

# WAR & PEACE

(CAMPAIGN #1 BY BENDIT BANNIER AND FRÉDÉRIC GUÉRARD)

## CONTENTS

- 1 rulebook
- 50 Campaign cards
- 1 Reward Booster to open only when told.

## INTRODUCTION

- **This Campaign** comprises 6 scenarios, but you will only play 5. Play the scenarios in order, unless indicated otherwise, beginning with the first scenario. Always follow the scenario's instructions to be aware of special rules and rules modifications required for the scenario.
- **Over the course of the campaign**, sometimes you will be asked to take specific cards from the campaign deck. The card will always be indicated by both its name and number; for example: **PAX-10** (1-01). Only look at Campaign cards when explicitly demanded by the scenario.
- For some scenarios (including the 1<sup>st</sup>), read only the «At the End of the game» that corresponds to what happened in your scenario. According to your choices and how the game unfolds, you might not have the same **Resolutions**.
- Unless it is explicitly written on the Campaign cards, **the victory conditions are always the same as a normal game**: You must earn the most Victory Points.
- Generally, the person who wins a scenario will be better rewarded than the other players. **You keep the Campaign cards** you earn at the ends of the scenarios until the end of the **War & Peace** campaign, unless indicated otherwise. You can use them in each scenario, and they reset to zero at the end of each scenario: Return any Resources/Characters on them to their respective Supplies.
- **The player who wins the final scenario** is the sole victor of the campaign. If you end up with a perfect tie, replay the final scenario, because you can only have one victor of the campaign... or you can break the tie in favor of the player who has been the most earned it during the campaign.

**Important:** Scenarios' rules changes, and the effects of Campaign cards take priority over the normal rules of the game.

# 1 PEACE FIRST

**HISTORY:** 10 years ago, the Great Wars ended, leaving in their wake millions of victims over the 6 continents. On the ruins of the old world, the new Empires have prospered.

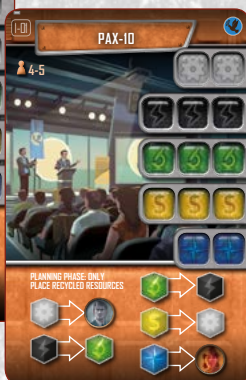
As a new decade begins, all the world powers have decided to launch the PAX-10 project. This great joint project aims to create a global organization for peace, in order to guarantee the world stability and prosperity.

## RULES:

- **Each player** takes a random Empire card and places it with side A face up.
- Place the **PAX-10 (1-01)** card in the middle of the table, showing the side that matches the player count (2–3 players or 4–5 players).



**2-3 PLAYERS**



**4-5 PLAYERS**



■ **Each turn, during the Planning phase**, you have the option of recycling cards from your Draft area to add the Recycling Bonus to PAX-10 (if this Resource is still required). If you do, place the Resource on the corresponding space on PAX-10, and immediately gain the bonus associated with that Resource.



■ **If several players** place the same Resource during the same Planning phase, and there are not enough spaces for all of them, each of those players get the bonus, but return the excess Resources to the Supply.



## AT THE END OF THE GAME



- Refer to the boxes opposite to see how things turn out, depending on whether PAX-10 is completed.
- Discard the PAX-10 (1-01) card.



**BONUS** for each Resource you place on the **PAX-10** card:

 : receive 1 

 : receive 1 

 : receive 1 

 : receive 1 



 : receive 1 





■ If the PAX-10 card has been completely filled:

*The PAX-10 project has been brought to fruition. Throughout the world, the media are hailing world peace and universalist collaboration. Everyone is talking about the advent of open borders. But, in secret, each Empire is preparing for the battle to come. All of them are working to shape the future and assert their power. The peace is just a facade, because the Empires are engaged in an underground war to dominate the world.*

**RESOLUTION:**

■ The Empire that won the game gets the **PAX-10 CEO (1-02)** card: Twice per game, you can pay 1  top get 1 .



■ Each of the other players gets a copy of the **PAX-10 member (1-03)** card: Once per game, pay 1  to get 1 .

**WINNER**



**THE OTHERS**







**Note:** For the cards **PAX-10 CEO**, **PAX-10 member**, **Secret Service** and **Hacking**, place the  or  that you pay on the card. It is spent, and will not count in the final scoring.

