

# PROXY WAR



# The Quick and Dirty Start

**1) Make the Map:** Make hexagonal shape with each side having a length of four tiles. Make separate piles for all the different cards. Capital Tile is in the very center and each of the Village Tiles are in the corners of the map (See Appendix).

**2) Pick Players:** One Government Player (starts with two Armies on the Capital Tile and a Plains Tile that does not have a resource, and has 15 Ammos, and 1 Cash Crop), One Rebel Player (starts with one Army on a randomly chosen Village Tile and has 10 Ammos and one Cash Crop), and Two Foreign Powers (starts with 20 Ammos). More than four Players, see page 4.

**3) Objectives:** Government destroys Rebels. Rebels destroy Government (and each other). Foreign Powers compete to get 10 Victory Points first. There are two winners to each game. Game ends if one of these two conditions happen OR the game reaches its 10<sup>th</sup> and final round.

**4) Resources:** Tiles will give you different resources. Resources can be sold for cash, traded for equipment, or used to build Armies, Factories, and other stuff. Resources have different values (See Economy section).

**5) Turns and Phases:** There are three phases per turn (Collection, Negotiation, Action). During Collection Phase, Rebels and Governments collect resources and taxes from tiles they control. Foreign Powers collect money from the Market and buy equipment that they plan to sell to other players. During the Negotiation Phase, everyone buys and sells resources and equipment, and make business deals to build factories. Players also make alliances and coordinate their next attacks. During the Action Phase players can write down three actions. The actions that player can do are: Move, Bombard, Support, Build. Players write down their actions and then everyone reveals their moves and each player executes each action. Armies that clash over tiles have battles. Move and Support happen simultaneously. Then after all battles occur, Bombard actions happen. After all Bombards are completed, then Build actions occur.

**6) Dice Rolls:** Battles, Bombards, walking in Mines all require rolls of the dice. Equipment can modify the rolls to favor the players involved. To see the various rolls, go to page 10.

**7) Beginning Strategies:** Rebels and the Government need to build Armies quickly. To do that, they need to conquer Farmland for Cash Crops. They also need to find a Foreign Power who will trade and ally with them. Foreign Powers need to figure out who looks like a winner. To make big profits, they need an ally to grab some premium territory so Factories can start producing lots of Resources. Buying up equipment may be a good idea too, because supplies are limited.

# Game Overview

Play Time: 2-3 hours

Age: 12+ Years

Players: 2-8

## Game Components

Map Tiles: 6 Mountain tiles, 6 Forest Tiles, 6 Plain Tiles, 6 Desert Tiles, 6 Farmland Tiles, 6 Village Tiles, and 1 Capital Tile.

Pieces: 10 Mines, 10 Factories, 23 Armies, 2 Dice, 20 Control Tiles for each color

Resource Cards: 20 Ore, 20 Drugs, 20 Oil, 20 Lumber, 20 Cash Crops

Equipment Cards: 20 One Ammo, 20 Five Ammo, 20 Ten Ammo, 5 Mortars, 5 Anti-Air, 5 Air Power, 5 Minesweepers, 4 Military Advisors

Victory Cards: 10 One Victory Point, 10 Three Victory Points

Not Included: Pens, paper, timer.

## Traditional Proxy War Mode

Traditional Proxy War Mode is the 4-8 player mode for *Proxy War* (See Forgotten War Mode below for 2-3 player mode). Game length is 2-3 hours.

### Objectives

#### **FUN FACT**

THE FIVE TOP EXPORTERS OF WEAPONS IN THE WORLD ARE THE FIVE UNITED NATIONS SECURITY COUNCIL MEMBERS: THE UNITED STATES, RUSSIA, CHINA, FRANCE AND GREAT BRITAIN.

*Proxy War* is really two inter-related games with two routes to victory. Every game will have two victors. One will be a Foreign Power, and one will either be the Government or a Rebel.

The game ends when either of the two objectives are met by a player.

