

WAR ON TERROR

THE BOARDGAME



RULES OF ENGAGEMENT

www.waronterrortheboardgame.com

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WHAT'S IN THE BOX

1	World Map Board	6	Sets of (coloured) Empire Counters:
1	Rules of Engagement		30 villages
1	Card Appendix		10 towns
1	Action Die		10 cities
2	Oil Dice	1	Set of (black) Terrorist Units:
1	'Evil' Balaclava		50 terrorist vanguards
1	Secret Message Pad & Pencil		30 terrorist columns
1	'Axis of Evil' Spinner		20 terrorist cells
6	Reference Cards	15	Radiation Counters
47	Terrorist Cards	180	'World Bank of Capitalism' Bank Notes
65	Empire Cards	60	Oil Counters



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1st Edition, you lucky lucky people.

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Colours and parts may vary from those pictured.

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QUICK START GUIDE

We live in complex times. Thankfully, we've been given clear labels that explain the refined and enlightened world of geo-politics: Terrorists, tyrants, evil, weapons of mass destruction. If you can follow Star Wars, you can understand the news.

Unfortunately, ***War on Terror, the boardgame*** isn't so straightforward. In our world there is no black & white. Deception is encouraged, hypocrisy is the norm and the only true ally is money. Empires fight empires, empires fight terrorists, empires fund terrorists and some empires even become terrorists. Confusing and unfair? You bet it is. Luckily, it's just a game...

1. Humble Beginnings

You start the game as a modest Empire determined to liberate the world from the clutches of terrorism - and the threat posed by other Empires. ('Starting the Game' – p.3)

But, surprise surprise, if you get knocked out, you play as the terrorists - and as more Empires get knocked out, they join you as the terrorist force. You can also choose to turn terrorist at any time. Yes, even in the first round if you want. ('Turning Terrorist' – p.7)



2. Take it in Turns

A turn always follows the same structure: roll the Action Die to find out how many developments you can build; collect two free cards; then the bulk of your turn will typically be a mixture of developing, playing cards and trading. You roll the oil dice to finish your turn. ('An Empire Player's Turn' – p.3)

3. It's All About Oil

The real money comes from oil. Each country contains an oil counter, which - when turned over - shows the oil number for that country. ('Oil Counters' – p.2)

Larger developments are stronger defensively and earn you more oil money. So build upwards in oil-rich countries and you'll soon be wealthy enough to buy powerful friends. ('Developments' – p.5)

4. Keeping the Peace

You can play any card in your hand during your turn. A card may help your Empire or may hinder another. Once played, cards are discarded to the bottom of the correct deck. ('Cards' – p.5)

Roughly half the cards involve some sort of aggression – mainly *War* or *Terrorist Attack*. If you have a score to settle, you'll more than likely use these cards first, but there are many less belligerent options. It all depends on context. (see *Card Appendix*)

5. Terrorism: Problem or Solution?

They can be your best friend when you need a job doing and your worst enemy when the tables are turned. Terrorists can be bought during your turn and placed anywhere. Once on the board, terrorist units are anyone's to use. They are largely a latent threat, until triggered by a relevant card. ('Terrorists' – p.6)

Since terrorism is cheaper, often more effective and more flexible than traditional combat, the temptation to fund it can be strong. The only drawback is that you'll eventually have to fight the terrorists you funded.

6. Winning the War on Terror

To win as an Empire, you need to secure a certain amount of Liberation Points. You get these by controlling continents and by building cities. (see *Liberation Chart on the board*)

To win as a Terrorist, you also need to secure Liberation Points. You get these by cleansing an entire continent of any Empire developments and so claiming the points associated with that continent. ('Winning the Game' – p.8)




THE BASICS

The Board

The board is based upon a map of the world, divided into 7 continents and 49 countries. Some countries are joined by sea routes. Wherever 'bordering' countries are referred to in the game, this includes those countries linked by a sea route.

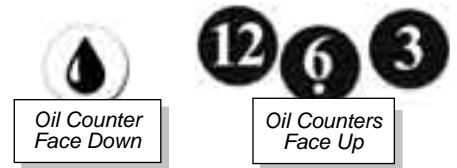
Playing Counters

The six colours of playing counter represent Empires. The black counters are terrorist units. The counters come in three sizes, small medium and large.

