

**RULES**  
**for playing**  
**GUERRILLA**



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## INTRODUCTION

GUERILLA is an abstract game of growth, movement and attack for two players, simulating some features of guerilla warfare. The winner is the player controlling the most territory.

## EQUIPMENT

A GUERILLA board, 60 White pieces, 60 Black pieces and 60 Red massacre tokens.

## OUTLINE OF RULES

This will give you all the main rules and enable you to understand the principles of the game. For details not in this OUTLINE see ADDITIONAL RULES below.

### *Growth and movement*

1.0. GUERILLA is a game about groups of pieces. A group may have from 1 to 5 pieces.

FIG. 1

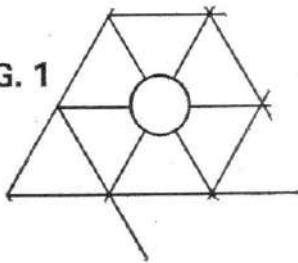
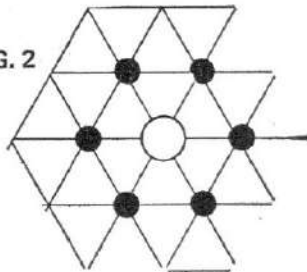


FIG. 2



1.1. A group of 1 piece (fig. 1) cannot move. At the start of the player's next turn, it may grow by placing one additional piece on one of the marked adjacent intersections, (fig. 2).

FIG. 3

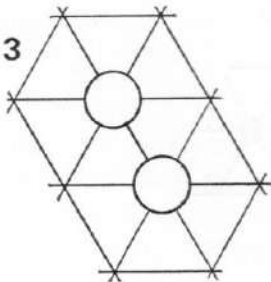
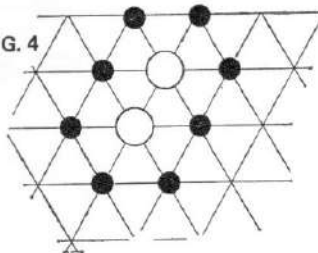
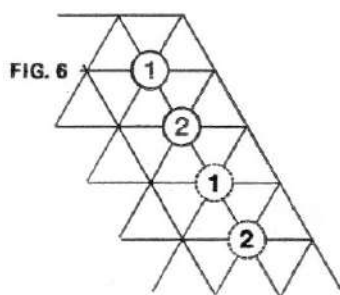
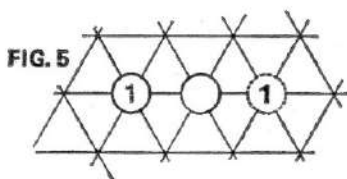


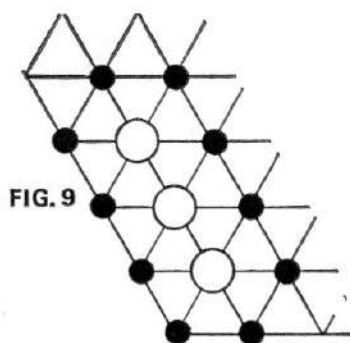
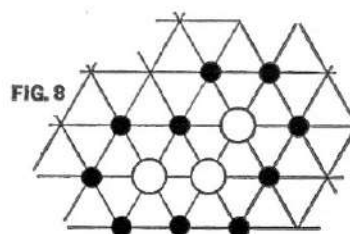
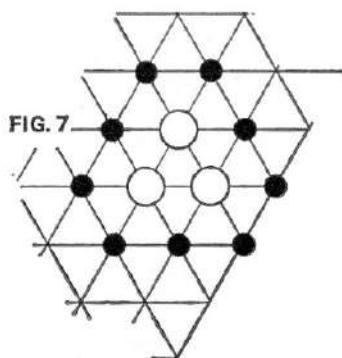
FIG. 4



1.2. A group of two pieces, (fig. 3) may grow at the start of the next turn by adding one piece at one of the marked intersections, (fig. 4).



A two-piece group can move by *up to two* jumps per turn. A jump is over *one* other piece of the group to the intersection directly beyond. (Figs. 5 & 6 show examples. Figures in light type show the initial positions of the pieces moved. Figures in bold type show their positions after jumping.)



1.3. A three-piece group may have three different forms, (figs. 7-9, on which the intersections where one piece may be added at the start of the next turn are marked.) Three-piece groups may move *up to three* jumps per turn. Fig. 10 shows several examples.

