



RULEBOOK



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HOW TO STITCH A PUPPET

2 - Once Upon a Time

4 - Game Overview

5 - Elements of War

5 - Typical Battlefield

6 - Spaces

7 - Range

7 - Line of Sight

8 - Puppet Deck

10 - Puppet Army

11 - Puppets

12 - Upgrades

13 - Fighting the War

13 - Setting Up a War

14 - Playing Puppet Wars

15 - Losing

15 - Winning

16 - Tools of Animated Puppets

16 - Animation

17 - Work Benches

17 - Movement

18 - Actions

19 - Performing an Action

20 - Abilities

20 - Standard Actions

21 - Attack Actions

21 - Dodging

22 - Attaching Upgrades

23 - Effects

24 - Rip & Tear Apart

25 - Out of Play

26 - Important Definitions

28 - Optional Rules

28 - Optional Tokens

29 - Drafting

30 - Alternate Win Conditions

31 - Squares

32 - Maps

42- Index

Special thanks to all the Puppets of the world, whether new on the shelf, sitting in a store, or long-loved, ragged and forgotten under a bed.

ONCE UPON A TIME

Somewhere, no one knows exactly where, deep in the Malifaux Bayou there stands a shack.

There are many ordinary, tumbledown shacks scattered throughout the treacherous twists and turns of the Bayou, but there is nothing ordinary about this one. This one, which is never to be found in the same place twice, is the home of Zoraida the Hag, feared by all those unlucky or foolish enough to tread the Bayou trails.

For years, whenever Zoraida has left her hut on some baleful errand, the Bayou has pricked up its green and fetid ears to the muffled sounds of the smallest of wars coming from inside the wooden walls. Small, yes, but vicious and without equal. A war of cloth and stuffing, of stitches and magic, of buttons and patches, of needles and thread. If you listen very, very carefully, you can hear the puppets fighting.

But it was not always this way.

In the beginning, the puppets were lifeless and dull, but magic has a way of getting in the cracks, seeping through the seams and soaking into the fabric of existence. Before long, the wooden boxes in the shack where the puppets lay would shuffle and rattle whenever the owner was away. The shack door would slam shut, and a moment later the box lids would creak open. The puppets would clamber out, gazing around with sewn-on eyes and tottering across the rough floorboards on clockwork legs and wooden pegs. Seamus, all fancy clothes and patched top hat, usually took it upon himself to tidy up. There were always bits of chicken bones and other detritus from the witch's spells lying around, and he couldn't abide a mess. Lady Justice, with her flaming hair of red wool, pulled up a thimble for a stool and helped mend any accidental rips or tears, trimming loose threads with a swish of her long sword. Misaki would hunt

for pretty scraps of cloth behind the work benches and ensure the other puppets always had a fashionable selection of matching scarves and hats to choose from, while the Death Marshal kept running away with the Nurse's high heels and trying them on.

But it could not last. One day, Lady Justice found one of the Hag's scrapbooks, full of newspaper clippings curling in the Bayou damp. Lady Justice, who found it tricky to read while squinting out from under the scarf over her eyes, waved the other puppets over to help. The shack was completely quiet as they turned page after page. For the first time, they realized there was a world beyond the Bayou, and they read about what the people in that world got up to. People who looked a bit like they did.

It was Seamus who started it. Strange thoughts flew through his little stuffed head as he wandered around the shack. He stopped atop a trestle table, a crude model of a domed building set near the edge. He looked down, and on a sudden impulse pushed the building off the table. It landed, not with a crash, but with a soft thump. Seamus clambered down in time to see Lady Justice pulling herself out from underneath, the stitches of her face drawn into a furious scowl. She marched up to him. Seamus grabbed a Rotten Belle and pulled her to stand beside him. Lady Justice reached out a long arm and hauled the Judge to her side. Seamus knotted his brow before snatching the speedy Ronin as she tried to get away. Lady Justice waved a hand, and the Death Marshal tottered over, still not quite having got the hang of walking in heels. Before long, two tiny armies of puppets were arrayed against each other, and the rest hurried back to the safety of their toy boxes to see what would happen next.

What happened next went down in Bayou legend, and became the model for the Puppet Wars that continue to this day. No mercy was given, and none sought. The Nurse ran at the Death Marshal and plunged her giant syringe into

him. His legs went in different directions and he flailed back at her ineffectually. Seamus pounced on him, and stuffing filled the air like snow. The Death Marshal's shredded remains were tossed aside, and only the high heels remained.

Lady Justice was a blur of motion, slicing the Rotten Belle into colorful, patchwork squares before showing the Austringer a thing or two about how best to throw his toy bird. He took it to heart, managing to bounce it off the heads of both the Ronin and the Razorspine Rattler, although when he chucked it at Bête Noir, she simply vanished in a puff of sawdust. He never saw her reappear at the lip of the toy box, and she fell on him in silence, her wickedly curved knives severing his threads in an instant.

It was all over before Lady Justice could respond, and by the time she had driven Bête back to the safety of the toy box, Seamus had pulled another rabbit out his hat. He was waving the stuffed animal, trying to catch the attention of something behind Lady Justice. She turned, just as a grinning Teddy ambled out of the shadows, gaily decorated patches sewn on his soft tummy. Only the Judge stood between the giant Teddy and Lady Justice. The Judge was deadly, but Teddy wanted that stuffed bunny, and nothing was going to stand in his way.

The Nurse's high heels were still standing untouched, and Lady Justice flicked them through the air to the Judge. He gave her a pained look, but he knew what he had to do.

He slipped them on just as the cuddly monster loomed large. Instead of swinging with his sword, he kicked Teddy in the shins. The brightly-colored fabric started to blacken and decay, but it was not enough to prevent the gaping maw of Teddy from swallowing the Judge whole. Little bits of hat sticking to his teeth, Teddy advanced on Lady Justice, his fur darkening and starting to smell.

But it wasn't just the hat sticking to Teddy's teeth. The Judge's sacrifice had bought Lady Justice the weapon she needed. As Teddy opened wide to gulp her down, she flicked the Judge's magical bandana off one lethal incisor with the tip of her sword and wrapped it round her head. Teddy froze as the bandana's aura accelerated the decay spreading through his stuffing, and with one vengeful swipe, Lady Justice's sword cut him in half.



That had been the moment Seamus was waiting for, and he struck from behind, but he hadn't reckoned on Lady Justice's unnerving and unnatural senses. The blow that undid Teddy swept around in one smooth strike, and Seamus' hat toppled to the floorboards, his head still inside.

The puppets froze. There were footsteps outside.

When Zoraida opened the door, nothing was left to suggest a furious battle had been waging only moments before. Nothing, that is, but a lone puppet in green cloth lying beside his own severed head. The other puppets lay motionless in the wooden boxes, terrified their exploits would be discovered. In the rush, no one had remembered to pick up Seamus. But Zoraida did not seem puzzled, or even concerned. She picked him up and, tutting and mumbling to herself, sewed him back together and

GAME

Puppet Wars is a game for 2 to 4 players. This box contains enough Puppets for 3 players. Additional Puppets and Puppet Decks are sold separately.

Each player begins the game with a single Animated Puppet: the Master Puppet. Over the course of the game, each Master will construct an army of animated Puppets by making use of the Work Benches scattered about the board.

Puppets are small-minded creatures. They resemble their living counterparts but only have a slight memory of how to function once they become animated, and sometimes they are confused about their roles. But watch out! They're vicious when organized into an army!

Puppet Wars lets you command a Puppet Army. Your goal is to destroy the competition and protect your Master, while retaining control of those valuable Work Benches. If ever your Master is killed, or you lose control of all your Work Benches, you've lost...game over, no more fun.



ELEMENTS OF WAR

Where the War is Won

Battlefield and Surrounding Areas

In order to play Puppet Wars, you need a flat surface large enough for everything you use in the game and enough room for 2 to 4 players. Your playing surface should include room for:

- 1) **Battlefield:** A battlefield is made of hexagons (Spaces) large enough for a Puppet to stand completely within. A game element (e.g. Puppets, tokens, anything used in the game) is considered In Play when it is on the Battlefield. While In Play, each game element must be completely within one of these Spaces. The Battlefield may be set up any number of ways (see A Typical Battlefield over there →).
- 2) **Master Card Location:** Reserve a place next to the board for players to place their Master Cards.
- 3) **Toy Box:** Located to the left of your Master Card. This area contains all the Puppets and Puppet Stat Cards you've selected for your Army. During play, Puppets that are available to be Animated remain here until they are Animated and put In Play.
- 4) **In Play Puppet Statistics:** Located to the right of your Master Card. This area contains the Statistic Cards for Puppets that are currently In Play.

- 5) **Scrap Heap:** Where Puppets are placed when they are Torn Apart (the Puppet term for being killed). Set a location for your Scrap Heap so that it won't be confused with your Toy Box.
- 6) **Puppet Deck:** This is a deck of 54 playing cards, including Jokers. Set your Puppet Deck face-down.
- 7) **Discard Pile:** Located immediately next to your Puppet Deck. Cards that are used while playing Puppet Wars are placed here, face-up, after they serve their purpose (whatever that may be).
- 8) **Out of Play:** Game Elements that are Removed from the Game cannot return to play under any circumstances. They can no longer influence the game in any way.

