Softwar Prelude - Print & Play

Hello and welcome! With this set you have a fully playable advance copy of the major elements of Softwar!
This is the 'NERO' edition; This set can be used to get a sense of the game flow and is a nice primer for how to play!
If you are a journalist or content maker you can request a set of the dice needed for this edition via press@republicof1.co.uk

In Softwar, players are spies ███████████████████████ deploy teams of specialist computer programs into ██████████ digital networks. The aim is to access ███████████ assets of your opponent while simultaneously protecting your own ████████████ from enemy attack.

Players choose and control a set of programs, each of which is represented by a dice. The value of any program is called its state. A program's state is reduced as it takes damage; if it ever lowers below 1, that program is immediately eliminated from the game.

██ players take turns to run all of their programs. Programs come in two forms, Agents and Crypts. Agents are active, moveable pieces with specialist skills, whereas crypts are static, sat atop assets █████████████████ they have a more limited set of abilities than agents.

Every agent may use a number of standard actions including moving, supporting (recharging their teammates) and attacking. In addition to these standard actions, each agent has a single specialised action ██. Players use these ████████████ actions to create advantages and opportunities to successfully win the game.

How to win

Players can win a game of Softwar in two ways; Destroying **all but one** of their opponent's crypt dice OR destroying **all** of their opponent's agent dice.

Additional components

To play Softwar, in addition to these rules pages, you will need a number of dice. To increase the chances that you will already have these in your games collection, in each of the six prelude sets, these have been limited to mainly D6s and D10s. These dice form the playing pieces that each player will use, because of this you will need to be able to tell them apart, either in style or colour.

In this edition, each player will need either 4D10s and 10D6s, or 5D10s and 8D6s to represent their agents and an additional 4 D6s to represent their crypts and. Each player's set of dice will need to be obviously distinguishable, e.g. one player uses all red dice, the other all blue dice.

Setup

Setting up Softwar Prelude is simple, print the board and spy rings that come with these rules and follow the instructions on the respective sheets. Though not necessary, it is recommended that the spy rings that come with this set are cut out to make it easier for players to remember what agents are in their spy ring as the game progresses. Place the board between the players with the North arrow pointing towards one of the players.
Note: Your Crypt dice are the dice that are placed on the lock symbols during the board setup. The ones nearest to your board edge (North or South) belong to you, i.e. are the ones you are attempting to defend.

Playing a game

Each turn is divided into a number of phases; there are five standard phases (they happen every turn) ████████████████████████ ████████████████████████████████████

Each phase enables specific actions to be run. The player can always choose to not run any or all of their allowed actions. Most actions concern the active player's dice. The actions available are dependent on what type of dice are available to the active player, e.g. In the Move phase, all of the active players **agent dice** are able to run their move action; **Crypt dice** don't have a move action so can't move even in the Move phase. Similarly specific agent types have actions based on their agent type and they run at specified times, e.g. the Razor action can only be run at the end of the attack phase (after all other attacks are resolved); the Spider's action can only be run at the end of the movement phase (after all other moves are resolved).

It is important that the phase system is strictly obeyed. The active player must run all of the actions that they want to do within a phase before moving on to the next phase. As soon as the active player runs an action from any subsequent phase, all previous phases are considered to have been finished. This means if a player starts to Attack before they have Moved or Supported they may not go back to move and support anything else.

Deploy your agents

Before the game begins players deploy their starting line up of active agents. Both players must place 6 agent dice on the board before the game can begin. All of the remaining agent dice belonging to a player form that player's reserve. As active agents are eliminated, reserve agents will be deployed in the Initialise phase.

Before beginning deployment, both players must each roll a D6. The player with the highest value is the priority player. The priority player chooses which player will deploy first. That player then picks any agent dice from their spy ring and places it (at 100% state value) either into an empty board space adjacent to any friendly crypt dice, or into one of the dedicated deployment spaces (any empty node space in row A for the South player or row M for North player). Once this is done, it is the other player's turn to do the same. This continues (alternating players after each deployment) until both players have placed **6** ██

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Sequence of a turn

MOVE

An agent dice may move to any adjacent empty space.
Hub tokens make all spaces next to them count as adjacent to each other, but only for the purpose of move actions.
You may choose not to move any agent dice.
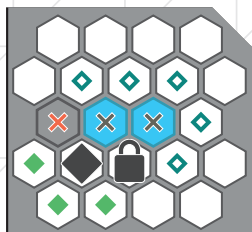
- ◆ Possible move
- ◇ Possible Move via Hub token(s)
- ✕ Can't move on to Block token
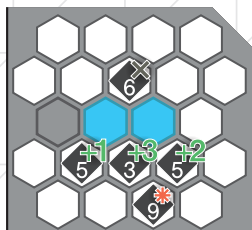- ✕ Can't move onto Hub token

SUPPORT

Each of your agent dice may boost (increase their state value) by one for each adjacent dice that you also control.
No agent dice can be boosted over its maximum value.
You may always choose to not run this action.