Counter Shape	Empire Counters	Terrorist Units
	Village	Terrorist Vanguard
	Town	Terrorist Column
	City	Terrorist Cell

Oil Counters

Every country has an Oil Counter. Oil Counters have a number from 2 to 12 on them and represent the oil potential of the country they're in. Some Oil Counters are blank, which represent an oil barren country. Oil Counters are turned over when a country is developed for the first time, revealing the oil number for that country.



Dice

There are two types of dice:

Two **regular six-sided dice** for use in combat and rolling for oil (sometimes referred to as 'oil dice')



One **Action Die**, showing the numbers 2 to 4 and various symbols.



Cards

There are two decks of cards – 'Empire Cards' and 'Terrorist Cards'. There are also six 'Reference Cards' with costs and basic rules on them.

Radiation Counters

Some cards result in a radiation counter being placed in a country. You cannot develop beyond a village, nor do you receive oil revenue, in radioactive countries.

Secret Message Pad

A surprisingly important element in the War on Terror, secret messages can be written and received at any time. Use them to spread fear and paranoia or strike temporary alliances with other players

Some cards require you to divulge your secret messages, so be careful what you write.



STARTING THE GAME

Preparation

- Each player should be given a Reference Card.
- Shuffle both Empire and Terrorist Cards and place the decks face down on the board.
- Set up the Axis of Evil, get out the Evil Balaclava, Secret Message Pad and pencil ready for use.
- Randomly pick 49 oil counters, shuffle face down and place one in each country.
- One player should take responsibility for the World Bank, the other players should keep an eye on them.
- Depending on the number of players, each Empire starts the game with:

# Players	Start with the following
2 Players	4 free villages, 400m in cash and 4 Empire cards
3 or 4 Players	3 free villages, 300m in cash and 3 Empire cards
5 or 6 Players	2 free villages, 200m in cash and 2 Empire cards



Set-up Round

- Players roll two dice; highest goes first.
- Moving anti-clockwise around the board, each Empire places all their free villages at once, anywhere on the board.
- Oil counters are turned over in the newly-developed countries.
- The last Empire to place their initial villages then starts the game with the first full turn.
- Order of play is now clockwise.
- There is no attacking allowed in the first full turn.

AN EMPIRE PLAYER'S TURN

There are two types of player: Empires and Terrorists. ('A Terrorist Player's Turn' – p.7)
At the start of the game, everyone is an Empire. Every turn follows the same structure:

1. Roll the Action Die
2. Collect 2 free Empire Cards
3. "Play"
4. Roll the oil dice

1. Roll the Action Die

The number rolled on the Action Die determines how many developments an Empire is allowed to build during their turn.

2. Collect 2 free Empire Cards

If you roll a symbol, act on it immediately.



Collect an additional Empire Card



Shuffle the Empire Card deck



Spin the Axis of Evil

3. “Play”

During the main part of their turn, Empires may:




- Buy up to 2 additional Empire Cards at 50m each.
- Play any amount of cards.
- Develop up to the amount of developments indicated by the Action Die. New developments can only be placed in unoccupied countries bordering your Empire, including across sea routes. (Developments – p.6)
- Buy any amount of terrorists from the World Bank. These can be placed anywhere on the board or held off the board for later use, referred to as your ‘terrorist training camp’. (Terrorists – p.6)



4. Roll the oil dice

Players roll the oil dice to finish their turn. All Empires with a development in a country bearing a matching oil number receive oil revenue, unless it’s blocked by a Radiation Counter or a Terrorist Cell.

E.g. Player A rolls a 9. Player B has two towns on a 9 and gets 200m, Player C has a village on a 9 and gets 50m. Player A has no developments on a 9 and gets nothing.

Development	Oil Revenue
 Village	50m
 Town	100m
 City	200m

THE AXIS OF EVIL

Occasionally the Action Die or a card instructs the Axis of Evil to be spun. When the Axis points to a playing colour, that Empire is ‘evil’ and is granted valuable access to the Terrorist Cards until the Axis of Evil is spun again.

