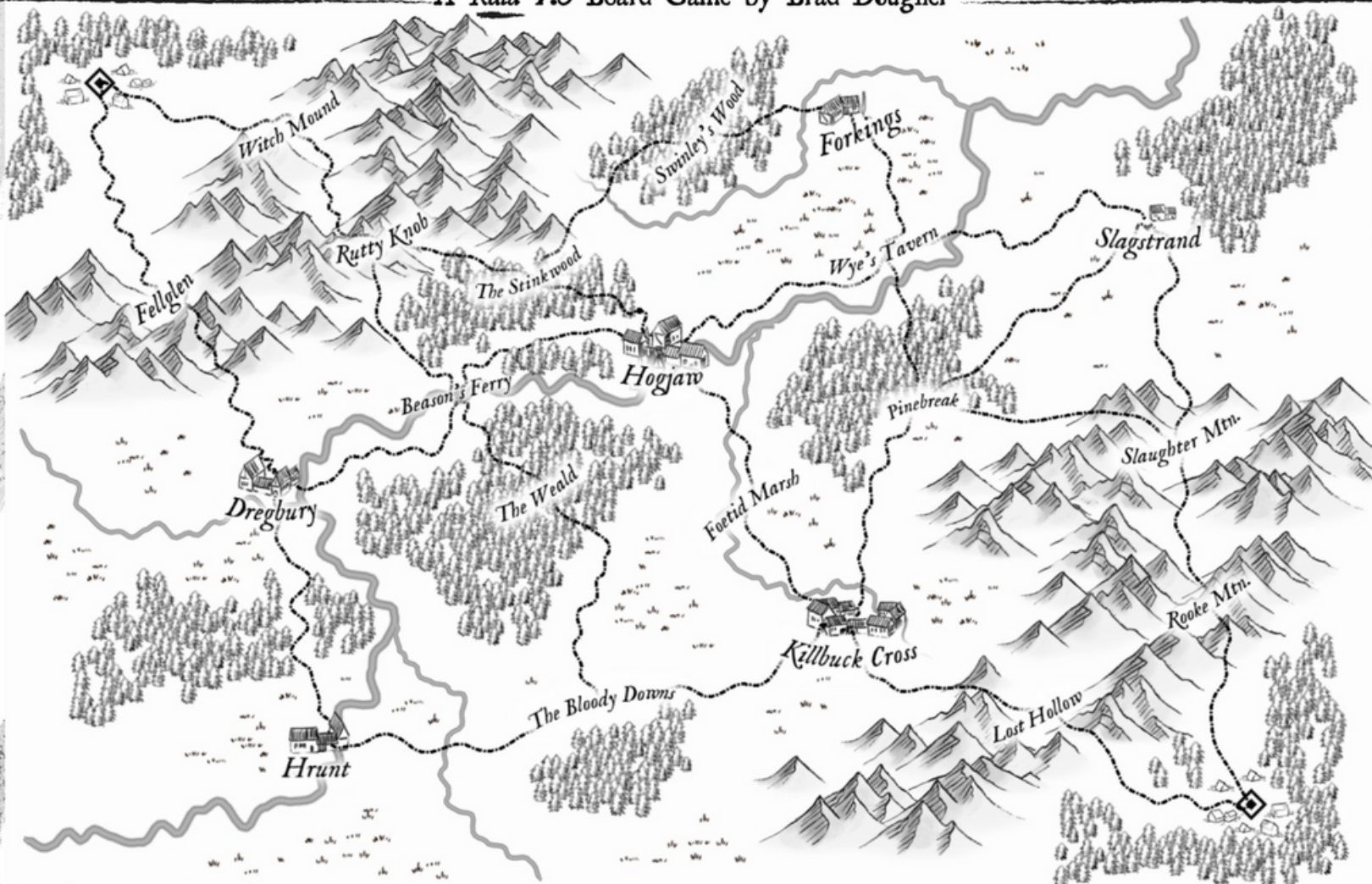


HELL'S DITCH

A *Raid 1.0* Board Game by Brad Dougher



Every harvest, you descend from your mountain stronghold to raid the valley of Hell's Ditch. Why labor when you can take what you need by force of arms? Your distant, hated cousins across the valley have the same plan. Rough them up and take what is rightfully yours. It will be bloody work.

SETUP: You will need 6 D6, and each player will need a sheet of paper and pencil to write down their orders and keep track of their loot & each warband's hit points. Cut out the counters. Give the black counters to one player and white to the other. Place the **RAZED!** counters and dice nearby. Lay the map in the center of the table. Players pick one of the two strongholds (the unnamed square spaces in the top left & bottom right corners) and stack their 3 warband counters on it. Strongholds are the only spaces that can be occupied by more than 1 of your warbands at the same time.

GAMEPLAY: 1) At the start of a round, players secretly choose 1 of their Order counters and place it facedown on the table in front of them. The top number on the counter is the maximum number of orders you can issue this turn. The bottom number is your combat strength.

2) Players secretly write down their orders in the sequence they want them executed. Each order must be one of the following: **Move**, **Raze**, or **Recruit**. You cannot issue more orders than the number indicated at the top of your chosen Order counter. Each order must apply to only 1 of your own warbands. You can issue multiple orders to the same warband, but they count as separate orders. [EXAMPLE ORDERS: W3 move to Hogjaw or W1 raze Hrunt or W2 recruit]

3) Once both players have written their orders, they simultaneously reveal their facedown counters and set them aside. (They remain **face up** and out of play for the rest of the round.)

4) Both players' orders are executed and resolved simultaneously in the order in which they're written.

5) Once all orders have been executed, players select 1 of their remaining Order counters and repeat this process until both players have expended all 3 of their counters.

6) Players then take back their expended counters and start a new round. Continue playing rounds until one player has collected 7 loot points, **winning the game**.

ORDERS/MOVE: Move 1 of your warband counters from its current location to an adjacent named location or stronghold directly connected to it by a road (hash-marked lines). If enemy warbands end up in the same location, they immediately engage in a fight.

RAZE: If your warband is in a village (a location with illustrations of buildings), they can raze it. Place a **RAZED!** counter on the village and collect 1 loot point. Each village can only be razed once per game. A warband that razes a village cannot be given any additional orders that turn. **RECRUIT:** Return 1 of your eliminated warbands to your stronghold. Newly recruited warbands start with 5 HP and cannot move in the same turn.

FIGHTING: If 2 warbands occupy the same space at any time, a fight breaks out. Players simultaneously roll a number of dice equal to their combat strength (the bottom number on their Order counter). Rolls of 5 or 6 are hits. Each warband starts the game with 5 HP. Each hit a player rolls subtracts 1 HP from the enemy warband. Repeat this process until one of the warbands is *eliminated* (reaches 0 HP) or chooses to *back out*. They can only back out after a roll is resolved and before the next one starts. Move them by road to an unoccupied, adjacent location of their player's choice. When a warband is eliminated, they are set aside for potential recruitment and the opposing player gets 1 loot point. The winning player occupies the contested location.

Warband Counters

Order Counters

| | | | | | |
|---|----|-----|-----|-----|-----|
| I | II | III | 1/3 | 2/2 | 3/1 |
| 1 | 2 | 3 | 1/3 | 2/2 | 3/1 |

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Razed Counters

