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WAR OF THE WORLDS

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THE NEW WAVE

RULEBOOK

WAR OF THE WORLDS

THE NEW WAVE



War of the Worlds: The New Wave is an asymmetrical deck-building game with a game board for two players, age 10 and up.

The game events unfold several years after the original *War of the Worlds* story by H.G. Wells. Extraterrestrial invasion occurs again, but this time the Martians arrive on a giant spaceship which lands in a backwater districts of Scotland.

During the game, one player commands the alien forces, and the other leads the UK's human forces.

Components Overview

11 Human Building Tokens



30 UK Civilian tokens



2 Human Navy Standees



3 Human Army Standees



10 Plastic Stands



35 Human cards



1 Game Board



13 Alien Buildings and Influence Tokens



1 Alien Damage Marker



2 Alien UFO Standees



3 Alien Tripod Standees





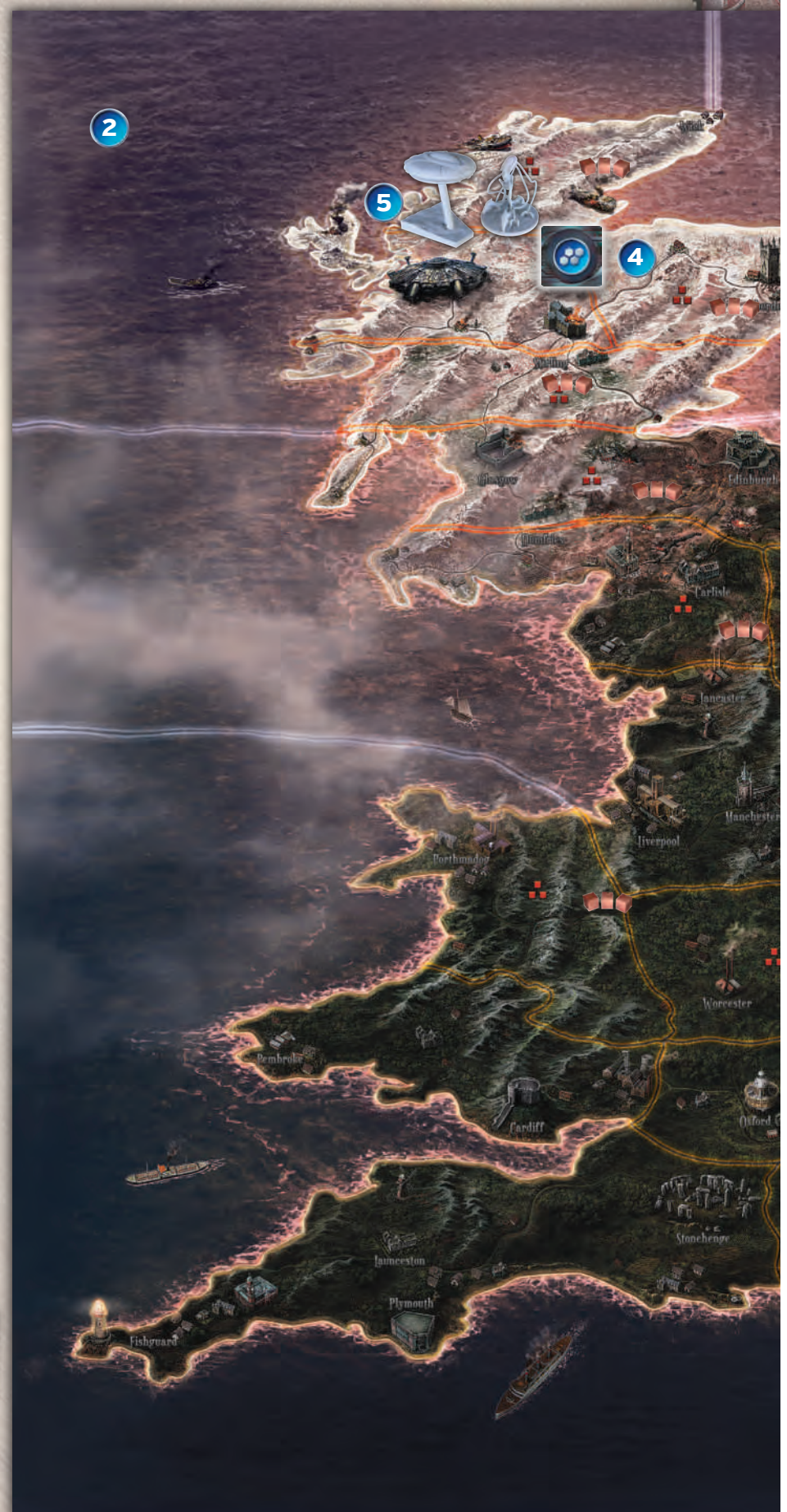
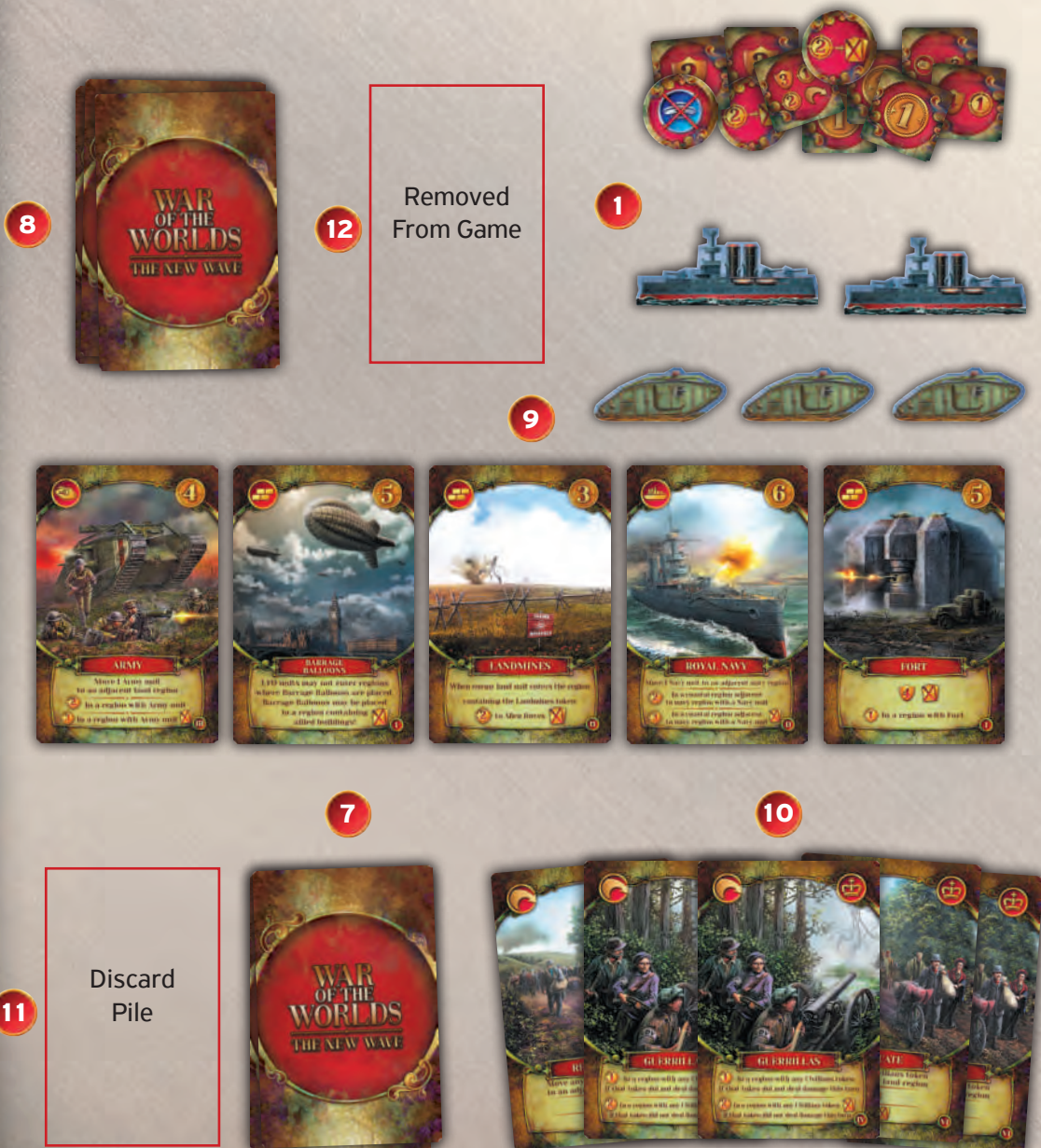
35 Alien cards

