

**PRINT AND PLAY
EDITION**

PROXY WAR



Proxy War

Game Overview

Playtime: 2-3 hours

Ages: 12+

Players: 2-8

Components

- **Map tiles:** 30 Terrain tiles (6 Mountain, 6 Forest, 6 Wastelands, 6 Desert, 6 Farmland), 7 Urban tiles (6 Village, 1 Capital)
- **Currency:** 20 One Ammo cards, 20 Five Ammo cards, 20 Ten Ammo cards,
- **Resources:** 15 Ore tokens, 15 Drug tokens, 15 Oil tokens, 15 Lumber tokens, 15 Cash Crops tokens
- **Equipment:** 10 Air Power cards, 4 Military Advisor cards, 10 Minefield tokens, 10 Minesweeper tokens, 10 Anti-Air tokens, 10 Artillery tokens
- **Other pieces:** 10 Factory models, 26 Army models (5 in each player color, 5 Mercenary and 1 Government), 80 Control markers (20 in each color), 2 dice
- **Sheets:** 4 Local Power summary sheets, 4 Foreign Power summary sheets, 1 score sheet
- **Not included:** Pens, paper, timer

Different Play Modes

The **Traditional Proxy War** mode is designed for 4-8 players and plays in 2-3 hours. The rules for this mode are outlined on the following pages.

See the **Forgotten War** mode for 2-3 players on page 12.

Goal of the Game

Proxy War is a strategic war game where two factions each try to achieve their own victory goals. There will be two winners of each game: a Foreign Power and a Local Power.

A Local Power wins when they take control of the Capital tile (see *Becoming the New Government*, page 12) AND destroyed the other Local Powers by removing all their Control markers from the map.

Meanwhile, the Foreign Powers are trying to outmaneuver each other and gain the most Victory Points (VPs) by trading resources or destroying Local Powers' Armies and Factories (see Appendix, Table 2).

As soon as a Local Power has achieved their win condition, the game ends. However, in order to prevent **Proxy Wars** from imitating an actual endless war, the game automatically ends after the 10th turn. At this point, if there are still multiple Local Powers on the map, they calculate the value of the tiles they control (see Appendix, Table 4). The Local Power with the highest total value wins.

WAR FACTS

In 2023, sales of arms & military services by the global "defense" industry's 100 largest companies totaled around \$597 billion.

Setup

Split players evenly into Local Powers and Foreign Powers, rolling a die to randomize roles. An even number means you are a Local Power, while an odd number means you are a Foreign Power.

If there is an odd number of players, ensure there is one more Local Power than Foreign Power.

Place the map in the center of the table and separate cards and tokens into organized stacks to the side of the map. Local Powers should organize their colored Armies and tokens.

Creating the Map

The map forms a hexagon with four hex tiles on each side and the Capital tile in the center. Place the Government Army model and 1 Artillery token on the Capital tile. Place the six Village tiles on each corner of the map. Flip all the Terrain tiles over, shuffle them, then finish forming the map by placing them face up between each Village tile (see Figure 1, right). Optionally, you may shuffle the Urban tiles (Villages and Capital) with the Terrain tiles as part of the map randomization.

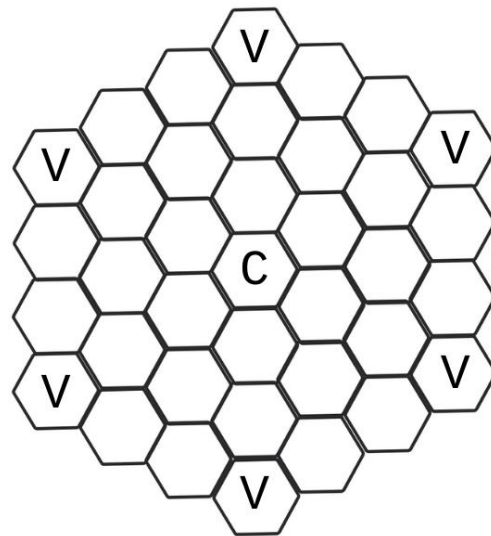


Figure 1 On the map, the Capital (C) tile is in the center and the six Village (V) tiles are in each corner.

Player Setup

Local Powers will divide the Village tiles equally between themselves. If there are two Local Powers, they each will get 3 Village tiles. If

there are 3 Local Powers, each will get 2 Village tiles and if there are 4 Local Powers, 1 Village tile each. Each Local Power rolls a die and, from the highest to lowest number, chooses a Village tile as their starting terrain where they place 1 Army model and 1 Control marker in their color. After the first round of placements, the Local Powers go in reverse order from lowest roll to highest, etc. If two or more players' dice are tied, they re-roll among themselves until they no longer tie. Local Powers also gain 15 Ammo (in any combination of cards) and 1 Cash Crop token.

Each Foreign Power gains 20 Ammo (in any combination of cards).

