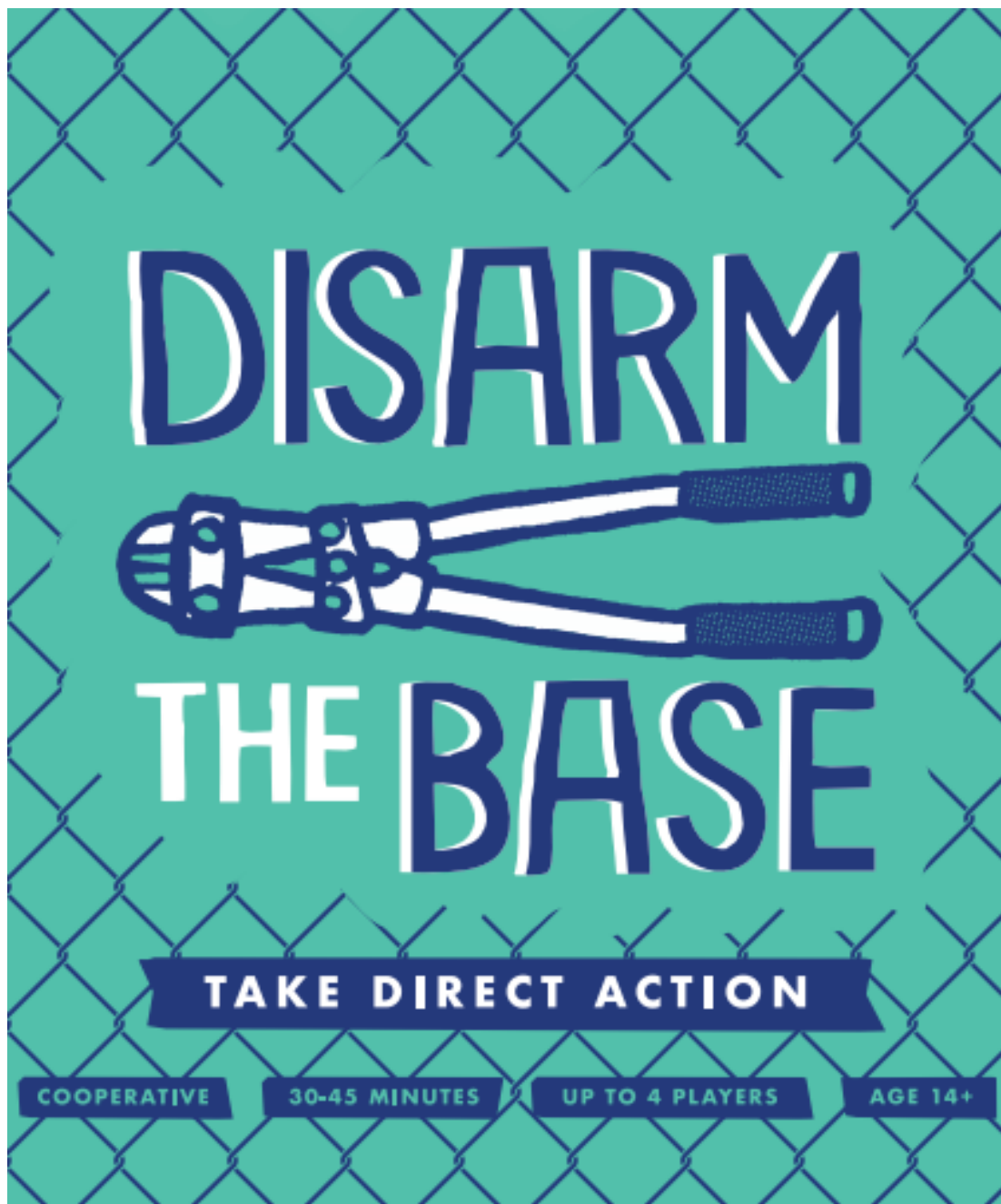


# Rules for Disarm the Base: draft at 5 September



Disarm the Base is loosely based on a number of real conflicts and some real activists. In reality, the activists are usually stopped by guards before getting near to one of the planes. The subsequent trials of the activists last weeks, and they are able to explain how the strength of their principles compelled them to take action. They are supported by many people during their trials, who raise awareness and funding. Their actions are often discussed in the media, and can change the public narrative around weapons of mass destruction.

