

PREDRAG LAZOVIĆ & DRAGAN LAZOVIĆ

MORTAR HUNT

BOARD GAME FOR TWO PLAYERS

RULES AND INSTURCTIONS

The set contains: 2 boards (**A** and **B**); 6 pieces in two different colours (self-propelled mortars); 6 flags of different shapes; 5 round markers; 200 rectangular markers; 2 pads for writing moves and a screen.

The boards are 12×9 squares large, and consist of a lighter and a darker side. There is a compass drawn with cardinal points (**N** - north, **E** - east, **S** - south, **W** - west), that helps determine the orientation of a piece, and along the edges there are letters (from **A** to **L**) and numbers (from **1** to **9**) that determine the coordinates of each square. The flags help to distinguish the pieces of the same colour.

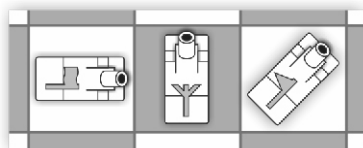
Each player has a board, 3 mortar pieces and a pad. The screen is placed between the boards so the players cannot see the opponent's moves.

The players play alternately. In each turn, a player must move one of their pieces (free choice), and then one of the pieces can (but does not have to) shoot to a square on the opponent's (dark) side of the board.

The goal of each shot is to hit and, therefore, destroy the enemy mortars. But this is not easy, as the players only assume where they are. The winner is the player who succeeds in destroying all three opponent's mortars.

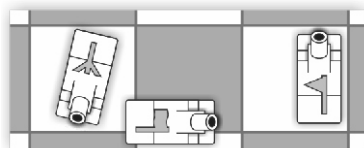
PIECE PLACEMENT

At the beginning of the game, players place their pieces on the brighter side of their board. This is done behind the screen, so the opponent doesn't see their positions. Each piece is placed in the centre of a square while always keeping mind its orientation. Examples of correctly and incorrectly placed pieces are in the following pictures.



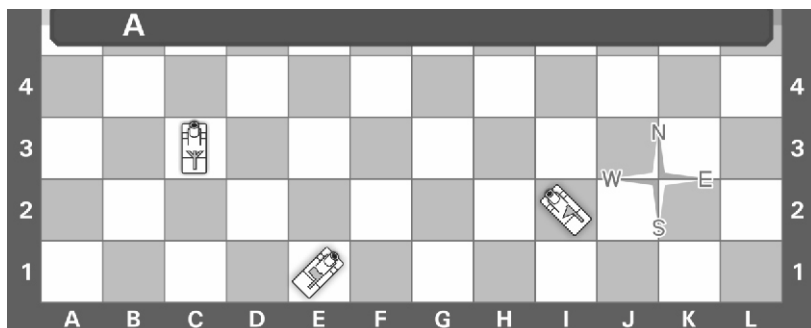
**CORRECT
PLACEMENT**

**INCORRECT
PLACEMENT**



After placing the pieces, the players write down the initial positions into their pads. In the example on the right, the player **A** placed his pieces on squares **C3**, **E1** and **I2**.

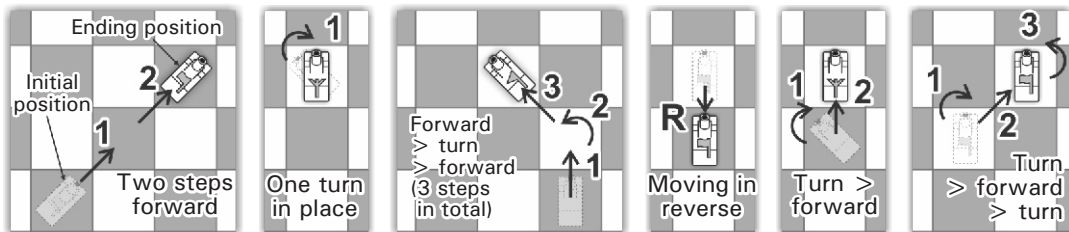
In addition to the coordinates, the orientation of each piece (**N**, **E**, **S**, **W**, **NE**, **NW**, **SE** or **SW**) must also be written down.



