

CLOCKWORK WARS

PRINT & PLAY UPDATE

FROM THE DESIGNER -

Since *Clockwork Wars* was released in 2015, I've been thrilled to watch a passionate community of fans grow around this game. I've had numerous conversations with many of you, and continued to think about how to support – and improve! – *Clockwork Wars*.

Increasingly, it became clear to me that numerous card effects in the game were slightly “off” and would benefit from a subtle tweaking. I would say that my overall design philosophy towards these changes has been one of modest change versus radical overall. The Discovery cards were always supposed to be absurdly powerful, and the Espionage cards purveyors of chaos and agony. But some were too strong, others weak-sauce, and this update represents my latest attempt to re-balance what ultimately can never be perfectly balanced. C'est la vie.

I've also long wanted to expand the game's potential and variability through the addition of more Splymaster actions and General abilities. As such, in this update you'll also find some brand-new tools with which to make your enemies suffer. Thanks for your support, and I hope this convinces you to get those Rhinochs to the table at least one more time...

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INSTRUCTIONS

The new versions of Espionage and Discovery cards should **replace** the old ones of the same name. The new versions of the Generals, however, are designed to co-exist with the old. You now have two different versions of the Leviathan, Guardian, and Steamtank that you may use.

Choose **one** version of each General before starting your game.

With regards to the new Spymaster tiles:

- Add *Conscription II* to all 4-5 player games; there will now be 7 Spymaster tiles to choose from.
- If you wish to use *Retreat* in a game, **remove** *Gambit*.
- If you wish to use *Conversion* in a game, **remove** *Counter-Intel*.



TREASON

COMBAT PHASE (START)

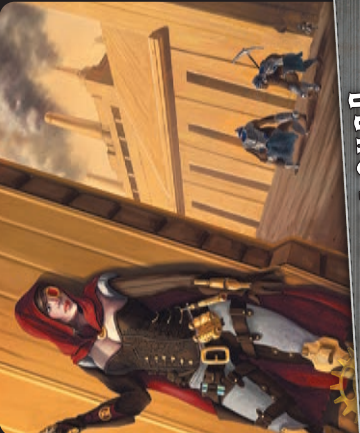
Target any one Citadel that is occupied by 2 or fewer enemy soldiers (with no other units present). The enemy soldiers are killed. Then, you may place up to 2 soldiers (from your reserve) on the Citadel.



DECoy

REINFORCEMENT STAGE

Move one of your Discovery tokens to any territory under your control or your Capital (as long as it does not already possess a Discovery token). If you moved the token out of a contested territory where a battle is occurring, you receive a +1 bonus to army strength in that battle.



SURVEILLANCE

SPYMASTER PHASE (START)

This card does not cost a Spy to play. Each of your opponents must reveal one of their Espionage cards to you, if they have any. Add 1 Spy to the Court (taken from your reserve).



CONFUSION

DEPLOYMENT PHASE (START)

Choose one opponent. They cannot deploy units to more than two map territories this phase (this does not include the Court).



ARSONIST

SCORING PHASE (START)

Target a Forest. All soldiers in that Forest are killed (but other units survive). Replace the targeted Forest tile with a Barrens tile.



INTERROGATION

BATTLE PHASE

Play this immediately after you've won a battle in a research territory. You gain 5 IPs in the research discipline associated with the territory. You may then immediately discover any one available Discovery or General, as if it were the Discovery stage.





ASSASSIN

SCORING PHASE (START)

Choose an opponent. Remove up to 2 of their Spies from the Court. This card does not cost a Spy to play.



BRIBERY

RESEARCH PHASE (START)

Choose a research territory type (e.g., Towers, Manufactories, Shrines). For this turn only, all your opponents' research territories of that type produce IP for you instead of them.



SABOTAGE

RESEARCH PHASE (START)

Target a territory controlled by an opponent that also contains a Discovery token. You cannot target their Capital. All units on that territory are killed, and the Discovery is no longer controlled by any player.



CORRUPT POLITICIANS

RECRUITMENT PHASE (START)

Choose an opponent. You receive a worker (to your recruitment pool), 1 VP, and 1 IP in any discipline for each City that player controls.