Game Elements

Scoresheet Overview

Use the score sheet to track turns, phases, and each Foreign Power's VPs.

As you transition phases, mark off the respective space in the current turn's row. At the bottom of the sheet, write the name of each Foreign Power and keep a tally of the VPs they earn throughout the game.

Economy

The economy in *Proxy War* revolves around buying and selling resources and equipment for Ammo, the currency of war and this game. Local Powers tax their urban populations to earn Ammo each turn and produce resources from the terrain they control on the map. Local Powers can control tiles by moving Armies from one tile to another and placing a Control marker on the tile. Control markers remain on a tile as long as another player's Army does not move onto that tile (See Move (Mov)). Foreign Powers convert resources to Ammo, and Ammo to equipment. Players trade with each other for additional Ammo, resources, and equipment.



Figure 2 The map is made up of seven types of tiles.

Tile Overview

The map is made up of seven types of tiles, each producing the resource depicted on its tile. Urban tiles (Villages and the Capital) produce Ammo through taxes. Terrain tiles produce a variety of other resources: Farmlands produce Cash Crops, Forests produce Lumber, Wastelands produce Drugs, Deserts produce Oil, and Mountains produce Ore. Each tile has a background, resource icon, and number, which is used during the Action Phase (see page 7).

Taxes & Resources

Only Local Powers gain resources directly from the map. The 7 Urban tiles produce Ammo each turn: Villages produce 10 Ammo and the Capital produces 20 Ammo.

There are five resources: Cash Crops, Lumber, Oil, Drugs, and Ore. These can be traded between players, used to build Armies and Factories, or to buy VPs (Foreign Powers only). Players can negotiate the prices for resources when trading, but only Foreign Powers can convert resources to VPs for a fixed price (see Appendix, Table 4).

Cash Crops

Cash Crops can be gathered from Farmlands. Cash Crops are needed to build Armies.

Lumber

Lumber can be gathered from Forests. Lumber is needed to build Factories.

Oil

Oil can be gathered from Deserts. Oil is needed to build Factories.

Drugs

Drugs can be gathered from Wastelands. Drugs can be equipped to Armies as a dice roll modifier (see Drug Modifier, page 12). If equipped to an Army, the Drugs are used up and must be returned to the bank.

Ore

Ore can be gathered from Mountains. Ore is the most valuable resource; its only purpose is to be traded or sold.

WAR FACTS

The top five weapon exporters are all on the United Nation's Security Council: The United States, Russia, China, France, and the United Kingdom.

Factories

Factories help extract extra resources from tiles. Only Foreign Powers can build Factories on a tile with a resource (see Appendix, Table 7), and a Control marker on it, which means they must get permission from the tile's owner. The Local Power who owns the tile actually collects the resources. Therefore, Foreign Powers must negotiate with Local Powers on the price to use their Factories. If multiple players are competing to purchase limited number of Factories, they must bid (See Bidding Wars). **Important:** Factories can never be built on Urban tiles.



Figure 3 Factory model

Equipment

These cards and tokens are the nuts and bolts of the war machine. Foreign Powers can convert Ammo into equipment at a fixed price (see Appendix, Table 4), then Local Powers can offer to trade resources for said equipment. There are five different types of equipment: Artillery, Minefield, Minesweeper, Anti-Air, Military Advisor, and Air Power.

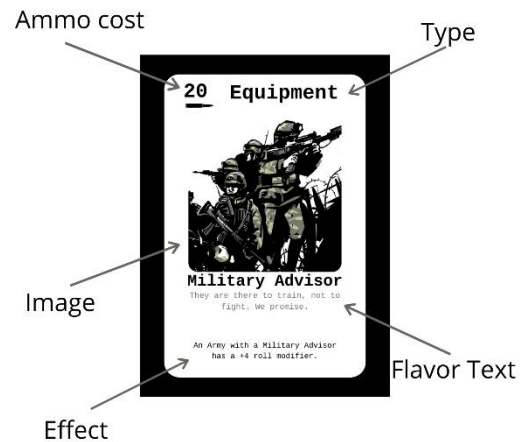


Figure 4 Card anatomy

Artillery

As an action, a Local Power may place an Artillery on a tile. They can use it either to Bombard up to 2 tiles away or as a dice roll modifier for a friendly Army up to 2 tiles away. Only one friendly Army can equip an Artillery within range. Artillery is not stationary; it can be redeployed to a different tile each turn with the Place action (see Place, page 8). Artillery can be destroyed by Air Power or captured by an enemy Army they take control of the tile with Artillery.



Figure 5 Artillery token

Minefield

As an action, a Local Power may place a Minefield on a tile. This forces enemy Armies to roll dice when attempting to pass through the tile, to see if they get through unscathed (see Minefield Roll, page 11). Once placed on a tile, the Minefield is permanent; it cannot be destroyed, but does not affect the player who controls the tile.

Minesweeper

Local Powers may equip a Minesweeper to an Army (without an action) to modify their roll when that Army enters a tile with a Minefield (see Appendix, Table 12).