A Typical Battlefield

A Battlefield may be set up hundreds of different ways. We have included 18 options at the end of this book, and you can find variations in the size and layout of the Battlefield at puppet-wars.com. Or you can be creative and set up your own Battlefield.



Battlefield Spaces

There are different types of Spaces on the Battlefield; the most common are listed here:

Occupied Spaces: Any Space that contains a Puppet (Friendly or Enemy) **OR** an Impassable Token. Occupied Spaces may not be moved onto, and they block Line of Sight.

Unoccupied Spaces: Any Space which does not contain a Puppet or an Impassable Token. Unoccupied Spaces may be moved onto, and they do not block Line of Sight.



Starting Work Benches: When beginning the game, each player will select a Starting Work Bench for his or her Puppet Army's first Friendly Work Bench (see Setting up a Puppet War p.13). If a Starting Work Bench is not selected by any player during setup, it becomes a Neutral Work Bench.



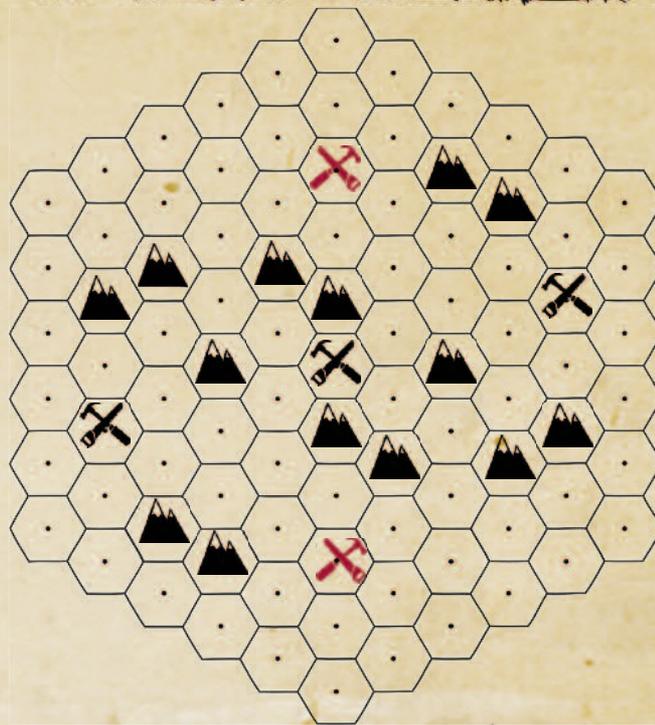
Neutral Work Benches: Work Benches that do not begin the game controlled by a player (including starting Work Benches that were not chosen as starting positions). Place a Neutral Work Bench Token in each of these Spaces. These Work Benches must be claimed during play in order to be used. See the section on Work Benches for more information



Impassable Spaces: Place an Impassable Token on each of these Spaces. Puppets may not move onto Spaces that contain an Impassable Token. Impassable Tokens block Line of Sight.

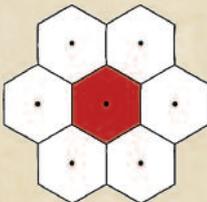
Board Layout

Below you will find an example of a Puppet Wars Board Layout. Find many more at the end of this book or create your own at Puppet-Wars.com.



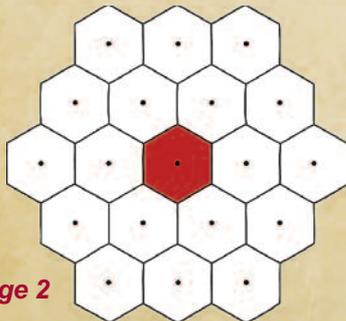
Range

Adjacent: All the Spaces that share a border with a Space are adjacent to that Space. They are also Range 1 from that Space. *(Example: In the image to the right, the 6 white Spaces are adjacent to (and Range 1 from) the red Space.)*



Adjacent

Range: Certain Effects in the game have a Range of 2 or more. These Effects apply to Spaces beyond the adjacent Spaces. An Effect with Range 2 may affect any adjacent Spaces, as well as any Space adjacent to those Spaces. Range 3 would also include all Spaces adjacent to those Range 2 Spaces, and so on for Range 4 and beyond. Range In Play can Target any Puppet In Play (if Line of Sight exists). *(Example: The 18 white Spaces shown below are within Range 2 of the red Space.)*



Range 2

I Can See You! Line of Sight (LoS)

Unless otherwise noted, all Attacks and Abilities require Line of Sight (LoS). LoS is determined **from the acting model** to the game element (most commonly another Puppet) it is Targeting.

Determining LoS: To determine LoS from one Puppet to any game element, first find the dot in the center of the Space occupied by the Puppet wishing to draw LoS. If you can draw a straight line from that dot to the dot at the center of the Space occupied by the Targeted game element, without passing over any Occupied Spaces (Spaces which contain another Puppet or are Impassable), then you have LoS.

When checking LoS, if the line passes through the shared edge of 2 adjacent Occupied Spaces, there is no Line of Sight. However, LoS may be traced along the flat edge of one Occupied Space, as long as the adjacent Space that shares the same edge is Unoccupied.

LoS Examples



Blue lines indicate successful LoS. Red Dotted lines indicate blocked LoS.

Meet Your Puppet Deck

(The Cards)

The outcomes of most Actions in **Puppet Wars** are determined by using the **Puppet Deck**. Each card in the Puppet Deck has a Numerical Value and a Suit Value.

The **Numerical Value** is the number on the card.

The **Suit Value** is the Suit shown on the card. The four Suits of the Puppet Deck are:

♠ – Rams ✂ – Crows 📖 – Tomes 🎭 – Masks

Aces: Aces have a Numerical Value of 1 and double the printed Suit (*Example: The Ace of ♠ has a Numerical Value of 1 and a Suit Value of ♠♠*)

Red Joker: A Red Joker has a Numerical Value of 14. When it is Flipped or Played, the Player chooses a Suit. The Red Joker is worth double the Suit Value of the chosen Suit. (*Example: The Red Joker is Flipped, and the Player chooses the Crows Suit. The value of the Red Joker is 14✂✂.*)

Black Joker: If the Black Joker is Flipped while attempting to meet the Action Value of an Action, the Action automatically fails. In all other circumstances the Black Joker has a Numerical Value of 0 and no suit (this includes when the Black Joker is used as an Animation Card or Played from your hand).

Puppet Deck: Each player has his or her own **Puppet Deck**, which provides the cards needed to play the game, including cards that players Draw into their Control Hands. The Puppet Deck is always shuffled before the game begins and placed face-down. Neither you nor the other players may look through your Puppet Decks during the game.

Discard Pile: Used cards are placed face-up on top of the Discard Pile. This pile should be placed next to your Puppet Deck. If you ever run out of cards in the Puppet Deck, collect all the cards in the Discard Pile, shuffle them, cut them, and place them face-down to create a new Puppet Deck. Any cards that are currently In Play remain In Play (Don't include your Control Hand cards). No player may look through a Discard Pile during the game (although the top card is always visible).



Control Hand: Each player holds a hand of cards that other players cannot see.

Control Hand Size: A Player's Control Hand Size is (4 cards) + (1 card per Work Bench controlled by the player). At the start of each Turn, if a player holds fewer cards than their current Control Hand Size, they Draw cards from their Puppet Deck until their Control Hand Size is reached.

At the end of each Turn, if a player has more cards in their Control Hand than their current Control Hand Size, they must Discard cards until they have reached their current Control Hand Size. *(Example: My Control Hand Size is 6, and I am holding 9 Cards in my Control Hand at the end of the Turn. I currently have 3 Cards more in my Control Hand than my Control Hand Size allows. I must Discard 3 cards before continuing with game play.)* Effects may increase or decrease a player's Control Hand Size.



Using Cards: Cards may be used in game play in the following ways:

Flip: When told to Flip a card, a player will Flip over the top card from his or her Puppet Deck to an empty spot on the table where everyone can see.

Draw: When told to Draw a card, a player will take the top card from the Puppet Deck and add it to his or her Control Hand.

Play: Any time a player uses a card from his or her Control Hand, the card is Played.

Discard: There may be game Effects which require a player to Discard cards. When a card is Discarded, it is removed from the player's Control Hand and placed on the Discard Pile.

Whenever a card is Flipped or Played, the player places that card face-up so that all other players can see it.

Random Determination

Any time players must randomly determine anything during the game, all players involved Flip the top card of their Puppet Decks. The lowest card wins, followed by the next lowest, etc. In the event of a tie, the players who tied will again Flip a card to determine who wins among the tied players.

Your Puppet Army

The term Puppet refers to any Puppet in the game, including Masters.

What Makes a Puppet?

Every Puppet is represented in the game by two different components: a miniature and a Statistic Card (Stat Card). The miniature represents the Puppet's location on or off the board, while the Stat Card describes what the Puppet can do.

Every Stat Card has 2 sides. The front contains the basic Statistics for the Puppet; this is the **Puppet Side**. The back of the Stat Card contains the information for an Upgrade; this is the **Upgrade Side**.

During a game of Puppet Wars, you will only use one side of the Stat Card at a time. The **Puppet Side** of the Card provides all of the Statistics and Abilities that the Puppet may use while it is on the Battlefield. The **Upgrade Side** represents useful bits and pieces of the Puppet, which other Puppets may pick up and use to clobber each other! Either player may look at either side of the card at any time.