- The moment the Axis of Evil points to a playing colour, that Empire receives 2 free Terrorist Cards.
- Evil Empires must wear the Balaclava of Evil for the duration of their evil spell.
- For every *War* card played against the Evil Empire, the attacker receives 25m from the World Bank.

The Evil Empire’s Turn

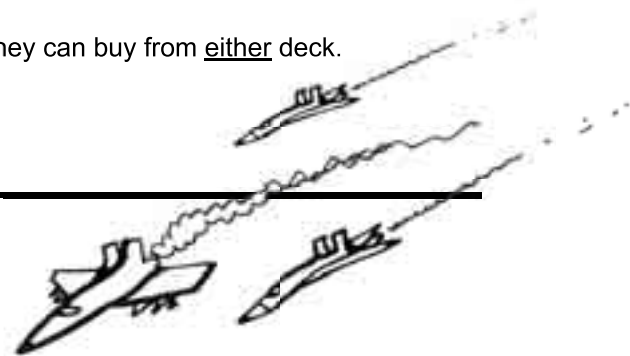
Evil Empires play exactly as normal Empires, but with the following few exceptions:

- Evil Empires are entitled to two free cards from both decks at the start of their turn.
- The ‘extra card’ symbol on the action die allows the Evil Empire to take an extra card from either deck.
- During their turn, Evil Empires may buy up to 2 additional cards. They can buy from either deck.

OUTSIDE YOUR TURN




At any stage in the game, a player may:

- Send secret messages to other players.
- Barter, haggle and trade with other players.
- Remove any amount of their own developments from the board.
- Turn terrorist. (‘Turning Terrorist’ – p.7)



DEVELOPMENTS

- Developments come in three sizes: villages, towns and cities.
- Only one development can exist per country.
- The Action Die determines the number of developments you can build in your turn.
- Building a development is classed as placing a new development or upgrading an existing development.
- You may only develop in a country that borders a country you already occupy.
- It costs money to develop across sea routes. The amounts are written on the board.
- When developing in a previously undeveloped country, develop first, then turn over the oil counter.
- You may not develop in a country that contains a Terrorist Column or Cell.
- You may not develop beyond a village in a country that contains a radioactive counter.
- Villages, towns and cities must be developed in this order. You can, however, 'jump' developments for quicker expansion, as this would count as building one development.
E.g. Player A rolls a 3 on the Action Die, upgrades directly from a village to a city and pays the corresponding price of a town plus a city (150m). Player A still has two developments left.
- At any time you may remove any number of your own developments from the board and recover your development cost.
E.g. A town may be removed from the board, leaving the country empty and 50m is collected from the World Bank.

Development	Cost
 Village	25m
 Town	50m
 City	100m

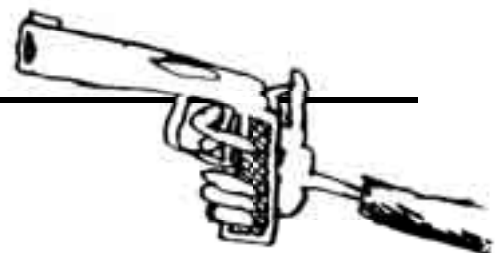
CARDS

- You can play any number of cards during your turn.
- Once a card is played, it is returned to the bottom of the relevant deck.
- You can play any card held in your hand. An Empire player can play Terrorist Cards and a Terrorist Player can play Empire Cards.
- All players receive 2 free cards per turn.
- All players may buy up to 2 extra cards per turn at 50m each.
- Each card is detailed within the *Card Appendix* if clarification is needed.

FIGHTING

The majority of the Empire and Terrorist cards are made up of *War* and *Terrorist Attack* cards. These cards (and a few others) enable you to fight and expand your territory.

All combat cards work on the same principle: rolling two dice to try and get a successful strike number, as shown on the card. See *Card Appendix* for full details.



TERRORISTS

- Terrorists can be bought from the World Bank during your turn.

- Terrorists may be held off the board for any length of time, referred to as having terrorists in your 'training camp'.

- Terrorists can be placed anywhere on the board during your turn.






- Only one terrorist unit is allowed per country.