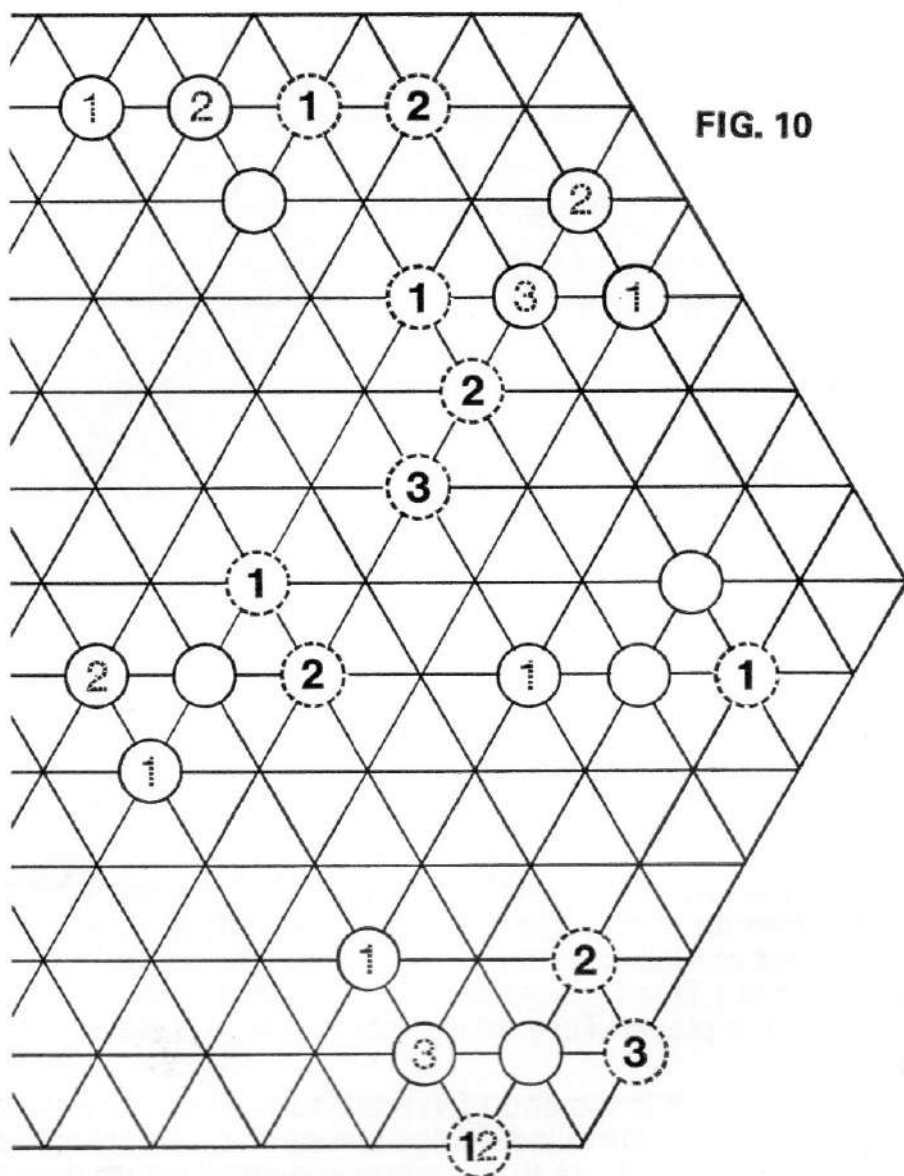
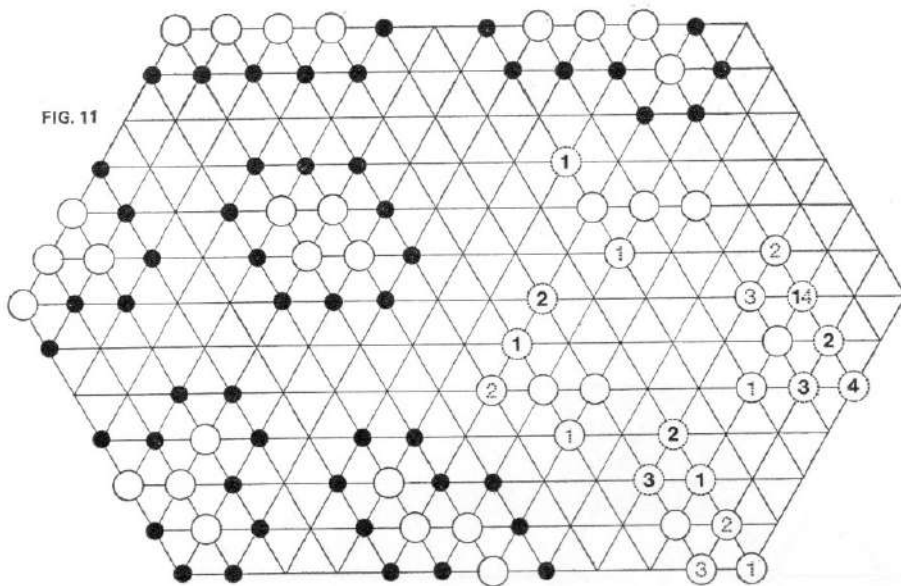


FIG. 10

1.4. Fig. 11 shows several four-piece groups and the intersections on one of which they may add one piece next turn. It also shows examples of the movement of four-piece groups, which may be up to four jumps per turn.

1.5. The largest groups allowed are of five pieces. Fig. 12 shows just three of the many shapes they can take, and illustrates a possible movement for each. (Maximum movement, five jumps per turn.)

FIG. 11



### Strength

2.0. The strength of each piece is equal to the number of other pieces in its group which are directly adjacent to it. Fig. 13 shows some examples. Each piece is marked with its strength.

### Attacking and killing

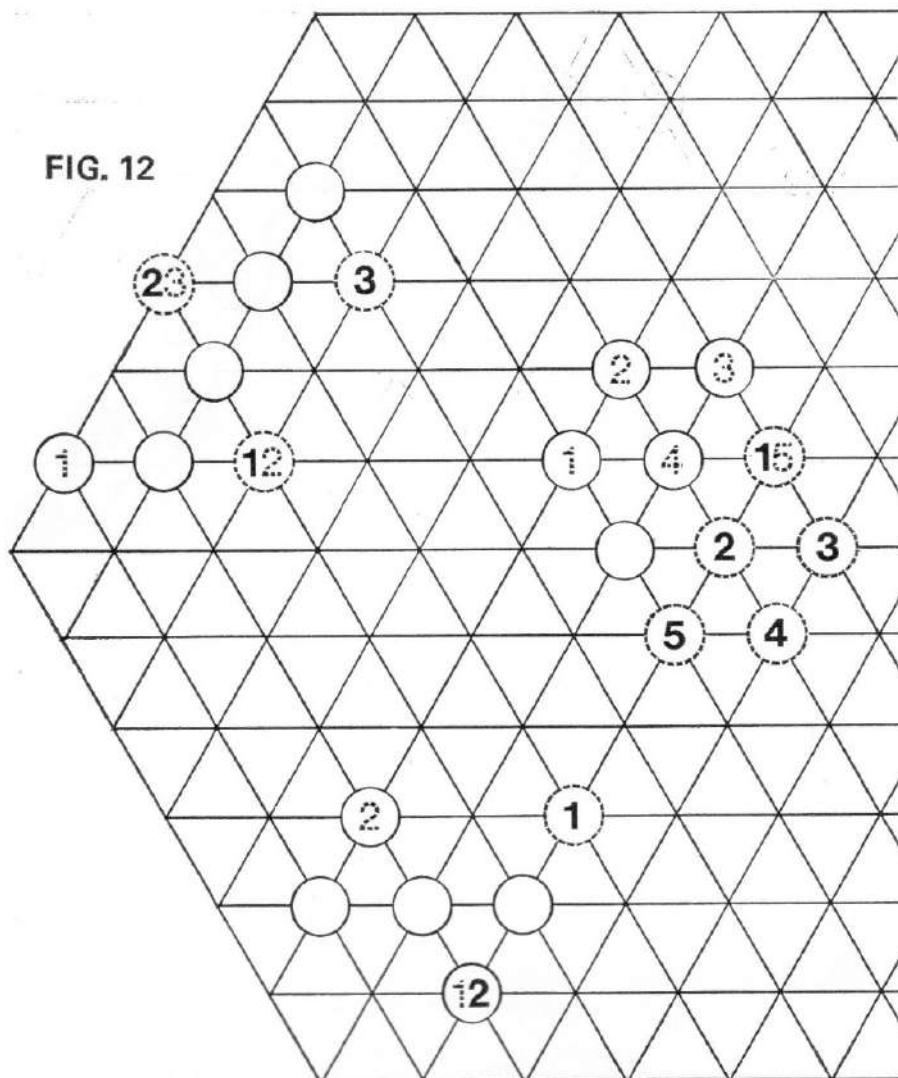
3.0. At the *end* of a player's turn each of his pieces which is stronger than an enemy piece directly adjacent to it, kills that piece. Pieces are killed automatically. (A player cannot decline to kill a piece.) Dead pieces are removed from the board and returned to the player. They do not contribute to a player's final score.

