

WAR ON TERROR

THE BOARDGAME



CARD APPENDIX

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EMPIRE CARDS

Card Inspector

Look through the Empire Cards and pick one of your choice.

Shuffle the deck afterwards.

If an Evil Empire is playing this card they may look through either deck.

If the Terrorist Player is playing this card they look through the Terrorist Card deck.



Espionage

Choose a player and steal one of their cards, blind.

You can steal Empire or Terrorist Cards, from either Empire or Terrorist players.

If you choose a player who has no cards, you've wasted your chance.

Explorers

Cross a sea route and develop a village at the other end.

Both crossing and village are free.

You must have access to a sea route to play this card.

This is in addition to your normal developments.

Free Development

The free development can be placed anywhere in accordance with normal developing rules (i.e. upgrade an existing development or develop in a bordering country).

If you develop over a sea route, the route cost must still be paid.

GDP Collection

Collect money from the World Bank depending on the number and type of developments you have on the board.

Insurgency Emergency



Once played, this card is removed from the game.

All terrorist units on the board increase one level. If a country is empty, it remains so.

There is no change to Terrorist Cells.

Intelligence Leak

Choose another player and force them to hand over all secret messages they have.

Kyoto Protocol

Play this card against another Empire to financially cripple them.

Force them to pay a fine to the World Bank for each town and city they have on the board.



Nuclear Bunker

If a *Nuclear Weapon* or *Dirty Bomb* card is being played against you, this card can be played to defend your developments.

In the case of *Nuclear Weapons*, several countries – and therefore, several players – may be affected. Each affected player must play a *Nuclear Bunker* to avoid destruction.

Terrorists aren't allowed inside nuclear bunkers and so get destroyed (unless, by chance, the Terrorist Player has managed to get hold of a *Nuclear Bunker* card).

Nuclear Disarmament

All players, except the person playing this card, must disclose their cards to the board.

All *Nuclear Weapons* and *Dirty Bombs* must be surrendered and returned to the correct deck(s).

Nuclear Weapons

You must have a city on the board to launch a nuke.

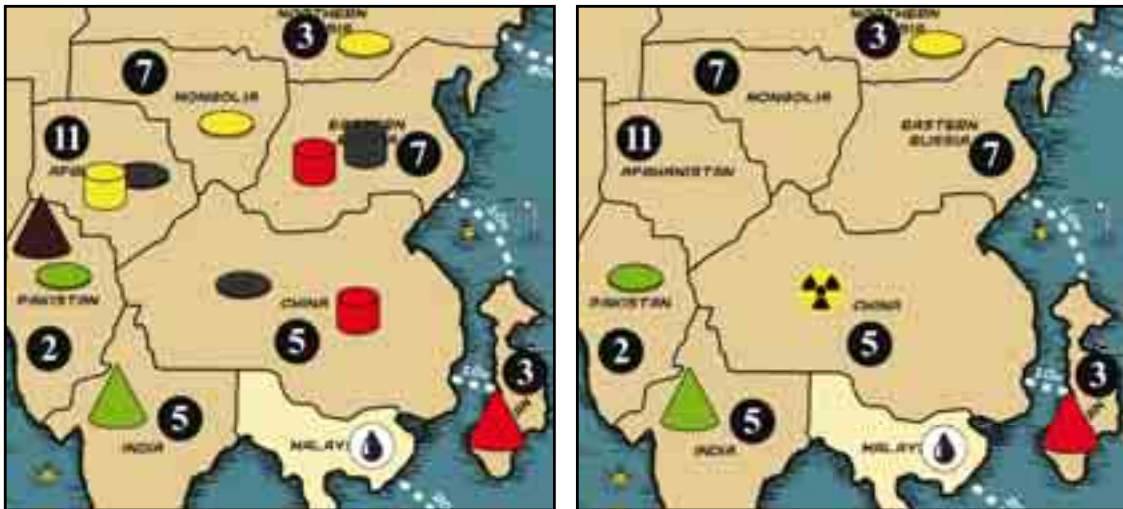
Nominate the 'ground zero' country.

Nukes destroy everything - both terrorist units and developments – at ground zero and every country it borders. Countries across sea routes are not affected.

The only defence is a *Nuclear Bunker*. Each player affected by a nuclear strike must play a *Nuclear Bunker* card if they wish to save their developments.

