

ROUT!

Dexterity Wargame

Created by Love and Loss Games

ROUT! is a two-player competitive wargame of medieval armies. No dice, no range rulers, no movement trays.

The aim is to BREAK and then ROUT all of the opponent units by first hitting them, then hitting them *off the table*. Each player will draw a card to determine which unit they may move. If they draw the Rally Card, they can re-activate broken units.

Setup

- 1. Find a table. We suggest a 1m² playing zone. Half of the average dining table is about right. Non-permanently mark out any borders that are not the actual table edge.**
- 2. Players decide who will be blue and who will be red. *No hitting*.**
- 3. Each player should take the RALLY cards in their colour.**
- 4. Shuffle the rest of the unit cards and deal to each player. Seven each is a good number, but adjust according to your desired game length and whether either player wants to play at a disadvantage.**
- 5. Each player takes a unit block of their colour to match each of their cards (archer, cavalry, pikes).**
- 6. Any remaining cards and blocks are not used this time.**
- 7. Shuffle the rally cards into the players' decks and place them face down outside the playing zone. Preferably behind something, so they don't get knocked over.**

Gameplay – Turns

- 1. Choose who is first in your favourite way. *No hitting*.**
- 2. Split the playing zone into halves; straight or diagonally.**
- 3. Players arrange their units with the colour side up inside their own half.**
- 4. Each turn, the active player will reveal and discard their top card, and use actions for any unit in their colour that matches the card.**
- 5. If the top card is the RALLY card, the player may flip one BROKEN unit back to coloured side up; if it is their own unit, they can use its actions.**

V1.0

6. If all of the player's units matching the drawn card are already **ROUTED**, the player may remove the card from the game.
7. After resolving the action, if all of the opponent's units are **BROKEN** or **ROUTED**, the active player has won. **Best of three?**
8. If the deck runs out, shuffle the discard pile and place face down again

Gameplay – Actions and statuses

ARCHERS have one **MOVE** and one **RANGE** attack; taken in any order.

CAVALRY have one **MOVE** and one **MELEE** attack; taken in any order.

PIKES have one **MELEE** attack only.

MOVE – to move a unit, flick it across the table once. You may use two fingers for this as the blocks are quite wide. There is *no effect* if a unit hits another unit during a **MOVE**.

MELEE attack – as with a **MOVE**, flick the unit across the table once. See **HITTING** and **ROUTED** for the possible effects.

RANGE attack – place the range block on top of your active unit block. Flick the range block off the top. See **HITTING** and **ROUTED** for the possible effects.

HITTING – the first opponent unit directly hit by a **MELEE** or **RANGE** attack becomes **BROKEN** if it is not already. Ignore any collisions during a **MOVE**.

BROKEN – units that are **BROKEN** must flip to their non-coloured side. These cannot take actions until rallied with a rally card. Players cannot peek at the **BROKEN** units.

ROUTED – if a **BROKEN** unit block is directly hit by an attack and crosses over the edge of the playing zone (i.e. is knocked off the table) then it is **ROUTED**. The opponent takes that unit block as a trophy, placing it outside of the playing zone.

ZONE EDGE – if any unit block leaves the playing zone, but is not **ROUTED** as above; their owner must replace it back inside the playing zone, touching the edge that it left by.