3.1. In fig. 14 it is the end of White's turn. The arrows show which Black pieces are killed. All the pieces involved are marked with their strengths. Note that a piece in a small group may be stronger than, and may kill, a piece in a larger group.

3.2. In these examples the number of pieces in each of the pairs of groups involved *did not differ* by more than one. If the group, *whose piece is making the kill*, contains two, three or four more pieces than the group whose piece is being killed, then the killed piece is removed as usual and replaced by a massacre token. The point occupied by the massacre token cannot be used for the remainder of the game. No piece can move there or grow there.

In fig. 15 all seven of the killed Black pieces have been massacred and will be replaced by tokens.

FIG. 12



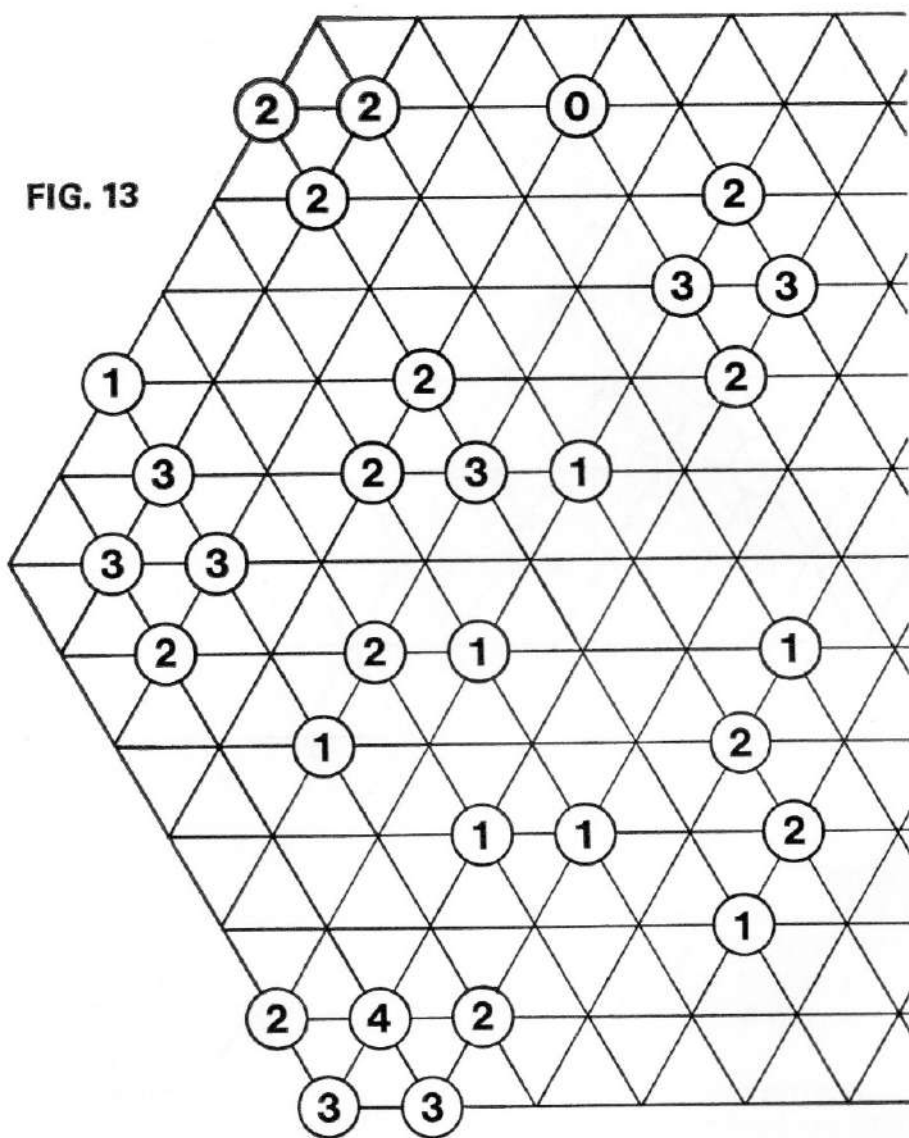
#### *Order of play and a sample turn*

4.0. The order of play at each turn is always: grow, move, kill.

The board starts empty and White plays first. Fig. 16 shows a position after Black's 5th turn. The Red circle is a White piece that has just been massacred.

4.1. White starts, (fig. 17) by growing each group of less than five pieces by one piece, (the pieces marked with a central spot.) He also starts one new group by placing one piece on any intersection *not adjacent to any piece, White or Black, already on the board.* (The arrowed piece.)