	<i>Player Type</i>	<i>Victory Objectives</i>
The Government or Rebel player wins when they	<b><i>Government</i></b>	Destroy Rebel(s)
	<b><i>Rebel</i></b>	Destroy Gov't & other Rebels
	<b><i>Foreign Power</i></b>	Gain 10 Victory Points

have destroyed the other players on the map. What does it mean to be destroyed? If you don't have any Control Tiles on the map, then you're destroyed! *However*, if a Village revolts (see Extortion below), then you can take over that Tile and try your luck again!

While the Government and Rebel(s) fight it out on the board, the Foreign Powers are trying to outmaneuver each other for acquiring wealth, resources, and military supremacy. The Foreign Power who gains 10 Victory Points first wins and ends the game.

Card Combos & Actions that get Victory Points:

- 50 Ammo = 1 VP
- 1 Cash Crop + 1 Lumber + 1 Oil + 1 Drug + 1 Ore = 3 VP
- 3 of a Kind (Cash Crop or Lumber) = 1 VP
- 3 of a Kind (Oil) = 2 VP
- 3 of a Kind (Drugs or Ore) = 3 VP
- Destroying an Army or Factory with an Airstrike = 1 VP

How are there two winners? If a Foreign Power reaches 10 VPs, the game ends. Obviously, the other Foreign Power(s) lose. The Government and Rebels will have to do a little math. The Tiles have

<i>Tile Type for Calculating if Gov't or Rebel Wins</i>	<i>Victory Points</i>
<b><i>Without Resource or Factory</i></b>	1
<b><i>With Resource But No Factory</i></b>	2
<b><i>With Resource &amp; Factory</i></b>	3

different Victory Point scores based on their value. Whoever has the most valuable territory wins.

Now say the game ends when one of the players eliminates their rivals on the board. The Foreign Powers then add up their Victory Points. Whoever has the most VPs will win.

## Preventing Endless War

In order to prevent *Proxy War* from imitating an actual endless war, the game will automatically end after the 10<sup>th</sup> turn. All players calculate how many Victory Points they have. The Foreign Power and Government/Rebel players with the most Victory Points win. However, for those of you who want real victory, you can keep playing after the 10<sup>th</sup> round if you've got the time!

## Game Setup

You get to decide what type of player you are. If there are 4 players, there's a Government, a Rebel, and 2 Foreign Powers. If there are 5 players, add a Rebel. If there are 6 players, add a Foreign Power. If 7 players, add another Rebel. If 8 players, add another Foreign Power.

### **FUN FACT**

SALES OF ARMS & MILITARY SERVICES BY THE GLOBAL "DEFENSE" INDUSTRY'S 100 LARGEST COMPANIES TOTALLED AROUND \$531 BILLION IN 2020.

### Making the Board

The shape of the board is a hexagon. The Capital Tile is directly in the center of the board. The six Village Tiles are placed at each corner of the hexagonal shape.

