# CENTRE ⚔ ROCK

A GAME OF TERRITORY, DEFENSE, AND PUSHING THE OTHER GUY AROUND.

In Centre Rock, players attempt to control *The Rock*. Each commands archers, pikemen, and swordsmen in pushing each other around, eliminating their enemies, and generally carrying on in an uncivilized fashion in the name of acquiring and defending The Rock. Victory is won by being the first to keep a unit on The Rock through four turns, eliminating the other players, or dominating The Rock by spending the most time in control of it.

COMPONENTS

- 1 game board
- 4 sets of 6 colored figures
- 1 standard 6-sided die
- 4 pages of rules & examples

In addition to a hex grid, the board has these game elements:
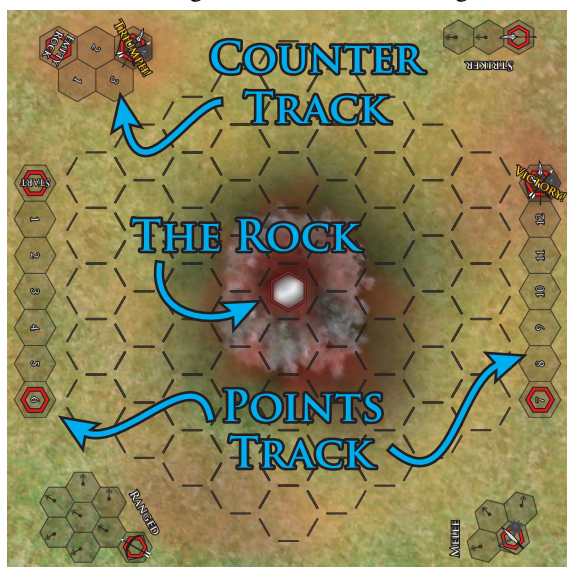
Note that The Rock is solely the central hexagon.

GAME SETUP

Each player chooses a color and collects their six figures. Five of those are the *squad* they will command. Squads consist of *units* drawn from three *classes*: 2 *melee* units, 2 *ranged* units, and 1 *striker*. The sixth figure is the player's *king* and is used to keep score. In two and three player games, each player's squad is their *team*. In four player games the players form into two teams of two.

- COUNTERS: Each team places a king on the START position on the *points track*. These are used to track the total number of turns each team has controlled The Rock. In a four player game, both teams simply choose one of their two kings for this role. An unused king is also placed on the EMPTY ROCK position on the counter track. This *marker* is used to count how many continuous

turns a unit is on The Rock. In a four player game, use one of the kings not chosen to represent their team on the points track. In two and three player games use a king from an unplayed squad.

- TURN ORDER: Each player rolls the die and the high roller chooses which player takes the first turn (typically themselves or their teammate). In two and three player games, play proceeds clockwise from that player. In a four player game, play alternates between teams. The specific order of squads is chosen and announced by the respective teams at this point and may not be changed during the game. An example sequence is Player 1 (Team A), Player 3 (Team B), Player 2 (Team A), Player 4 (Team B).

- BOARD SETUP: Each team secretly places their units, orienting them toward adjacent hexagons. Legal initial positions are determined by the number of players, shown in the following:
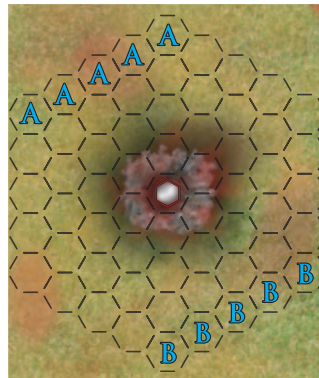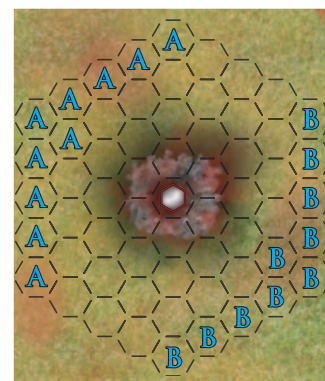
Two Players

Four Players
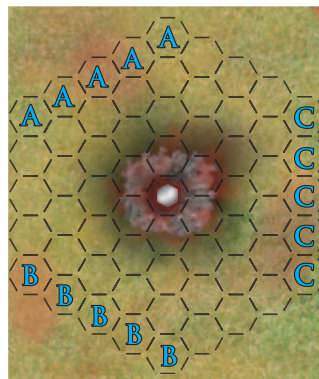
Three Players

PLAY

Players take up to two *actions* each turn. Possible actions are *orienting*, *moving*, and *attacking*. The same unit may be used both times and actions may be repeated. Players may only command units in their individual squad and may not use their teammate's.

