



How to Upgrade Your *War on Terror* Set to **Version 2.0** For Free ...

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YOU WILL NEED:

- Printer
- Removable (peelable) Sticky Labels
- Pair of scissors
- Pen

Please note: edition 2 of *War on Terror* has around 15 new cards. Some of these we want to keep as a surprise until the actual release of WoT 2.0, so they won't all be detailed here. Additionally, you will need to 'sacrifice' existing cards in order to include any new cards and this may alter the balance of play slightly.

WoT v2.0 isn't currently due out until the end of 2008 or possibly early 2009.

Important Links

- Version 2.0 confusion and clarifications thread: <http://www.boardgamegeek.com/thread/316406>
- Version 2.0 feedback: <http://www.boardgamegeek.com/thread/316407>
- Version 2.0 rule and card ideas: <http://www.boardgamegeek.com/thread/316409>

New Components

Version 2.0 uses fewer pieces, cards and money. Please remove the relevant amount so that you have the following:

Money

- 5m x 20
- 10m x 20
- 20m x 25
- 50m x 30
- 100m x 20
- 500m x 10

Playing Pieces – Each Empire

- Village x 20
- Town x 6
- City x 5

Playing Pieces – Terrorist

- Vanguard x 40
- Column x 20
- Cell x 15

Radioactive Counters x 7

Oil Counters x 55

New Rules

Hopefully it will be obvious where these new rules replace or modify existing rules. The following thread on Board Game Geek is for clearing up any confusion: <http://www.boardgamegeek.com/thread/316406>

Oil Counters

- 4 Oil Counters are marked with a symbol to denote an 'Indigenous Terrorist Group' (ITG) who have a permanent territorial claim throughout the game. If an oil counter with an ITG symbol is uncovered, a terrorist column is immediately placed in that country (see ITGs below for behaviour)



Take two 7s, one 6 and one 8 and place a small rectangular sticker on them. Replace and mix Oil Counters.

- 2 Oil Counters are marked with a symbol to denote double oil. These counters give the controlling empire double the oil revenue.



Take one 4 and one 9 and place a small circular sticker on them. Replace and mix Oil Counters.

Terrorists and the Terrorist Player

- You may place terrorists on the board at any time during game (even out of turn)
- You can only turn terrorist in your turn.
- In order for the Terrorist Player to claim the Liberation Points associated with a continent, that continent must not only be absent of any Empire developments, but there must be a terrorist unit in every territory, including at least one Terrorist Cell in each continent claimed. (This 'HQ' Terrorist Cell does not count towards liberation points)
- Terrorist Cells are more defensible - against a WAR card, the 6 is a partial strike and the 10 is a miss; against a TERRORIST ATTACK card, the 9 is a partial strike
- ~~You may only buy up to 100m worth of terrorists in your turn~~ – We tried this rule for a bit and decided it didn't add much. We'd be interested in your thoughts on how to get players to use their Terrorist Training Camp more.

Indigenous Terrorist Groups (ITGs)

- Some Oil Counters reveal that an indigenous Terrorist Column is present in that country. This Indigenous Terrorist Group is impossible to get rid of. ITGs can be knocked down (or built up), but will always return to a column (if knocked down) at the end of the turn. Indigenous terrorists *cannot be moved* out of their territory.

Permanent Military Bases (PMBs)

- Each Empire can build up to two Permanent Military Bases worldwide. PMBs can be built in any country you occupy for the cost of 100m. PMBs can only be destroyed by the NUKE, NATIONALIST REVOLUTION or INSURGENCE card. PMBs are represented by placing 2 village counters in the relevant country (in addition to any development counters that are present). PMBs act as a development with regards to development rules and waging war – ie. you may wage war from a PMB even if you no longer have a development in that country. You may also build in any country adjacent to a PMB (and in the country itself) if it is vacant. PMBs do not affect (positively or negatively) Liberation Points for either Empire or Terrorist player.