Obviously this is a game. The board does not show a real base. The narrative is hypothetical, loosely based on several different conflicts and instances of governments arming warplanes. Dissent Games supports a legal right to peaceful protest and upholds the process of establishing the boundaries of protest through a court of law.

In this game the players cannot interact directly with the guards. The damage players can cause to the buildings or planes is minimal - a crowbar to enter the hanger or boltcutters to disarm the weapons only if the player does not have the correct code card. There are no explosives or guns, and the game does not promote violence.

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Dissent Games is a company limited by guarantee rather than by shares, meaning that it is entirely non-profit. Any profits from the creation of Disarm the Base go to Campaign Against Arms Trade for their disarmament work.

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**Not a toy. Not for use by anyone under the age of 14. This product contains small parts, which may be dangerous to young children.**

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**In this cooperative board game, you are peace activists trying to disarm planes.**

You win if you do BOTH the following:

- find and disarm the planes
- at least one player gets back to the point of entry to unfurl the banners

You lose if you do either of the following:

- run out of cards
- run out of guards to appear in hangars

You lose a player if either of the following happen:

- the guard walking round the edge of the board sees you
- a guard enters a hanger while you are in the hanger

The remaining players can continue playing the game. You are only allowed to lose one player during each game.

## The story

Welcome to the disarmament movement. Inside this military base, planes are being armed with deadly weapons. Tomorrow morning, they will fly halfway around the world to bomb civilians. Can we stop them?

We are peace activists. Tonight we are going to break into this base in order to disarm six war planes. We have until dawn to do this – if the pack of cards runs out before we have completed our task then the sun has come up and we have run out of time.

This base is surrounded by two fences. We will cut through the outer fence and leave banners and flags on the outside of the fence. When we get back to our banners then we will tell the world what has been happening. (This is shown by the “End! Unfurl the banners!” tile to which the players need to return.)

Unfortunately, the outer fence is tough and so the gap we have to squeeze through is small. We have put all the things we need in individual rucksacks, but the contents have probably been muddled up, or even left behind. (There are different ways of dealing the cards, as explained on page xx.) Luckily, we know how to get into the control tower, which definitely help us. As we travel round the base we will start to work out which hangars contain which planes. We may also be able to pick up some objects and codes – after all, it is a working base, so they must have some boltcutters kept somewhere...

Watch out for the guards. There is one guard walking clockwise round the base on the path between the out and inner fences. We'll wait until the guard has passed before breaking through the outer fence. We don't need to cut through the inner fence because there are four gates – but we do need to make sure the gates don't all close before we manage to get out.

We also need to watch out for the lights. There's a light in each corner. When that light is on then it illuminates a quarter of the base – both inside the inner fence and the path. If the guard walking on the path is in the same quarter as one of us and the light then comes on then we've been seen and that person is caught and escorted off the base by another guard. The rest of us can keep trying, but unfortunately they take their bag of things (cards) with them! Only one of us can be caught – any more and we call off the action.

Remember that if we are in a building (a hangar or the control tower) then the guard can't see us. However, buildings aren't very safe for us. The guards in the guard hut will occasionally receive instructions to check a hangar – but we don't know which hangar, and we don't know when. If one of us is in the hangar which a guard enters then the guard sees us and that pleyer is caught. So, in order to avoid being caught by the guards in the hangars we need to stay out of the hangars, but in order to avoid being seen by the guard on the path we need to stay out of the open.

There are six guards in the guard hut. When each is sent out to a hangar then they stay there – unless specifically sent back to the guard hut. It's a good idea for the guard hut not to be empty, because if new instructions come through (ie, a card saying "guard appears in hangar 2" is drawn) but there's no guard to fulfil it, then an alarm sounds, we are detected, and the game is over.

Our bags contain useful codes and objects. We have crowbars, boltcutters, codes to disarm planes, codes to open hangars. We have codes for the lights and codes to open the gates. We may discover what's in a specific hangar – either by looking up the information in the control tower, or by using a tip-off from a plane spotter. From the control tower we will also be able to send messages to specific guards to tell them to go back to the guard hut. Or we could make a noise to encourage the guard out of the hut – but that means that all the guards will be on their toes and so next time there's an instruction for a guard to visit a hangar then two guards go instead!

