

Game: Fight for California

Goal: Conquer all the provinces in California

Set up:

In this game, players assume the role of a leader in a militia pack.

Players begin by placing 5 troops into a single province.

During a player's turn, they have the option to create ten troops OR try to capture an adjacent territory.

Capturing a territory:

First, a player declares how many troops they are willing to send into combat.

Second, a player declares which province they plan to seize.

Then, if the province is unclaimed, the player rolls a die and if they roll a 4, 5, or 6, they seize the territory. If the province has already been claimed, both players roll a die and the player with the highest number wins the combat. Winning a single combat kills 5 opposing soldiers. Players take turns rolling until one player no longer has any troops in the territory.

Ex. The attacking player sends in 5 troops and the defending player has 15 troops. After rolling, the attacking player wins a combat and they still have 5 troops attacking. However, since the defending player lost the combat, they lose 5 defending soldiers and now only have 10 in the province. Then, both players roll again and the attacking player won again. He still has his 5 soldiers while the defending player now has 5. Both players roll again and the attacking player wins the combat. The defending player now has 0 troops in the province and lost all control of it. The attacking player now has control of the province.

If the attacking player wins, they move their troops into the territory and the defending player loses all ties to their province.

Province building:

When a province is first claimed, the governor of that territory may receive a certain amount of money depending on what dollar amount is written on the territory. That money may be used to purchase a barracks, a tank, or an attack helicopter.

The barracks is a means of housing troops in a province and costs \$3 to build. Barracks can store between 0-50 troops. When first claimed, a player may only house up to 10 soldiers until they erect a barracks.

The tank and helicopter are used for combat. Both can destroy 10 soldiers in a single roll. They cost \$5 to build.

A player wins the game if they have control of all 11 California provinces.

CALIFORNIA GEOMORPHIC PROVINCES