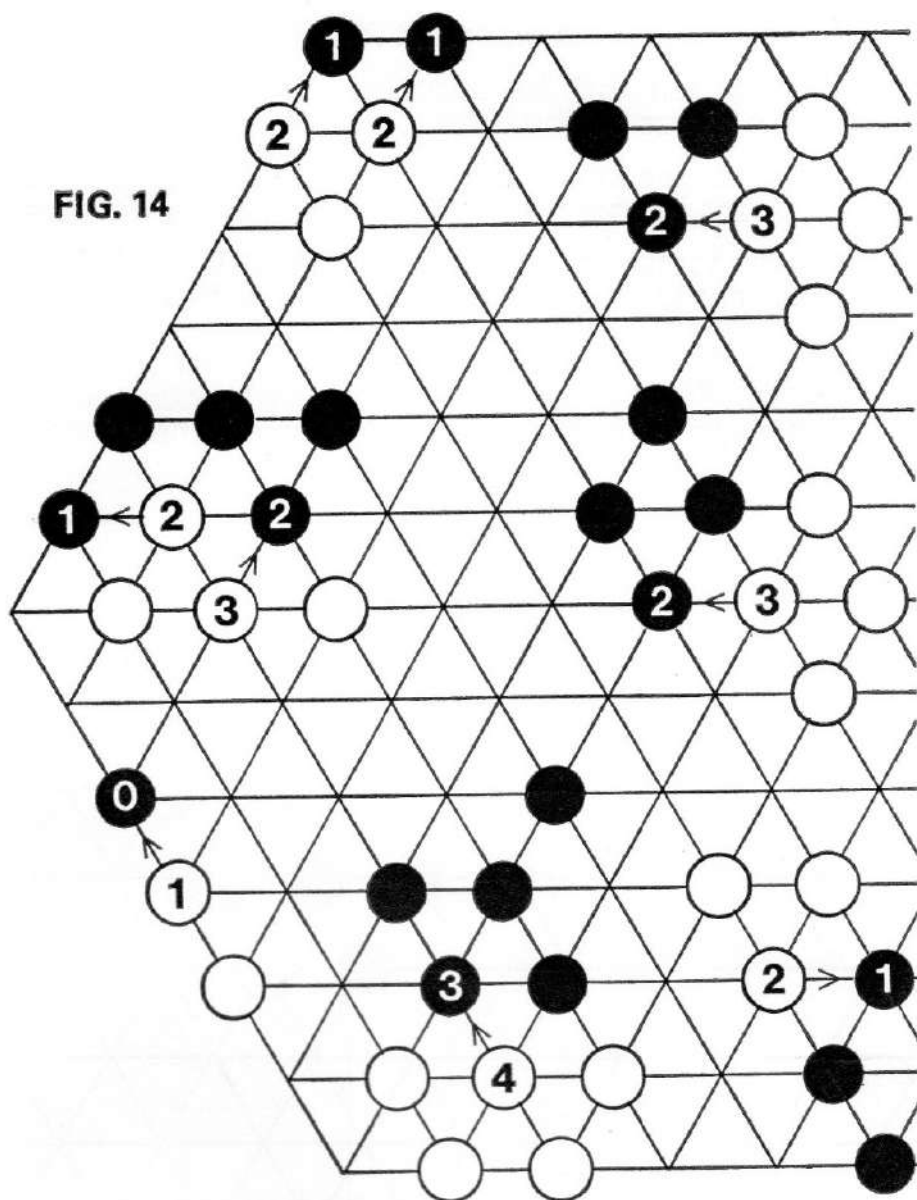
FIG. 13



4.2. Next he moves his groups, as shown by the numbered pieces in fig. 17. No group is obliged to move, and one does stay put.

4.3. Fig. 18 is the position reached. The arrows show the Black pieces killed and these are removed, and one replaced by a massacre token, to leave fig. 19. It is now Black's turn to play.

FIG. 14



### *The end of the game*

5.0. The end of the game is agreed between the players, when neither feels that he can make any play to improve his final score. A player may pass at any turn if he wishes, without affecting his right to play normally at any subsequent turn.



5.1. Each player scores one point for:

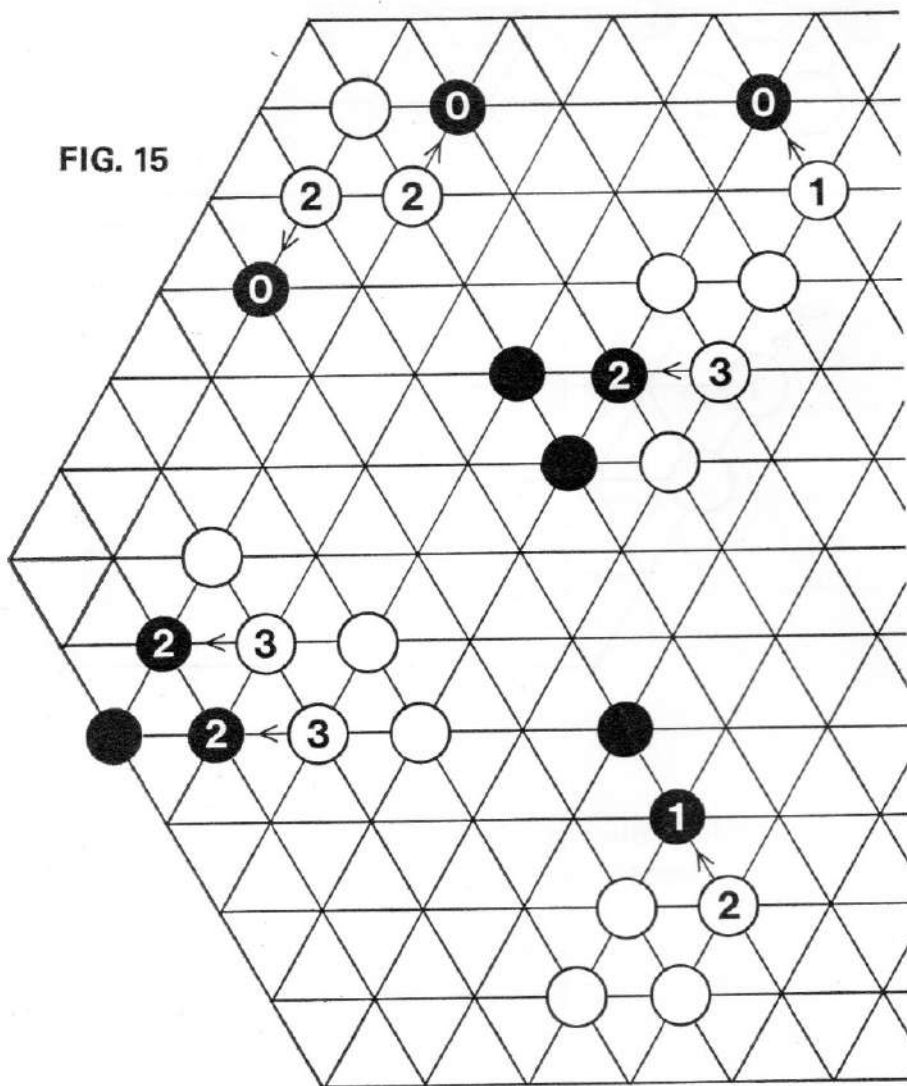
each intersection that he occupies (this is just the total number of his pieces on the board),

—plus each intersection which is directly adjacent to at least one of his pieces but not directly adjacent to any enemy piece.

