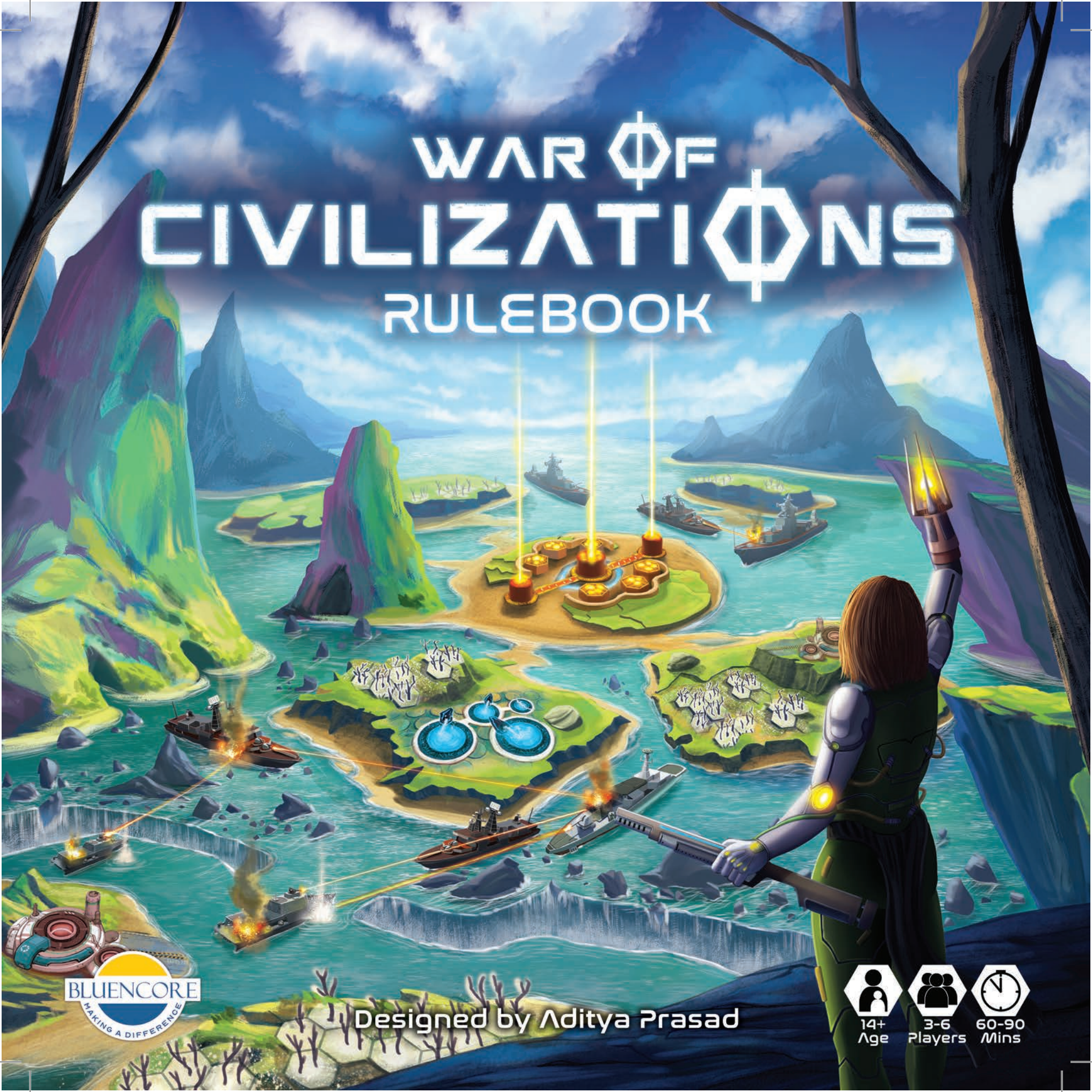


WAR OF CIVILIZATIONS

RULEBOOK



Designed by Aditya Prasad



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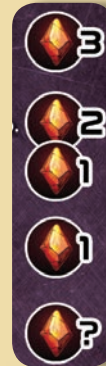
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BACKSTORY

War of Civilizations is a **4x strategy board game** set in the year 2050 on a climate change-affected dystopian earth. Players take on the role of Clan Leaders and compete to gain mystical powers, acquire resources, and build powerful war fleets to conquer land and defeat rival clans. The game requires players to balance their acquisition of powers and resources with their warfare tactics, while navigating the challenges of a harsh, post-apocalyptic world.

OBJECTIVE

The objective of the game is to achieve dominance in one of two ways: either by **controlling the Isle of Myth** for three consecutive rounds with the Capital Ship, or by accumulating the **maximum number of Magic Crystals**.



SUPREMACY: Controlling Isle of Myth for 1 full round after paying Ocean crystals for Upkeep.

WARFARE: Win against Capital Ship. **OR** Win against opponent fleet or *Pirates.

EXPLORE: Apex Island.

EXTERMINATE: Eliminate an opponent and gain their magic crystals and resources.

NOTE: END GAME GETS TRIGGERED WHEN ANY PLAYER ENTERS THE ISLE OF MYTH FOR THE FIRST TIME IN THE GAME. WHEN THE END GAME IS TRIGGERED, THE GAME WILL END IN THE FIVE ROUNDS THEREAFTER.

COMPONENTS

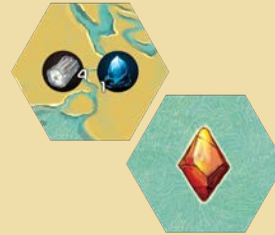
GLOBAL COMPONENTS



1 Modular Board for the Central Continent



4 Modular Boards for Player Continents



6 Lost Expedition Tokens



33 Power Cards



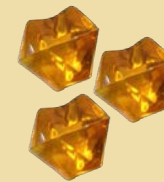
1 Turn Tracker Token



55 Ammo Cards



1 Rulebook



30 Magic Crystals



20 Resource Cards of 10 Denomination (10 each for OC & Alwood)

PLAYER COMPONENTS



4 Player Mats (1 for each player)



4 Capital Ships (1 for each player)



20 Destroyers (5 each per player)



20 Frigates (5 each per player)



24 Gunboats (6 each per player)



8 Teleporter Tokens (Set of 2 per player)



4 Combat Cards (1 for each player)



8 Resource Markers (2 each per player)



4 Clan Marker Tokens (1 for each player)

MINI EXPANSIONS

Rise of Pirates



6 Pirates / Privateers
(1 for each clan)



1 Dice



4 Pirate Cards

Disasters Module



12 Disaster Cards



30 Disaster Tokens

KICKSTARTER EDITION

The Kickstarter edition comes with 2 Additional characters.



2 Pirate Cards



2 Combat Cards



2 Capital Ships
(1 for each player)



10 Destroyers
(5 each per player)



10 Frigates
(5 each per player)



12 Gunboats
(6 each per player)

34 warship tokens



2 Additional Modular Boards
for Player Continents



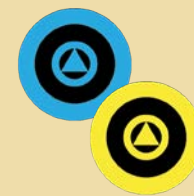
2 Additional Player Mats



2 Clan Marker Tokens



4 Resource Markers
(2 each per clan)



6 Teleporter Sets
(set of 2 per player)

DELUXE EDITION

126 wooden meeples



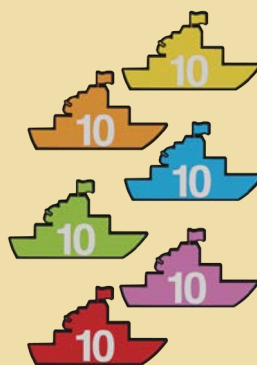
36 Gunboats
(6 for each player)



30 Frigates
(5 for each player)



30 Destroyers
(5 for each player)



6 Capital Ships
(1 for each player)



6 Teleporter Sets
(set of 2 per player)



6 Pirate Ships
(1 for each clan)



6 Privateer Ships
(1 for each clan)

THE CONCEPTS

GEOGRAPHY OF THE WORLD

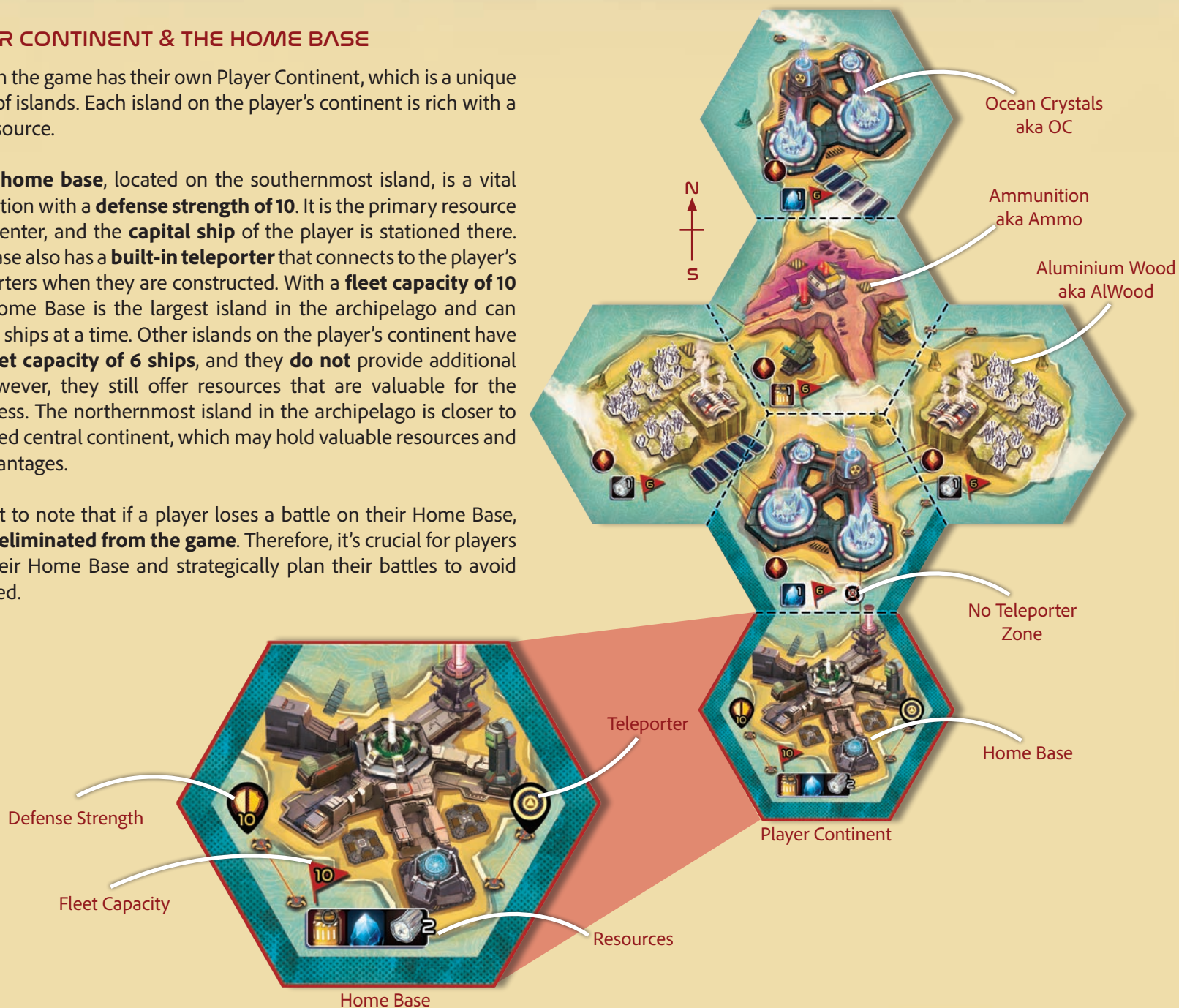
The world as we know it no longer exists in this game. Due to a series of catastrophic tectonic activities, megatsunamis, and rising sea levels, the geography of the world has been drastically altered. The new world is now made up of archipelagos, a series of islands that are rich in resources. These islands are the main focus of the game, as players compete to gather resources, build their fleets, and explore the new world.