*Figure 6
Minesweeper token*

Anti-Air

Anti-Air will defend all components on the tile, including Army, Artillery, and Factory pieces, against Air Power (see Air Power Roll, page 11). Anti-Air is not stationary so it can be redeployed from one Tile to another every Action Phase but requires the action "Place." Anti-Air can be destroyed by Air Power or captured by an enemy Army if they take control of the tile with Anti-Air.



*Figure 7 Anti-Air
token*

Military Advisor

A Foreign Power may purchase a Military Advisor with Ammo, then lend or rent it to a Local Power. The Local Power can equip a Military Advisor to one of their Armies for a roll modifier during an attack (see Appendix, Table 11). The Foreign Power can take back their Military Advisor during the Negotiation Phase.

Air Power

A Foreign Power can use Air Power to support allied Local Powers or Bombard tiles anywhere on the Map. Armies supported with Air Power have a roll modifier during attacks (see Appendix, Table 11). Bombard tiles to destroy Armies, Factories, Artillery, or Anti-Air (see Bombard, page 9). Air Power can be damaged or destroyed by Anti-Air.

Turns & Phases

Proxy War plays over 10 turns, each with 3 phases: Collection, Negotiation, and Action.

Collection Phase

In the Collection Phase, Local Powers collect resources or taxes from tiles with their Control marker. If you control a tile with a resource icon, gain 1 token of that resource, or 3 tokens if there is also a Factory on that tile, from the bank.

First, each Foreign Power collects 20 Ammo from the bank, then they may sell resources and buy unlimited equipment (see Appendix, Table 4). **Important:** Only Foreign Powers can buy equipment during the



*Figure 8 Yellow player's
Control marker*

Collection Phase, and Local Powers can only receive equipment from Foreign Powers during the Negotiation Phase.

Bidding Wars

If multiple Foreign Powers want to buy the same equipment or factories, but there are not enough available in the bank, then they must hold an auction and bid on the equipment or factory. Players who want to bid roll a die to see who bids first with highest roll going first. If two or more players' dice are tied, they re-roll among themselves until they no longer tie. Initial bid must be the base price of the equipment or factory. The highest bidder can purchase the equipment or factory.

Mercenaries

Mercenaries are black Army models that Local Powers can hire initially for 10 Ammo during the end of the Collection Phase after collecting resources and buying equipment has occurred. Mercenaries are rented instead of purchased, so the player must pay the current rental price every Collection Phase or return the Mercenary back to the bank. There is a limited number of Mercenaries. If there is more demand for Mercenaries than supply of Mercenaries, all Local Power players discuss how much they are willing to pay to rent one. The player with the highest bid, sets the new price of Mercenaries for all players. **Important:** The player who sets the new price must be able to afford the new price and rent at least one Mercenary at the price they set. Players who hold a Mercenary (or Mercenaries) must immediately pay the new rental price per Mercenary or return the Mercenary to the bank. Those returned Mercenaries can immediately be rented by other players who are willing to pay the new rental price. If all Mercenaries are returned to the bank, their rental price drops back to 10 Ammo. There is no limit to the number of Mercenaries a player can hire, as long as they can afford them. Once hired, the Mercenary is placed on the player's tile (with the Place action) during the Action Phase. The Mercenary then acts like a normal Army and can move, battle, use equipment, and take control of tiles.

Negotiation Phase

In the Negotiation Phase, all players negotiate with each other, trading items and talking diplomacy. Players will agree on prices to buy and sell their resources and equipment, and can also barter, rent Factories, and provide support. During this phase, players will also form alliances and coordinate their actions with their allies in preparation for the Action Phase. There is no limit to the kind of agreements players can make together. Anything goes with agreements: they can be made public, written down, or even formed in secret with just a

handshake. **Important:** There is no official penalty if a player breaks an agreement, so choose your allies carefully or be prepared to punish those who betray your trust.

Action Phase

In the Action Phase, everyone secretly and simultaneously describes 3 actions on the back of their summary sheet or on a separate piece of paper. Players decide among themselves who will read off their actions first, second, etc. Actions are read out according to the Order of Actions (See below). Individual Armies and Equipment can only be used in one action per Action Phase. To keep actions clear and consistent across all players, use a specific format as you describe them.

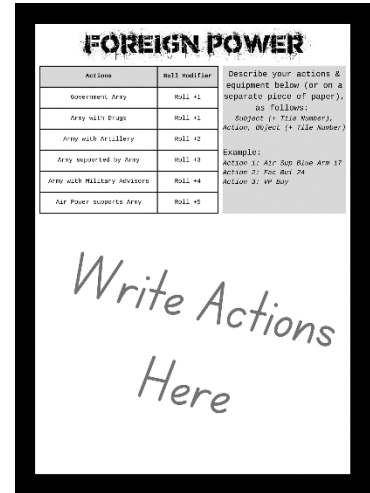


Figure 9 Foreign Power summary sheet

Describing Actions

Describe all actions as follows: Subject (+ tile number), Action, Object (+ tile number). For each subject, action, and object, use the first three letters of the action. For example, Anti-Air is shortened to *Ant*, and Bombard is shortened to *Bom*. To complete the action's description, add the relevant tile numbers to the subject and object.

