

Carnyx - v1.2.170831

<https://tabletopia.com/playground/carnyx-kyudjh/play-now>
www.garypettie.com

If you chose to playtest this game, please help me out by complete this short survey:

<https://goo.gl/forms/D6vZFFHWitJtKRNw2>

Player: 2

Game Time: 5 - 20 mins

Setup:

Each player starts with 3 pieces.

Each piece is placed in one of the 5 spaces closest to the player

Players take turns in placing their pieces on the board.

The dark side always goes first.

Pieces can occupy the same space, which give it the movement abilities of a stack (see below)

There are an additional 10 pieces for each player, which come into play later in the game. Set these to one side for now.

Turn Order:

Turns alternate between players.

Movement:

Pieces move one square at a time, either forward, left, or right.

Pieces may not move backwards.

Pieces may not move back to the square it occupied last turn.

Stacks must move two spaces, either forward, left or right.

Stacks can jump opponent pieces/stacks.

(Note: In this sections below “pieces” refers to pieces/stacks unless explicitly stated)

Capture:

Pieces are captured when a player moves their piece onto the same square as an opponent's piece.

When this happens pieces are stacked on top of each other.

The piece on the top of the stack indicates which player controls it.

If a player is in the position where they can take an opponent's piece they must take it, or they can choose to “Hunker Down” (see below).

No additional move is awarded for capturing an opponent's piece.

A player may not capture an opponent's piece with a piece that is currently in reserve.

Capturing diagonally is not permitted.

Hunker Down:

Rather than moving a piece, the player can “hunker down” and skip their turn.

On the player’s next turn they may move a piece without the restriction of being forced to capture an opponent’s piece.

If a player “hunkers down” then their pieces cannot be captured on their opponent’s next turn.

A player may not “hunker down” for two consecutive turns.

Reinforcements:

Landing on the central square of the board awards the player an additional piece, which starts in reserve (off the edge of the board).

These additional pieces can be added to the board during the player’s next turn, or held until the player is ready to use them.

Reaching the other side:

If a piece moves off the opponent’s side of the board it is replaced at on the player’s starting side in any of the 5 spaces.

In the case where this is a stack, all pieces in the stack are converted to the player’s colour and each piece can be placed on the board, at the rate of one per turn (as per the reinforcements rule above).

Any of your opponent’s pieces that were removed as part of the stack are removed from play, limiting the number of reinforcements they can call.

Win condition:

Capture all of the opponent’s pieces that are currently on the board.

Reserve pieces do not have to be captured, so make sure you call them into play before your last piece is taken!

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Board:

The board is a 5x5 grid with a special square at its centre.

Where does that additional piece start?

Theme:

An ancient Roman strategy game, where one side represents the Roman army (gold) and the other represents the Gallic warriors (silver).

The game is named after an instrument the Gauls would play in battle.

Gambling (Optional):

Each player antes-up 13 coins of their chosen denomination and plays with them instead of the pieces. As pieces are removed from the game they are placed into a single bag, which the winner can take home with them.

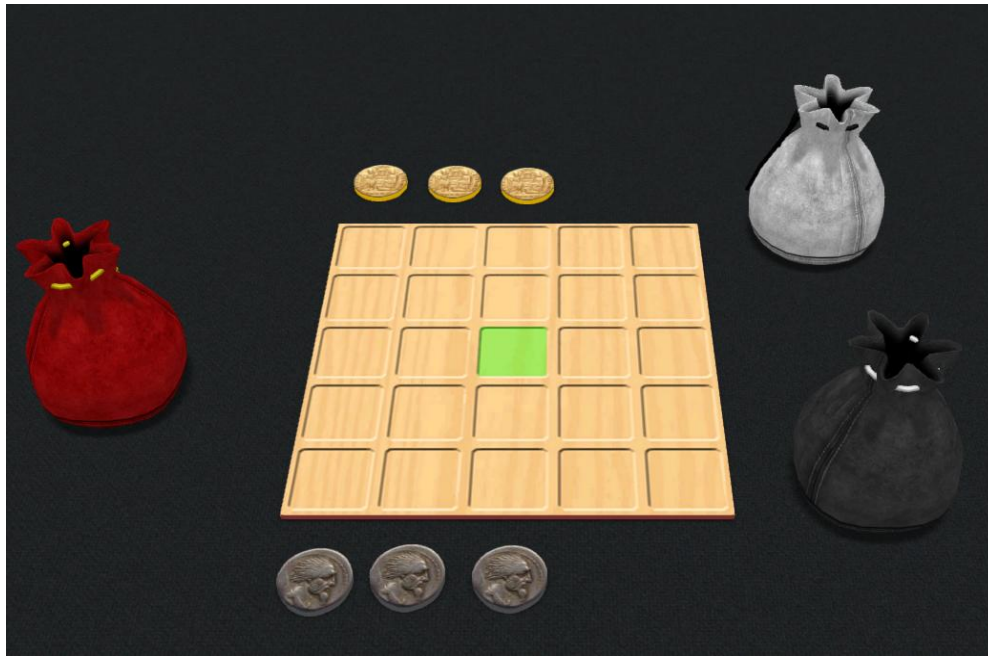
Components (WIP):

Board - Hardwood

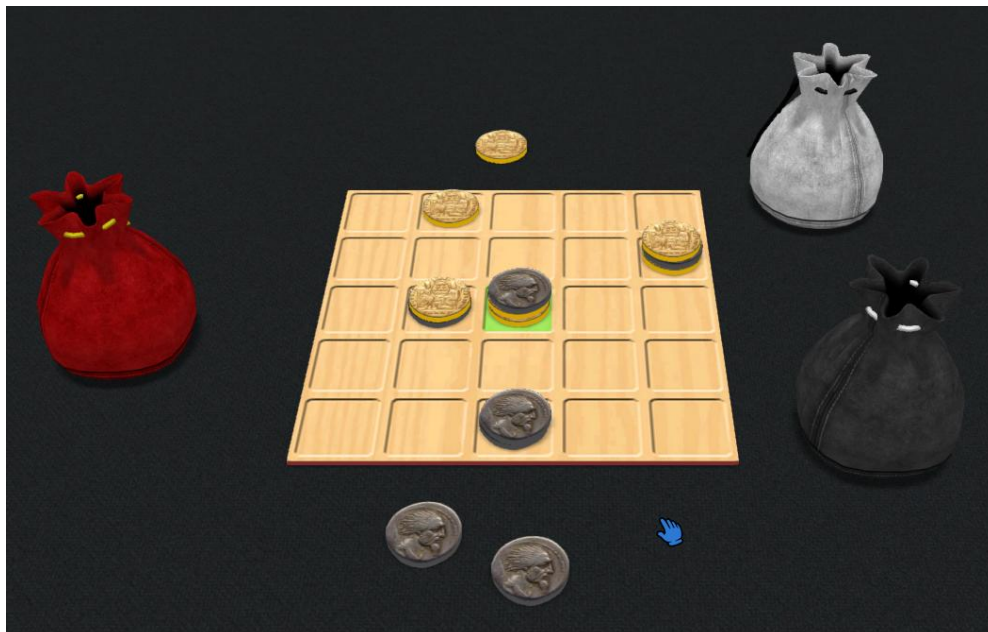
Pieces - 13x metal disks (or coins) per player, light and dark.

Screenshots:

Setup



Mid-Game



Special Thanks:

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Playtesters:

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