Φ PLAYER CONTINENT & THE HOME BASE

Each player in the game has their own Player Continent, which is a unique archipelago of islands. Each island on the player's continent is rich with a particular resource.

The player's **home base**, located on the southernmost island, is a vital strategic location with a **defense strength of 10**. It is the primary resource production center, and the **capital ship** of the player is stationed there. The Home Base also has a **built-in teleporter** that connects to the player's other Teleporters when they are constructed. With a **fleet capacity of 10 ships**, the Home Base is the largest island in the archipelago and can hold up to 10 ships at a time. Other islands on the player's continent have a smaller **fleet capacity of 6 ships**, and they **do not** provide additional defense. However, they still offer resources that are valuable for the player's success. The northernmost island in the archipelago is closer to the unexplored central continent, which may hold valuable resources and strategic advantages.

It's important to note that if a player loses a battle on their Home Base, **they will be eliminated from the game**. Therefore, it's crucial for players to defend their Home Base and strategically plan their battles to avoid being defeated.



☐ CENTRAL CONTINENT

The most intriguing aspect of this new world is the emergence of a mysterious continent that has risen from the ocean. This continent is **located centrally** with respect to the other continents, making it a central focus of the game.

The mysterious central continent contains the Isle of Myth located in its center surrounded by Apex Islands.

☐ APEX ISLANDS

The Apex Islands located in the **central continent** enjoy a rich spring of all the resources, including Aluminum Wood, Ocean Crystal, and Ammunition.

Each apex island is capable of generating resources as demarcated by icons, which players must gather to advance their clan's goals.

☐ ISLE OF MYTH

The island is said to be located at the **epicenter of the central continent** and is known to have **unlimited resources** that can last forever, including a large reservoir of magic crystals.

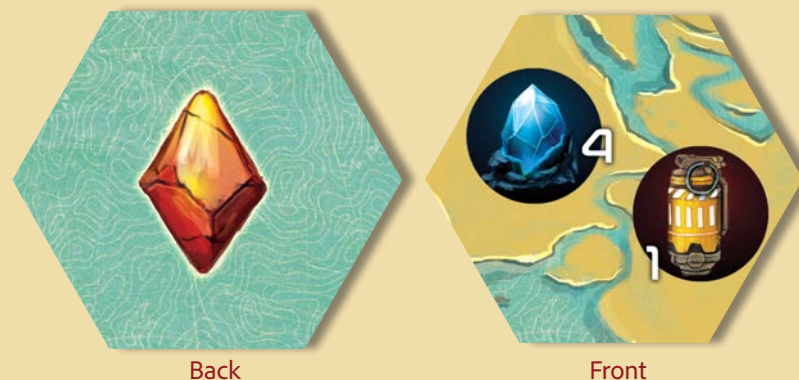
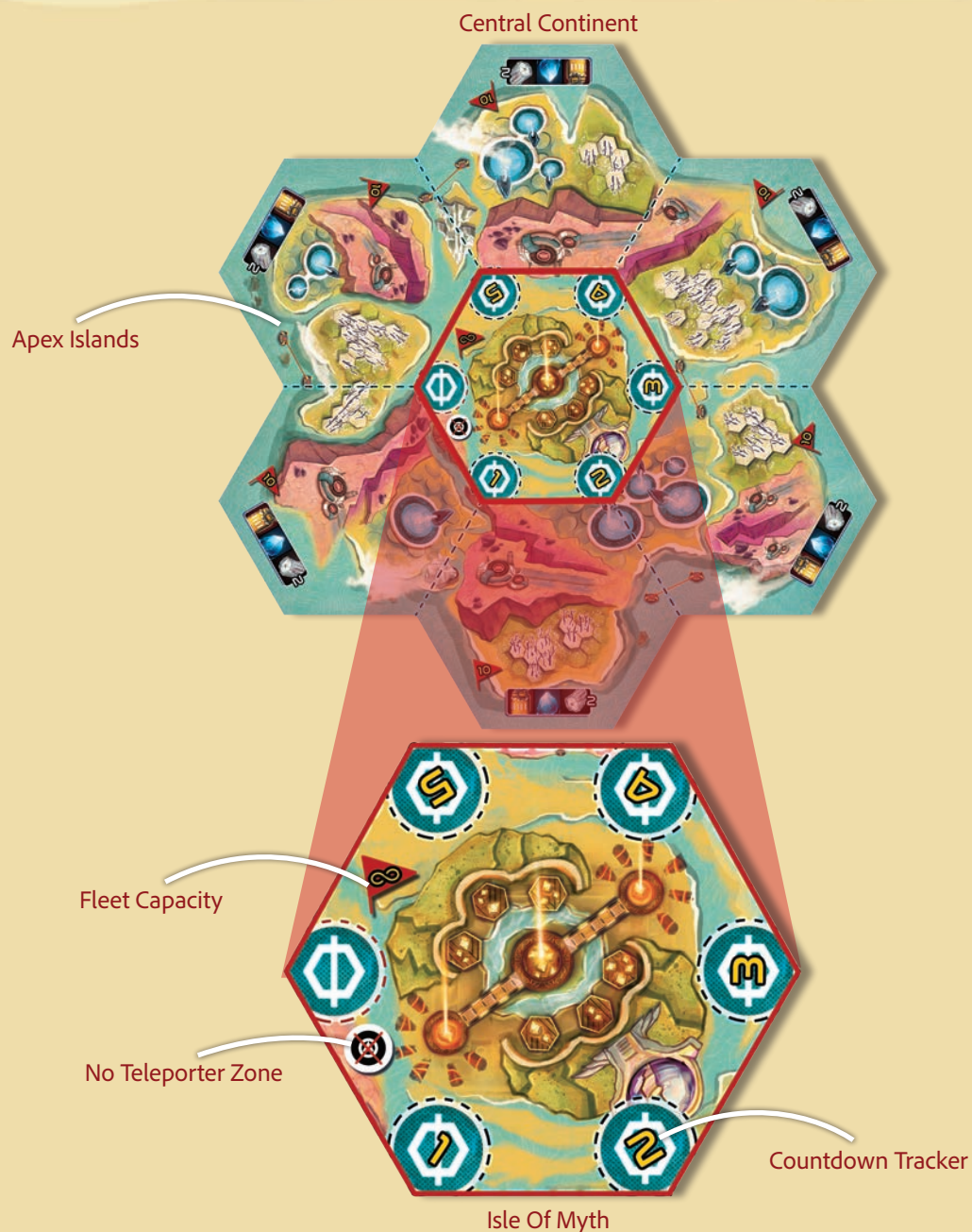
☐ FLEET CAPACITY OF THE REGION

Each region has a fleet capacity and once the capacity is full, additional ships can not enter the region for any reason (*including combat*). The fleet capacity of the region is indicated on each island on the board.



☐ LOST EXPEDITION BEACON TOKENS

When the central continent emerged from under the ocean, despite harsh conditions, several expeditions were sent by clans to explore the continent. Many were reported lost in the Apex Islands, without even reaching Isle of Myth. Few expeditions managed to reach the Isle of Myth to **collect fragments of magic crystals**. Unfortunately, these expedition parties too could not return safely back to the continent. However, before getting lost, they shared their last location, directions to reach them and cases full of fragments of Magic Crystal along with the Lost Expedition Beacon. If a large fleet can reach the Apex Islands, it will be able to **spend resources** to locate the Lost Expedition Beacons to collect the cases full of **magic crystal**.



RESOURCES

Φ OCEAN CRYSTALS AKA OC

Evolved from a combination of the pressures of the swelling seas and the helium released from the Earth's crust, Ocean Crystals are an energy source beyond the comprehension of modern sciences that are capable of powering entire cities. Under intense pressure, the crystal becomes an energy-dense liquid fuel.



Ocean Crystal



Token

Φ ALUMINIUM WOOD AKA ALWOOD

Few species of trees that braved the catastrophic climate change evolved rapidly, absorbing aluminum, the third most abundant element on the Earth. It reinforced their strength and helped them survive the harsh climate. This new Aluminium Wood aka AlWood is prized for its strength, flexibility, and resilience. Stronger than titanium, it is a key component of every war machine and armor.



Aluminium Wood



Token

Φ AMMUNITION AKA AMMO

The wheels of war need metal and power. Clans forged Ocean Crystals and Aluminium Wood to forge the greatest of the ammunition to protect their territories and mount attacks to capture more.



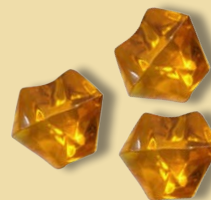
Ammunition



Token

Φ MAGIC CRYSTALS

New age explorers and scientists remained determined to explore what surprises the huge Central Continent may contain. They have discovered an unusual crystalline material. The molecular structure of this crystal is so unlike any other compounds found on Earth that it is as if alien in origin. They are calling it the **magic crystal** which can **withstand extreme heat from volcanoes** and has very high energy vibrations which are enabling it to influence the chemical composition of resources around it through shifting frequencies. Recently, Scientists performed an experiment of **mounting a few fragments of the magic crystal at a resource mine and it converted AlWood to Ocean Crystal**. This phenomenon alone has made the Magic Crystals a priceless possession in the race to be the **supreme leader of the earth**.



Token



Token

PLAYER UNITS

CLAN LEADERS

To diversify and survive through the harshest of climate catastrophes, the human race has evolved into different mystical clans, each with its own unique characteristics and technologies. Each leader is represented by a clan symbol engraved on their warfleet. Some say these Clan symbols are a mark of honor and loyalty.

Each clan leader has a special ability that can be upgraded with Magic Crystal fragments, which are collected throughout the game.

ABILITY 1.0
Destroy a frigate on any of the adjacent islands of the player engaged in the battle



ABILITY 2.0
Destroy a destroyer on any of the adjacent islands of the player engaged in the battle

YUMI



Fox Clan

ABILITY 1.0
Move 1 extra step




ABILITY 2.0
Move 2 extra steps

MYLES



Rhino Clan

ABILITY 1.0
Get +2 Strength



ABILITY 2.0
Get +4 Strength

XANTHE



Tiger Clan

ABILITY 1.0
Get +2 Strength



ABILITY 2.0
Get +4 Strength

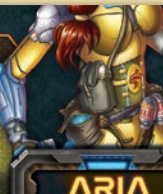
AJAX



Ape Clan

*Kickstarter Edition

ABILITY 1.0
When collecting resources, collect +1



ABILITY 2.0
When collecting resources, collect +1 +1

ARIA



Squirrel Clan

ABILITY 1.0
Pay 1 less when you buy a fleet



ABILITY 2.0
Pay 2 less when you buy a fleet

SIMHA



Lion Clan

PLAYER MAT

Player Actions explained on page 13


Upkeep Cost explained on page 20

Ship Buying Cost explained on page 13

Resource tracker explained on page 13

Victory condition explained on page 21

Character Ability explained on page 17



ACTIVE ACTIONS (Any 2)
Collect Resources, Buy Multiple Ships, Move or Redistribute Ships, Currency Conversion

BONUS ACTIONS
Rebuild Barren Island, Buy Power Card, Build & Deploy Teleporter set, Mount or Dismount Magic Crystal

Capital 10
IOM UPKEEP COST

FLEET STRENGTH
≥ 10 → 3
≥ 20 → 5
≥ 30 → 7
≥ 40 → 9
≥ 50 → 11

If unable to pay, ships for which costs are not paid are moved to the nearest controlling island

COSTS
10+ Gunboat
9 Frigate
8 Destroyer
7 *Pirate

GAIN MAGIC CRYSTAL
SUPREMACY: Controlling Isle of Myth for 1 full round after paying OC for Upkeep.
WARFARE: A. Win against Capital Ship. OR B. Win against opponent fleet or *Pirate.
EXPLORE: Apex Island.
EXTERMINATE: Eliminate an opponent and gain their magic crystals and Resources.
*Expansion Pack

Character Ability
ABILITY 1.0 Get +2 Strength
ABILITY 2.0 Get +4 Strength
XANTHE

Player Mat

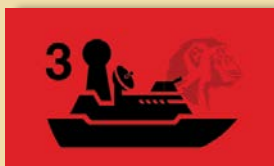
SHIPS

The relentless seas have made ships the norm for transport and aggression. Each clan has built their own versions of sea vessels. The largest battleships are commonly termed **the destroyers** that pack serious destruction power and typically lead a fleet in large battles to conquer new lands. The multirole medium combat vessels commonly known as **the frigates** play support roles during large battles and are capable of leading the fleet during small battles.