We can pass our information and tools to each other as long as both players are in the same quarter of the board.

We'll need to work quickly, but also be careful. Stay out of the light, stay out of the buildings, and we should be ok.

Good luck!

# What's in the box?

- A board of the base
- Four player pieces (primary colours)
- Seven guard pieces (black)
- Four orange and blue floodlight tiles
- One “unfurl the banners” tile
- Six hanger tiles with a plane on the other side, and five hanger tiles with nothing on the other side
- Four red and green gate tiles
- A pack of 61 cards

See previous pages for set up instructions and what to do with the cards



Gates go on gate spaces, all green side up




Six planes and three empty hangars go hanger side up on the nine hanger spaces



Floodlight tiles go on the corners, all blue side up



Six guard meeples go in  the guard hut, and one goes next to the end tile



The end tile goes next to one of the gates, and meeples start here (this is where you've cut through the fence)

## Setting up the board

Take the gate tiles and randomly select one – this is where you’ll start from. Place the “unfurl the banners” end tile on the edge of the board next to that gate, and the player meeples on the tile.

Place the gate tiles on the correct gate spaces with the “open” side up. Place the floodlight tiles on the board in the light spaces, with the dark “off” side up. Place one guard in the perimeter square one clockwise to where the meeples are waiting, as if that guard has just walked past the meeples. Place the rest of the guards in the guard house.

Take the six hangar tiles showing planes. Add three empty hangar tiles to them. Shuffle, and place on the board in the hangar spaces with the plane/empty side down.

*(Note: in the advanced game settings there are options to reduce the number of guards in the guard hut or the number of planes in the hangars.)*

## Setting up the cards

There are TWO different ways to set up the cards. These are different ways of playing the game. The rest of the rules stay the same, it’s just the card set up and drawing which is different.

### **Standard game – the “single deck” game**

*This method of drawing cards is easier. It also makes the game slightly easier.*

1. Divide the cards into cards with red text (which also say “play immediately”) and cards with blue text.
2. For the two-player game only – remove the eight cards listed at the bottom of this page.
3. Take the cards with blue text, and shuffle them. Give two cards to each player. Take another two blue text cards per player and put those aside.
4. Take the red cards. Shuffle the remaining blue text cards with the red cards.
5. Place the put aside blue text cards on top of the shuffled pile, thus ensuring that only positive cards will be picked for the first round.

When cards are drawn (see “how to play” on the next page), each player takes two cards. Red cards are resolved immediately. Blue text cards are taken into the player’s hand.

For the two-player game, remove one each of the following cards from the deck:

- Open any hangar (crowbar)
- Disarm any plane (boltcutters)
- Turn off any light
- Check any hangar (control)
- Check any hangar (plane spotter)
- End of shift



- Open any gate
- Create a distraction

There is no hand limit. Players' hands are not secret.

### Advanced game – the “hidden hand” game

*This method of drawing cards is slightly more complex. It makes the game less dependent on chance, as the players can move the cards in their hand to reveal the hidden cards.*

Take all the red “play immediately” cards. Add eight cards with blue text (randomly chosen, and kept secret). Shuffle well, and place face down on the table. This is the play deck.

#### *For the four-player game:*

Take the remaining cards with blue text and shuffle them. Place four cards face down in front of each player. Place another four cards face up on top of each of those cards. These are the player's hands. The card underneath is automatically revealed only when the card on the top has been used.



#### *For the three-player game:*

Remove eight cards from the blue text pack, one each of the following:

- Open any hangar (crowbar)
- Disarm any plane (boltcutters)
- Turn off any light
- Open any gate
- Check any hangar (control)
- Check any hangar (plane spotter)
- End of shift
- Create a distraction

Take the remaining cards with blue text and shuffle them. Place four cards face down in front of each player. Place another four cards face up on top of each of those cards. These are the player's hands. The card underneath is automatically revealed only when the card on the top has been used

#### *For the two-player game:*

Remove eight cards from the blue text pack, one each of the following:

- Open any hangar (crowbar)
- Disarm any plane (boltcutters)
- Turn off any light
- Open any gate
- Check any hangar (control)
- Check any hangar (plane spotter)
- End of shift
- Create a distraction

