

DABLOT

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Narrative:

A territorial dispute between the Sami and the Finns has begun. Their armies meet upon the field of battle. The Nobles lead from the front lines and the clash begins!

Setup:

Each player has 30 pieces total, consisting of 1 King, 1 Prince, and 28 Soldiers.

Players decide what colors to play, and who starts first.

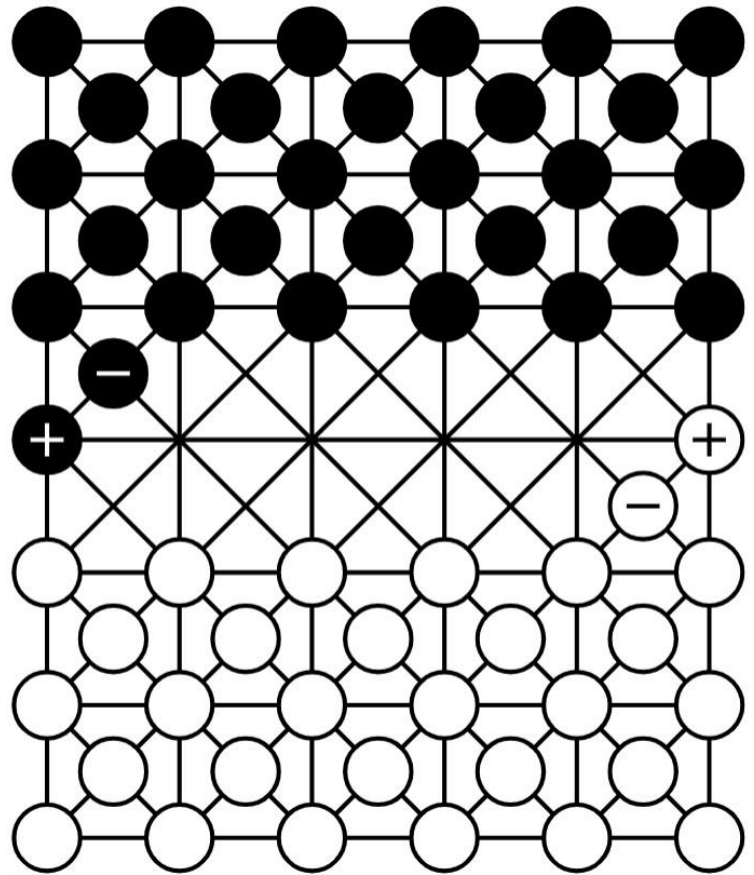
The 28 Soldiers are initially set up on each player's half of the board, on each intersection of the gridlines of the first 5 ranks (including the intersections of the diagonals in between the "main" orthogonal grid). The Prince is placed on the sixth rank, on the intersection of diagonals to that player's farthest right. The King is placed on the seventh rank, at the right edge of the board.

Rules and gameplay:

All pieces move alike. A piece moves from one point where lines intersect to an adjacent point along connecting line, unoccupied intersection point. All pieces can move forward, backward, diagonal, or sideways. Only one piece may be moved per turn or used to capture.

Pieces may capture other pieces by jumping over them, similar to draughts (checkers). The piece must jump over a single adjacent opposing piece, and land on an unoccupied space on the exact opposite side of the jumped piece from its starting location. The jumped opposing piece is then removed from play. A piece can make multiple jumps in one turn, even changing direction from one jump to the next, as long as the prior rules are all followed.

A player who has an available capture or chain of captures is required to make the capture(s). If the player has a choice regarding two or more pieces that can be used to capture, or between two or more "paths" for multiple captures by a single piece, the player may choose freely which piece to use or which sequence of captures to make, but cannot choose not to capture if one is possible.



Pieces can only capture opposing pieces of equal or lower rank. The Kings are the highest ranked pieces and are of equal rank to one another; therefore, they can capture each other, and all the other pieces. The Princes are the second highest ranked pieces, and cannot capture the King; however, they can capture each other, and the Soldier pieces. The Soldiers are the lowest ranked pieces, they cannot capture the King or Prince; however, they can capture other Soldiers.

There is no promotion of pieces in this game; a player cannot recover a captured King or Prince, nor may they augment their numbers of these pieces.

Winning:

The side that captures all their opponent's pieces or successfully blocks their opponent from making any legal moves wins the battle. It is not required, but under normal circumstances, when the King is captured that player concedes due to the low probability of success from that moment onward.