The smallest of the ships, commonly called **the gunboats** are nimble and apt for small skirmishes. These Gunboats are good at maintaining communication and connection trails for rapid movement of ships to sound an alarm during incoming invasion from the enemy fleet.



Gunboat



Frigate



Destroyer

NOTE: GUNBOATS HAVE A SPECIAL FEATURE THAT ALLOWS PLAYERS TO EXTRACT SPECIAL RESOURCES FROM ISLANDS THAT ARE CRUCIAL TO THE SURVIVAL OF EACH CLAN. TO EXTRACT THESE SPECIAL RESOURCES, PLAYERS MUST USE A GUNBOAT AND TAKE A COLLECT RESOURCES ACTION ON THE ISLAND WHERE THE RESOURCES ARE LOCATED. PLAYERS CANNOT PERFORM COLLECT RESOURCES ACTION WITH FRIGATE OR DESTROYER

THE CAPITAL SHIP

The Capital Ship as the name suggests is a command ship **captained by the clan leader**. It is the largest and most powerful ship in the fleet of any clan. It houses incredibly powerful engines to steer through the harshest of the sea storms and has a state of the art defense system making it unsinkable. The Capital Ship, if defeated in a battle, will immediately **retreat to the player's home base** to protect the Clan Leader.



Capital Ship



Home Base

FLEET OR FLEET OF SHIPS

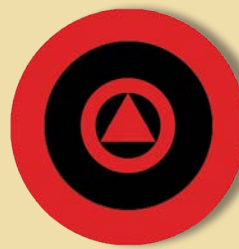
A group of ships of a player in one location is referred to as fleet or **fleet of ships**. A location may contain only **1 ship of a player**, however, for the purpose of explaining rules that ship may still be considered as the fleet of the player.

NOTE: A PLAYER MAY MOVE PART OF THE FLEET WHILE PERFORMING MOVE OR RE-DISTRIBUTE SHIPS ACTION. DETAILS ON THESE ACTIONS ARE GIVEN IN THE GAMEPLAY SECTION OF THIS RULEBOOK.

TELEPORTERS

Teleportation is a unique technology in the game that allows for rapid transportation across long distances. Each clan is provided with a **set of two teleporters**. These teleporters are embedded with unique signatures that allow each clan to use their own teleporter only for movement of their fleet.

Once constructed, clans can seamlessly move their warfleet directly from a **controlling island with a teleporter** to another teleportation point. **The home base of each clan has a large teleporter** that is unique to them.



Token



Home Base



SET UP

GLOBAL SETUP

A CENTRAL CONTINENT BOARD

Place the Central Continent board in the middle of the play area.

B PLAYER CONTINENT BOARD

Gather the number of Player Continent boards corresponding to the number of players. Place each board so that the Home Base is closer to the respective player. Attach the Northernmost island on each board to the Apex island from the player's viewpoint.

C POWER CARDS

Shuffle the power cards and place the deck face-down near the Central Continent board. **Open 4 power cards and keep them face up.**

D LOST EXPEDITION TOKENS

Place Lost Expedition Tokens backside up on each Apex Island, place 1 magic crystal on each of these tokens.

E MAGIC CRYSTALS

Place Magic Crystals in a pile near the gameplay area such that it is visible to all players and can be collected by players as and when they complete specific objectives in the game. **Place 15 magic crystals on the Isle of myth.**

F TURN TRACKER

Place the turn tracker on the starting position.

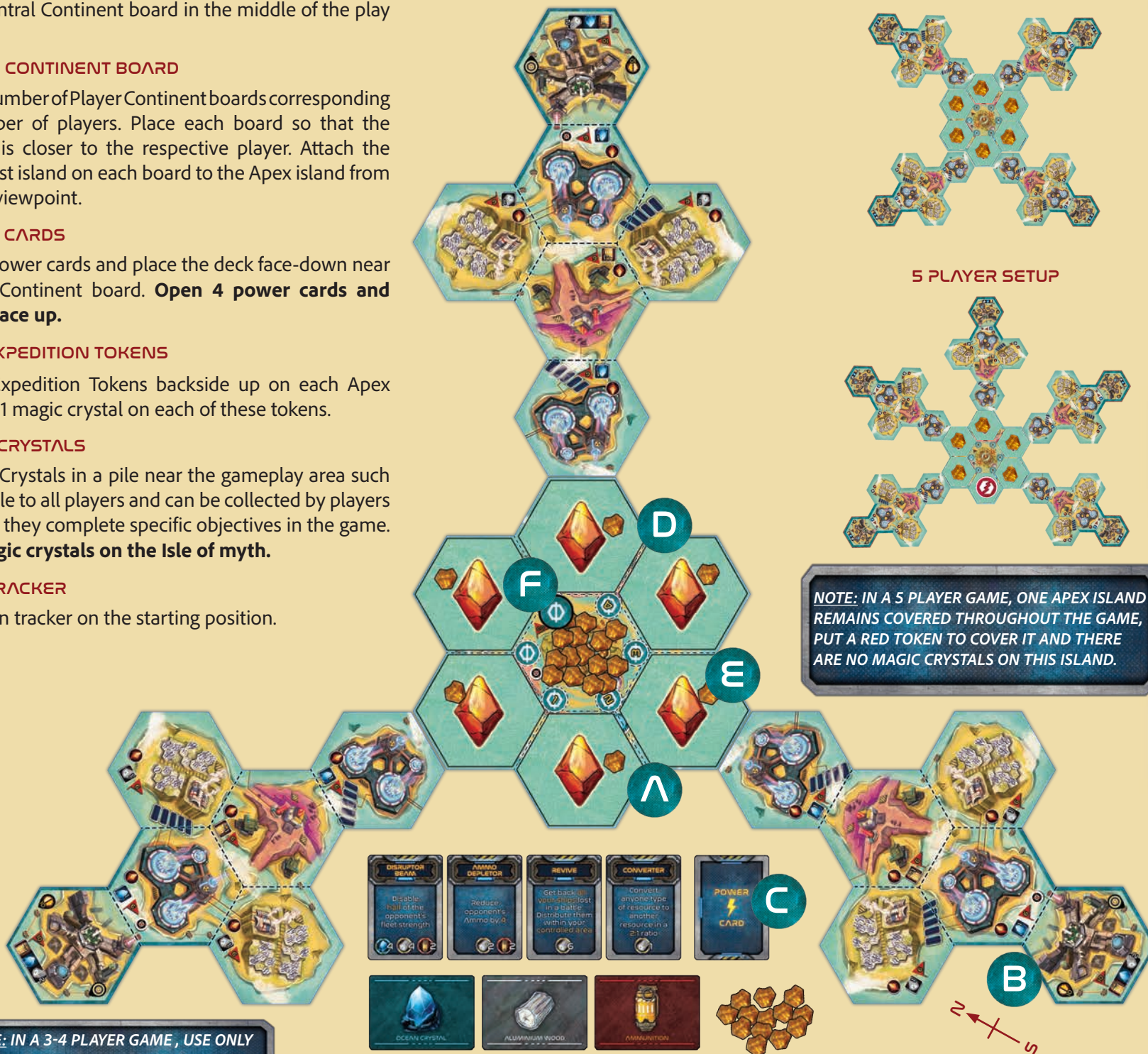
4 PLAYER SETUP



5 PLAYER SETUP



NOTE: IN A 5 PLAYER GAME, ONE APEX ISLAND REMAINS COVERED THROUGHOUT THE GAME, PUT A RED TOKEN TO COVER IT, AND THERE ARE NO MAGIC CRYSTALS ON THIS ISLAND.



NOTE: IN A 3-4 PLAYER GAME, USE ONLY UNIQUE POWER CARDS. IN A 5-6 PLAYER GAME USE ALL POWER CARDS.



SET UP

PLAYER SETUP

A PLAYER MAT

1 Player Mat . Each player mat comes with a specific Clan Leader, so players can choose the player mat by common consensus or can randomly draw and take 1.

B RESOURCE MARKERS

2 Resource Markers to track OC and AlWood on Player Mat. Place them on 5th place on AlWood and OC resource track on their player mats.

C CLAN MARKER TOKENS

Place the clan marker tokens to identify the player actions or character upgrade when applicable.

D SHIPS

1 Capital Ship, 6 Gunboats, 5 Frigates, 5 Destroyers. Each player will create a Reserve of ships on the side of their player mat. Players will place their Capital Ship on their Home Base. From the Reserve, the player will take 3 Gunboats and 1 Frigate for free to be placed in any combination on any of the two connected islands to the home base, on the player continent.

E TELEPORTERS

1 set of 2 teleporters.

F AMMO CARDS

Place 3 ammo cards of unit 1 face down. There are 3 different denominations of the ammo cards (1, 2 & 5 respectively).

G COMBAT CARD



ACTIVE ACTIONS (Any 2)

- Collect Resources
- Buy Multiple Ships
- Move Ships or Redistribute Ships
- Currency Conversion

BONUS ACTIONS

- *Rebuild Barren Island
- Buy Power Card (Max 2)
- Build & Deploy Teleporter set
- Mount or Dismount Magic Crystal

1 extra action if a player controls all islands on the player continent

Capital 10

FLEET STRENGTH

- ≥ 10 → [Ship Icon]
- ≥ 20 → [Ship Icon]
- ≥ 30 → [Ship Icon]
- ≥ 40 → [Ship Icon]
- ≥ 50 → [Ship Icon]

If unable to pay, ships for which costs are not paid are moved to the nearest controlling island

COSTS

| | | | |
|-----|-----------|---|---|
| 10+ | Gunboat | 1 | 1 |
| 9 | Frigate | 2 | 2 |
| 8 | Destroyer | 4 | 4 |
| 7 | *Pirate | 6 | 4 |

GAIN MAGIC CRYSTAL

SUPREMACY: Controlling Isle of Myth for 1 full round after paying OC for Upkeep.

WARFARE:
 A. Win against Capital Ship.
 OR
 B. Win against opponent fleet or *Pirate.

EXPLORE: Apex Island.

EXTERMINATE: Eliminate an opponent and gain their magic crystals and Resources.

