

Have you ever considered playing a wargame with no bookkeeping, no die rolling, no card drawing and no measuring?

No(w) you can: No Wars has got you covered.

For No Wars all you need is another player, a small playing area, some terrain pieces and an equal number of Meeples per player, which you will send flicking across the gaming area. If you don't know, what a Meeple is – the word „Meeple“ is short for „my people“ and originated with the boardgame „Carcassonne“ which first had the iconic Meeple included. A generic Meeple has got this shape:

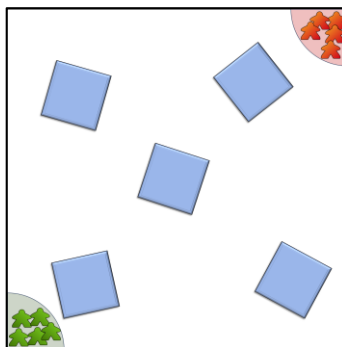


If you don't possess any of those iconic Meeples, feel free to replace them by any kind of pawn you can find.

### Requirements

To play a game of No Wars, all you need is a small playing area – 1'x1' at best. Just make sure, the borders of this area are defined clearly for everyone. Place some pieces of „really simple terrain“ however you want. „Really simple“ as in „some cubes, 2" sidelength will do“.

Each player needs some (3-5) meeples and both players place their meeples in opposing starting zones: The 2" zone within the playing area around a corner.



### Initiative

Without the other player watching, one player takes one Meeple of his colour into one hand and one Meeple of his opponent's color into the other hand. Then the other player picks any one hand. The player who plays the matching colour gets the first turn, after that players alternate their turns.

### Player Turn

On his turn a player may go for 1 of these 2 actions:

1.) Get up

The player places a Meeple lying prone back up standing.

2.) Move

The player may flick a (standing or lying) Meeple across any distance.

Whenever a Meeple leaves the playing area entirely, it is removed from the game.

### Combat

Meeples are melee fighters. So, whenever a Meeple hits another Meeple that has got the opponent's colour AND lies prone, that opposing Meeple is removed from the game.

### Becoming Prone

There are two ways for a Meeple to become prone:

By being tumbled over by colliding with another Meeple or an obstacle.

Or by being flicked around.

A Meeple lying prone on the ground can still be flicked around and if chance wants it, this may lead to a Meeple standing at the end of the movement.

### Blessing of the Meeple God

As soon as a player's current count of Meeples lies below half of his initial count of Meeples, he gets to play any 2 action during his turn. Both can be the same action.

### Scenarios

Area Control: Place two coins of any size in the centre of each quarter not containing a starting zone. The first player to be the only player with Meeples touching each coin wins.

Escape: The player who makes more of his own Meeples leave the playing area through the opponent's starting zone wins. On a tie, the player who made the (but not necessarily his own) first Meeple leave has won.

Wipeout: The player who removes all opposing Meeples from play wins.

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