

Proxy Wars rules V1.1

Preparation Phase

Print out a faction for each player. We recommend a 100 gram or thicker paper, to avoid bending. Each player takes 10 pieces (pawns, chips etc.) of one color as his/her own agents.

Strategy Phase

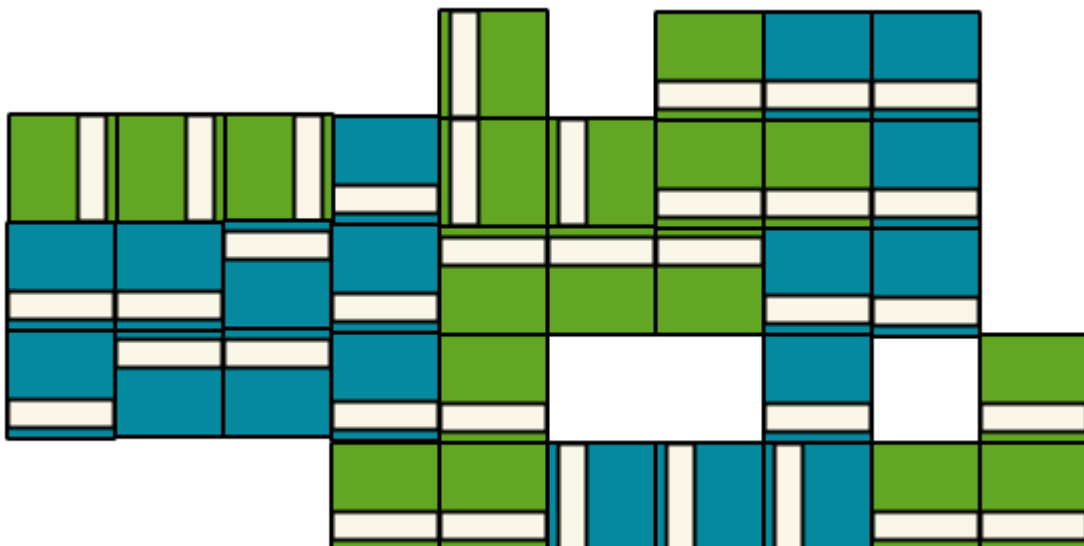
Each player chooses a faction and decides for a strategy for this game. Each player then cuts out sets of tiles called "fiefdoms". They can be cut out in any way like a row of tiles or a corner of tiles, but every fiefdom has to consist of exactly three connected tiles. Players cut all fiefdoms at at time. Regardless how players cut their fiefdoms, players will have 2 tiles left (single or connected) which cannot be used in this particular game.

Setup Phase

Players pick a starting player. We recommend the starting player is the person who needed more time to cut out the fiefdoms. Placing the last fiefdom on the table is a slight advantage. The starting player puts a fiefdom on the table. Players then alternately put fiefdoms on the board until no fiefdom is left in either player's hands.

Fiefdoms have to be placed so that one edge is connected to an already placed fiefdom. Fiefdoms can connect to either player's factions. There is no need to build a perfect fully filled rectangle layout. There can be "holes" or "arms" spreading out. You can only place fiefdoms into those holes, if they are matching in and do not overlap other tiles after placement. When all players are finished placing tiles, the actual game starts.

Example of fiefdom placement



Gaming Phase

Players take alternate turns, beginning with the starting player. A player has the following options:

1) Recruit an agent

A player takes one of his/her agents out of the supply and put it on any of that player's unoccupied recruitment tiles. If all own recruitment tiles are occupied by own or enemy agents, no agent can be recruited this turn

2) Move an agent

A player can move any one of his/her agent's exactly the distance of one tile. Only straight moves are allowed, no diagonal movement. Agents can occupy own or enemies tiles. There can be only one agent on a tile, regardless of the color.

3) Attack enemy agents

If an agent starts his/her turn adjacent to an enemy agent, he can try to attack it. Enemy agents can be attacked only if the attack value of the agent is higher than the defense value of the enemy agent. Every agent has an attack and defense value of 1. Therefore a player cannot attack enemy agents without support. Players can gain support either from the tile (attack/defense icons) or from another own agent, that is placed adjacent to the enemy agent. The attack icon on the supporting agents tile is not relevant for this attack. The adjoined agent does only provide a +1 bonus for the attack. There is no support from agents to defense. The formula is: Attacking agent (1) + Attack value from icon on attacker tile + Supporting agents – Defending agent (1) – Defense value from icon on defender tile. Some tiles` actions may add other factors for the attacker or defender. If the resulting number is positive, the attack is successful. If the attack cannot be successful, the attack is not possible and the player has to choose another option for his/her turn.

The MegaCorp Press Officer tries to attack the GreenEngage Activist Boat. Though she can gain support from an agent on the Financial Crisis the attack is not possible (2 attacking MegaCorp agents against 1 defending GreenEngage agent + 1 Defense Value from the Activist Boat tile = 0). The GreenEngage agent on the Camp cannot help either in defense, because there is no support from adjoined agents in defence.



A successful attack captures the opponent's agent, unless the tiles says it is destroyed and, as a result out of the game. Captured agents can be relieved via certain tile actions. After a successful attack, the attacking agent moves on to the attacked tile.

4) Take tile actions

Some tile actions are triggered automatically, for example if an agent moves on a tile with the action text "Occupy to...", the action is resolved immediately without an additional option cost. In this case, the action is active until the agent leaves this tile.

If a tile states "Disband agent to ...", or requires other actions, the player has to spend the turn to trigger the action. "Disband" requires also to remove the agent from that tile back to your reserve to resolve the action.

Agents cannot use actions on opponent's tiles, but can make use of all the icons and victory points.

Winning conditions

A player wins if the total number of his agents + total occupied victory points together are higher than the total of all opponent's agents (including opponent's reserve, but not captured agents) + occupied opponent's victory points.

Actions on tiles or faction specialties can supersede any of these rules.

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