

The Game of Rozz™

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Version 1.2

DIRECTIONS

INTRODUCTION

Rozz™ is a flexible game of strategy and anticipation where all players' commands are performed simultaneously. Players can *purchase* items, *move* them from one hex to another, or *strike* with them.

OBJECTIVE

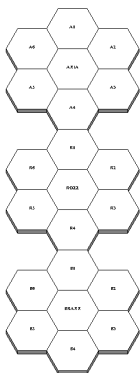
The first player to capture any opponent's headquarters is declared the winner.

PREPARATION

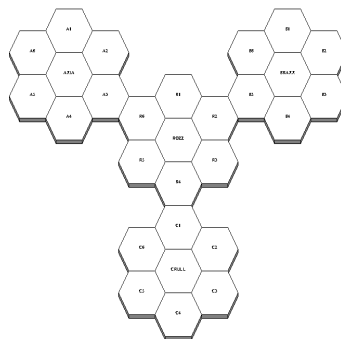
- Print and cut out the board tiles (named groups of seven hexes with Rozz, Axia, etc.) on card stock. For a sturdier board, print on paper and paste to foam board or cardboard.
- Print and cut out player pieces.
- Print and cut out neutral pieces.
- Print and cut out monetary units.
- Print item catalog(s) for reference.
- Provide pencils and paper to players.

SETTING UP THE BOARD

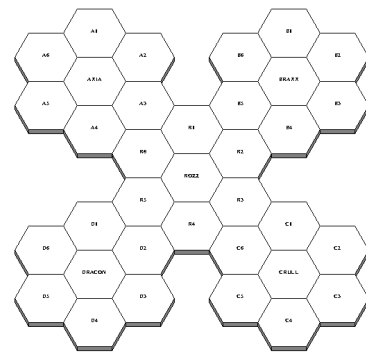
Arrange the tiles so that each player will have a named tile for his/her headquarters and so all players are more or less equidistant from each other. Typically, put the Rozz tile in the middle. You can use the extra hexes (Z1, Z2, etc.) as you see fit. Some sample arrangements:



Two Players




Three Players



Four Players

Visit <http://www.playrozz.com> for ideas on additional board layouts.

TO BEGIN

- All players receive \$50 monetary units toward their war efforts.
- Each player places his/her Headquarters  piece in the hex at the center of a tile (the hex with the name).

TO PLAY

Each player writes two commands secretly on a piece of paper. Commands are of three types: purchases, moves, or strikes. When all players are ready and their pencils are down, they reveal their commands. Commands are executed in the following order:

First, all *purchases* are completed. Where players have the sufficient funds, they turn in the appropriate monetary units to the “bank” and place new items on the board.

Purchases can only be placed on hexes the player occupies. To *occupy* a hex, the player must have a Headquarters, Infantry, or Armored Division in that hex.

Multiple items can be purchased in the same command, provided that they are all of the *same type* and placed at the *same location*.

Second, all *moves* are completed. Players move pieces to new hexes, where such movement for those pieces are allowed. The following pieces can move:



Infantry (abbreviated INF or MAN or MEN)

Any number of infantry can move to an adjacent hex as a single command. As part of the same command, infantry can also carry any number of missiles or infantry transports.



Armored Divisions (ARMOR or TANK)

A single armored division can move to an adjacent hex as a single command. As part of the same command, armored divisions can also carry any number of missiles or infantry transports.



Jet (JET)

Any number of Jets can move up to three hexes away as a single command, provided that there is only one starting and ending hex.



Bomber (BOMBER)

A single bomber can move up to two hexes away as a single command.



Infantry Transport (TRANS)

An infantry transport can move up to three hexes away, while carrying up to 10 infantry, as a single command. The player must occupy the transport's starting hex in order to move it.

In the same round, you cannot “overwork” pieces by moving the same piece twice, or by purchasing a piece and also moving it.