Player A: Predrag				DATE: 29.07.2018.	
TURN				SHOOTING	OPPONENT'S SHOT
INITIAL POSITION	C3/N	E1/NE	I2/NW		
1					

MOVING THE PIECES

In every turn, a player must move a single piece of their own choice. The pieces can make a maximum of 3 steps in a turn. One step is a movement to the square right in front or a turn of 45° on the same square. Therefore, the movement sequence may consist of one, two or three steps forward; one, two or three turns in place; or of a combination of forward movement and rotation. The pieces can move backwards, but only one step and without turning. In any case, the ending position of the piece must be different from the initial one, at least in the orientation if the coordinates are the same. Examples:



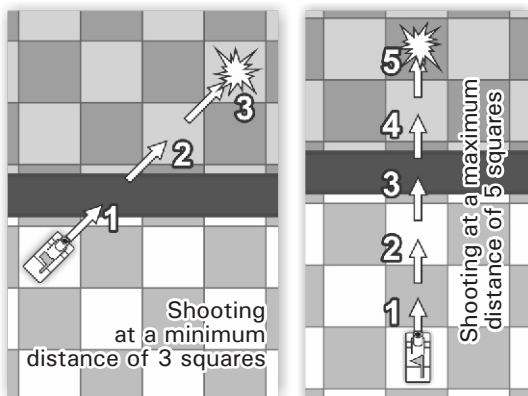
After each piece movement, the player has to write down its new coordinates. In the example pictured on the right, Player A moved the piece with the triangular flag in the first turn and wrote its new position and orientation down.

TURN										SHOOTING	OPPONENT'S SHOT	
INITIAL POSITION	C3/N			E1/NE			I2/NW					
1							H3/N			X	G3	

SHOOTING

After moving a piece and writing down its position, the player has the right to shoot. They can shoot from a piece that's just been moved or from any other piece. The mortars shoot straight forward, the shell flies over the obstacle and falls onto a square in the range of 3 to 5 squares from the piece that took the shot.

The action of shooting is executed by the player announcing loud and clear the coordinates of the square they're shooting at, and then the opponent must say out loud if there is a piece on that square. If there is, it's a hit: that piece gets flipped to the side and cannot move or shoot until the end.



The player who scored a hit marks that square of their board with a round marker. Any shooting action, no matter the result, must also be written down in form of the coordinates of the shot square, which is what both players do. A player who shoots puts an asterisk (*) to indicate the piece that executed the shot. If it's a hit, both players circle the coordinates in question. The following pictures show three turns being written down completely.

Before that, have a look at the table in the example above, with an explanation from the Player A's perspective. The player moved the piece with the triangular flag in the first turn, but did not shoot. Therefore, in the "SHOOTING" column, he wrote down "X" for this turn.

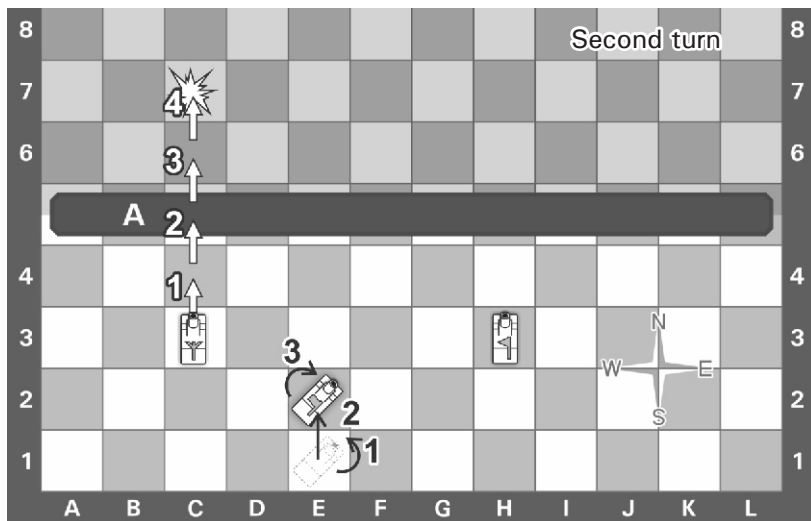
In the continuation, Player **B** shot at G3 and missed. Both players write down "G3" in the corresponding box in the table: the player who shot writes in the "SHOOTING" column, and the opponent writes in the column "OPPONENT'S SHOT".