*Expansion Pack

ABILITY 1.0
Get +2 Strength

ABILITY 2.0
Get +4 Strength

XANTHE

AMMO CARDS: 1, 2, 5

COMBAT CARD: [Card Icon]

GAMEPLAY

War of Civilizations is a **4X (eXplore, eXpand, eXploit and eXterminate)** game played over several rounds. Every round, each player gets a turn and during the turn the player will perform **any 2 Active actions**. The player can also perform additional **3rd action**, if the player manages to **control all** the islands on the player continent.

IMPORTANT CONCEPTS

CONTROLLING LOCATION OR LOCATION UNDER PLAYERS CONTROL

When only one player has at least one ship present on the location (*either an island on the player continent, home base or one of the apex islands on the central continent*), the location is said to be under that player's control.



NOTE: AN ISLAND (OR LOCATION) IS CONSIDERED UNDER PLAYER'S CONTROL, WHEN AT LEAST ONE SHIP OF THE PLAYER IS PRESENT ON THE LOCATION WITHOUT PRESENCE OF THE OPPONENT. IN CASE OF THE PRESENCE OF ANOTHER PLAYER'S SHIP, REFER TO THE CONFLICT AND BATTLE RESOLUTION SECTION.



Isle Of Myth (IOM)

Control with
Capital Ship
on IOM

NOTE: UNLIKE OTHER LOCATIONS, ISLE OF MYTH IS CONSIDERED UNDER PLAYER'S CONTROL ONLY IF THAT PLAYER'S CAPITAL SHIP IS PRESENT ON THE ISLE OF MYTH.

CONNECTED TRAIL

If a travel path for ships exists between two locations, and the player has ships present on all locations between those two locations, then it is considered that the player has a **connected trail of ships** between those two locations. **A connected trail** can exist spanning **across 2 continents** through Apex islands or islands on another player's continent controlled by the player. Trail of Ships **cannot connect** through **Isle of myth**.



Connected Trail



Connected Trail cannot go through IOM

DOCKABLE ISLANDS

Each player continent has a home base and a connected island with a barricade that **protects** the player **from direct invasions**. These islands are known as **non-dockable islands** and **opponents cannot** enter them directly from **another continent**.

The island connected to the home base is also a **no teleport** zone, which means that players cannot install a teleporter on that island.



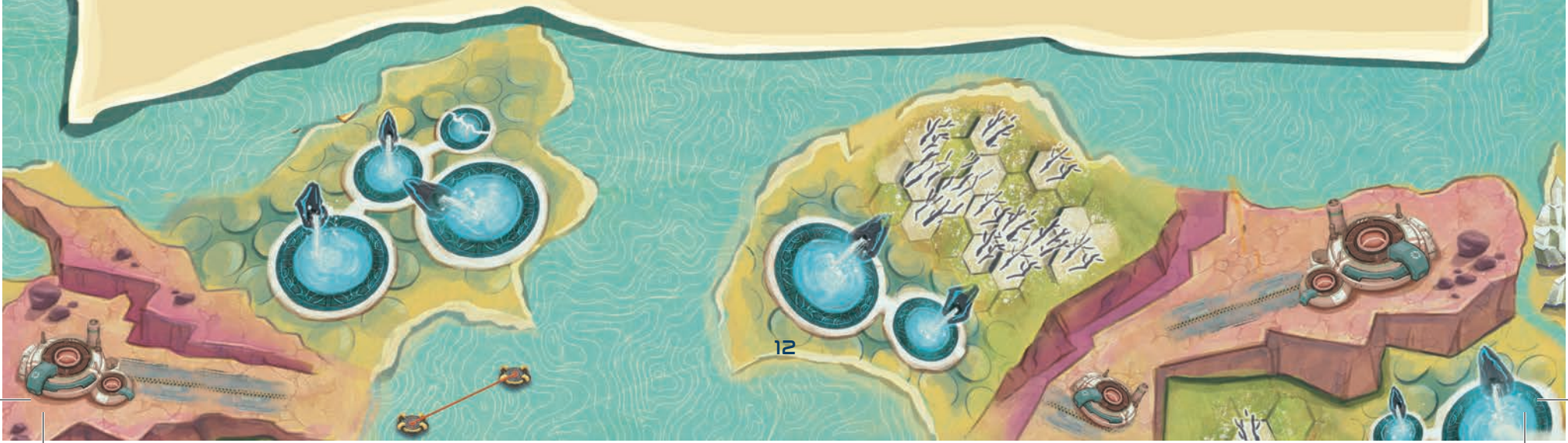
On the other hand, there are four islands located in the northernmost part of the player's continent that do not have **any barricades** and allow any player to **enter an opponent's player continent directly through a teleporter or a connected apex island**. These islands are called dockable islands. In order for an opponent to enter another player's continent, they must **first enter** from a dockable island and **then move** further inside to a **non-dockable** island using a **move ship** action.

The **apex islands** in the central continent are **also dockable islands**, meaning that players can enter and exit the connected apex islands as long as the **first entry** on the **apex island** always is with the **capitalship**

NOTE: A PLAYER CAN MOVE FROM ONE PLAYER CONTINENT TO ANOTHER PLAYER CONTINENT OR APEX ISLAND IN ONE MOVE ACTION BY PLACING TELEPORTERS ON THE RESPECTIVE DOCKABLE ISLANDS. BY STRATEGICALLY PLACING THE TELEPORTERS THROUGHOUT THE GAME BOARD, PLAYERS CAN SEAMLESSLY NAVIGATE BETWEEN DOCKABLE ISLANDS, BYPASSING THE NEED FOR MULTIPLE MOVE ACTIONS.



Central Continent



PLAYER ACTIONS

Actions available to players are divided into two types - **Active Actions** and **Bonus Actions**. Players are allowed to perform a limited number of **any two Active Actions** during their turn per round. Players may choose to **repeat** the same action twice. Players get an **extra action**, if they control all the islands on the player continent.

Each active action is paired with an **optional bonus action**. **Bonus actions do not count towards the limit of two active actions per turn**, however Bonus Actions are **always performed prior** to the corresponding Active Action. For example, a player can **build & deploy teleporter** before performing **re-distribute Or move ships** action.

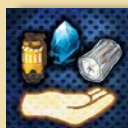


Φ COLLECT RESOURCES

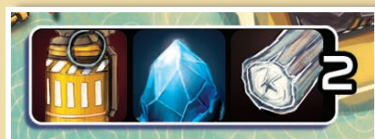
Each island on the player's continent is rich with a particular resource.



Player Continent



Collect Resource



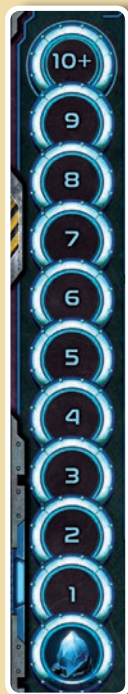
Resources



Gunboat

Players can only collect resources from an island where their **gunboat** is stationed, and this action can only be performed with a gunboat - **not with a frigate or destroyer**. Players can collect resources from **all the islands** across the player and central continents in **one action**, as long as their gunboats are stationed at those islands. However, if a player has **two gunboats** stationed on **one island**, they **cannot collect double** resources from that island.

The player will receive a corresponding number of total resources as marked on each island. For OC and AlWood, players need to adjust the corresponding **resource tracker on their player mat**. If the number of resources received **exceeds 10** for either resource, the players receive a denomination of 10 for the respective resource. Players can place **ammo cards facedown** on the side of the player mat to the existing pile for later use.



OC



AlWood
Resource Tracker



Ammo Card
face down

Φ REBUILD BARREN ISLAND (For Expansion Module)

NOTE: THIS BONUS ACTION IS ONLY AVAILABLE IF THE GAME IS BEING PLAYED WITH THE DISASTER EXPANSION MODULE. REFER THE DISASTER SECTION



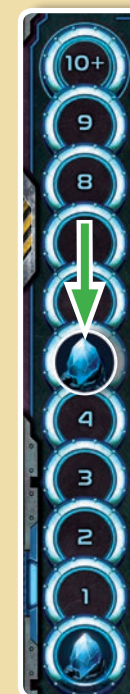
Rebuild Barren
Island

Φ BUYING SHIPS

A player can buy any number of ships available in the **player's reserve** kept besides the player mat. **Multiple ships** can be bought in **one action**. To buy a ship, the player must pay the total cost of the ship(s), as listed on their player mat for each type of ship & move the resource tracker accordingly.



Buying Ships



OC



AlWood

Once the ships are purchased, the player can place them at **any location controlled by the player**, with the exception of the Isle of Myth.



Isle Of Myth

NOTE: IT IS IMPORTANT TO NOTE THAT THE SHIPS MAY ONLY BE PLACED ON ISLANDS THAT THE PLAYER ALREADY CONTROLS, EXCLUDING THE ISLE OF MYTH.

NOTE: AN ISLAND (OR LOCATION) IS CONSIDERED UNDER PLAYER'S CONTROL, WHEN AT LEAST ONE SHIP OF THE PLAYER IS PRESENT ON THE LOCATION WITHOUT PRESENCE OF THE OPPONENT. IN CASE OF THE PRESENCE OF ANOTHER PLAYER'S SHIP, REFER TO THE CONFLICT AND BATTLE RESOLUTION SECTION.

⚡ BUY POWER CARDS

A player can purchase **upto 2 Power cards** simultaneously by paying the cost for each card. The cost of each card is mentioned on the Power card.



Buy Power Cards



Resource Cost

These are **one-time** use cards that players can purchase during their turn to gain special abilities. Each player can buy a maximum of two cards per turn, and they have the option to use them immediately or save them for a later turn. Once a card is used, it is **discarded** and placed into the discard pile. Players should keep in mind that the **maximum hand limit is 2 cards**.

If a player chooses not to use any of their cards on their turn, they can simply discard them to the discard pile. If a player wants to buy more cards, they can do so on their turn, but they will not receive a refund for any resources spent.

The deck consists of shuffled cards, and **4 cards are always open and face up**. When a player purchases a card, a new card is drawn from the deck to replace it.

NOTE: PLAYER HAS A HAND LIMIT OF 2 POWER CARDS. IF THE PLAYER WISHES TO PURCHASE ANOTHER CARD, THE PLAYER MUST DISCARD ONE OR BOTH CARDS BACK TO THE GAME BOX TO MAKE SPACE FOR NEW CARDS.



MOVE OR RE-DISTRIBUTE SHIPS

A player can **Move or Re-distribute Ships** following certain rules.

MOVE SHIPS

In the **Move Ships** action, a player can move the ship from one location to any immediately **adjacent** location which is NOT under the player's control. In other words, moving ships to control an **unoccupied or new location** is possible through this action.



Move Ships

If due to Move Ships action, a player's ship reaches a location occupied by an opponent's ships, a battle will ensue. To know how battle takes place, refer to the **Rules of Warfare** section.



Moving a Ship ✓



Moving a Fleet ✓



Moving multiple ships in multiple islands in one move ✗

NOTE: AS PART OF ONE 'MOVE SHIPS' ACTION, PLAYERS CAN EITHER MOVE ONE SINGLE SHIP OR A FLEET OF SHIPS, AS LONG AS THE FLEET OF SHIPS TRAVEL TO THE SAME DESTINATION.

RE-DISTRIBUTE SHIPS

Re-Distribute Ships



In the **Re-distribute Ships** action, a player can move **multiple ships** between **multiple locations** controlled by the player through Connected Trail. This movement of ships is only possible only if the Connected Trail exists before the beginning of ship movement under the **Re-distribute Ships** action. If the player has 2 different connected trails of Ships across 2 geographic locations (*for example 2 different player continents*), the player can perform the **Re-distribute Ships** action **only for one** of the connected trails of ships as part **one action**.