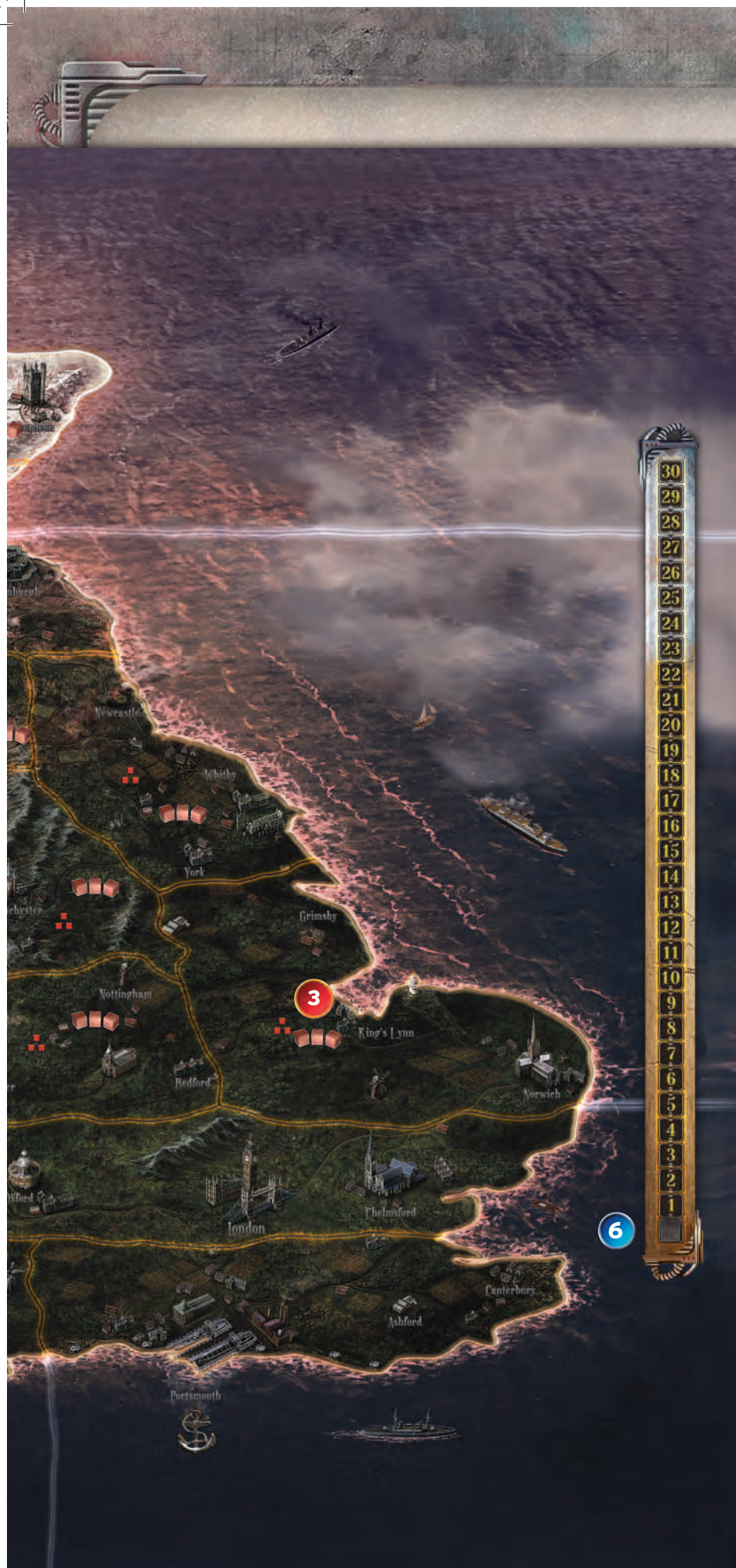


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Game Setup

1. Players decide who will play as Humans and who will play as Aliens. Each player takes all the cards, tokens, markers, and Standees of his/her chosen side.
2. Place the game board at the center of your table.
3. Place 3 UK Civilian tokens on each land region marked with a  symbol.
4. Place 1 Invasion ship building token  on the land region with the invasion ship depicted on it.
5. Place 1 Tripod Standee and 1 UFO Standee on the land region with the crashed Alien spaceship depicted on it.
6. Place the Alien damage marker on the 0 space of the damage track.

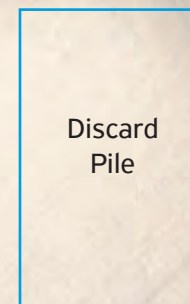




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Discard
Pile

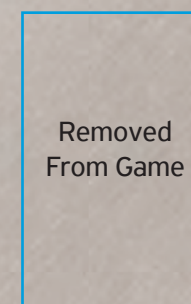
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


Removed
From Game

12



8

7. Each player searches his/her deck for 10 Starting cards marked with  or  in the top right corner. The, each player shuffles their 10 Starting cards and places them face down, forming his/her supply deck.

