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Game: **PUPPET WARS UNSTITCHED**

Publisher: **Wyrd Miniatures (2013)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SETUP

Choose, or randomly select, a **map** for the battlefield. Place **Impassable tokens** and **Neutral Work Bench tokens** on the indicated spaces.

Each player shuffles his 54 card **Puppet deck** and places it facedown in front of him.

Each player secretly selects 1 **Master Puppet**; these are revealed simultaneously. Each player then chooses a different color token to mark **friendly work benches**.

Players choose a game size: the number of puppets you can select for your **Toy Box** (not counting your Master):

Shoebox: 8 puppet.
Chest: 12 puppets.
Wardrobe: 16 puppets.
Puppapocalypse: 32 puppets.

Puppets may be **Sidekicks** or **Pawns** (not **Masters**). You may have no more than 3 of each Pawn and no more than 1 of each Sidekick. No more than 25% of your Toy Box may be Sidekicks. Toy Box selections are revealed to all players.

Your Toy Box area contains all the puppets and puppet Stat cards selected for your army. Your **Scrap Heap** is a separate area where puppets are placed when they are torn apart.

Randomly determine a player order. In that order, each player selects a **starting work bench**, places a **Friendly Work Bench token** on it, and places their Master in an adjacent space.

Mark unselected work benches with Neutral Work Bench tokens.

Board Spaces

Occupied Space Any space containing a puppet or an Impassable token. Occupied spaces may not be moved into, and they do not block LOS.

Unoccupied Space Any space that does not contain a puppet or an Impassable token. Unoccupied spaces may be moved into, and they do not block LOS.

Starting Work Benches A player's first friendly work bench. A starting work bench not selected by any player during setup becomes a neutral work bench.

Neutral Work Benches Work benches that do not begin the game controlled by a player are marked by Neutral Work Bench tokens. They must be claimed during play to be used.

Impassable Spaces Puppets may not move onto spaces marked with an Impassable token. They block LOS.

Puppet Deck

The number is the card's **numerical value**; the symbol is its **suit** (**rams**, **crows**, **tomes** or **masks**). You may not look through your deck or discard pile during the game.

Whenever a card is flipped or played, place it faceup so all players can see it. Used cards are placed faceup in a discard pile. Shuffle the discards to form a new deck when your deck runs out.

Aces have a numerical value of 1 and *double* the printed suit.

Red Jokers have a numerical value of 14. When flipped or played, the card is worth double a suit chosen by the player.

Black Jokers cause an action to automatically fail when they are flipped while attempting to meet the action value of an action. In all other circumstances they have a numerical value of 0 and no suit (including when used as an animation card or played from your hand).

GAME TURN

1. Draw Cards

Each player draws cards until they reach their control hand size of **4 cards + (1 card per work bench controlled by the player)**.

2. Animation Rounds

A turn consists of **5 animation rounds**.

During an animation round, all players follow these steps in order:

1. **Draw 1 card** into your hand.
2. Choose 1 card from your hand and lay it facedown on the table as your **Animation card**.
3. All players reveal their Animation card simultaneously.
4. The player with the lowest valued card acts first. Play proceeds in order of lowest value to highest value card (on a tie, determine randomly among the tied players).
5. On your turn, you may either **animate a puppet** or **pass**. If you pass, do nothing and discard your Animation card.

Animating a Puppet

When you animate a puppet:

1. Select an available puppet with an **Animation Requirement** (AR) equal to or less than the 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 your discard pile.
2. If the puppet has an **Exhausted token**, it suffers 1 **rip** now.
3. The animated puppet may **move** a number of spaces equal to its Movement value and perform 1 **action**.

Once every player has had a chance to act, the animation round is over. After 5 animation rounds, proceed to Step 3.

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 discard** so 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.

4. Continue to the Next Turn

If there are 2 or more players with Masters still in play, those players begin a new turn.

