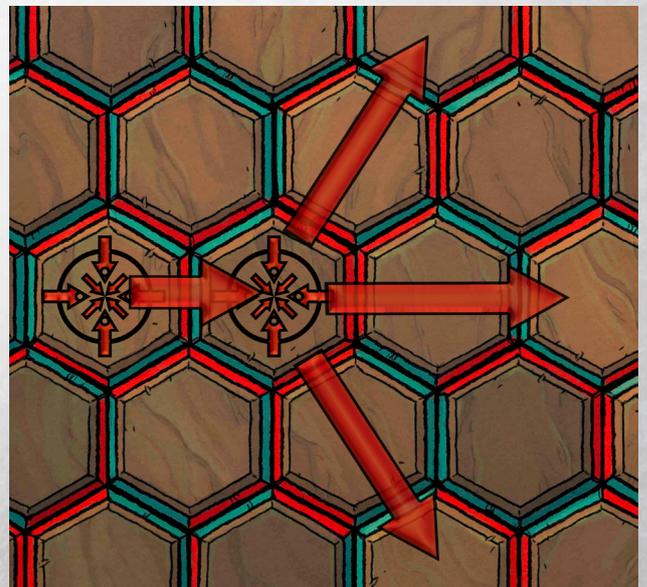
NECROMANCER:

THE NECROMANCER CAN (ONLY ONCE PER TURN, AS ALL THE SKILLS) DESTROY A BARRIER, AND PASS BY AN ENEMY COLOR BOX SIDE, HE CAN ALSO EAT A CHESS IN THIS WAY.

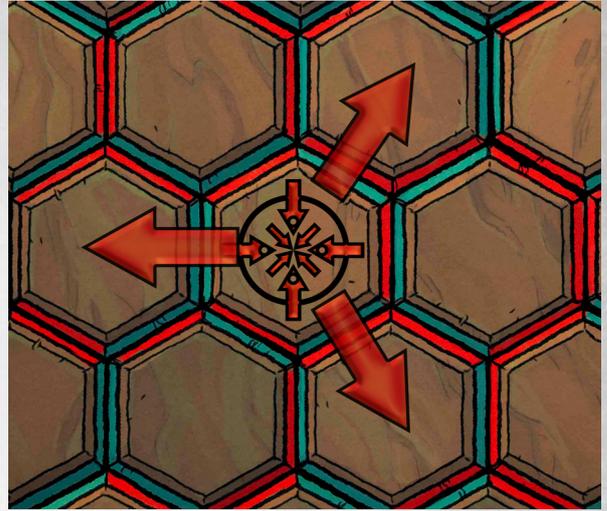


GOLEM:

THE GOLEM, CAN USE AN ACTION POINT TO CAST AN ALLY TO 2 SQUARES, THE ALLY MUST HAVE THE PASSAGE OF HIS COLOR ON THE STARTING SQUARE, TO BE LAUNCHED BY THE GOLEM IN THE DIRECTION OF HIS COLOR TO 2 SQUARES AWAY. YOU CAN NOT EAT THIS WAY



CHAOS WARRIOR:
THE CHAOS
WARRIOR ALWAYS MOVES ON THE
OPPOSING
COLOR



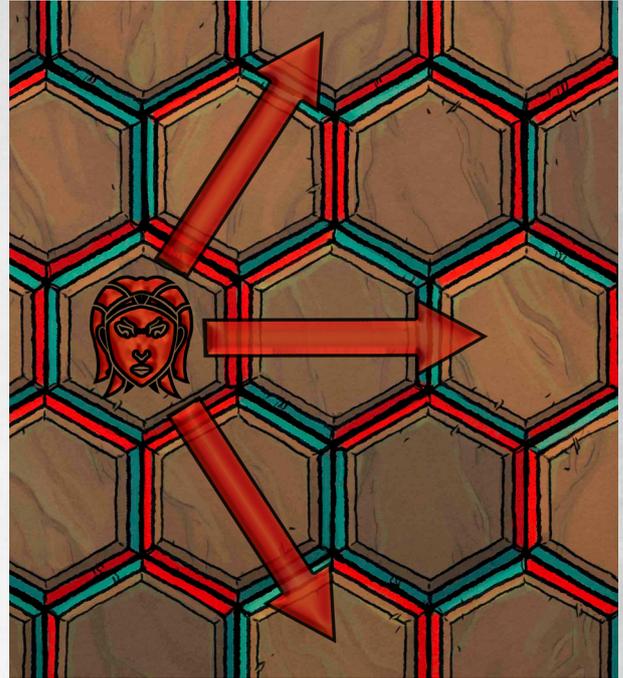
SKELETON:
WARRIORS DON'T HAVE
ANY SKILL.

