

# Rebellion

*Players: 2*

*Materials Needed: 100 tokens, two 6-sided dice, 12 Rebellion cards*

Rebellion is a 2 player card game of strategy, betting, and intrigue. Each player represents the leader of a war-torn nation in the midst of a civil war. The player who manages their resources and outplays their opponent will gain favor of the people and eventually control of the government.

Each game of rebellion requires 50 tokens for each player (glass beads or poker chips work best), two 6-sided dice, and the printable cards included with this rules document.

**Game Setup:** Each player takes 50 troop tokens and places them in front of themselves. This is your encampment, and represents the supporters you have rallied to your cause in the fight for the nation. Each player also takes one 6-sided die, and the 6 cards of one color; blue or red. These 6 cards compose your hand, which is hidden from your opponent. The cards in your hand are your battle cards, they represent decisions by the leaders of your military that affect public opinion and the results of military skirmishes. The intrigue dice represents the forces of public opinion and other unforeseen events that influence the conflict.

**Turn Sequence:** Both players proceed through the turn sequence simultaneously.

- 1.) Both players take one of their battle cards from their hand and place it face down on the table.
- 2.) Both player may now risk a number of troop tokens between 0 and 10. Take 10 troop tokens from your encampment and hide them from view. Transfer the number of troop tokens you wish to wager into your other hand, and then hold it over your battle card.
- 3.) Both players then simultaneously reveal their battle card and troop tokens wagered.
- 4.) Each player then rolls a 6-sided intrigue die.
- 5.) To resolve the conflict, add the face value of the battle card, the intrigue die value, and the number of the troop tokens wagered. The player with the higher total wins the conflict and adds all troop tokens wagered and adds them to their encampment (representing the soldiers on the civil war pledging their loyalty to your cause).
- 6.) The battle cards used are then put into a discard pile face up for all players to see.
- 7.) This battle sequence is continued for 6 turns until all cards have been discarded from both players hands.

At the end of each 6 turn battle cycle, there is an additional battle called the attrition battle that is settled in the same manner above except without using battle cards. The total conflict value is just the value of the die + the number of troop tokens wagered. After the die roll both players immediately take attrition damage. Each player discards from their encampment (not from the troops wagered) a number of troop tokens equal to their die roll. These tokens are out of play and can never be recovered, they represent the normal attrition that military forces take during war. After the attrition battle, each player takes all 6 of their discarded cards and puts them in their hand. The 6 turn cycle than occurs again, followed by another attrition battle and so on.

**Objective:** The winner of the game is the player who has the most troop tokens after 10 six turn cycles, or the player who first controls all of the troop tokens in both encampments.

**Game Notes:** Battle cards are worth the value printed on them, with the exception of the artillery bombardment card. The artillery bombardment automatically wins every conflict without a die roll, and regardless of troop tokens wagered. The only exception to this is when both players play an artillery

bombardment card. In this case, the battle card value is treated as 0, and the battle is resolved as normal (ie die roll + troops wagered).

The General card also has a special ability called “command”. The command ability allows the general to add or subtract any number of troop tokens wagered after the battle cards and troop tokens are revealed and before the intrigue die is rolled. The change in troop tokens changes the total conflict value, and may result in the General winning or losing a battle he initially wasn’t.

In a General vs. General conflict each player re-wagers their troop tokens secretly after the battle cards and troop tokens were initially revealed.

The number of troop tokens wagered can be anywhere from 0-10 for the General and Artillery Bombardment cards. The other battle cards also have a maximum wager of 10 troop tokens, however they have a minimum wager of their printed value (So, if you play the 2 battle card, you have to wager at least 2 troops, etc).

If conflict ends in a tie the following tiebreaker system is used in this order:

- 1.) Highest battle card value (From high to low: Artillery Bombardment, General, 5, 4, 3, 2)
- 2.) Most troop tokens risked
- 3.) Highest Intrigue die roll
- 4.) No winner, each player reclaims his/her risked tokens and discards their battle card.

Rebellion cards are included this document in printable format with approximate size of most ccg or playing cards.

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REBELLION



3



REBELLION



4



REBELLION



5



REBELLION



Artillery  
Bombardment  
(0)



REBELLION



General  
3



REBELLION



2



REBELLION 

3



REBELLION 

4



REBELLION 

5



REBELLION 

Artillery  
Bombardment  
(0)



REBELLION 

General  
3



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