

# COIN WARS

An Abstract Wargame  
By Integral Entertainment

Welcome to Coin Wars. What's the purpose of the game? Why, to allow you to play any battle, of any war, in any fashion you and your friends desire. In this, coins represent your warriors and soldiers, fighting how you imagine them to be.

How much does this game cost? Nothing. It's free. At least, you're under no obligation to pay Integral Entertainment anything to play the game. If you like the game though, feedback and a donation is most welcome. Information for those comes at the end of the document. Conversely, we can work on guiltware: you pay me based on how much fun you're having, or until you no longer feel guilty for having the fun with the game.

What do I need to have to play this game? Just a few common items. The most important of which is coins. Your armies are made out of coins. Now you really can nickle and dime your opponent to win. You'll also need a 3x5 inch index card. The very basic rules and notes you'll need to know can be printed on one of those. A six sided dice is optional. In fact, any type of dice can be used, but are not integral to the game as it stands.

## **Materials:**

Coins.  
3X5 index card  
Dice (optional)

## **Basic Rules:**

Now that you have those, what are the rules you need to know to play the game? It's rather easy, there's four basic rules. You can move or you can make an attack (unless a rule states otherwise), your Offense score has to be greater than or equal to your target's Defense score to beat that coin, you can move up to 10 coins at a time before letting your opponent do the same, and any rule coming after this paragraph takes priority over the three rules stated above.

## **Game Start:**

When starting the game, you and your opponent picks who takes Heads and who takes Tails. Flip a coin, the player of that face gets to decide whether they take first action or second. Pick a side of the table or playing surface for each player, and set your coins in an army formation that you like. Make sure your coin army has its side face up. If you're Heads, in other words, all your coins must have Heads face up.

## **The Coins:**

Each coin has its own function and abilities. The various coins will all have varying Offense and Defense capabilities, and many of them will have traits listed as well. Traits will be defined following this section.

Penny: The penny is your most basic soldier of all. In the modern era, they'd be the basic infantry. In a space opera, they may be cloned soldiers of an army. In ancient

warfare, they may be swordsmen or spearfighters. Either way, the penny is the weakest of all the pieces you can use, but at the same time can be rather important.

The Penny has an Offense of 1 and a Defense of 1, and can move on the 3 inch side of the index card.

Nickel: The nickel is a bit stronger than a penny is, but that's not why they are important to your forces. They are long ranged fighters. They may represent snipers, archers, cannons or mortars, or even missiles.

Nickels have an Offense of 3, and a Defense of 5. They have the trait Long Range. Nickles also move on the 3 inch side of the card.

Dime: Dimes are important for an army that enjoys mobility. They are the hit and run units of a force. Cavalry units on horseback, tanks, starfighters, all those are appropriate for a dime.

Dimes have an Offense of 5, and a Defense of 3. They have the trait Charge. Dimes move on the 5 inch side of the card.

Quarter: Normally, these are the strongest of the forces that you can typically play with. They are elite troops of your forces, and always have an officer leading them to make them a force to be reckoned with. They could be in ancient times armored cavalry with longspears and a general commanding them. In modern times, bombers or a fighter wing fits. In future settings, this may be your newest starfighter or a strong alien race, and in a fantasy world this may be dragons or giants.

Quarters have an Offense of 10 and a Defense of 10. Quarters move on the 5 inch side of the card. Quarters have the Command trait.

Half-Dollar: A rather rare piece to use, but still not so rare as its unusable. Therefore, a half-dollar is a unit that is rarely seen on the battlefield, a spy. The spy is universal, the spy is all powerful, and the spy is all fragile as well.

Half-Dollars have 0 Offense and 0 Defense, move on the 5 inch side, and have the trait of Spy.

Dollars: Dollar coins are the rarest type of coin to see in America. Dollars then should have some power reflecting their rarity without being too strong as to be unbeatable. Dollars in ancient times may be elephant cavalry charging in, in modern times a battleship bombarding from the sea, and in the future a giant warcraft or mobile battlestation.