AMAZON



LANCIER:

THE LANCIER CAN'T EAT IN THE USUAL WAY, BY REACHING THE ENEMY'S LOCATION, BUT HAVE TO USE AN ACTION POINT TO SHOOT TWO BOXES AWAY WITHOUT MOVING. HE WILL BE ABLE TO DO IT ONLY IN THE DIRECTION THE SIDE OF THE BOX HE IS OCCUPYING, THAT ARE OF HIS OWN TEAM COLOR.



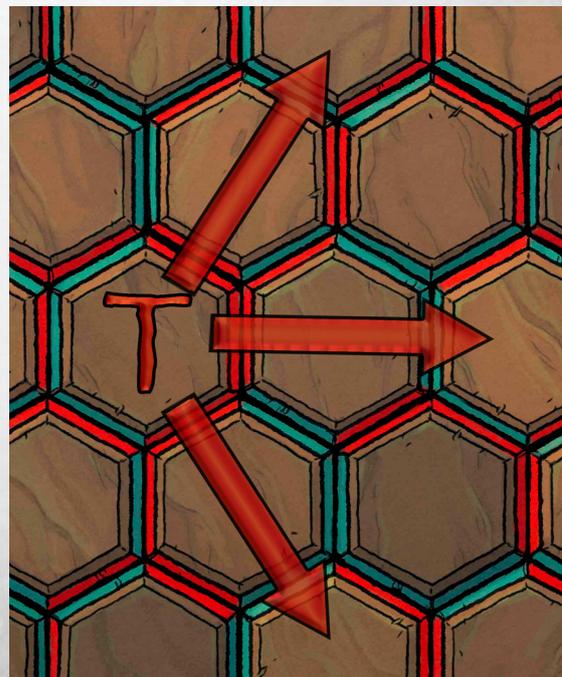
SHAMAN:

THE SHAMAN CAN (ONLY ONCE PER TURN, AS ALL THE SKILLS) DESTROY A BARRIER, AND PASS BY AN ENEMY COLOR BOX SIDE, HE CAN ALSO EAT A CHESS IN THIS WAY.



MISTIC:

THE MISTIC CAN USE AN ACTION POINT TO LEAVE A "TOTEM" MARKER ON HIS BOX. THIS MARKERS CAN BE USED AS PASSAGES BY ALL ALLIED PAWNS, BY SPENDING AN ACTION POINT, ANY ALLIED CHESS MAY TRANSPORTED TO 2 TILES AWAY FROM THE TOP OF THE HEXAGON, RESPECTING THE COLOR OF YOUR TEAM



PRINCESS:

BY SPENDING AN ACTION POINT, THE PRINCESS CAN ATTRACT AN ENEMY CHES FROM TWO BOXES AWAY: THE ENEMY CHES WILL BE MOVED BY THE PRINCESS OWNER'S FREE WILL, BUT HE HAVE TO KEEP THE ENEMY COLOR MOVEMENT RULE (IF THE PRINCESS IS RED SIDED, YOU HAVE TO MOVE PASSING BY THE BLUE BOX SIDE AND VICEVERSA)



SOLDIER:

WARRIORS DON'T HAVE ANY SKILL.

UNDEAD



BANSHEE:

BY SPENDING AN ACTION POINT, THE BANSHEE CAN ATTRACT AN ENEMY CHESS FROM TWO BOXES AWAY: THE ENEMY CHESS WILL BE MOVED BY THE BANSHEE GIRL OWNER'S FREE WILL, BUT HE HAVE TO KEEP THE ENEMY COLOR MOVEMENT RULE (IF THE BANSHEE IS RED SIDED, YOU HAVE TO MOVE PASSING BY THE BLUE BOX SIDE AND VICEVERSA)



LITCH:

THE LITCH CAN (ONLY ONCE PER TURN, AS ALL THE SKILLS) DESTROY A BARRIER, AND PASS BY AN ENEMY COLOR BOX SIDE, HE CAN ALSO EAT A CHESS IN THIS WAY.



SPECTER:

THE SPECTRUM CAN ALSO PLACE ONE DOOR, THE SPACE OCCUPIED BY THE "DOOR" NOW HAS ALL THE COLOR WALLS OF THE OWNER OF THE SPECTRUM.



MUMMY:

BY SPENDING AN ACTION POINT, THE MUMMY CAN GRAB AN ENEMY CHESS FROM TWO BOXES AWAY, AS THE CROW FLIES, IT CAN GRAB ONLY IN THE PERMITTED DIRECTION FROM ITS BOX AND ITS COLOR, THE ENEMY PAWN GRAB WILL BE APPROACHED IN A BOX, IGNORING THE COLORS OF THE BOXES (IF THE MUMMY IS RED SIDED, YOU HAVE TO GRAB PASSING BY THE RED BOX SIDE AND VICEVERSA).