In the second turn, Player **A** moves his piece from E1 to E2 and writes it down. Then he shoots to C7 using the piece that's on C3 (Player **A** assumed that the previous shot to G3 came from there) and writes it down.

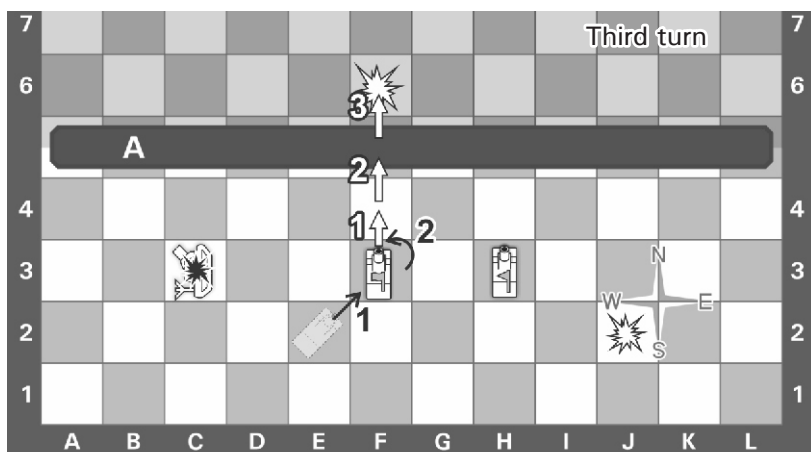
Player **B** says there is no piece on C7. The second turn is still being played and now Player **B** moves one of the pieces and then shoots at C3.

Player **A** is obliged to say that there is a piece on C3. This piece gets turned to the side, and the players circle "C3" in their pads.

In the third turn, Player **A** first moves the piece from E2 to F3 (two steps) and writes it down. Then he shoots to F6 using that exact piece. He adds an asterisk next to the coordinates of the piece that made the shot and writes down the coordinates of the square that was targeted, F6. Player **B** says it's a hit (on F6 there was a piece and it is now destroyed). Player **A** circles "F6" in the pad and puts a round marker on this square.



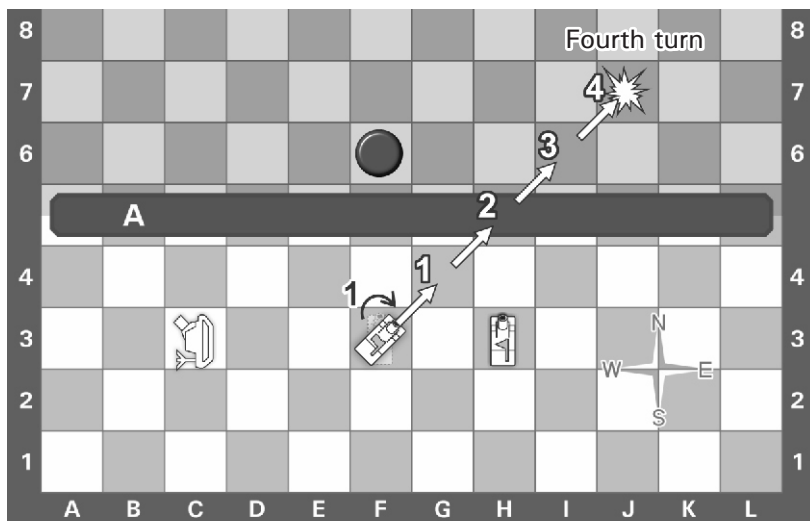
Player A: Predrag				DATE: 29.07.2018.	
TURN				SHOOTING	OPPONENT'S SHOT
INITIAL POSITION	C3/N	E1/NE	I2/NW		
1			H3/N	X	G3
2	*	E2/NE		C7	C3
3	X				