Take the remaining cards with blue text and shuffle them. Place six cards face down in front of each player. Place another six cards face up on top of each of those cards. These are the player's hands. The card underneath is automatically revealed only when the card on the top has been used

#### *For the solo game:*

Remove eight cards from the blue text pack, one each of the following:

- Open any hangar (crowbar)
- Check any hangar (control)



- Disarm any plane (boltcutters)
- Turn off any light
- Open any gate
- Check any hangar (plane spotter)
- End of shift
- Create a distraction

Take the remaining cards with blue text and shuffle them. Place six cards face down in front of each player. Place another six cards face down on top of each of those, and then another face down on those. Place six cards face up on top of each of those piles. This is your hand. The card underneath is automatically revealed only when the card on the top has been used

## Playing the game

Players take it in turn. Start with the player who most recently attended a protest.

Each turn has three parts:

- The player takes up to four actions
- The player takes a card
- The perimeter guard moves one square

First, the player takes four actions. An action could be:

- Moving one square round the perimeter or a quarter inside
- Entering or leaving a hangar or the control centre
- Playing a card
- Giving a card to or taking a card from a player in the same quarter
- Discarding a card from their hand
- Moving a card in their hand (applies to “hidden hand” card drawing only)

Instead of taking four actions, the player could instead take one of these special actions:

- Break into a hangar without a code card or a crowbar card. (Think of it as spending your whole turn creeping around the building looking for an open door. This is an alternative for when none of the right cards are coming up.)

Second, the player draws and resolves card(s) from the deck. (In the standard game, each player takes TWO cards. In the advanced game, each player takes ONE card.)

Third, the guard round the outside moves one space. The guard sees a player if at any point the guard is in the same quarter as the player AND the player is not inside a building AND the light in that quarter is on.

If the guard sees a player then that player is caught. If a player is in a hangar when a guard appears in that hangar then the player is also caught.

When a player is caught then both that player and one guard from the guard hut are removed from the game. All the player’s cards are also removed from the game. Only one player may be caught – if a second player is caught then the game ends for everyone.

## Other information

- Players do not have to take all of their actions.
- All cards are played during that player's turn, and take one action.
- Players can pass cards between themselves as long as one of the players is currently having their turn and the players are in the same quarter of the board.
- There is no limit on the number of cards passed per turn, although passing each card is one action.
- Leaving a building takes one action. Entering a building takes one action.
- Unlocking a hangar is a different action to entering it. (A player might use one action to unlock a hangar, the second action to enter the hangar, the third action to disarm the plane, and the fourth action to leave the hangar.)
- Hangars may not be unlocked if they are occupied by a guard.
- Hangars may be checked (from either the control tower or the quarter) while occupied by a guard.
- Players cannot leave the board until all the planes have been found, but they can leave before all the planes have been disarmed.
- Having no guards in the guard hut is fine, but if a "guard appears" card is drawn and there are no guards in the hut, then the game is lost.
- If one player is caught, the others can keep playing. That player leaves the board, along with one guard from the guard hut. (If there is no guard available, then you all lose.) Only one player may be caught. fv

## Playing with fewer players

For three or two players, reduce the number of guards in the guard hut to five. For a solo player game, reduce the number of guards in the hut to five, and remove one each of the following cards from the deck:

- Open any hangar (crowbar)
- Disarm any plane (boltcutters)
- Turn off any light
- Open any gate
- Check any hangar (control)
- Check any hangar (plane spotter)
- End of shift
- Create a distraction

For all games deal the cards as on page x.

## Advance game settings: making the game easier or harder

To make the game easier, reduce the number of planes in hangars. Instead of using three empty hangar tiles and six plane tiles, use four empty hanger tiles and five plane tiles. To make the game easier still, use six plane tiles and no empty hanger tiles, and leave three hangar spaces on the board unfilled.

To make the game more random, choose nine hangar tiles without knowing whether or not they contain planes.

To make the game harder, reduce the number of guards in the guard hut. For a four player game, five guards is likely to be hard. For a three player game, four or five guards is likely to be hard.

In the standard version only, to make the game harder still, remove one each of the following cards from the deck:

- Open any hangar (crowbar)
- Disarm any plane (boltcutters)
- Turn off any light
- Open any gate
- Check any hangar (control)
- Check any hangar (plane spotter)
- End of shift
- Create a distraction

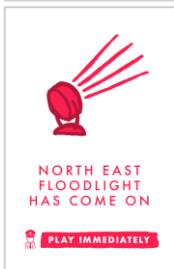
## What do the cards do?

