

# ANARCHY WAR



# Da Rules

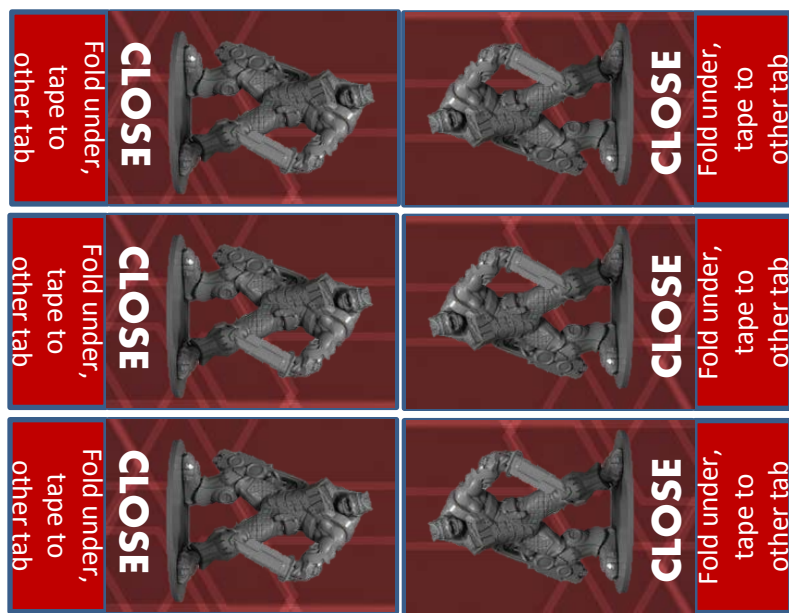
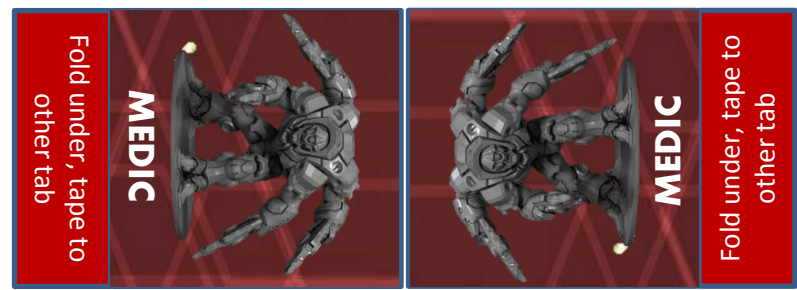
- In Anarchy War, one of the most important things is to get the objectives. In order to get them the miniature needs to reach the Target Tokens and to make a +8 result with a D10 by using just one action point.
- At the beginning for the game, the players place all the map elements on the board, one piece at time for each player.
- Once the map is set, each player places the target Tokens and one character at a time until every piece is placed.
- The game is turn based and the miniatures must be moved one at the time.
- When the turn starts the players must choose which miniature they want to move and throw a D10 dice to establish the available action points that the character can use.
- A player can have a minimum of 1 action point to a maximum of 10 action points to use with the selected character. The player can chose the order of the action without any restrictions. He can: Move, Shoot, perform Close Combat Attacks, perform Special Actions, Take an objective
- When the player has 2 action points left from his last turn, the miniature will get an extra time token that can be used when an enemy character come in his eye of sight to perform an attack following the rules of the shooting attacks.

# Da Rules

- The movement is performed using a ruler, each half inch of movement takes one action point and it is measured from the base of the miniature.
- For the shooting action the soldier needs to have the enemy character in front of him and without obstacles in the middle.
- The maximum number of attacks the soldier can perform is indicated on the player card.
- Each attack takes one action point. To attack, the player must throw a D10 dice a first time to know if the character hit the enemy. If hit, the enemy must throw a dice to evaluate if its armor withstand the attack or not.
- If the armor of the enemy did not withstand the attack, you had to throw a D10 dice to evaluate if you damage the enemy miniature. If you perform a damage the player must take off from the damaged character one health token. If after the damage there are no health tokens left, the character will die and will be removed from the game.
- In the close combat attack the player must throw the D10 to attack to know if he hit the enemy. If he makes a good result based on the character specs, the enemy must throw a D10 to defend himself. If the armor of the enemy did not withstand the attack, you had to throw a D10 dice to evaluate if you damage the enemy miniature. If you perform a damage the player must take off from the damaged character one health token. If after the damage there are no health tokens left, the character will die and will be removed from the game. Each attack can remove a max of 1 life point, if there isn't special card attached to the player.
- If there are action points left, the player can choose if he wants to move the character and withdraw from the battle to secure the miniature from other attacks or to move on and try to perform a close combat attack reaching the enemy miniature by touching his base

# The cards:

- SA max number of attack can be performed by shooting
- CCA max number of attack can be performed by close combat
- SF the minimum dice result you had to perform to hit a target when shoot  
CCF the minimum dice result you had to perform to hit a target when attack in close combat  
SD shooting max distance in inch
- CCP the minimum dice result you had to perform to damage a target when attack in close combat
- SP the minimum dice result you had to perform to damage a target when shoot
- AT the minimum dice result you had to perform after the dice hit throw to don't be damaged
- LP life points token



Mosgul army (plus first €125k SG)

Print out on 8.5"x11", cut and fold into triangles





Xydrone army (plus first €125k SG)

Print out on 8.5"x11", cut and fold into triangles

# Da Rules to be added to cards

- The **Armored** had one additional armor dice that can be used only one time in the turn of defense.
- The **Medic** can heal himself and his army if his in contact with the base and make a 7+ with a D10.
- The **rocketeer** hit every one in a radius of 1 inch from the target.
- The objective can be only taken from the **captain** with a 8+ with a d10, if the captain die all the soldier had to make a moral dice throw and they had to make a 4+ with a D10 for decide if they can be moved or not. When the captain die the enemy player chose who will be the next objective grabber.
- The **laser gun** hit all the enemy player in a straight line for the maximum distance he can perform (9 inch) than basically the player are not an obstacle for his weapon.
- The **sniper** can make an headshot with a 9+ with a d10 in booth shooting and damage throw of dice instead of double 0. Every one if they make a double 0 perform a headshot and they kill the enemy miniature.
- The **Destroyer** can make an a decapitation with a 9+ with a d10 in booth hit and damage throw of dice instead of double 0. Every one if they make a double 0 perform a decapitation and they kill the enemy miniature.
- The **Assault** doesn't have any special rules because it's a base soldier.



### Rocketeer

- SA 1
- CCA 1
- SF 5
- CCF 6
- SD 9
- CCP 6
- SP 5
- AR 4
- LP 3



On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and

### Laser Gunn

- SA 1
- CCA 1
- SF 3
- CCF 6
- SD 9
- CCP 6
- SP 4
- AR 4
- LP 7



On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and

### Armored

- SA 2
- CCA 2
- SF 7
- CCF 5
- SD 6
- CCP 5
- SP 6
- AR 4
- LP 5



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### Captain

- SA 3
- CCA 4
- SF 6
- CCF 4
- SD 6
- CCP 5
- SP 5
- AR 5
- LP 7



On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and

### Assault

- SA 2
- CCA 3
- SF 2
- CCF 2
- SD 3
- CCP 3
- SP 4
- AR 3
- LP 4



On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and

### Assault

- SA 3
- CCA 2
- SF 6
- CCF 5
- SD 6
- CCP 6
- SP 4
- AR 6
- LP 4



On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and

### Destroyer

- SA 1
- CCA 4
- SF 7
- CCF 4
- SD 3
- CCP 4
- SP 6
- AR 6
- LP 3



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### Assault

- SA 3
- CCA 2
- SF 6
- CCF 5
- SD 6
- CCP 6
- SP 4
- AR 6
- LP 4



On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and

### Medic

- SA 2
- CCA 7
- SF 6
- CCF 6
- SD 4
- CCP 7
- SP 7
- AR 5
- LP 5



On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and

### Sniper

- SA 1
- CCA 7
- SF 4
- CCF 6
- SD 10
- CCP 6
- SP 5
- AR 7
- LP 2



On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and



### Rocketeer

SA	1
CCA	1
SF	5
CCF	6
SD	9
CCP	6
SP	5
AR	4
LP	3



*On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and*

### Laser Gunn

SA	1
CCA	1
SF	3
CCF	6
SD	9
CCP	6
SP	4
AR	4
LP	7



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### Armored

SA	2
CCA	2
SF	7
CCF	5
SD	6
CCP	5
SP	6
AR	4
LP	5



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### Captain

SA	3
CCA	4
SF	6
CCF	4
SD	6
CCP	5
SP	5
AR	5
LP	7



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### Assault

SA	3
CCA	2
SF	6
CCF	5
SD	6
CCP	6
SP	4
AR	6
LP	4



*On the other hand, we denounce with righteous indignation and dislike men who are so beguiled and demoralized by the charms of pleasure of the moment, so blinded by desire, that they cannot foresee the pain and trouble that are bound to ensue; and equal blame belongs to those who fail in their duty through weakness of will, which is the same as saying through shrinking from toil and pain. These cases are perfectly simple and*