- Terrorists lie dormant on the board until triggered by a *Terrorist Attack* or other relevant card.

- Whilst on the board, terrorists can be 'used' by anyone – both Empire and Terrorist Players.

- Players can 'upgrade' terrorist units by adding to the existing terrorists on the board.

E.g. A Terrorist Vanguard can be upgraded to a Column by contributing 4 more Terrorist Vandards.

Terrorist Unit	Cost
 Vanguard	10m
 Column	5x 
 Cell	2x 



- **Terrorist Columns and Cells stop any further development in a country.**

- **Terrorist Cells also stop any oil revenue in a country.**



'Turning Terrorist' and 'A Terrorist Player's Turn' aren't essential reading for the start of the game. You can refer back to these sections later on. All you need to keep in mind is that, at any point, you may (or may be forced to) quit as an Empire and take control of the terrorists instead.

TURNING TERRORIST

There are three ways in which an Empire can become a Terrorist Player:

1. All your developments are destroyed.
2. Bankruptcy.
3. Voluntarily - a good option if you do not think you can win the game as an Empire.



When an Empire becomes a Terrorist Player, take the following actions:

- If voluntary and in your turn, turning terrorist ends your turn. Still roll the oil dice.
- All developments are removed from the board and traded in for equivalent sized terrorist units, to be held in your 'terrorist training camp'.
- All Empire Cards are surrendered and replaced with an equivalent number of Terrorist Cards.
- All money is kept, as are any terrorists in your 'terrorist training camp'.
- The Empire now plays as a Terrorist Player from the start of their next full turn.

Bankruptcy

Certain cards require an Empire to pay out money to another player or to the World Bank. If an Empire doesn't have enough money to cover the debt after removing developments, trading etc. they are bankrupt and become a Terrorist Player.

A TERRORIST PLAYER'S TURN



As Empires fall and turn terrorist, the Terrorist Players work together, sharing **A TURN** and assets between them. Whether just one or many, they are referred to here as the 'Terrorist Player'.

1. Roll the Action Die

The number rolled on the Action Die determines how many Terrorist Movements the Terrorist Player can make during their turn. Terrorist Movements are detailed in the *Card Appendix* under 'Terrorist Movement'. The card-related symbols on the action die apply to the Terrorist Card deck.

2. Collect 2 free Terrorist Cards

3. "Play"

During the main part of their turn, the Terrorist Player may:

- Move terrorists up to the amount of movements indicated by the action die.
- Buy any amount of terrorists from the World Bank and either place them directly onto the board, or hold them off the board in their 'training camp'.
- Buy up to 2 additional Terrorist Cards at 50m each.
- Play any amount of cards.



4. Roll the oil dice

The Terrorist Player gets no oil revenue. However, they still roll the oil dice to finish their turn. Empire players receive oil revenue as usual from this roll.

WINNING THE GAME

Empire Victory

To win the game as an Empire, you must demonstrate that you have liberated a significant portion of the world through the accumulation of Liberation Points. Liberation Points are won by controlling continents and by building cities.

- An Empire must have a development in every country within a continent to claim the points associated with that continent.
- Every city built contributes 1 Liberation Point to your total.
- The amount of Liberation Points needed for a win depends on the number of Empires remaining in the game at that point.



# Empire Players	Liberation Points required to win
6 Empires	12
5 Empires	11
4 Empires	10
3 Empires	9
2 Empires	8
1 Empire	7

Terrorist Victory

The Terrorist Player claims a (joint) victory if they liberate enough of the world from Empires. Similar to Empires, the Terrorist Player must accumulate Liberation Points – they get points for every continent that is completely free of Empire developments. It's a tough prospect, but the rewards include a life without governments and no more borders.

E.g. North and South America contain no Empire developments; the Terrorist Player has 5 Liberation Points. In a game with two remaining Empires, the Terrorist Player could take Africa and Nowhere to ensure a victory (8 points). Alternatively, they could focus on knocking out one of the remaining Empires and then they would only need to take Africa for a 7 point victory.