- 1) When a Puppet is Animated during the course of play, place the Stat Card in front of you, **Puppet Side** up.
- 2) If your Puppet's Upgrade is Attached to another Puppet during the course of play, place the Stat Card, **Upgrade Side** up, partially under the Card of the Puppet being upgraded.

RAZORSPINE RATTLER
Pawn, Metal, Stuffed Animal

6

Stitches

Rad Art

Movement

Defense

Combat

Upgrade Limit

2 7 2 2

Abilities
Chomp! (☠): Rg: 2 Effect: Target Puppet gains Paralyzed until the end of the Turn.

Name

Characteristics

Animation Requirement

Actions/Abilities

The image shows a detailed Stat Card for a puppet named 'RAZORSPINE RATTLER'. The card is divided into several sections. At the top, the name 'RAZORSPINE RATTLER' is written in a stylized font, with 'Pawn, Metal, Stuffed Animal' listed below it. To the right of the name is a blue square icon containing the number '6' and a book symbol. Below this are four circular icons: two with crossed wrench and screwdriver symbols (labeled 'Stitches' and 'Rad Art'), and two with crossed hammer and screwdriver symbols (labeled 'Movement', 'Defense', 'Combat', and 'Upgrade Limit'). At the bottom of the card, there are four blue circular icons containing the numbers '2', '7', '2', and '2'. Below these is a blue-bordered box titled 'Abilities' containing the text 'Chomp! (☠): Rg: 2 Effect: Target Puppet gains Paralyzed until the end of the Turn.' The card features a central illustration of a mechanical, spiky puppet head and arm. Red dashed arrows point from text labels on the right to various elements on the card.

Statistic Card Front (Puppet Side)

Name of the Puppet: Everyone deserves a name!

Picture of the Puppet: Enjoy an exceptional artist's rendering of your Puppet.



Animation Requirement (AR): The Value that the Animation Card must equal or exceed to Animate this Puppet. If the AR includes a Suit, the Animation Card used must be of that required Suit. *(Example: Razorspine Rattler has an AR of 6♣, so a 6♣, 7♣, 8♣, 9♣, 10♣, 11♣, 12♣, 13♣, or Red Joker can all be used to Animate the Rattler.)*

Characteristic (Ch): Located directly under the name, a Puppet may have several Characteristics. These determine which Upgrades the Puppet may Attach and which Effects may be used on the Puppet. *(Example: An Effect that states, "Only Metal Puppets are affected." will affect only Puppets with Metal listed in the Characteristic section.)*

Certain Characteristics have special rules. These Characteristics include:

Master: This Puppet is your Master. You may only have 1 Master in your Toy Box. If your Master is ever Torn Apart, you have lost the game.

Sidekick: This Puppet is a Sidekick. You may include only 1 of each Sidekick in your Toy Box. Only ¼ (rounding up) of your Puppets may be Sidekicks. *(Example: A Toy box with 1-4 Puppets may include 1 Sidekick, a Toy Box with 5-8 Puppets may include 2 Sidekicks, etc.)*

Pawn: This Puppet is a Pawn. You may include up to 3 of each Pawn in your Toy Box.



Defense (Df): The Puppet's Defense is the Action Value when it is Targeted by an **Attack**. It may also include a Suit Value.



Combat (Cb): The Puppet's Combat Statistic determines how many cards a Puppet Flips when performing an **Attack** Action. A Puppet with a Cb of 0 or less may **Attack** but may not Flip any cards in doing so.



Movement (Mv): The maximum number of spaces this Puppet may move when it is Animated.



Upgrade Limit (UL): The maximum number of Upgrades this Puppet may have Attached at any time.



Stitches (St): Indicated by a number of buttons stitched to the side of the Stat Card. Each time your Puppet suffers a Rip, place a mark over one of these buttons. Once all the buttons are marked, the Puppet is Torn Apart.

Abilities: Lists any Abilities available to the Puppet.

Actions: Lists any Actions, beyond the Standard Actions (p.20) available to the Puppet. Some Puppets may not have printed Actions or Abilities.

Your Master Puppet

Master Puppets have a special Card unlike other Puppets' Cards. These Cards provide all the information needed to use a Puppet as your Master but, do not include an **Upgrade Side**, because they can never be used as Upgrades. Each player must select one Master Puppet. Your Master Puppet is the center of your Puppet Army and the General of your Puppet War. Masters work just like other Puppets in every way except for the following rules:

- 1) A player may never have more than one Master.
- 2) Your Master is selected at the start of play and begins the game In Play.
- 3) Masters generally have an ability which can make other Puppets in your army easier to Animate.
- 4) **If your Master is Torn Apart, you have Lost.**

Statistic Card Back (Upgrade Side)

Name of the Upgrade: We like to name everything!

Necessary Characteristics (NC): A list of Characteristics that a Puppet MUST possess to receive an Upgrade is located above the text box of the Upgrade. A Characteristic may have "No" before it, in which case a Puppet with that Characteristic may not receive this Upgrade.



Attachment Difficulty (AD): The Action Value to successfully Attach this Upgrade when being Attached to an Enemy Puppet.



Name

Attachment
Difficulty

More Rad
Artwork

Necessary
Characteristics

Ability Upgrade /
Action Upgrade

Stitches

Ability Upgrade: If this Upgrade provides your Puppet with an Ability which is always active, the Ability is listed here. Puppets must use Abilities printed on Attached Upgrades as if they were printed on the Puppet's own Card.

Action Upgrade: If this Upgrade provides your Puppet with an Action it may use, the Action is listed here. Puppets may use Actions printed on Attached Upgrades as if they were printed on the Puppet's own Card.



Stitches (St): This is a modifier to the existing number of Stitches on the Puppet that receives this Upgrade and is marked by the same button used on the **Puppet Side**. This means the Puppet's total Stitches is increased by this amount, making the Puppet harder to Tear Apart! If the Upgrade is removed for any reason, the Puppet returns to its normal number of Stitches.



FIGHTING THE WAR

Setting up a Puppet War

Puppet Wars may be played with 2 to 4 players. To start a Puppet War, follow these steps.

- 1) Select the Type of Game.** Game type determines the number of Puppets in each player's Toy Box.
 - **Shoebox:** All players will select 8 Puppets for their Toy Boxes in step 4.
 - **Chest:** All players will select 12 Puppets for their Toy Boxes in step 4.
 - **Wardrobe:** All players will select 16 Puppets for their Toy Boxes in step 4.
 - **Puppapocalypse:** All players select 32 Puppets for their Toy Boxes in step 4.
- 2) Select a Map.** All players decide on the Map for the Battlefield. If players cannot agree on a setup, randomly determine which player selects an approved battlefield setup from the options at the end of this book or available at puppet-wars.com. Place Impassable Tokens and Neutral Work Bench Tokens on the indicated Spaces.
- 3) Pick a Master Puppet and Work Bench Color.** Each player selects one Master. Once all players have selected their Masters, each player reveals the Master he or she has selected. Players may have the same or different Masters. Also, each player must decide on a different color Token to mark Friendly Work Benches.

Remember!

A maximum of 1/4 of the Puppets you select for your Toy Box may be Sidekicks.

- 4) Select Puppets for Your Toy Box.** The game type selected in step 2 determines the number of Puppets you may select for your Toy Box. These Puppets may be Sidekicks or Pawn Puppets, but you may not select Masters for your Toy Box. You may have no more than 3 of each Pawn Puppet and no more than 1 of each Sidekick Puppet in your Toy Box. No more than 1/4 of your Toy Box may be Sidekicks. Players reveal their Puppet selections to all players; these selections may not be hidden from other players at any point during the game. Your Master Puppet does not count towards the total number of Puppets allowed in your Toy Box. (*Example: if you were playing a Shoebox game, you would select one Master Puppet plus eight other Puppets.*)
- 5) Determine Starting Position.** Randomly determine the order for choosing starting positions. In that order, each player selects a Starting Work Bench. Once a Starting Work Bench is selected by a player, that player marks it by placing one Friendly Work Bench Token on it. That player then places their Master in a space adjacent to the Friendly Work Bench Token. Unselected Starting Work Benches are marked as Neutral.
- 6) Start the Puppet War!** Move to: *Playing Puppet Wars.*

Note

Two Tokens may not occupy the same Space at the same time for any reason.

Playing Puppet Wars (Turns)

Step 1: Draw Cards

Each player Draws cards until they reach their Control Hand Size.

Remember: A Player's Control Hand Size is (4 cards) + (1 card per Work Bench controlled by the player)

Step 2: Animation Rounds

The Turn includes 5 Animation Rounds.

During an Animation Round all players do the following in order:

- 1) Draw one card into their hand.
- 2) Choose one card from their hand and lay it face down on the table.
The chosen card is referred to as the Animation Card.
- 3) All players flip and reveal their Animation Cards at the same time.
- 4) The player with the lowest numerical valued card acts first and play proceeds in order of lowest valued Animation Card to the highest valued Animation Card. (**Note:** If any players are tied for the same valued card, randomly determine among them who acts first.)
- 5) When it is your turn to act you may either Animate a Puppet or Pass.
If you Pass, do nothing and discard your Animation Card.