### Destroyer

SA	1
CCA	4
SF	7
CCF	4
SD	3
CCP	4
SP	6
AR	6
LP	3



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### Assault

SA	3
CCA	2
SF	6
CCF	5
SD	6
CCP	6
SP	4
AR	6
LP	4



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### Assault

SA	3
CCA	2
SF	6
CCF	5
SD	6
CCP	6
SP	4
AR	6
LP	4



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### Medic

SA	2
CCA	1
SF	6
CCF	6
SD	4
CCP	7
SP	7
AR	5
LP	5



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### Sniper

SA	1
CCA	1
SF	4
CCF	6
SD	10
CCP	6
SP	5
AR	7
LP	2



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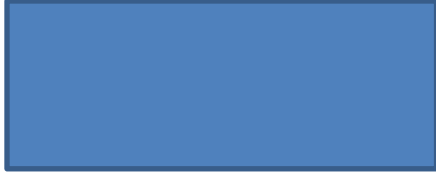
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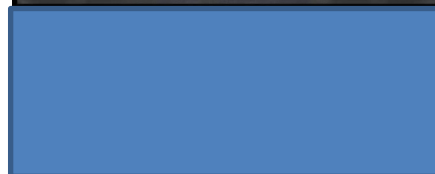
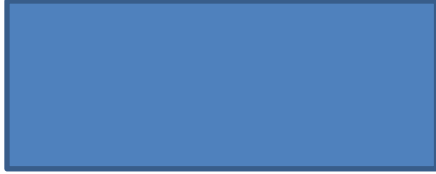
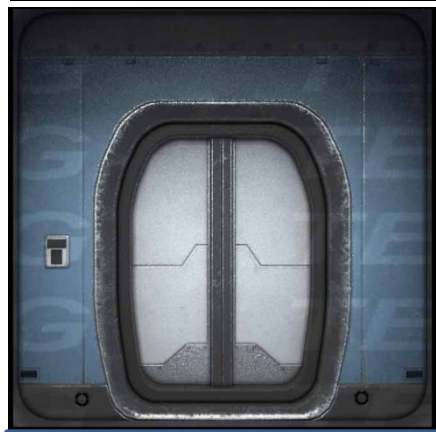
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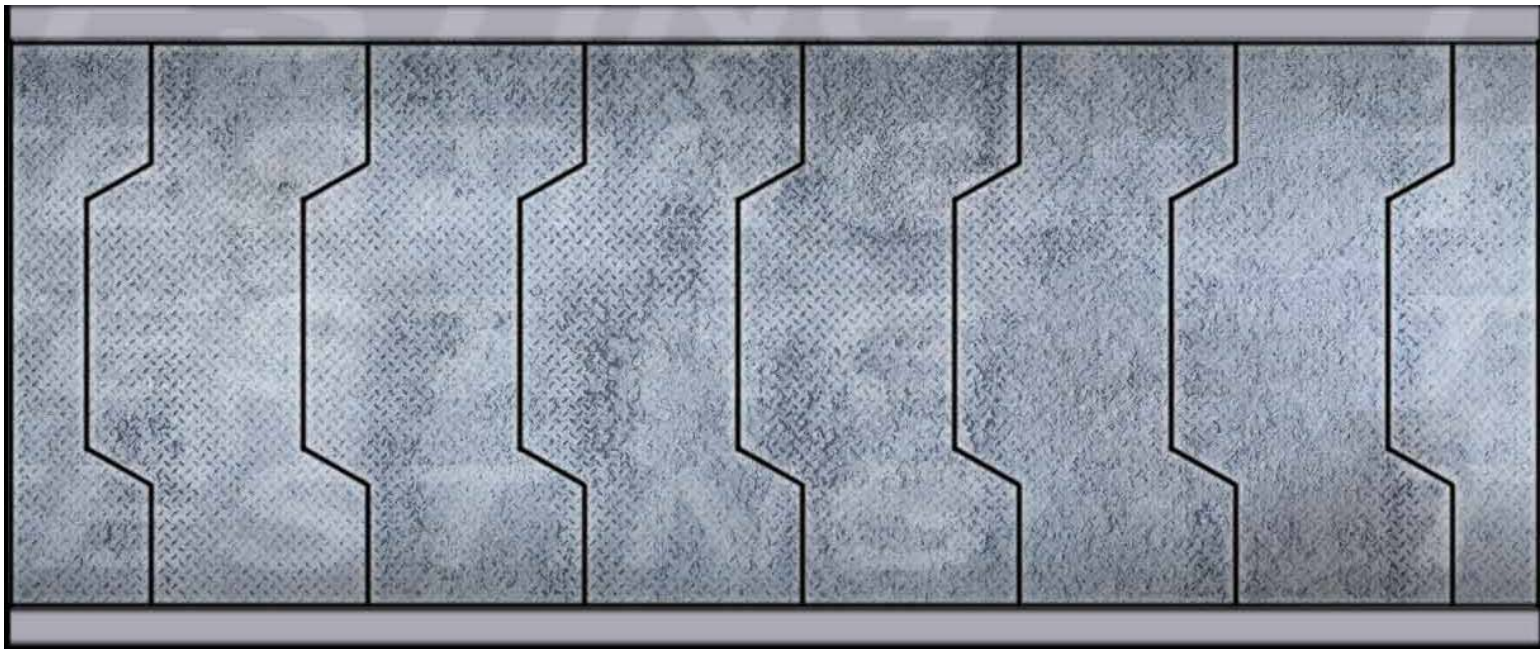
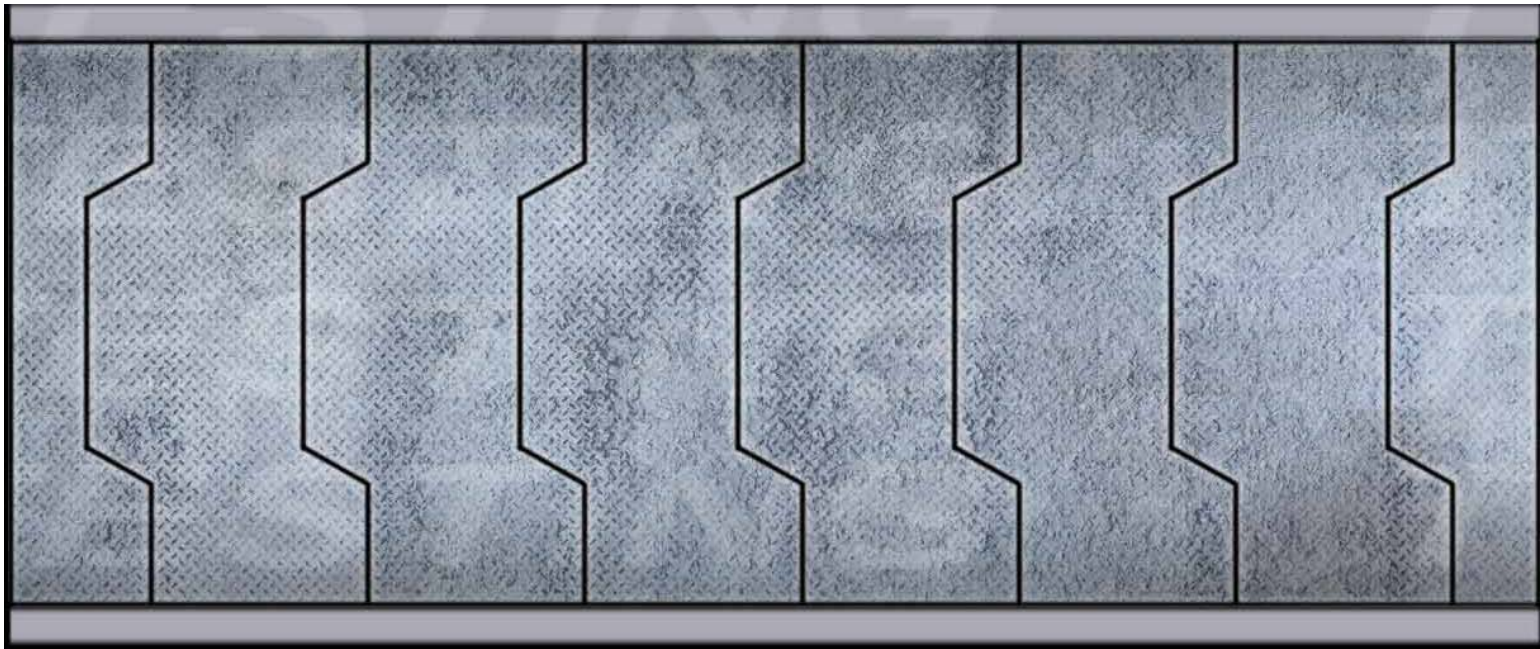
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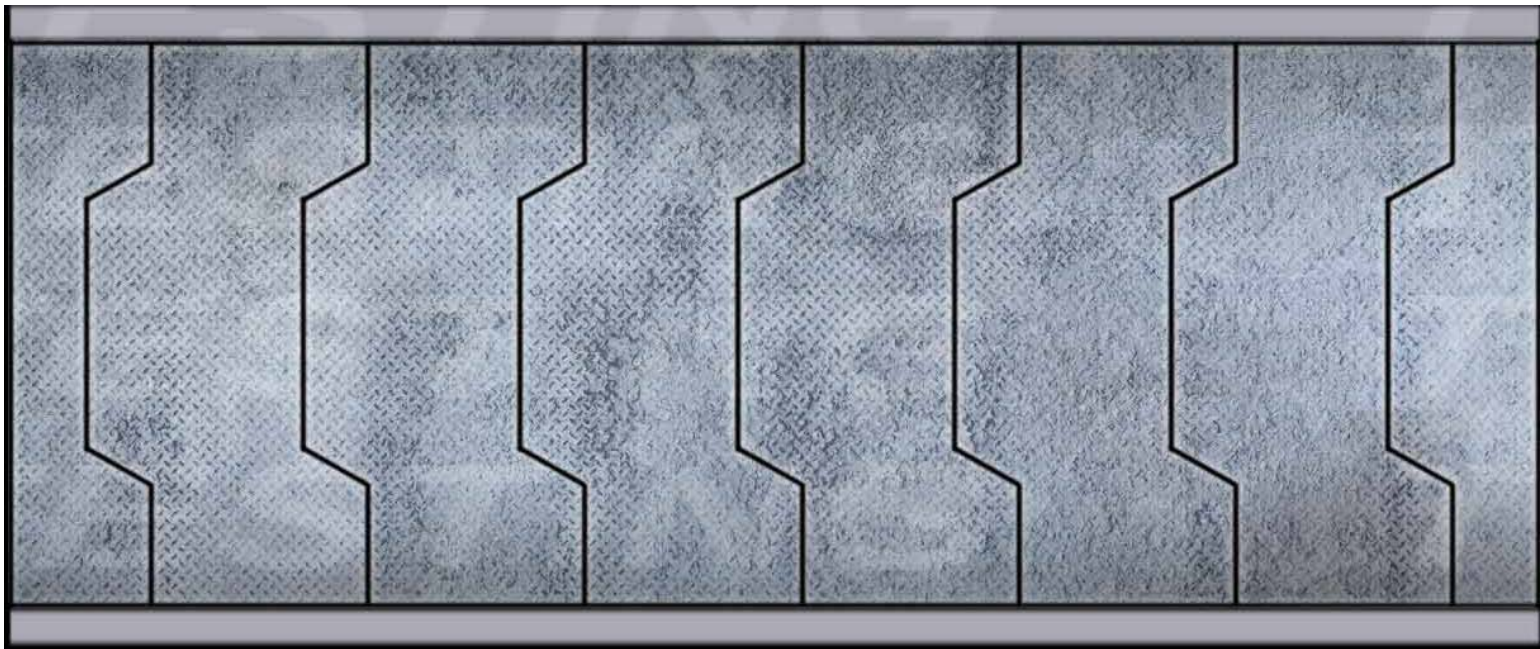
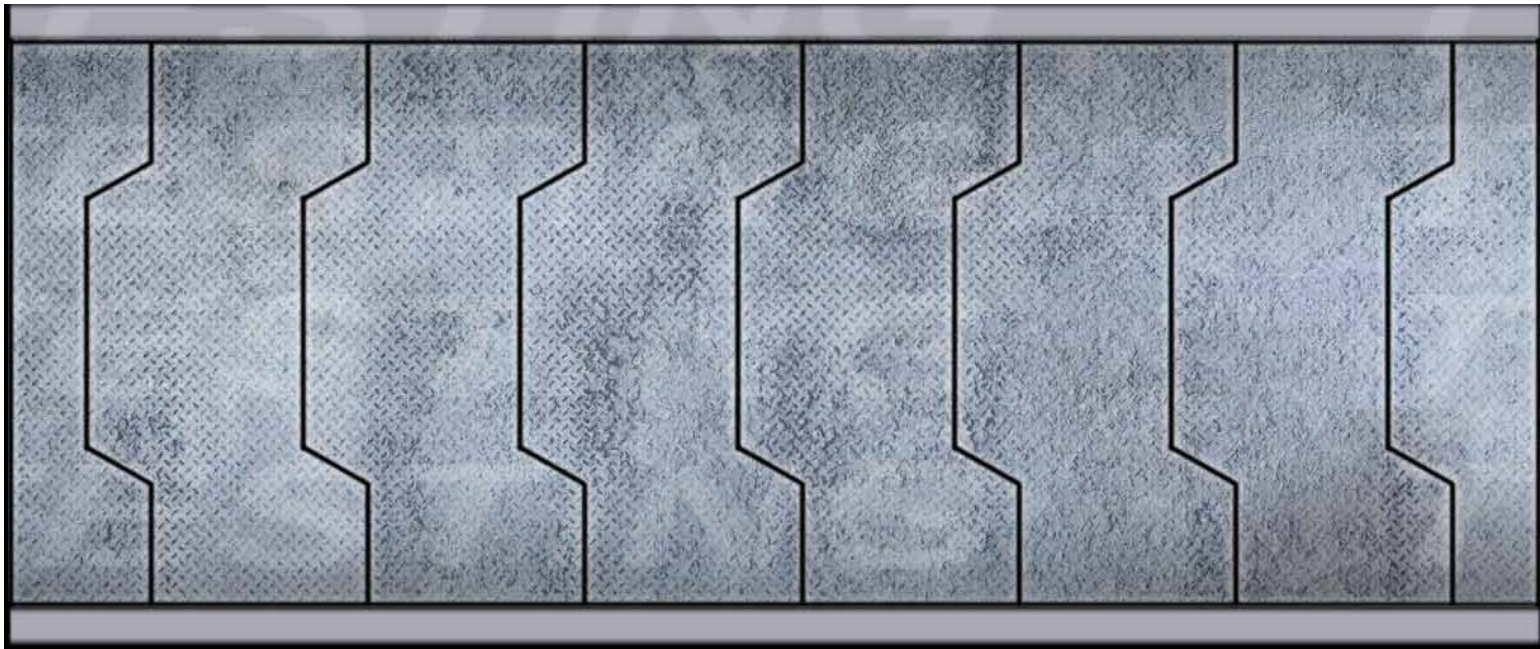


