

EXPANSION PREPARATION



This expansion adds to the base game experience

- Add the new **characters** and **perils** for selection
- Follow these steps **after** setting up the base game as outlined in the instructions booklet

STEP 1: Shuffle & place the **Civil Warfare Deck**:

STEP 2: Review these General Rules:

- Review the Boss Abilities [on the back of this card]
- Allies may store [up to **3**] **Civil Warfare** cards
- **Civil Warfare** cards may be traded or played at **anytime** on **any entity** during the **Warfare Round**
- The rules are simple: Follow the card descriptions... Launch Assaults & Counters / Escape 1st **OR** outlast!

STEP 3: Enter the **Warfare Round**

- If playing with the **Villains & Vigilance Expansion**, the **Warfare Round** follows the **Battle Round**
- If playing with **only** RUN [The Base Game], then the **Warfare Round** follows the **Chase Round**

STEP 4: Take the war to your allies!

- In the **Warfare Round** (in turn order), each active ally draws **1 Civil Warfare** card [Assault At Will]

BOSS ABILITIES



SWIRLING RAGE

- If Aquilon's movement is reduced by any **assault** or **gear**, he immediately cyclones forward **[+3]** spaces, consumes any allies touched, then retreats back **[-3]** spaces.

SAVAGE QUAKE



- When he rolls [die] for movement:

1: Any allies on **level 1** fall back **[-1]**

2: Any allies on **level 2** fall back **[-2]**

3: Any allies on **level 3** fall back **[-3]**

4-6: [No Effect]

We highly recommend selecting **Aquilon** or **Golgaia** with this expansion → they advance at a much slower pace