8. Each player shuffles the rest of their cards and puts them in a separate pile face down forming his/her Offer deck.

9. Each player reveals the top 5 cards of his/her Offer deck and places them in a row forming the Offer pool.

10. Each player draws 5 cards from his/her Supply deck to his/her hand.

11. Each player allocates a place on the table for his/her Discard pile.

12. Each player allocates a place on the table for his/her cards removed from game.

13. The Alien player takes the first turn.

Definitions

- Supply decks are piles of cards players draw their cards from.
- Played cards go to their owners' Discard piles after resolving.
- Offer decks are piles of cards used to form and replenish their owners' Offer pools.
- Offer pools are rows of 5 face-up cards in front of the players.
- The game board is a map divided into 15 land regions and 6 sea regions. Players' forces collide on the game board.
- Adjacent regions are regions on a map that share a common border.
- In case two regions touch their corners but don't have a common border, they are not considered adjacent.
- A "hostile" region is a region containing Alien units and/or buildings.
- The Invasion ship is a giant Alien baseship.

Game Objective

In War of the Worlds: The New Wave each side of the conflict pursues its own agenda.

The main objective of the Aliens is to completely annihilate the population of the UK.
Remove all UK Civilian tokens from the game board to win.

The main objective of the Humans is to deal at least 30 damage to Alien invasion forces, forcing them to leave the UK - for now.

How to Play

Players alternate turns, beginning with the Alien player.

- Each player starts his/her turn with a hand of 5 cards.
- Each turn, a player plays cards from his/her hand executing the corresponding actions of their choice.
- A player must play all of the cards from his/her hand during their turn. If a player cannot execute the effect of a card (or does not want to) it is simply discarded.
- Played cards go to the player's Discard pile face up after being resolved.
- At the end of the turn, the current player draws back up to 5 cards from his/her Supply deck.
- If the Supply deck runs out of cards, the player shuffles their Discard pile and forms a new supply deck and then continues drawing back up to 5 cards from the new deck..

Players may look at cards in any Discard piles and cards removed from the game at any time!

Offer Pool

In *War of the Worlds: The New Wave*, the Offer pool represents different decisions offered to you as a general by your advisors. For example: evacuating the population, mobilizing an army, or constructing defensive buildings. Each decision made will cost you some resources.

- During his/her turn, a player may purchase any number of cards from his/her Offer pool, paying their cost indicated in the top right corner. To purchase a card from the Offer pool, the player pays its cost by playing cards with the required number of resources.
- If there are any excess resources remaining after purchasing the card, these may be spent to purchase other cards.
- All unused resources are lost at the end of the turn. None of the resources can be transferred to a player's next turn.
- After purchasing the card, a player puts it into his/her Discard pile face up (except the Building cards p.9) and then moves the top card of the Offer deck to the Offer pool face up.
- Once per turn, the current player may choose to remove any card from his/her Offer pool and replace it with the top card of the Offer deck. The removed card is placed on the bottom of the Offer deck.

Optional rule for experienced players:

Once per turn, when you choose to discard a card from your offer pool, remove it from the game instead of putting it on the bottom of your deck.

Offer deck

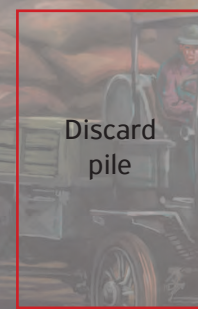


Offer pool



Cost

Purchased card



Discard pile

Note! Always try to estimate the consequences of removing cards from the game and replacing them. Recklessness while building a deck may cause a resource crisis!

Card Breakdown

- Each card in the game (except the 20 starting cards) has its resource cost indicated in the top right corner.
- Each card has a description at the bottom, showing available actions, resources gained, and/or effects resolved after playing it.
- If the description lists several actions (separated by a line), only one of these may be executed on each card (owner's choice)!



Card Types

There are 3 types of cards in the game.
The card type is depicted with a symbol in the top left corner.

Action Cards



Building Cards



Unit Cards





Action Cards



Action cards allow you to perform certain operations. Whenever a player plays an Action Card, he/she chooses one of the actions indicated on it and performs it.

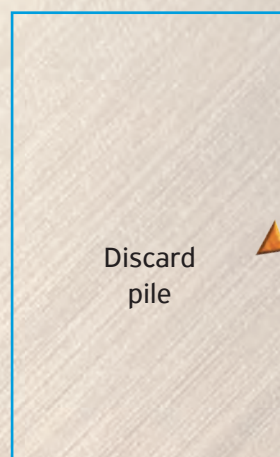
Example 1

A player wants to play a "Relocate" Action card from her hand. She chooses the first of 3 possible actions (Move 1 Civilian unit). She moves 1 Civilian token of her choice on the game board from one region to any adjacent land region. After being resolved, the card is placed face-up in her Discard pile.



Example 2

A player wants to play a "Reap" Action card from his hand. He chooses the first of 3 possible actions (Destroy 1 unprotected Civilian unit with a Tripod). The player removes 1 Civilian token from a region of his choice that also contains a Tripod Standee. After being resolved, the card is placed face-up in his Discard pile.



