



# OUR SONOVABITCH

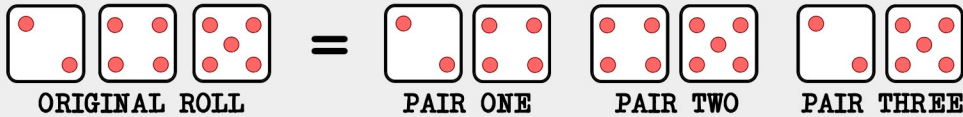


**CONFIDENTIAL**

## RULES

### SETUP

Give each player a copy of the map sheet, 3 diplomats in their starting space (cut these out below and mount on card) and 10 coins each. The coins represent "economic ties with sympathetic nations" - ie. weapons sales to nasty sonovabitches. The first player to get all their coins on the board wins. The play is rapid and things get shouty quickly, so be prepared.



Eg. a roll of 2, 4 and 5 gives you pair totals of 6, 9 and 7 (Jordan, Yemen and Israel)

### ROUND STRUCTURE

- 1 Either player rolls 3 six-sided dice to give three pairs of numbers (see above) - the paired numbers reveal the countries that are "kicking off" and so represent selling opportunities.
- 2 If either player has a diplomat in any of these active countries, they have two actions open to them: They may either **SELL** weapons to that country or - if the opposing player has previously sold weapons to the offending country - they may **SHAME** the other player for their dubious ethics.
  - i. **SELLING**: place 1, 2 or 3 (your choice) of your coins on that country. You cannot have more than 6 of your coins in any one country.
  - ii. **SHAMING**: embarrass a number of your opponent's diplomats into early retirement and force your opponent to take back all coins in the country they've been called out on. The number of embarrassed diplomats that are removed from play depends on the number of coins in the offending country - 1 coin = safe, 2 coins = 1 diplomat, 3-4 coins = 2 diplomats, 5-6 coins = all 3 diplomats.
- 3 A country can only be used once per round, so the first player to shout out the corresponding country of a paired total plus their intended action gets exclusive access to that country (e.g. "Israel - SHAME!" or "Saudi Arabia - SELL!"). The other player is then forced to pick a different pair of numbers and carry out their chosen action in another country.
- 4 If you can't **SELL** or **SHAME** - or you don't want to do either - you may **MOVE** one of your diplomats instead. You may **MOVE** a diplomat the number of country spaces - left or right - as shown on any one die. Again, a single number may only be claimed once per round, so if both players want to **MOVE** their diplomats, the first to shout out the number and intended action gets precedence. Remember: **SELL** or **SHAME** on a pair total; **MOVE** on a single die number.
- 5 If a double is rolled and a player calls out "**DOUBLE**" before any other call, that player may move an opponent's diplomat piece the number of squares shown on one of the double dice and this ends the round. Eg. if double 4s are rolled, an opponent's diplomat may be moved 4 squares - right back to their starting square if desired.
- 6 At the start of a round, a player may choose to bring an embarrassed diplomat back into play from retirement by taking on 3 extra coins (which they must also get onto the board in addition to their starting coins in order to win). Only one diplomat may be "bought" back into play per round.
- 7 Repeat rounds until one player has all their coins on their board.

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2011



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