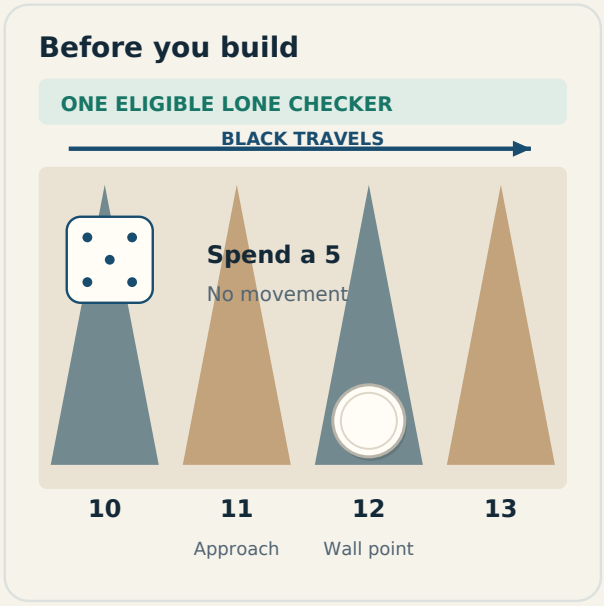
A new line of defense

The familiar race, with one extra strategic choice.

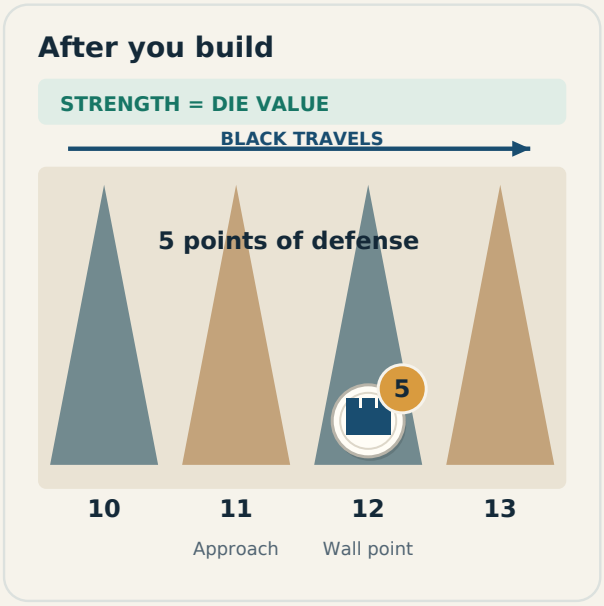
Backgammon is a race. BreachGammon gives you a way to change the pace. Turn a lone checker into a defensive wall, make your opponent spend movement breaching it, and decide how long that delay is worth tying up one of your dice. It adds a choice between speed and defense to the familiar game. The goal stays the same: bring all 15 checkers home and bear them off first.

Spend a move. Build a wall.

Use one unused **normal-die action** to turn an eligible lone checker into a wall. The die value becomes its strength: spend a 5, build a strength-5 wall. That action gives no movement.



Before: one eligible checker and an unused normal 5.



After: five points of defense. The checker stays put.

Build when it suits your turn

Build before, between or after moves while an action remains. You may move a checker first, then use another action to build on it. Building is always optional, even when movement is blocked.

Doubles still give four actions

A wall uses **one** of the four actions, leaving up to three moves. Even the fourth unused action may build a wall. Reserving its physical die does not cancel actions already granted by that roll.

Choose your guide: already play backgammon? Read pages 1-5. New to the game? Add pages 6-7. For every rule and edge case, use pages 8-10.

Leave a way to approach

The point just before your wall must remain available to the attacker.

The **approach point** is immediately before the wall in your opponent's direction of travel. While your wall is active, that point may hold **at most one of your checkers**. Two or more would block the attacker's landing.

Empty approach



Allowed: White wall on 12; point 11 is empty.

One defender ahead



Allowed: one White checker on 11. It can be captured if an attack ends there.

Two defenders ahead



Not allowed: two White checkers block point 11. Do not build this wall or create this stack later.

Three defenders ahead



Not allowed: three checkers cause the same problem. The limit is one, throughout the wall's life.

Read the direction, not the page: a White wall on 12 has approach 11; a Black wall on 12 has approach 13. These pictures show Black moving toward a White wall.