ANIMATING PUPPETS

You may only **animate** a puppet that is in play or in your Toy Box. The puppet may move and complete an action in any order, and may interrupt its movement to perform an action.

If a puppet's AR drops to 0 or below, it may be animated by an Animation card of any value; if it is raised to 15 or above, there are no cards which may animate it.

If you animate a puppet currently in your Toy Box, place it on an unoccupied friendly work bench, and place its **Stat card** (*Puppet* side up) in front of you. It begins its animation from that point.

If you have no unoccupied friendly work benches you cannot animate a puppet from your Toy Box.

When a puppet takes an action, mark it with an **Exhausted token**. If you animate a puppet with an Exhausted token it takes 1 rip before it animates. If a puppet moves but does not take an action, it is not marked with the token.

WORK BENCHES

Work benches are either controlled by a player or neutral.

If you control a work bench it is considered a friendly work bench to you and an enemy work bench to all other players.

You take control of a neutral or enemy work bench by moving a friendly puppet onto it and using the *Mine!* action while it is standing on it. Replace the work bench token with a friendly Work Bench token.

If a puppet is standing on a work bench, that work bench may not be used to bring puppets into play from a Toy Box.

MOVEMENT

When allowed to move, a puppet may move into an adjacent unoccupied space on the battlefield.

Some effects cause a puppet to move as directed by the effect an by the player who caused the effect.

Some effects cause a puppet to be placed; pick the puppet up and place it as directed by the effect.

ACTIONS

The actions available to a puppet are the standard actions, those shown on its card, and those on the card of any upgrade attached to the puppet.

Action Value To successfully perform an action, at least 1 card used while performing the action must be equal to or greater than the action's **action value**.

The **suit** action value must be met as well, but add the suits of all cards used to perform the action.

Additional Cost The action's **additional cost** must also be paid before applying the effect of a successful action.

If the additional cost **tears apart** or removes from play the puppet performing the action, the action succeeds if all requirements to make the action were met. Range is measured, if necessary, from the space the puppet occupied before being torn apart or removed.

Range An action's **range** is the maximum distance in spaces that the action's target may be from the puppet performing the action.

A puppet is always in range of itself unless the action specifies it cannot target itself.

Other range specifications:

Self: may only target the puppet performing the action.

In Play: may target a puppet at any distance.

N/A: no range is required (usually actions that do not target items in play).

Line of Sight (LOS) Unless otherwise stated, all actions require LOS to the target. If you can draw a straight line between the dots in the center of the originating and target spaces without passing over any occupied spaces, you have LOS.

If the line passes through the shared edge of 2 adjacent occupied spaces, LOS is blocked. If the line passes along the flat edge of one occupied space, then if the other space sharing the edge is unoccupied, you have LOS.

Duration When an effect ends.

Effect Describes the effect resulting from the action.

Targeting The puppet, upgrade, or game element to which the effect of the successful action is applied. Unless otherwise stated, the target 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, the action it will attempt, and the target**. If the action value is 0 and requires no suits, skip to Step 6.
3. **Flip a card from your Puppet deck and lay it faceup**. You may flip more than 1 card; flip them all at once. Select only 1 card to use with the action and move all the unselected cards to the discard pile.
4. If desired, play 1 or more cards of your choice from your **control hand**. Lay these faceup next to the action.
5. The action succeeds if both of the following are fulfilled:
   a. Any single card played faceup is equal to or greater than the **numerical action value** of the action.
   b. Using *all* cards played faceup, you have equalled 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 the cards used** to your discard pile, faceup, in an order of your choice.

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 target.

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 (0) Rg: Self, Effect: Select 1 suitable upgrade from your Scrap Heap and attach it to this puppet.

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 Action

Any puppet may use an action to make an **attack** against an adjacent enemy puppet.

The attack's target must be an adjacent enemy puppet unless an effect allows the puppet to make attack actions with increased range. LOS is required unless otherwise noted.