- ✚ 1 boost per adjacent
- ✳ Dice at 100% (after 1 boost)
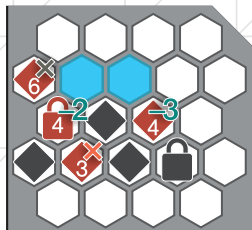- ✕ Hub nodes don't allow support

ATTACK

Each of you opponent's dice may be burnt (their state value decreased) by one for each of your dice that are adjacent.
When an opponent dice's state value is reduced to zero it is eliminated (taken off the board for the rest of the game).
You may always choose to not run this action.

- — 1 burn for each adjacent
- ✕ Hub nodes don't allow attacks
- ✕ Destroyed (after 3 burns)

INITIALISE

If you have fewer agent dice on the network board than **6** ▓▓▓▓▓▓▓▓▓▓▓ deploy agent dice from your reserve until your number of agent dice on the board equals **6** ▓▓▓▓▓▓▓▓▓▓▓. Agent dice that are deployed in this phase must be placed into either one of your empty deploy nodes or adjacent to one of your asset nodes at maximum state.
▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓

CLOSE

The active player may choose to eliminate any number of their own agent dice. An eliminated dice is placed off the board, and is not used for the rest of the game.
You may always choose to not run this action.

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Diagram key:

- ⬡ Block Node
- 🔲 Crypt dice (Crypts are always D6s)
- ⬡ Hub Node
- ◆ Agent dice (all examples are D10s) *Current state values shown where relevant*

MOVE
Crypts can't move

SUPPORT
Crypts boost others but aren't boosted by others

REDACTED

ATTACK
Crypts attack as agents

INITIALISE

CLOSE

Spyrings

Before a game can be played each player must select one of the spyrings below, putting aside the dice represented on the card. These dice form the playing pieces that will be used for the game.

SPIDER 10

Trigger: Value must be >3 to activate this power
Phase: Any time in your opponent's turn
Choose an enemy dice. Your Buff agent ignores all burn effects from the target dice for the remainder of the current turn, even if the Buff is subsequnetly burnt below the trigger. This action has no burn cost to the Buff agent. Once selected the target dice may not be changed for the rest of the turn. This action can be activated once per enemy turn.

PROXY 4

Trigger: state value must be >1
Phase: At the end of your ATTACK phase
Choose an adjacent enemy dice. Burn your Razor agent and the target dice an equal amount.

BUFF 8

Trigger: state value must be >1
Phase: At the end of your MOVE phase
Choose an empty space and move your spider agentvinto it. You may not jump over any tokens or dice to do this. Burn the spider agent an amount equal to shortest distance between the start and the end spaces of this move.

RAZOR 5

Trigger: state value must be >1
Phase: At the end of your ATTACK phase
Choose any enemy dice. Burn the target dice by exactly 1. Burn your Proxy dice an amount equal to the shortest distance between itself and the target dice.

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Phase: At the end of your ATTACK phase
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RAZOR 8

Trigger: state value must be >1
Phase: At the end of your ATTACK phase
Choose any enemy dice. Burn the target dice by exactly 1. Burn your Proxy dice an amount equal to the shortest distance between itself and the target dice.

