

Clockwork Wars: Quick Rules

Setup

Players

- Screen
- Faction with material
 - 30/32 wooden markers (2 spare)
 - Large wooden figures (Unique Units)
- 1 Spy card
- 3 different IPs (Influence Points for research)

Board

- Build the map according to the manual for the number of players
- Round tableau turned to the Standard or Epic side
- 6 Spymaster markers. With 4+ players, add Conscription II as the 7th
- Influence Points (Sorcery, Science, Religion)
- 1 randomly chosen Spy board (Court)
- Spy card deck
- 9 researches (3 per Age, matching the research type)
- 3 Generals with miniature

Overview

- Units are mostly not moved, but newly deployed.
- All players plan their deployment simultaneously and in secret.
- 3 Ages are played (Early & Middle Age: 2 rounds each, Late Age: 3 rounds).
- Researches make you stronger and let you define your playstyle.
- The player with the most victory points (VP) wins.
 - VP come from: researches & effects, Court dominance, VP tiles.

Factions, Research, Spy Cards, Tiles

Factions

- Dogs: Agile
- Apes: Research

- Rhinos: Nuke
- Humans: Area control
- Machines: Persistent

Researches

- Religion: Defensive
- Science: Utility
- Magic: Offensive

Spy cards

- Strong & rare
- Only obtainable through R&D
- For each card played, one spy in the Court must be sacrificed

Tiles (also printed on the screen)

- **Capital:** Cannot be taken.
- **Village/City:** A village counts as a city with 3+ units. +1/+2 units.
- **Citadel:** Units placed here can support your own conflicts on an adjacent tile during the Reinforcement phase.
- **Research tiles:** Generate the matching resource in the Science phase: Science, Magic or Religion.
- **Forest:** 1 VP per unit. Max 3 VP.
- **Lake:** 3 VP with 2+ units.
- **Observatory:** 2 VP per Observatory.
- **Nexus:** 4 VP per Nexus with a research.
- **Barrens:** Nothing.

Flow & Phases

The phases are listed on the screen.

Spymaster

In turn order, each player picks one of the Spymaster markers. Unless stated otherwise, they are executed immediately.

Recruitment Phase

Count up and take workers (wooden figures/tokens) behind your screen:

- Capital: 4
- Villages: 1
- Cities: 2
- Tactic tokens: 1

Deployment

All players secretly plan where they want to place units. Written as: number of workers / unit type > tile number.

Example: 2 > C1, 1 > F3, 1 > C (Court), UU (Unique Unit) > A8

Deployment rules

- Unique Units can be placed in addition to the recruited workers.
- Only on controlled or adjacent tiles.
- **Forced March:** Units may be deployed up to 2 tiles away if the path is clear and at least one unit is deployed on the tile in between. Example: from B2 to B4, with B3 free: 1 > B3 | 2 > B4 .
- You do not have to place all recruited workers. Workers you don't deploy stay behind your screen and can be used later as jokers or in a later round.

Combat

Tiles with multiple players trigger battles.

Reinforcement

Starting with the starting player, each player uses all of their Reinforcement actions.

- Units from Citadels may reinforce adjacent battles you are involved in.
- Research effects, Spy cards, and abilities of UUs or Generals.

Battle

Starting with the starting player, all players resolve their battles in the order they choose.

Simple calculation: add up the combat strength. The losers remove all their units. The winner keeps units equal to the difference to the 2nd place. Killed units return to the pool. Unique Units are removed from the game.

Attrition

All territories must be connected to the Capital by roads. If not, every cut-off tile loses one unit.

Research

Study: For each controlled research tile, gain one matching IP marker (NOT per unit).

Discovery: In turn order, each player can buy a research again and again until everyone passes.

- Current or previous Age.
- Generals count and can be bought in any Age.

Place the matching token in your Capital, on a matching research tile, or on a controlled Nexus. Only one research can be placed per tile.

If you lose control of the tile, you also lose the research. Other players can take it over.

Activation: Now activate the abilities of the researches you own.

Scoring Phase

Happens ONLY at the end of each Age.

Victory points: Count the VP as listed above.

Court: The player with the most spies in the Court gets the reward listed for that Age.

Pollution: Remove all units but one on all tiles that give VP by themselves.

Then advance the round marker.

Notes

- Workers are called different things in the rules depending on where they are placed. The small wooden tokens are always meant.
- Spy cards always state in which phase and Age they can be played. If several are played during the same phase, they are resolved in player order. To play one, you must sacrifice a spy in the Court.
- The starting player is the oldest player. Alternatively, draw lots.
- Unique Units generate resources, e.g. in cities or research tiles, but do not count as "workers" by name (some cards & effects specifically refer to workers).
- Reinforce Battle = support your own battles. Join Battle = any battles.