The wall itself must be alone. You may have only one active wall, your bar must be clear, and its checker must be eligible. A withdrawal-frozen checker or an unchanged spent wall cannot build.

Keep it or withdraw it

Choose at the start of your turn, before you roll.

A wall ties up the **normal die committed to it**. Building does not change the roll you already have and does not immediately give you an auxiliary roll. On later turns, choose:

Keep your wall

LATER TURNS: ONE NORMAL + AUX

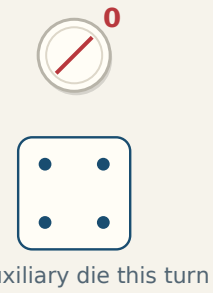


Auxiliary faces: 0, 0, 1, 1, 2, 2

Keep: roll one normal die plus the auxiliary die. The wall keeps its current strength.

Withdraw before rolling

THIS TURN: ONE NORMAL DIE



Spent checker is frozen for this turn

Withdraw: roll only your other normal die. The defender becomes spent and is frozen this turn.

The auxiliary die: 0, 0, 1, 1, 2, 2

A 0 gives no action. A 1 or 2 may move, enter from the bar, bear off or damage an enemy wall when legal. It cannot build, rebuild or repair a wall. A matching normal and auxiliary result **is not doubles**.

Withdrawal has a one-turn cost

The withdrawn checker cannot move, bear off or build for the entire withdrawal turn, even if reinforced. Its committed die returns at the start of your **next** turn. You may use your other die on another eligible checker, including to build a different legal wall.

Damage stays on the wall

Strength never refreshes automatically. If a strength-5 wall takes 2 damage, it stays at strength 3. At zero, it is breached and loses its defense. You recover its committed die at the start of your next turn.

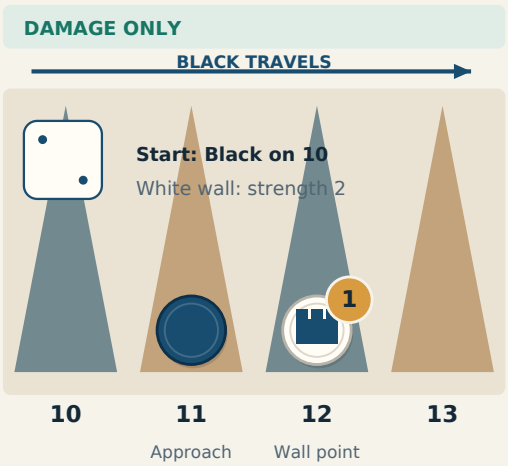
Three states: normal checker = ordinary movement; active wall = defense, no movement; spent wall = no defense, must reset before rebuilding. A withdrawal freeze is an additional restriction.

Same position. Four outcomes.

Black starts on 10. White has a strength-2 wall on 12. Other points are empty.

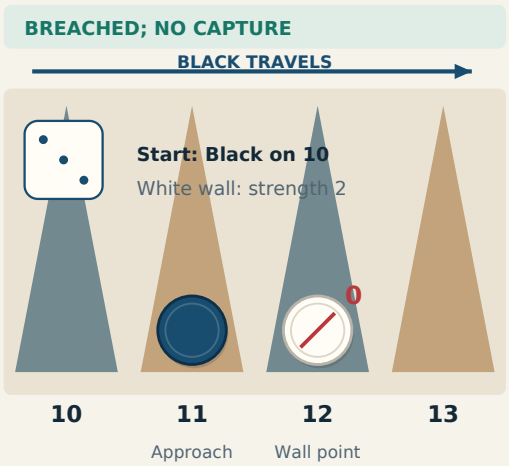
Choose the available die you want to use. Spend movement in order: **reach the approach point, remove wall strength, then move with any value left.** Here, reaching point 11 costs 1.

Use a 2



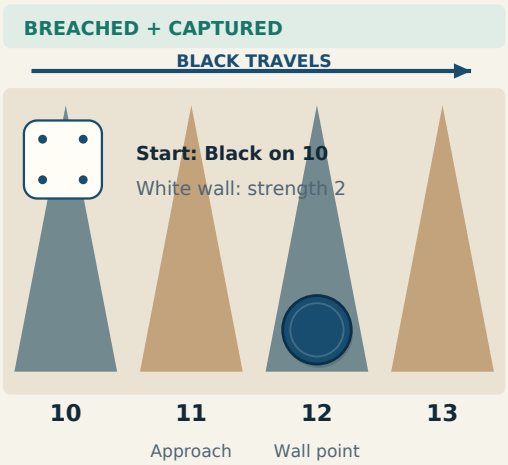
2 = 1 approach + 1 damage.
Black stops on 11. The wall has strength 1 left.