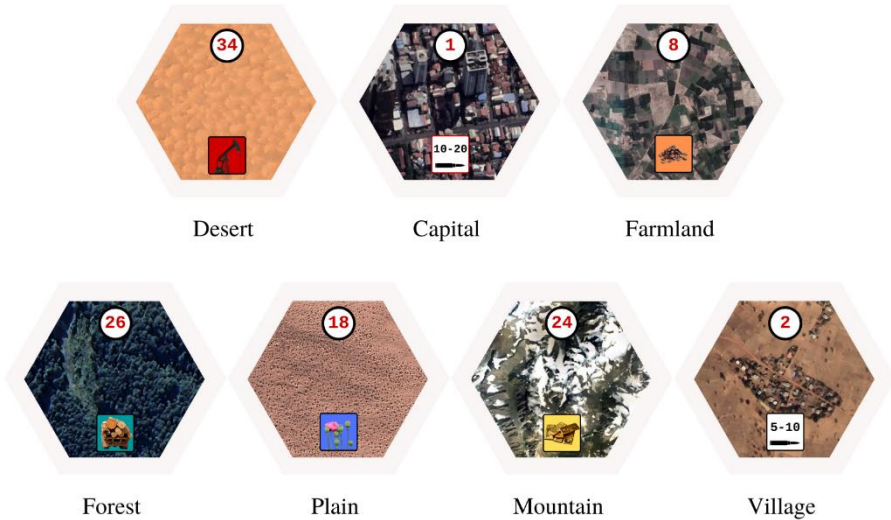


Figure 1 The board has seven types of Map Tiles

Flip all the remaining Map Tiles over on their backsides and shuffle them. Then place them face up in order to fill the rest of the board. If you want to make the Urban Tiles part of the randomization of the board, go for it!

## Understanding the Tiles

The Proxy War board is composed of hexagonal tiles with different terrains. Different terrains have different Resources that can be extracted. Urban Tiles are composed of Villages and the Capital. These provide Ammo. Farmland Tiles provide Cash Crops. Plains Tiles can provide Drugs. Mountain Tiles can

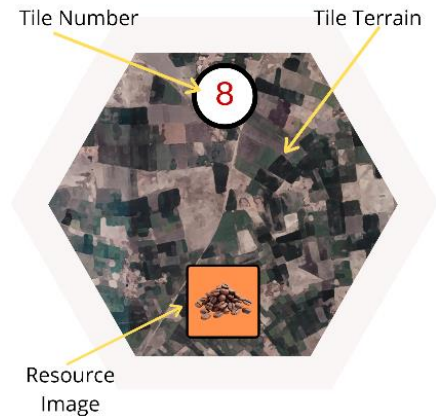


Figure 2 Map Tile parts

provide Ore. Forest Tiles provide Lumber. Desert Tiles can provide Oil. All tiles have a terrain background and a number. The number

helps during the Action Phase (see below). If a tile has a Resource, it will have an image of that Resource.

## Starting Off

The Government starts with two Armies on the Capital Tile and a Plains Tile that does not have a resource, and has 15 Ammos, and 1 Cash Crop. The Rebel Player starts with one Army on a randomly chosen Village Tile and has 10 Ammos and one Cash Crop. The two Foreign Powers start with 20 Ammos.

## Economy

The economy of *Proxy War* revolves around buying and selling Resources and Equipment for Ammo. Ammo (A) is the currency of war. Everything is valued in Ammo. Rebels and the Government get Resources from the map. Foreign Powers buy Equipment from the Market. Players then barter or buy/sell for things they need.

### Taxes & Extortion

There are seven Urban Tiles that produce Ammo

<i>Urban Tile</i>	<i>Taxes</i>	<i>Extortion</i>
<i>Capital</i>	10 Ammo	20 Ammo
<i>Village</i>	5 Ammo	10 Ammo

as taxes. The Government or Rebels may find it necessary to squeeze the populace for just a few more pennies (to protect them of course!). This is called Extortion. Extorting Ammo from the Village and Capital Tiles may be lucrative but there is always a risk of causing the people to rise up (See Revolt below).

### **FUN FACT**

100 KILOGRAMS OF ILLEGALLY MINED GOLD FROM CONFLICT ZONES CAN BUY 5,000 AK-47S

### Resources

There are five Resources: Cash Crops, Lumber, Oil, Drugs, and Ore.

These can be traded or used to Build or buy Victory Points. Prices are negotiable between players, but only Foreign Powers can sell Resources to the Market for a fixed price (see table below).

<i>Resources</i>	<i>Price a Foreign Power Can Sell to Market</i>
<i>Cash Crops</i>	5 Ammo
<i>Lumber</i>	5 Ammo
<i>Oil</i>	10 Ammo
<i>Drugs</i>	15 Ammo
<i>Ore</i>	15 Ammo
<i>Equipment</i>	<i>Price a Foreign Power Can Buy from Market</i>
<i>Mortar</i>	10 Ammo
<i>Anti-Air</i>	25 Ammo
<i>Minesweeper</i>	15 Ammo
<i>Mine</i>	20 Ammo
<i>Military Advisor</i>	25 Ammo
<i>Air Power</i>	30 Ammo

## Equipment

These are the nuts and bolts of the war machine. Foreign Powers can buy these from the Market at the Market Price (see table below). The Government and Rebels can then negotiate with Foreign Powers for Equipment.