Step 2 continued

When you choose to Animate a Puppet, follow these steps:

- 1) Select an available Puppet with an Animation Requirement (AR) that is equal to or less than the Numerical Value of the Animation Card. If the AR has a required Suit, the Animation Card must also be of that Suit. Place the Animation Card in the Discard Pile.
- 2) If the Puppet has an Exhausted Token, it suffers 1 Rip now (more on Exhausted Tokens later).
- 3) The Animated Puppet may Move a number of times (1 space each time) equal to its Movement Value and perform 1 Action.

Once every player has had a chance to act, the Animation Round is over. **After you have completed five Animation Rounds move on to step 3.**



Step 3: Resolve the Turn

Do each of the following once:

- 1) End all Effects generated on this Turn.
- 2) Remove all Exhausted Tokens from all Puppets in play.
- 3) Players must Discard so that they have no more cards than their Control Hand Size in their Control Hands.
- 4) Players may Discard any additional cards they do not wish to keep in their Control Hands.

Step 4: Continue to the Next Turn

If there are two or more players with Masters still In Play, those players begin a new Turn at Step 1.



A Turn in Puppet Wars

- 1) Draw Cards
- 2) Animation Round
(This step is performed 5 times)
- 3) Resolve the Turn
- 4) Continue to the Next Turn

Losing a Puppet War

There are 2 ways to lose a Puppet War. If one of the following conditions occurs, you have lost the game:

- 1) Your Master Puppet is Torn Apart.
- 2) At any time you do not control ANY Work Benches.

If you lose and the game is not finished (which can happen in the case of a game with 3 or more players), then Tear Apart all of your Puppets In Play, remove your Toy Box and Scrap Heap from the game, and change all Work Benches you control to Neutral Work Benches.

Winning a Puppet War

In order to win Puppet Wars, you must be the last player standing! (Meaning, you have not lost and everyone else has.)

TOOLS OF ANIMATED PUPPETS

Animation Details

At the start of the game, each player chooses Puppets for his or her Toy Box. Each of these Puppets may be Animated during a Puppet War. As you have seen above, Animating your Puppets is how you fight the war!

Animating Puppets

Available Puppets: You may only choose to Animate a Puppet that is Available. A Puppet is Available if it is:

- In Play
- In your Toy Box



Puppet Animation Requirement: Every Puppet has an Animation Requirement (AR). To be able to Animate a Puppet it must have an AR which is equal to or less than the Numerical Value of your Animation Card. If the AR has a Suit associated with it, the Animation Card must also be of that Suit.

What Animated Puppets Do: An Animated Puppet may move up to a number of times equal to its Movement Value (1 space each time) and may perform 1 Action. It may complete these steps in any order, meaning a Puppet may interrupt its Movement to perform an Action. Additional effects on your Puppet can allow it to do more or fewer Moves or Actions during its Animation. (Example: If your Puppet has a Movement Value of 3, it may Move two spaces, take one Action, and then Move one more space.)

Animating Puppets Currently in your Toy Box: If you successfully Animate a Puppet currently in your Toy Box, place it on an unoccupied Friendly Work Bench (see next page for information about Work Benches). Place its Stat Card, with the **Puppet Side** up, on the table in front of you. The Puppet begins its Animation from this point. If you have no unoccupied Friendly Work Benches, then you may not Animate a Puppet from your Toy Box.

Exhausted Puppets: When a Puppet takes an Action, mark that Puppet with an Exhausted Token (indicating it has taken an Action this turn). If you decide to Animate a Puppet which has an Exhausted Token, that Puppet immediately suffers a Rip before it Animates. There are Effects which may cause a Puppet to gain an Exhausted Token without taking an Action, or to remove an Exhausted Token. (**Note: Puppets only receive an Exhausted Token after taking an Action. If you Animate a Puppet and move it without taking an Action, it will not receive an Exhausted Token.**)

Effects that Change AR

Some Effects may raise or lower a Puppet's AR. If a Puppet's AR ever drops to 0 or below, it simply means an Animation Card of any value may be used to Animate the Puppet. If a Puppet's AR is ever raised to 15 or above, there are no Animation Cards which may Animate the Puppet.

Work Benches

Control: All Work Benches are either controlled by a player or are Neutral (not controlled by any player). When you control a Work Bench, it is considered a Friendly Work Bench to you and considered an Enemy Work Bench to all other players.

Taking Control of a Work Bench: You may take control of a Neutral or Enemy Work Bench by moving a Friendly Puppet onto it and using the *Mine!* Action while the Puppet is standing on that Work Bench. Remove the Neutral Work Bench Token or Enemy Work Bench Token, and replace it with a Friendly Work Bench Token.

Standing on a Work Bench: If any Puppet is standing on a Work Bench, that Work Bench may not be used to bring Puppets into play from a Toy Box.

Remember!

When a Puppet moves, it moves into an adjacent Space. To move further, it must use additional Movement. A Puppet may never move off the Battlefield.

Movement

Puppets move around the Battlefield during a War. When allowed to move, a Puppet may move into an adjacent unoccupied Space on the Battlefield.

Effects which Cause Movement

Some Effects cause a Puppet to move. This movement is made as directed by the Effect and controlled by the player who caused the Effect.

Placement

Some effects may cause a Puppet to be Placed. This is simple, just pick the Puppet up and Place it as directed by the effect.



Actions

There are many Actions that a Puppet may perform during a Puppet War. The Actions available to a Puppet are those on its Puppet Card, those on the Card of any Upgrade Attached to the Puppet, as well as the Standard Actions available to all Puppets (p.20). Actions are always written in the following format:

Action Name (Action Value + Additional Cost):

Rg: (Range description), **Effect:** (Effect description).

Action Name: We just like naming things...a lot.

Action Value: You must meet the Action Value of an Action in order to successfully perform that Action. At least one card used while performing the Action must be equal to or greater than the Numerical Action Value. The Suit Action Value must be met as well, but you add the Suits of all cards used to perform the Action.

Additional Cost: The Additional Cost which must be paid before you can apply the Effect of a successful Action. **(Examples of Additional Cost include: Discarding cards from your Control Hand, Ripping your Puppet, Placing the Puppet or Upgrade into your Scrap Heap, etc.)**

Sometimes, paying the Additional Cost of an Action will Tear Apart the Puppet performing the Action. If this happens, or if the Puppet was removed from play for any reason by paying the Additional Cost, the Action succeeds as long as all requirements to make the Action were met. If the Action has a Range, measure the Range from the Space the Puppet occupied before being Torn Apart.

Range (Rg) #: The maximum distance (in Spaces) that the Target of the Action may be from the Puppet performing the Action. A Puppet is always in Range of itself unless the Action states the Puppet cannot Target itself. If the Range does not list a number of Spaces, it will list one of the following:

Self: This Action may only Target the Puppet performing the Action.

In Play: There is no maximum Range to the Action. This Action may Target a Puppet at any distance.

N/A: The Action does not require a Range and is usually reserved for Effects which do not Target items In Play.

Line of Sight (LoS): Unless otherwise stated, all Actions in Puppet Wars require Line of Sight to the Target.

Duration: Effects which are applied to Puppets during the game will note when they end. **(Example: Many effects last until the end of the current Turn, so they will end during the Resolve the Turn step. The effect will note this in its description.)**

Effect: Describes the Effect resulting from the Action. The possible Targets of this Effect are also described, along with details about duration or Line of Sight requirements.

Targeting: Every Action in Puppet Wars requires a Target. The Target of an Action is the Puppet, Upgrade, or other game element to which the Effect of a successful Action will be applied. Unless otherwise stated, the Target of an Action must be within Range and LoS of the Puppet performing the Action.

Performing an Action

- 1) **Place** an Exhausted Token on the Puppet's card.
- 2) **Declare** the Puppet and the Action it will attempt, as well as the Target of the Action (if the Action requires a Target). If the Action Value is 0 and it requires no Suits, skip to step 6.
- 3) **Flip** a Card from your Puppet Deck and lay it face-up.
 - a. If you may Flip more than one card while performing this Action (**Example: If you currently have a Cb of 2 or greater and are performing an **Attack** Action**), Flip all of your cards at once and lay them face-up. Select only one card to use with the Action and move all the unselected cards to the Discard Pile.
- 4) **Choose** if you want to play one or more cards of your choice from your control Hand. Lay these cards face-up next to the card from step 2.
- 5) **Determine** if the Action succeeds. To succeed, you must fulfill both of the following (remember to add or subtract modifiers):
 - a. Any single card laid face-up from Steps 3 or 4 is equal to or greater than the Numerical Action Value of the Action.
 - b. Using ALL cards played in Steps 3 and 4, you have equaled or exceeded the Suit Action Value of the Action.
 - c. If unsuccessful, skip to step 8.
- 6) **Pay** the Additional Cost of the Action (if any).
- 7) **Apply** the Effect of the Action to the Target.
- 8) **Move** all cards used while performing the Action to your Discard Pile, face-up, in an order of your choosing.

Performing an Action Example

Flip a card from your Puppet Deck



Play 1 or more cards from your Control Hand (optional)



Determine if you succeed. Your total is based on the highest Numerical Value, and the total of all the Suit Values. In this example:

$$11 \times \text{X} + 5 \heartsuit = 11 \times \heartsuit$$

If performing an Action with an Action Value of $10 \times \heartsuit$, the player in this example would succeed. At least **one** of the cards equals or exceeds the Numerical Action Value, and between **all** cards, the Suit Action Value is met.