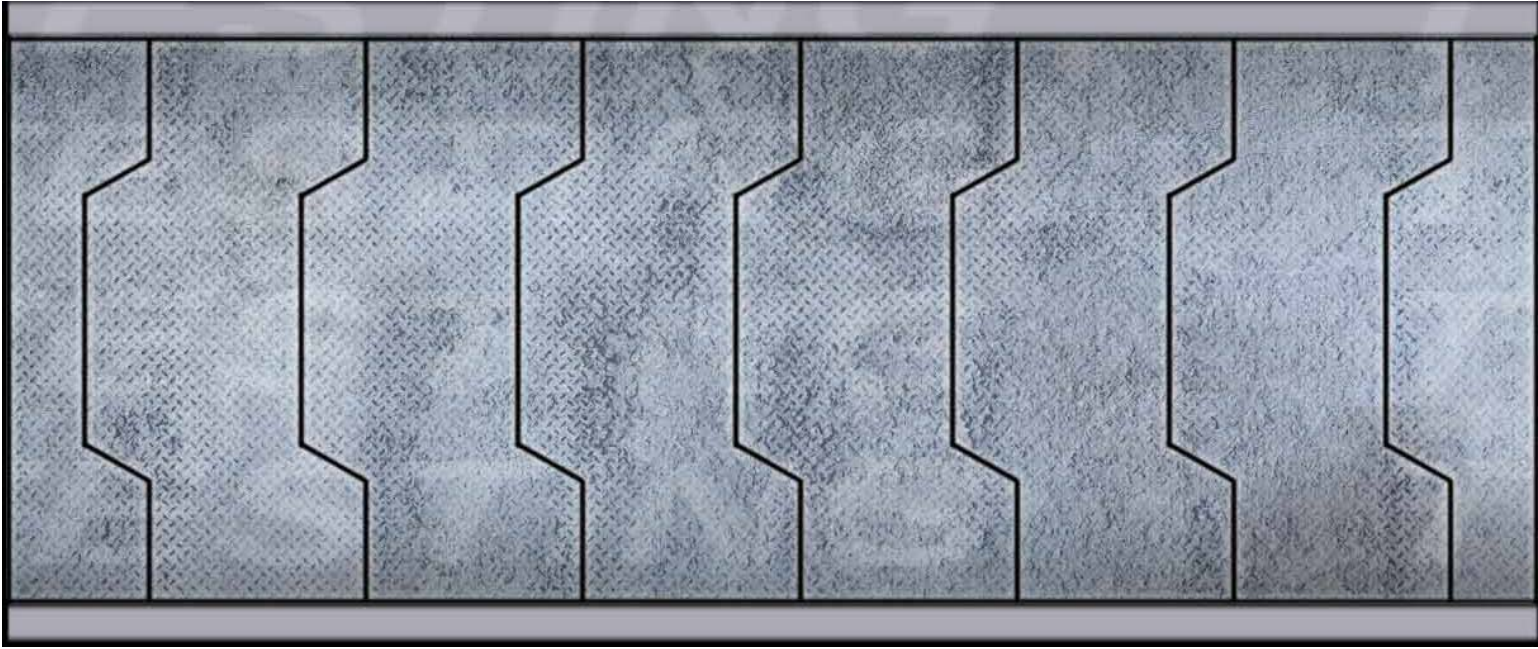




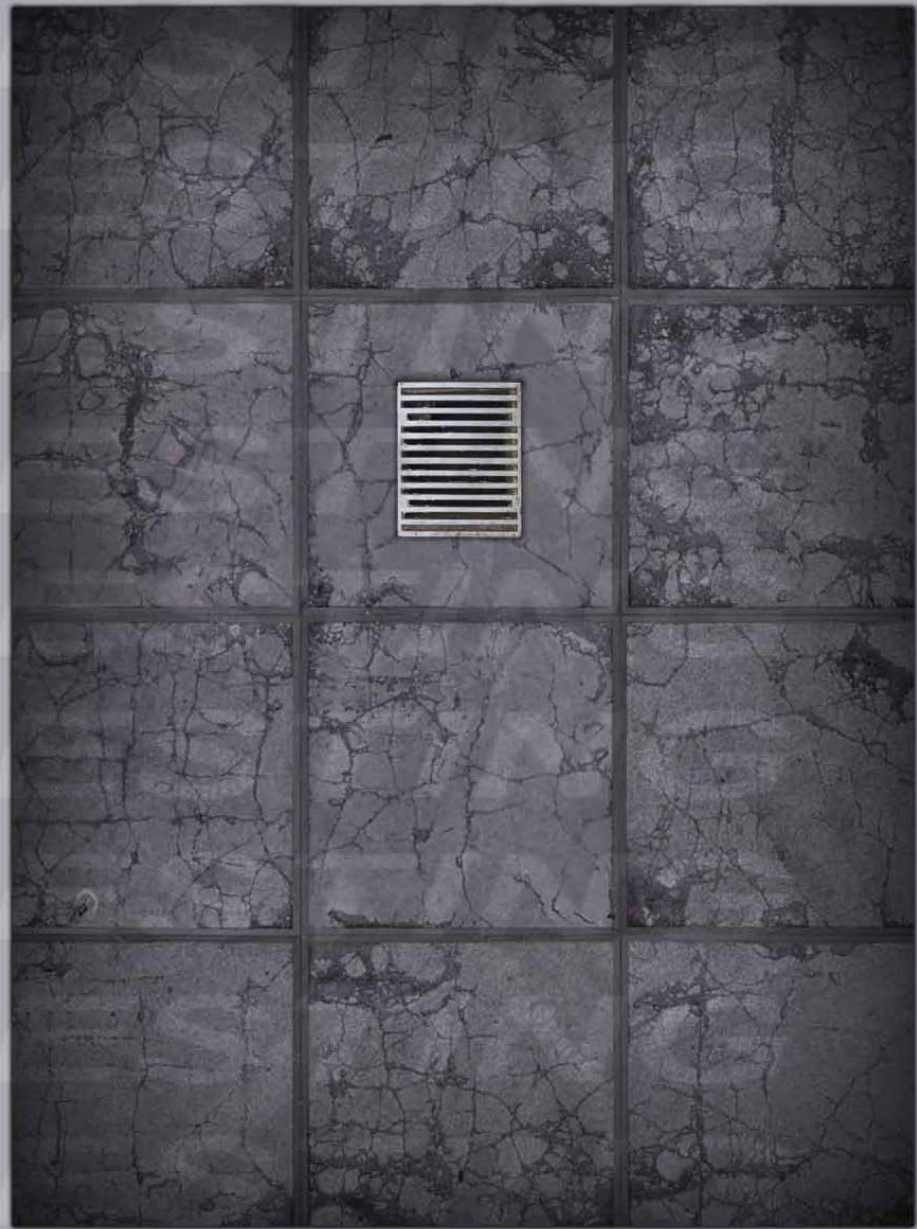




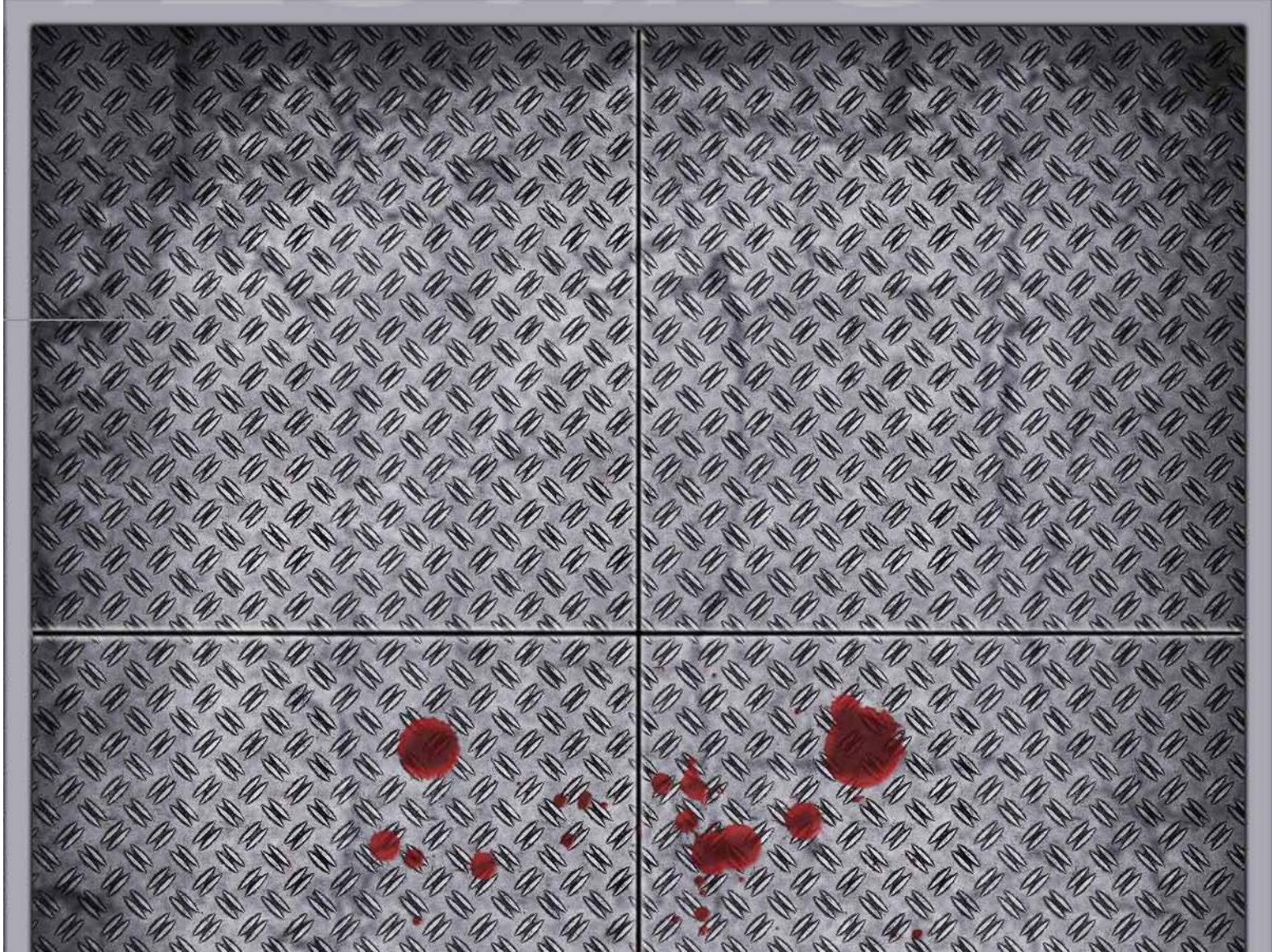