■ If PAX-10 has not been completely filled:

*The PAX-10 project was a dismal failure. International collaboration was a fruitless endeavor, and everywhere, tensions between the Empires a starting to sprout anew. Border tensions and the resentments of old are resurgent. The walls of the Empires are built from bricks of egocentrism and mortar of mistrust.*

**RESOLUTION :**

■ The Empire that won the game gets the **Hacking (1-04)** card: Once per game, during the Planning phase, pay 1  or 1  to draw 3 cards; add one of them to your Construction area, and discard the others.

■ Each of the other players gets a copy of the **Secret Service (1-05)** card: Once per game, during the Planning phase, pay 1  or 1  to draw 2 cards; add one of them to your Construction area, and discard the other.

**WINNER**



**THE OTHERS**



## 2

## COMMEMORATION MONTH

Use side B of the Empires.

### HISTORY:

*6 months later, the peace is already becoming a faded memory. Whether by arms race, technical progress, or great discoveries, each Empire found its way to the slippery slope of its own agenda. As we near the commemoration of the end of the Great Wars, each Empire wants to prove it is the greatest in the world.*

### RULES:

■ Shuffle the **Statue (2-06, 2-07, 2-08, 2-09, 2-10)** cards and deal a random one to each player. Place your Statue in your Construction area at the beginning of the game. Return the other Statue cards to the box.


■ **During the game**, you can construct your Statue following the normal construction rules, so you can benefit from its effect.






### ADDITIONAL RULE ADDITION TO THE PRODUCTION PHASE

Some Statue cards produce



, or . If anyone has constructed one of these **add a step to the Production phase** after producing Exploration :

Each player with one of these cards produces as many ,  or  as indicated on the card.







## AT THE END OF THE GAME

*So many resources wasted to build monuments to stroke individuals' egos. So much energy to benefit so few. So many losses to promote narcissism. Where will these new Empires stop? And what will happen to those who fail in this headlong race?*

- Discard the Statue cards.


### RESOLUTION :


- The Empire that won the game gets the **Charismatic Leader (2-11)** card: During the game, you can place up to 2  on this card. Once it has 2 , gain 3  or 3 .



- Each Empire that built its Statue during the game gets a **Glory to the Nation (2-12)** card:



- During the game, you can place up to 2 identical Resources on this card. Once it has 2, gain 1 .

- Each Empire that failed to finish its Statue gets an **Abandoned building site (2-13)** card, which goes directly on their Empire card:  
Produce +1  during each Production phase. This card is worth -3 Victory points at the end of the game.



# 3

## DIVISION OF THE EMPIRES

### HISTORY:

*The Empires' egotism has divided them into two groups: partisans of world peace, and the resistance, whose ambition draws them to armament and warmongering. These two groups are secretly intermingled and conspiring against one another. If one group overrides the other, it could dramatically affect the global equilibrium.*

### RULES:

■ Shuffle the **War supporters** and **Peace supporters** (3-14, 3-15, 3-16, 3-17, 3-18, 3-19) cards and deal a random one to each player face down. Return the others to the box. **Secretly look at your card** without revealing it. Play the game as usual, keeping your **Supporter** card secret.

### AT THE END OF THE GAME

- Reveal your **Supporter** card.
- Add the Victory Point bonus from your card to your score.
- Discard the **Supporter** cards.






- If the Empire that won has a **Peace supporter** card:

*A peaceful Empire managed to seize the reins of power. The global equilibrium is only affected a little; the capitalist Empires have kept the global economy afloat in order to preserve their acquisitions. But rancor is exacerbated by the partisans of war, and the future has never been so uncertain.*

### RESOLUTION:

- The Empire that won the game gets the **Market Domination (3-20)** card: At any moment in the game, place up to 2 Resources on this card. You can store them here and use them whenever you wish. The card starts with 1  on it. Once you use that Resource, the space is freed up for another
- Each of the other players gets a copy of the **Sabotage (3-21)** card: Once per game, at the beginning of a round, you can tilt this card to force the player on your left **AND** the player on your right each to discard 1 Resource of their choice from one of their cards under construction.