Abilities

Abilities provide an Effect. Effects from Abilities do not need to be activated like Actions and do not end during the **Resolve the Turn** step. **An Ability is always active, even when a Puppet is not Animated, and does not end until the Puppet is removed from play.** Abilities always require Line of Sight unless otherwise noted. Abilities are clearly labeled and are noted on a Puppet's Stat Card as follows:

Ability Name: *Ability Effect.*



Standard Actions

These Actions are available to all Puppets (unless otherwise noted).

Attack (Special): Rg: 1, Effect: *The Puppet makes an **Attack** against an Enemy Puppet in an adjacent Space. The Action Value is equal to the Df of the Puppet being Attacked. See performing **Attacks** for more details.*

Mine! (0): Rg: 0, Effect: *If this Puppet is occupying a Work Bench, you may choose to make that Work Bench either Neutral or Friendly to the player who controls this Puppet.*

Scrounge (Special): Rg: Self Effect: *Select one Suitable Upgrade from your Scrap Heap and Attach it to this Puppet. You do not need to meet the Attachment Difficulty to perform this Action. See the section on Attaching Upgrades for more details.*

Sticky Fingers (0): Rg: 0, Effect: *A Puppet may only use this Action if it is standing on a Space occupied by an Item Token. The Token is now carried by this Puppet.*

What Pretty Buttons You Have... (0): Rg: 1 Effect: *Tear Apart an adjacent Friendly Puppet. You may attach its Upgrade to this Puppet if the Upgrade is Suitable. This action does not cause an Exhausted Token to be placed.*

Attack Actions

(I got the stuffing beat out of me!)

Any Puppet may use an Action to make an **Attack** against an adjacent Enemy Puppet. This Action is performed just like any other Action, with a few exceptions.

Cb and Attacking: When a Puppet makes an **Attack**, instead of Flipping 1 card, the player Flips a number of cards equal to the Puppet's Cb Statistic. Select 1 card to use for the Action and move the remaining cards to the Discard Pile. If a Puppet has a Cb of 0 or less, it may still **Attack**, but it does not Flip any cards during step 2 when performing the Action.

Targeting: The Target of an **Attack** Action must be an adjacent Enemy Puppet unless an Effect allows the Puppet to make **Attack** Actions with increased Range. All **Attacks** require Line of Sight unless otherwise stated.

Action Value: The Action Value of an **Attack** is the Df of the Target (both Numerical and Suit, if applicable). If the Target does not have a Df, the Action Value is 0.

Resolving a Successful Attack: After a successful **Attack**, the Target of the **Attack** suffers the Effect of 1 Rip.



Dodging

When an Enemy Puppet declares an **Attack** Action Targeting one of your Puppets, you have the option to Dodge the **Attack**. This must be done before the Attacking Puppet Flips cards for the Action. To Dodge, declare the Puppet is Dodging, and then play a card from your Control Hand face-up. For the remainder of the Attack Action, your Puppet's Printed Df is replaced by the value of the card you Played (both Numerical and Suit Value). All modifiers now affect the Puppet's new Df.

Attaching Upgrades

(Look what I found!)

Some Actions or Abilities will tell you to Attach an Upgrade to a Puppet. The most common Action which results in Upgrade Attachment is the **Scrounge** Action.



Attach: When an Upgrade is successfully Attached to a Puppet, place the Upgrade's Stat Card, **Upgrade Side** up, under the Stat Card of the Puppet receiving the Upgrade. Immediately apply any Effects and Abilities granted by the Upgrade. The Puppet receiving the Upgrade may use all Abilities, Actions, and modifiers listed on the Upgrade as if they were printed on its own card. In this way, Upgrades make your Puppets stronger (or sometimes weaker!) as you play.

Note: *The miniature of a Puppet whose card is being used as an Upgrade has no Effect on the game.*

Suitable: The Upgrade you select must be Suitable to Attach to this Puppet. This means:

- The Upgrade will not result in the Puppet having a number of Upgrades which is greater than its Upgrade Limit (UL).
- The Puppet meets all Necessary Characteristics (NC) of the Selected Upgrade.
- The Puppet does not already have an Upgrade of the same name Attached.

Scrounge: An Action available to every Puppet is the Scrounge Action. This Action Attaches an Upgrade from your Scrap Heap to the Puppet.

I Need This: Sometimes your Puppets will be able to Attach the Upgrades from Enemy Puppets. After Tearing Apart an Adjacent Enemy Puppet, your Puppet may immediately attempt to Attach the Enemy Puppet's Upgrade. If you choose to do so, announce that you wish to Attach the Upgrade to your Puppet and then attempt to meet the Attachment Difficulty of the Upgrade associated with the Torn Apart Puppet. This must be done before the Puppet takes any further Moves or Actions. Meeting the Attachment Difficulty is just like meeting the Action Value of an Action. Follow these steps:

- 1) Flip a card from the top of your deck.
- 2) Play any number of cards from your hand.
- 3) If at least one of the cards Flipped or Played matches or exceeds the Numerical Value of the Attachment Difficulty and all suits from the cards Flipped or Played combined meet the suit requirement of the Attachment Difficulty, then the Attachment was successful. Attach the Upgrade to your Puppet.
- 4) If you did not meet the Numerical or Suit Value of the Attachment Difficulty, then the Attachment was not successful and the Upgrade returns to the Scrap Heap of the owning player.

Scrounge (Special): Rg: Self Effect: Select one Suitable Upgrade from your Scrap Heap and Attach it to this Puppet. You do not need to meet the Attachment Difficulty to perform this Action.

Effects, A Closer Look

An Effect is anything resulting from a Puppet's Abilities and successful Actions. An Effect will clearly state what it does, under what conditions it comes into play, and how long it lasts. Effects can also be caused by Counters (p.26).

Range: An Effect may only Target a Puppet or Game Element within its Range.

Targets: All Effects will describe requirements for selecting a Target (i.e. Range, specific Characteristics a valid Target may or may not have, etc.).

Stat Modifiers (+/- #): Effects may modify a Puppet's Statistics.

Effects that Might Happen to Your Puppets

The following Effects are common enough that they are sometimes only referred to by name, without repeating this descriptive text. There are many more Effects, but they are not common enough to list here.

Animation Requirement (+/- #): Increase or decrease a Puppet's Animation Requirement by this amount.

Combat (+/- #): Increase or decrease a Puppet's Combat by this amount.

Confused: The Puppet may not perform any Actions during its Animation.

Defense (+/- #): Increase or decrease a Puppet's Defense by this amount.

Discard: Discard a card from your Control Hand.

Draw: Draw a card from the Puppet Deck.

Exhaust: The Puppet gains an Exhausted Token.

Movement (+/- #): Increase or decrease a Puppet's Movement Value by this amount.

Paralyzed: The Puppet may not move or perform any Actions when it Animates.

Powerful (+/- #): Increase or decrease the number of Rips inflicted by a Puppet's **Attack** by this amount.

Precise (+/- #): Bonus or penalty to the Numerical Value of cards Flipped or Played when a Puppet performs an Attack Action.

Refresh: Remove all Exhausted Tokens from the Puppet.

Removed From the Game: The Puppet or Upgrade is now Out of Play.

Sewn Up: Remove 1 Rip from this Puppet. If there are any Rips on an Upgrade Attached to this Puppet, remove those first before Rips on the Puppet's Card.

Stuck: The Puppet may not Move during its Animation.

Skillful (+/- #): Bonus or penalty to the Numerical Value of cards Flipped or Played when a Puppet performs a non-**Attack** Action.

Torn Apart: The Puppet or Upgrade is Torn Apart; place it in the Scrap Heap.



Rips and Tearing Apart Puppets

During the course of the Puppet War, your Puppets will almost certainly gain Rips or be Torn Apart. This is often caused by being Attacked by another Puppet, but there are many other Effects which may also Rip or Tear Apart a Puppet or Upgrade. Effects which cause or remove Rips are permanent and do not go away during the **Resolve the Turn** step.



Every Puppet has a number of Stitches, represented by Button icons shown on the Stat Card and sometimes on Attached Upgrades. Each time a Puppet receives a Rip, make a mark on an unmarked Button, starting with the Buttons on the Puppet Card first. Once all the Buttons on the Puppet's Card have been marked, then mark off the Buttons on any Attached Upgrades. When the number of Rips on a Puppet equals or exceeds the number of Stitches the Puppet has (including Stitches from Upgrades), the Puppet is Torn Apart.

Note: Some abilities may refer to the number of Stitches a Puppet has remaining. The number of Stitches a Puppet has remaining is considered to be the number of Stitches it started with (including Stitches from Upgrades) minus the number of Rips it currently has.

Remember!

Always mark Rips on the Puppet Card first before marking any Rips on an Attached Upgrade Card.

When a Puppet is Torn Apart, do the following:

- 1) Remove the Puppet from the Battlefield and place it in your Scrap Heap.
- 2) Move the Puppet's Stat Card to your Scrap Heap, **Upgrade Side** up.
- 3) Remove From the Game any Upgrades currently Attached to the Puppet.
- 4) End all Effects on the Puppet and Remove From the Game all Counters on the Puppet.
- 5) Place any Item Token carried by the Puppet in the Space the Puppet most recently occupied. If that Space already contains a Token, the Puppet's player may place the Token in any unoccupied adjacent Space. If there are no Spaces to place the Token, it is Removed From the Game. **Note:** Two Tokens may not occupy the same Space at the same time for any reason.
- 6) If the Puppet was Torn Apart by an Adjacent Enemy Puppet, the Enemy Puppet may now choose to attempt to Attach its Upgrade.