Neither player scores for any massacre tokens, or for intersections adjacent to at least one White and at least one Black piece.

5.2. The player with the greatest total score is the winner.

FIG. 15



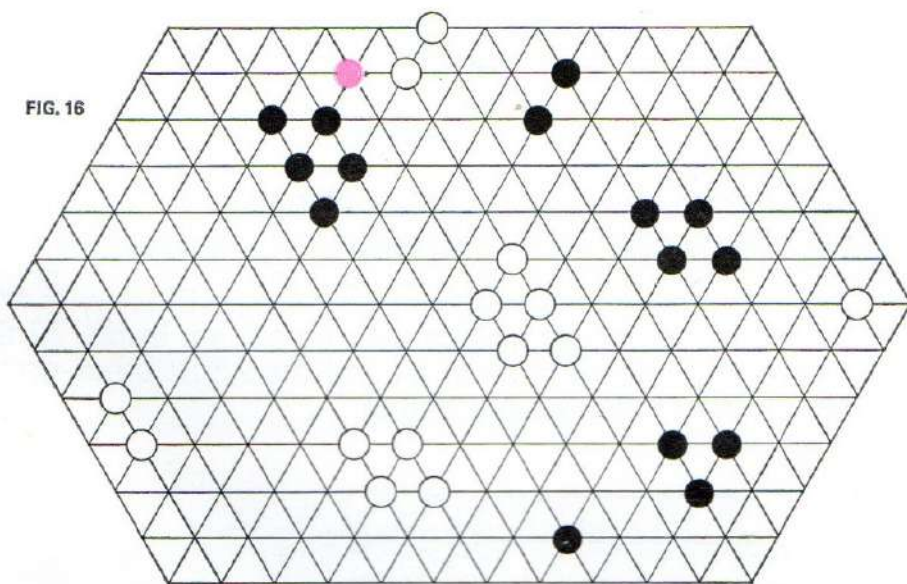
5.3. This is the final position in the game one of whose turns you have already seen, (fig. 20). The scores are:

	White	Black
occupied	45	25
adjacent	55	19
	<hr/>	<hr/>
TOTAL	100	44
	<hr/>	<hr/>

The intersections marked A to E score for neither player. (The reasons why neither player can profit at these intersections will be understood after you have read **ADDITIONAL RULES**, below.)

White wins by a landslide—56 points.

FIG. 16



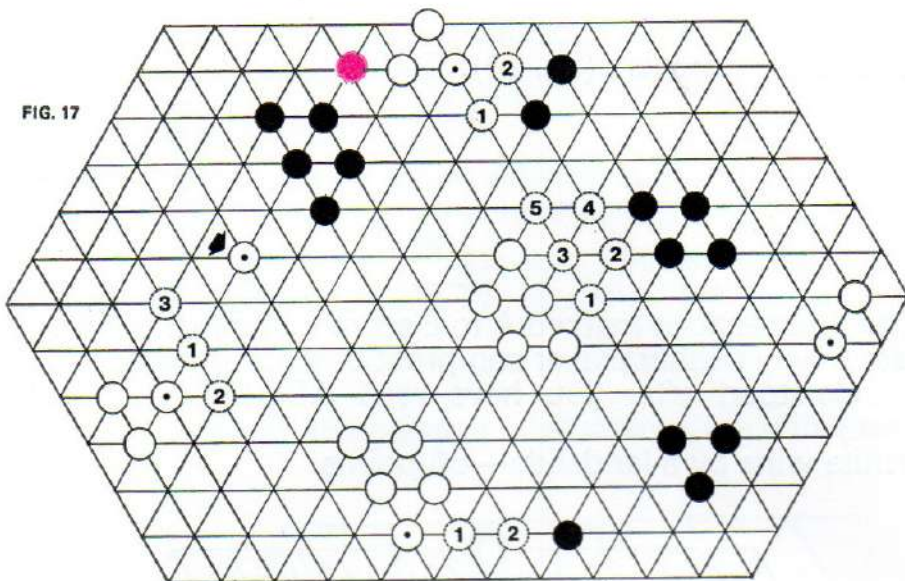
## ADDITIONAL RULES

### *The start of the game.*

6.0. The board is initially empty and White, who plays first, can only start one group by placing one piece. To counteract the slight advantage of starting this first piece must be placed not further than four lines from the edge, counting the edge as line one.

Black next places one piece, anywhere except adjacent to the White piece, White starts one new group, grows his one-group into a two-group . . . and play proceeds according to the rules.

FIG. 17



### Growth

7.0. No group may grow by adding a piece which is adjacent to any enemy piece *or* adjacent to a *friendly* piece from a *different* group.

In fig. 21 the position of the White group leaves Black with only six intersections on which a piece may be added. In fig. 22 the White two-group cannot grow at all and the White three-group can grow on only five possible points.