SKELETON:

WARRIORS DON'T HAVE ANY SKILL.

RAT MAN



JEZZAIL:

THE JEZZAIL CANNOT EAT IN THE USUAL WAY, REACHING THE ENEMY'S POSITION, BUT MUST USE AN ACTION POINT TO SHOOT TWO SQUARES AWAY WITHOUT MOVING. HE WILL ONLY BE ABLE TO DO THIS BY SHOOTING IN THE DIRECTION OF THE SIDE OPPOSITE TO HIS OWN OF THE BOX HE IS OCCUPYING, IF THE JEZZAIL IS RED HE WILL SHOOT THROUGH THE BLUE SIDES AND VICE VERSA



SHAMAN:

ONCE PER TURN, USING AN ACTION POINT, THE SHAMAN CAN MOVE AN ALLIED TOKEN WITHIN DISTANCE 2 IN ANY DIRECTION, IGNORING THE COLORS OF THE BOX.

HE CANNOT EAT IN THIS WAY.



PLAGUE PRIEST:

YOU CAN USE ONE ACTION POINT TO SACRIFICE THE PLAGUE PRIEST TO REPLACE IT WITH ANY TOKEN THAT IS ALREADY DEAD (EVEN AN OPPONENT'S).

SAILOR:

ONCE PER TURN, SPENDING ONE ACTION POINT, THE SAILOR CAN LOCK ON TO AN ENEMY 2 SQUARES AWAY AND MOVE IN ITS DIRECTION IGNORING ANY SQUARE COLOR.

HE CAN EAT IN THIS WAY.



SOLDIER:

WARRIORS DON'T HAVE ANY SKILL.

HALFLING



SLINGSHOT:

THE SLINGSHOT CAN'T EAT IN THE USUAL WAY, BY REACHING THE ENEMY'S LOCATION, BUT HAVE TO USE AN ACTION POINT TO SHOOT TWO BOXES AWAY WITHOUT MOVING. HE WILL BE ABLE TO DO IT ONLY IN THE DIRECTION THE SIDE OF THE BOX HE IS OCCUPYING, THAT ARE OF HIS OWN TEAM COLOR.



PIGGYBACK:

IF ONE OF YOUR TOKENS REACHES PIGGYBACK YOU MAY SPEND AN ADDITIONAL ACTION POINT TO THROW THE TOKEN FROM THE PIGGYBACK POSITION TO A SQUARE AT DISTANCE 2 IGNORING ANY COLOR.

(IT CANNOT EAT LIKE THIS)



WIZARD:

THE MAGE CAN USE 1 ACTION POINT TO FIRE A DART AND KILL AN ENEMY AT RANGE 1 WHILE IGNORING THEIR BASE COLORS.

(DOES NOT MOVE A SQUARE)



BARD:

ONCE PER TURN YOU MAY SPEND AN ACTION POINT TO MOVE UP TO 2 ALLIED TOKENS WITHIN 2 SQUARES OF THE BARD. MOVEMENT MUST FOLLOW THE CLASSIC COLOR RULE BASED ON THE BOX OF THE TOKENS BEING MOVED.
(YOU CANNOT EAT IN THIS WAY)



SOLDIER:

WARRIORS DON'T HAVE ANY SKILL.

OTHER GAME MODES

KILL THE KING:

EXCHANGE ANY OF YOUR PAWNS WITH YOUR FACTION'S KING. THE NEW GOAL IS NOW TO KILL THE ENEMY KING, AND NOT ALL THEIR PAWNS.

CONTROL POINT:

POSITION THE TOWER IN THE CENTER OF THE MAP, ON THE YELLOW MARKED BOX.

THE OBJECTIVE IS TO OCCUPY THE TOWER FOR 6 TURNS (ALSO NOT CONSECUTIVE): IF

AT THE END OF YOUR TURN THE TOWER IS OCCUPIED BY ONE OF YOUR PAWNS, YOU

TAKE A POINT. USE A DICE TO REMEMBER YOUR POINTS.

CATCH THE HEN:

POSITION ONE OF YOUR TWO HEN ON THE YELLOW MARKED BOX IN THE CENTER OF THE MAP.

WHEN A PAWN REACH THE HEN, ELIMINATE THE PAWN, BUT YOU GET POSSESSION OF THE HEN.

THE HEN CAN USE ONLY 2 OF YOUR 3 ACTION POINTS EACH TURN, AND HAVE TO MOVE USING YOUR COLOR DIRECTIONS.

IF THE ENEMY REACH THE HEN WHILE IT'S UNDER YOUR CONTROL, HIS PAWN WILL BE DELETED AND WILL TAKE CONTROL OVER THE HEN.

THE GOAL OF THIS MODE IS TO TAKE THE HEN ON YOUR SIDE OF THE FIELD, IN THE LAST ROW OF BOXES.