When an Effect Tears Apart an Upgrade, do the following:

- 1) Remove the Stat Card for the Upgrade from the Puppet it is Attached to and place the Card in the Scrap Heap of the player who originally selected that Stat Card for his or her Toy Box, **Upgrade Side** up.
- 2) Place the miniature shown on the **Puppet Side** of that Upgrade into the Scrap Heap.

Removed From the Game

Sometimes a Puppet or Upgrade is Removed From the Game. This most commonly happens to Upgrades which are Attached to a Puppet that was Torn Apart, but certain Effects may remove a Puppet, Upgrade, or other Game Element from the game as well.

If a Puppet or Upgrade is ever Removed From the Game, it can no longer influence the game in any way. It can never be Animated or Attached as an Upgrade.

If a Puppet is Removed From the Game, the Upgrade on the other side of its Stat Card is also Removed, as well as any Attached Upgrades. Likewise, if an Upgrade is Removed From the Game, the Puppet on the other side of its Stat Card is also Removed.

Placing a Puppet or Upgrade From Play into a Toy Box

There are Effects that cause a Puppet or Upgrade to be placed into the Toy Box from its current location. When a Puppet or Upgrade is placed into the Toy Box, immediately remove all Effects, Rips, and Counters and place the Stat Card and associated miniature into the Toy Box. **Puppets and Upgrades always return to the Toy Box of the player who originally selected them at the start of the game.**

When a Puppet is placed into a Toy Box from play, Tear Apart all of its Attached Upgrades.

Remember!

When a Puppet is Torn Apart, any Upgrade Attached to that Puppet is Removed From the Game.



IMPORTANT DEFINITIONS

Counters: Some Effects generate Counters. When a Counter is generated, it is usually placed on the Target of the Effect (but read the the Effect closely for instructions on exactly where to place the Counter!) and is not removed during the **Resolve the Turn** step. Counters may not be dropped, given to another Puppet, or removed, except by an Effect which removes the Counter. A Counter causes an Effect to the game element on which it is placed (usually a Puppet). When the Puppet carrying the Counter is Torn Apart, the Counter is Removed From the Game. Counters ALWAYS stack with other Counters, even Counters of the same name. The name of a Counter will indicate its Effect.

Counter Examples: *A Combat +1 Counter has the Effect of **Combat +1**.
A Stuck Counter has the Effect of **Stuck**.*

Decay Counter: Decay Counters cause a unique Effect: When a Puppet or Upgrade with a Decay Counter would be Torn Apart, it is instead Removed From the Game.

Randomly Picking Cards From Your Control Hand: Sometimes you will be asked to Randomly Pick a card from your Control Hand. When asked to Randomly Pick a card, you should first mix up the cards in your hand, then spread out the cards with the backs to the other players, and have one of them pick a card.

Spaces: Each hexagon printed on the board you are using is 1 Space. If you decide to play Puppet Wars on a board with squares instead of hexagons, each square is 1 Space.

Tokens: Tokens are used to mark Spaces or represent items on the Battlefield. A Space with a Token is not considered Occupied and does not block LoS unless otherwise noted (such as Impassable Tokens). Examples of Tokens include Impassable Tokens, Neutral Work Bench Tokens, and Friendly Work Bench Tokens (color selected by each player). Two Tokens may not occupy the same Space at the same time for any reason. Certain Tokens may cause Effects or provide Abilities or Actions. Tokens may not be moved except by Effects which can Target a Token. Exhausted Tokens are removed during the resolve the turn step or when an effect specifically removes them, they are removed from the game if the Puppet is Torn Apart.

Item Tokens: Item Tokens work exactly like Tokens except they may be picked up by a Puppet performing the **Sticky Fingers** Action. A Token which is picked up from the Battlefield is placed on the Puppet's Stat Card, but still considered In Play. A Puppet may not carry more than 1 Item Token.

Stacking Effects: Only certain Effects stack (apply their Effects cumulatively). Effects stack if they have +/- # next to the name, such as Combat +1. (**Example:** *If a Puppet had **Combat +2** and gained **Combat +1**, it would make **Attacks** with a total of **Combat +3**.) Effects which do not have this notation do not stack. (**Example:** *If a Puppet has **Range 2** on its **Attack** and gains **Range 3** from an Effect, it must choose which it would like to use when it makes **Attacks** and cannot stack the Effects.*)*

Rounding: Fractions in Puppet Wars are always rounded up.

Control: The player who Controls a Puppet chooses how the Puppet moves or what Action the Puppet performs. Normally, you only Control Friendly Puppets. Certain Effects may allow you to temporarily Control an Enemy Puppet.

Friendly: A Puppet is Friendly to the player who selected it at the start of the game, as well as all other Puppets selected by that player.

Enemy: Any Puppet which is not Friendly.

General Rules vs. Specific Rules: There are times when a Puppet will have an Effect which seems to contradict a general rule that applies to all Puppets. Any time a specific rule contradicts a general rule, the specific rule takes precedence.

Game Element: A Game Element is anything in the game: Puppets, Upgrades, Tokens, Counters, etc.

Order of Operations: There may be some situations when the order in which you apply certain adjustments to Stats or other numbers can change the outcome. In these situations, do your math according to the normal order of mathematical operations (multiplication first, division second, addition third, and subtraction fourth).



Puppet Wars Playtesters

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OPTIONAL RULES

Optional rules must be agreed upon by all players. If you have been playing Puppet Wars for a while and need to Turn up the heat, these rules will help you. You may also create your own optional rules.

Optional Tokens

Here are a few rules for Tokens placed on the Battlefield while designing your own map. Place them in the same way you might place an Impassable Token.

Nails: Nails Tokens must be placed in Unoccupied Spaces at the start of the game. They may never be picked up or removed. During the Resolve the Turn phase at the end of the Turn, any Puppets Occupying a Space with Nails suffer 1 Rip.

Molasses: Molasses Tokens must be placed in Unoccupied Spaces at the start of the game. They may never be picked up or removed. A Puppet which Moves onto a Space containing a Molasses Token immediately ends its Move, and may not make any more Moves during this Animation.

Firecrackers!: This is an Item Token. Firecrackers! Tokens must be placed in Unoccupied non-Work Bench Spaces at the start of the game. Any Puppet which Moves into or is Placed onto a Space with a Firecrackers! Token may choose to ***Sticky Fingers***. Any Puppet carrying a Firecrackers! Token gains the Action:

Blown to Pieces (0 + Tear Apart this Puppet and Remove From the Game 1 Firecrackers! Token carried by this Puppet): *Rg: Self Effect: All adjacent Puppets suffer one Rip. If this Puppet is on a Work Bench Space, remove the Work Bench from the game.*

Rememeber

A Puppet may pick up an Item Token by performing the ***Sticky Fingers*** Action.

Note

Two Tokens may not occupy the same Space at the same time for any reason.

Assembling Armies

Creating your unique Puppet Army and seeing the interactions that different models or multiple copies of the same model have in your game is part of the fun of **Puppet Wars**. However, sometimes you may be playing with a limited number of Puppets or you may just want some guidance at creating a viable Army, so we're going to give you a couple options.

Recommended Puppet Armies

These 2 lists can be created from the miniatures in the **Puppet Wars** Box Set and are designed to provide a balanced play experience right out of the box. Once you know the game a bit better, you may want to switch them around or add to them.

Puppet Army 1

- Seamus (Master)
- Misaki
- Bête Noire
- Punk Zombie
- Punk Zombie
- Rotten Belle
- Rotten Belle
- Convict Gunslinger
- Convict Gunslinger

Puppet Army 2

- Lady Justice (Master)
- Judge
- Rusty Alyce
- Death Marshal
- Death Marshal
- Guild Austringer
- Guild Austringer
- Ronin
- Ronin

Drafting Puppets Into the Puppet War

If you are setting up a **Puppet War** with a limited number of Puppets which are shared by all players, you can choose to assemble your Army using a Draft. To do this, follow these steps:

- 1) Assemble all of the cards of the Puppets you wish to use for the draft, usually all of the Puppets from one box set or in one player's collection.
- 2) Sort those cards so that Masters are in one pile and Sidekicks and Pawns are in another.
- 3) Agree on a game size (shoebox, chest, etc).
- 4) Determine the maximum number of Sidekicks a player may select. This will either be 25% of the selected Toy Box size (for example: 2 sidekicks in a shoebox sized game) or, if there aren't enough sidekicks for each player to fill up 25% of their Toy Box with Sidekicks, a smaller number such that each player will be able to select an equal number of sidekicks (for example: three players are playing a shoebox sized game in which they would normally be allowed 2 sidekicks each, but they only have 5 sidekicks to choose from. The maximum number of sidekicks any player could select is now 1, as that would allow them each to have the same number).
- 5) Randomly determine a player to go first. Starting with that player and going clockwise around the table, each player chooses one master.
- 6) Starting with the player who chose a master last and going counter-clockwise around the table, each player selects one Puppet. The selected Puppet may be either a Sidekick or a Pawn. If the player has already reached the maximum number of sidekicks they may select, then they must select a Pawn instead. Continue going around the table until each player has selected the number of Puppets agreed upon in step 3.