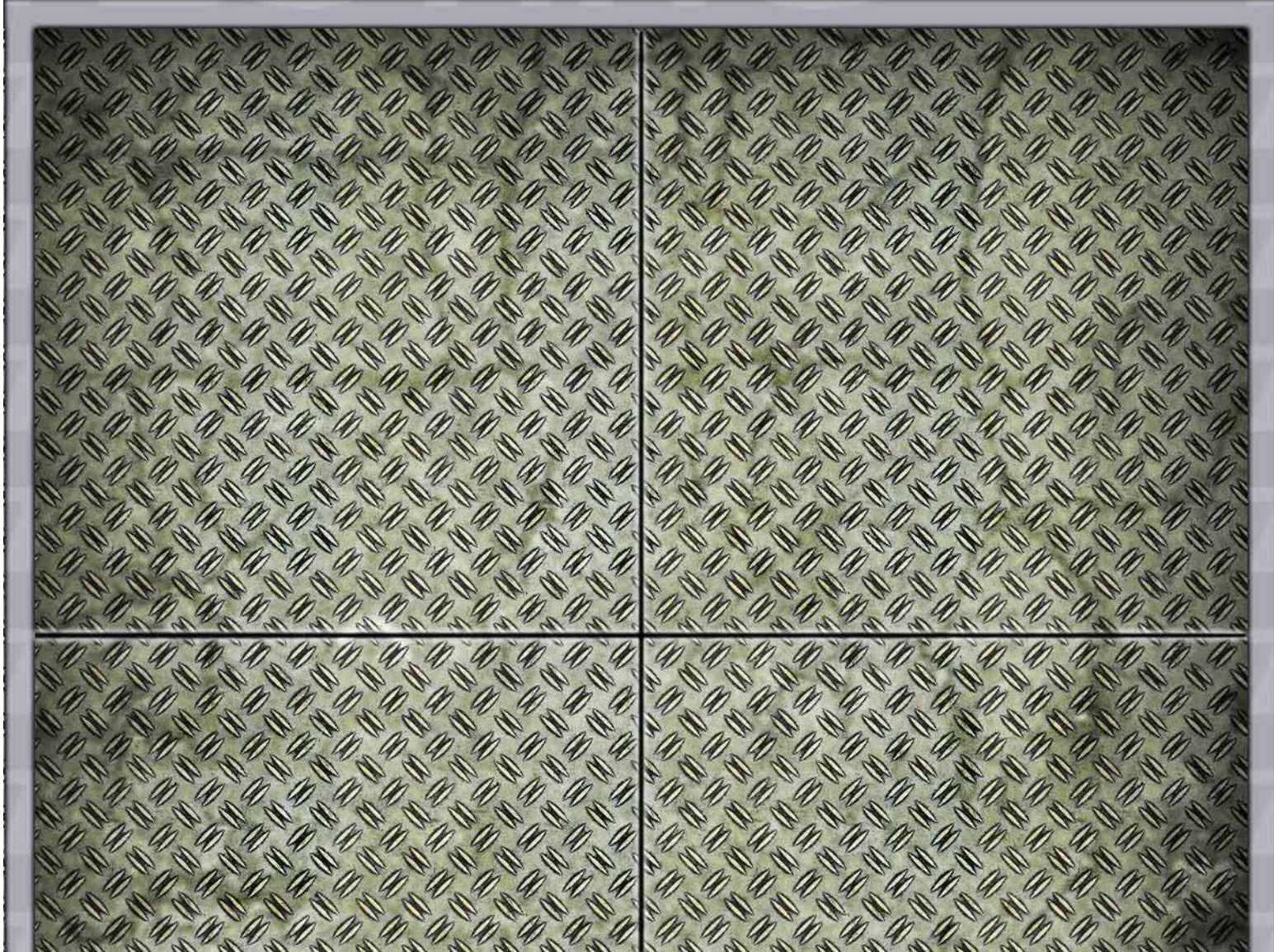
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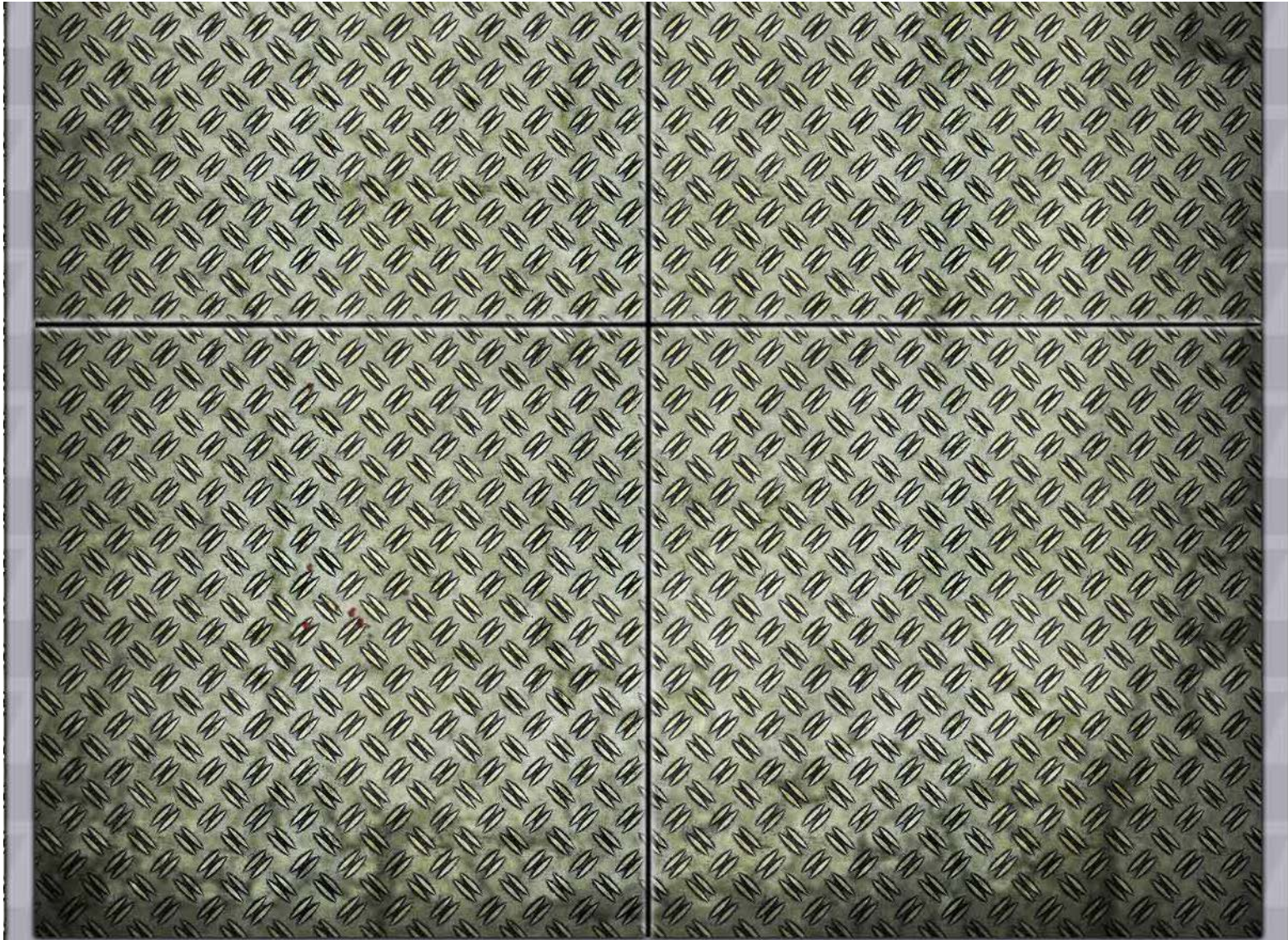