Example 3

A player wants to play 2 "Reap" Action cards from his hand. He chooses the same 2nd action on both of them (Move 1 Tripod unit). He moves a Tripod Standee on the game board twice from its current region to any adjacent land region. After being resolved, both cards are placed face-up in his Discard pile.



Example 4

A player wants to play 2 "Relocate" Action cards from her hand. She chooses the action "Gain 1 Coin" on the first card and the action "Gain 2 Coins and remove the card from the game" on the second card. As a result, the player gains 3 Coins, which she now spends to purchase an Action card from her Offer pool. After being resolved, the first card goes to her Discard pile, and the second one is removed from the game. The Action card, which was purchased from the Offer pool, goes to the Discard pile.





Building Cards



Building cards allow players to place Building tokens on the game board. Building tokens placed on the board grant benefits each turn, beginning the turn they are placed.

When purchasing a Building card from the Offer pool, a player immediately places a corresponding Building token in a land region of the game board. The purchased Building card is then removed from the game. Each land region may contain a maximum of 1 Building token.

Humans may place Building tokens in any land regions containing at least 1 Civilian token, provided there are also no Building tokens or Alien units. Aliens may place Building tokens in any land region adjacent to a land region containing any of their other Buildings, provided there are also no Human Building tokens, Human units, or Civilian tokens in that region.

Example 1

A player purchased a "Bunkers" card from her Offer pool. Its description says that it grants 2 Defense to the player in this region. The player places a Bunkers Building token in a land region with a Civilian token. The purchased Building Card is then removed from the game.

Offer Pool



Example 2

A player purchased a "Particle Generator" Building card from his Offer pool. Its description reads that this Building grants 1 extra Energy per turn. The player places a Particle Generator Building token on the game board, in an empty land region adjacent to a region with another Alien building. The Alien player will now have 1 additional energy to spend every turn - including the turn this building is built. The purchased Building card is removed from the game.

Offer pool







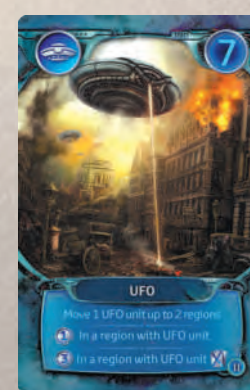
Unit Cards



Unit cards allow players to place unit on the game board and control them.

When purchasing a Unit card from the Offer pool, a player immediately places a corresponding unit on the game board.
The purchased Unit card is then placed face up in the player's Discard pile.

- Human Army units are placed in any non-hostile land region with a Civilian token on it.
- Human Navy are placed in the non-hostile Portsmouth sea region (marked with an anchor symbol ).
- Alien units are always placed in the land region with the Invasion ship  depicted on it.



Actions on Unit cards allow players to move certain units or attack with them.

- You cannot play 2 or more **Unit** cards to activate the same unit in a single turn.
- You can play multiple **Action** cards (or an Action card and a Unit card) to activate the same unit in a single turn.
- If you have a Unit card in your hand but do not have a corresponding unit which could be affected, playing that card allows you to place corresponding unit on the game board (according to your unit's normal placement rules p. 11) instead of resolving the card's actions.

Example

At the start of the turn, a player has 2 "Royal Navy" cards in her hand. There's only 1 Navy unit on the game board, because on the previous turn another Navy unit was destroyed in battle and removed from the board. She plays the first "Royal Navy" card and resolves the first of 3 available actions (Move 1 Navy unit). The player moves a Navy unit to an adjacent sea region. Then, she plays the second "Royal Navy" card and places a Navy unit to the sea region of the game board with an anchor depicted. After being resolved, both cards are moved to her Discard pile.



Discard pile



Moving Units and Attacking

- Army and Tripod units can only move into land regions and attack land regions.
- Navy units can only move into sea regions and attack adjacent coastal (land) regions.
- UFO units can move into any region and attack any region.
- Units move between adjacent regions (sharing common borders).
- If regions touch only at their corners (and therefore do not share a border) they are not considered to be adjacent.

Army units and Tripod units in the same region, each block one opposing unit from leaving that region. Meaning that you may only move an Army or Tripod unit out of a region if there are more units belonging to your side (Human or Alien) than units belonging to your opponent's side.



Dealing Damage



Dealing damage to Alien forces

- Humans deal damage to the Aliens by attacking Tripods and Alien buildings.
- Humans can never attack UFO units.
- Alien Standees and buildings are never removed from the game board.
- For each damage dealt to an Alien unit or building, advance the Alien damage marker 1 point on the Alien damage track!