Player A: Predrag				DATE: 29.07.2018.	
TURN				SHOOTING	OPPONENT'S SHOT
INITIAL POSITION	C3/N	E1/NE	I2/NW		
1			H3/N	X	G3
2	*	E2/NE		C7	C3
3	X	F3/N *		F6	J2

After that, Player **B** moves a piece and shoots at J2. Player **A** says there is no piece there.

In this example, we have shown three turns from the Player **A**'s perspective.



Player A: Predrag				DATE: 29.07.2018.	
TURN				SHOOTING	OPPONENT'S SHOT
INITIAL POSITION	C3/N	E1/NE	I2/NW		
1			H3/N	X	G3
2	★	E2/NE		C7	C3
3		F3/N ★		F6	J2
4		F3/NE ★		J7	X

Player **B** has a slightly different pad, while the markings along the board are turned in such way that they make reading and writing the coordinates easier.

SKIPPING THE SHOOTING ACTION

Frequent shots increase the chance of hitting the opponent's mortars. However, after each shot, the possible locations of the piece that made the shot are revealed. For example, in the picture above, the J7 square could be hit from the following squares: E2, F3, G4, J2, J3 and J4. Some squares, such as B1, can be hit by Player **B** only from the squares B6 and G6.

Therefore, shooting is not required in every turn, but the rule is that it can be skipped in two consecutive turns at most. After that, the player must shoot at least once, after which they again gain the right to skip it for the next two turns and thus get off the opponent's radar.

The shots are always aimed at a square on the opponent's side of the board. It's forbidden to shoot somewhere aside, into the obstacle or at a square within the own half of the board. So, in the turn when a player has to shoot (after two skips in a row), they should position at least one piece in such way that it can shoot at the opponent's half of the board.

END OF GAME AND DETERMINING THE WINNER

The game lasts until one of the players destroys all three opponent's mortars. In this case it is clear who the winner is. Players can also agree to play a determined number of turns (on each page in the pad it is possible to annotate 28 turns, so that can be one suggestion for the duration of the game). In this second case, the game can also be tied (2-2, 1-1 or 0-0).

IMPORTANT: After the game, the players should show each other their pads and check if all the moves and shots have been noted correctly.

This game doesn't use dice, so luck in that way doesn't influence the outcome. Much more important for winning is knowing the psychology of the opponent, especially after several consecutive games.

