

# WAR OF THE WORLDS

← →

## THE IRISH SEA



# RULEBOOK

Thanks for purchasing *The Irish Sea* expansion!  
 This expansion adds more tension and complexity to the game and we strongly recommend playing the base game several times before playing with *The Irish Sea*.

## COMPONENTS OVERVIEW

9 Human Cards

Game Board



9 Alien cards





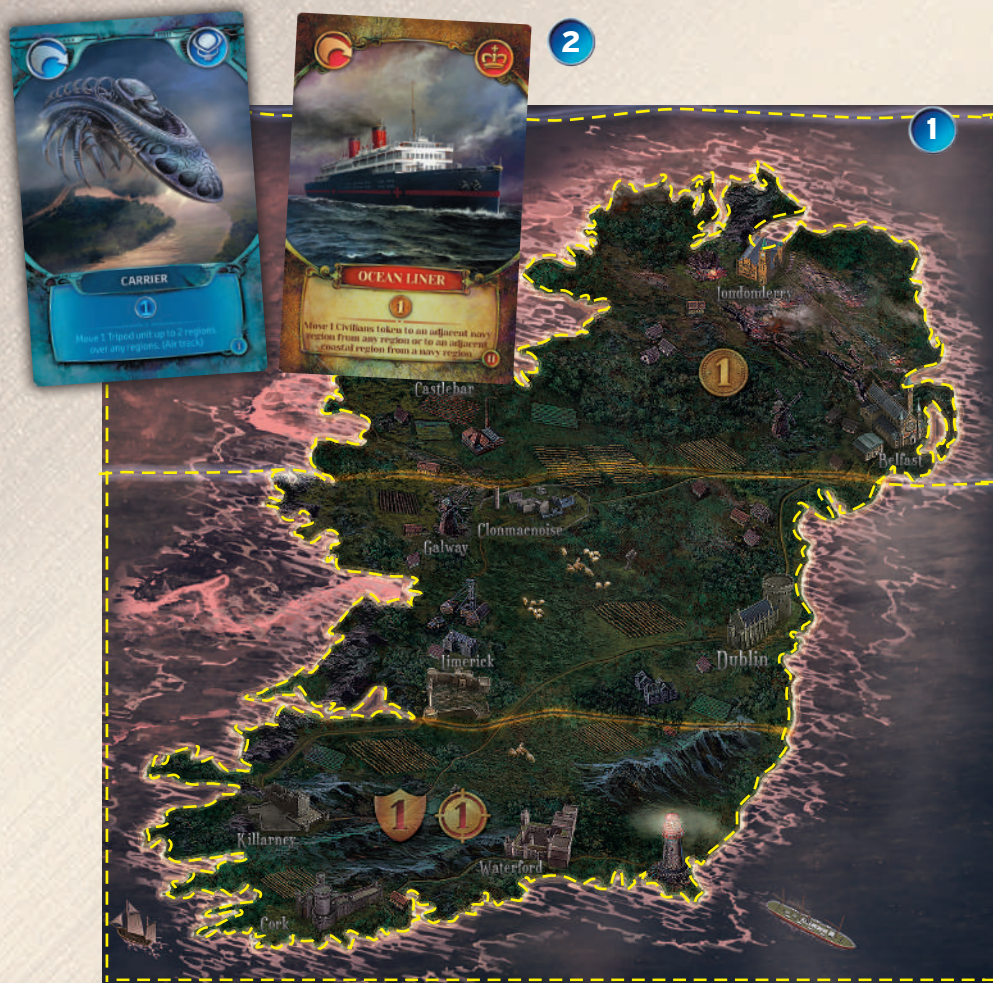
3 Human Tokens

5 Alien Tokens



## HOW TO PLAY WITH THE EXPANSION

1. Place the Ireland playing board to the left of the base game's game board.
  2. Add the new starting cards to their respective starting decks. (indicated by  and  in the top right corner.)
  3. Shuffle the rest of the cards into their respective decks.
- Note:** The 2 sea regions of the base game's playing board extend to the Ireland board.



## GAMEPLAY CHANGES

The expansion board brings three new land regions to the game:

### NORTHERN REGION

(special land region)

- If this land region contains no Alien units and at least 1 Civilian token, the Human player gains 1 Coin per turn.

**Note:** No buildings may be placed here except for the special human buildings: Landmines, Barrage Ballons and AA Defense.



### CENTRAL REGION

The central region counts as a standard land region



### SOUTHERN REGION

(special land region)

- Human forces have 1 additional Defense in this region each turn.
- During his/her turn, the Human player may deal 1 damage to Alien forces, if this region contains Alien land units.