Instead of flipping 1 card, **flip a number of cards equal to the puppet's Cb**. Select 1 card to use for the action and place the other cards in your discard pile. If the puppet has a Cb of 0 or less, it can still attack, but does not flip any cards during Step 3 when performing an action.

The action value of the attack is the Df of the target (numerical and suit, if applicable). If the target has no Df, this is 0.

After a successful attack, the target suffers the effect of 1 rip.

Dodging

You have the option to **dodge** an attack declared against one of your puppets before the attacking puppet flips cards for the action. Declare the puppet is dodging, then play a card from your control hand faceup. For the remainder of the attack action, your puppet's Df is replaced by the value of the card (numerical and suit value). All modifiers now affect the puppet's new Df.

ATTACHING UPGRADES

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 it and immediately apply any effects and abilities it grants. The puppet may use all abilities, actions, and modifiers on the upgrade as if they were printed on its own card.

Suitable The upgrade must not result in the puppet having a number of upgrades greater than its **Upgrade Limit** (UL). The puppet must meet all **Necessary Characteristics** (NC) of the upgrade. The puppet cannot have an upgrade of the same name already attached.

Effect Describes the effect resulting from the action.

I Need This After tearing apart an enemy puppet, your puppet may immediately attempt to attach its upgrade, before making any further moves or actions. Meet the Attachment Difficulty of the upgrade in the same way as performing an action, as follows:

1. **Flip a card from your Puppet deck**.
2. **Play 1 or more cards from your control hand**.
3. The attachment succeeds if both of the following are fulfilled:
   a. Any single card played faceup is equal to or greater than the **numerical action value** of the action.
   b. Using *all* cards played faceup, you have equalled or exceeded the **suit** action value of the action.
4. If you did not meet the numerical or suit value of the Attachment Difficulty, the attachment was not successful; the upgrade returns to the Scrap Heap of the owning player.

ABILITIES

Abilities provide an effect that does not need to be activated like an action and does 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 LOS unless otherwise noted.

EFFECTS

An **effect** is anything resulting from a puppet's abilities and actions. Effects can also be caused by counters.

Range An effect may only target a puppet or game element within range.

Targets All effects describe the requirements for selecting a target.

Stat Modifiers (+/-#) Effects may modify a puppet's characteristics.

Common Effects

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

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

Confused The puppet's may not perform any actions during its animation.

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

Discard Discard a card from your control hand.

Draw Draw a card from your Puppet deck.

Exhaust The puppet gains an Exhausted token.

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

Paralyse 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 attacked to it, remove those first before rips on the puppet's card.

Stuck The puppet may not move during its animation.

Skilful (+/-#) Bonus or penalty to the numerical value of cards flipped or played when a puppet performs a non-Attack action.

Torn Apart Place the puppet or upgrade in your Scrap Heap.

RIPS AND TEARING APART PUPPETS

Effects which cause or remove **rips** are permanent and do not go away during the Resolve the Turn step.

Each time a puppet receives a rip, the puppet loses a **stitch**: make a mark on an unmarked **button icon** on their Stat or Upgrade card, **starting with those on the Stat card first**. When all buttons have been marked, mark off any on attached upgrades.

When the number of rips on a puppet equals or exceeds the total number of stitches, the puppet is **torn apart**.

When a puppet is torn apart:

1. **Place the puppet in your Scrap Heap**.
2. **Move its Puppet card to your Scrap Heap**, *Upgrade* side up.
3. **Remove from the game** any upgrades attached to the puppet.
4. **End all effects** on the puppet and **remove from the game any counters** on it.
5. **Place any Item token carried by the puppet in the space it most recently occupied**. If the space already contains a token, place your token in any unoccupied adjacent space. If there are none, it is removed from the game.
6. If the puppet was torn apart by an adjacent enemy puppet, **the enemy puppet may choose to attempt to attach its upgrade**.

When an effect tears apart a puppet:

1. Remove the Upgrade card for the upgrade from the puppet it is attached to and place it in the Scrap Heap of the player who originally selected that card for his 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

If a puppet or upgrade is removed from the game, it can no longer influence the game in any way, and can never be animated or attached as an upgrade.