There are two types of card in the deck. Red cards dictate how the guards, lights and gates work, and can be broadly characterised as “bad” from the point of view of the players. The remaining cards are blue and green (with some splashes of other colour) and allow the players to take specific actions.

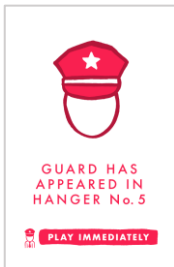
**Cards with red text.** These cards should be played immediately and placed on the discard pile.



Close the gate shown on the card.  
One card per gate in deck.



Turn on the light shown on the card.  
Two cards per light in the deck. If the light is already on when the second card is drawn, then it stays on.



Place a guard in the hangar shown on the card. If a guard is already in the hangar then place a guard on the next empty hangar (assume that the numbers are circular, so number 1 follows number 9).  
One card per hangar in the deck.

**Cards with blue text.** These cards should be taken into the player's hand. They can be played in the player's next turn. Each card is one action. When used, discard (see “create a distraction” in the next section).



Open the hangar shown on the card.  
The player must be inside the same quarter as the hangar in order to use this card.  
One card per hangar in the deck.



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Open any hangar.

The player must be inside the same quarter as the hangar in order to use this card.

Four cards in the deck.

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Disarm the plane shown on the card.

This card can only be used inside the hangar where the plane is – the player needs to spend one action entering the building.

One card per plane in the deck.

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Disarm any plane.

This card can only be used inside the hangar where the plane is – the player needs to spend one action entering the building.

Five cards in the deck.

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Turn off any light.

In order to use this card, the player must be either inside the control tower or inside one of the four floodlights at the corners of the board.

Four cards in the deck.

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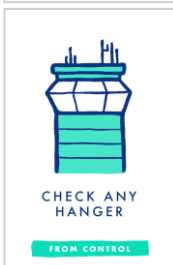
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Open any gate.

In order to use this card, the player must be inside the control tower.

Two cards in the deck.

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Check any hangar. Use this card to look at a hangar which has not yet been unlocked, even if there is a guard in the hangar.

In order to use this card, the player must be inside the control tower.

Two cards in the deck.

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Check any hangar. Use this card to look at a hangar which has not yet been unlocked, even if there is a guard in the hangar.

The player must be inside the same quarter as the hangar in order to use this card.

Two cards in the deck.

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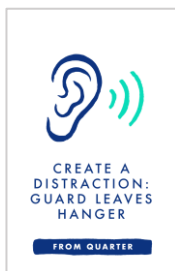
Remove a guard from any hangar of the player's choice. The guard returns to the guard hut.

In order to use this card, the player must be inside the control tower.

Four cards in the deck.

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**Special card with blue text.** This card has a special penalty for use. Don't discard it, but place it next to the board or under the guards hut. Next time guards appear, two guards will appear instead of one. Discard after that has happened.



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Remove a guard from any hangar of the player's choice. The guard returns to the guard hut.

**Penalty for use: next time a "guard appears" card is drawn then TWO guards appear, one in the hangar as shown on the card and the other in the next consecutive hangar.**

The player must be inside the same quarter as the hangar in order to use this card.

Two cards in the deck.

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## Quick guide

1: Player takes up to four actions, which include:

- Moving one square round the perimeter or a quarter inside
- Entering or leaving a hangar or the control centre
- Playing a card
- Giving a card to or taking a card from a player in the same quarter
- Breaking into a hangar by force, ie without a code card or a crowbar card (takes all four actions)
- Discarding a card from their hand

2: Player takes and resolves card(s) from the deck

3: Guard round the edge moves one space clockwise

You win if you do BOTH the following:

- find and disarm the planes
- at least one player gets back to your point of entry to unfurl your banners

You lose the game if you do either of the following:

- run out of cards in the deck
- run out of guards (ie, you draw a “guard appears” card and there are no guards left in the hut to appear)

You lose a player if either of the following happen:

- the guard walking round the edge of the board sees you
- a guard enters a hanger while you are in the hanger

The remaining players can continue playing the game. You are only allowed to lose one player during each game.