## Factories

A factory allows the player to extract 3 Resources corresponding to the Tile. Only Foreign Powers can build Factories, but it's the Rebel or Government partner who collects the Resources. Therefore, Foreign Powers must negotiate with Rebels and the Government on leasing rights. The price of a factory depends on the Resource value. Factories cannot be built on Village or Capital Tiles.



Figure 3 Factory



# Turns & Phases

*Proxy War* is made up of 10 turns. Every turn has 3 phases; Collection, Negotiation, and Action.

<i>Phase</i>	<i>Government</i>	<i>Rebels</i>	<i>Foreign Powers</i>
<i>Collection</i>	Collect or extort taxes, collect resources	Collect or extort taxes, collect resources	Collect 20 A, buy equipment
<i>Negotiation</i>	Sell resources to Foreign Powers, buy equipment from Foreign Powers, make alliances and plan military moves	Sell resources to Foreign Powers, buy equipment from Foreign Powers, make alliances and plan military moves	Sell Equipment to Rebels or Government, buy resources from Rebels or Government, make alliances and plan military moves
<i>Action</i>	Move, support, bombard, build, repair	Move, support, bombard, build, repair	Support, bombard, buy victory points

## Collection Phase

In this phase, Government and Rebel Players collect Resources or Ammo (through Taxes or Extortion) from the tiles they control. Each controlled tile (tiles that were occupied by an Army and have a Control Tile), that has a resource image gives the player 1 Resource (or 3 with a factory). of that resource type.



*Figure 4 Control Tile*

Foreign Power players each first collect 20 Ammo from the Market. Then each Foreign Power buys Equipment from the Market. Remember, only Foreign Powers can buy Equipment during the Collection Phase. Rebels and the Government can only get Equipment from Foreign Powers in the Negotiation Phase. *This phase should take no longer than 2 minutes.*

## Negotiation Phase

In this phase, all players negotiate with each other to trade and talk diplomacy. Players will buy/sell their Resources or Equipment for agreed upon prices. Players can also barter, lease, give aid, or make contracts about establishing factories. Players also make alliances and coordinate their actions with their allies for the upcoming phase. There are no limitations for what kind of contracts are formed between players. Contracts can be made public or written down, or players can form secret deals with as little as a handshake. It is important to remember, that there are no penalties for players who break contracts, so players must choose their partners well, or be prepared to punish those who betray your trust. *This phase should take no longer than 10 min.*

	<i>Government</i>	<i>Rebel</i>	<i>Foreign Power</i>
<b>Action Phase</b>	<i>Move,</i>	Move,	Support,
In this phase, all	<i>Support,</i>	Support,	Bombard, Build,
players write their	<i>Bombard,</i>	Bombard,	Repair, Buy
actions as	<i>Build, Place</i>	Build,	Victory Points
instructions.		Place	

Instructions must be in written on a piece of paper or on the Action Phase Deployment Sheets (see Appendix). Players write their instructions in secret and only reveal their instruction once all players have finished writing. Remember *every player can ONLY write 3 actions* so choose wisely. Some actions can have Equipment attached to the instructions.

## Types of Actions

*Build*: The Government or Rebels can build Factories, Armies, Mines or Anti-Air on Tiles they control. You can have a Factory, a Mine, and an Anti-Air on one Tile but you cannot double up. *Ex. Build Factory T18*

*Repair:* Foreign Powers can repair Factories or Airpower

*Place:* The Government or Rebels can place Anti-Air on a Tile. The Anti-Air will then defend everything on the Tile, including Army and Factory. An Anti-Air can be redeployed each Action Phase.

