

# To Pieces

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## Introduction

*To Pieces* is a two-player game playable with miniatures or with the piecepack. It is inspired by *Okko*, *Warhammer Underworlds: Shadespire*, *Song of Blades and Heroes*, *BattleSworn* and *Saga*.

It is designed as an easy skirmish strategy game that might inspire people to paint some miniatures, but that can be played without miniatures. Players should be making meaningful and interesting decisions on every one of their limited turns. Opportunities for expansion and homebrew designs are many - most obviously, with more teams that players can choose from.

## Materials

### Piecepack

- Four blue Arms coins as Obstacle markers (placed face down; the number doesn't matter)
- Four Crown coins, numbered 1 to 4, as Treasure markers (placed face up)
- Six Sun coins and six Moon coins represent the two teams (Rusted Sun and Hollowed Moon, respectively; placed face down although the number will be referenced at times)
- Sun and Moon pawns represent the leaders of the two teams and Crown and Arms pawns represent the summons
- 16 tiles, face down to create a chessboard

### Also needed:

- These rules, including a Team Sheet for each player
- The Objective cards printed and cut out
- *Action tokens*: Four different colours of token (blue Charge tokens, yellow Move tokens, black Guard tokens and red Attack tokens)

### No piecepack

If you don't have a piecepack, you need:

- A chessboard
- Four Obstacle markers that fit within the spaces of your chessboard
- Four Treasure markers that fit within the spaces of your chessboard
- Eight miniatures for each team: one leader, one summon and six minions each.
- Six numbered markers per team to indicate which strategies are selected and which number corresponds with each minion.

## Set up

1. Chessboard
2. Choose Team
3. Choose Objectives
4. Place Markers
5. Determine Play Order
6. Place Team

### 1. Chessboard

Put out the chessboard. Each square on the chessboard is a "space" in which a marker or character can be placed, or both a marker and a character in the case of Treasure markers.

Nominate the two edges that teams will start from. Usually, these are two opposite edges.

### 2. Choose Team

Negotiate or flip a coin to determine which player takes which Team. Each collects the relevant Team Sheet, the six coins, two pawns and deck of Objective cards that correspond with that team.

### 3. Choose Objectives

Each player draws six cards from their Objective Deck, and chooses three to keep. These are their Unclaimed Objectives.

### 4. Place Markers

Each player takes two Treasure markers and two Obstacle markers. Each player alternates placing a marker in an unoccupied space.

### 5. Determine Play Order

Flip a coin to see which is Player 1. Flip a coin to see which edge belongs to Player 1. The other belongs to Player 2.

### 6. Place Team

Each player alternates placing a minion or leader ("character") from their Team. When one player passes, the other player continues placing as many of theirs that are remaining as they would like.

#### **Rules for placing characters:**

- The first character you place must be on a space in the row closest to your edge.
- Cannot have more characters in a further row than a nearer one (e.g. if you have two characters in the row nearest you, you can have at most two in the row second from you)
- Cannot place characters more than four rows away from your edge (i.e. cannot place them over the middle of the board)
- Cannot be in a space orthogonally or diagonally adjacent to a space with a Treasure marker
- Cannot be in a space with a Treasure or Obstacle marker or that already has a character

Each player places the remaining minions in their Reserve (face down). These are now usable as Strategies, not minions. For example, if you reserve Minion 5, that corresponds to Strategy 5.

## Rounds

There are three Phases in each Round:

1. Regrouping
2. Eight Turns (four for each player, alternating)
3. Scoring

Player 1 goes first in Rounds 1 and 3. Player 2 goes first in Round 2.

After the Scoring phase, the next Round begins. After three Rounds, the game ends.

### Regrouping Phase

Remove any action tokens that are on the board.

Eliminate any summon characters currently on the board.

Players may have Strategies that can be played in the Regrouping Phase.

### Turns Phase

In a Turn, the active player chooses one of the following Actions:

1. A character Moves
2. A character Attacks
3. A character Shoves
4. A character Charges
5. A character Defends
6. Swap Objectives
7. Use a Strategy
8. Summon

After their turn ends, the other player becomes the active player and gets to take a turn. After eight turns, the Round moves to the Scoring phase.

### Scoring Phase

As the final stage of each Round, each player reveals any Unclaimed Objectives the conditions of which were satisfied this Round. They become Claimed Objectives.

### End of Game

After the Scoring stage at the end of the third Round, each player adds up:

1. All coins of their enemies that they Claimed, plus 1 if they eliminated the enemy's leader
2. The values of any Claimed Objectives

Whichever player's score is higher wins. If scores are tied, count the total number of coins Claimed (plus 1 if they eliminated the enemy's leader) and the higher result wins. If those results are tied, players tie.

## Actions

### ● Character Moves

When you choose the Move action:

1. Select a character on your Team that doesn't have a Charge, Move or Defend token.
2. Move that character up to a number of times equal to its Speed. Each time, they move orthogonally into an adjacent space.
3. Place a Move token on the character.