If a puppet is removed from the game, the upgrade on the flip side of its card is also removed, as well as any attached upgrades. If an upgrade is removed from the game, the puppet on the flip side of its card is also removed.

Placing a Puppet or Upgrade From Play into a Toy Box

When a puppet or upgrade is placed into a Toy Box, immediately remove all effects, rips, and counters and place the Stat card and miniature into the Toy Box. They are always placed in 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.

WINNING & LOSING

If one of the following 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, tear apart all 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.

To win the game, you must be the last player standing.

DEFINITIONS

Counters

When a counter is generated by an effect, it is usually placed on the target 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 them. A counter causes an effect to the game element on which it is placed.

When the puppet carrying the counter is torn apart, the counter is removed from the game.

Counters *always* stack with other counters, even those with the same name.

When a puppet or upgrade with a **Decay counter** would be torn apart, it is instead removed from the game.

Randomly Picking Cards

When asked to randomly pick a card, shuffle them, spread them out with the backs to the other players, and have one of them pick a card.

Random Determination

All players involved flip the top card of their Puppet decks. The lowest card wins, followed by the next lowest, etc. On a tie, the tied players flip again to beat the tie.

Spaces

Each hexagon printed on the board (or square on a board divided into squares) is 1 space.

Tokens

A space with a token is not considered occupied and does not block LOS unless otherwise noted. 2 tokens may not occupy the same space at the same time for any reason. 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 may be picked up by a puppet with the *Sticky Fingers* action. Place the token on the puppet's Stat card; it is still considered in play. A puppet may not carry more than 1 Item token.

Stacking Effects

Only effects that have **+/-#** next to their name stack (apply their effects cumulatively).

Rounding

Always round fractions up.

Control

The player who controls a puppet chooses how it moved and acts. Certain effects may cause you to temporarily control an enemy puppet.

Friendly and Enemy Puppets

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. An **enemy** is any puppet which is not friendly.

General vs Specific Rules

Any time a specific rule contradicts a general rule, the specific rule takes precedence.

Game Element

Anything in the game: puppets, upgrades, tokens, counters, etc.

Order of Operations

In a situation when an order of adjustments is required, do multiplication first, division second, addition third, and subtraction fourth.

OPTIONAL TOKENS

These tokens may be placed in the same way as Impassable tokens when designing your own maps.

Nails must be placed in unoccupied spaces at the start of the game and they may never be picked up or removed. During the Resolve the Turn phase, any puppet occupying a space with nails suffers 1 rip.

Molasses must be placed in unoccupied spaces at the start of the game and they may never be picked up or removed. A puppet which moves into a molasses space immediately ends its move, and may not make any more moves during this animation.

Firecrackers are item tokens that 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 firecrackers may choose to pick it up with the *Sticky Fingers* action. 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 1 rip. If this puppet is on a work bench space, remove the work bench from the game.

ASSEMBLING ARMIES

Recommended Armies

Seamus (Master)	**Lady Justice** (Master)
Misaki	Judge
Bête Noire	Rusty Alyce
Punk Zombie	Death Marshal
Punk Zombie	Death Marshal
Rotten Belle	Guild Astringer
Rotten Belle	Guild Astringer
Ronin	Convict Gunslinger
Ronin	Convict Gunslinger

Drafting Puppets

To assemble you army using a draft, follow these steps:

1. Gather all the cards of the puppets you wish to use for the draft (usually all the puppets from one box).
2. Sort them so the Masters are in 1 pile and Sidekicks and Pawns are in another.
3. Agree on a game size.
4. Decide the maximum number of Sidekicks a player may select: either 25% of the selected Toy Box size or, if there aren't enough available, a smaller number so each player may select an equal number of them.
5. Randomly determine a starting player. Starting with that player and going clockwise, each player chooses 1 Master.
6. Starting with the player who chose a Master last and going counter-clockwise, each player selects 1 puppet (Sidekick or Pawn). They must select a Pawn if they have already chosen their maximum number of Sidekicks. Continue going around the table until each player has selected the number of puppets agreed upon.