SPIDER 5

Trigger: Value must be >5 to activate this power
Phase: Any time in your opponent's turn
Choose an enemy dice. Your Buff agent ignores all burn effects from the target dice for the remainder of the current turn, even if the Buff is subsequnetly burnt below the trigger. This action has no burn cost to the Buff agent. Once selected the target dice may not be changed for the rest of the turn. This action can be activated once per enemy turn.
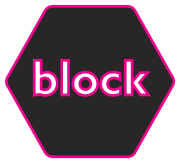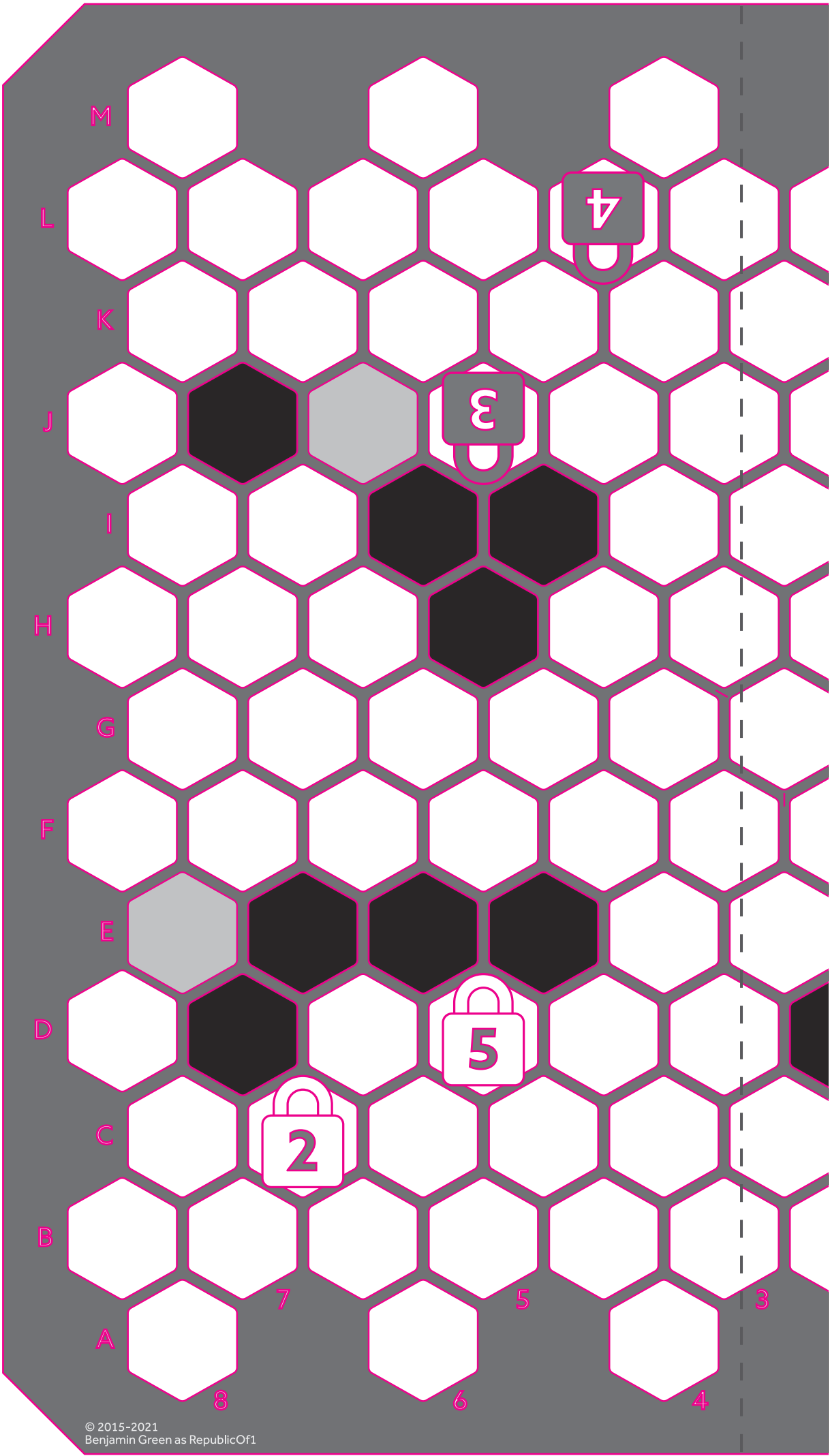
Setup

Place a D6 on each space marked with a lock.

Set the value of each dice to match the lock mark.

Where the the lock mark has a switch symbol, roll the dice and keep the result as it's value.

block

hub

M
L
K
J
I
H
G
F
E
D
C
B
A

4
3
5
2

7   5   3
8   6   4

A

1. Fold sheet B along the dashed line.
2. Align to the dashed line on sheet A.
3. Fix together with tape.

N

3

1

-1

-3

2

0

-2

B