

# RULES



# TITANIUM WARS

## STORY

Venturing into Limbo, at the edge of the galaxy, explorers discovered a new form of energy: Titanium.

Initial experiments revealed that it had the potential to push the limits of technology, and to open whole new fields of human capabilities. It was enough to fuel the greed of every major faction of mankind. Each one sent fleets to seize planets near Limbo, where Titanium deposits are rich and even appear to be constantly expanding.

It is only a matter of time before conflict breaks out, and there is no doubt that control over Titanium sources will determine the victor in this war...

## CONTENTS

- One Arsenal ❶ composed of: 65 Unit cards, 96 Upgrade cards, and 74 Building cards
- 12 Planet/Event cards ❷
- 50 Tactic Cards ❸
- Credits, which are the currency of the game (in bills of 50¢, 100¢, and 500¢) ❹
- ❶ and ❷ Damage tokens ❺
- 8 Leader cards ❻
- 1<sup>st</sup> Player token ❼
- 4 Summary cards

## GOAL

Conquer Planets in order to control a target number of Titanium deposits; the target number depends on how many players there are and how long you wish the game to be:

|           | Quick | Standard | Long |
|-----------|-------|----------|------|
| 3 players | 7     | 8        | 9    |
| 4 players | 6     | 7        | 8    |

The first player to control at least the target number of Titanium deposits seizes control of the galaxy and wins the game.

## SETUP

Set the game up as described in the Quick Start illustration on the next page.

Each player does the following: You get 1000¢, and 3 Tactic Cards for your starting Hand (do not show them to the other players). Then draw 2 Leader cards and choose one, which you place in front of you face-up. Return the unused Leader card to the box.

The player wearing the most purple receives the 1<sup>st</sup> Player token. Whenever an action must be undertaken following the **Player Order**, start with the 1<sup>st</sup> player, then continue clockwise.

## HOW TO PLAY

Each turn in Titanium Wars is divided into four phases, which are executed in this specific order:

**Exploration > Production > Outfitting > Conquest**

If nobody has attained the victory requirements at the end of a turn, start a new turn.

## EXPLORATION

The 1<sup>st</sup> player draws the top Event card, turns it over, and places it next to the draw pile (i.e. Planet-side-up): this is the **Planet to Conquer** this turn. Then the player reads the newly-revealed **Event** card (top card on the draw pile) aloud. Its effects will last throughout the turn. The **Planet Detected** indicated on the Event card is the Planet to Conquer on the following turn.

## PRODUCTION

Collect the credits produced by your Planets (including your Home Planet, as indicated on your Leader card), plus 150¢ per *Refinery* you own.

## OUTFITTING

Players can buy cards from the Arsenal by paying their cost, with the following limitations:

- You may not buy a card with a Technological Level higher than your own.

*Note: You can buy a Laboratory, and take advantage of its Technological Level increase during the same turn.*

- You may not have more Units than your Fleet can hold as indicated by the icon.
- You may not have more Buildings than slots on your Planets, nor Upgrades than slots on your Ships.
- You may not buy a card that is no longer available in the Arsenal. If there aren't enough for everyone who wants one, players buy in Player Order.

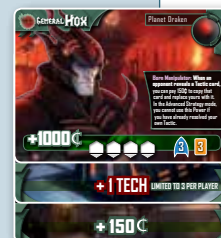
*Note: Players buy simultaneously. They may keep the purchased cards secret until the end of the phase.*

Once everyone is done with purchases and ready to move on to the Conquest phase, reveal the cards you bought, and place them in your play area by slipping the Upgrades under the Ships, and the Buildings under the Planets.

### EXAMPLE OF AN EQUIPPED PLANET

You are General Hox, and your Home Planet limits your fleet to 3 Units ( icon) and your Hand to 3 Tactic Cards ( icon). It can hold up to 4 Buildings ( icons).

At the moment, it has one *Laboratory* which increases your Technological Level by 1 and one *Refinery* which produces an additional 150¢ per turn.



## CONQUEST

A Conquest is a succession of Offensives that enables you to gain control of the Planet that was revealed at the beginning of the turn. You choose whether to engage in the Conquest, and can always choose to drop out of it before each Offensive. You can only participate in an Offensive or conquer a Planet if your fleet contains at least one Ship (*Fighter Squadron*, *Cruiser*, or *Destroyer*), and if you participate, you must commit your entire Fleet; you may not keep any Units back.