GAME TURN

1. Draw Cards

Each player draws cards until they reach their control hand size of **4 cards + (1 card per controlled work bench)**.

2. Animation Rounds

A turn is **5 animation rounds**. In a round, all players:

1. Draw 1 card into your hand.
2. Choose 1 card from your hand and lay it facedown as your **Animation card**.
3. All players reveal their Animation card simultaneously.
4. The player with the lowest valued card acts first. Play proceeds in order of lowest value to highest value card.
5. On your turn, either **animate a puppet** or **pass**. If you pass, do nothing and discard your card.

When you animate a puppet:

1. Select an available puppet with an **Animation Requirement** (AR) equal to or less than the 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 your discard pile.
2. If the puppet has an **Exhausted token**, it suffers 1 **rip**.
3. The animated puppet may **move** a number of spaces equal to its Mv and perform 1 **action**.

Once every player has had a chance to act, the animation round is over. After 5 animation rounds, proceed to Step 3.

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 discard** so they have no more cards than their control hand size in their control hands. Players *may* discard additional cards.

ACTIONS

1. **Place an Exhausted token** on the puppet's card.
2. **Declare the the action and the target**.
3. **Flip a card from your Puppet deck and lay it faceup**. You may flip more than 1 card; select 1 to use and discard the rest.
4. **If desired, play 1 or more cards of your choice from your control hand**. Lay these faceup next to your card.
5. The action succeeds if:
   a. Any single card played faceup is equal to or greater than the **numerical action value** of the action.
   b. Using *all* cards played faceup, you have equalled 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. **Discard all the cards used,** faceup.

Standard Actions

Attack (special) Rg: 1, Effect: Attack an enemy puppet in an adjacent space. If successful, the target suffers 1 rip.

Mine! (0) Rg: 0, Effect: If this puppet is occupying a work bench, you may make the bench either neutral or friendly.

Scrounge (0) Rg: Self, Effect: Select 1 suitable upgrade from your Scrap Heap and attach it to this puppet.

Sticky Fingers (0) Rg: 0, Effect: If the puppet is standing on a space occupied by an item token, it now carries the token.

What Pretty Buttons You Have... (0) Rg: 1, Effect: Tear apart an adjacent friendly puppet. You may attach its upgrade to this puppet if it is suitable. This does not cause an Exhausted token to be placed.

Attack Action Flip a number of cards equal to the puppet's Cb. **Select 1 card to use for the action** and discard the rest. **The action value of the attack is the Df of the target** (numerical and suit, if applicable).

Dodging You may **dodge** an attack declared against one of your puppets before it flips cards for the action. Play a card from your control hand faceup. For the rest of the attack action, your puppet's Df is replaced by the value of the card (numerical and suit value).

ATTACHING UPGRADES

Suitable The puppet cannot have a number of upgrades greater than its **Upgrade Limit** (UL), must meet all **Necessary Characteristics** (NC) of the upgrade and cannot have an upgrade of the same name already attached.

I Need This After tearing apart an enemy puppet, your puppet may immediately attempt to attach its upgrade, before making any further moves or actions. Meet the Attachment Difficulty of the upgrade in the same way as performing an action.

COMMON EFFECTS

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

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

Confused The puppet's may not perform any actions during its animation.

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

Discard Discard a card from your control hand.

Draw Draw a card from your Puppet deck.

Exhaust The puppet gains an Exhausted token.

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

Paralyse 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 attacked to it, remove those first before rips on the puppet's card.

Stuck The puppet may not move during its animation.

Skilful (+/-#) Bonus or penalty to the numerical value of cards flipped or played when a puppet performs a non-Attack action.

Torn Apart Place the puppet or upgrade in your Scrap Heap.