

# BACKGAMMON<sup>♠</sup>

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# WARS

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# RULEBOOK

## Components

24 Power Cards

4 Six-sided Dice

10 Warrior tokens of each colour

3 Archer tokens of each colour

2 Mage tokens of each colour

1 Abjuration Spell token of each colour

1 Fire Spell token

1 Board

## Overview

Backgammon Wars takes the classic game of Backgammon and adds new fantasy elements. The intent is to extend the length of the game by giving players more opportunities to attack and sabotage their opponent. This is achieved through different unit types that each have a Core Ability. The introduction of a Power Deck also adds more exciting ways to wage all out war against your Backgammon opponent!

## Goal

Be the first to get all your units around the board and off the game (called bearing off).

## Setup

Each player begins the game with 3 randomly dealt Power Cards. Place the remaining Power Cards face down in a draw pile.

Each player also has 15 units: 10 Warriors, 3 Archers and 2 Mages. Place them like this:

- 1 Archer and 1 Mage on your 24-point
- 1 Archer and 1 Mage on your 23-point
- 1 Archer and 3 Warriors on your 13-point
- 3 Warriors on your 8-point
- 4 Warriors on your 6-point

Each player rolls one die. Whoever rolls higher goes first and moves their units based on both rolls.

## How to Move

On your turn, roll two dice and move your units forward according to the numbers rolled.

You can move one unit the total of both dice or move two units (one for each die).

You can only land on a spot if it's open (either empty, occupied by your own units, or by just one of your opponent's units) You may not have more than 5 units on one space.

Before rolling, you may choose to roll for an Archer or Mage Core Ability instead of moving your units, but you must announce this intention before rolling.



### Doubles

When you roll doubles you have a choice:

- You may choose to play each die twice. For example, a roll of 3-3 allows the player to make four moves of three spaces each.
- or*
- You may choose to play each die once and draw a power card. For example, a roll of 3-3 allows the player to make two moves of three spaces each and also draw a power card.

### Hitting

If you land on a spot with only one of your opponent's units, you capture it! The opponent's unit goes to the Wall (aka the bar) and must re-enter the board later. A Warrior may choose to pin a unit instead of capturing it.

### The Wall

If a unit is on the Wall, it has to come back into play by landing on your opponent's home board. You can't move other units until your unit returns to the board.

### Variant Rules

The rules are mostly similar to classic Backgammon, with some changes and additions as follows.

- Players may have a maximum of 5 units on one space at any given time.
- When moving, you may choose to move any unit from the space, it does not have to be the top unit.
- Certain Power Cards that target enemies in a stack will always target the topmost unit on the stack.
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### Bearing Off

Once all your units are in your home board (the last 6 points), you can start bearing off (taking them off the board). You do this by rolling the dice and moving units off the board.

### Winning

The first player to bear off all their units wins the game!



### Units and Core Abilities

There are 3 types of units, *Warriors*, *Archers*, and *Mages*, each with a special Core Ability. They are each also required to be in play when using their corresponding Power Cards.

*Warriors:*



A player may choose to trap instead of capture an opponent's piece when landing on it. Doing so blocks out that space, and neither player may stack any more units there. The trapped player may use an Archer's or Mage's core ability to free the trapped unit, and some Power Cards may also be used to free it.

*Archers:*



A player may choose to use a roll to shoot with archers. They must declare this action *before* rolling, and forgo moving their own units. They target the section of the board directly across from them. Spaces are numbered 1-6 left to right from the firing archer's perspective.

*Mages:*



A player may choose to use a roll moving an opponent's pieces backwards. They must declare this action *before* rolling, and forgo moving their own units. They may not move enemy pieces that are behind all allied mages.

### Special Tokens

Additional tokens may get placed on the board when certain Power Cards are played, namely the fire-shaped Conjunction token and the barrier-shaped Abjuration tokens.





### Power Deck

Players are each dealt 3 random cards at the start of the game. Each power is associated with a unit type, and can only be used when at least one of those units is alive on the board (neither on the Wall nor already born off).

#### *Warrior Power Cards*

Potion: Add +1, 3 or 5 to a roll.

Caltrops: Void an opponent's roll, forcing them to reroll.

Escort: Use one of your rolled dice to move two stacked units together.

Thrust: A warrior can capture one lone unit in an adjacent space.

Shove: Push an adjacent enemy token one space away from your warrior. Can be used on stacked units.

Parry: Cancel an opponent's card power and nullify its effect. They may keep the card.

#### *Archer Power Cards*

Poison: Subtract -1, 3 or 5 to a roll.

Spymaster: You get to see an opponent's next roll before you move.

Thief: Steal 1 die from an opponent's roll and add it to your next roll.

Sabotage: Remove the bonus for doubles. Force the player to only play their rolled number 2 times instead of 4 times, and also prevent them from drawing a power card.

Strafing Shot: An archer can capture one lone unit that it moves past on this turn.

Aimed Shot: Use one of the dice you rolled to shoot across the board (see Archer Core Ability), use the other to move. Can be used on stacked units.

#### *Mage Power Cards*

Divination: roll 3 dice, choose 2, discard 1

Transmutation: Reroll your own dice

Duplication: Duplicate an opponent's last roll

Evocation: When a unit is hit, the opposing unit that hit it is also captured.

Abjuration: Create a barrier on a space adjacent to one of your mages. Opponent's cannot stop on this space, but allies can. A lone unit on the space is considered "stacked" and protected.

Reincarnation: Move one of your units off the wall to a viable space adjacent to one of your mages.

Conjuration: Create a fire on a space adjacent to one of your mages. Any unit that lands on this space is captured. If the opponent's only possible move will land them on the fire, they must do it.

Manifestation: Draw 2 power cards.



### Board Setup

Setup is similar to classic backgammon, with some small changes. Pay close attention to where the *Archer* and *Mage* units begin the game.