**WINNER**






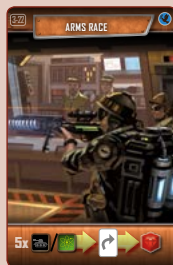
**THE OTHERS**

- If the winner has a **War supporter** card:

*A warmongering Empire has played their cards right. Everywhere, tensions are transforming into minor conflicts. Empires flaunt their military advances to keep their neighbors at bay. Walls and military bases appear around the globe. Frightful prospects loom large, but who knows what the future will hold? The stream could still be reversed.*

### RESOLUTION:

- The Empire that won the game gets the **Arms Race (3-22)** card: Once per game, when you have constructed 5 cards with the symbols  and/or , tilt this card to receive 1 .
- Each of the other players gets a copy of the **Sabotage (3-21)** card: Once per game, at the beginning of a round, you can tilt this card to force the player on your left **AND** the player on your right each to discard 1 Resource of their choice from one of their cards under construction.



**WINNER**



**THE OTHERS**



# 4

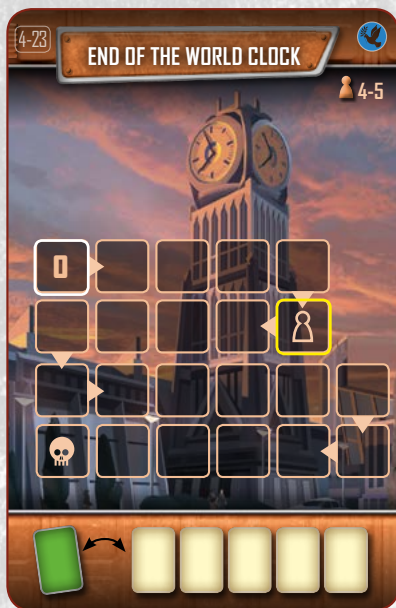
## THE DOOMSDAY CLOCK

### HISTORY:

*Global tension is at its peak. Empires spy on each other, steal projects, and compete duplicitously in order to assume global power.*

### RULES:

■ Place the **End of the World Clock (4-23)** card in the middle of the table, showing the side that matches the player count (2-3 players or 4-5 players). If the **Arms Race (3-22)** card is in play, place 1  to act as a marker on the  space of the End of the World Clock; otherwise, place it on the **0** space.



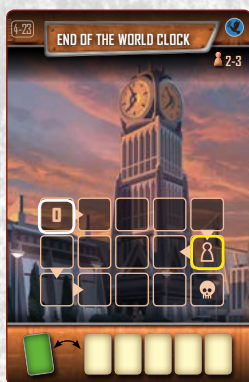
4-5 PLAYERS

■ Draw 5 cards from the main deck and place them face up in the middle of the table to form a river. This is the “Common area” for this game. During the Draft phases, each time you reveal your drafted card, you can perform “Espionage”.




■ **Espionage:** Beginning with the player who has the **Arms Race** or **Market Dominance** card, and continuing in the draft direction, each player can swap their drafted card with a card in the **Common area**. Each time a player does this, advance the marker on the End of the World Clock 1 space. If the marker reaches the final space, it moves no further; however, everyone can still perform Espionage.

### AT THE END OF THE GAME

■ Discard the **End of the World Clock**.



2-3 PLAYERS







■ Place the  on  if the **Arms Race** card is in play.  
■ Otherwise, place it on .



- If the marker has reached the final space of the End of the World Clock:

*The Empires' shenanigans have snuffed out any hope of renewed peace. The world is in danger; Empires thunder with anger; war is inevitable.*

### RESOLUTION:

- The Empire that won the game gets the **Terror Cell (4-24)** card: Once per game, at the beginning of a round, you can tilt this card to force the other players to discard 1  or 1 .
- Each of the other players gets a copy of the **Bribery (4-25)** card: During the game, you can place up to 2  on this card. Once there are 2  on this card, gain 2  or 2 .



**WINNER**








**THE OTHERS**

- Play the final scenario:  
**5 - The Dawn of War.**

- If the marker has not reached the final space of the End of the World Clock:

*The Empires have reached a consensus in order to maintain a semblance of equilibrium. Over time, past tensions may even be forgotten. It is time now to build the foundations of a serene and peaceful world.*

### RESOLUTION:

- The Empire that won the game gets the **International Police (4-26)** card, and places it directly on their Empire card: Produce +1  during each Production phase.
- Each of the other players gets a copy of the **Bribery (4-25)** card: During the game, you can place up to 2  on this card. Once there are 2  on this card, gain 2  or 2 .