*Move:* Move means that the Army moves from one Tile to another. Now Rebels and the Government move differently. Rebel Armies can move up to two connected Tiles in one Action Phase. However, Rebel Armies cannot “hop” over other Armies. The Government can only move one Tile. If two Armies move to the same Tile, then a Battle occurs (see Battle Roll below). The winner moves to or stays on the Map tile in question. The loser retreats to an adjacent Map tile that they own or their Army is destroyed. A stalemate leads to the two armies going back to the Map tiles they were on before the Action Phase. If an Army captures a new Tile, the player places a Control Tile on it. IF, a Rebel Army captures the Capital Tile, the Rebel Player can choose to stay a Rebel OR become the new Government. In this case, the Government Player must become a Rebel, losing all the perks of being the Government. The new Government Player can then play with all the perks and limitations of being the Government. *Ex. Army Tile 15 Moves Tile 23*



Figure 5 Army

*Support:* An Army can support another army that is attacking (moving) or defending (staying put) against an enemy Army. Supporting gives a roll advantage to the Army that is being supported. A supporting army must be on an adjacent Tile to the Tile where the Battle happens. Remember, if a supporting army is attacked, then its support is cut. Foreign Powers can also support Armies using their Air Power. Supporting with Air Power has no range limitation like Supporting with an Army. *1<sup>st</sup> Ex. Army Tile 14*

*Moves Tile 23, Army Tile 31 Supports Army Tile Ex. Air Power Supports Blue Army B*

*Bombard: An Army that uses a Mortar Card during the Action Phase can attack Tiles at a distance. **That distance is three Tiles away.** A Bombard requires a roll to determine whether the target Army or building is unharmed, damaged, or destroyed. Foreign Powers can also Bombard if they use Air Power. Bombarding with Air Power has no range limitation like Bombarding with a Mortar. Any Tile can be struck. *1<sup>st</sup> Ex. Air Power Bombards Tile 27. 2<sup>nd</sup> Ex. Army F Bombards Tile 20**

*Buying Victory Point: Foreign powers can trade their Ammo or their Resource Cards for as many Victory Points as they can afford. Ex. Buy Victory points*

## Order of Actions

When everyone has finished writing, the actions are made public, and all actions happen at the same time. The actions do have an order. First comes Build, Place, or Repair. Second comes Move or Support. Lastly Bombard happens.

## Action Costs

Most actions have costs and using Equipment in actions also require Ammo. Make sure you always have some Ammo for any planned and unplanned Battles. If you don't have enough Ammos to use an Equipment, then it cannot be used in the action. For example, ordering a Bombard of a Tile without the required number of Ammos, means the action is cancelled. If a player does not have enough Ammo to pay for their Army in a Battle, their Army is automatically defeated, That Army must retreat to an adjacent Tile that is owned by that player and is unoccupied by

another Army. If either of those criteria are not met, the Army is destroyed. For all action costs and the costs of using equipment so table below.

<i>Action</i>	<i>Who Can Do it</i>	<i>Action Cost</i>
<i>Build Army</i>	Government/Rebel	10 Ammo + 1 Cash Crop
<i>Build Factory</i>	Foreign Power	25 Ammo + 1 Oil + 1 Lumber
<i>Build a Mine</i>	Government/Rebel	Mine Tile
<i>Repair Factory</i>	Foreign Power	5 Ammo
<i>Repair Air Power</i>	Foreign Power	
<i>Army in a Battle</i>	Government/Rebel	1 Ammo
<i>Army Giving Support</i>	Government/Rebel	1 Ammo
<i>Equipping Mortar to Army</i>	Government/Rebel	1 Ammo
<i>Bombarding with Mortar</i>	Government/Rebel	1 Ammo
<i>Using Minesweeper</i>	Government/Rebel	2 Ammo
<i>Using Military Adviser</i>	Government/Rebel	3 Ammo
<i>Using Anti-Air</i>	Government/Rebel	3 Ammo
<i>Using Air Power</i>	Foreign Power	3 Ammo

## The Dice Rules

The dice are used for a number of actions and events. These include battles, bombards, moving into mine fields, flying through Anti-Air defenses, and the risk of villages revolting.