FIG. 18

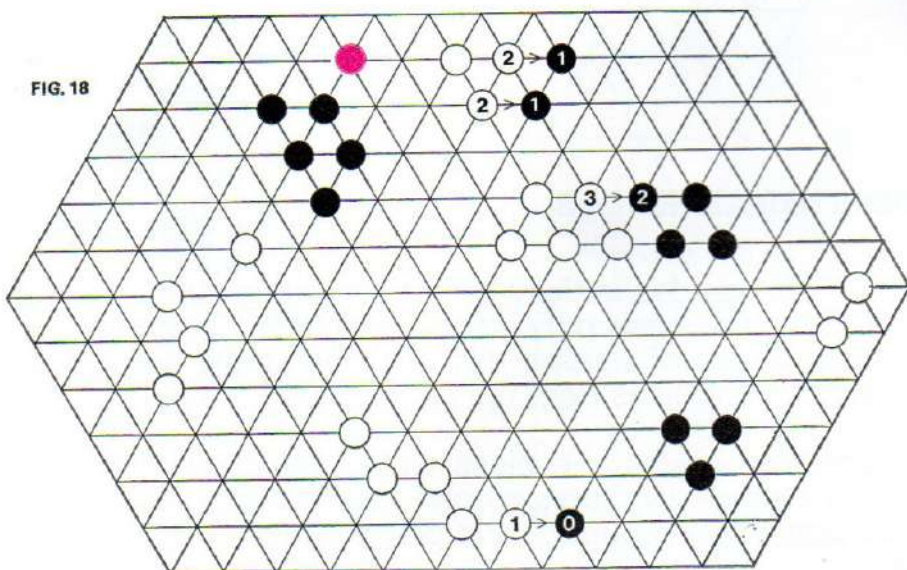
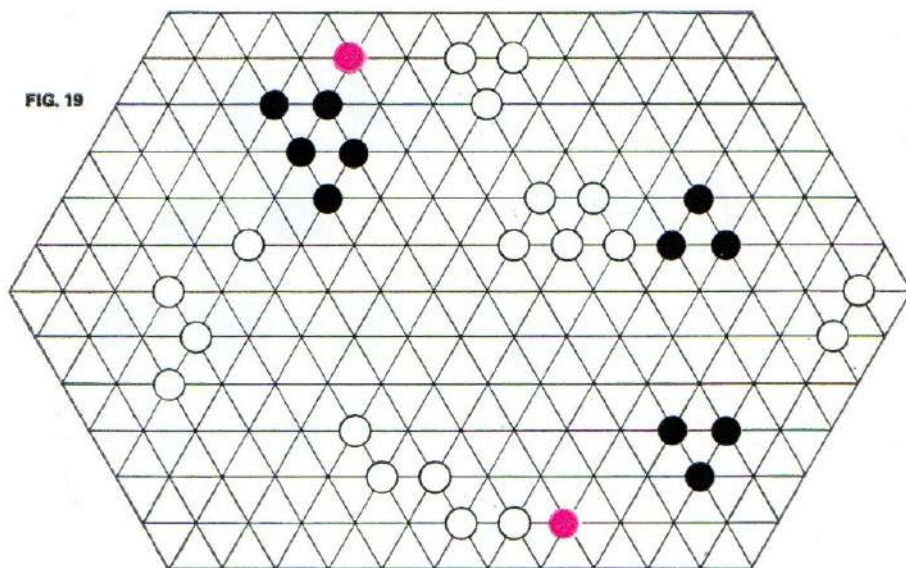




FIG. 19



7.1. Thus at the start of a player's turn it may be impossible for all his groups to grow, and it may be impossible to start a new group. However, a new group must be started if possible and every group which can grow must do so.

7.2. A player can choose the order in which he grows his groups. It is possible that as a result of growing one group, another group may be unable to grow.

7.3. If a group is split into two or more parts by an attack, it becomes that number of smaller separate groups which grow and move on their next turn accordingly.

FIG. 20

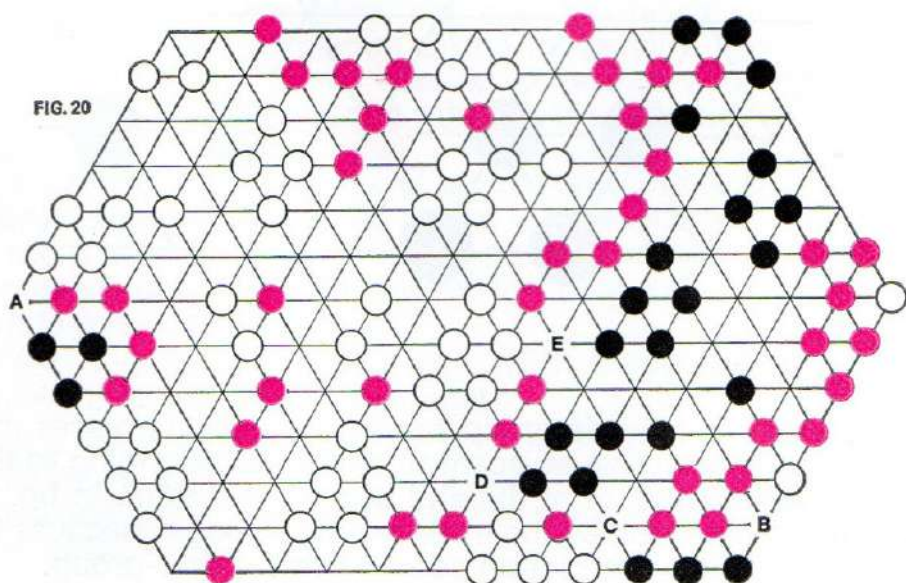


FIG. 21

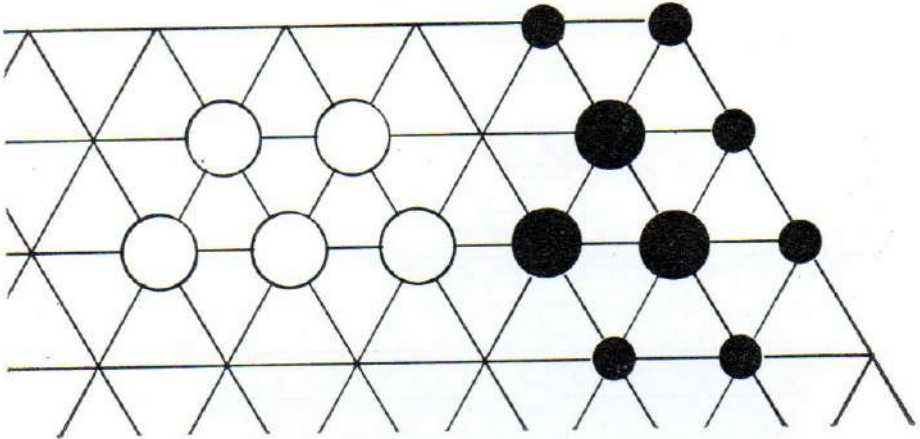
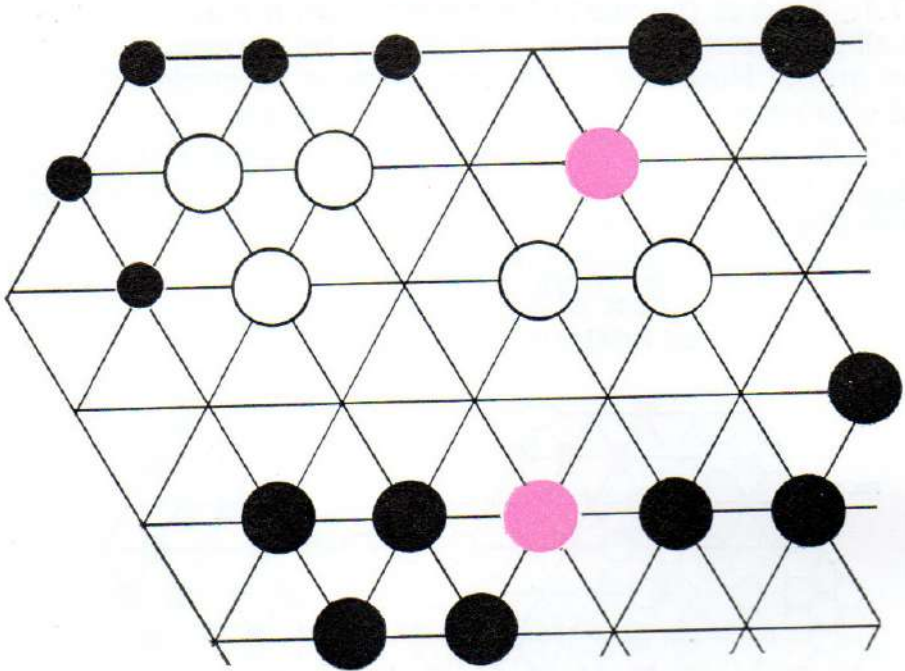