**WINNER**



**THE OTHERS**

- Play the final scenario:  
**6 - Building a New World**

# 5

## THE DAWN OF WAR

### HISTORY:

*All non-aggression accords have been blown to bits. Aggressive acts multiply everywhere, military alliances are created and destroyed. War is inevitable, and the Empires must prepare for battle.*

### RULES:



■ The player with the **PAX-10 CEO (1-02)** card returns it to the box, and replaces it with the **Hacking (1-04)** card: Once per game, during the Planning phase, pay 1 or 1 to draw 3 cards; add one of them to your Construction area, and discard the others.

■ The players with the **PAX-10 member (1-03)** card return it to the box and replace it with the **Secret Service (1-05)** card: Once per game, during the Planning phase, pay 1 or 1 to draw 2 cards; add one of them to your Construction area, and discard the other.



■ Place the **Dawn of War (5-27)** card in the middle of the table: All Supremacies provide 1 ; it is no longer possible to get from Supremacies.



■ Place the **Military Edge (5-28)** card in the middle of the table: Produce +1 and +1 during each Production phase.



■ **At the end of each round**, the player with the most takes the **Military Edge** card and adds it to their Empire. If there is a tie, the player who currently has the card decides which of the tied players gets it (you can choose yourself).



## END OF THE GAME AND THE CAMPAIGN

(the winner of the game must read this text)

*War is here. The Empires' efforts to avoid it have been in vain. History repeats itself tirelessly. But one Empire has already played its cards right behind the scenes, and its supremacy is indisputable. It is the victors who write history, and history has already been written. I, [your name], have won this war. After years of conflicts, my technological, military, and logistical advancements have made the difference. The world is in my hands, and it is up to me to decide the fate of my enemies.*

## RESOLUTIONS:

The Empire that won the game wins the campaign by military means. The victor makes one of these proclamations to the other players:

**Choice A:** *"The world is my throne. You are feeble and cowardly. Your Empires will become my slaves. I am the Master of the World, and I will reign alone!"*

**Choice B:** *"I have won the war, but my benevolence is equaled only by my clemency. I absolve your Empires of their poor choices. I will establish a federation, of which I will be the leader. Now, work with me to straighten out this global mess!"*

🌟 **Congratulations! You can open the Reward Booster!** 🌟



## 6

BUILDING A  
NEW WORLD

## HISTORY:

*The law of the market has become the guarantor of order in the world. Economic war has replaced military tensions. The future will be written in inks of wealth and commerce. It's up to you to find your place in this world, in which stock options have replaced cannons and tanks.*

## RULES:



■ Place the **A New World (6-29)** card in the middle of the table: All Supremacies provide 1 ; it is no longer possible to get from Supremacies.

■ Place the **Economic Edge (6-30)** card in the middle of the table: Produce +1 and +1 during each Production phase.

■ **At the end of each round,** the player with the most

takes the **Economic Edge** card and adds it to their Empire. If there is a tie, the player who currently has the card decides which of the tied players gets it (you can choose yourself).



## END OF THE GAME AND THE CAMPAIGN

(the winner of the game must read this text)

*Throughout the world, stock markets make and break Empires. But one Empire stands out. It pulls all the strings, and profits from all the exchanges. All diplomatic accords assert its hegemony. I, [your name], dominate the world through my influence. I can buy everything. Everything! The other empires are at my mercy; I merely need to utter a word to decide their fate.*

## RESOLUTION:

The Empire that won the game wins the campaign by economic means. The victor makes one of these proclamations to the other players:

**Choice A:** *"I am going to cut you down, one by one. With just my signature on a piece of paper, I can seize control of your possessions, your land, and your Empires! You all will grovel at my feet!"*

**Choice B:** *"It is time to set up a just world, where wealth will be shared equally. I am putting an end to oligarchy; the world will no longer belong to a powerful caste. Dear friends, let's build the world of tomorrow together!"*



**Congratulations! You can open the Reward Booster!**