Each Offensive comprises five steps:

### 1 CHOOSING A TACTIC

Following Player Order, players announce whether they participate in the Offensive or withdraw:

- If you want to participate in the Offensive and have at least one Ship, choose one of your Tactic Cards and place it face-down on the table.
- If you do not want to participate, or have no more Ships, do not place a Tactic Card on the table, and instead declare that you withdraw. You cannot participate in the Conquest phase any more this turn, and your Units will suffer no further Damage.
- If only one player plays a Tactic Card, that player automatically conquers the Planet and moves on to step 4: **Discarding Tactic Cards**.

### 2 REVEALING TACTICS

- When all the players have declared whether they will participate in the Offensive, the participating players simultaneously reveal their Tactic, and announce its Name and Priority.

### 3 RESOLVING TACTICS

The revealed Tactics are resolved successively in order of **Priority** (from 0 to 7):

- **Determine the Total Attack Strength of a Tactic:** Add up the Attack Strengths of your Ships and/or *Planetary Supports* that have been activated by your Tactic (Attack Strength is doubled if "Attack ×2" is written on the card).
- **Allocate Damage:** Take as many Damage tokens as your Total Attack Strength and distribute them however you want onto the types of participating enemy units that your Tactic Card allows you to target. You are not required to allocate all of the damage. You may assign damage to Units belonging to one or several participating players.



**EXAMPLE OF A TACTIC CARD**

**NAME:** Destructive Fire

**PRIORITY:** 5

**SHIPS AND/OR PLANETARY SUPPORTS ACTIVATED BY THE TACTIC:** DESTROYERS

**ENEMY UNITS TARGETED BY THE TACTIC:** Attack • Cruisers • Destroyers

**ATTACK STRENGTH MULTIPLIER:** ×2

**DESTRUCTIVE FIRE:** All your Destroyers target your opponents' Cruisers and Destroyers, and attack at double strength.

- **Simultaneous Attack:** If several players played Tactic Cards with the same Priority, they determine their Total Attack Strengths simultaneously, then assign Damage following Player Order.
- **Destruction of Units:** As soon as a Unit has as many Damage markers as its **Defense Value**, it is immediately destroyed and returned to the Arsenal along with its Upgrades
- **Special Tactics:** Diversion and Missile Launch are resolved by following the instructions on the Tactic Card; do not calculate Total Attack Strength when using them.

### 4 DISCARDING TACTIC CARDS

- Discard Tactic Cards that were played.
- Each player, in Player Order, has this option: If you participated in the Offensive, you can discard as many of your remaining Tactic Cards as you want: The first discard per turn is free, but any additional discards cost 100¢ per card. Discarded cards are placed in a face-up pile on the table.
- Finally, following Player Order, draw as many Tactic Cards as necessary to bring your Hand up to your Hand limit.

If the Tactics draw pile is empty, shuffle the discard pile to form a new face-down draw pile.

### 5 RESULT OF THE OFFENSIVE

- If more than one player still has ships, participating players begin a new Offensive at step 1: **Choosing a Tactic**.
- If, at the end of an Offensive, you are the only participating player with Ships left, you win the Conquest and the Planet is yours. Place it in front of you, next to your other Planets. The turn ends.
  - If none of the participating players have Ships left, nobody wins the Planet, it is slipped back under the draw pile and the turn ends.

## END OF TURN AND END OF GAME

If, after having conquered a Planet, you have the required number of Titanium deposits, you win the game. Otherwise, all players remove the Damage tokens on their Units, and the 1<sup>st</sup> player gives the 1<sup>st</sup> Player token to the next player clockwise. A new turn begins.

*Note: Planets are permanently conquered, they cannot be taken from you.*

## DIPLOMACY

Players are free to talk and make all kinds of pacts and promises, which they can keep or break. They cannot trade credits or cards.

## VOLUNTARY CARD DESTRUCTION

In the Outfitting phase, you may decide to voluntarily destroy Units to free up some space in your Fleet, or Upgrades to free up a Ship's slots; however, you may not transfer an Upgrade from one Ship to another.

You can also destroy Buildings on your Planets, but you cannot move a Building from one Planet to another.

If you destroy a *Spaceport*, adjust the number of Units in your Fleet accordingly.

If you destroy a *Command Center*, discard a Tactic Card from your Hand.

If you destroy a *Laboratory* or a *Cyber Factory*, there is no immediate effect but take your new limit into account during your next purchases (there is no effect on the cards you've already purchased).

## ADVANCED STRATEGY MODE

Once you feel experienced enough, you can use the Advanced Strategy Mode. If you do, do not reveal Tactic Cards simultaneously at the start of the Offensive. The 1<sup>st</sup> player calls out the Priorities from 0 to 7. When the Priority of your Tactic is announced, say, "Stop," and reveal your Tactic. If more than one Tactic has the same Priority, use the Simultaneous Attack rule. Once your Tactic has been resolved, the 1<sup>st</sup> player resumes counting until every Tactic Card has been revealed and resolved.