COMBAT RESOLUTION

After moves are made, opposing pieces from different players may end up in the same hex. These battles are resolved before executing *strike* commands.

1. If there are TANKS of different colors are in the same hex, they destroy each other one for one. For example, if there are two RED TANKS, one BLUE TANK, and one GREEN TANK in the hex, only one RED TANK remains.
2. A surviving TANK destroys *all enemy infantry (MEN)* in that hex.
3. If there are MEN of different colors are in the same hex, they destroy each other one for one.
4. No resolution is needed for Jets and Bombers, as they do not *occupy* the hex.

Finally, all *strikes* are completed. The player must occupy the hex he/she is firing from to strike with missiles, which are neutral items. If he/she lost occupation of the hex when executing moves, the strike fails. The following pieces can strike:



Armored Divisions (ARMOR, TANK)

An Armored Division can strike a single target in an adjacent hex. The player must write down the type and owner/color (unless neutral) of the target piece; if one matches at the target location, it is destroyed.



Jet (JET)

Jets can strike a single JET or BOMBER target in an adjacent hex. The player must write down the type and owner/color of the target piece.



Bomber (BOMBER)

Bombers can strike a single target in the same hex. The player must write down the type and owner/color (unless neutral) of the target piece.



Long-Range Nuclear Missile (LRNUKE)

A Long-Range Nuclear Missile destroys all pieces (except HQ) in a hex anywhere on the board.



Mid-Range Nuclear Missile (MRNUKE)

A Mid-Range Nuclear Missile destroys all pieces (except HQ) in a hex up to three spaces away.



Short-Range Nuclear Missile (SRNUKE)

A Short-Range Nuclear Missile destroys all pieces (except HQ) in an adjacent hex.



Long-Range Neutron Missile (LRNUTE)

A Long-Range Neutron Missile destroys all infantry in a hex anywhere on the board.



Mid-Range Neutron Missile (MRNUTE)

A Mid-Range Neutron Missile destroys all infantry in a hex up to three spaces away.



Short-Range Neutron Missile (SRNUTE)

A Short-Range Neutron Missile destroys all infantry in an adjacent hex.

In the same round, you cannot “overwork” pieces by striking with the same piece twice, or by purchasing a piece and also striking with it. You can, however, move a piece and also strike with it.

All strikes occur simultaneously.

Some strikes can be countered with defensive items (described later) that operate automatically.

Note: on the first round, players only have the option to purchase something at their headquarters, since they do not yet have any items with which to move or strike.

CONTINUING PLAY

At the beginning of each round (after the first), each player receives \$5. Players may receive other “chumps and change” if they own special items:



Industry Complex (IC)

A player receives \$10 for each Industry Complex in an occupied hex. Only two ICs are allowed per hex.



Industry Unit (IU)

A player receives \$2 for each Industry Unit in an occupied hex. Eight IUs are allowed per hex.



Government Control (GOV)

A player receives one (1) infantry unit to be placed in any hex where he/she has Government Control. Conflicts are immediately resolved according to movement rules. So, if an enemy armored division is occupying that hex, the new recruit is destroyed.

Players then secretly write down their commands and play continues as above. At the end of a round, any player occupying an enemy headquarters (with ARMOR or INF) is declared the winner.

OTHER ITEMS

In addition to items already mentioned, the following are available for purchase:



Command Center (CC)

Provides the player with an extra command each round. Only one CC is allowed per hex.



Tank Trap (TRAP)

Tank Traps automatically self-destruct to destroy incoming armored divisions on a one-for-one basis *before* other combat resolutions. Watch out for strategic TRAP purchases! At the end of a round, Infantry will convert captured traps to their own color.



Patriot Missile (PATRIOT)

A Patriot Missile will automatically launch (and self-destruct) to destroy an incoming missile. In case of multiple attacks, a Patriot will counter a nuclear missile strike before a neutron missile strike. The PATRIOT is removed after use.



