



WAR  
OF  
CIVILIZATIONS

Expansion Pack

3-6 players | Ages 14 & above | 120 - 180 mins

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# Components

## 1) Player Aid



1

## 2) Power Cards



12

## 3) Hidden Base



6

## 5) Character 2.0 Cards



6

## 4) Teleporters



## 6) Character 3.0 Cards



6

## 7) Pirate Cards



18

## 8) Rule Book



1

— Number of Components

# Details

The War of Civilizations Expansion Pack adds significant depth to the base game through add-on powers and elements that may be purchased during the course of the gameplay.

The additional elements included are

1. Power cards
2. Hidden base
3. Teleporters
4. Character evolution
5. Pirate ship

All the above cards (except Pirate Attack cards) are kept face - up during the initial game setup. **All the below cards become available for purchase to players from the second round onwards.** Only 1 card can be purchased by a player on their turn.

## 1. Power cards

*2 of each type, for a total of 12 cards.*

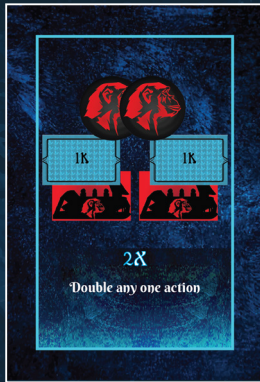
One - time use ability cards, available for purchase from the second round onwards. Players may choose to play these on the same turn, or save them for a later turn. These cards are returned to the central pile for repurchase after use.

- a. **2X** - Double any one action
- b. **Shield** - Repel any one attack without damage. The attackers' ammunition is lost.
- c. **Revive** - Get back all the ships you lost to one attack.
- d. **Sabotage** - Your opponent takes one less damage in any one attack you initiate.
- e. **Boost Resources** - Collect triple the resources of a single type, or double the resources you can collect.
- f. **Pirate Defense** - Defend your continent from any one pirate attack.

*Pay per card*



## Power Cards



## 2. Hidden Base

*1 Hidden base per clan, for a total of 6.*

An additional secure island base which can be purchased and used to produce more resources. There is one Hidden Base available for each continent.

Any player holding an entire home continent can place their Hidden Base card on the same turn of a later turn. The base needs to be populated like any other island. The Hidden Base can produce additional resources on buying and placing clan member tokens like on a normal island.

This Hidden base is safe from all enemies, when activated, but can accommodate a limited number of clan members and ships. It remains unaffected in case

of attacks as well as natural disasters. The Hidden Base does not protect you from pirate attacks. You can also emerge from this base and attack your enemies and take back lost islands.

There are 2 types of fleet movement to and from the island on your base continent to the hidden base,

A. When any base continent island is attacked, or a disaster strikes the base continent, you can move up to 6 ships from any of the islands on the base continent to the Hidden Base without it counting as an action.

B. When you are ready to emerge from the Hidden Base, you can move to connected islands like you would normally move ships from 1 island to another. The Hidden Base is movable and can be attached to any of the islands in the home continent

You don't need to place your fleet to conquer the hidden base as it belongs to you by default - simply place clan members on the island to produce resources.

If the player loses control of the home continent in part or full, the Hidden Base stops producing resources till control of the continent is won back.

The island on the Hidden Base also adds to your winning island count in case of a tie-breaker.

Players can move their clan members & ships to the hidden base in case of an attack or a disaster. Maximum 6 clan members (including the clan members that are already there) & maximum of 6 ships (including any ships already on the Hidden Base). No disaster or enemy fleet can attack the Hidden Base.

Hidden Base ships are not available for redistribution, they can only move out as a fleet to the adjoining islands as an action.

*Pay per card*



### 3. Teleporters

1 Teleporter set per clan with 2 parts viz; entry & exit, for a total of 6 sets or 12 pieces.

Teleporters create short-cuts between any 2 continents. These allow an unprecedented dynamism to war fleet movements.

The teleporter can be used only if the player controls the entire continent. A player can buy only one teleporter set during the game.