# QUICK START

1

**ARSENAL:** Place the "Unit", "Upgrade", and "Building" cards face-up in separate piles in the middle of the gaming area, as shown here.

## UNITS

You may not have more Units than your Fleet's limit.

Your Fleet's starting limit is three Units. Some Units are also Ships. You can neither conquer a Planet nor participate in an Offensive if you have no Ships in your Fleet.



## UPGRADES

You can equip your Ships with as many Upgrades as they have slots.

These Upgrades cannot be transferred and are destroyed when their Ship is destroyed.



## BUILDINGS

You can construct as many Buildings on the Planets you control as they have slots.

## TECHNOLOGY LIMIT

You may not buy a card if you do not have the appropriate Technological Level.

TECH 0 TECH 1 TECH 2 TECH 3

You start at Tech 0. You raise your Technological Level when you buy Laboratories. You can buy a Laboratory and take advantage of its Technological Level during the same turn.

2

Shuffle the Planet/Event cards into a draw pile with the "Event" side up.



Place the Planet to Conquer here

## UNITS

## UPGRADES

## BUILDINGS



3

Tactics discard pile, face-up

Shuffle the discard pile when the draw pile is empty

Shuffle the Tactics Cards into a draw pile, face-down, then deal 3 cards to each player.

## SUMMARY OF A GAME TURN

### 1. EXPLORATION

- Flip the top card of the draw pile to reveal the Planet to Conquer and the new Event. The Event is active throughout the turn.

### 2. PRODUCTION

- Collect production from your Planets and your Refineries.

### 3. OUTFITTING

- Buy as many cards from the Arsenal as you wish, provided you stay within the limits of Technological Level, available slots, and cost.

### 4. CONQUEST

- Following Player Order, play a Tactic Card if you want to participate in the first Offensive of the Conquest. The Tactic Cards are revealed simultaneously and resolved in order of Priority (from 0 to 7).
- Players who participated in the Offensive discard the Tactic Card they played, and possibly others, before drawing new cards up to their Hand limit.
- If several players still have Ships, they declare whether they participate in the next Offensive and do so in Player Order.
- ...and so on until there is only one player left with Ships at the end of an Offensive or until only one player plays a Tactic Card.

### 5. END OF TURN

- Remove the Damage tokens from your Units.
- The 1st player gives the 1st Player token to the next player clockwise.



7

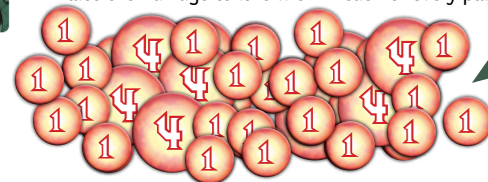
4

Place the bills within reach of every player and give 1000t to each player.



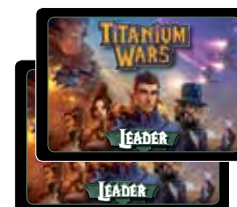
5

Place the Damage tokens within reach of every player.



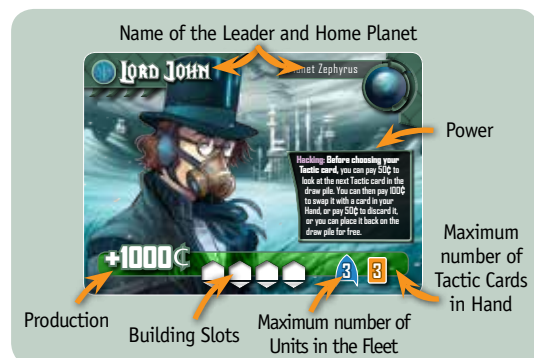
6

Finally, each player draws 2 Leader cards, chooses one, places it face-up on the table, discards the other, and takes a Summary card.



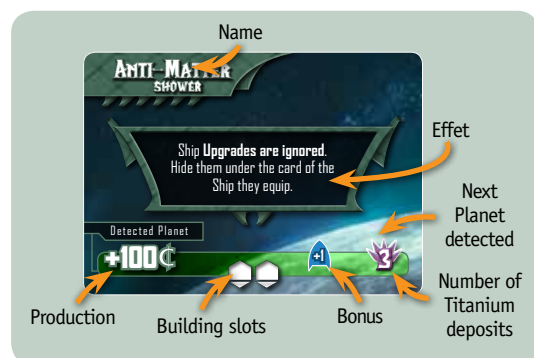
## LEADERS

Draw 2 Leader cards at the beginning of the game and choose one. The Leader card describes your character, his or her Power and Home Planet, as well as your Production and the maximum size of your Fleet and your Hand.