Dollars have 15 Offense and 20 Defense. Dollars move on the 5 inch side, and have the trait Armored.

Foreign Money: Foreign (non-United States of America) coinage encompasses way too any iterations for us to work with in the basic game. If you have ideas for foreign coins, get in touch with us for a Foreign Coin Compedium for Coin Wars, with credit given to you if we use it. In your own games, so long as both armies agree with what you have the coins assigned as (use the US coins for guidance) you can use them. If not, that coin can only be set aside as a watcher only and not participate in the battle.

### **Traits:**

Long Range: This unit can, instead of attacking someone next to it, fire at a unit in the distance. So long as the index card touches the firing coin and the target coin, the

attack can be made and completed. Since a Long Range attack is not made next to the target coin, the target can not attack back unless it also has Long Range.

**Charge:** The units with Charge can move, and at any point of that movement, make an attack. That means they can make their attack and then move, or move their full distance then attack, or move and attack, then finish your move.

**Command:** A coin with this trait allows you to form an Army of mixed units. You can only have up to 10 units (not including the one with Command) in this Army. Units in this Army get a +1/+1 bonus.

**Spy:** Spies are easy to kill, but hit harder than anyone. A spy that Attacks an enemy unit instantly destroys that unit. No matter the offense or defense of the target, they are automatically defeated. Spies can not attack an Army though, they can only attack individual units. If a Spy is attacked by a single enemy unit (Armies do not count for this either) the Spy is instantly defeated and destroyed.

**Armored:** Armored units are almost impossible to destroy. An Armored unit can only be defeated by an Army attacking it. Furthermore, each unit in that Army gets a -1 Offense penalty for fighting an Armored unit.

### **Moving:**

A coin move along the edge of the 3x5 index card that we use to mark notes down on. A coin with Move 3 can move on the 3 inch, or short side, of an index card. A coin with Move 5 can move along the other side of the card. If your coin during its movement touches an opponent's coin, then its movement must end right there. So long as any part of the coin touches any part of the card, the move is legal. Here's an illustrated set of examples. The o marks the coin, and the – marks the index card's edge.

o-----0 is legal. The coin touches the end of the card at the start and at the end of things.

o -----0 is not legal. The coin doesn't start at the edge of the coin, even though it would end on it. This applies in reverse as well.

### **Attacking:**

Compare the attack's Offense score with the Defense score of the target. If the Offense is stronger, the defender is defeated and removed from play. But wait, that's not all. A defender has the ability to attack back. Compare their Offense to the attacker's Defense to see if the attacker is defeated as well. Again, an example:

A Penny (1/1) attacks another Penny. Both have 1 Defense and 1 Offense. Therefore, both are able to destroy one another.

A Nickel (3/5) attacks another Nickel. Since both have Long Range, they can attack one another. However, neither is able to defeat the other without some sort of help.

A Nickel (3/5) attacks a Dime (5/3). If the Nickel uses Long Range, the Dime can not attack back. The Dime would be defeated since the Offense is greater than or equal to the Defense.

A Dime does a Charge against a Nickel. Both are destroyed, as the Dime can best the Nickel's Defense score, but the Nickel's Offense can also be used up close so would be able to counterattack.

### **Armies:**

Sometimes, a single coin isn't good enough. It needs help. That help comes in the form of an Army. To create an Army, put as many as 15 coins of the same type together, so all are touching in a group. If a coin has Command, follow the rules set down by Command. An Army has the combined Offense of all its coins. Thus, 15 Pennies has an Offense of 15.

There are some rules that go with it however. To make a move, you use the frontmost coin to move at that coin type's standard movement, and then bring the rest of the Army to touch the moving coin.

Moving or Attacking with an Army counts as 3 of your actions for the turn. Armies are powerful, and they are a bit chaotic to command, so they count a bit more to your action total. If you have a Commander in this Army, it counts as 2 actions.

Once an Army has been formed, the coins can not be split apart into individual pieces.