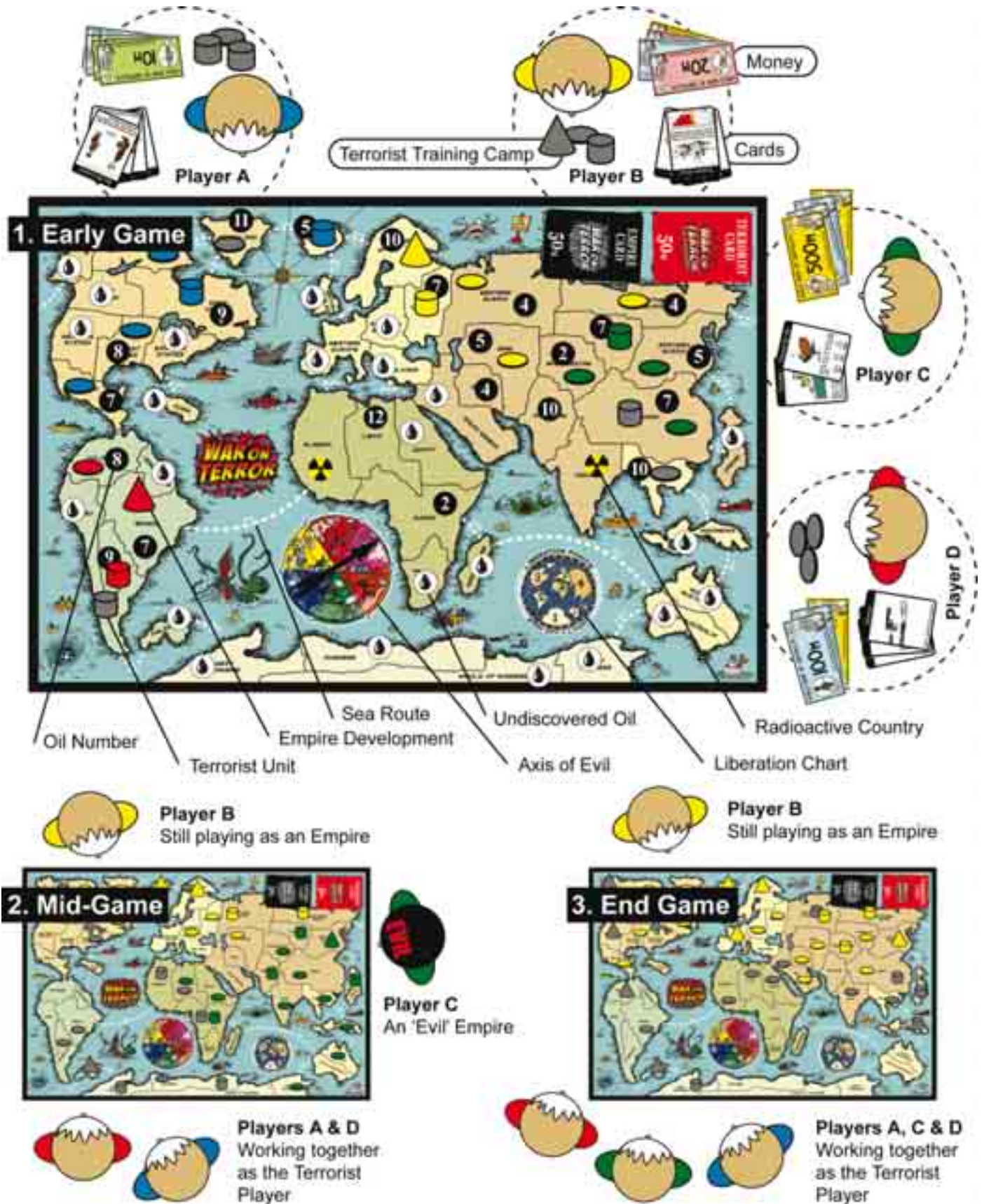
World Peace

There is another, less dramatic, end to the War on Terror. In the event that the board is completely free of terrorist units, all remaining Empires may agree on 'World Peace'. In this case, remaining Empires share a victory and can give themselves a well-earned pat on the back for being so nice and possessing the wise understanding that this is a 'war' no one can win.



GAME DIAGRAMS

These diagrams are examples of how a standard game might progress. But then, there's no such thing as a 'standard game' with *War on Terror, the boardgame*.





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