A Radiation Counter always gets placed on 'ground zero', regardless of any nuclear bunkers played.

If the Terrorist Player gets hold of the bomb, they need a terrorist unit at 'ground zero' to denotate.



E.g. China gets nuked and the green Empire plays a Nuclear Bunker card, saving their developments from the nasty A-Bomb.

Oil Gush

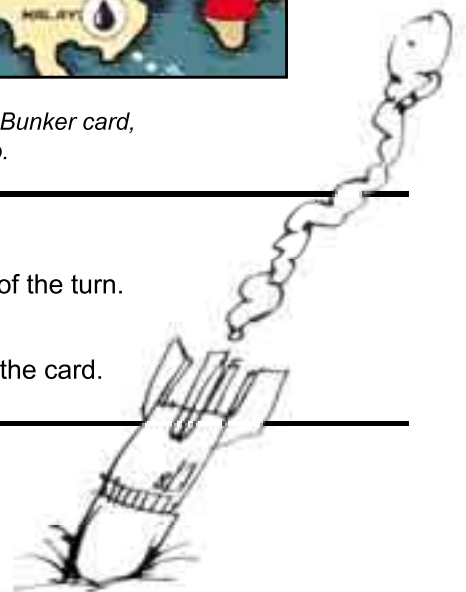
A bonus roll of the oil dice – the standard oil roll still takes place at the end of the turn.

Resulting oil revenue is either doubled or tripled depending on the card.

Resulting oil revenue is paid out to all Empires, not just the Empire playing the card.

Radiation Clean-up

Remove one Radiation Counter from anywhere on the board.



Regime Change

Convert any Empire's development into an equivalent sized development of your own at the cost detailed on the card.

Terrorist Attack

Incite a terrorist unit to attack developments or themselves - Terrorist In-Fighting.

Roll two dice to try and score a successful strike.

Attacking Developments

There is no defence against a terrorist attack.

Terrorist units can only attack the development in the country they occupy.



The terrorist unit must be at least the same size as the development it's attacking.

Roll two dice, using the appropriate chart on the card for the size of development being attacked.

An unsuccessful strike results in the terrorist unit dropping down a level.

Terrorist In-Fighting

State which terrorist unit is fighting itself.

Roll two dice, using the appropriate chart on the card.

An unsuccessful strike has no effect.

What do the Strikes mean?

Full Strike	Counter is removed from the board
Partial Strike	Counter is knocked down a level

Terrorist Buy Off

Remove up to 10 terrorist units from the board at the costs detailed on the card.

Bought terrorists belong to you, either to be kept in your 'terrorist training camp' or placed elsewhere on the board.

Terrorist Movement

A movement is classed as moving a single terrorist unit from one country into another country bordering the Terrorist Network.



The Terrorist Network spreads as far as there is an unbroken chain of terrorists in bordering countries.

A movement may also consist of swapping any two terrorist units within a Terrorist Network.



Terrorist Upsurge

Roll two dice and place a Terrorist Column in every country with a matching oil number.

If a country already houses terrorists, upgrade the unit one level.

Nothing happens to a Terrorist Cell.

War

You can attack developments or terrorist units.

Can be used in defence against another *War* card.

Roll two dice to try and score a successful strike.

Attacking Developments

You can attack developments in countries bordering your Empire (including those joined by sea routes).

Before the attack starts, the defending Empire chooses whether or not to play a *War* card in defence.

Attacker rolls two dice, using the appropriate chart on the card for the size of development being attacked.

If defending the defender rolls, using the same chart as the attacker. If the defender rolls a higher level of strike than the attacker, the attack is neutralised. If the defender matches a partial or full strike, then a roll off commences.

A roll off: The attacker and defender keep rolling two dice until either one of them fails to land a full strike. Partial strikes and collateral damage are ignored in a roll off.

Attacking Terrorist Units

You can attack terrorist units within your Empire or in bordering countries.

Attacker rolls two dice, using the appropriate chart on the card for the size of terrorist unit being attacked.

Attacking Evil Empires

Collect 25m from the World Bank for every *War* card played against the Evil Empire.

What do the Strikes mean?	
Full Strike	Counter is removed from the board.
Partial Strike	Counter is knocked down a level.
Collateral Damage	Own development is knocked down a level.