NOTE: REDISTRIBUTE ACTION ALLOWS PLAYERS TO MOVE MULTIPLE SHIPS IN DIFFERENT CONTROLLING LOCATIONS AS LONG AS THEY ARE CONNECTED IN A TRAIL WHEREAS MOVE ALLOWS PLAYERS TO MOVE ON ADJACENT ISLANDS TO CONTROL A NEW ISLAND.

Φ BUILD & DEPLOY TELEPORTER

A player can **Build & Deploy a Teleporter** set as a bonus action before taking the move a ship action.



Build & Deploy
Teleporter

Players have to **pay the cost** of a teleporter mentioned on the player mat. Once paid, the **set of 2 teleporters** can be placed on any of the **dockable islands**. Place one teleporter on any of the **controlling** dockable islands and the other teleporter can be placed remotely on any of the dockable islands even if the player does not control it.



A player can now move from one **controlling location** with a teleporter to another remote teleporter location in one **'Move a Ship' action**.



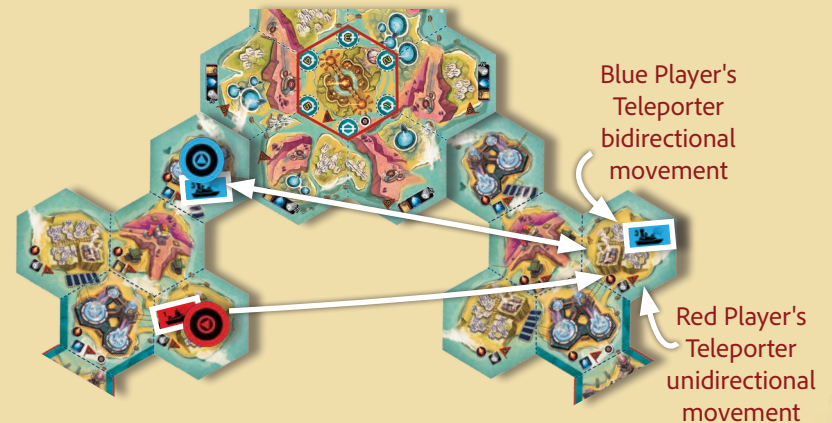
NOTE: WHEN TELEPORTERS ARE USED, THE PLAYER MUST ADHERE TO THE FLEET CAPACITY OF THE DESTINATION LOCATION. FOR EXAMPLE, IF A PLAYER IS MOVING THE FLEET FROM A TELEPORTER ON THE APEX ISLAND TO ONE OF THE PLAYER CONTINENT ISLANDS, THE PLAYER IS ALLOWED TO BRING ONLY UP TO 6 SHIPS AS THE CAPACITY OF THE DESTINATION ISLAND IS ONLY 6.

NOTE: A PLAYER CAN MOVE FROM ONE PLAYER CONTINENT TO ANOTHER PLAYER CONTINENT OR APEX ISLAND IN ONE MOVE ACTION BY PLACING TELEPORTERS ON THE RESPECTIVE DOCKABLE ISLANDS. BY STRATEGICALLY PLACING THE TELEPORTERS THROUGHOUT THE GAME BOARD, PLAYERS CAN SEAMLESSLY NAVIGATE BETWEEN DOCKABLE ISLANDS, BYPASSING THE NEED FOR MULTIPLE MOVE ACTIONS.

Players need to **pay the cost of the teleporter set everytime** they wish to **redeploy** the teleporter set to a **new location** following the above rules. The cost of **moving a single** teleporter or the **set of 2** teleporters set is the **same**.

Multiple clan members are allowed to build teleporters on the same dockable islands.

If a player has constructed teleporters on multiple islands, they can move their fleet from one island to another by using the teleporter network



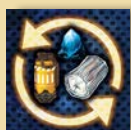
NOTE: A PLAYER CAN ONLY MOVE FROM ONE TELEPORTER POINT TO ANOTHER AS LONG AS THE PLAYER HAS AT LEAST ONE SHIP PRESENT AT THE STARTING TELEPORTER POINT.



NOTE: IF A PLAYER HAS SHIPS STATIONED AT ALL OF THEIR TELEPORTER POINTS, THEY AUTOMATICALLY FORM A CONNECTED TRAIL WITH EACH OTHER'S SHIPS, WHICH MEANS THEY CAN BE EASILY REDISTRIBUTED AS NEEDED.

Φ CURRENCY CONVERSION

When players mount Magic Crystals on their islands, they gain access to the unique capability of inter-converting resources. This conversion between resources is done at a 1:1 ratio. This means that one unit of a resource can be traded for one unit of another resource.



Currency Conversion

Magic Crystal on ammunition island



Eg; Player pays 2 OC to gain 2 Ammo
OR
Pays 1 Alwood & 1 OC to gain 2 Ammo

It's important to note that this **conversion ability is specific** to the resource marked on **the island** where the crystal is mounted. So if the crystal is mounted on an ammunition-producing island, players can only convert other resources into ammunition and not into any other resource.

Φ MOUNT OR DISMOUNT THE MAGIC CRYSTAL

To Mount the Magic Crystal, a player may take one of their Magic Crystals (that is obtained through victory in a battle or in lieu of controlling the Isle of Myth) and place it at Mounting spots on any of the **controlling islands** of their **player's continent**. The cost of mounting **one** magic crystal is 2 alwood. A player can mount multiple magic crystals in one action by paying the costs accordingly. The Magic Crystal **can not be mounted** on any of the Apex Islands or at islands on the opponent's continent.

A player can either **Mount or Dismount the Crystal on his turn**. Once the Magic Crystal has been mounted, it can not be dismantled from the board in the same round, **it can be dismantled only in the next turn of the player after the completion of the round**. There is **no cost** of dismantling the magic crystal. The Magic Crystal mounted on an island on the player's continent **can be captured** by an opponent if attacked and the opponent player gains control of the location.



Magic Crystal

Mounting Magic Crystal

Φ UPGRADE CLAN LEADER'S ABILITY

Players have the option to upgrade their Clan Leader ability by **spending one Magic Crystal**. Once paid, they can use the corresponding Clan leader ability card mentioned on the player mat. In order to keep track of which ability has been upgraded, the player must place the clan marker token on the respective ability on the player mat.



Upgrade Clan Leader's Ability

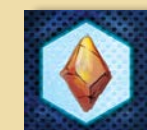


Clan Marker Token



Magic Crystal

NOTE: PLAYERS CAN PERFORM THIS ACTION AT ANY POINT OF THE GAME, THIS IS INDEPENDENT OF THE ACTIVE ACTIONS MENTIONED ABOVE



Mount Or Dismount The Magic Crystal

Central Continent



Player Continent

Opponent Player's Continent

NOTE: THE CRYSTAL CAN BE MOUNTED ON ANY CONTROLLING ISLAND OF THE PLAYER. UNLIKE COLLECT RESOURCES ACTION, THE CRYSTAL CAN CONVERT CURRENCY FROM ANY OF THE CONTROLLING ISLANDS AND DOES NOT REQUIRE THE GUNBOAT TO BE PRESENT ON THE ISLAND.

RULES OF WARFARE

War of Civilizations is a **4X strategy game (eXplore, eXpand, eXploit, and eXterminate)**, and expanding control over more locations is a crucial aspect of the game. All players are in conflict with each other, with the supreme objective being to **control the Isle of Myth**. In the game, fleets of **two players cannot coexist** in the same location without triggering a battle. Therefore, if one player's fleet enters a location where another player's fleet is already present, a battle will begin between the two fleets.

NOTE: THIRD PLAYER'S FLEET CANNOT ENTER A LOCATION WHERE 2 PLAYER'S FLEETS ARE ENGAGED IN THE BATTLE. WHENEVER THE BATTLE BEGINS AT ANY LOCATION, IT IS RESOLVED TO CONCLUDE BEFORE THE ACTIVE PLAYER PROCEEDS WITH NEXT ACTION.



Triggering a Battle

In the event of a battle, the **defending player** may **redistribute** and bring in ships from connected locations, provided that the **fleet capacity** rule is observed. **Ammo cards** add to the combat power of the fleet engaged in the battle. Both the attacker and defender choose to bid any number of Ammo cards they possess & place them face down on the table. Since it's a blind bid, the opponents cannot see the cards chosen. This is referred to as **blind bidding**. If one or both players have **clan leader ability** that can be used in the battle, it will take effect now. During combat, players also have the option to **play power cards face down** alongside the blind bidding process.. If a player has already **mounted a magic crystal**, they may convert currency during combat if needed. To resolve the conflict, the **total combat power** of the fleets engaged in the battle is compared. The player with the highest combat power emerges victorious.

HOW TO WIN?

Fleet Strength + *Blind Bidding + Power Cards + Character Abilities

*Can convert currency if crystal is mounted

HIGHEST SCORER WINS
In case of a tie, the Attacker wins



DEFENDER

XANTHE



1 Frigate



2 Destroyers



Character Ability



Blind Bidding
5 AMMO



Power Card



Redistribution
by Defender



ATTACKER

MYLES



3 Destroyers



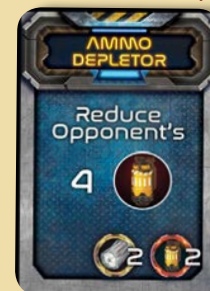
3 Destroyers



Character Ability



Blind Bidding
5 AMMO

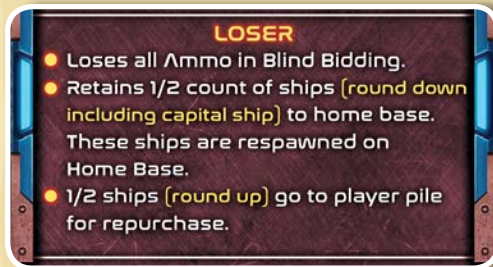


Power Card

BATTLE RESOLUTION



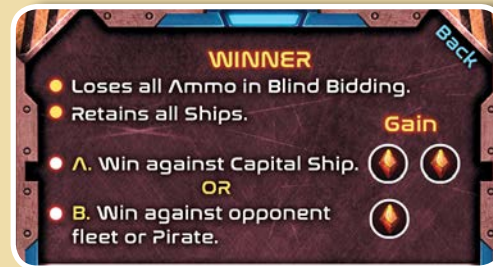
15 + 5 + Not applicable for defense (Xanthe has attack strength)



TOTAL = 20
-4 AMMO (Myles power card)
LOSER
FINAL SCORE = 16



18 + 5



TOTAL = 23
- 6 FLEET STRENGTH (Xanthe power card)
WINNER
FINAL SCORE = 17

All **Ammo cards** used in the battle towards **combat power** are **discarded** by both players and returned to the Bank of Resources. The winner gets 1 magic crystal with a **win against the opponent**, in case of a **win against a capital ship**, the winner gets 2 magic crystals. The **winning player** gains the respective no. of Magic Crystals and maintains control of the fleet in the location of the battle.

The **losing player** must initiate a retreat. **Half of the ships** (rounded down - including the capital ship) from the defeated fleet are sent to the player's **home base**, while the **remaining ships** are sent to the **fleet reserve** next to the player's mat for **repurchase**. The **Capital Ship** is always sent to the Home Base. The number of ships sent to the Home Base and the fleet reserve will depend on the size of the defeated fleet. If the defeated fleet has an odd number of ships, then half of the ships will be rounded down to the nearest whole number. During combat, if a player loses, they also lose their teleporter, if they had one. However, they have the opportunity to rebuild the teleporter in a subsequent turn by paying the required cost. **In the event of a tie** during a battle, the **attacking player** is the **winner**.