Missile Defense System (MDS)

A Missile Defense System will defend against three incoming missiles per round. Only one MDS is allowed per hex.



Air Defense System (ADS)

An Air Defense System will defend against three incoming bombers or jets per round. Only one ADS is allowed per hex.

WRITING COMMANDS

Players should write down their commands in a clear form, so that other players can interpret them. The use of a common shorthand and abbreviations is permitted and encouraged. For example, a player might write his first command as follows:

Move 2 Men (plus Patriot) from Braxx to B2
or
MAN*2 + PATRIOT @ BRAXX → B2

His second command might be:

Tank at B1 strikes red tank at BRAXX
or
S: TANK @ B1 → RED/TANK @ BRAXX

Visit <http://www.playrozz.com> for more common shorthand examples.

CORRESPONDENCE












Players are not permitted to collaborate by communicating directly with other players about strategies, intended moves, or anything else that might affect game play. For the cost of \$1, however, a player can use a command to send a written message to another player. This message is treated as any other purchase.

FOREIGN AID

There are circumstances where you may want to send money to another player: for example, when a player is about to have his HQ overrun. Any amount of available money can be sent as a purchase command, which might look something like:

P: AID*50 → BRAXX

MISCELLANEOUS RULES AND CLARIFICATIONS

- Neutral items are controlled by the player occupying the hex. A player can lose missiles or transports  if a hex is overtaken. The item then becomes the property of the new player, who can employ it at whim. Because moves take place before strikes, a player could attempt to overtake another player's SRNUKE , for instance, and fire it on the same round.
- A player can move a missile with an INF  or ARMOR  and then fire it from the new hex, thereby increasing the missile's effective range by one.
- Players automatically occupy the hex with their Headquarters  piece.
- A player cannot place purchased items in a hex he/she does not occupy.
- Government Control  cannot be a target for BOMBER  or ARMOR  strikes.
- Only one player can own Government Control  in a hex. A player could move in, purchase GC, and the old GC is removed.
- Be careful not to move a Transport  to an empty hex without carrying any Infantry  along with it. If you do, you'll no longer have possession of the Transport once it moves.

VARIATIONS

The basic rules of Rozz are flexible to provide for alternate objectives, boards, and item catalogs. Here are some variations:

Conquest Rozz

The game does not end until only one player is left standing. When a player's HQ is conquered, it transfers to the occupier, including the \$5/round bonus. Player's are defeated when their last HQ is occupied, at which point all their remaining assets are spoils for the occupier.

Control Rozz

Players start with 10 men rather than a HQ. The objective is to own all Government Control for the central Rozz tile of seven hexes.

Round Rozz

Players start with 10 men rather than a HQ. After twenty rounds (or some other set number of rounds), the player with the most Government Control wins.

Stealth Bombers

Add a Stealth Bomber to the item catalog. Stealth Bombers are like regular bombers except they destroy the entire hex (except aircraft) and cost \$45.

City Lights

Played as standard (Headquarter) Rozz, but start with unclaimed Industry Complex items in the middle of the board.