Use a 3



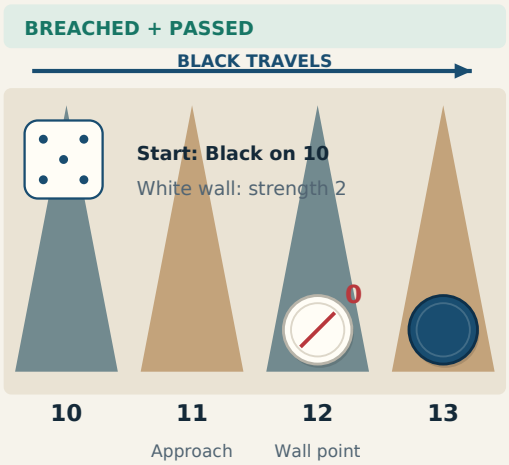
3 = 1 approach + 2 damage.
Black stops on 11. The wall is breached; its spent checker stays on 12.

Use a 4



4 = 1 approach + 2 damage + 1 move.
Black lands on 12 and captures the defender.

Use a 5



5 = 1 approach + 2 damage + 2 moves.
Black ends on 13. Passing the spent defender does not capture it.

Use all the die: you cannot stop early to get a capture. If the actual finishing point is illegal, the entire action is illegal and deals no damage. If you already occupy the approach point, spend the die directly on damage.

What a wall can and cannot do

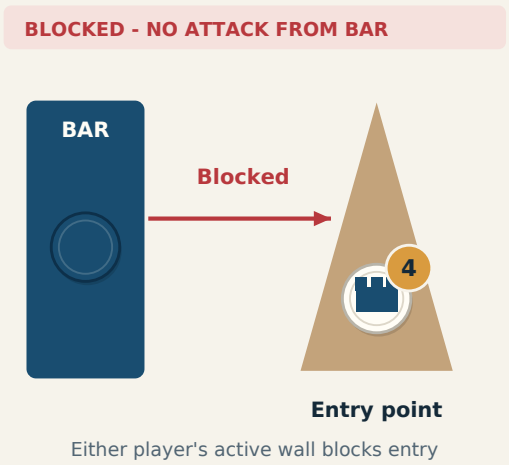
A breached wall is not a protected checker.

Your own active wall



Your own wall: friendly checkers may pass without extra cost, but cannot finish on its point.

Entry onto an active wall



From the bar: either player's active wall blocks entry onto that point. Barred checkers cannot attack.

A spent wall can be hit

At zero strength, or after withdrawal, the wall no longer intercepts movement. Its lone checker can be captured like any other blot. Breaching does not automatically capture it.

Reset before rebuilding

Move the spent checker to another point, or land a friendly checker on it, to clear its spent status. A reinforced point is an ordinary stack. A checker must be alone and eligible again before a new normal-die action can rebuild a wall. Reinforcement never ends a withdrawal freeze early.

Bring every checker home

An active wall outside your home board prevents bearing off. A wall inside home counts as home, but cannot itself bear off while active. A withdrawn defender cannot bear off during its frozen turn.

Clear the bar, then use your turn

Re-enter every barred checker before moving other checkers or building. Use your available movement actions as fully as the rules require; building remains optional.

Confirm the plan

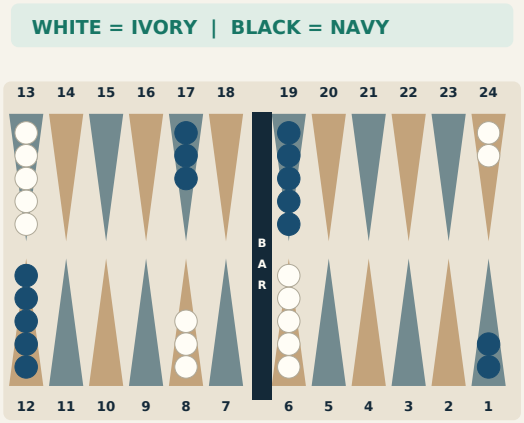
You may revise moves and wall choices before **Finish Turn** without rerolling. A legal plan bearing off your fifteenth checker needs no extra actions: confirm it to commit the win. Unused dice do not prevent victory.