If an action affects two tiles, note the tile where the action originates next to the subject and the tile where the action resolves next to the object. In other cases, several tiles may be affected. Follow the same format, but list additional affected tiles after the object. **Example:** You want to move your Army from tile 22 through tile 17 to end on tile 3. Describe the action as: *Arm 22, Mov 17, 3*.

WAR FACTS

The cost of 5,000 AK-47s is equal to 100 kilograms of illegally-mined gold from conflict zones.

Order of Actions

Once everyone has described their 3 actions, they reveal and resolve each type of action simultaneously following this resolution order:

1. Place
2. Move / Support
3. Bombard
4. Build / Repair
5. Buy VPs

When a player reads out their Move actions, other players should check to make sure this action does not conflict with their own Move or Support actions. If there is conflict between multiple players' action orders, then they will have to see who's action will succeed through battles (See Battle Rolls below).

Types of Actions

Place (Pla): Local Powers can place Artillery, Minefields, and Anti-Air tokens or Mercenaries on tiles they control. Local Powers can redeploy Artillery and Anti-Air to any tile they control with this action.

Example: *Ant* (Anti-Air token) *Pla* (Place) 20 (on tile 20)

Move (Mov): This action lets you move your Armies to adjacent tiles. Local Powers may move an Army up to 2 tiles away with a single Move, as long as the first tile does not already contain *any* Army. However, Government Armies may only move to 1 adjacent tile per assigned Move action (see *Becoming the New Government*, page 12).

Only one Army can be on a tile at a time. If a player's Army successfully moves to a tile without another army on that tile, they place one of their Control markers on that tile and remove the other player's Control marker if the tile was previously owned.



Figure 10 Red player's Army model

If two or more Armies move onto the same tile, or if one Army moves to a tile with a stationary Army already on it then the Armies battle (see *Battle Rolls*, page 10). The winning Army remains on the disputed tile, while the losing Army either is destroyed or must retreat to an adjacent tile they control. If there is no adjacent controlled tile, the retreating Army is automatically destroyed. If a stalemate occurs, both Armies retreat to the tiles they were originally on at the start of the Action Phase.

Example: *Arm 15* (Army model on tile 15) *Mov* (Move) 23 (to tile 23)

Conflict between moving Armies not only depends on what tiles they are landing on but also the pathway in which those Armies are moving. Armies cannot hop over other Armies nor can two Armies swap tiles unless their pathways do not conflict (See Diagram 1 & 2 of Appendix 2).

Support (Sup): Armies can support an adjacent Army that is attacking (moving) or defending (stationary) during battle to give them a roll modifier (see Appendix, Table 11). **Important:** If a supporting Army is itself attacked, then it can no longer support the adjacent Army.

Example: *Arm 31* (Army model on tile 31) *Sup* (Support) *Arm 14* (Army model on tile 14)

Foreign Powers can also support Armies using Air Power, which has no range limitation. Damaged Air Power cannot support an Army until a Foreign Power repairs it. When providing Air Power support, include the color of the Army you are supporting in your action description.

Example: *Air* (Air Power token) *Sup* (Support) *Blue Arm 14* (blue Army model on tile 14)

Bombard (Bom): Local Powers can use their Artillery to bombard up to 2 tiles away, potentially destroying any Armies or Factories on the tile (see Bombard Rolls, page 11).

Example: *Arm 15* (Army model on tile 15) *Bom* (Bombard) 20 (tile 20)

Foreign Powers can also bombard using Air Power, which has no range limitation. Damaged Air Power cannot bombard until a Foreign Power repairs it.

Example: *Air* (Air Power token) *Bom* (Bombard) 27 (tile 27)

Build (Bui): Local Powers can build Armies or Minefields on tiles they control. Foreign Powers can build Factories on tiles with a resource icon. **Important:** A tile can only have one of each buildable piece.

Example: *Fac* (Factory model) *Bui* (Build) 18 (on tile 18)

Repair (Rep): Only Foreign Powers can repair Factories or Air Power (see Appendix, Table 7). Damaged Factories do not produce 3 resources during the Collection Phase. Damaged Air Power cannot bombard or support.

Example: *Fac* (Factory model) *Rep* (Repair) 13 (on tile 13)

Buy Victory Points (Buy): Foreign Powers can trade 50 Ammo for 1 VP, and convert resources to Ammo, as many times as they can afford.

Example: *VP* (Victory Points) *Buy*

Attaching Equipment (Eq) to Armies

You may enhance your Army's actions and increase their effectiveness by attaching Equipment to them. The three types of attachable equipment are: Artillery, Minesweeper, and Military Advisors. When you describe your actions, note the equipment you are attaching to the Army.