Weapons Inspector

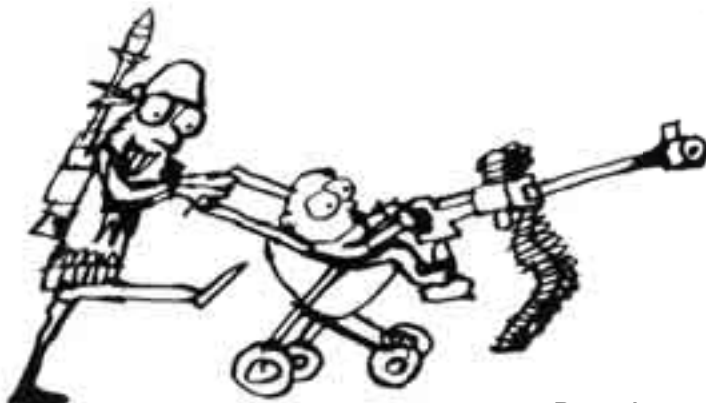
Choose another player and inspect their cards.

Confiscate and keep any *Nuclear Weapons* or *WMDs* that you find.

Who's Evil?

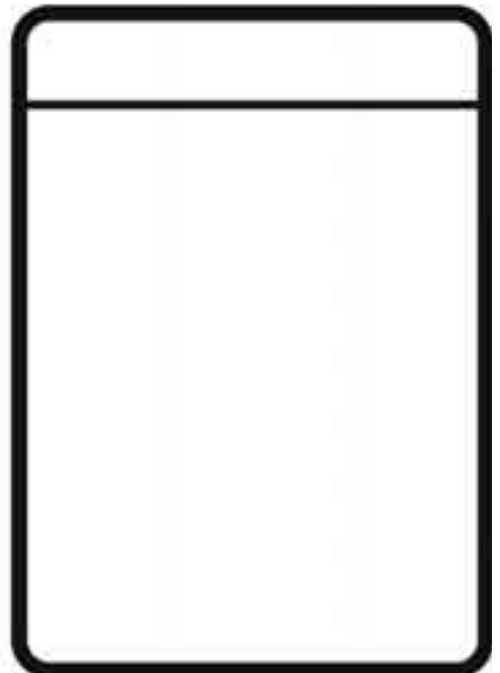
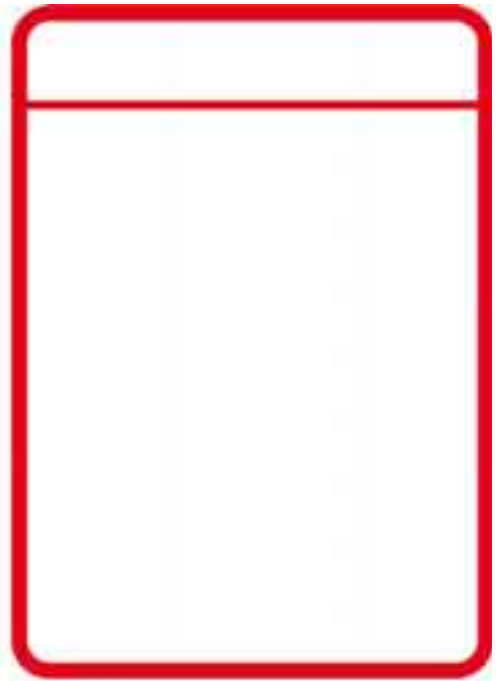
Spin the Axis of Evil to decide who's evil.

If the Axis points to a non-playing colour, no one is evil.



CARD TEMPLATES

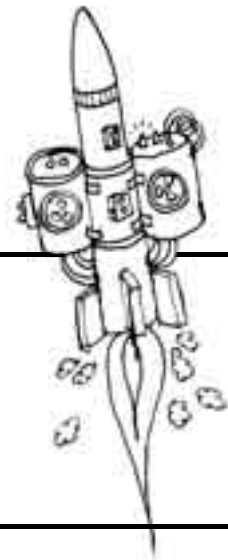
They call it the long war, so we've made it easy for you to invent new cards and keep up with the latest rhetoric. If you come up with any good ones, please submit them to the website, www.waronterrortheboardgame.com



TERRORIST CARDS

Bomb the Pipeline

Select a country with an oil counter to target.
You need at least a Terrorist Column present in the target country.
Roll two dice and refer to the chart on the card.
Unsuccessful attack: Terrorist unit is destroyed.



