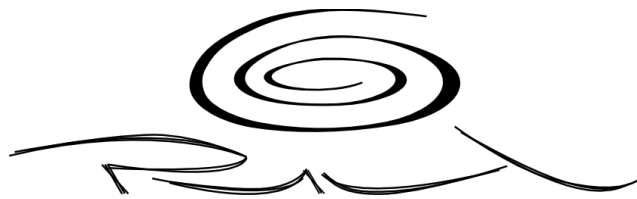




PAPERFIELD

Basic game rules
PaulEstudios



Created by Paúl Sánchez
Tarragona, Spain-August-2016

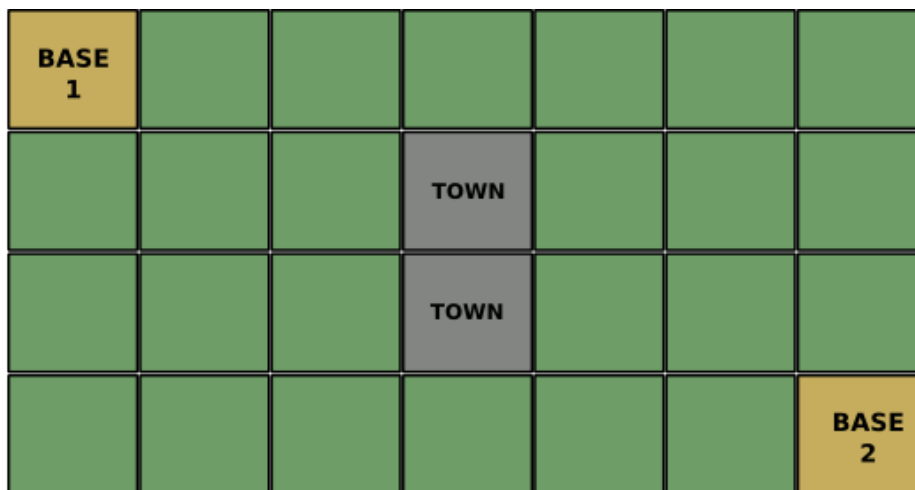
PAPERFIELD board game

1. OBJECT OF THE GAME:

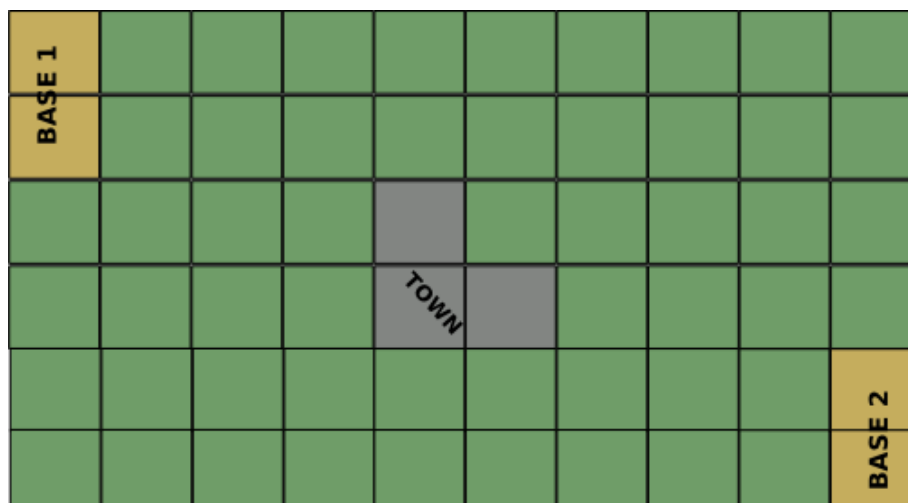
Conquer the town or eliminate your opponent.