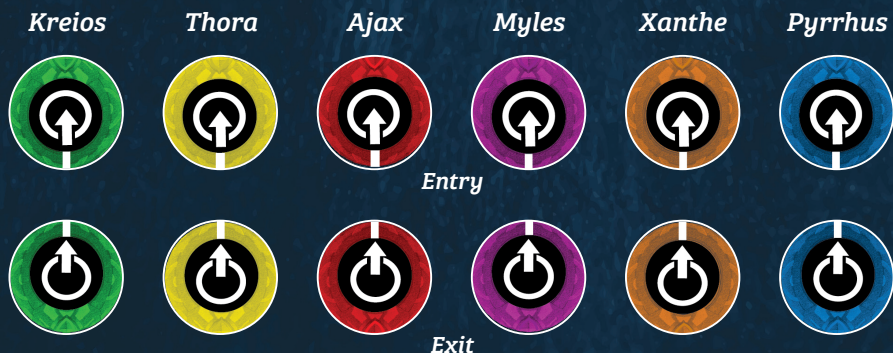
Teleporters are two-part pieces - one part (the entry point) is placed on the home continent and the second part (the exit point) is placed at any other continent. The Teleporter is a one-way path (with demarcated entry and exit points).

You step on the home continent piece and then onto the continent where you placed the exit point on the enemy continent piece (it is a 1-step action).

*Important :*

- ◇ The ends of the teleporter cannot be moved once built by the home continent owner.
- ◇ If another player conquers the island with the teleporter start point, they take over the teleporter.

*Pay per set*



## 4. Character evolution

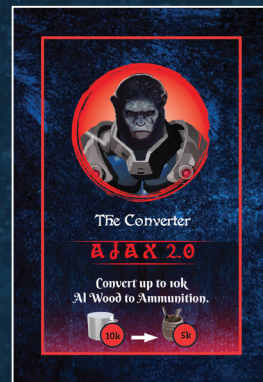
One 2.0 card per clan, for a total of 6 cards.

This gives an opportunity to players to develop character powers through the game.

Each character has a 2.0 and 3.0 version with superior powers in that order. Base character cards give one set of powers. The evolved version of each character has access to powers of earlier versions as well, so the 1.0 card could have an attack power and 2.0 could have a defence power. Both can be used once 2.0 card is acquired. The Character 3.0 card can be bought only after Character 2.0 has been purchased by the respective clan leader in an earlier turn.

### 4.1 Character 2.0

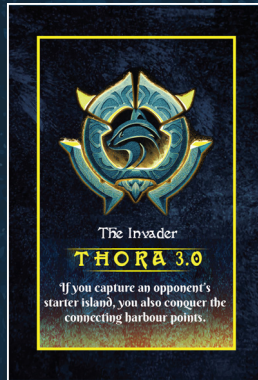
Pay per card





## 4.2 Character 3.0

Pay per card



## 5. Pirate Ships

1 Pirate attack card per type and per clan for a total of 18 cards.

Pirate fleets hide in the central continent. When players start attacking the central continent, pirates immediately reveal themselves and start their raids.

There are 18 pirate ship attack cards (3 types of attacks for each clan). These are shuffled and placed face down during setup. Pirate attacks are triggered when any player enters the central continent.

The topmost card is opened at the end of the turn of the player who has entered or reentered the central continent. The card reveals the nature of the attack and

the target continent. The target could be any player, not just the player who caused the card to be opened.

## Pirate Attacks

### 5.3 Pirate Attack – Resources

*Lose half your Ocean Crystal or AlWood, rounded down.*

Pirate raiders have found the way to the treasury of the target continent. The Clans present on that continent have to give up half their Ocean crystal or Aluminum wood to the Pirates.



### 5.1 Pirate Attack - Ammo

*Pay twice the cost of ammunition to protect your Destroyers.*

Pirates have attached mines to all destroyers on the target continent. Pay 2X the destroyer ammo cost for protecting the Destroyers. If the clan leader is not able to pay the ammo ransom for 1 or all of their destroyers on the continent to the pirates, the mines are triggered and the ships are removed from the board and have to be purchased in future turns to be available again.



### 5.2 Pirate Attack - Fleet

*Destroy ships on all connected bases till you lose 10 damage power points.*

A pirate war fleet sets out to attack the target continent. The fleet has 10 damage points and starts from the Origin Island of the target continent and destroys as many ships as it can on all connected bases until 10 damage power has been used up.

Players can choose which ships or resources are destroyed to minimise their losses.



## Game Play

To add the expansion to the gameplay, place all special ability cards (except the pirate attack cards) face up while setting up the game. These cards can be purchased as an additional action per turn from the second round onwards. Only one card can be purchased by a player in their turn.

Pirate cards must be shuffled and placed face-down. The topmost card is revealed when any player enters or reenters the central continent.



Game Design:  
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