City Strike

Select a city to target.
You need a Terrorist Cell present in the same country as the city.
Roll two dice and refer to the chart on the card.
Unsuccessful attack: Terrorist unit is destroyed.

Civil War

This card can be played individually or played together with other *Civil War* cards for greater benefits.
Convert the specified number of developments into equivalent sized terrorist units.
The number that can be converted depends on how many *Civil War* cards are played at the same time.

Dirty Bomb

Select a development to target.
You need at least a Terrorist Vanguard in the same country as the development.
Roll two dice and refer to the chart on the card.
Successful attack: Development destroyed. Place a Radiation Counter in the country.
Unsuccessful attack: Terrorist unit is destroyed.

It's Your Birthday

Collect 5m from every player.
Terrorist birthdays must be honoured.



Oil Theft

Steal all money due to all Empires from the oil roll at the end of your turn.

Plane Hijack

Select an Empire to target.
You need a Terrorist Cell present in any country occupied by the targeted Empire.
If the targeted Empire refuses to pay the ransom, they roll two dice and refer to the chart on the card.

Political Kidnap

Select an Empire to target.

You need at least a Terrorist Column present in any country occupied by the targeted Empire.

If the targeted Empire refuses to pay the ransom, they roll two dice and refer to the chart on the card.

Suicide Bomber

Select a development to target.

You need at least a Terrorist Vanguard in the same country as the development.

Roll two dice and refer to the chart on the card.



Terrorist Attack

Exactly the same as the *Terrorist Attack* card in the Empire deck, page 3.

Terrorist Movement

Exactly the same as the *Terrorist Movement* card in the Empire deck, page 3, except this card allows three separate Terrorist Movements.

Terrorist Recruitment

This card can be played individually or played together with other *Terrorist Recruitment* cards for greater benefits.

Collect a number of free terrorist units from the World Bank.

The total number depends on how many *Terrorist Recruitment* cards are played at the same time.

Terrorist Training

Remove up to four terrorist units from the board and return them to your 'terrorist training camp'.

Terrorist Upsurge

Exactly the same as the *Terrorist Upsurge* card in the Empire deck, page 4.

Video Appeal

Select another player and steal all terrorist units in their 'terrorist training camp'.

WMDs

WMDs are a powerful 'attack card' – similar to the *War* card, page 4.

There is no defence against WMDs.

WMDs can attack developments or terrorists **anywhere** on the board.

WMDs take 45 minutes to deploy.

STRATEGY TIPS

- Go for the best oil: On two six-sided dice you're more likely to roll a 7 than a 2 or a 12, so go for countries with mid-range oil numbers to increase your chances of getting oil revenue.
- Build big on those good oil numbers, but don't get too far ahead of the competition or else you'll make yourself an obvious target.
- In the course of a normal game (if there is such a thing), at least one Empire gets 'knocked out' and turns into a Terrorist Player. Therefore, the more you fund terrorism, the stronger you are likely to make the eventual Terrorist Player.
- That said, there are many advantages to funding terrorism. Not only is a 'training camp' full of terrorists a decent and obvious deterrent, but you can place terrorist units anywhere on the board. That means you can save your *War* cards for another time – probably for use in defence.
- Don't forget that terrorist units can be used strategically to block developments and oil revenue. Empires may not develop in any country which contains a Terrorist Column or Cell. If you're a Terrorist Player, try 'ring-fencing' Empires and cutting off vital sea routes. If you're an Empire, you can stunt another Empire's revenue with a couple of well-placed Terrorist Cells.
- Keep your enemies close. Diplomatic dealings ensure no wars are fought unless you start them.
- In case you need telling, *Nuclear Weapons* are devastating. This makes *Nuclear Bunkers* extremely valuable. If you've developed a bunch of cities close together and you don't have a *Nuclear Bunker*, you're asking for trouble.
- Be creative with your bargaining and bribery. Prey on your opponents' known weaknesses. In the past, cards and cash have swapped hands in exchange for jam on toast at 2am.
- If you turn terrorist, the temptation is always to go on a nihilistic rampage of destruction. But don't go in too strong – you'll turn all Empire attention towards you and they'll win. The terrorist fight isn't just about destruction. Be selective in your targets.
- Use the Secret Message Pad. Secret messages unnerve and annoy the other players, giving you the psychological upper hand. Mess with people's minds.
- During the main part of your turn, you can develop, play cards and trade in any order. So if you're planning on fighting, do that first, so you can then develop in any conquered land.
- Bankrupting an Empire is sometimes easier than destroying all their developments. Pile on the pressure with a string of 'pay out' cards and block their oil with a Terrorist Cell at the same time and they'll soon be begging for mercy.
- If you're rich, you can get away with most things. Start up financial incentive schemes for poorer players to attack your enemies. Give the Terrorist Player a back-hander for each turn they don't attack you. Buy extra cards every turn...
- If you're trying to win as the Terrorist Player, every time you force an Empire to join you, not only do you benefit from a fresh injection of cards and cash, but the amount of Liberation Points you need to win decreases. But then, destroying Empires means there are fewer Empires available to start fights amongst themselves and they also need fewer Liberation Points to win. So strike a balance.
- There's an unwritten rule that the first player to turn terrorist has a greater share of a terrorist win than the other players, but really that's not true.