- ORIENT: Rotate a unit to face an adjacent cell. It costs one action to turn a unit 60, 120, or 180 degrees in either direction.

- MOVE: Declare the unit to move and roll the die. Divide the result by 2 and round up; the unit may move up to that many hexagons. Units may move along any unobstructed path, they do not move simply along one direction. Orientation is not affected by moving. Only one unit at a time may occupy a hex, they may not move through units. Movement is the same for each unit class.

- ATTACK: The range of each unit is defined by a pattern of hexagons associated with its class, given below. These show which cells a unit may attack, based on its current orientation. Archers may attack over units, strikers may not. To attack, the player declares the attacking and defending units, then rolls the die. Melee and striker units hit on a result of 4, 5, or 6; ranged units on 5 or 6. Each pattern is also printed on the game board for quick reference.
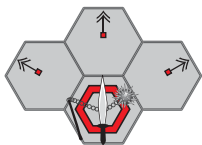
Melee units may attack the three cells in front of them.
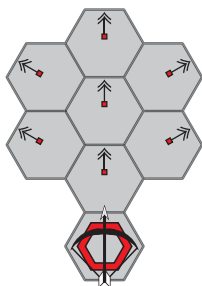
Ranged units may attack the circle of cells in front of them.
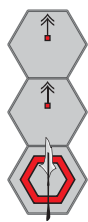
Striker units may attack the two cells directly in front of them.

If a six is rolled in attacking from The Rock, the defending unit is removed from play. Otherwise, if the attack is successful, the defender is *pushed* one hex away from the attacking unit. Arrows in each cell of the pattern diagrams indicate in which direction a unit in that cell is pushed. Orientation is not affected by being pushed. Any unit pushed off the board at any point is removed from play.

Units pushed into a unit of the defender's team (not just the individual squad) push that unit in the same direction. If that unit is in turn pushed into a unit of the same team, it is similarly pushed. This *chain reaction* continues until no more units can be pushed.

Any unit pushed into an opposing team's melee or striker unit that is directly facing the pushed unit is *squeezed* and removed from play. With three players, the opposing team is not necessarily the attacking team; players may cooperate in this way. The defending unit must be pushed into the striker or melee unit and

that unit must be directly facing the pushed unit. It is not sufficient to simply push a unit into a striker or melee unit's attack pattern.

Units pushed into the attacking team's ranged units do not push that unit. Melee or striker units of the attacking team which are not directly facing the pushed unit are similarly not pushed. In these cases, the defending unit is moved to the attacker's choice of the unoccupied hexagons adjacent to both units. Chain reaction and squeeze rules continue from there as normal. If the two units are at the edge of the hex grid, the attacker may choose to move the defending unit off the board and eliminate it. Otherwise, if there are no unoccupied adjacent hexagons, the defending unit is not moved.

Normal chain reaction rules apply in a three player game if the defending unit is pushed into a unit of the third team that is not a melee or striker unit directly facing the pushed unit.

THE ROCK

At the start of every player's turn, check if that player (not the team) has a unit on The Rock. If not, their turn continues on. Otherwise, move the marker on the counter track to the next position and advance the king of that player's team along the points track. Upon advancing from the sixth position, the points track simply continues on from seven on the opposite side of the board. After updating the counters, the player's turn proceeds as normal.

Whenever a unit leaves The Rock, either through a deliberate move or an attack, immediately return the counter track marker to the EMPTY ROCK position. Note that the counter is reset even if the unit is pushed off as part of a chain reaction resulting in another unit of that player's team or squad being pushed onto The Rock.

TRIUMPH!

Centre Rock ends immediately upon the following events:

- Only one team remains —— **avouch the others vanquished!**
- The marker is advanced from the third position on the counter track. The current player's team has kept a unit on The Rock through four straight turns ——— **declare them triumphant!**
- A king is advanced from the 12th position on the points track. That team has dominated —— **pronounce them victorious!**