CounterColors

A Wargame of Color-vs-Non-Color

Version 1.1

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CounterColors was written by Stephan Beal, and is released into the Public Domain. It was written with support from the CounterMoves team:

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Introduction

Life is simple: there are only two ways of looking at the world, and your way is the Correct way. The world is made up of hexes of two colors, and each player takes the pieces of The Color into combat against Non-Colored pieces.

Requirements

This game is built off of the CGME core rules, which can be found at:

http://countermoves.sourceforge.net/CGME/

You will need an equal number of two types of playing pieces. Any will do, so long as you have an equal number of both. May we suggest coins of different colors, like pennies vs. dimes (that would be 1-cent vs. 10-cent coins for you Euros out there). Additionally, you will need a playing board, which can be obtained from:

http://countermoves.sourceforge.net/CounterColors/

Turns

Use a standard CGME move/attack turn sequence. Players may decide who goes first however they wish to.

Combat

Combat uses standard CGME mechanics. Units may not combine attacks.

Initial Setup

The exact number of starting pieces is up to the players.

Player One places one of his pieces along one edge of the board. The piece must be in a hex of that player's color. Then Player B places a piece along the opposite edge of the map. Repeat this process until all pieces have been placed. Each piece must be placed within 1 hex of another piece of it's color, when possible. If this is not possible, up to two hexes away is permitted.

If the players wish to have a classic attacker/defender scenario, one player should set up all of his units first, then the other player should enter along the opposite side of the map.

Units

There are two Colors of units in this game. One's own units are always refered to as units of The Color (or Colored), no matter which team one is on. Likewise, units on the other team are said to be Non-Colored.

By default there are only two unit types, but players may wish to devise their own. The unit types are:

• Units of The Color (a.k.a., Colored units)
• Units of The Non-Color (a.k.a. Non-Colored units)

Each unit has varying statistics, depending on it's position on the board at a given time:

ATT and DEF equal the number of adjacent hexes of The Color, including the hex the unit is in.
Adjacent Colored hexes containing a Non-Colored unit do not count for purposes for calculating ATT and DEF!

Examples:
1. A Colored unit in a Non-Colored hex, surrounded by 4 Colored hexes and 2 Non-Colored hexes has an ATT and DEF of 4.
2. A Colored unit in a Colored hex, surrounded by 3 Colored hexes, one of which is occupied by a Non-Colored unit, has an ATT and DEF of 3.

Calculate ATT and DEF when an attack is made involving the unit, meaning that it is making an attack or being attacked.

All units have a Range of 1 and MOV of 3.

Movement
It costs 1 MOV to enter a hex of The Color, and 2 MOV to enter any other hex. A unit must always be in or adjacent to a Colored hex. If a unit somehow manages to go further into Non-Colored Territory, it is destroyed immediately.

Units may not stack - only one unit is allowed per hex. Colored Units may pass through Colored units, but may not end their movement in a hex with any other unit. Colored units may not pass through Non-Colored units.

Scenarios

Basic Scenario
Each player starts with 6 pieces, with each player setting up on opposite ends of the map. Play unit one team is eliminated.

Castle Nabbing
As in the Basic Scenario, except each team gets 7 pieces and additionally has a castle, placed in any Colored hex along the initial setup edge of the board. The goal is to capture the enemy castle while maintaining your own. To capture a castle an enemy unit must simply enter it's hex. Play ends when one castle is captured or one team's units are all eliminated.

Terminology

- **The Color or One's Own Color:** The Color, being The Only Valid Color.
- **Colored Hex:** a hex of The Color.
- **Non-Colored or The Non-Color:** The opposite of The Color. This represents the antithesis of The Color, which must be destroyed at all costs. Some use the term *That Other Color*, but this is considered heresy by most units of The Color, which do not truly consider Non-Colored units to be of any color.