INSURRECTION

RECRUITMENT PHASE (START)

Choose one opponent. Their Cities do not recruit workers this turn for free. Instead, the player must pay 1 VP per worker they wish to recruit using their Cities.



POISONED WATERS

SPYMASTER PHASE (END)

All soldiers on Lakes (including your own) are killed. All Cities that are adjacent to Lakes lose 1 soldier.









ANCIENT TOME

2

During each Activation stage, gain 1 Sorcery IP.



DEMONIC PACT

3

Every time you lose a battle, you immediately gain 1 IP (in any discipline) for every Soldier of yours that was killed.



GOLEM

4

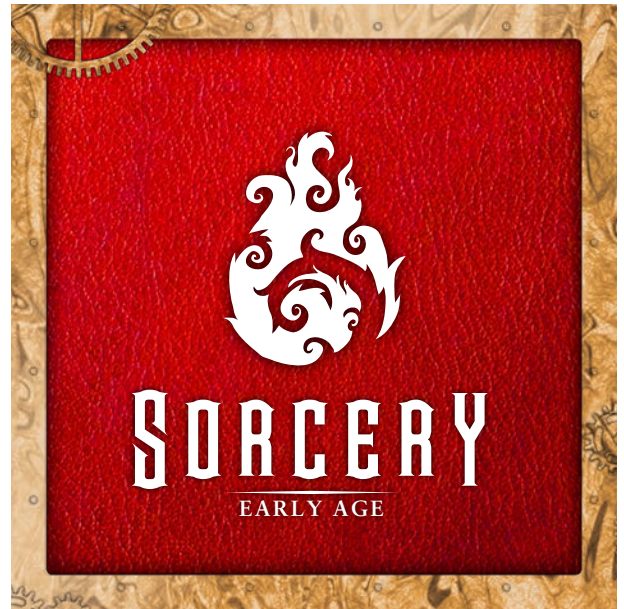
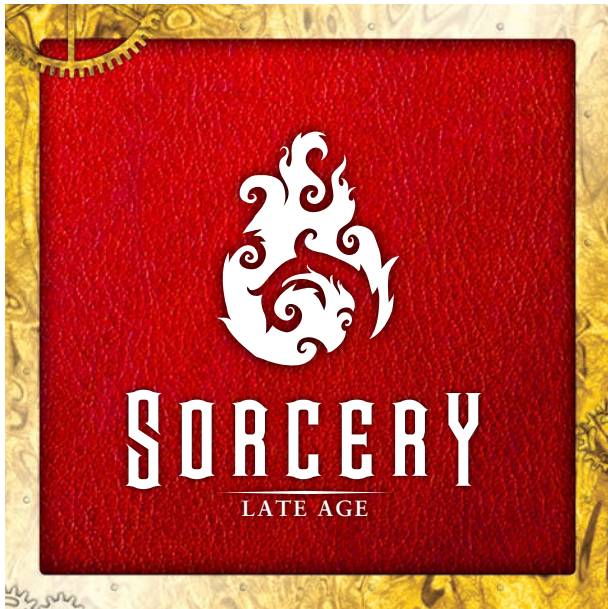
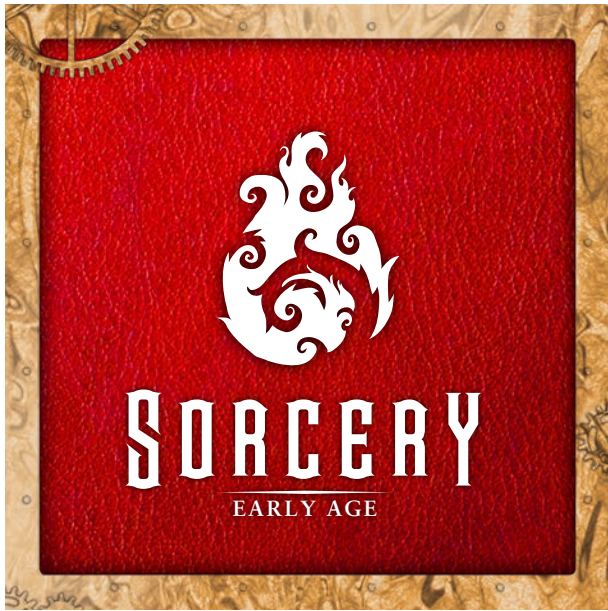
You receive a +3 bonus to Army Strength in every battle over territory that contains a Discovery token.