## Battle Rolls

Battles occur when two or more armies compete for the same Tile. Players in a Battle will roll two dice. If the difference between dice sum is 0-2 (ex. 7 vs 9 roll), then it is a stalemate. Both Armies remain on their original Tiles. If an Army cannot return to its original Tile, it is destroyed. If the difference between the dice sum is 3-4 (ex. 5 vs 9 roll), then there is a victor and a loser. The losing Army retreats to an adjacent Tile that the player owns.

	<i>Battle Rolls</i>	<i>Battle Result</i>
If the difference between the dice sum is 5 or more (ex. 6 vs 12 roll), then the defeated Army is destroyed completely. The Victorious Army occupies the relevant Tile.	<i>Sum difference is 0-2</i>	Stalemate
	<i>Sum difference is 3-4</i>	Victory/Defeat
	<i>Sum difference is 5+</i>	Victory/Destroyed

If an Army is destroyed, the victorious player takes loot from the defeated player. The defeated player will shuffle Equipment used during the battle with all of their Ammo cards. The defeated player then places the shuffled deck face down before the victorious player who chooses one card randomly. That card then becomes the property of the victorious player as loot. If a Military Advisor changes hands, the player can ransom it to the Foreign Power who originally leased it. But the player cannot use it in battle unless the

### *Actions*   *Roll Modifier*

<i>Government Army</i>	roll +1
<i>Army Equipping Artillery</i>	roll +1
<i>Army Supports Army</i>	roll +2
<i>Army Using Military Advisors</i>	roll +3
<i>Airpower Supports Army</i>	roll +4

Foreign Power gives permission.

Rolls can be modified depending on what Equipment each Army uses, and whether the Armies receive support

from other Armies or from Air Support. Below are the modifiers for Rebel and Government Armies.

## Mine Roll

If an Army moves to a Tile with Mines on it, then the Army's owner must make a roll. There are three options. The Army survives the Mines and occupies the Tile. In this case the Mine remains and now is "friendly" to the new Tile owner. The next option is that the Army must retreat back to the Tile it moved from.



Figure 6 Mine

The Mine remains and is still "hostile" to the Army. The final option is that the Mine blows up the Army. The Army is removed from the board but the Mine remains. An Army with a Minesweeper can drastically improve its chances of surviving the Mine and conquering the Tile. See chart below. *Note: If an Army is attacking a Tile with both an enemy Army and a Mine, it must survive the Mine before it can battle the enemy Army.*

## Bombard Roll

Players can use Mortars or Air Power to Bombard a Tile. Everything within that tile, Buildings or Armies, are at risk. When an Army is Bombarded, there are three results: either it is unaffected, it must retreat to an adjacent (and controlled) Tile, or it is destroyed. If a building is Bombarded, then it can be unaffected, damaged, or destroyed. Damaged buildings must be repaired during the next Collection Phase for them to function. See chart below.

## Anti-Air

Now Tiles and everything on them can be protected against Air Power, if Anti-Air is deployed. Anti-Air can attempt to damage or destroy Air Power being used to Bombard the affected Tile or if Air Power is being used to provide Air Support to an enemy Army attacking the affected Tile. Air Power being attacked by Anti-Air can be unaffected, damaged, or destroyed depending on the rolls. See chart below. *Ex.* Anti-Air T12