Example 1

A player plays an Army Card and chooses the 3rd action (Deal 3 damage in a region with an Army unit, then remove this card from the game). An Army Standee is located in a region with an Alien Building. The player deals 3 damage to Alien forces and advances the Damage marker 3 points on the Alien Damage Counter. The card played is then removed from the game. The Army Standee and the Alien Building token remain on the game board.



Civilian tokens may attack land regions. Civilians may attack using the "Guerrillas" Action cards. A player may not play more than 1 "Guerrillas" Action card on a single Civilian token each turn

Example 2

A player has 2 Guerrillas Cards in her hand. One of the land regions contains 1 Civilian token and an Alien building. The player plays a "Guerrillas" card from her hand and chooses the first action (Deal 1 damage in a region with Civilians). The player deals 1 damage to the Aliens and advances the Damage Marker 1 point on the Alien damage track. The card then goes to the Discard pile. The second "Guerrillas" card goes straight to the Discard pile because the player may not perform the attack action indicated (there's no more Civilian tokens in hostile regions on the game board).



Discard pile



Dealing damage to Human forces

- Aliens deal damage to the Humans by attacking Civilian tokens, Human buildings, and Human units with Tripods and UFOs.
- All Human units, buildings, and Civilian tokens have a basic Defense value of 1. That means it takes 1 damage to destroy any one of these (unless otherwise specified on a building tile).
- When attacking a region the Alien player must first deal damage to Human buildings, then units, then Civilian tokens. (i.e. you cannot destroy a unit if there is still a building present, and you may not destroy a civilian if there is still a unit present - unless a card instructs you otherwise.)
- Civilian tokens sharing a region with a Human building or unit are referred to as "protected."
- Destroyed Human units, building, and Civilian tokens are removed from the board.


Example

A player plays a "Tripod" card from his hand and chooses the second of 3 available actions (Deal 2 damage in a region with a Tripod). There is a Tripod in the same region as a Human building token ("Supply Depot") and 2 UK Civilian tokens. The player deals 2 damage to Human forces. He removes the building token from the region and then removes 1 Civilian token. After being resolved, the card is moved to his Discard pile.



Discard pile

Human Defensive Buildings

- Some Human buildings have a Defense value. The Defense value is indicated inside a shield icon. 
- In order to destroy a defensive building, the Alien player needs to deal damage equal to (or greater than) the Defense value printed on the building in a single turn. (The damage may come from multiple cards and/or units.)

Note! You can't attack a defensive building if the building won't take damage equal to or more than its Defense value as a result! Thus if the Aliens can't deal a blow powerful enough to destroy a defensive building in a specific region they can't attack this region at all (unless a card effect says otherwise).

Example 1

It is the Human player's turn. They have a "Fort" (a Human building with a defense value of 4) in a land region. There is also 1 Civilian token and 2 Tripods in the same region. The Human player uses the Fort's action (Deal 1 damage in a region with Fort) and also plays a "Guerrillas" card, choosing the second action (Deal 2 damage in a region with Civilians, then remove this card from the game). The player deals 3 damage to Alien forces and advances the marker 3 points on the Alien damage track. The "Guerrillas" card is removed from the game after being resolved.



Example 2

It's Alien player's turn now. A player plays 2 "Tripod" cards from his hand. He chooses the second of 3 available actions on the first card (Deal 2 damage in a region with a Tripod). He then chooses the third action on the second card (Deal 3 damage in a region with a Tripod, then remove this card from the game). As a result, the Alien player deals the Human forces a total of 5 damage. The "Fort" building and the Civilian token are both removed from the game board. The first "Tripod" card is moved to the Discard pile after being resolved. The second card is removed from the game. Both Tripods remain on the game board.



Aliens Special Attacks

Some Alien Action cards allow special attacks or apply special conditions to regions on the board. These conditions are marked with Alien Influence tokens. (p19-20)

Example

A Tripod is located in a land region. There is a Human "Heavy Artillery" building (Defense 3) and 2 Civilian tokens in an adjacent region. The Alien player plays a "Poisonous Fog" Action card (Deal 1 damage in a region adjacent to a Tripod. Humans may not use their buildings' attacking abilities on the following turn). He places the "Poisonous Fog" influence token in the attacked region as a reminder of its condition for the following turn. During the next turn, the Human player may not use their "Heavy Artillery" building action. After resolving, the "Poisonous Fog" card is moved to the Discard pile. The "Heavy Artillery" building token and 2 Civilian tokens remain on the game board. The Alien Influence token is removed from the region at the start of the Alien player's next turn.

End of Game

If that Alien damage marker reaches the 30 mark — Human forces win!
The Alien invaders retreat hastily, and the Invasion Ship leaves Earth!

If all the UK Civilian tokens are removed from the game board — Alien forces win!
The United Kingdom is conquered. The Alien invasion is underway!