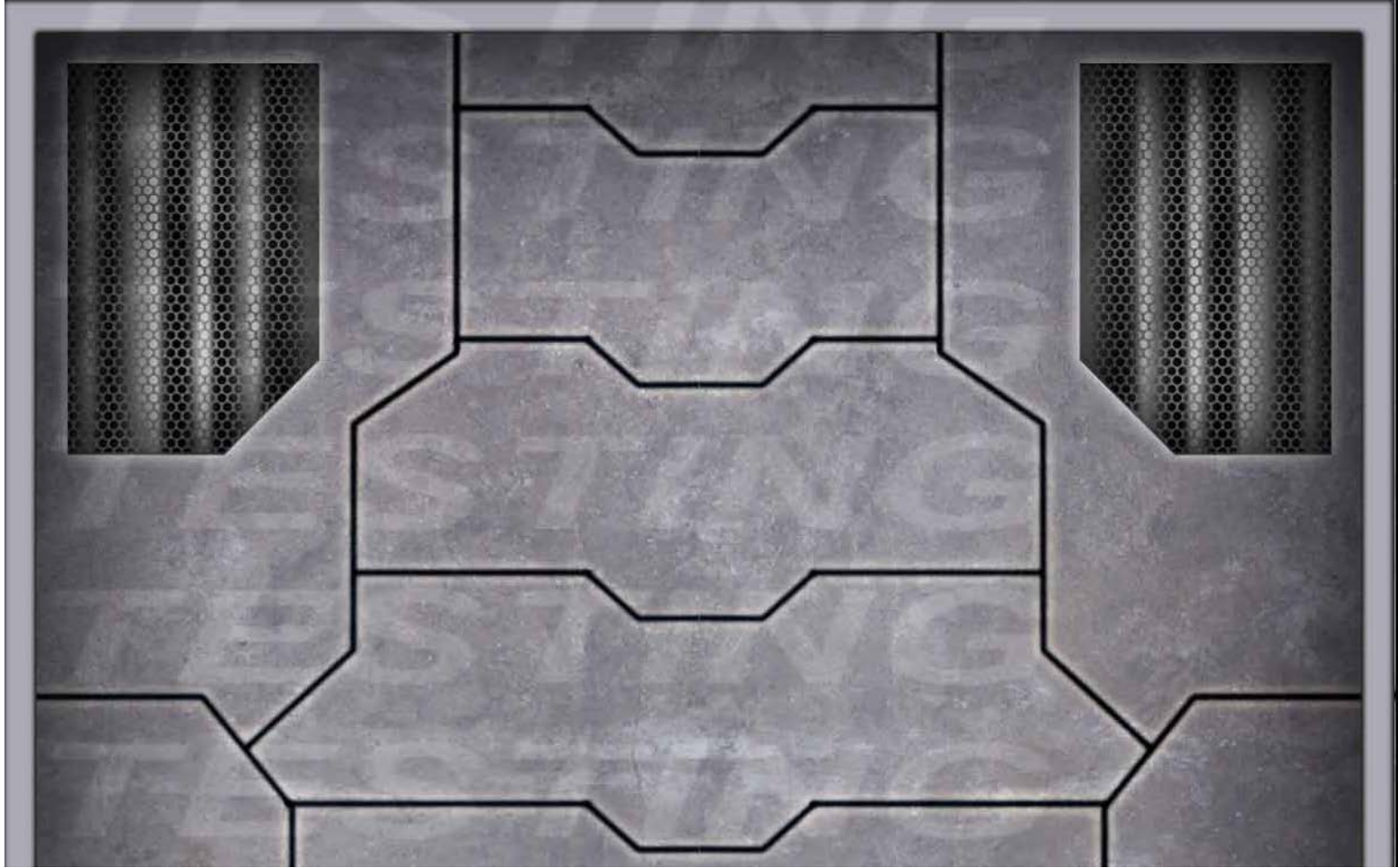
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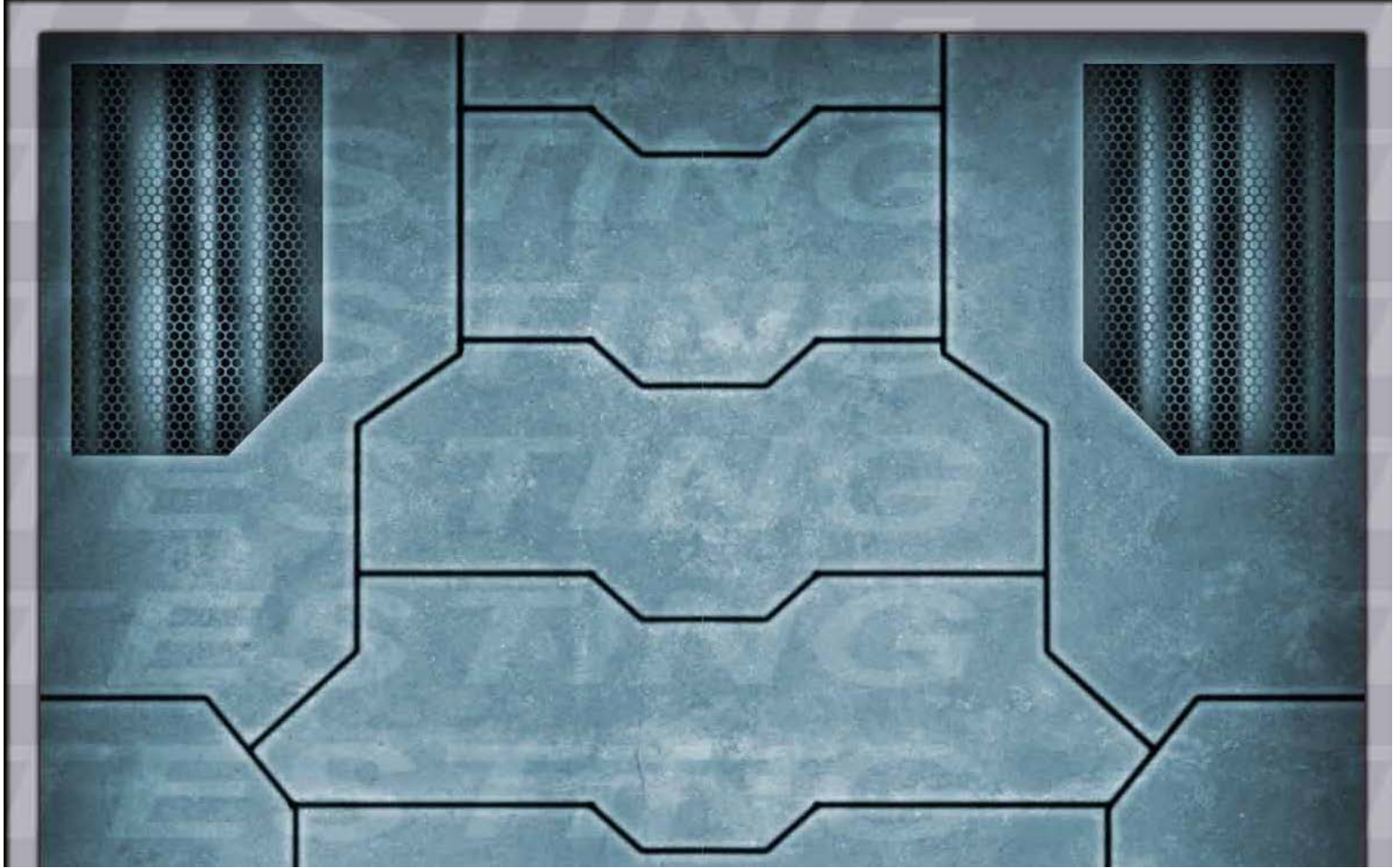




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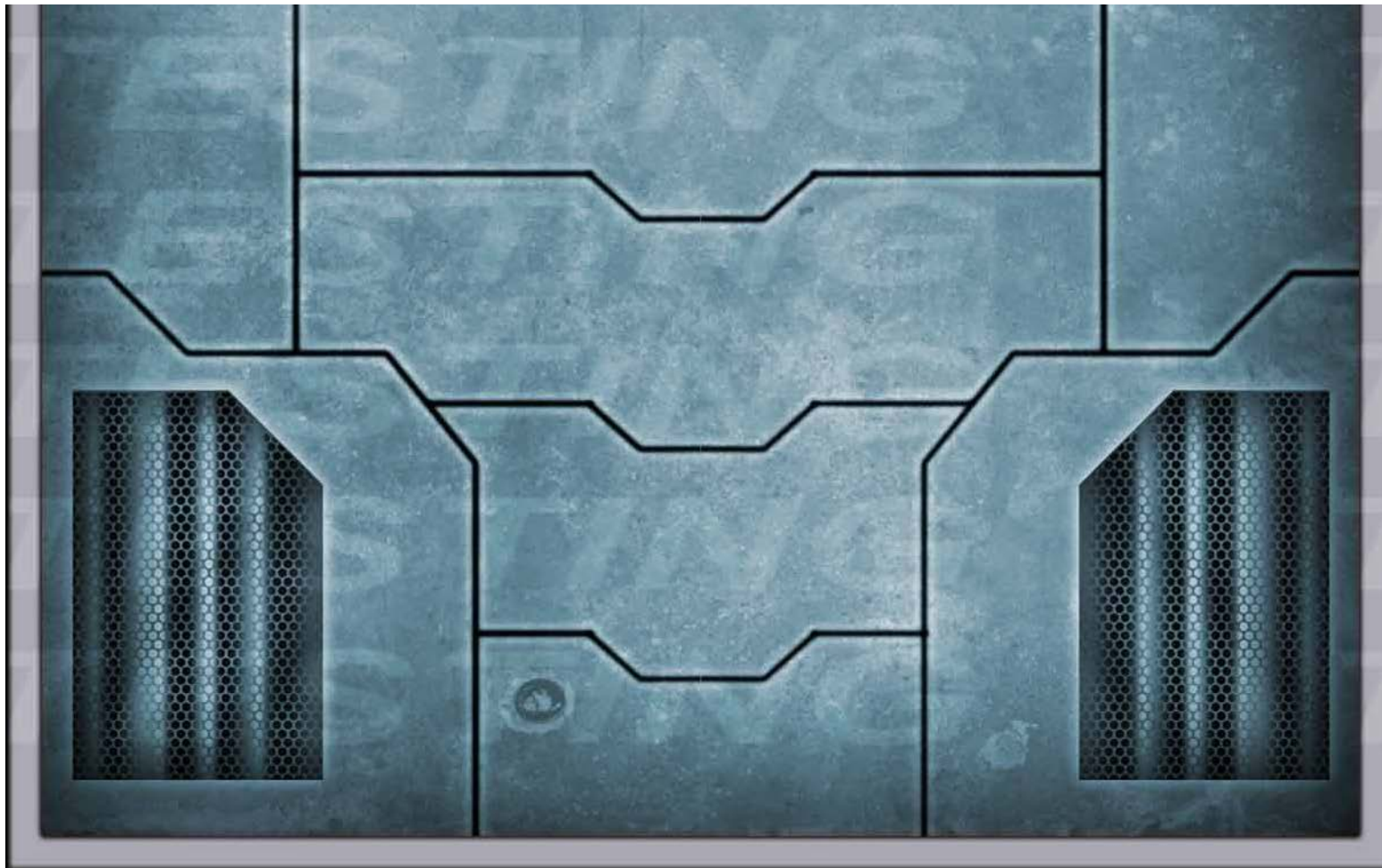