Example: *Arm 15* (Army model on tile 15) *Mov* (Move) 23 (to tile 23) *Eq: Minesweeper*

Example: *Arm 3* (Army model stationary on tile 3) *Eq: Artillery*

Example: *Arm 15* (Army model on tile 15) *Mov* (Move) 23 (to tile 23) *Eq: Artillery 15* (Artillery token on tile 15 within range on Army)

You cannot attach the same equipment to multiple Armies at the same time. However, one Army can have multiple equipment types attached at the same time. Stationary Armies (not moving, supporting, or bombarding) can also attach equipment to help defend them during potential battles without using one of your three actions. After an Action Phase is complete, all attached equipment becomes unattached and can be reused in the next Action Phase.

Important: Attaching equipment is not an action; you can attach equipment as long as you have cards.

Action Costs

Most actions and equipment have an Ammo cost (see Appendix, Table 7). It is wise to always have extra Ammo available for unplanned battles. If you cannot pay an equipment's Ammo cost, you cannot use it during the action. For example, if you cannot pay the 5 Ammo cost to bombard a tile, your action is canceled.

Any equipment placed or attached but NOT used during an action does NOT have a cost. For example, if an Army with attached Artillery moves to a tile without battling, they do not have to spend 3 Ammo for the Artillery.

Similarly, if you do not have enough Ammo to pay for your Army during a battle, your Army is automatically defeated. It must retreat to the tile it moved from. If the defeated Army cannot return to the tile it moved from originally, due to another Army on the tile, you must destroy your Army. If two Armies battling both have no Ammo, they must both retreat to the tile their Armies were on before the battle commenced. **Note:** A stationary Army defending itself would stay remain on its tile if both Armies have no Ammo to battle.

Dice Rules

Dice are used for a number of actions, including battles, bombardments, navigating minefields, and flying through Anti-Air defenses.

Dice Rolls

Battle Rolls

Battles occur when two or more armies move onto the same tile or if one army moves to a tile with another stationary army on the tile. Multiple battles can be initiated simultaneously during the Action Phase so players decide which battles they want to resolve first. Players will roll two dice each and compare the results (see Appendix, Table 9). If the difference between each player's total is 0-2 (i.e. a roll of 7 versus 9), then it is a stalemate and both Armies retreat back to the tiles they were originally on at the start of the Action Phase. If an Army cannot retreat to its original tile, it is destroyed.

If the difference between each player's total is 3-4 (i.e. a roll of 5 versus 9), then the winning Army gains control of the tile and the defeated Army must retreat. If an attacking Army is defeated, it must retreat to its original tile. If they cannot, because their original tile is not empty, it is destroyed. If a defending Army is defeated, it must retreat to an adjacent tile it controls. If it cannot retreat to an empty adjacent controlled tile, that Army is destroyed. **Important:** All retreats happen AFTER all players' moves are resolved.

If the difference between each player's total is 5 or more (i.e. a roll of 6 versus 12), then the winning Army takes control of the tile and the defeated Army is immediately destroyed. If an Army is destroyed, also discard ALL equipment attached to the Army.

If more than two Armies move onto the same tile, all involved players roll their dice and compare their rolls. First, the player with the highest roll compares their roll to the player with the lowest roll. Then, the player with the highest roll compares their roll to the next lowest roll, and so on until all contenders have faced the highest roller.

Minefield Roll

If your Army moves to a tile with a Minefield, then you must roll two dice to determine the outcome (see Appendix, Table 12). There are three possibilities:

- The Army survives the Minefield and controls the tile;
- The Army retreats to its original tiles;
- The Minefield destroys the Army.

Regardless of the outcome, the Minefield remains on the tile is owned by the player who controls the tile. Minefields cannot be destroyed or moved once placed.

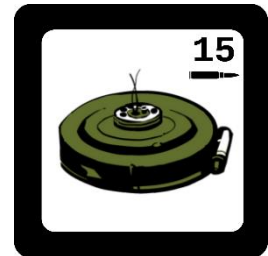


Figure 11 Minefield token

If you attack a tile with both an enemy Army AND a Minefield, you must survive the Minefield before battling the enemy Army.

Bombard Roll

If you use Air Power or Artillery to bombard a tile with an enemy Army, the enemy player must roll two dice to determine the outcome (see Appendix, Table 12). There are three possibilities:

- The Army survives and remains on the tile;
- The Army retreats to an adjacent controlled tile;
- The Army is destroyed.

If the Army cannot retreat to an adjacent controlled tile, it is immediately destroyed.

If you use Air Power or Artillery to bombard a tile with an enemy Factory, the owner must roll two dice to determine the outcome (see Appendix, Table 12). There are three possibilities:

- The Factory survives and is unaffected;
- The Factory is damaged and will not produce 3 resources until repaired;
- The Factory is destroyed and immediately removed from the board.