2. GAME SETUP:

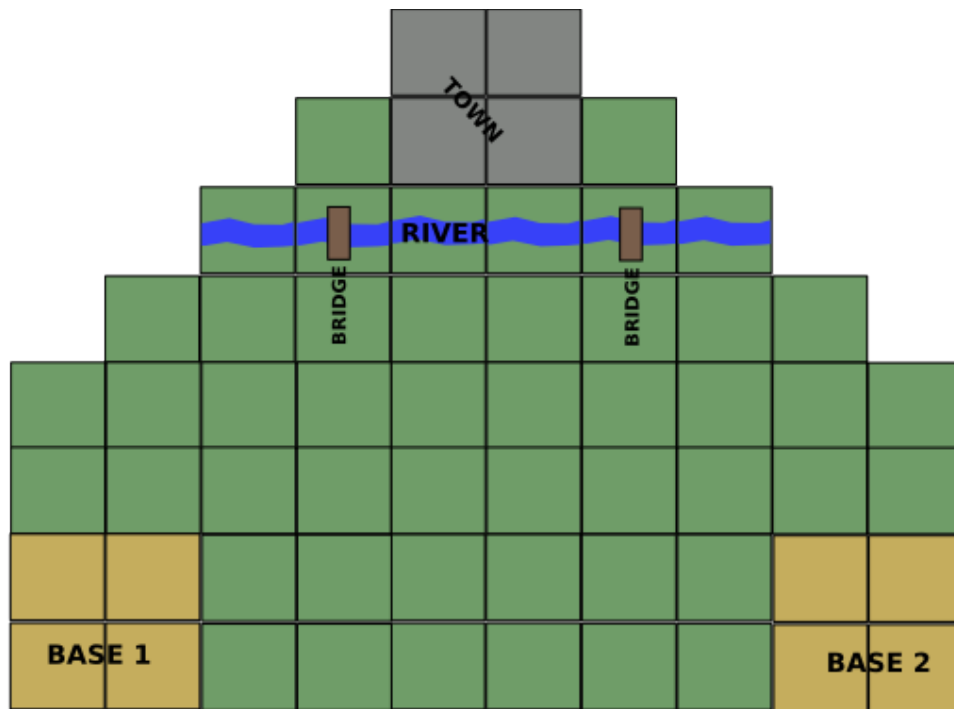
2.1 Build a game field with the lands of your choose and at lease 2 bases (one at each end of the field) and a town in the centre of the itself, you can build the field of the preferred size as the examples below:



Example 1



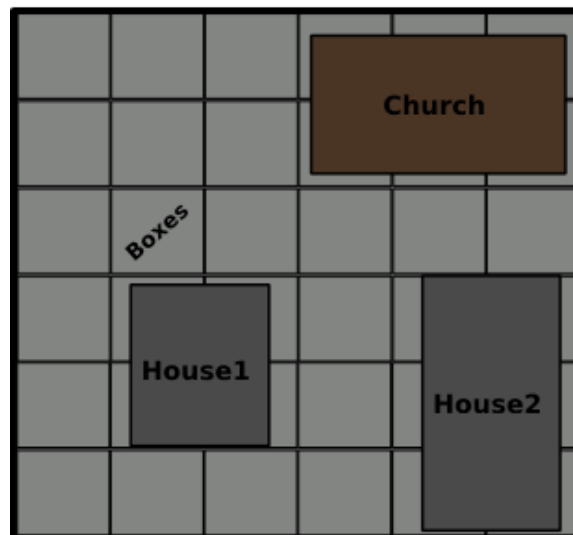
Example 2



Example 3

2.2 Place the town elements (house & church) in their respective lands, trying to be in accordance with the boxes of the land.

Town Land



2.3 Repeat for the base elements.

2.4 In case of rivers, place a bridge on it to allow passage.

2.5 By last place **ALL** your units (tanks, artillery, etc) inside your land base, this will be your start point for your units.