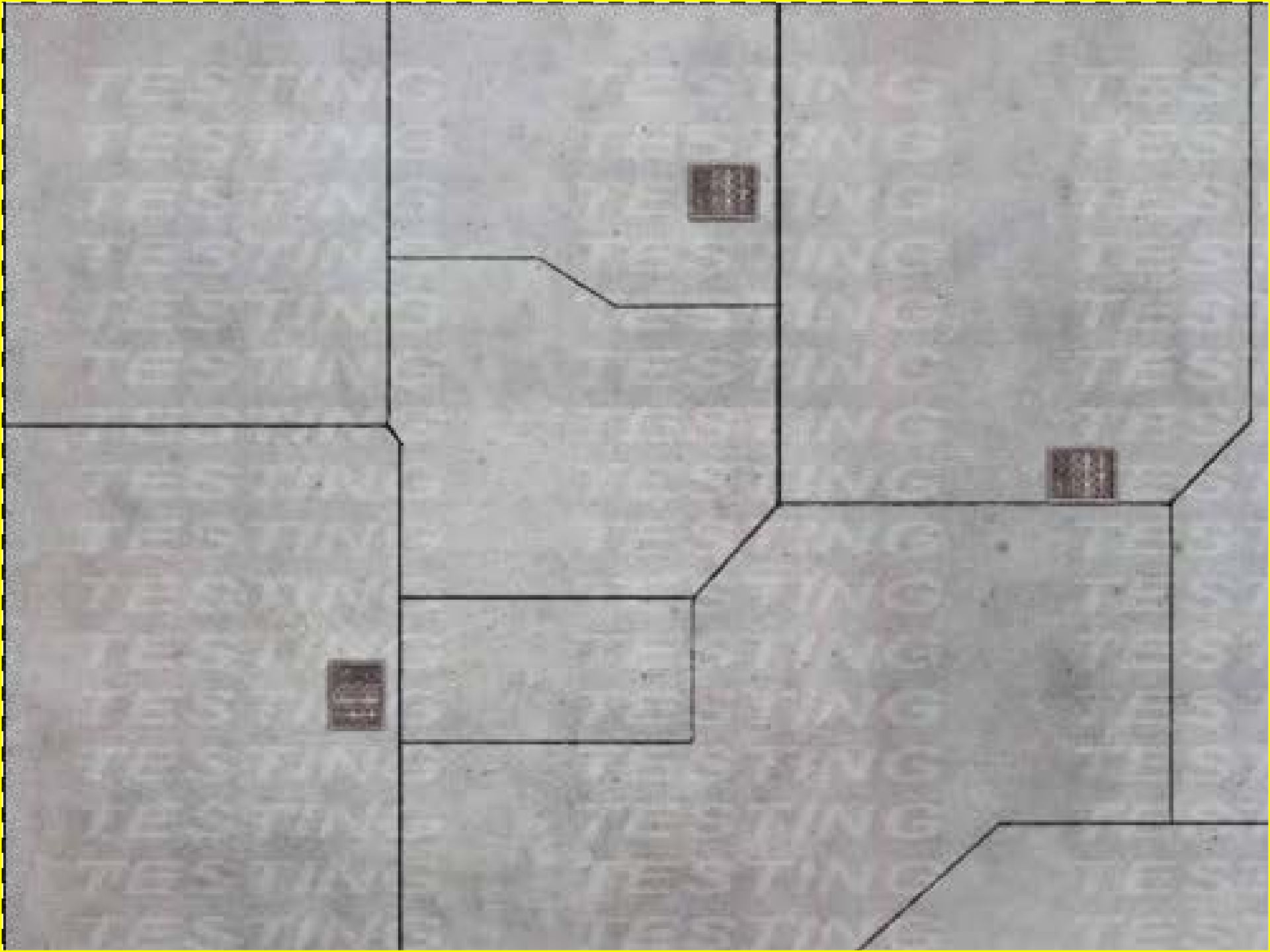


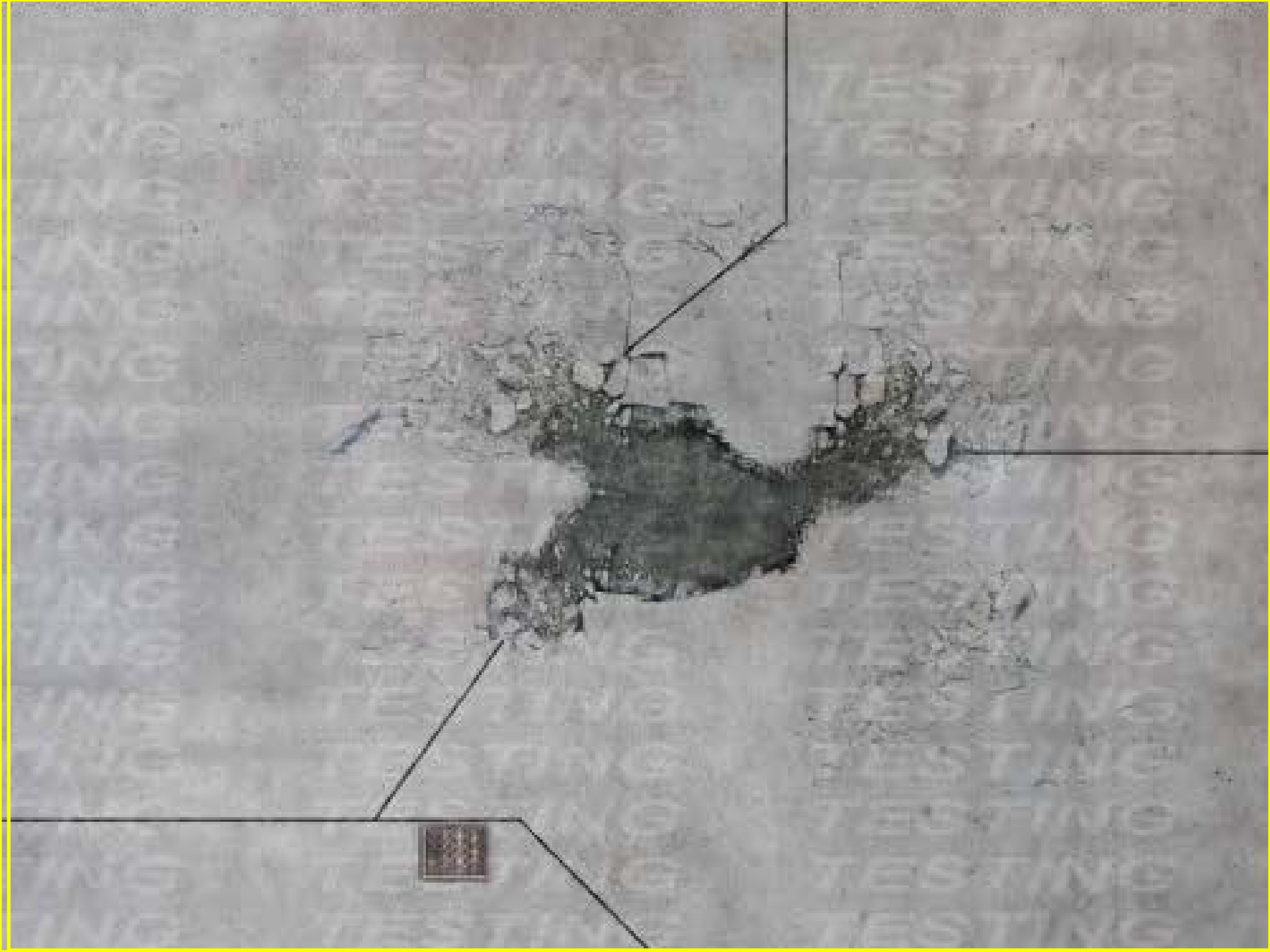
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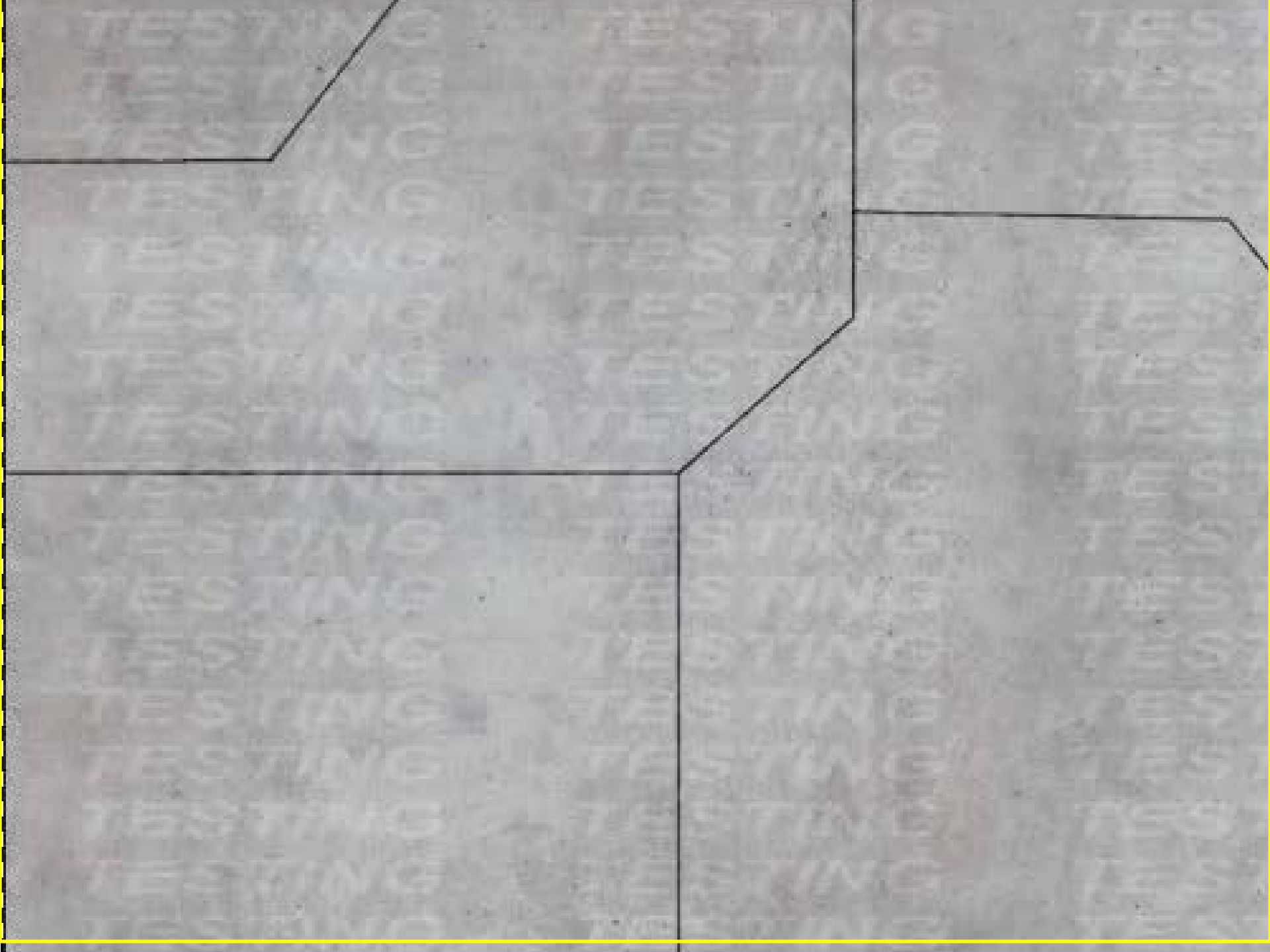