Alternate Win Conditions

If you are looking for a little variety in your **Puppet Wars** games, you may want to try out a few of these alternate winning strategies, or you may want to make up your own.

Shiny!: Zoraida has left something shiny in the center of her hut. Clearly every Puppet must take it back to their own Work Bench and examine it.

With this strategy, you do not lose if your Master is Torn Apart or if you have no Work Benches. However, remember that any Abilities on your Master will not be available to you if it is Torn Apart, and you need Work Benches to bring Puppets onto the Battlefield. At the start of the game, place the Shiny! Item Token in the center Space of the Battlefield. Do not place anything else in the center Space. If the map you chose denotes a Work Bench or Impassable Token in that Space, simply leave it off. The first player to get the Shiny! Item Token back to a Friendly Work Bench and perform the **All For Me** Action wins the game.

If a Puppet moves over the Shiny! Item Token, the Puppet may perform **Sticky Fingers** to pick it up. Once your Puppet who is carrying the Shiny! Item Token reaches a Friendly Work Bench, it may perform the **All For Me** Action.

All For Me (0 + Discard the Shiny! Token): Rg: 0 Effect: *This Puppet must occupy a Friendly Work Bench to perform this Action. Win the game.*

Thief in the Night: Why does the other guy always have the best stuff?

This strategy uses the normal win conditions for **Puppet Wars** (if your Master is Torn Apart or you have no Work Benches, you lose) but adds a new win condition. If at any time a player has 3 or more Upgrades from Enemy Puppets Attached to his or her Puppets, that player wins the game.

Tag, You're It!: For Puppets, tag is serious.

This strategy uses the normal win conditions for **Puppet Wars** (if your Master is Torn Apart or you have no Work Benches, you lose), but there is a twist. The first Pawn each player Animates receives an It Item Token. Any Puppet carrying an It Item Token gains the following Action:

Tag, You're It! (0): Rg: 1 Effect: *Place the It Token on an adjacent Puppet.*

If a Master ever receives an It Token, the Master is immediately Torn Apart.

With the exception of **Tag, You're It!**, Masters may not be Targeted by Enemy Puppets' Actions (including the **Attack** Action) for the duration of this game.

Blanket Fort: The Puppets must collect materials to build their own blanket fort. This is very important Puppet business.

In this strategy, you do not lose if your Master is Torn Apart or if you have no Work Benches. However, remember that any Abilities on your Master will not be available to you if it is Torn Apart, and you need Work Benches to bring Puppets onto the Battlefield. During the **Resolve the Turn** step of any Turn, if you control the most Work Benches out of any player, you win the game.

King of the Hill: The battle to be Top Puppet.

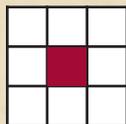
This strategy uses all of the normal win conditions for **Puppet Wars** (if your Master is Torn Apart or you have no Work Benches, you lose) but adds a new win condition. At the start of the game, place the Hill Token in the center Space of the Battlefield. Do not place anything else in the center Space. If the map you chose denotes a Work Bench or Impassable Token in that Space, simply leave it off. The Hill Token may not be removed, moved, or changed in any way. The Space with the Hill Token is not considered Occupied and does not block LoS. During the **Resolve the Turn** step of any Turn, if your Master is occupying the same Space as the Hill Token, you have won the game.

Squares

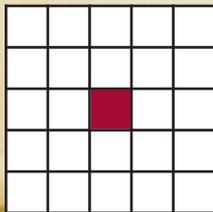
You may decide that you want to play **Puppet Wars** on a Battlefield that uses squares instead of hexagons (such as by using **TERRACLIPS™**). Here we'll provide you with rules for doing so.

Spaces: Any reference to a Battlefield Space in the **Puppet Wars Rulebook** is interchangeable with square.

Adjacent: With squares, adjacent Spaces are the up to 8 squares surrounding the Space in which a Puppet or Effect originates. All adjacent Spaces are considered Range 1. In the image below, the 8 white Spaces are adjacent to (and Range 1 from) the Red Space.



Range: Certain Effects in the game have a Range of 2 or more. As with the original **Puppet Wars** Battlefield, these Effects apply to Spaces beyond the adjacent Spaces. An Effect with Range 2 may affect any adjacent Spaces, as well as any Space adjacent to those Spaces. Range 3 would also include all Spaces adjacent to those Range 2 Spaces, and so on for Range 4 and beyond. Range In Play can Target any Puppet In Play (if LoS exists). *(Example: The 24 white squares in the chart below are within Range 2 of the red)*



LoS: Unless otherwise noted, all **Attacks** and Actions require Line of Sight to be drawn to the game element they are Targeting.

Determining LoS: To Determine LoS from one Puppet to any game element, first find the dot in the center of the Space occupied by the Puppet wishing to draw LoS. If you can draw a straight line from that dot to the dot at the center of the Space occupied by the Targeted game element, without passing over any Occupied Spaces, you have LoS.

LoS may not be drawn through the point where two Occupied square Spaces meet diagonally. If only one of those two Spaces is Occupied, then it does not block LoS.

Movement: Puppets will move across the Battlefield during a War. When allowed to move, a Puppet may move into an adjacent Space. This move may not be into an Occupied Space and may not be used to leave the Battlefield. If there are two Occupied Spaces which are diagonally adjacent to each other, Puppets may not move between them.

LoS Without Dots

If you are playing **Puppet Wars** on a Battlefield which does not have dots conveniently printed in the center of every Space, determine LoS by:

One model may draw LoS to another model if it may draw a straight line from any portion of the Space it is occupying to any portion of the Space the Target is occupying without passing over an Occupied Space.

TWO PLAYER MAPS

Map 1
Two Players



Map 2
Two Players



Map 3
Two Players



Map 4
Two Players



Map 5
Two Players



Map 6
Two Players



THREE PLAYER MAPS

Map 7
Three Players



Map 8
Three Players



Map 9
Three Players



Map 10
Three Players



Map 11
Three Players



Map 12
Three Players



FOUR PLAYER MAPS

Map 13
Four Players



Map 14
Four Players



Map 15
Four Players



Map 16
Four Players



Map 17
Four Players



Map 18
Four Players



UNBALANCED MAPS

Playing on an Unbalanced Battlefield

You don't always need to set up the Battlefield so that all players are equal. When you create an unbalanced Battlefield, certain starting Work Benches will include a number. This number indicates the number of additional Pawn Puppets the player that selects that Starting Work Bench may add to their Toy Box after selecting Puppets normally. This does not allow a Player to choose additional Sidekicks. We have included just one example here to give you an idea how the unbalanced Battlefield looks.

Example: If two players agreed to use Map 19 and play the game with a shoebox (8 Puppets per Toy Box), the player who selected the Starting Work Bench that included the +3 in the same Space would be allowed to select 3 additional Pawn Puppets to add to their Toy Box after selecting their 8 Puppets as normal. The player selecting the other Starting Work Bench has no bonus and would only select 8 Puppets for their Toy Box, as normal.

Map 19
Two Players



INDEX

Abilities – 11, 20

Ability Effect – 20

Ability Upgrade – 12

Aces – 8

Action Upgrade – 12

Actions – 11, 18

Attack Actions – 21

Free Actions - 20

Performing an Action – 19

Standard Actions – 20

Action Name – 18

Action Value – 18

and Attacks – 21

and Attaching Upgrades – 22

Additional Cost (Actions) – 18

Adjacent – 7

Alternate Win Conditions -- 30

Animation – 14, 16

Animation Card – 14

Animation Requirement (Ar) – 11, 16

Animation Round – 14

Attach - 22

Attachment Difficulty (AD) – 12

Attaching Upgrades – 22

Suitable – 22

Available Puppets – 16

Battlefield – 5

Black Joker – 8

Blocking Rule – 17

Characteristic (Ch) – 11

Control Hand – 9

Control Hand Size – 9

Controlling Puppets – 27

Enemy – 27

Friendly – 27

Combat (Cb) – 11

and Attacking 21

Counters – 26

Decay – 26

Decay Counter – 26

Defense (Df) – 11

Determine Starting Position – 13

Discard a Card – 9

Discard Pile – 5, 8

Dodging – 21

Drafting -- 29

Draw a Card – 9, 14

Duration – 18, 23

Effects – 23

from an Action – 18

from an Attack – 21

Common Effects – 23

Animation Requirement (+/-)

Combat (+/-)

Confused

Defense (+/-)

Discard

Draw

Effects (continued)

Common Effects (continued)

Exhaust

Movement (+/-)

Multitasker

Paralyzed

Powerful (+/-)

Refresh

Remove From the Game

Rusty (+/-)

Sewn Up

Skillful (+/-)

Stat Modifiers (+/-)

Stuck

Torn Apart

and Range – 23

Rips – 24

Stacking – 26

and Targets – 23

Tear Apart – 24

that Change AR – 16

which Cause Movement – 17

Enemy – 27

Exhausted – 16

Flip a Card – 9

Friendly – 27

Game Element – 27

General Rule vs. Specific Rule – 27

Impassable Spaces – 6
In-Play – 5
Line of Sight (LoS) – 7, 18
Losing – 11, 15
Master – 11
Master Card Location – 5
Movement – 17
Necessary Characteristics (NC) – 12
Neutral Work Benches – 6
Numerical Value – 8
Occupied Spaces – 6
Order of Operations – 27
Out of Play – 5, 23
Pawn – 11
Pick a Master – 13
Puppet Deck – 5, 8
Puppet Miniature – 10
Puppet Side – 10, 11
Puppets – 10
Placement – 17, 25
 into the Scrap Heap – 24
 into the Toy Box – 25
Play a Card – 9
Playing Puppet Wars – 14
Random Determination – 9
Randomly Picking Cards – 26
Range – 7, 18
 Self – 18
 In Play – 18
 N/A – 18

