Daring Delta 600

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Goal of the Game
Eliminate all three of your opponent's characters before they eliminate yours.

Setup Rules
Place the game board to make a 6x8 play space. Then place your characters just off the edge of the board on your side. Each team will have a green, red and yellow piece. The green piece is a ranged character. The red piece is a melee character. The yellow piece is a wizard character. They take on both the melee and ranged abilities with magical effects. Each character piece will start with 30 HP.

Gameplay Rules
1. To begin a turn, the player will roll 1D6 for one character movement and then attack with the same character
2. Move chosen character forward/backward/diagonal the rolled spaces (no multidirectional i.e knight in chess). Teleport to another portal if moved to and finish movement.
   a. First 3 turns must be different pieces to get all characters on the board.
   b. Characters must move the chosen piece, but your piece may end movement "early" by running into another piece, "walls", or the edge of the game board.
   c. You may move "through walls" by using 2 movements for each "wall" and continue if you still have movement after.
      i. E.g. you are behind a double wall and roll a five. You may use 2 to "move" through each space of wall, landing you on the other side
3. The characters, if within range, will then roll for damage for attacks (diagonals included.
   a. Neither player may attack on the first turns due to characters needing to be moved ONTO the board.
4. Red pieces must be within one space of an opponent to attack.
   a. On top of the normal damage of the attack, roll an additional 1D6 for magical damage:1, 2, 3, 4= base damage, 5 or 6= double damage.
5. Yellow pieces can be either anywhere from 1 to 3 spaces (over walls) of an opponent to attack. On top of the normal damage of the attack, roll an additional 1D6 and add half the roll to the damage.
6. Green pieces must be between 2-3 spaces (over walls) of an opponent to attack.
7. If a character's HP is reduced to 0, it is laid flat on the board where it was defeated.

End Condition Rules
If on a player's turn the opposing teams' characters are all eliminated, that player wins the game.

A B C D

1 2 3 4 5 6 7 8