You've played the game, you've worn the balaclava,
now visit the website...

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DISCOVER AND SUGGEST NEW VARIATIONS OF THE RULES !!



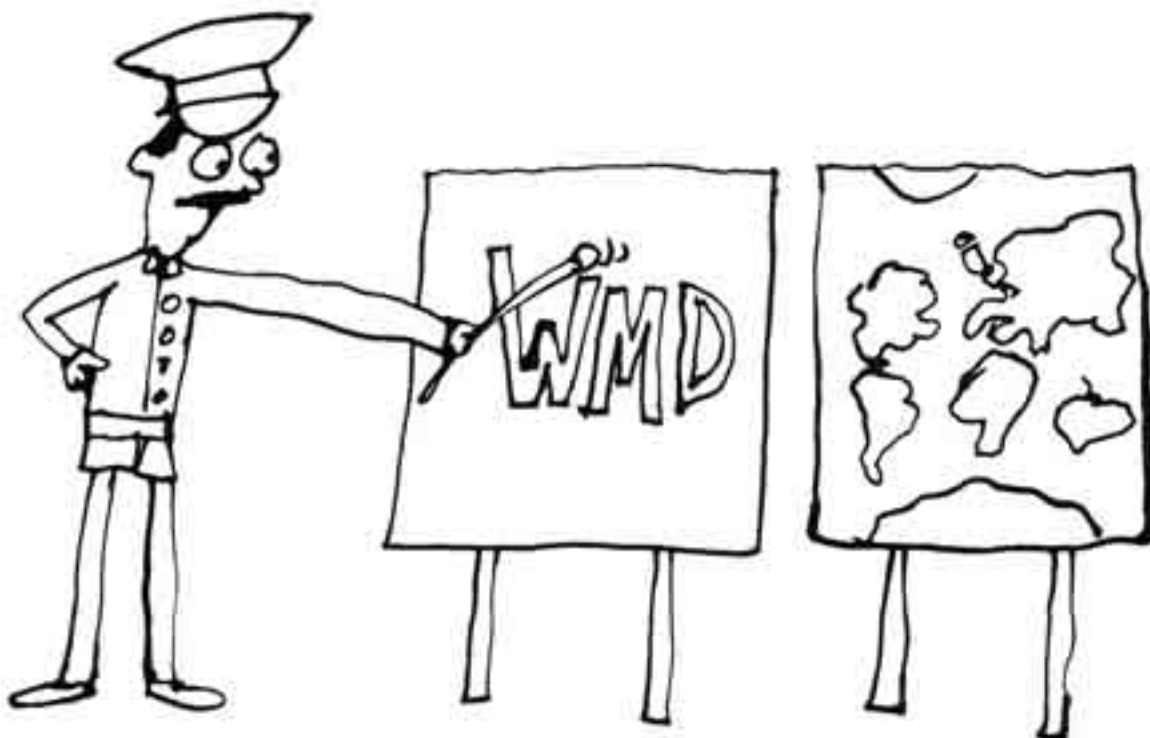
SHARE STRATEGY HINTS AND TIPS WITH OTHER PLAYERS !!



SUBMIT YOUR EVIL BALACLAVA PHOTOS TO OUR 'GALLERY OF EVIL' !!



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