RITUAL OF BLOOD

8

Use during the Activation stage. For each Tower you control, you may kill up to 2 Soldiers in a single territory and gain 1 VP per Soldier killed.





☆ 5 2

GUARDIAN

- *When you research the Guardian, keep it in your play area until you decide to deploy it.
- *The Guardian gives +2 to Army Strength. The Guardian may be deployed to any territory type using normal deployment rules.
- *During the Activation stage of the Research Phase, you may spend 2 Religion IP to move the Guardian to any territory that you currently control.
- *When on a Village or City, the Guardian increases recruitment from that territory by 1. When on a resource territory, the Guardian gives you +2 VP for control of that territory during a Scoring Phase.
- *The Guardian is not affected by attrition and is never out-of-supply.
- *When on a research territory, the Guardian gives you +2 IP in the associated discipline during the Study stage.
- *When on a Citadel, the Guardian gives +4 to Army Strength (instead of +2).



5 ☆ 2

LEVIATHAN

- *When you research the Leviathan, keep it in your play area until you decide to deploy it.
- *You may deploy the Leviathan to any territory on the map during the Deployment Phase (ignoring normal deployment rules).
- *You may re-deploy the Leviathan during every Deployment Phase.
- *The Leviathan is not affected by attrition and is never out-of-supply.
- *The Leviathan gives +2 to Army Strength. During the Reinforcement stage, you may spend Sorcery IP to increase this bonus: +1 for each IP spent.



☆ 5  2

GUARDIAN



- * When you research the Guardian, keep it in your play area until you decide to use it.
- * You may deploy the Guardian to any territory under your control at the beginning of a Recruitment Phase. The Guardian remains in this territory for the rest of the game (unless moved with the Spymaster action, Gambit).
- * Your opponents may not initiate combat in this territory by deploying units to it. Even the Leviathan cannot be used to attack the Guardian's territory.
- * However, enemy Discoveries and Espionage cards can target the Guardian's territory.





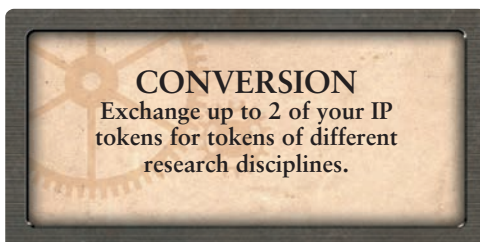
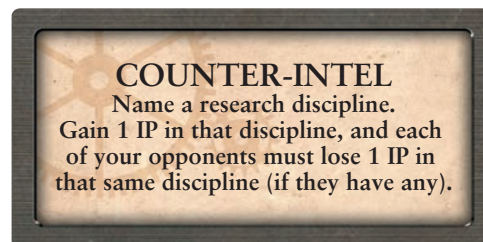
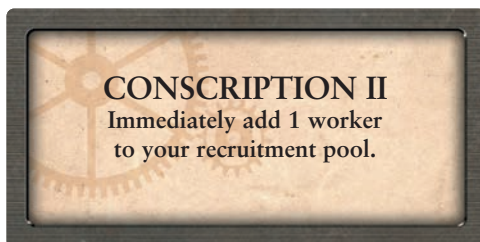
5 ☆ 2

LEVIATHAN

- * When you research the Leviathan, keep it in your play area until you decide to use it.
- * You may choose to play it at the end of any Reinforcement stage (once all players have passed).
- * You can deploy the Leviathan to any battle you are engaged in. You win the battle: all your opponents' units are killed and you take no losses.
- * The Leviathan even destroys Unique Units and the Steamtank.
- * You gain 1 VP for every enemy unit killed by the Leviathan.
- * Immediately after this battle is resolved, remove the Leviathan from the game.



GENERALS FRONT B



SPYMASTER TILES FRONT



GENERALS BACK B



SPYMASTER TILES BACK