If an Army is attacked, the Defense score of the single units are compared to the attack. The Army loses all that the Offense score has dictated. Some more examples:

A Dime attacks an Army of Pennies. The Dime's 5 Offense means that it dealt 5 points of damage to the Army. Since each Penny has 1 Defense, the Army lost 5 Pennies, that's the 5 Damage it has taken.

A Quarter attacks an Army of Nickels. The Quarter's 10 Offense means that 2 Nickels are destroyed, as they have 5 Defense each.

A Quarter is attacking an Army of Dimes. The 10 Offense means the Dimes need to take up to 10 damage. That will destroy 3 Dimes (9 Defense worth), but since destroying 4 Dimes would be as if the Quarter did 12 damage, the attacker can't destroy more than 3 Dimes in this example. Any extra damage that you can not resolve without going over is simple lost.

In the case of a Combined Army, the Defender picks and chooses which of their coins is lost in the attack. Further, in a Combined Army, each single coin keeps their own powers and traits but they do not add those to the Army. Thus, a Combined Army with some Nickels and some Pennies can use its Nickels to make a Long Ranged attack, but if the Pennies are not in a position to attack, they basically sit back and watch.

### **Advanced Rules:**

First thing to know about advanced rules, is each and every one is entirely optional. You do not need to use any of these rules at all. In fact, you can if you desire, only use a few rules as fits.

**Defensive Terrain:** Terrain marked specially as defensive gives all units on it a +1 Defense score to all units that are on it. This does not work for units that used Charge to get on the terrain however, as they are not on the defensive position of the land. Examples of terrain could be hills or forts, of even a nice castle. You are encouraged to use paper of some sort to mark the terrain, including cutting it into a proper shape and size for your use.

Offensive Terrain: Just like Defensive Terrain above. However, this gives the +1 bonus to Offense, and can be used with Charge.

Army Morale: If an army loses more than 5 units in a single attack, the army's morale is broken. Separate the coins slightly (part of the broken morale includes a bit of retreating on the coins side, so it is acceptable to move the coins away from an enemy) but the movement must be marginal. Basically it must be enough to show to you and your opponent that the forces are no longer an Army. If an Army just lost half of the units in it they can voluntarily be split as if the Morale kicked in also, but only if you use Morale rules.

Dice: At the player's options, they can use a dice. The dice must be the same for both players (so if you use a six sided die, the opponent must also). The dice must be rolled for every attack, so your Offense score+dice roll must meet or beat your opponent's Defense score+dice roll in order to defeat their coin.

Going Beyond: Sometimes you push yourself harder than normal. When a coin Goes Beyond, it doubles its Offense score for one attack. Then, the coin is destroyed. A coin destroyed in this fashion does not count as having your opponent destroying it.

Technological Advantage: Sometimes, one side has an unfair technological advantage on it. If it does, but it's not an overwhelming bonus (a jet fighter is a jet fighter for example) then the player who has the disadvantage has its pieces a -1/-1 penalty throughout the game. A Penny turns into a 0/1 unit in this case. If the advantage is severe (say, machine guns fighting swordsmen), the player with the advantage gets to either roll a die for each attack or get a +2/+2 bonus (which includes the -1/-1 penalty to the opponent).

Coin Destroyed Payup: If you destroy an opponent's coin, you get to keep it. Its your reward for playing the game. This only counts for coins your own coin units actually do destroy though.

#### **Index Card Notes:**

Coin	Attack	Defense	Move	Trait
Penny	1	1	3	None
Nickel	3	5	3	Long Ranged
Dime	5	3	5	Charge
Quarter	10	10	5	Command
Half-Dollar	0	0	5	Spy
Dollar	15	20	5	Armored

#### **Feedback:**

We can be reached via email. If you wish to email us, remove the AT and DOT with @ and . respectively, as this is to prevent us from being spammed. Email us at integral AT gmail DOT com.

You can also find us on the web. [Http://geocities.com/integralent](http://geocities.com/integralent) will get us to our website where you can find more about us and donate if you so wish.