**Note!** No buildings may be placed here except for the special buildings: Landmines, Barrage Ballons and AA Defense.



## HUMAN CARDS

### Action Cards

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



#### Ocean Liner (starting card)

Choose one of the following 2 actions:

- 1 - Gain 1 Coin.
- 2 - Move 1 Civilian token from any region to an adjacent sea region or from a sea region to any adjacent region.



#### Reinforcements

Choose one of the following 2 actions:

- 1 - Gain 1 Coin and draw 1 card from the Supply deck (If the drawn card is «Reinforcements», draw another card, return «Reinforcements» to the Supply deck and shuffle the deck.)
- 2 - Place 1 Civilian token from the discard into a non-hostile land region. Remove this card from the game.



#### Gurkhas

After purchasing this card, place it into Discard pile.

Choose one of the following 2 actions:

- 1 - Move 1 Civilian token to an adjacent land region and deal 1 damage in that region. (If this Civilian unit did not deal damage this turn.)
- 2 - Remove any 1 card in your hand or discard pile from the game.

### Buildings

Building cards purchased from the Offer row create the corresponding building immediately in a legal region.

The card is then removed from the game.



#### AA Defense (special building)



The Human player may deal 2 Damage (increasing the Alien damage track by 2) if a UFO occupies the same region as the AA Defense Building or 1 Damage if a UFO is an adjacent region. «AA Defense» token may be placed in a region containing friendly buildings! (AA Defense may be placed in a region containing allied buildings!) (AA Defense's abilities take effect immediately upon placing the AA Defense building tile on the board.) (AA Defense may only be destroyed after any other buildings **and Army units** in the region are destroyed.)



#### Demolition (special building)



Place the Demolition token in a land region with an Alien building and a Civilian unit which did not attack this turn. If the Demolition token is still on the board at the beginning of the next Human turn, remove the Demolition token and an Alien building token from that region. Deal 3 damage to Alien player. (The Invasion ship building token cannot be removed from the board). (The Demolition token may only be destroyed after any other buildings **and Army units** in the region are destroyed.)

## ALIEN CARDS

### Actions

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



#### Carrier (starting card)

Choose one of the following 2 actions:

- 1 - Gain 1 Energy.
- 2 - Move 1 Tripod up to 2 regions. The tripod may move through sea regions but must end its movement in a land region.



#### Energy Bank

Choose one of the following 2 actions:

- 1 - Gain 1 Energy.
- 2 - Gain 4 Energy. Remove this card from the game.



#### Freezer



Choose one of the following 2 actions:

- 1 - Deal 1 damage in a land region containing a Tripod. During the Human player's next turn, they cannot move units or Civilians out of this region.

As a reminder, place a Nerve Agent token in that region.

Remove it at the start of your next turn.

- 2 - Deal 2 damage in a land region containing a Tripod. During the Human player's next turn, they cannot move units or Civilians out of this region. As a reminder, place a Nerve Agent token in that region.

Remove it at the start of your next turn.



#### Toxic Territory



Choose one of the following 2 actions:

- 1 - Move 1 UFO unit to an adjacent region.
- 2 - Place a Toxic Territory token in a land region with a UFO. Remove this card from the game.

The Toxic Territory token takes effect immediately and remains in play until the end of the game.

A land region containing a Toxic Territory token is considered hostile. During each Alien turn, the Alien player deals 1 damage to human forces in this region.

### Buildings

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



#### Wall (special building)



Place a Wall token in a land region with an Alien building, even if there are Human forces in that region.

The Human player cannot attack an Alien building in a region with a Wall token.

(If a Demolition happens in a region with a Wall, the Wall token is removed instead of the other Alien building.)



## Credits:

Project Manager: Roman Shamolin

Creative Director: Denis Plastinin

Artist: Igor Savchenko

3D Designer: Alexander Savin

Designer: Svetlana Argat

English Localization: Igor Kozlov

Editing: Owen Reissmann, Joseph Reissmann, Dawn Lobkowicz, Joshua Lobkowicz, and Allison Ditmore

Special thanks to: Irina Plastinina, Evgeny Malashin, Slava Yumin, Grigory Finozhenkov, Igor Treskunov, Volodya Naumov, Ilya Murseev, and many others — for your invaluable help, useful advice, and help with game testing. Thank you!

© Jet games studio 2019

Printing and publishing of rules, components, and/or illustrations without express consent of copyright holders are prohibited.

*The Irish Sea* expansion extends the game's theater of operations to Ireland. *The Irish Sea* includes a new game board with special land regions and several additional cards for each side of the conflict. New components bring a deeper strategic experience and multiple tactical possibilities to *War of the Worlds: The New Wave*.

Jet  
Games  
studio