One game, one winner. BreachGammon v0.2 uses no doubling cube, gammon multiplier or backgammon multiplier.

Learn the familiar game

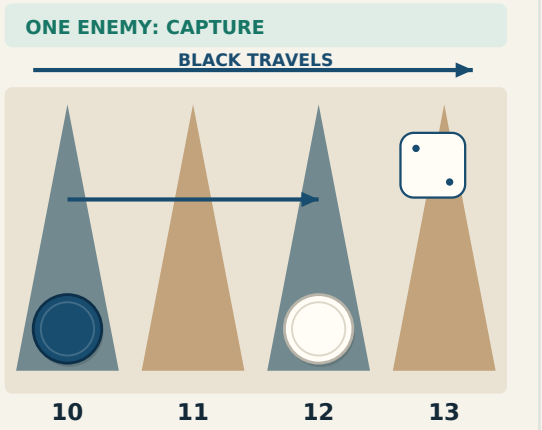
Move your 15 checkers home, then bear them off.

The starting board



Points are the 24 triangles. The **bar** holds captured checkers.

An ordinary landing



Landing on one enemy checker captures it to the bar. Passing it does not.

The players move in opposite directions

White: travel from 24 toward 1; home is 1-6; exit beyond 1.
Black: travel from 1 toward 24; home is 19-24; exit beyond 24.

Start with the opening roll

Each player rolls one normal die. Reroll ties. The higher roller goes first, using both numbers already rolled. Then alternate turns. Without an active wall or a die waiting to return, roll two normal dice.

Use each die separately

A 3 and a 5 give a three-point move and a five-point move. Use different checkers or the same checker twice. Both landing points must be legal; an eight-point jump cannot bypass an illegal intermediate landing. Two matching normal dice give **four** actions of that value.

Know where you may land

Empty: allowed. **Your ordinary checkers:** allowed. **One enemy:** capture it. **Two or more enemies:** blocked. Ordinary blocked points may be passed over during one die's move. Active walls add the rules in Guide 1.

Example: White on 13 may play 3 then 5 via point 10, or 5 then 3 via point 8, finishing on 5. The intermediate landing used must be legal.

Bring everyone home

Use the roll fully. Clear the bar first. Bear off all 15 to win.

Return captured checkers before moving others

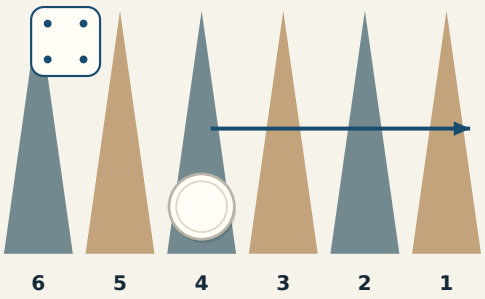
Black enters on the die value; White enters on 25 minus the die. A 4 enters Black on 4 or White on 21. Normal landing restrictions apply; a lone ordinary enemy can be captured on entry. Active walls block entry. If the bar is still occupied, your other checkers must wait. If no entry is possible, pass.

Use as many dice as legally possible

Use both dice if any legal sequence allows it. If only one can be used, use it. If either can be used but not both, use the higher number. With doubles, use as many of the four actions as possible. **Example:** on a 4 and 1, if entering with 1 strands the 4 but entering with 4 allows the 1 afterward, use 4 first.

Bear off with an exact die

WHITE HOME BOARD: 6 TOWARD 1

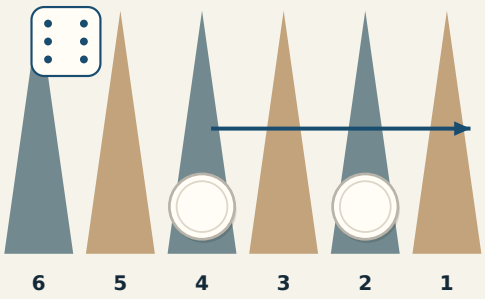


A 4 bears off the checker on point 4

Exact value: a 4 removes White's checker from point 4.

A larger die can bear off

ONLY FROM YOUR FARTHEST POINT



A 6 may take point 4: no one is on 5 or 6

Larger value: a 6 may remove from 4 only if no White checker is on 5 or 6.