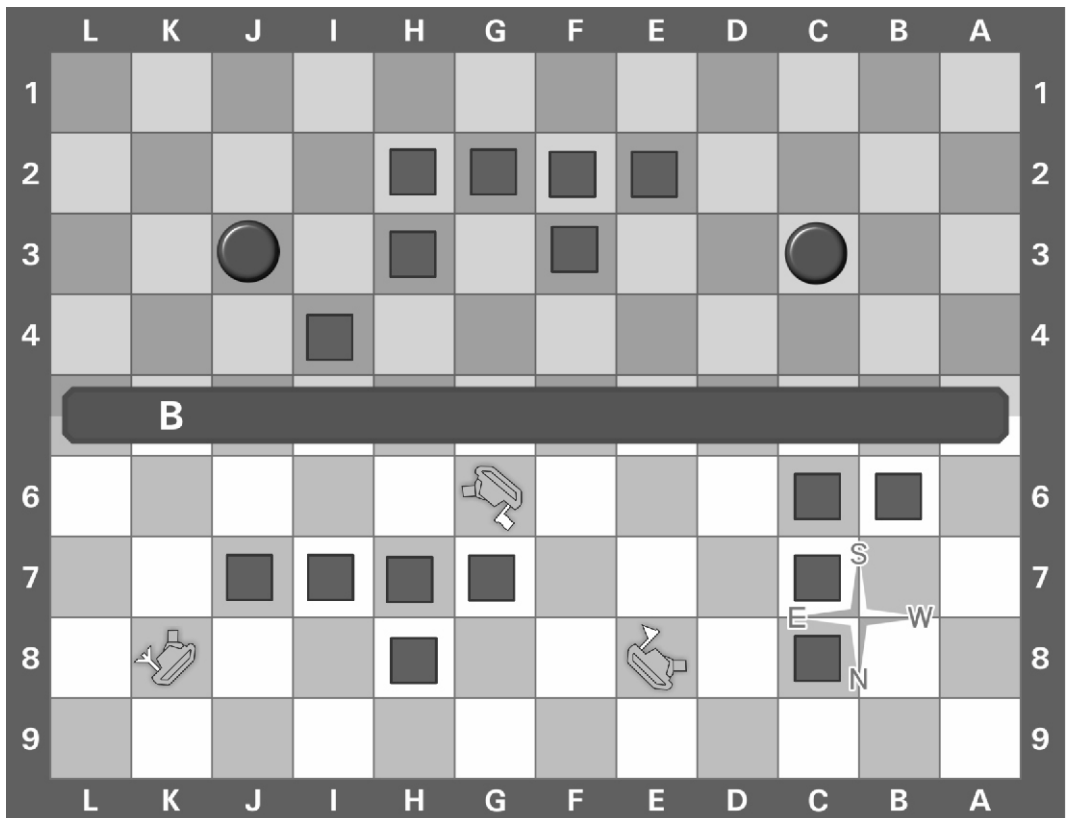
ALTERNATIVE MOD




This game can also be played with a few modifications: whenever you shoot, you place a rectangular marker that represents a crater on the targeted square (if it was a miss, of course; if it was a hit, then a round marker is placed). The rectangular markers remain on the board until the end of the game and through those squares the pieces cannot pass, nor it is allowed to shoot twice at the same square.

What often happens is that the opponent's side gets split into two or more parts, and after fifteen shots, the space for maneuvering is very limited. Therefore, it is also possible that pieces get in such positions that they cannot shoot at a square that has not already been shot at: in this case, the player must sacrifice that piece (they use their turn for doing so), that is, to overturn the piece on its side and to report its exact position to the opponent.

In this mod, the games often end in a tie. We suggest limiting the number of turns.

The following picture shows the situation after the 16th turn from the perspective of Player B:



Player B: Dragon			DATE: 03.08.2018.		
TURN	OPPONENT'S SHOT				SHOOTING
INITIAL POSITION		K9/S	I9/S	A8/SE	
1	G7			B7/SE *	G2
2	B6		H8/S *		H3
3	C8			C6/S *	(C3)
4	C7			D6/E	X
5	C6			G6/E	X
6	X	K8/SW *			F3
7	(K8)	×		J6/E	X
8	X			J6/SW *	F2
9	X			I6/SW *	E2
10	J7		H9/S		X
11	I7			G6/W	X
12	H7		*	E8/NW	H2
13	H8		F7/SW		X
14	X		F7/SE *		I4
15	(E8)		G6/SE *	×	(J3)
16	(G6)		×		
17					

This game ended after the 16th turn with the victory of Player **A** with the result of 3:2.

LIGHT HOWITZER

In the basic version of this game, each side controls 3 Heavy Mortars (HM). To make the game even more interesting, we introduce the option to use Light Howitzers (LH) instead of HMs. Their speed is the same (3 steps in one turn), but the shooting range is different - 5 to 7 squares. All other characteristics and rules are exactly the same. Players can agree to play with the same types of pieces or to choose their setups independently (in the latter case, players should not reveal their choice to the opponent).