Recycle a Card – 9
Red Joker – 8
Remove from the Game – 5, 23, 24, 25
Resolve a Turn – 15
Rips – 11, 21, 24
Rounding – 26
Scrap Heap – 5, 22, 24
Scrounge (Attaching Upgrades) – 20, 22
Select Puppets for your Toy Box – 13
Set Up a Battlefield – 5, 6, 13
Sidekick – 11
Spaces – 5, 6, 26
Squares – 31
Stacking Effects – 26
Standard Actions – 20
Starting Work Benches – 6
Statistic Card – 10, 11, 12
Stitches (St) – 11, 12, 24
Suit Value – 8
 Ram
 Crow
 Tome
 Mask
Suitable Upgrade – 22
Suits – 8
Targeting
 with Actions – 18
 with Attacks – 21
Tear Apart – 11, 23, 24
 when a Puppet is Torn Apart – 24

when an Upgrade is Torn Apart – 24
Tokens – 13, 16, 26, 28
Toy Box – 5, 13
Turns – 14, 15
Type of Game – 13
 Shoe Box
 Chest
 Wardrobe
 Puppapocalypse
Unbalanced Maps – 41
Unoccupied Spaces – 6
Upgrade Limit (UL) – 11, 22
Upgrade Side – 10, 12, 22
Using Card – 9
 Animation Card – 14
 Discard a Card – 9
 Draw a Card – 9, 14
 Flip a Card – 9
 Play a Card – 9
 Recycle a Card – 9
Winning – 15
Work Benches – 17
 and Attaching Upgrades – 22
 Neutral – 6
 Starting – 6
 Standing on – 17
 Taking Control – 17

QUICK REFERENCE

Components of a Turn (p.14)

- 1) Draw up to your Control Hand Size.
- 2) Perform 5 Animation Rounds.
- 3) Resolve the Turn.
- 4) Continue to the next turn.

Control Hand Size (p.9)

Your Control Hand Size is (4 cards) + (1 card for each Friendly Work Bench).

Animation Round (p.14)

Each player draws one card and then selects one card from their hand and places it face down on the table. Once all players have done so, cards are revealed and players act in order of lowest card first to highest card. When it is your turn to act, you may:

- 1) Animate one of your Puppets (explained in more detail later). Afterward the Animation Card is Discarded.
- 2) Pass. Do nothing and Discard the Animation Card.

Animating a Puppet (p.16)

To Animate a Puppet, you must have an Animation Card whose Value equals or exceeds the number in the Puppet's AR and matches any suits in that Puppet's AR. When you Animate a Puppet, do the following:

- 1) If the Puppet has an Exhausted Token, it suffers 1 Rip.
- 2) Move the Puppet a number of spaces up to its Movement Value, perform 1 Action (in any order).

Resolve the Turn (p.15)

- 1) End any Effects generated on the Turn.
- 2) Remove any Exhausted Tokens from Puppets in play.
- 3) Discard down to your Control Hand Size, if necessary.
- 4) Discard any unwanted cards.

Cards (p.8)

Cards have a Numerical Value (the number printed on the card) and a Suit Value (the suit printed on the card). There are three special types of cards:

Aces: Aces have a Numerical Value of 1 and double the printed Suit (Example: The Ace of ♠ has a Numerical Value of 1 and a Suit Value of ♠♠)

The Red Joker: The Red Joker has a value of 14. When it is Flipped or Played, choose a suit. The Red Joker counts as double the chosen suit.

The Black Joker: If the Black Joker is Flipped while attempting to meet the Action Value of an Action, the Action automatically fails. In all other circumstances, the Black Joker has a Numerical Value of 0 and no suit (this includes when the Black Joker is used as an Animation Card or Played from your Control Hand).

Performing an Action (p.19)

Actions are written in the following format:

Action Name (Action Value + Additional Cost): *Rg:* (Range description) **Effect:** (Effect description)

To perform an Action, follow these steps:

- 1) Place an Exhausted Token on the Puppet's card.
- 2) Declare the Puppet making the Action, which Action is being made, and the Target of the Action. If the Action value is 0 and requires no suits, skip to step 6.
- 3) Flip a card from your Puppet Deck.
- 4) Choose to play any number of cards from your Control Hand.
- 5) Determine if you have met the Action Value by using the value of a single card Flipped or Played and adding the suits of all cards Flipped or Played.
- 6) Pay any Additional Costs, if applicable.
- 7) If successful, apply the Effect of the Action.
- 8) Move all cards used for the Action to the Discard Pile.

Line of Sight (p.7)

Unless otherwise stated, all Actions require Line of Sight (LoS) to the Target. To determine LoS:

- 1) Find the dot in the center of the space occupied by your Puppet.
- 2) Draw an imaginary straight line from this dot, to the dot in the center of the Space occupied by the Target.
- 3) If the imaginary line does not pass over any Occupied Spaces, you have LoS.

Spaces (p.6)

Occupied Spaces: Spaces that contain a Puppet (Friendly or Enemy) or an Impassable Token.

Unoccupied Spaces: These spaces contain neither a Puppet nor an Impassable Token.

Standard Actions (p.20)

Attack (Special): *Rg: 1, Effect: The Puppet makes an Attack against an Enemy Puppet in an adjacent Space. The Action Value is equal to the Df of the Puppet being Attacked. See performing Attacks for more details.*

Mine! (0): *Rg: 0, Effect: If this Puppet is occupying a Work Bench, you may choose to make that Work Bench either Neutral or Friendly to the player who controls this Puppet.*

Scrounge (Special): *Rg: Self, Effect: Select one Suitable Upgrade from your Scrap Heap and Attach it to this Puppet. You do not need to meet the Attachment Difficulty to perform this Action*

Sticky Fingers (0): *Rg: 0, Effect: A Puppet may only use this Action if it is standing on a Space occupied by an Item Token. The Token is now carried by this Puppet.*

What Pretty Buttons You Have... (0) *Rg: 1 Effect: Tear Apart an adjacent Friendly Puppet. You may Attach its Upgrade to this Puppet if the Upgrade is Suitable. This action does not cause an Exhausted Token to be placed.*

Attacks (p.21)

When making an **Attack** against an Enemy Puppet, follow all normal rules for Actions with the following exceptions:

- 1) Instead of Flipping 1 card from your deck, Flip a number of cards equal to the attacker's Combat (Cb).
- 2) If the Cb is 0 or less, you may still **Attack** but do not flip any cards during step 2 of performing an Action (p.19).
- 3) The Action Value of an **Attack** is equal to the Defender's Defense (Df).

Dodging (p.21)

When an Enemy Puppet declares an **Attack** against one of your Puppets, you may declare a Dodge with that Puppet before any cards are Flipped or Played for the **Attack**. Play a card from your Control Hand face-up. For the remainder of the **Attack**, your Puppet's printed Df is replaced by the card you Played (Numerical and Suit Value). All modifiers now affect the Puppet's new Df.

Common Effects (p.23)

These are common effects which may happen to your Puppets.

Animation Requirement (+/- #): Increase or decrease a Puppet's Animation Requirement by this amount.

Combat (+/- #): Increase or decrease a Puppet's Combat by this amount.

Confused: The Puppet may not perform any Actions during its Animation.

Defense (+/- #): Increase or decrease a Puppet's Defense by this amount.

Discard: Discard a card from your Control Hand.

Draw: Draw a card from the Puppet Deck.

Exhaust: The Puppet gains an Exhausted Token.

Movement (+/- #): Increase or decrease a Puppet's Movement by this amount.

Paralyzed: The Puppet may not Move or perform any Actions when it Animates.

Powerful (+/- #): Increase or decrease the number of Rips inflicted by a Puppet's **Attack** by this amount.

Precise (+/- #): Bonus or penalty to the Numerical Value of cards Flipped or Played when a Puppet performs an Attack Action.

Refresh: Remove all Exhausted Tokens from the Puppet.

Removed From the Game: The Puppet or Upgrade is now Out of Play.

Sewn Up: Remove 1 Rip from this Puppet. If there are any Rips on an Upgrade Attached to this Puppet, remove those first before Rips on the Puppet's Card.

Stuck: The Puppet may not Move during its Animation.

Skillful (+/- #): Bonus or penalty to the Numerical Value of cards Flipped or Played when a Puppet performs a non-**Attack** Action.

Torn Apart: The Puppet or Upgrade is Torn Apart; place it in the Scrap Heap.

Decay Counter: Decay Counters cause a unique Effect: When a Puppet or Upgrade with a Decay Counter would be Torn Apart, it is instead Removed From the Game.

Torn Apart Puppet and Upgrades (p.24)

If a Puppet is Torn Apart, all Upgrades Attached to that Puppet are Removed from the Game. If the Puppet was Torn Apart by an Adjacent Enemy Puppet, the Enemy Puppet may attempt to Attach its associated Upgrade by meeting the Attachment Difficulty of the Upgrade.