2.6 The amount of your starting unit will determine the amount for conquer the town. (see rule 6)

3. GAME PLAY:

3.1 The player with the higher number of the damage dice (red) start the game.

Your turn will consist in use the dices as follow:

3.2 **Construction dice**

3.2.1 You only can use this dice (yellow) one by turn.

3.2.2 To build an object, the three symbols must point upward.

3.2.3 Constructed object can be use in the same turn.

3.2.4 Only build one object by turn.

3.2.5 Use this dice to build new units, tends, bases and bridges.

3.2.6 You only can build a unit if you have at least two of them destroyed. New units start from one of your land base.

3.2.7 You only can build tends in a land free of enemies.

3.2.8 You only can build a base in a land with three of your tends and free on enemies.

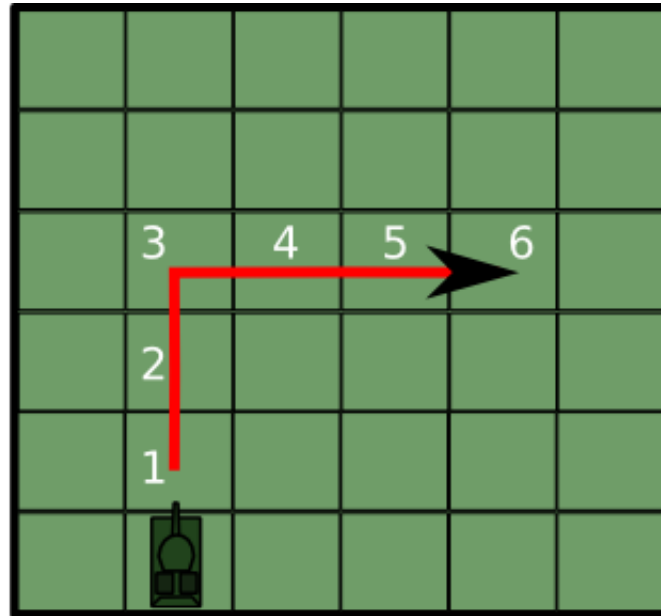
3.2.9 You only can build bridges in a land free of enemies.

3.2.10 Cant no build new unit if your land base in occupied by enemies.

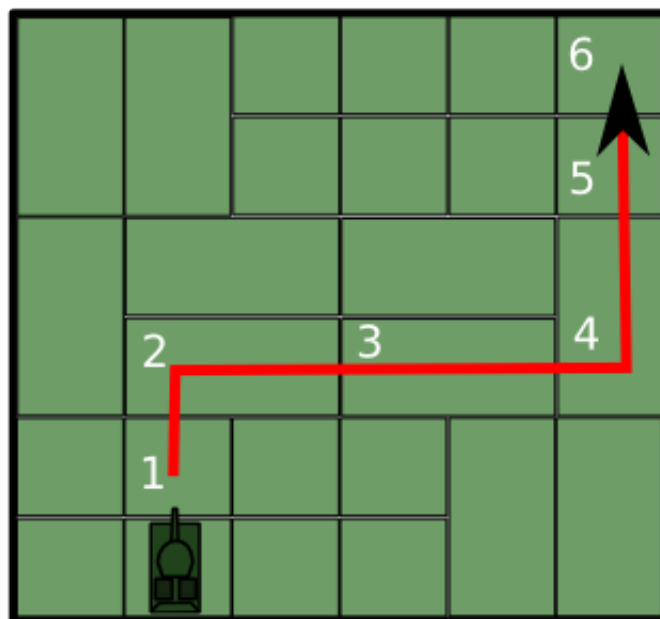
3.2.11 You cant attack a tend, base or bridge if that land is occupied by enemies, attack units enemies first.

3.3 Movement dice

3.3.1 Use the movement dice (green) to move your units on the ground, the dice number indicate the box numbers you can move.