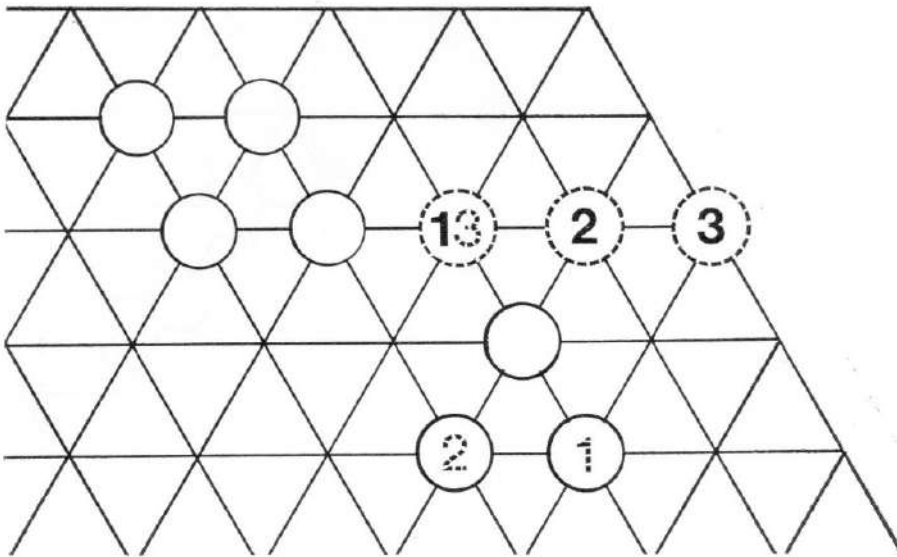
FIG. 22



### *Movement*

8.0. When a player's group moves, none of its pieces may land on an intersection adjacent to any piece belonging to that player, either during or at the end of the movement. In fig. 23 the White movement, by the three-group, is illegal, because the first jump is to an intersection adjacent to the four-group.

**FIG. 23**



8.1. There is no other restriction on which pieces in a group may move. One piece may make more than one jump during a movement.

8.2. A player may not start to move one group, then move another group and return to complete the movement of the first group.

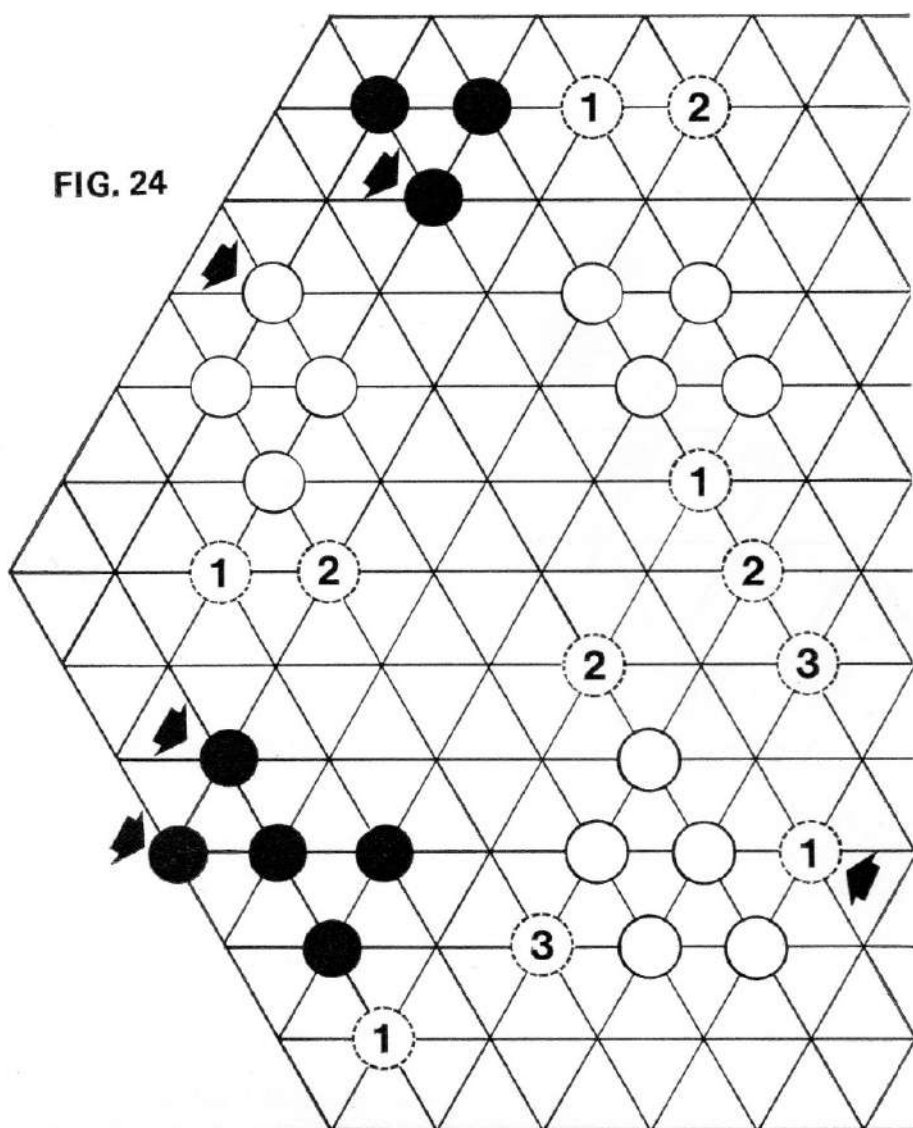
8.3. A group is allowed to break into two or more parts during a movement. However, if it remains in two or more parts at the end of the movement, only the largest of the parts survives. The other parts die and are taken off the board immediately on completion of the movement. If two parts are equal largest, the player decides immediately which one will remain in position, and the other is at once removed from the board.