Lay damaged Factories on their side. Once repaired, stand them right side up again. **Note:** a tile with a damaged or destroyed Factory still produces its original 1 resource.

Air Power Roll

If you use Air Power to bombard or support an attack on a tile with an enemy Anti-Air, the enemy player must roll two dice to determine the outcome (see Appendix, Table 12). There are three possibilities:

- The Air Power survives and continues its action;
- The Air Power is damaged and cancels its action;
- The Air Power is destroyed and cancels its action.

Turn damaged Air Power cards horizontal. Once repaired, turn it vertical again.

Roll Modifiers

Drug Modifier

Drugs are unique, since they are both a resource AND can potentially be used for a +1 roll modifier. Drugs attached to an Army can only be used once in a battle, then must be discarded.

Artillery Modifier

Instead of using Artillery to bombard, you can “attach” it to your Army within range (up to 2 tiles away) to give it a +2 roll modifier. You cannot use an Artillery to bombard and then attach it to an Army in the same Action Phase. **Note:** You “attach” the Artillery to an Army with range but the Artillery token remains stationary on its tile.

Example: *Arm 15* (Army model on tile 15) *Mov (Move) 23* (to tile 23) *Eq: Artillery 15* (Artillery token on tile 15 within range on Army)

Government Modifier

As a Local Power, if you become the new Government, all of your Armies automatically get a +1 roll modifier during battles.

Becoming the New Government

At the start of the game, the Capital is controlled and defended by the Government and has its stationary Army plus an Artillery on the Capital tile. If a Local Power defeats the Government Army and takes control of the Capital tile, the Local Power can declare itself the new government. If they do so, the player’s Army models have different mobility and dice roll modifier mechanics (see Move, page 8 and Government Modifier, page 12). Note that a Local Power does not need to declare themselves the new government to win. They only have to control the Capital tile and eliminate all other Local Powers.

Variants

Forgotten War mode (2-3 players)

Proxy War is best as a 4+ player experience, but sometimes that may be difficult to organize. The **Forgotten War** mode shares most of the features in the **Traditional** mode with some key differences.

1. There are NO Foreign Powers. All players are Local Powers. This means there are no VPs and only a single winner: the last player left on the board. If you end the game at the 10th turn and there are still multiple Local Powers on the map, they calculate the value of the tiles they control (see Appendix, Table 4).
2. You can convert resources directly to Ammo. Instead of negotiating prices with other players, you receive the Ammo listed on each Resource token. This also means players can build Factories directly. However, resources gained in the Collection Phase can only be sold during the following Collection Phase.
3. Instead of purchasing Equipment from a Foreign Power, Local Powers will each have three chances to purchase randomly selected equipment at the end of the Collection Phase. Place Equipment tokens in non-transparent container (hat or cup) and mix them. Shuffle the Military Advisors and Air Power cards together and place the stack face down. Each player will grab two tokens from the container and one card. Each player will then decide whether they want to purchase the Equipment they selected. Any unpurchased Equipment goes back into the container or the deck. Equipment is purchased for the amount of Ammo listed.

Optional Rules

Include these optional variants to add more strategy to your games of *Proxy War*.

Active Government

This variant is designed for Local Powers who want a more dangerous and unpredictable Government. At the start of each Action Phase, assign the six tiles surrounding the Government Army's current tile a number from 1 through 6. Then one player rolls a die; the Government Army moves to the tile whose number matches the die result.

Terrain Modifiers

Terrain can make or break a battle. When a Local Power takes control of the Capital and declares themselves the new Government (see *Becoming the New Government*, page 12), the different types of Terrain tiles will have an additional effect during battles, giving a leg up either to the Government or Local Powers. When a Government Army battles a Local Power Army on a Desert, Wastelands, or Farmland tile, they have a +1 roll modifier. However, if a Government Army battles a Local Power Army on a Forest, Mountain, or Urban tile, then the Local Power

Army has a +1 roll modifier. **Note:** The terrain modifiers happens only after a new government is declared.

More Actions

If you feel 3 actions per player is not enough, decide as a group how many actions you will have during the game.

More Turns

For an unabbreviated experience, you can continue playing after the 10th turn until a Local Power achieves their win condition.

WAR FACTS

Major proxy wars of the 21st century include Syria, Libya, Yemen, Iraq, Afghanistan, Ethiopia, Congo, Sudan, Ukraine, Nagorno-Karabakh, Palestine-Israel, Central African Republic, & Kashmir.