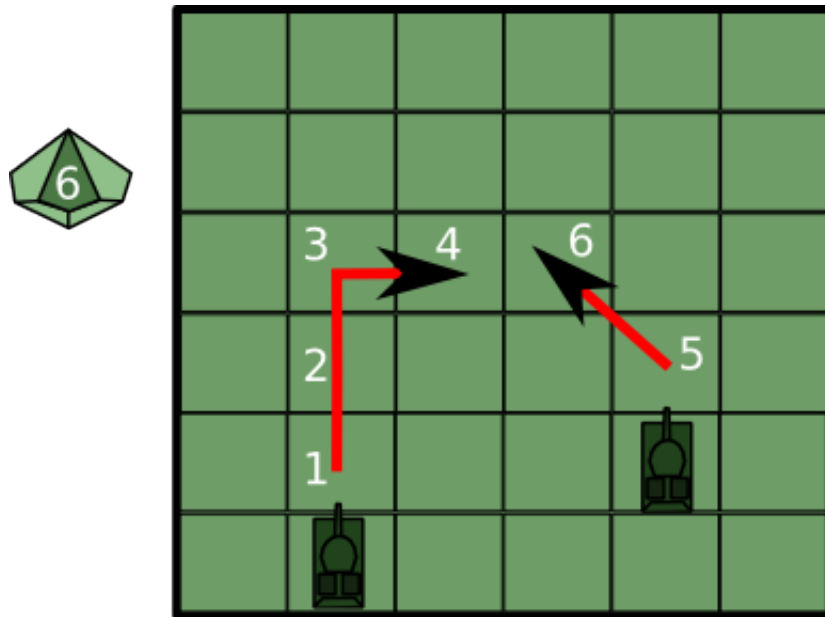


Example1



Example2

3.3.2 You can split the dice result between your units, so you can move several units in the same turn.



Example1

3.3.3 If desired, you can save the result after firing to move your unit as a withdrawal.

3.3.4 This dice is optional, you can skip this dice if your strategy requires and continue with the next one dice.

3.3.5 Tool symbols means you cant move any unit due to a failure.

3.4 Firing dice

3.4.1 If you have reach an enemy unit use the firing dice (grey) to determinate how many times you will fire, in other words, to see how many times you throw the damage dice, it can be 2, 1 or 0.

3.4.2 If you get twice you can split the firings between two of your units

3.4.3 As the same as last dice you can decide to use this dice or not.

3.5 Damage dice

3.5.1 Use this dice (red) to determinate the impact force to an enemy unit.

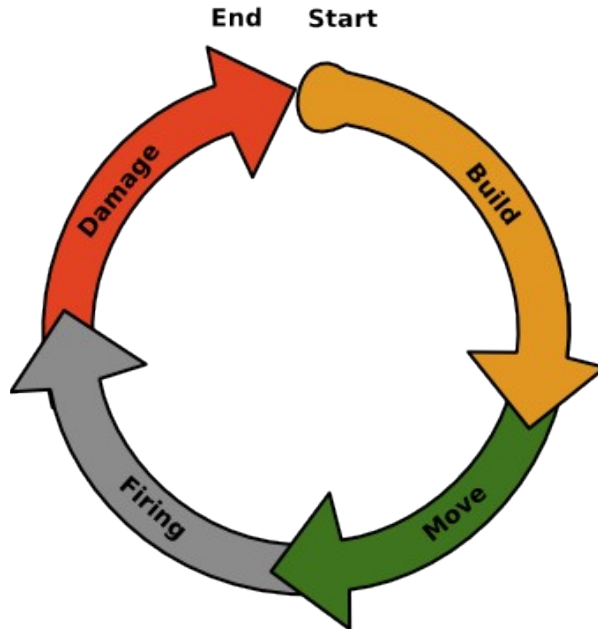
3.5.2 If the number in the same or higher to the enemy unit strength them you have destroyed that unit.