	<i>Other Rolls</i>	<i>Unaffected</i>	<i>Retreat/Damaged</i>	<i>Destroyed</i>
<i>Army Walks into Mine Field</i>		2-4 roll	5-8 roll	9-12 roll
<i>Army with Minesweeper</i>		2-6 roll	7-9 roll	10-12 roll
<i>Mortar Bombards Army</i>		2-5 roll	6-10 roll	11-12 roll
<i>Air Power Bombards Army</i>		2-4 roll	5-8 roll	9-12 roll
<i>Mortar Bombards Building</i>		2-5 roll	6-10 roll	11-12 roll
<i>Air Power Bombards Building</i>		2-3 roll	4-9 roll	10-12 roll
<i>Anti-Air Against Air Power</i>		2-6 roll	7-9 roll	10-12 roll

## Revolts

If a Player Extorts a village during the Collection Phase, the Player must roll a die. If the roll is a 1-4, then there is no village revolts. If the roll is 5-6, then it revolts. A village militia (an unused Army piece) immediately is placed on the Village Tile. If there is an Army on that Village Tile, it retreats to an adjacent controlled Map Tile. The Control Tile must also be removed. This Militia Army must be

### **FUN FACT**

MAJOR PROXY WARS OF THE 21<sup>ST</sup> CENTURY INCLUDE SYRIA, LIBYA, YEMEN, IRAQ, AFGHANISTAN, ETHIOPIA, CONGO, UKRAINE, NAGORNO-KARABAKH, CENTRAL AFRICAN REPUBLIC & KASHMIR

defeated in battle or destroyed by Bombarding it before the Village Tile can be reoccupied. *Note: A Militia Army is removed from the map*



*if it is defeated or destroyed after the battle roll since it has nowhere to retreat to.*

## Forgotten War Mode (2-3 players)

*Proxy War* is best as a 4+ player affair but sometimes you just want to clash with a friend or two. Forgotten War Mode shares most of the features of *Proxy War* Mode with some key differences.

1. There are NO Foreign Powers. One player is the Government and the other one or two players are Rebels. This means there are no Victory Points and only ONE winner: the player who is left on the board.
2. Resources can be sold directly to the Market. That means no negotiating prices. You just get the number of Ammo listed on the Resource's card. That also means players can directly purchase and build Factories. Also, Resources can be collected AND sold to the Market in the same Collection Phase.
3. Shuffle all Equipment cards. At the end of every Collection Phase, draw one card. Players will have an auction for the drawn card. Starting price is the number of Ammo listed on the Equipment Card. After the card has been bid on, players can then bid on one Mine Tile. Bidding should happen after players have sold their Resources to the Market.

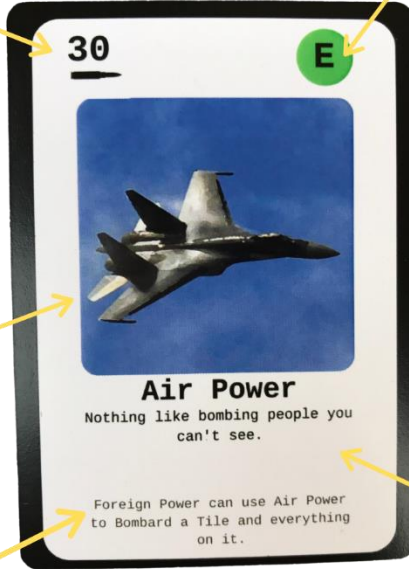
# Appendix



Figure 7 Here is what the Proxy War map looks like. Note that the Capital tile is in the center and the Village tiles are at each corner.

Market value  
of Card

Type of Card. "E" is for Equipment. "R" is for Resource. "V" is for Victory Point.



Card Image

Card Uses

Snarky Social  
Commentary

# ACTION PHASE DEPLOYMENT SHEET

## **Turn 1**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

## **Turn 2**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

## **Turn 3**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

## **Turn 4**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

## **Turn 5**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

**Turn 6**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

**Turn 7**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

**Turn 8**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

**Turn 9**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

**Turn 10**

Action #1: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #2: \_\_\_\_\_ Equipment: \_\_\_\_\_

Action #3: \_\_\_\_\_ Equipment: \_\_\_\_\_

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