World Peace

- An entire round has to pass peacefully after World Peace is agreed upon for World Peace to exist and the game to end peacefully. This way, World Peace can be achieved with a Terrorist Player.

Developments

- Cities are more defensible - against a WAR card, the 6 is a partial strike and the 10 is a miss; against a TERRORIST ATTACK card, the 9 is a partial strike
- You may no longer sell your developments at any time. Only in a bankruptcy situation can you sell your developments for the face value (eg. A city gets you back 100m from the bank). During your turn, you may remove any of your developments from the board for diplomatic reasons, but you don't get any money for this.

Turn Order

- Draw your cards at the END of your turn (last thing before rolling the Oil Dice). Bought cards during the turn have to be laid face down and not taken into the hand until the end of the go. Acquired cards (by the action die, or stolen cards etc. can be looked at and used immediately).

New Cards



The easiest and best way to make new cards is to stick a blank label on an existing card and write on it. That way, the new cards are pretty much identical to the rest of the cards in the deck. However, unless you want to permanently change your 1.0 set, we recommend you use *peelable* or *removable* sticky labels. These won't ruin the card underneath.

We don't have any pretty pictures for you to print out yet, so you'll just have to copy the following text by hand.

Empire Cards

Remove the following:

- 5 x TERRORIST MOVEMENT (these 5 are to be converted directly to EXTRAORDINARY RENDITION)
- 1 x WAR
- 2 x TERRORIST ATTACK
- 1 x FREE DEVELOPMENT (village)
- 1 x TERRORIST UPSURGE

Add/ Make the following:

- 5x **Extraordinary Rendition** – An update to the old 'Terrorist Movement' for Empires. Move a Terrorist Unit anywhere on the board. You must get agreement from each Empire as you pass through their 'air space'. Failing agreement, you must bribe the authorities 20m for each unauthorised country you pass through or land in. This card can also be played against a Terrorist Player to steal units from their Terrorist Training Camp.
- 2x **Democracy Export** -Lay waste to another Empire's development and leave a Permanent Military Base there (but no development of your own). Use the following attack chart: 6 and 11 leave a PMB but the development stays intact; 7 to 10 destroys the development and leaves a PMB; 2 to 5 and 12 is a miss. (*Should the attack chart be different for different sized developments?*)
- 1x **Nationalist Revolution** - removes a military base from any of your countries and adds a development level to the development there (if possible).
- 1x **Oil Barron** - anyone can play this any time: if you don't like the result of an oil throw, play this card to nullify it and roll again.

Terrorist Cards

Remove the following:

- 3 x TERRORIST ATTACK
- 1 x TERRORIST MOVEMENT
- 1 x WMD

Add/ Make the following:

- 1x **Insurgency** - as Nationalist Revolution above, but for Terrorist deck
- 1x **Truce** - Terrorist Player may offer truce to an Empire. If Empire accepts, all terrorist units are removed from the Empire (back to the Terrorist Player's training camp) and Empire pays 300m reparations to Terrorist Player. If Empire rejects truce, all units in Empire attack simultaneously (using standard Terrorist Attack charts). (*tip: use a removed TERRORIST ATTACK card for this and leave the charts visible*)
- 1x **Terrorist Upsurge** – the v2 Terrorist deck has a total of 2 Terrorist Upsurge cards.

Optional Extras

These are things we've been toying with, but haven't been able to get to a satisfactory level to include in WoT 2.0 – If you're keen and have time on your hands, maybe you can help us develop these ideas further:

- 1) **More strategic Terrorists/ Terrorist Player.** Because of the numerous complexities surrounding the issue of terrorism, we chose to treat all terrorists as an unnamed, unidentifiable threat. While this is realistic from an 'Empire' point of view, it means that the actual terrorists and the Terrorist Player is rather one-dimensional. The Terrorist Player can become frustrated if they run out of money and/or terrorists, since there is not much strategy involved in playing Terrorist. Even if you have plenty of money, it can be a little repetitive just destroying Empires, in comparison to the multi-dimensional Empires who have conflicting and corroborating goals. We'd like to introduce a simple, strategic element to the Terrorist Player – possibly an equivalent of the new Permanent Military Base for Empires – so that the Terrorist Player has some strategic focus independent of cards and money. Any solutions can't involve the creation of any new pieces (we're trying to keep costs down!) and needs to be reflective of real-world behaviour.
- 2) **Threat Level.** This was something we had in the very earliest drafts of the rules, but it was too much and it never even made it to testing. It may still be too much, but Threat Levels and the notion of fear is very important to the 'war on terror' so we'd like to use it if it contributes positively to the game and doesn't add too much complexity. The idea behind a Threat Level is that when people are scared, it's easier to pass controversial or unpopular policies (such as going to war) but if people are too scared, then it can be counter-productive and the economy might be hurt. For example, people may travel less if they're too scared.

Here's what we've been experimenting with: Using the Threat Level chart (download and print here: http://www.waronterrortheboardgame.com/v2_files/wot_security_threat.png), we've been raising the Threat Level every time an Empire buys a card. The more spectacular Terrorist cards also raise the Threat Level (WMD, Dirty Bombs and Suicide Bomber). When an Empire gives back a card to the deck, the Threat Level decreases. When the Threat Level is in the red, the Empires are too scared to travel and all Sea Routes are out of use for Empires. This last bit certainly benefited the Terrorist Player, but was still largely out of control of the Terrorist Player. The problem with this set-up was that the Threat Level just shot up to the max very quickly, which impeded card buying and kind of made it all redundant. Can you think of a simple, meaningful way of introducing the 'fear factor', which will see it go up as well as down. Bonus points for incorporating other existing mechanisms into the Threat Level. For example, is there a way of combining development rules into the Threat Index?

- 3) **Global Jihad.** Since the early days of testing, we had the idea of a 'Global Jihad' card (which later became 'Insurgency Emergency'). It sounded cool and was very relevant. However, it gave, we felt, a misleading impression that all terrorism was the result of Jihad. We elected to take it out and treat all terrorism as an amorphous abstract entity with no differing or identifiable ideologies. But we'd like it back in there for three reasons: 1) It sounds like it should be an awesome card 2) Jihad is a relevant, well-known factor in the 'war on terror' but we want it represented accurately 3) It could give the terrorist player much needed 'depth' if not all terrorist units acted the same.

Here are the facts. The vast majority of terrorist actions have as their **primary objective** the removal or coercion of an occupying power in a territory that the terrorists see as their own. Religion plays a factor, but is not by far the crucial factor - terrorism is political. Even suicide terrorism, which is mistakenly seen as the preserve of Islamic fundamentalists, is not primarily religion-motivated. Just over 50% of all suicide attacks are carried out by Islamic fundamentalist groups and of those, only a minority of the actual suicide attackers are Muslims; the majority have no proven affiliation with any religion. The Liberation Tigers of Tamil Eelam, for example, who are more or less the 'pioneers' of suicide terrorism, are a secular Marxist group. All this being true, the general perception of the 'war on terror' is a war against fundamental Islam. Our game tries to subvert preconceived ideas about the 'war on terror' and religion-as-key-factor is one of them – so how can we represent a significant movement (Jihad) in a fair and realistic fashion?

How You Can Help

If you implement these new rules, please make a conscious note of how they change the game while you play. If you run out of anything (money, counters etc.), please make a note of how many people were playing and whether any unnatural circumstances lead to this. Please also note how you got around the restriction.

At the end of the game, ask others round the table what they think and send us both your personal thoughts and the consensus conclusions. We welcome all and any feedback, even if you've just played one game with the new rules.

Please post your feedback on this thread at Board Game Geek:
<http://www.boardgamegeek.com/thread/316407>

Any feedback or ideas that we incorporate into v2.0 will be given full credit in the v2.0 rules. (see Credits thread: <http://www.boardgamegeek.com/thread/316413>) so this is your chance to be famous*.

And lastly, A BIG THANK YOU

The TerrorBull
x

* In the TBG headquarters.