Appendix 1: Tables

Victory

Player Type	Victory Objectives
Local Power	Destroy other Local Powers
Foreign Power	Gain the most Victory Points

Foreign Power VP Sources	VPs
Bombarding Capital	-2
Bombarding Village	-1
3 Cash Crop or 3 Lumber	1
50 Ammo	1
Destroying Enemy Army/Factory with Air Power	1
3 Oil or 3 Drugs	2
3 Ore	3
1 of each Resource	4

Local Power Tile Types	Tile Values
No Resource or Factory	1
Resource, but no Factory	2
Both Resource and Factory	3

Phases

Phase	Local Powers	Foreign Powers
Collection	Collect taxes, Collect resources	Collect 20 Ammo, Sell resources, Buy equipment
Negotiation	Sell resources to Foreign Powers, Buy equipment from Foreign Powers, Form alliances, Plan military moves	Sell equipment to Local Powers, Buy resources from Local Powers, Form alliances, Plan military moves
Action	Place, Move, Support, Bombard, Build, Attach Equipment	Support, Bombard, Build, Repair, Buy VPs

Resources, Equipment, Taxes

Resources & Equipment	Foreign Power Conversion Rates
Cash Crops	5 Ammo
Lumber	5 Ammo
Oil	10 Ammo
Drugs	10 Ammo
Ore	15 Ammo
Artillery	5 Ammo
Minesweeper	10 Ammo
Minefield	15 Ammo
Military Advisor	20 Ammo
Anti-Air	20 Ammo
Air Power	25 Ammo

Urban Tiles	Taxes
Capital	20 Ammo
Village	10 Ammo

Actions

<i>Table 7. Available Actions</i>	<i>Player Type</i>	<i>Action Cost</i>
<i>Build Army</i>	Local Power	10 Ammo + 1 Cash Crop
<i>Build Factory</i>	Foreign Power	20 Ammo + 1 Oil + 1 Lumber
<i>Place Minefield</i>	Local Power	1 Minefield
<i>Place Artillery</i>	Local Power	1 Artillery
<i>Place Anti-Air</i>	Local Power	1 Anti-Air
<i>Repair Factory</i>	Foreign Power	5 Ammo
<i>Repair Air Power</i>	Foreign Power	5 Ammo
<i>Move Army</i>	Local Power	3 Ammo
<i>Provide Support</i>	Local Power	3 Ammo
<i>Equip Artillery</i>	Local Power	3 Ammo
<i>Bombard</i>	Local Power	3 Ammo
<i>Use Minesweeper</i>	Local Power	3 Ammo
<i>Use Military Adviser</i>	Local Power	3 Ammo
<i>Use Air Power</i>	Foreign Power	5 Ammo

<i>Table 8. Action</i>	<i>Local Power</i>	<i>Foreign Power</i>
<i>Place</i>	✓	✗
<i>Move</i>	✓	✗
<i>Support</i>	✓	✓
<i>Bombard</i>	✓	✓
<i>Build</i>	✗	✓
<i>Repair</i>	✗	✓
<i>Buy VPs</i>	✗	✓

Battles

<i>Table 9. Action</i>	<i>Battle Result</i>
<i>Sum difference is 0-2</i>	Stalemate
<i>Sum difference is 3-4</i>	Victory/Retreat
<i>Sum difference is 5+</i>	Victory/Destroyed

<i>Table 10. Actions</i>	<i>Roll Modifier</i>
<i>Government Army</i>	roll +1
<i>Army with Drugs</i>	roll +1
<i>Army with Artillery</i>	roll +2
<i>Army Supports Army</i>	roll +3
<i>Army with Military Advisors</i>	roll +4
<i>Air Power Supports Army</i>	roll +5

Dice Rolls & Modifiers

<i>Table 11. Other Rolls</i>	<i>Unaffected</i>	<i>Retreat/Damaged</i>	<i>Destroyed</i>
<i>Army Walks into Minefield</i>	2-4	5-8	9-12
<i>Army with Minesweeper</i>	2-6	7-9	10-12
<i>Artillery Bombards Army</i>	2-5	6-10	11-12
<i>Air Power Bombards Army</i>	2-4	5-8	9-12
<i>Artillery Bombards Factory</i>	2-5	6-10	11-12
<i>Air Power Bombards Factory</i>	2-3	4-9	10-12
<i>Anti-Air Against Air Power</i>	2-6	7-9	10-12
<i>Artillery/Air Power Bombards Artillery/ Anti-Air</i>	2-6	N/A	7-12

Appendix 2: Common Movement Mistakes

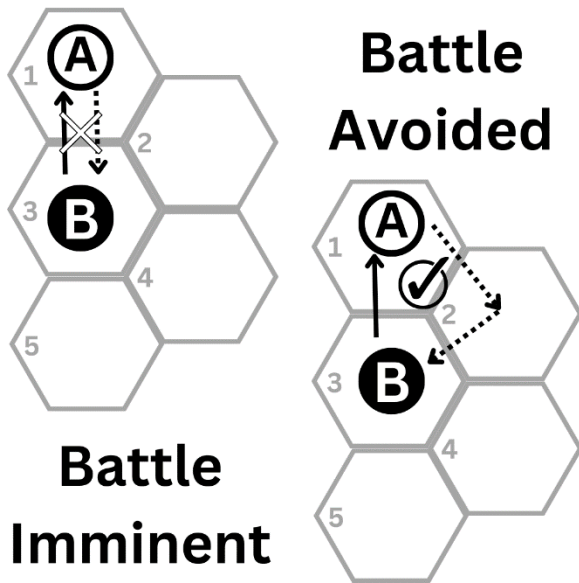


Diagram 1: On the left, enemy Armies A and B want to switch tiles, but, they end up battling instead. On the right, Army A first moves to tile 2 and then tile 3, while Army B moves directly to tile 1. They successfully switch tiles without battling.

