



KHAMZAT

Khamzat is a war of attrition board game for 2 players. To play you'll need:

- An 8x8 grid like a **chess board** with squares large enough to contain the unit dice.
- 10 six sided dice(**D6**) split in 2 colors for each player to resolve their attacks with.
- 16 various sided dice, also in 2 colors for each player to represent their units. The unit dice types are referred to as **U<number of sides>** **U4**, **U6** and **U8** are supported.

To begin, both players roll a **D6** each, and reroll if tied, continuing until one player rolls higher. That player starts first by placing one of their unit dice on any unoccupied square on the first row of their side of the board. Then the other player places one of their own units on their side and passes back to the first player to place another unit and the players alternate like that until both of the first rows on each of their sides are filled with 8 units each.

The units can be of any of the supported dice types and **must** be initially rotated to depict the highest value allowable for their dice sides eg 6 for **U6** .

All units that are controlled by the same player are referred to as **friendly** to each other and their **enemy** units are those controlled by the other player.

After both players deploy their units, the battle begins with the player that deployed first activating any one of his remaining units(i.e., units still on the board), then the other player activates any one remaining unit of their own and they keep alternating like that until one of the players **wins** the battle.

Every time a unit activates it can perform one **move** and one **attack**. These two actions can be performed in any order and they are described in detail on the next page. The player activating the unit doesn't have to perform both or even either of the actions and can always just pass to the other player.

The dice used as the units act as meters of their own health and the players **must** rotate them to depict the current health value for each unit. Attacks can reduce the health of both the defending and attacking units and if the health of a unit reaches zero or less it is **destroyed** and removed from the board. When a unit is at half or less of its max health(eg 3 or less for **U6**) it is **hurt**.

If a unit activates and passes without performing any action while it is not in **contact** with enemy units and is also **hurt**, then its health is increased by 1.

A player **wins** by **destroying** all the units of the other player first. Also, if a unit begins its activation in the central 4 squares of the board while both players have exactly one remaining unit each and those units are not in **contact** with each other then the player whose unit holds the center **wins**.

The **move** action is used to reposition the unit performing it on the board.

A unit is considered to be **in contact** with an **enemy** unit if they are both positioned in adjacent squares in any of the 8 directions.

A unit that is **in contact** with **enemy** units when it begins its **move** is **retreating** and **must not be in contact** with **enemy** units at its new position.

Units can only move on squares unoccupied by other units and can't move beyond the limits of the board. A step means to reposition one square.

If a unit is neither **hurt** nor **retreating** it can move either one diagonal or up to two straight steps which **must** both be over unoccupied squares. If a unit is **hurt** or **retreating** it can either move one diagonal or one straight step.

If an attacking unit is still **in contact** with **enemy** units after it has performed an **attack** then it cannot perform the **move** action in the same activation.

A unit can perform an **attack** against an **enemy** unit it is **in contact** with. The attacking and defending units are **opponents** and each gets to roll **3D6** + an additional **D6** for every additional **friendly** unit that is **in contact** with its **opponent** up to a limit of 2 helping **friendly** units for 5 maximum dice to roll.

Both players roll for their units simultaneously and **must** immediately discard their results of 1 and 2. If the attacking or defending unit was **hurt** when the **attack** begun, the player controlling it **must** also discard their 3s.

Starting with the player initiating the **attack**, players alternate using one of their remaining dice to either **injure** the **opponent** unit or **cancel** one of the **opponent** players dice. If the attacking or defending unit is **destroyed** during this exchange, all remaining dice are discarded and the process ends. If one player runs out of dice, the other may continue using their remaining dice.

Injuring the enemy unit reduces its health. If the unit utilizing it is of type **U6** and the used dice has a result of 6 then it reduces the **enemies** health by 2, all other dice results reduce health by 1. If the unit using the dice is a **U4** all their dice results reduce the **enemies** health by 2. If the unit is a **U8** all their dice results reduce **enemies** health by 1. The used dice is then discarded.

Canceling one of the opponent's remaining dice prevents him from using it later. **Enemy** dice with a value of 6 can only be **cancelled** by using a dice of 6 while non 6s can be canceled by any dice result including 6. Both the dice used for **canceling** and the one getting **canceled** are discarded immediately.



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