NOTE: IN ALL BATTLES, BOTH THE ATTACKER AND THE DEFENDER HAVE TO FORGO THE AMOUNT OF AMMUNITION PUT IN AS PART OF BLIND BIDDING.

NOTE: BOTH THE ATTACKER AND DEFENDER CHOOSE ANY NUMBER OF AMMO CARDS THEY POSSESS & PLACE THEM FACE DOWN ON THE TABLE. THIS IS REFERRED TO AS BLIND BIDDING.

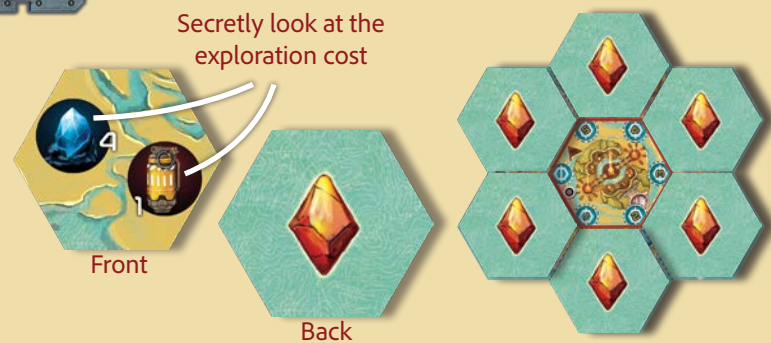
HIGHLIGHTED RULES

FIRST ENTRY ON THE CENTRAL CONTINENT

When the player's fleet enters the Central continent that is Apex island from a player continent for the **first time it has to be with the capital ship.**

LOST EXPEDITION TOKENS & APEX ISLANDS

When a player moves their fleet on an Apex Island for the first time, they must **secretly** look at the Lost Expedition token to see the **exploration cost**. The player must pay the exploration cost mentioned on the token and collect **1 magic crystal**. The player's fleet stays on Apex Island. The token is removed and put back in the game box. If the player is **not able to pay** the exploration cost, their fleet must retreat to the original location, placing the token face down on the Apex Island where it was originally placed. Each of the lost expedition tokens in this case are then **rotated one step clockwise** on unexplored apex islands. The player's action is considered complete, and they can proceed to play if any actions are left to perform, or their turn ends immediately.



THE BATTLE ON THE HOME BASE

A player can invade an opponent player's **home base**. The defending player gets a **plus 10 defense** strength added to the defending fleet at the Home Base. Also, the Home Base has a fleet capacity of 10. So, if a player has a **fleet of 10 ships** present on the Home Base, it can not be attacked.

NOTE: THE HOME BASE OF EACH CLAN HAS A LARGE TELEPORTER THAT IS UNIQUE TO THEM. IF A PLAYER HAS SHIPS ON ALL THE TELEPORTER POINTS, THEY AUTOMATICALLY FORM A CONNECTED TRAIL WITH EACH OTHER'S SHIPS AND THEREFORE CAN BE REDISTRIBUTED.

⊕ PLAYER ELIMINATION

If the player loses any battle on its Home Base, **the player is eliminated** from the current game. When the player is eliminated, all their game components except player continent are removed from the current game back to the box. All their Magic Crystals and resources will be immediately given to the winner of the battle.

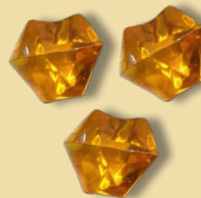
NOTE: IF THE HOME BASE IS CONQUERED BY AN OPPONENT, THE PLAYER WILL BE ELIMINATED FROM THE GAME.

CONQUERING THE ISLE OF MYTH

The fleet capacity of **Isle of Myth** is **infinite**. It can accommodate any number of ships. Similar to other locations, Isle of Myth can also have a fleet of only one player. If another player's fleet tries to enter Isle of Myth, it will start the battle immediately.

 **Isle of Myth**
Fleet Capacity

Any player who successfully conquers the **Isle of Myth** and holds it for **one full round** is rewarded with three magic crystals. The island of myth is a high volcanic area, to maintain control players must have their **capitalship** on the island and **pay an upkeep cost** for their fleet for every round they hold the island of myth.



Reward Per Round

The **upkeep cost** is determined by their fleet strength and they can **collect** magic crystals only **after** paying the upkeep cost. If a player does not have the required number of ocean crystals, **ships for which cost is not paid** are moved to the **nearest controlled island**.

| Capital | IOM | UPKEEP COST |
|----------------|-------------|-------------|
| 10 | UPKEEP COST | |
| FLEET STRENGTH | | |
| ≥ 10 | → | 3 |
| ≥ 20 | → | 5 |
| ≥ 30 | → | 7 |
| ≥ 40 | → | 9 |
| ≥ 50 | → | 11 |

If unable to pay, ships for which costs are not paid are moved to the nearest controlling island



NOTE: UNLIKE OTHER LOCATIONS, THE PLAYER MUST HAVE THEIR CAPITAL SHIP ON THE ISLE OF MYTH (IOM) TO ESTABLISH CONTROL OVER IT. IF A PLAYER MANAGES TO CONTROL THE ISLE OF MYTH FOR THREE CONSECUTIVE ROUNDS, THEY WILL IMMEDIATELY WIN THE GAME. ADDITIONALLY, IF A PLAYER IS IN CONTROL OF THE ISLE OF MYTH AND THEIR CAPITAL SHIP LEAVES AND RETURNS TO THE ISLE OF MYTH WITHIN THE SAME TURN, THE PLAYER IS CONSIDERED TO HAVE MAINTAINED CONTROL OVER IT. IN OTHER WORDS, TEMPORARILY LEAVING AND RETURNING TO THE ISLE OF MYTH IN A SINGLE TURN DOES NOT RESULT IN LOSING CONTROL OVER IT.

END GAME

When a player's fleet enters the **isle of myth with a capital ship**, it will trigger the End Game **countdown of 5 rounds**. To keep track of the countdown, **place** the Turn Tracker token on number 5 on the Isle of Myth when the **first player** enters the Isle of Myth. The marker is then advanced to a lower number at the end of each round, after all players have had their turn. Once the marker reaches **number 1** on the Isle of Myth, that is the **last round** and **each player** gets **one final turn** in the game.

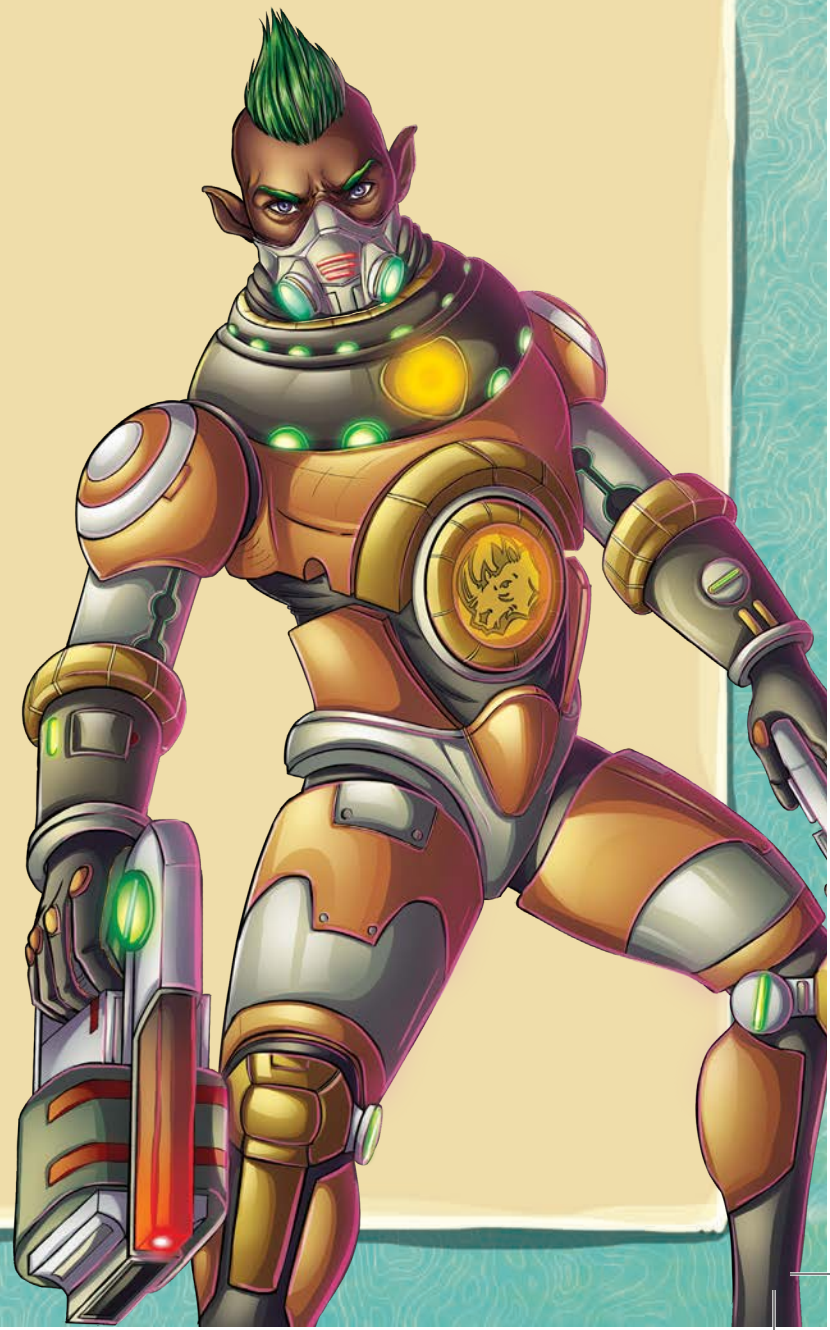
NOTE: IT'S IMPORTANT TO NOTE THAT IF THE COUNTDOWN IS IN PROGRESS AND THE PLAYER CONTROLLING THE ISLE OF MYTH LOSES CONTROL OF IT, THE END GAME COUNTDOWN STILL CONTINUES AND DOES NOT RESET.



SCORING

If a player's Capital Ship controls the **Isle of Myth for three consecutive rounds**, that player will immediately win the game. However, if no player is able to hold the Isle of Myth for three rounds, the player who has gained the **maximum number of Magic Crystals will win the game**. In case of a tie, with more than one player having equal no. of crystals, the **player with maximum no. of controlled locations wins the game**.

NOTE: THE LAST PLAYER ON THE ISLAND OF MYTH AT THE END OF THE FIVE ROUNDS GETS THREE MAGIC CRYSTALS EVEN IF THE PLAYER HAS NOT COMPLETED ONE FULL ROUND ON ISLE OF MYTH



THE RISE OF PIRATES

Mini Expansions



The 'Rise of Pirates' is an optional mini expansion. Players may play the game with this to add variability to their gameplay. In the world of island conquest, rumors of lost expedition tokens and missing magic crystals have given rise to a new threat: **the Pirates**. These seafaring marauders now **control the coveted apex islands**, determined to protect the fragments of magic crystal and raid any unsuspecting explorers who cross their path.

As **clan leaders** strategize on how to conquer the elusive Isle of Myth and gain control of the central continent, rumours spread of secret alliances and peace treaties being formed with the Pirates. Some have even gone so far as to **commission the Pirates as Privateers**, granting them permission to conduct reprisal operations outside their borders and fight alongside their clan in the ongoing war for domination.

