

SENTIENCE



RULEBOOK



CLOCKWORK WARS: SENTIENCE



60-120 Mins.

The civil war between the Purebreeds, Mongrels, Troglodytes, and Rhinochs has raged for ages. Amidst this endless chaos, the races struggle for any advantage that will turn the tides of war. Recently, some Mongrel scouts happened upon a gaping chasm of magical energy deep beneath the surface of the earth. Technowizards from across the land quickly converged upon this nexus and set about harnessing its power. Meanwhile, scientists and priests have constructed magnificent observatories to study the heavens, and the mysteries revealed therein have been both startling and profitable. But by far the most significant turn of events has been the emergence of a new race - the autonomous, thinking machines known as the Inventions.

INTRODUCTION

Sentience is an expansion for Clockwork Wars. It adds a number of new Discovery and Espionage cards, a new Court, two new Territory types, and a fifth race: the Inventions. This now allows for 5-player games.

COMPONENTS

- 1 set of colored wooden discs (purple; 32)
- 1 score marker
- 1 unique unit token (the Arachnoid)
- 1 screen
- 24 hex tiles (3 Observatories, 3 Nexuses, 1 Capital, 3 Villages, 2 Forests, 2 Lakes, 2 Towers, 2 Manufactories, 2 Shrines, 2 Citadels, 2 Barrens)
- 1 Court card
- 9 Discovery cards and matching tokens
- 6 Espionage cards
- 1 rulebook (including additional sample maps)

THE INVENTIONS



Some suspect the first Invention was created by Sir Erasmus Paniscus, the brilliant Troglodyte engineer. They have rapidly multiplied since their origin, in part due to their miraculous ability to build new Inventions in their astonishing magical workshops. For reasons unclear, they possess a profound, almost mystical love of the natural world, and have chosen to shape themselves primarily in the forms of insects, spiders, and other animals. They are a young race, exhibiting an innocent naivety of their immense power and potential. But they understand that they must defend themselves in this time of war if they wish to survive as a free, sentient race.

NEW TERRITORIES

Sentience includes two new territory types to include in your games of Clockwork Wars.



Observatory:

- Counts as both a Research territory and Resource territory.
- You gain 1 IP in any research discipline (your choice) during each Study stage for each Observatory you control. An Engineer can be placed on an Observatory, in which case you would gain 2 IP - but both must be from the same discipline.
- You gain 2 VPs for each Observatory you control during a Scoring Phase.



Nexus:

- Counts as a Resource territory.
- After you've purchased a Discovery during the Discovery stage, you may place the associated Discovery token on a Nexus that you control. The Discovery can be from any research discipline.
- You gain 4 VPs for every Nexus with a Discovery token that you control during a Scoring Phase.

Observatories and Nexuses, as Resource territories, follow the Pollution rule. During the Pollution stage of the Scoring Phase, you must reduce the number of units you have in each of these territories to 1.

NEW DISCOVERY AND ESPIONAGE CARDS

Sentience includes 9 new Discovery cards – one for each research discipline in each age. Feel free to simply mix these cards in with the ones from the base game.

In addition, there are 6 new Espionage cards. These can be shuffled into the Espionage deck before the start of the game.

NEW COURT



Court Otomo

A clan of shadowy sorcerers with a desperate hunger for knowledge and power.

- **Early Age bonus:** You may take control of any one Research territory on the map (including one protected by the Guardian). All opposing units on that territory are killed (Unique Units and Generals are removed from the game), and you may place 1 soldier from your reserve on the territory.
- **Middle Age bonus:** For each Research territory that you control, you may kill any one enemy Soldier on the map.
- **Late Age bonus:** You gain 5 VPs.

THE INVENTIONS' UNIQUE UNIT: THE ARACHNOID



The Arachnoid: 1 unit available

- Can be deployed to any territory type using normal deployment rules.
- The Arachnoid adds +1 to Army Strength and can be killed in battle.
- If the Arachnoid is not in a contested territory, you may activate it during the Reinforcement stage as one of your reinforcement orders (even if you are not involved in any battles). Its effect is to kill any one enemy Soldier located in an adjacent territory.
- If the Arachnoid is killed, you can "rebuild" it during any Discovery stage by spending 4 IPs (from any disciplines). It can then be deployed back to the map on any subsequent turn.

CREDITS

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Dedicated to: My older brother, Karim Lopez, for introducing me to the fine art of wargaming.