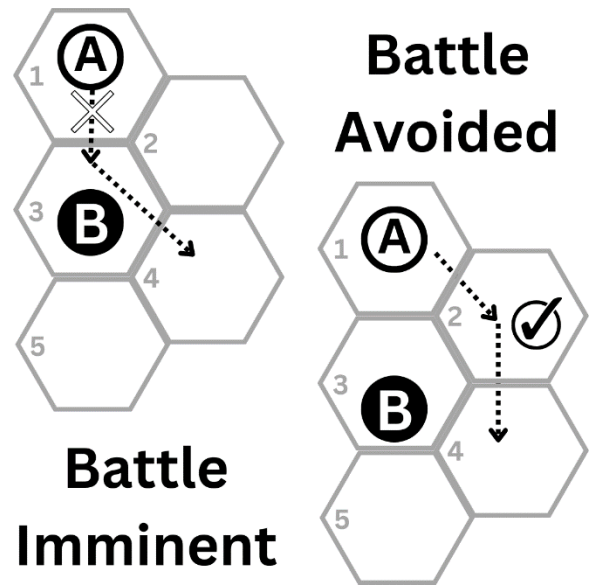


Diagram 2: On the left, Army A wants to jump over enemy Army B by moving through tile 3 to tile 4. However, if they do this, they will battle Army B on tile 3. On the right, Army A moves through tile 2 to get to tile 4 without battling.

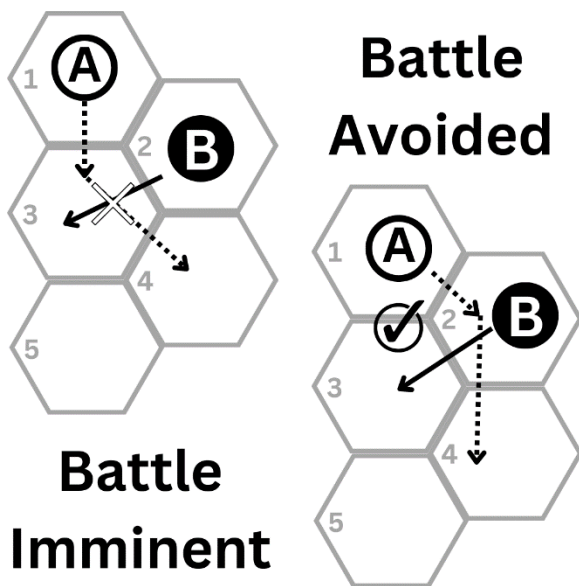


Diagram 3: On the left, Army A wants to move through tile 3 to tile 4, but Army B wants to move to tile 3. This means both Armies will move onto the same tile and battle. Only the winning Army will remain on tile 3. On the right, Army A moves through tile 2 to tile 4, while Army B moves directly to tile 3. In this case, they avoid each other and do not battle.

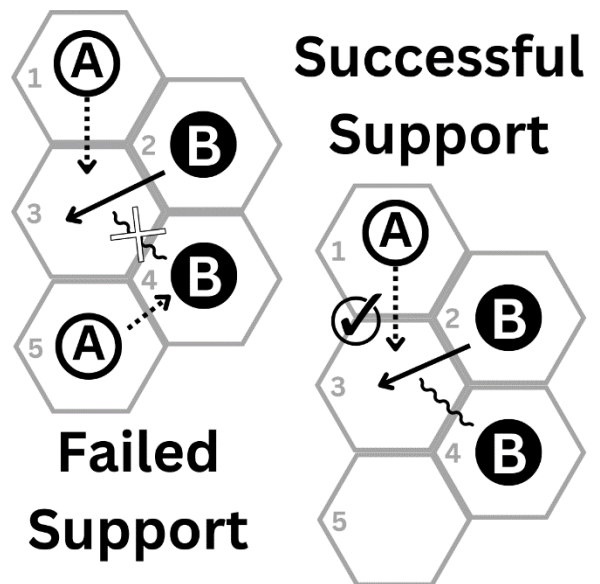


Diagram 4: On the left, Army A1 and Army B2 both move to tile 3, where they battle. Army B4 plans to support Army B2, but Army A5 moves to tile 4 and they battle. Because Army B4 was attacked, their support for Army B2 is canceled. On the right, Army A1 and B2 battle on tile 3 again. Army B4 is not attacked, so they can successfully support Army B2.