But these **privateers** are not to be underestimated - they are **subject to the laws of war** and have the **power to demand ransom** from their enemies. And without the protection of a treaty, they are deemed mere pirates "at war with all the world," posing a threat to anyone who dares to cross their path.



When players move into the central continent, they encounter pirates. Each of the apex islands surrounding the **Isle of Myth** is guarded by one pirate ship with a **fleet power of 15**.

Upon entering these islands, players may choose **any one** of the two following scenarios:



Scenario A: Combat the Pirate.

Or



Scenario B: Make a Pirate ally, aka Privateer.



SCENARIO A: COMBAT WITH PIRATE

If the player chooses to engage in combat with the pirate;

The total combat power of the pirate ship is equal to its **default fleet power of 15** plus the total value of **two dice rolls** (up to a maximum of 27).

The total combat power of the player is equal to the total fleet power on the island plus the amount of ammunition they bid in **blind bidding**. Additionally, players may use **power cards** or their **character ability**, if applicable.

Players can **convert currency** if they have a magic crystal that is before the battle. Players may choose to bid zero ammunition or a smaller amount of ammunition based on their fleet size, regardless of the maximum pirate combat power of 27, taking into account the probability of rolling two sixes on the dice.



HOW TO WIN?

Fleet Strength + *Blind Bidding + Power Cards + Character Abilities

*Can convert currency if crystal is mounted

HIGHEST SCORER WINS
In case of a tie, the Attacker wins

☉ PIRATE COMBAT RESOLUTION

The battle resolution follows the same principles as **regular combat**. The winner of the battle is the one with higher combat power.

If the **Pirate is defeated**, the pirate ship is **permanently removed** from the board, and the island is now free of the pirate ship. The player **retains** all their fleet on the island but must **forgo** the amount of ammunition used for bidding & **discard** any power cards if used. The **player gets 1 magic crystal** as per the rules of warfare.

Pirate is Defeated

Permanently Removed

Apex Island

Player gets 1 Magic Crystal

Power card

AMMO

Player's Discard

PIRATE SCORE

$$15 + 2 + 3 - 4 = 16$$

PLAYER SCORE

$$22 + 5 = 27$$

If the **player is defeated**, **Half of the ships (rounded down)** from the defeated fleet are sent to the player's **Home Base**, while the **remaining ships** are sent to the **fleet reserve** next to the player's player mat for **repurchase**. The **Capital Ship** is always sent to the Home Base. The pirate retains the control on the apex island.

Player is Defeated

Sent to player's reserve for repurchase

Home Base

Capital ship

Apex Island

PLAYER SCORE

$$22$$

PIRATE SCORE

$$15 + 6 + 6 = 27$$

SCENARIO B: MAKE A PIRATE ALLY, AKA PRIVATEER

A player may choose to form an **alliance with a Pirate** by paying **six ocean crystals and four aluminum wood**. This will convert the pirate into a privateer, who will now act as an official ally for the player.

Once the resources have been paid, the pirate will travel to the **player's home base to sign a peace treaty**. The player can then **flip the pirate token** over to reveal the privateer icon.

NOTE: IT'S IMPORTANT TO NOTE THAT EACH PLAYER MAY ONLY HAVE ONE PRIVATEER ALLY.

Front

Pirate

Back

Privateer

☉ PRIVATEER RULES

The placement of privateers in the game is subject to the following rules:

With a **teleporter**, a player can use a **"Move a Ship"** action to place their privateer on any **dockable island controlled** by their **opponent**.

Privateer

Move a ship Teleporter

Opponent's Dockable Islands

It is important to note that the privateer **cannot** be placed on any **non-dockable islands controlled** by the opponent, **nor** can it be placed on the **island** that has the **opponent's capital ship** or **their home base**.

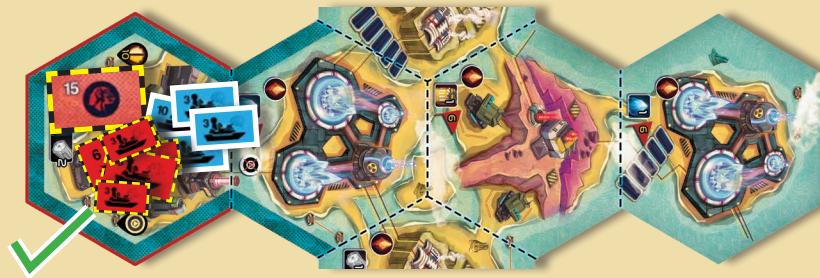


However, the privateer may **reside** on the **player's own home base**, to which it belongs.



NOTE: THE PRIVATEER DOES NOT COUNT FOR CONTROLLING AN ISLAND & THEREFORE CANNOT BE USED AS A CONNECTING TRAIL TO REDISTRIBUTE A PLAYER'S SHIP. 2 PRIVATEERS CANNOT BE ON 1 ISLAND.

NOTE: THE PRIVATEER IS NOT PART OF A PLAYER'S WAR FLEET AND DOES NOT PARTICIPATE IN BATTLES UNLESS IT IS FOR SELF-PRESERVATION. THE PRIVATEER CANNOT MOVE WITH THE PLAYER'S FLEET TO ADD TO THE COMBAT POWER; HOWEVER A FLEET CAN MOVE TO WHERE THE PRIVATEER IS, ONLY IF THERE IS A CONNECTING TRAIL OF THE PLAYERS' SHIPS.



EXAMPLE; If there is a battle on the home base, the privateer will act in defense only if he is already present on the home base, he cannot be moved to the battleground. In this case, the default fleet power of 15 will be added to the player's fleet during combat.

⚙ PRIVATEER SCENARIOS

Once placed on an opponent's island, the privateer will **block** the island, making it unavailable for the opponent to use. This means that the opponent **cannot** collect resources or take any other action that requires control of the island. To unblock an island blocked by the privateer, the opponent has three options:

- . **COMBAT THE PRIVATEER,**
- . **PAY RANSOM TO THE PRIVATEER,**
- . **OR BE HELD HOSTAGE BY THE PRIVATEER.**

NOTE: IF THE DEFENDER CHOOSES TO NEITHER ENGAGE IN COMBAT, NOR PAY RANSOM TO THE PRIVATEER, THEIR FLEET ON THE BLOCKED ISLAND IS HELD HOSTAGE BY THE PRIVATEER.

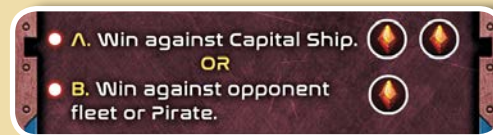
COMBAT THE PRIVATEER

The battle resolution follows the same principles as regular combat. The **defending player** can choose to redistribute ships in defense. The total number of ships on the island must not exceed the fleet capacity.

The privateer has a fleet power of **15**. There is **no roll of dice** in case of a Privateer. Both the attacker & the defender can do a **blind bid** with ammunition to add to the combat power & use their **power cards** or **character ability** if applicable. Players may **convert currency** if needed, if their crystal is already mounted.

If the **defending player defeats the privateer**, it goes back to the player's **reserve** and can be **repurchased** in a subsequent **buying ship's** action by paying the same resource cost as mentioned on the player mat. If the **defending player is defeated**, **Half of the ships (rounded down)** from the defeated fleet are sent to the player's **Home Base**, while the **remaining ships** are sent to the **fleet reserve** next to the player's player mat for **repurchase**. The **Capital Ship** is always sent to the Home Base. Both **ammunition** used in blind bidding and any **power cards** that have been used in the combat by both the players are **discarded**.

The **winner** gets the **magic crystal** as per the mentioned rules of warfare.
Refer combat card for winner loser resolution



HOW TO WIN?

Fleet Strength + *Blind Bidding + Power Cards + Character Abilities

*Can convert currency if crystal is mounted

HIGHEST SCORER WINS
 In case of a tie, the Attacker wins

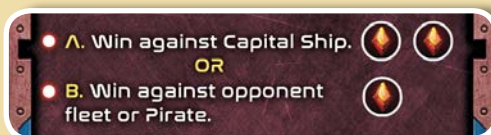
PAY RANSOM TO THE PRIVATEER

When a player places their privateer on an opponent's island, the opponent may **negotiate** with the player to remove the privateer from the island by paying a **ransom amount**. Once the **ransom is paid**, the privateer returns to the player's **home base**, and can be moved again by the player on a **subsequent turn** using the **"Move a Ship"** action. It is important to note that the ransom amount is subject to negotiation between the players, and there is no fixed amount set by the rules. The players may agree to any amount of resources or even to non-resource conditions, as part of the ransom payment.

HELD HOSTAGE BY THE PRIVATEER

If an opponent chooses **neither to pay** the ransom **nor engage in combat with the privateer**, their fleet on the blocked island is **held hostage** by the privateer. To indicate this, the opponent's ships are **placed under** the privateer as a sign of being held hostage. These ships are **not counted** as part of the opponent's fleet and **cannot** be used for **combat** or **to control** islands. Additionally, the opponent cannot move or take any actions with these ships while they are held hostage. The opponent may choose to combat the privateer in a **subsequent** turn. If they are successful, the privateer is removed from the island and goes back to the **player's reserve** and can be repurchased & the hostage ships are returned to the opponent's control. However, if the opponent's fleet is defeated in the combat, the privateer remains on the island, and the **Half of the ships (rounded down including the hostage ships)** from the defeated fleet are sent to the opponent's **Home Base**, while the **remaining ships** are sent to the **fleet reserve** next to the player's player mat for **repurchase**. The **Capital Ship** is always sent to the Home Base.

The **winning player** gets the **magic crystal** as per the below mentioned rules of warfare.
Refer combat card for winner loser resolution



NOTE: DURING THE TIME THAT THE PRIVATEER HOLDS THE OPPONENT'S FLEET HOSTAGE, NO OTHER THIRD PLAYER CAN MOVE THEIR SHIPS ONTO THE BLOCKED ISLAND. THIS RESTRICTION IS IN PLACE UNTIL THE PRIVATEER SITUATION IS RESOLVED BY EITHER PAYING THE RANSOM OR COMBATTING THE PRIVATEER.

DISASTERS

The 'Disaster Module' is an optional mini expansion. When players have played the base game several times, they can introduce this module to add an extra dimension to the game.

The earth's crust has started breaking open all around due to the superweapons being used, leading to Magnitude 15 earthquakes that can destroy your island habitats. Category 10 tornadoes destroy your ships and 500-foot tsunami waves sink your islands. Every seven days a **natural disaster occurs**.

GAMEPLAY

Player continents are highly volatile and susceptible to natural disasters. Every time players perform a **'Collect Resource' action**, there is a disaster forecast on their respective continents. There are a total of 12 disaster cards that need to be shuffled and placed face down as part of the setup.



Every time a player decides to collect resources, before performing the said action the player needs to **draw a card** from the pile of disaster cards kept face down near the board.



Each disaster card contains a map of the player continent that depicts the specific island where a **disaster forecast is imminent**.

Two yellow disaster markers must be placed on the island with the forecast to indicate the severity of the situation.



Once a disaster card has been used, it must be **shuffled back into the same pile** for future use. This sequence of events must be repeated each time a player decides to collect resources.

The player can now perform the collect resource actions with the following consequences;

**PLAYER COLLECTS RESOURCES FROM ALL CONTROLLING ISLANDS OR
PLAYER COLLECTS RESOURCES FROM ALL CONTROLLING ISLANDS EXCEPT THE DISASTER PRONE ISLAND**

NOTE: THE PLAYER MAY CHOOSE NOT TO COLLECT RESOURCES FROM THE SAID ISLAND IN ORDER TO AVOID TRIGGERING THE DISASTER.