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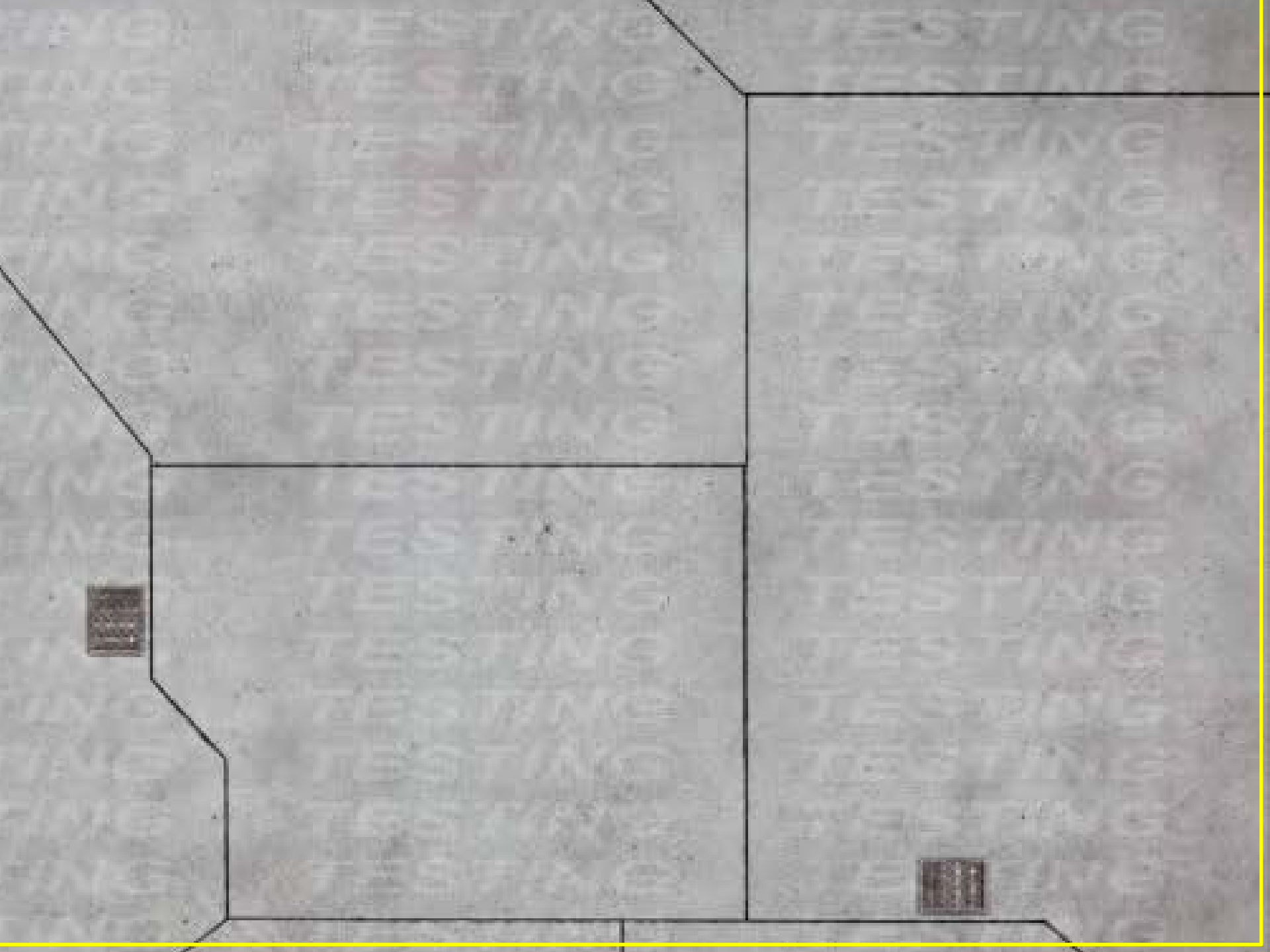










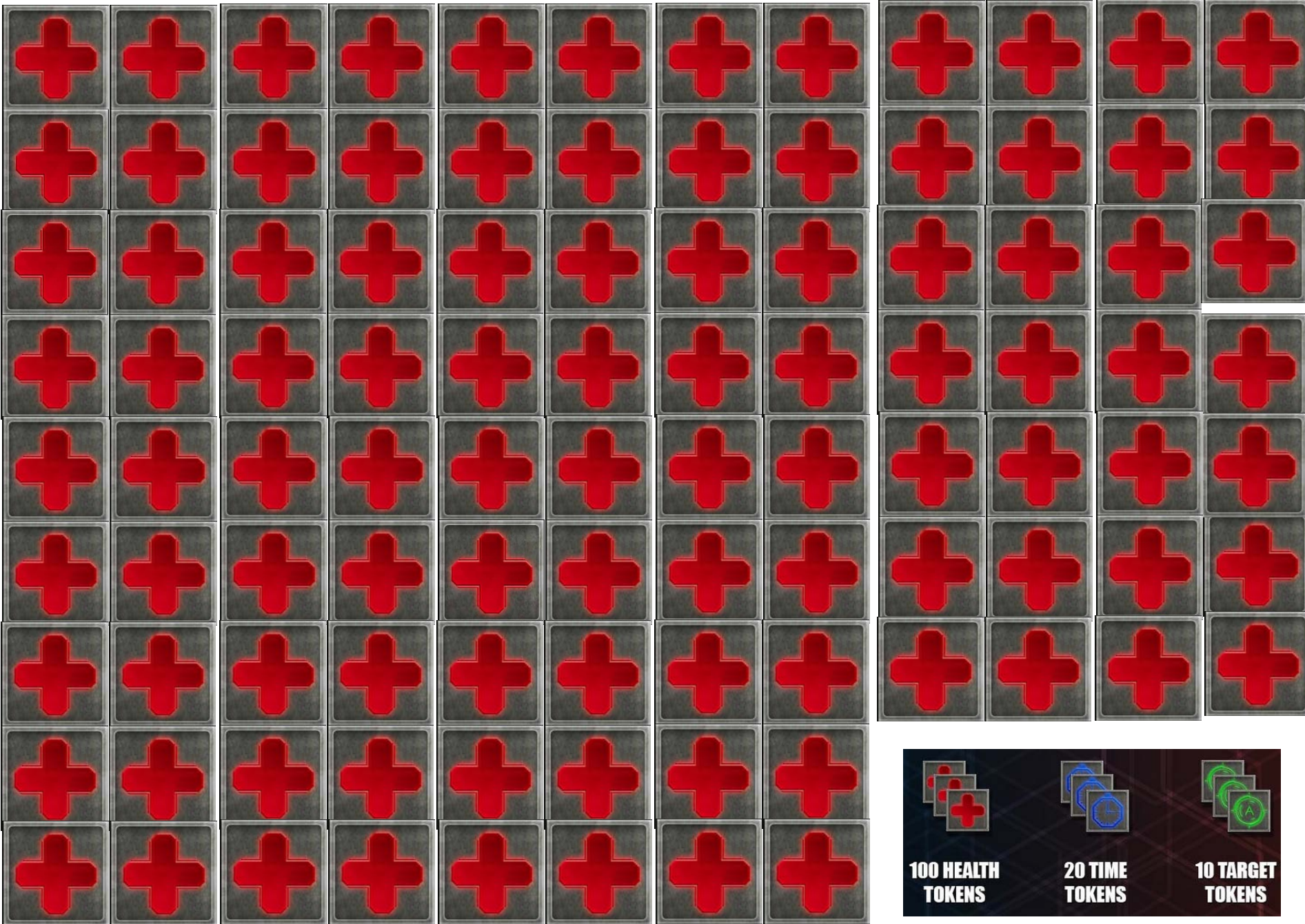




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***Print 1, bottom right***



**100 HEALTH  
TOKENS**

**20 TIME  
TOKENS**

**10 TARGET  
TOKENS**