Characters can only move through empty squares and squares occupied by characters from their team. They cannot end their action on a square occupied by a character from their team.

"Orthogonal" means forwards, backwards, left and right - but not diagonal.

In the diagram below, "o" marks orthogonal spaces (which A can move to), and "x" marks diagonal spaces.

```
[ x ] [ o ] [ x ]
[ o ] [ A ] [ o ]
[ x ] [ o ] [ x ]
```

### Empty Squares

Any squares on the battlefield that do not contain characters or Obstacle markers are "empty".

### ● Character Shoves

When you choose the Shove action:

1. Select a character on your team that doesn't have a Charge, Attack or Defend token (the "active character").
2. Select a character orthogonally adjacent to the active character (the "target character").
3. If the target character has a Defend token, remove that token and go to Step 4. Otherwise, the target character is Pushed.
4. Place an Attack token on the active character.
5. If pushing the target character results in the space that they were occupying being empty, the active character can "Step Forward": taking a Move token and moving into the space that the pushed target leaves empty (provided that they do not already have a Move token).

### Pushing

A character that is Pushed moves to the square "behind them" if able. "Behind" is the square directly opposite the character doing the Pushing.

For example, in the diagram below the square marked 1 is "behind Y" if Y is being Pushed by B, but the square marked 2 is "behind Y" if Y is being Pushed by A.

```
[   ] [ A ] [   ]
[ B ] [ Y ] [ 1 ]
[   ] [ 2 ] [   ]
```

A character is able to be Pushed if the square behind them:

1. Is empty or
2. Has an allied character in it

If a character is Pushed into a square with an ally in it, then the ally and the target swap places.

For example, in the diagram below, Y and Z would swap places if A pushed Y.

```
[ ] [ A ] [ ]  
[ ] [ Y ] [ ]  
[ ] [ Z ] [ ]
```

## ● Character Attacks

When you choose the Attack action:

1. Select a character on your team that doesn't have a Charge, Attack or Defend token (the "attacking character").
2. Select a character orthogonally adjacent to the attacking character (the "target character").
3. If the target character has a Defend token, remove that token and go to Step 4. Otherwise, calculate if you eliminate that character.
4. Place an Attack token on the active character.

**Calculating Elimination:** Add up the following Damage:

- 1 Damage for every enemy orthogonally adjacent to the target character, including the attacking character
- +1 Damage if the attacking character is a leader
- +1 Damage for every token on the target character
- +1 Damage if the square that the target would move into if Pushed is an Obstacle or an enemy character

If the resulting Damage score exceeds the target character's Health, they are eliminated. Otherwise, nothing happens.

## Eliminating Characters

If a character is eliminated:

1. Remove them from the board.
2. Reveal which number their coin is and give their coin to the player that does not control them.
3. That player either puts that coin in their Reserve, and can use it just as if it were one of their own coins in their Reserve - then placing it in their Discard; or they put it in their Claimed pile and it adds +1 towards their final score.

## Ranged Attacks

Ranged Attacks are like regular Attacks but they can be made against a target that is a specified number of squares away. The attacking and target characters must be on a straight line (diagonal or orthogonal), with only empty spaces in between.

## ● Character Defends

When you choose the Defend action:

1. Select a character on your team that doesn't have a Charge or Defend token.
2. Place a Defend token on the character.

## ● Character Charges

When you choose the Charge action:

1. Select a character on your team that doesn't have a Charge or Defend token.
2. Move that character as if they had taken the Move action. They must move at least one space. Do not take a Move token for this.
3. If they end their movement orthogonally adjacent to one or more enemy characters, make an attack as if they had taken the Attack action or push them as if they had taken the Shove action (active player's choice, but they must do one or the other if eligible). Do not take an Attack token for this.
4. If they Shove, and do not have a Move token, they can take a Move token to Step Through.
5. Place a Charge token on the character.

## Swap Objectives

When you choose the Swap Objectives action:

1. Pick up your current Unclaimed Objectives.
2. Draw three Unclaimed Objectives from your Objective Deck.
3. Keep a total of three Unclaimed Objectives.

## Use Strategy

When you choose the Use Strategy action:

1. Reveal a coin in your Reserve.
2. Use the Strategy that corresponds with that coin, provided it requires an action to activate.
3. Place that coin in your Discard.

## Summon

You can only use the Summon action once per game. When you use the Summon action:

1. Select your summon character and place it on an empty space of your choice.
2. Select one action out of Move, Attack, Shove and Defend.
3. They take that action.

Charge is not an action available to Summons during the turn that they are summoned (it is available in later turns).

## Appendix: Pictures

Playing with a piecepack (left) is convenient and it's easy to make out what each thing represents, but the same set up with miniatures and terrain (right) is attractive and exciting.