Human Cards Descriptions

Action Cards

Action cards purchased from the Offer row go immediately to your discard pile.



Relocate (starting card)

Choose one of the following 3 actions:

- 1 – Move any 1 Civilian token to an adjacent land region.
- 2 – Gain 1 Coin.
- 3 – Gain 2 Coins. Remove this card from the game.



Evacuate

Choose one of the following 2 actions:

- 1 – Move up to 2 different Civilian tokens to adjacent land region(s).
- 2 – Gain 2 Coins.



Guerillas (starting card)

Choose one of the following 2 actions:

- 1 – Deal 1 damage in a region with a Civilian token, if that token did not deal damage this turn.
- 2 – Deal 2 damage in a region with a Civilian token, if that token did not deal damage this turn. Remove this card from the game.



Redeploy

Choose one of the following 2 actions:

- 1 – Move any 1 Army unit up to 2 land regions.
- 2 – Move any 1 Civilian token to an adjacent land region.



Airstrike

– Deal 1 damage to the Alien player (move the Alien damage marker 1 space up the damage track).

Units

Unit cards purchased from the Offer row create the corresponding unit immediately in a legal region (see p.11). The card is then placed in your discard pile.



Royal Navy

After purchasing this card, place it into Discard pile and place a Navy unit in the non-hostile navy Portsmouth region.

Choose one of the following 3 actions:

- 1 – Move 1 Navy unit to an adjacent sea region.
- 2 – Deal 2 damage in a coastal region adjacent to a sea region with a Navy unit.
- 3 – Deal 3 damage in a coastal region adjacent to a sea region with a Navy unit. Remove this card from the game.

(In case there are no Navy units on the board: place a Navy unit in the non-hostile navy Portsmouth region instead of performing any actions).



Army

After purchasing this card, place it into Discard pile and place an Army unit in a non-hostile land region containing Civilians token(s).

Choose one of the following 3 actions:

- 1 – Move 1 Army unit to an adjacent land region.
- 2 – Deal 2 damage in a region with an Army unit.
- 3 – Deal 3 damage in a region with an Army unit. Remove this card from the game.

(In case there are no Army units on the board: place an Army unit in a non-hostile land region containing Civilians token(s) instead of performing any actions).

Buildings

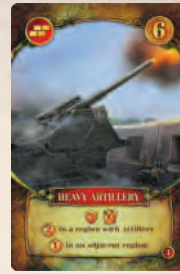
Building cards purchased from the Offer row create the corresponding building immediately in a legal region (see p.9)
The card is then removed from the game.



Bunkers



– Humans player gains Defense 2 in the region with the bunker token.
(This condition takes effect immediately after placing the Bunkers token on the board.)



Heavy Artillery



– Human player gains Defense 3 in the region with the Heavy Artillery token.
– During his/her turn the Human player may deal 1 damage in an adjacent region, or 2 damage if there are enemy land units in the region containing Heavy Artillery.
(These conditions take effect immediately after placing the "Heavy Artillery" token on the board.)



Supply Depot



– Each turn the Human player gains 1 additional Coin.
(This condition takes effect after placing the Supply Depot token on the board.)



Fort



– Human player gains Defense 4 in this region.
– During his/her turn the Human player may deal 1 damage to Alien forces if there are enemy land units in the region containing Heavy Artillery.
(These conditions take effect immediately after placing the "Fort" token on the board.)



Tank Factory



– All Army units have their Defense increased to 2.
(This condition takes effect immediately and remains in effect as long as the Tank Factory token is on the board.)



Barrage Balloons (special building)



After purchasing this card, remove it from the game and place a Barrage Balloons building token in a non-hostile land region containing Civilians token(s).
– UFO units may not enter regions where Barrage Balloons are placed.
(Barrage Balloons may be placed in a region containing allied buildings! Barrage Balloons token is destroyed following the rules for destroying Human units.)



Landmines (special building)



After purchasing this card, remove it from the game and place a Landmines building token in a non-hostile land region containing Civilians token(s) and no buildings.
– When an enemy land unit enters the region containing the Landmines token, this building deals 2 damage to Alien forces. Then this building is destroyed, and the landmines token is removed from the game.
(Landmines building token cannot be destroyed in any other way!)

Aliens Cards Descriptions

Action Cards

Action cards purchased from the Offer row go immediately to your discard pile.



Reap (starting card)

Choose one of the following 3 actions:

- 1 – Destroy 1 unprotected Civilian token in a region containing a Tripod unit.
- 2 – Move any 1 Tripod unit to an adjacent land region.
- 3 – Gain 2 Energy. Remove this card from the game.