PLAYER COLLECTS RESOURCES FROM ALL CONTROLLING ISLANDS

STEP 1: COLLECT RESOURCES

If the player chooses to collect resources from all the islands **including the disaster prone island**, it triggers the disaster and the island becomes **barren post collection of the resources**. This means that the island can no longer produce any resources, any ships on that island are also lost. These **ships go back** to the **player's reserve** and can be **repurchased**.



STEP 2: BARREN ISLAND

In order to indicate the barren island, **flip the yellow disaster marker with the red side upwards**. In either case whether the island has **one or two yellow disaster markers**, **one yellow marker will be flipped with the red side upwards and the other yellow marker will be removed**.



NOTE: IN A DISASTER, PLAYERS LOSE THEIR TELEPORTER (IF ANY) BUT CAN REBUILD IT IN A SUBSEQUENT TURN BY PAYING THE REQUIRED COST. A MOUNTED MAGIC CRYSTAL HOWEVER IS NOT LOST IN A DISASTER AS IT CAN WITHSTAND HIGH VOLCANIC PRESSURES.

STEP 3: REBUILD BARREN ISLAND

The disaster affected island becomes **barren and stops producing resources**, it can however be used for **transit** and players can move their ships through that island post the disaster.

The red disaster token can be removed only if the player decides to **rebuild the barren island**. A player can rebuild the island on **paying the cost** of the same as mentioned in the player mat. Players can do this as a **bonus action before performing a 'collect resources' action**. Players can rebuild a barren island in a **subsequent turn**, whenever next they decide to perform a collect resource action.

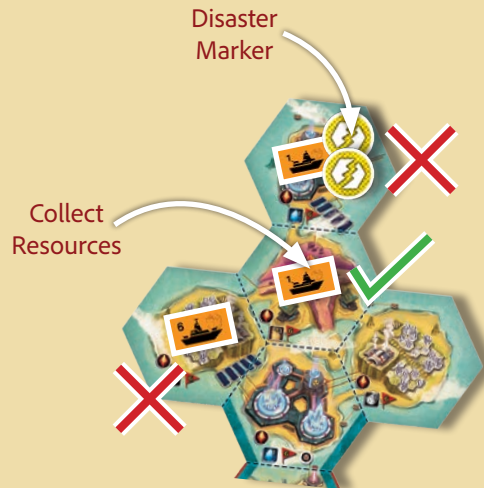


NOTE: A PLAYER CAN REBUILD BARREN ISLAND BY REMOVING THE BARREN ISLAND TOKEN. TO REBUILD THE BARREN ISLAND THE PLAYER MUST PAY THE COST AS MENTIONED IN THE PLAYER MAT. ONCE THE BARREN ISLAND TOKEN HAS BEEN REMOVED, A PLAYER CAN PLACE A GUNBOAT BY USING 'MOVE A SHIP' ACTION AND THE ISLAND IS AVAILABLE FOR COLLECTING RESOURCES.

— PLAYER COLLECTS RESOURCES FROM ALL CONTROLLING ISLANDS EXCEPT THE DISASTER PRONE ISLAND —

Φ STEP 1: COLLECT RESOURCES

The player collects resources from all the islands where his gunboats are stationed, **except** the disaster prone islands. His total resources collected correspond to the rest of the islands controlled by his gunboats **minus** the islands with the disaster forecast.



If a player chooses not to collect resources from a disaster-prone island, they effectively have **two rounds** to allow the island to completely cool down and **eliminate the disaster forecast** until the next forecast. During these two rounds, the player does not take any resources from the island, allowing it to recover.



NOTE: IF A PLAYER WANTS TO ENSURE THAT AN ISLAND IS FREE OF THE DISASTER FORECAST, THEY MUST CHOOSE TO FORGO RESOURCES FROM THE ISLAND FOR TWO ROUNDS. HOWEVER, IF THE PLAYER CHOOSES TO COLLECT RESOURCES FROM THE DISASTER-PRONE ISLAND DURING THIS TIME, IT MAY TRIGGER THE DISASTER AND RESET THE FORECAST.

Φ STEP 2: ROUND 1 CLEAN UP

At the end of **one round**, on the subsequent turn of the player, **one yellow token** will be removed from the island. This indicates that while the island is still prone to a disaster it is relatively less eco sensitive.



Φ STEP 3B : ROUND 2 COLLECT RESOURCES

If a player decides to collect resources from an island that has **one or two yellow tokens**, in either situation, it will **trigger** the disaster and the island will become **barren**.

In case the player chooses to do another collect resource action, he will need to draw another disaster card from the pile. So there could be a situation where a player has **more than one island** with a disaster forecast.



Φ STEP 3A : ROUND 2 CLEAN UP

At the end of the two rounds, on the subsequent turn of the player, if the player does **NOT** collect resources from the said island it will then cool down and no longer be disaster prone until the next forecast. The remaining yellow token representing the disaster forecast is removed, indicating that the island is free of the disaster forecast.

SPECIAL SCENARIOS FOR DISASTER

In the disaster cards pile, there is a **heal card** that has a special effect. When a player draws this card, all the **disaster forecasts get resolved** by one token as shown below;

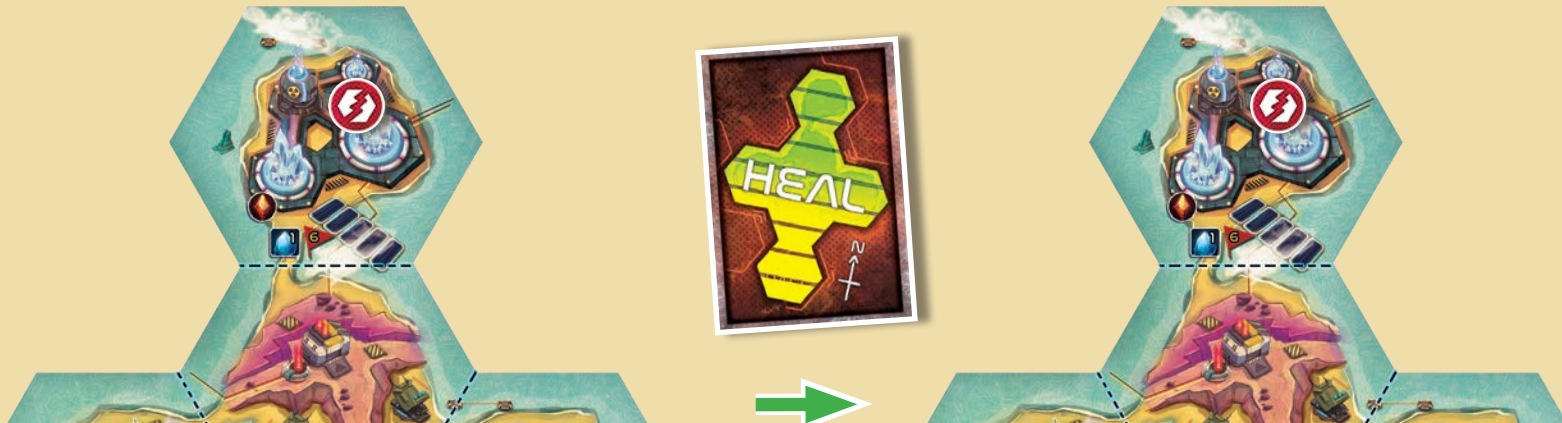
If there are two yellow tokens on an island or islands, one each will be removed.



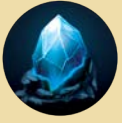
If there is one yellow token on an island or islands, it will be removed.



If there is a red disaster token indicating a barren island, it will remain as is.



ICON GLOSSARY



Ocean Crystal



Isle Of Myth Fleet Capacity



Gunboat



Fleet Strength



AlWood



Disaster



Frigate



Attacker



Ammunition



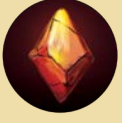
Fleet Capacity



Destroyer



Defender



Magic Crystal



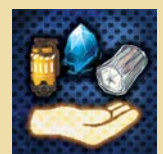
Home Base



Capital Ship



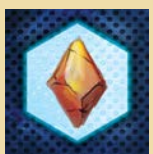
Pirate Ship



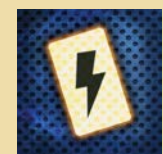
Collect Resources



Currency Conversion



Mount or Dismount Magic Crystal



Power Cards



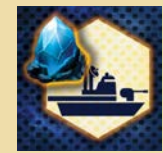
Buy Multiple Ships



Rebuild Barren Island



Extra Action



Upkeep Cost



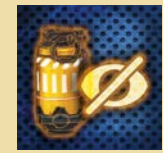
Move Ships



Buy Power Cards



Character Ability



Blind Bidding



Redistribute Ships



Teleporter



Magic Crystal



Game Designer: *Aditya Prasad*, Art By : *Crimzon Studio*, Published by : *Bluencore*



HOW WAS 'WAR OF CIVILIZATIONS' BORN ?



Foreword By Shelly Sinha, Founder, Bluencore

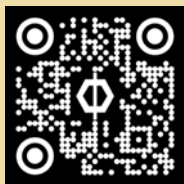
"The story of the game starts way back in the year 2019, when my son, Aditya, then 14 years old, was heavily into board games and in particular strategy board games. It was at that time when he was pursuing his 9th grade and also leading a board game club in his school with great zest, Aditya penned down the story of War Of Civilizations.

This simple exercise that started as a modest effort to strengthen the mother and son bond soon became a relentless passion. We had always been a board game family but this time around we were absolutely delighted to be part of the journey from the other side, the wonderful journey of creation!"

I would also like to thank all our Kickstarter backers, without whom War Of Civilizations wouldn't have been possible !

Last but not the least , Thanks to all our Playtesters !

Neha Vora, Siddharth, Mon Pal, Vyom, Devendra Naik, Prakhar Srivastava, Archisha Kapoor, Anwesh Mishra, Mehul Agarwal, Sahil Kangane, Munira Pandawala, Ishita, Priyanka, Garima, Sunnil Chawla, Ravi, Lavnya K, Pallavi, Luke N, Heribert Thomas, Shahbaz Khan, Sudheer Naidu, Darshan Dhairai, Abhilash, Bhavik Furia, Tejas Gangar, Anshul Gandhi, prachi, siddharth, Ayush Shimpi, Payal Mehta, Vini Mehta, Joel Kishore Devadasu, Nitin Gupta, Mohit, Nidhi Shetty, Jeffery Stanley, Roshni Fernando, Esha, sonia, Hitesh Jain, Pranav, Muskan, Eshant Vdani, Radhika Agarwal, Jinali, Prashant, Supriya, Ayush Gupta, Arwa, Vyomesh Panchmatia, Vekant Prasad, Jay Adhiya, Mansi Sahu, Tamanna Agarwal, Kanishk, Paulami Roychoudhury, Kaveesh Kabra, Aritro Roy, Nihar Gala, Nupur Kesdia, Dheer Upadhyay, Saineel Doshi, Bavin Reshamwala, Allan Dsouza, Mark, Keith Brown, Tom Robson, Louise Howard, Fabricio Looth, Kristof, Craig, John, Maricin, Bob, Gav, Savannah, Rob, Leon, Peter, John, Mark, Steve, Marain, Tom, David, Raven, Sailesh, Kasturi, Sarah.



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We are eagerly awaiting to hear your feedback ! It would be awesome if you could share your unboxing videos/photos on social media, and tag us.

Please write to us at info@bluencore.com for upgraded components.