SAMPLE MAPS

Here are some new sample maps to use in your games of Clockwork Wars that incorporate the Observatory and Nexus territory types. In general, a single Observatory can replace one or more of the basic research territories (Towers, Manufactories, & Shrines), while a Nexus can replace one of the basic resource territories (Forests & Lakes). But as always, you should feel free to design whatever map you want!

MAP KEY

	Capital		Lake		Tower
	Village		Forest		Manufactory
	Citadel		Nexus		Shrine
	Barrens				Observatory

2-PLAYER MAP, "EDEN"



3-PLAYER MAP, "THE BONEYARD"



4-PLAYER MAP, "GLYNAILI"

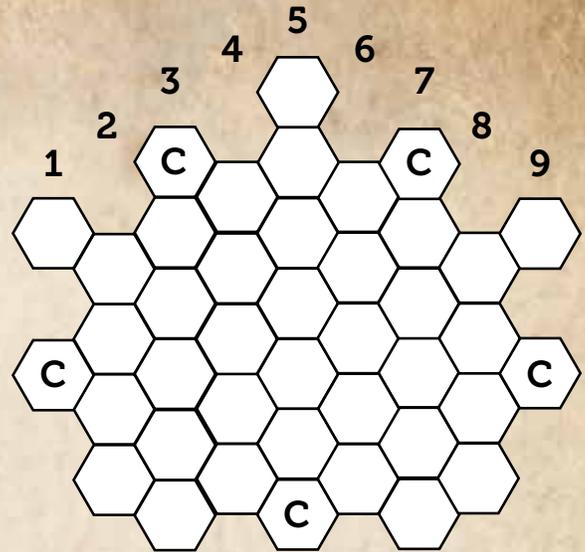


5-PLAYER MAPS

We suggest using the general layout provided here:

The tiles marked "C" are the Capitals for each player. The remaining 36 tiles should be randomly drawn from the following choices:

- 12-18 basic Research Territories (4-6x of Towers, Manufactories, & Shrines)
- 0-3 Observatories
- 0-3 Nexuses
- 8-12 basic Resource Territories (4-6x Forests & Lakes)
- 6-9 Villages
- 4-6 Citadels
- 0-6 Barrens



suggested 5-player layout

5-PLAYER MAP, "THE CROWN"



REFERENCE INFORMATION

TURN SEQUENCE

- **Spymaster Phase:** Starting with the first player, each player chooses one Spymaster action.
- **Recruitment Phase:** Players simultaneously recruit workers from their Capital, Villages and Cities, and any applicable Discoveries they possess.
- **Deployment Phase:** Players simultaneously and secretly write down their deployment orders. Once all players have finished, they reveal their orders and then place units on the map.
- **Combat Phase:** This phase is sub-divided into 3 stages:
 - ◆ **Reinforcement:** Citadels can be used to transfer additional units to adjacent battles. Some Discoveries may be used.
 - ◆ **Battle:** Individual battles are resolved.
 - ◆ **Attrition:** One unit must be removed from each out-of-supply territory.
- **Research Phase:** This phase is also sub-divided into 3 stages:
 - ◆ **Study:** Influence Points (IPs) are generated in each of the 3 research disciplines.
 - ◆ **Discovery:** Players purchase Discoveries and Generals.
 - ◆ **Activation:** Players can activate certain Discoveries.
- **Scoring Phase:** At the end of Turns 2, 4, and 7, players conduct a Scoring Phase that is sub-divided into 3 stages:
 - ◆ **Victory points:** Players receive VPs for resource territories that they control and certain Discoveries they possess.
 - ◆ **Court dominance:** If a player is in control of the court, they receive a bonus.
 - ◆ **Pollution:** The number of units in every resource territory must be reduced to 1.

SPYMASTER ACTIONS

- **Conscription:** Immediately add 1 worker to your recruitment pool (taken from your reserve).
- **Gambit:** You may immediately move any two of your units on the map to different territories that you control (this does not include Courts).
- **R & D:** Draw 2 Espionage cards from the Espionage deck, keep 1 and place the other on the bottom of the deck.
- **Counter-Intel:** Gain 1 IP in any research discipline, and you may force any (and all) of your opponents to lose 1 IP in any research discipline.
- **Technophilia:** This turn, you may go first in each stage of the Research Phase. In addition, immediately gain 1 VP.
- **Tactical Ops:** During this turn's Battle stage, in every battle where you are tied for highest Army Strength, you receive a +1 bonus so that you win that battle.