Poisonous Fog



- Deal 1 damage in a land region adjacent to a Tripod unit.
- During the Human player's next turn, they cannot use attack abilities of any building (e.g. Heavy Artillery/Fort) in that region.
- As a reminder, place a Poisonous Fog token in that region. Remove it at the start of your next turn.



Frightening Sound



- Deal 1 damage in a land region containing a Tripod unit.
- During Human player's next turn, Human units and Civilian tokens cannot enter this region.
- As a reminder, place a Frightening Sound token in this region. Remove it at the start of your next turn.



Nerve Agent



- Deal 1 damage in a land region containing a Tripod unit.
- During Human player's next turn, units and civilian tokens cannot leave this region.
- As a reminder, place a Nerve Agent token in this region. Remove it at the start of your next turn.



Power Supply (starting card)

Choose one of the following 2 actions:

- 1 – Gain 1 Energy.
- 2 – Gain 2 Energy. Remove this card from the game.



Infrasound

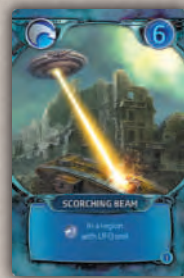
- Deal 1 damage in a land region adjacent to a Tripod unit.
- Move 1 Human Army unit from the targeted region to an adjacent non-hostile region.



Plasma Synthesis

Choose one of the following 2 actions:

- 1 – Gain 2 Energy.
- 2 – Gain 3 Energy. Remove this card from the game.



Scorching Beam

- Deal 2 damage in a region containing a UFO unit.



Alien Abduction

Choose one of the following 2 actions:

- 1 – Destroy 1 Civilian token in a region with a UFO unit (even if it's protected)!
- 2 – Move any 1 UFO unit to an adjacent region.

Units

Unit cards purchased from the Offer row create the corresponding unit immediately in the region containing the invasion ship (see p.11). The card is then placed in your discard pile.



UFO

After purchasing this card, place it into Discard pile and place a UFO unit in the Invasion ship region.

Choose one of the following 3 actions:

- 1 – Move 1 UFO unit up to 2 regions (land or navy).
- 2 – Deal 1 damage in a region with UFO unit.
- 3 – Deal 3 damage in a region with UFO unit. Remove this card from the game.



Tripod

After purchasing this card, place it into Discard pile and place a Tripod unit in the Invasion ship region. Choose one of the following 3 actions:

- 1 – Move 1 Tripod unit to an adjacent land region.
- 2 – Deal 2 damage in a region with Tripod unit.
- 3 – Deal 3 damage in a region with Tripod unit. Remove this card from the game.

Buildings



Alien factory



After purchasing this card, remove it from the game and place an Alien factory building token in a land region adjacent to a region with an Alien building and without any Humans units, buildings or Civilians tokens.

– Tripod units' attack power is increased by 1.

(This condition takes effect immediately after placing the "Alien factory" token on the board.)



Particle Generator



After purchasing this card, remove it from the game and place a Particle Generator building token in a land region adjacent to a region with an Alien building and without any Human units, buildings or Civilians tokens.

– During his/her turn Aliens player gains 1 additional Energy.

(This condition takes effect immediately after placing the "Particle Generator" token on the board.)



Regenerator



After purchasing this card, remove it from the game and place a Regenerator building token in a land region adjacent to a region with an Alien building and without any Human units, buildings or Civilians tokens.

– During his/her turn Alien player may spend 4 Energy to lower the Alien damage counter by 1.

(This condition takes effect immediately after placing the "Regenerator" token on the board.)



Plasma Reactor



After purchasing this card, remove it from the game and place a Plasma Reactor building token in a land region adjacent to a region with an Alien building and without any Human units, buildings or Civilians tokens.

– During his/her turn Aliens player gains 2 additional Energy.

(This condition takes effect immediately after placing the "Plasma Reactor" token on the board.)

The background of the page is a detailed illustration of a World War II-era biplane, specifically a Brewster Buffalo, flying over a dense forest. The biplane is olive drab with yellow and red accents on the fuselage and wings. It features the Royal Air Force roundel insignia on the wings and fuselage, and the identification number 'F 2905' on the side. In the lower right corner, a large, dark, multi-limbed alien creature is visible on the ground. The entire scene is framed by a dark, textured border.

Index

Action Cards.....	7	End of Game	16
Aliens Cards Descriptions.....	19	Game Objective	4
Aliens Special Attacks	16	Game Setup	2
Building Cards.....	9	How to Play	4
Card Breakdown	6	Humans Cards Descriptions	17
Card Types	6	Humans Defensive Buildings	15
Components Overview	1	Moving Units and Attacking.....	12
Dealing Damage	13	Offer Pool	5
Definitions.....	4	Unit Cards	11

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