3.5.3 If you have decided to fire with two of your units, throw damage dice once by each unit.

3.5.4 Then gear symbol means your gun is stuck and can not fire.

3.5.5 You cant skip this dice.

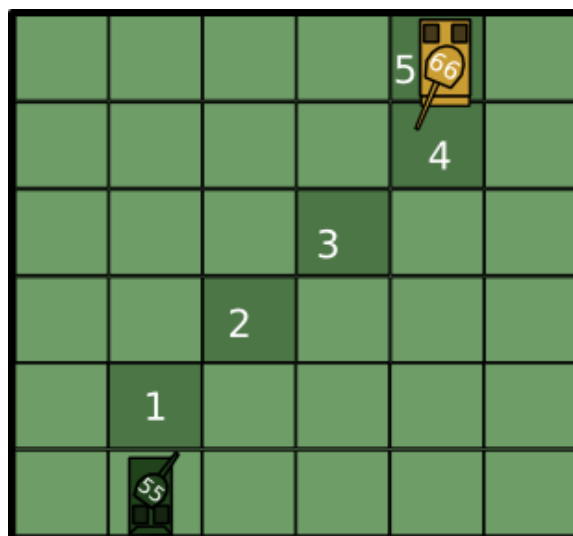
4. TURN WHEEL:



5. REACH AND STRENGTH:

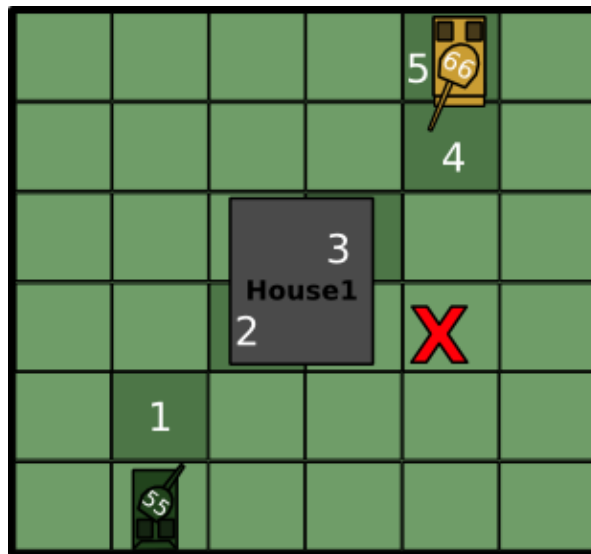
5.1 Are the numbers on the units, tends, bases and bridges, the first one belongs to the reach and the second to the strength, so that, a tank with the number **65** has a reach of 6 land box and a strength of 5, a tend with the number **02** means has no reach and a strength of 2.

5.2 The reach is measured with the number of box between your unit and the enemy unit, this will be the maximum distance from your unit began to fire.

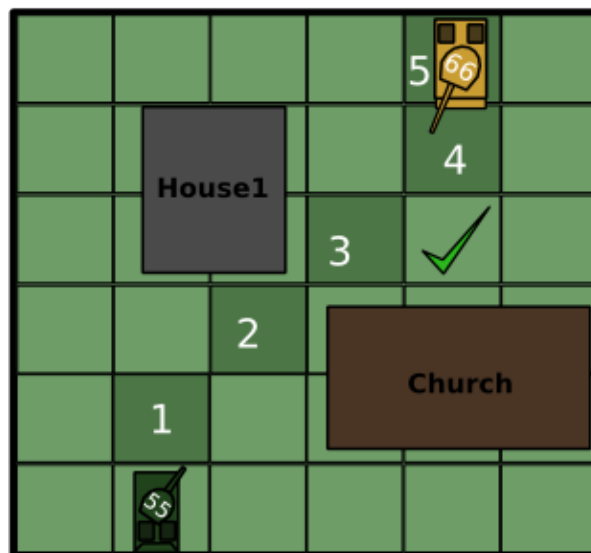


Example1

5.3 You can not fire an enemy unit if there is a building in the middle of the fire line.



Not in fire view



In fire view

5.4 If your enemy has destroyed some of your units, remove them in the next turn to save them in a deposit to be used to build new units.

5.5 All units you have inside of your land base or a town receive +1 in strength.

6. WINNER AND LOOSER:

6.1 The winner will be the player who achieves to place half plus one of his/her units inside the land town, or the player who defeat all the enemies unit, been this last one the loser.

b.e if you start the game with 5 units, to conquer the town you need at least 3 units, or if you start the game with 6 units, you need to place 4 inside the town to win the game.