ITEM CATALOG

Version 1.1

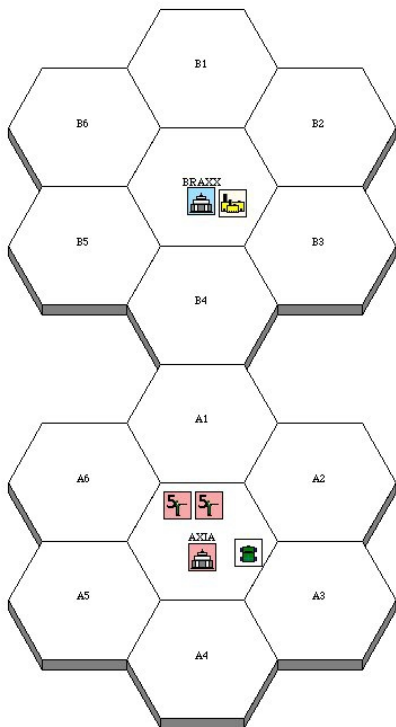
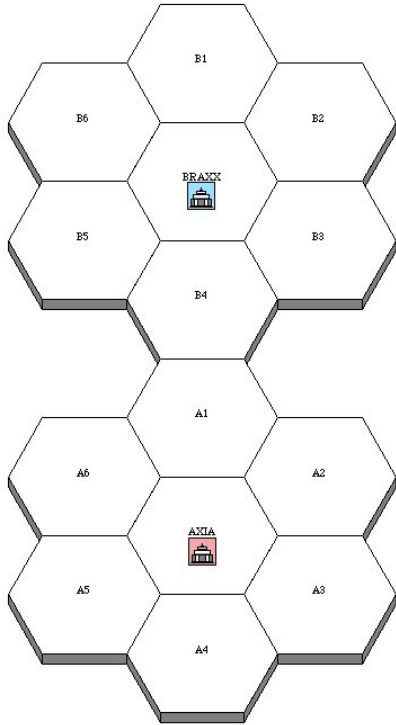
 HQ	Your Headquarters marks your starting hex; defend it, while seeking to occupy your opponent's Headquarters.	N/A
 INF, MAN	Infantry divisions are your primary occupying forces.	\$1
 ARMOR, TANK	Armored divisions are secondary occupying forces. They destroy INF on contact and can strike an individual target in an adjacent hex.	\$20
 FIGHTER, JET	Scramble your Jets to confront Bombers or other Jets. They have a range of three and strike individual aircraft target in an adjacent hex.	\$10
 BOMBER	A Bomber flies at altitude (range 2) and strikes specific targets below.	\$18
 TRANSPORT	An Infantry Transport can transport up to ten (10) men to a hex up to three spaces away. ★👉	\$16
 LRNUKE	A Long-Range Nuke strike will destroy everything except HQ in a hex anywhere on the board. ★☢️👉	\$25
 MRNUKE	A Mid-Range Nuke strike will destroy everything except HQ in a hex up to three spaces away. ★☢️👉	\$20
 SRNUKE	A Short-Range Nuke strike will destroy everything except HQ in an adjacent hex. ★☢️👉	\$15
 LRNUTE	A Long-Range Neutron strike will destroy all infantry in a hex anywhere on the board. ★☢️👉	\$9
 MRNUTE	A Mid-Range Neutron strike will destroy all Infantry in a hex up to three spaces away. ★☢️👉	\$6
 SRNUTE	A Short-Range Neutron strike will destroy all Infantry in an adjacent hex. ★☢️👉	\$3
 IC	An Industry Complex produces ten (10) monetary units before the start of each round. Two allowed per hex. ★	\$40
 IU	An Industry Unit produces two (2) monetary units before the start of each round. Eight allowed per hex. ★	\$10
 GOV, GC	Produces one (1) MAN in hex at the start of each round.	\$4
 CC	A Command Center provides the player with an extra command per round. Only one allowed per hex. ★	\$30
 TRAP	A Tank Trap will self-destruct and destroy one incoming tank. ☢️	\$10
 PATRIOT	A Patriot Missile will launch (and self-destruct) to destroy an incoming missile. ★☢️👉	\$22
 MDS	A Missile Defense System will defend a hex against three incoming missiles per round. Only one allowed per hex. ★	\$50
 ADS	An Air Defense System will defend a hex against three incoming bombers or jets per round. Only one allowed per hex. ★	\$45

★ Neutral Item

☢️ Removed after use

👉 Can be carried by INF or ARMOR

A SHORT SAMPLE GAME



Player BLUE and Player RED set up a simple board with just two tiles, AXIA and BRAXX. BLUE places his headquarters at BRAXX; RED places her headquarters at AXIA. They each receive \$50.