Fig. 24 shows examples of groups breaking up during movement. Each of the arrowed pieces will be removed. Also one of the two pairs remaining from the right-hand four-group must be removed, together with one of the pairs remaining from the White five-group.

8.4. Fig 25 shows a group which breaks up and reforms during a movement. This is legal.

8.5. Note that more than two pieces in a straight line can *only* move by breaking up the line. A line of four may reform completely, but a line of three or five pieces must leave at least one piece to be removed.

FIG. 24



### *Attacking and killing*

9.0. If a player's piece is stronger than two or more adjacent enemy pieces, it can and must kill only one of them, at the player's choice, unless they are both killed by other pieces belonging to the same player.

9.1. If two or more of a player's pieces are stronger than the same enemy piece adjacent to all of them, he may choose which piece kills.

9.2. No piece can kill more than one enemy piece in one turn.



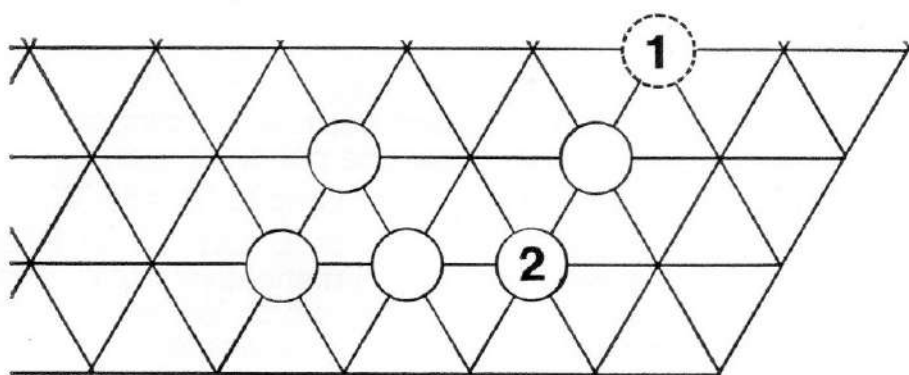


FIG. 25

In fig. 26 the piece marked X must kill just one of the Black pieces, at White's choice. Similarly, *either* A kills C *and* B kills D, *or* B kills C, (and D remains and A kills nothing.)

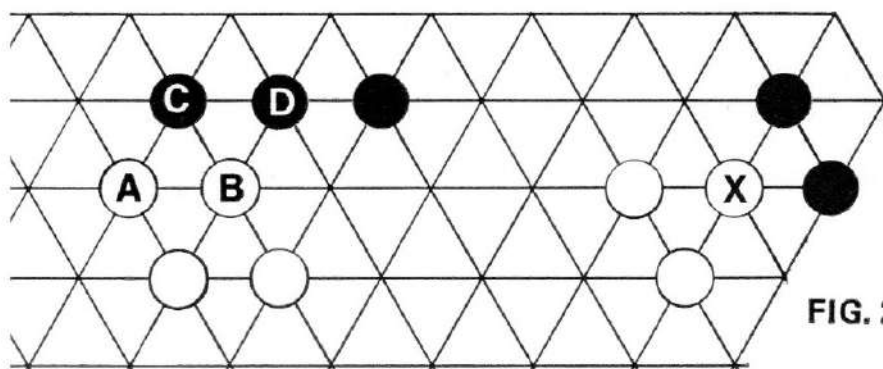


FIG. 26

9.3. A piece can kill at the end of a turn without having moved during that turn.

### *The end of the game*

10.0. There are often intersections at the end of the game which one or both players can occupy temporarily, (at the end of their turn,) but which they cannot occupy permanently, (throughout their opponent's subsequent turns.) No player can score for such temporary occupations and such intersections and other neutral intersections can conveniently be filled with massacre tokens while counting takes place.



10.1. Please refer back to fig. 20. Neither player can grow at 'A'. If White occupies it by jumping he will be killed on Black's next turn, and will gain nothing. If Black jumps to 'A' he will also be killed next turn, and because he cannot grow again in that area, will actually lose one point.

10.2. Neither player can grow on or jump to 'B' and 'C'.

10.3. Either player can jump to 'D' or 'E' but will be killed next turn. There are more complicated manoeuvres that Black might attempt in order to occupy 'E' or which White could try to gain 'D', but the players judged that these would be fruitless.

## CHECK LIST

The numbers refer to numbered paragraphs in the rules.

End of game, by agreement, 5.0  
End of game, disputed intersections, 10.0  
First turn, 4.0, 6.0  
Groups, starting a, 4.1  
Groups, need not move, 4.2  
Groups, small attacking larger, 3.1  
Groups, split by attack, 7.3  
Growth, adjacent to another piece, 7.0  
Growth, choice of groups, 7.2  
Growth, forced if possible, 7.1  
Growth, impossible, 7.0–7.2  
Initial position, 4.0, 6.0  
Killing, automatic, 3.0  
Killing, choice of pieces, 9.0, 9.1  
Killing, one piece only, 9.2  
Killing, without moving, 9.3  
Massacres, 3.2  
Movement, not adjacent to friendly piece, 8.0  
Movement, several jumps by one piece, 8.1  
Movement, one group at a time, 8.2  
Movement, splitting during, 8.3–8.5  
Objective, 5.2  
Passing a turn, 5.0  
Scoring, 5.1



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