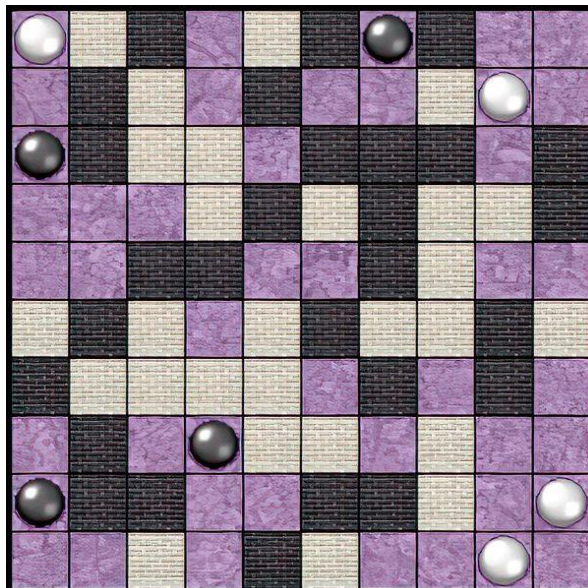


Partisans

Partisans is a drawless game for two players: White and Black. It is played on the spaces (*squares*) of a 10x10 square board. At the start of the game, white partisans are placed on the a4, g1, d10 and j7 squares, and black partisans are placed on a7, g10, d1 and j4. Additionally, each player must have access to a sufficient number of stones of their own color outside the board.



Play

White plays first, then turns alternate. On your turn, move a partisan of your color to an empty square in a straight orthogonal or diagonal line, without jumping over enemy pieces.

Then, place a stone on an empty square that is a straight orthogonal or diagonal line away from the square onto which the partisan was moved, with no enemy pieces in between along that line. This is called *shooting*.

Note that partisans can move and shoot over friendly partisans and stones as well as over empty squares.

To compensate for the advantage of moving first, White is not allowed to shoot on their first turn, but they must still move a partisan.

If you have no moves available on your turn, you lose.

Notes

Partisans is based on [Amazons](#), a game designed by Walter Zamkaskas in 1992.

[BGG description, Luis Bolaños Mures, 2020]

Game @ [Zillions](#)