ROUND 1

BLUE prepares:

Purchase IC

(He doesn't use his second command.)

RED prepares:

P: TRANS

P: INF * 10

When ready, BLUE places an Industry Complex at BRAXX and pays \$40 (leaving him with \$10), and RED places a transport and 10 infantry at AXIA and pays \$26 (leaving her with \$24).

ROUND 2

Both players receive \$5. BLUE receives an additional \$10 because he has an IC. BLUE now has \$20 and RED has \$29.

RED is already threatening to win the game by transporting her infantry to BRAXX which is within range of her transport.

BLUE prepares:

Purchase 10 Men (in case RED invades)

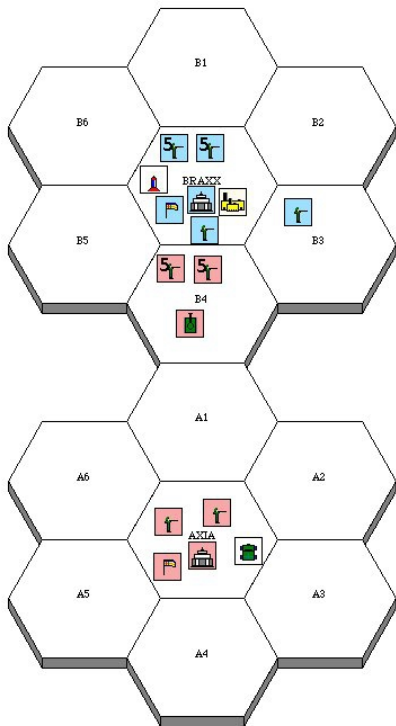
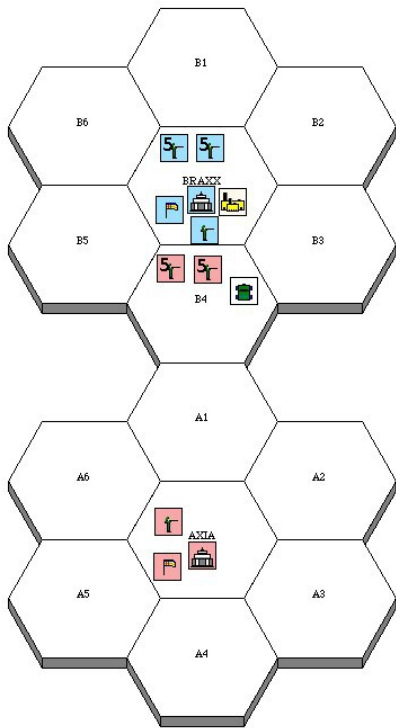
Purchase GC (he still has only one place for purchases, so he omits "at BRAXX")

RED prepares:

TRANS + INF*10 → B4

P: GC

When ready, BLUE places his infantry and GC and pays \$14 (leaving him with \$6), and RED places a GC and pays \$4 (leaving her with \$25), and moves her pieces to B4.



ROUND 3

Both players receive \$5. BLUE receives an additional \$10 because he has an IC. BLUE now has \$21 and RED has \$35. Both players place an extra man at their HQ because they have Government Control in those hexes.

RED has landed at Braxx's doorstep, from which tanks can do a lot of damage.

BLUE prepares:

Purchase SRNUKE

Move 1 INF to B3

RED prepares:

P: TANK @ B4

TRANS → AXIA (sending the transport alone back to AXIA)

When ready, BLUE places a SRNUKE at BRAXX and pays \$15 (leaving him with \$6), and RED places a tank at B4 and pays \$20 (leaving her with \$15). BLUE moves a man to B3. RED moves the TRANS back to AXIA.

ROUND 4

Players receive “chumps and change”: \$15 for BLUE, \$5 for RED, and men at their GC. BLUE now has \$21 and RED has \$20.

RED is threatening to win the game by walking into BRAXX with her tank.