Every checker still in play must be home

None may remain on the bar. If a checker is captured, bring it home before bearing off resumes. White's distance to the exit is the point number; Black's is 25 minus that number. White on 4 and Black on 21 are each four points away.

Exact, larger or smaller

Use an exact value to bear off that distance. A larger value may bear off only from your farthest occupied point. A smaller value may move within home. Bearing off is optional when another legal move uses that die, subject to required dice use.

Win: bear off your fifteenth checker. With one White checker on 1 and a 3 and 5, use the 5; the unused 3 does not block victory. In the app, confirm the legal winning plan with **Finish Turn**.

The complete rules / 1

Rules 1-6: setup, movement and wall placement.

1. Objective and setup

Be first to bear off all 15 checkers. Use a 24-point board, 15 checkers per player, two normal dice per player, and an auxiliary die with faces 0, 0, 1, 1, 2, 2. Each player may have one active wall. The app handles setup and dice.
White starts: 2 on 24; 5 on 13; 3 on 8; 5 on 6. Move 24 toward 1; home 1-6; exit beyond 1.
Black starts: 2 on 1; 5 on 12; 3 on 17; 5 on 19. Move 1 toward 24; home 19-24; exit beyond 24.
Each player rolls one normal die to start. Reroll ties. The higher roller begins using both opening values. An eligible wall may be built on the opening turn. Then alternate turns.

2. Movement and capture

Each die gives a separate action. Use the same checker again or a different checker. Every action must have a legal finishing point; combining values cannot bypass an illegal intermediate landing. Empty points and your own ordinary checkers are legal. Two or more opposing checkers block a landing. Landing on one ordinary enemy captures it to the bar; passing does not. Ordinary blocked points may be passed over. Active walls add the restrictions below.

3. Required dice use

Use both dice whenever a legal sequence allows. If only one can be used, use it; if either can be used but not both, use the higher legal number. With normal doubles, use as many of the four actions as possible. A legal wall deployment spends one action instead of movement. Building remains voluntary, even when movement is blocked; use remaining movement actions as fully as the rules permit.

4. Checker states

Normal: ordinary checker, movable unless separately frozen by withdrawal.
Active wall: lone defender with positive strength and a committed normal die. Intercepts enemy movement; cannot move.
Spent wall: former wall with no defense or interception. Must move to another point or receive friendly reinforcement before rebuilding. Clearing a spent marker does not remove a withdrawal freeze.

5. Building a wall

Spend one unused positive normal-die action; its value becomes the strength. The action gives no movement and reserves its physical die. You may build before, between or after moves. You may first move the checker, then build with another action. On doubles, building spends one of the four actions; all others already granted remain available. No auxiliary roll is added immediately.
You must have no active wall and no checkers on the bar. The target must be alone, on the board, not frozen and not an unchanged spent wall. The auxiliary die cannot build, rebuild or repair. The enemy approach point must hold fewer than two of your checkers.

6. Your wall and its approach point

Friendly checkers may pass their own active wall without extra cost but cannot land on it. The approach is immediately before the wall in the enemy's direction: White wall on 12 -> approach 11; Black wall on 12 -> approach 13. Keep at most one of your checkers there while the wall is active. Do not build behind an existing stack or create that stack later. If the approach falls beyond the board edge, there is no on-board point to restrict.

The complete rules / 2

Rules 7-12: dice, withdrawal, attacks and spent walls.

7. Start of turn and dice

First recover dice due back and clear the previous turn's withdrawal freeze. If you have an active wall, choose keep or withdraw before rolling.
No active wall, both dice available: roll two normal dice; matching values give four actions.
Keep: roll one normal die plus the auxiliary die.
Withdraw now: roll only the other normal die; no auxiliary die.
Normal plus auxiliary never gives doubles. Auxiliary 0 gives no action; 1 or 2 may move, enter, bear off or damage an enemy wall when legal. Wall strength never refreshes automatically.

8. Voluntary withdrawal

Withdraw only before rolling. Remove the defense, leaving the checker spent and frozen for the whole turn. It cannot move, bear off or build, even if reinforced. The committed die returns at the start of your next turn. You may use your other normal die on another eligible checker, including to build a different legal wall.