BLUE prepares:

Purchase TRAP to BRAXX

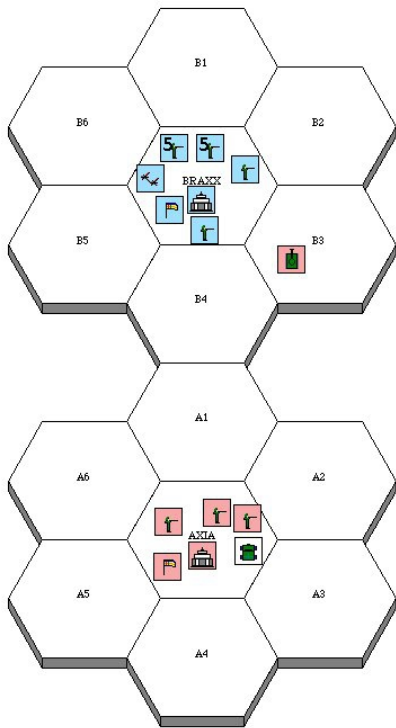
Strike SRNUKE to B4

RED prepares:

M: TANK @ B4 → B3

S: TANK @ B3 → IC @ BRAXX

When ready, BLUE pays \$10 and places his tank trap in BRAXX (if RED had moved in with her tank, both trap and tank would have been destroyed). RED moves her tank to B3 (the man there is destroyed). BLUE's missile strike wipes out the men at B4. RED's tank strike (note, from B3!) eliminates the IC at BRAXX.



ROUND 5

Players receive “chumps and change,” \$5 for BLUE, \$5 for RED, and men at their GC. BLUE now has \$16 and RED has \$25.

The situation has simplified, but RED is still at Braxx's doorstep with that tank.

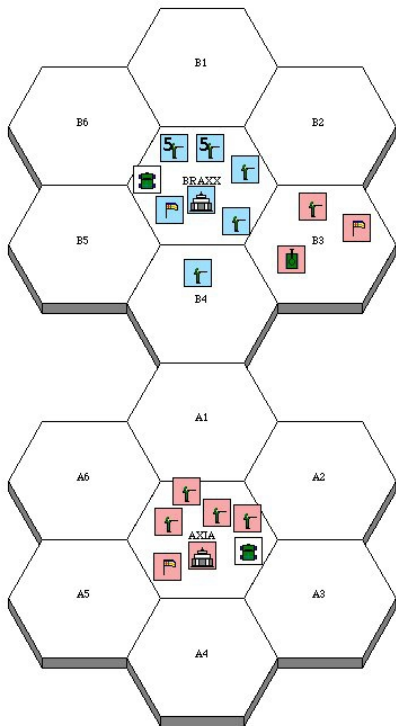
BLUE prepares:

Purchase Transport (a mistake!)
Move 1 INF to B4

RED prepares:

P: GOV @ B3
S: ARMOR @ B3 → TRAP @ BRAXX

When ready, BLUE places a TRANS at BRAXX and pays \$16; RED places a GOV at B3 and pays \$4. BLUE moves a man to B4. RED strikes the TRAP at AXIA.



ROUND 6

After “chumps and change,” BLUE has \$5 and RED has \$26.

Both sides are threatening to win the game: RED by walking into BRAXX with her tank, BLUE by transporting infantry to AXIA. Suddenly, BLUE realizes that he cannot stop the tank, since he has only \$5 and cannot afford a tank trap.

A last ditch effort!

BLUE prepares:

Transport 10 INF from Braxx to AXIA.
Move INF from B4 to A1.

RED prepares:

P: TANK @ AXIA
M: TANK @ B3 → BRAXX

When ready, RED pays \$20 and places a TANK in AXIA. BLUE moves his transport and 10 infantry to AXIA, where the infantry are destroyed by the new tank; BLUE also moves his man to A1. RED moves her tank into BRAXX and all the infantry there are destroyed. RED wins!