9. Encountering an enemy active wall

Choose an available die. A move that reaches or passes an enemy active wall must resolve it.
First: spend movement to reach the approach point.
Next: spend each remaining point on damage, one strength removed per point, until the die runs out or strength reaches zero.
Then: if no movement remains, finish on the approach. If already there, stay there and use the die on damage. If value remains after the breach, use all of it to move forward.
Capture the defender only if you finish exactly on its point. Stopping before it or passing it leaves it spent. Capture any ordinary lone enemy on your actual finishing point normally. You cannot stop early or discard movement to obtain a capture. Resolve each die separately; damage from a legal action persists.

10. Four results from one position

Black on 10; White strength-2 wall on 12; other relevant points empty.
Use 2: 1 approach + 1 damage -> Black on 11; strength 1.
Use 3: 1 approach + 2 damage -> Black on 11; defender spent on 12.
Use 4: 1 approach + 2 damage + 1 move -> Black on 12; capture.
Use 5: 1 approach + 2 damage + 2 moves -> Black on 13; defender survives spent on 12. See the pictures on page 4.

11. Check the actual finishing point

If the calculated destination is blocked by two or more enemies, is your own active wall, creates a prohibited stack beside your own wall, or is an illegal bear-off, the entire action is illegal. It gives no movement, damage or capture. This does not undo damage from an earlier legal action.

12. Breached and spent walls

At zero strength, the wall no longer protects or intercepts. A surviving defender is an ordinary capturable blot, but must reset before rebuilding. Move it to another point or land a friendly checker on it. An auxiliary 0 resets nothing. Reinforcement creates an ordinary stack; after separation, an eligible lone checker may build again, paying a new normal-die action. With enough legal actions, doubles can allow reinforcement, separation and rebuilding in one turn.
If an enemy breaches your wall, recover its die at the start of your next turn. Breaching imposes no voluntary-withdrawal freeze. A captured defender returns to normal status on the bar.

The complete rules / 3

Rules 13-16: bar entry, bearing off, victory and counters.

13. Bar entry takes priority

Re-enter every barred checker before moving others or building. Black enters on the die value; White on 25 minus that value. Auxiliary 1 or 2 may enter; 0 cannot. Two or more enemies block entry. Either player's active wall also blocks entry. A barred checker cannot attack or damage a wall; entry checks only its destination, without traveling across intervening points.

Entry may capture an ordinary enemy blot. Entering onto a friendly spent checker reinforces it and clears its spent marker. Enter as many barred checkers as legally possible. If any remain, other actions must wait. If none can enter, pass; after clearing the bar, use remaining actions normally.

14. Bearing off

Every checker still in play must be home, with none on the bar. An active wall outside home prevents bearing off. One inside home counts as home but cannot itself move or bear off while active. A withdrawn checker cannot bear off during its frozen turn. If a checker is captured, return it home before bearing off resumes.

White's distance to the exit is its point number; Black's is 25 minus its point. An exact value bears off a checker that distance. A larger value may remove only a checker farthest from the exit, with no friendly checker farther back. A smaller value may move within home. Other legal moves may be chosen instead of bearing off, subject to required dice use.

If an enemy wall intercepts a bear-off path, pay its strength cost first. Apply the exact or oversized bear-off test to the movement value remaining after that cost. An illegal result makes the entire action illegal. Passing a breached defender while bearing off does not capture it.

15. Confirm the turn and win

Moves and wall choices are provisional until you select **Finish Turn**. Revise the plan before confirmation without rerolling. Confirm a complete legal turn, or pass when no legal action is available; building remains optional.

A legal plan bearing off the fifteenth checker needs no further actions. Confirm it to commit the win. Earlier actions must remain legal and dice-use obligations still apply. With one White checker on 1 and a roll of 3 and 5, use the 5. Its unused 3 does not prevent victory.

BreachGammon v0.2 has a single winner, without a doubling cube, gammon multiplier or backgammon multiplier.

16. On-screen counters

Each player starts at **167 pips**, with 15 checkers remaining. White on point p contributes p pips; Black contributes 25 minus p. A barred checker counts 25; a borne-off checker counts zero. Active, spent and frozen checkers count their ordinary location distance. Pip counts do not include defense, withdrawal delays or future wall costs. Checkers remaining includes every checker not yet borne off.

Remember: build with one unused normal action; leave the approach available; spend movement on approach, defense, then travel; capture only where the action finishes.

About this edition: illustrated revision 2 of the agreed v0.2 rules. This revises the presentation, not the game mechanics. Small board pictures isolate the rule being shown; unpictured points are omitted. Wall badges show current strength. Ivory checkers are White; navy checkers are Black.