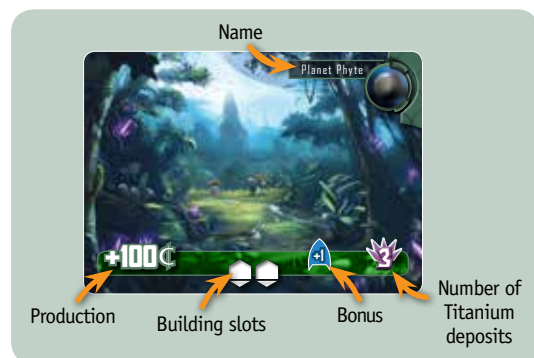
## EVENTS

The effect of an Event applies throughout a turn. It also provides the details of the Planet to Conquer on the next turn.



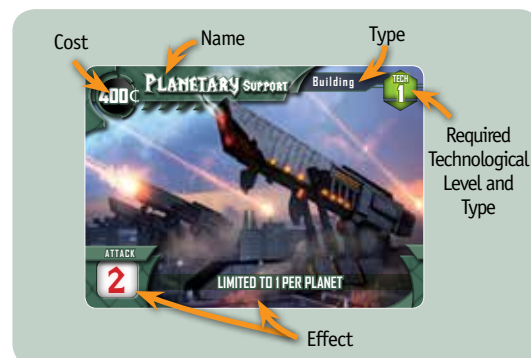
## PLANETS

Each Planet provides resources and, more importantly, Titanium deposits which are what win the game. The first player with the required number of Titanium deposits wins the game.



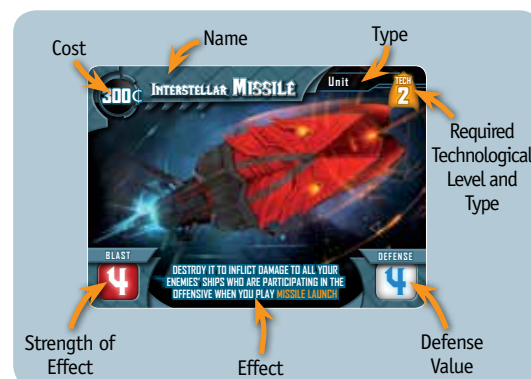
## BUILDINGS

Buildings are added to Planets that have available slots by slipping the card under the Planet card, displaying only the information strip. Each Building provides a strategic edge. Some limit how many of them you can have.



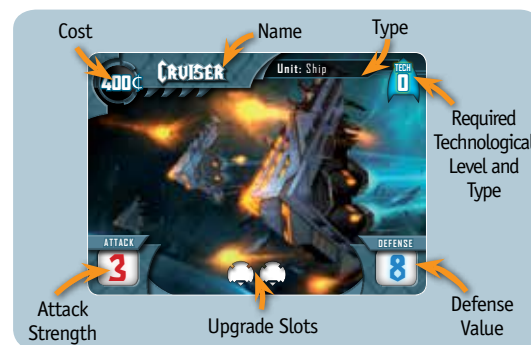
## UNITS

At the beginning of the game, your Fleet is limited to 3 Units. You can raise this limit by purchasing Spaceports or conquering Planets that have a bonus.



Some Units are also Ships: *Fighter Squadrons*, *Cruisers*, and *Destroyers*.

You can neither participate in an Offensive nor conquer a Planet if you have no Ships in your Fleet.



# ANATOMY OF THE CARDS



## UPGRADE

If your Ships have available slots, you can add Upgrades to them to boost their Attack Strength or Defense Value, or to give them new abilities.

Upgrades are added to a Ship by slipping the card under the Ship card, displaying only the information strip.



You can increase the number of Upgrades that your Ships can receive by purchasing *Cyber Factories* or conquering Planets that have a Bonus.

### EXAMPLE OF AN EQUIPPED SHIP

This Cruiser has an Attack Strength of 4 (3+1 from *Laser Cannon*). It is destroyed if it takes 8 Damage, but its Self-Destruct Device deals 1 Blast Damage to each Ship in the Fleet of the player who destroyed it.





## CARD CLARIFICATIONS

### BUILDINGS

- **Spaceport:** Each *Spaceport* you buy increases the limit of your Fleet by 1. When you destroy one of your *Spaceports*, if it puts you over your Fleet's limit, you must immediately destroy a Unit.
- **Planetary Support:** This is the only Building that can attack. There can be only one per Planet. It is the only means to destroy *Interstellar Missiles* and Ships that are equipped with *Self-Destruct Devices* without triggering their Blast.
- **Command Center:** Each *Command Center* you buy increases the maximum number of *Tactic Cards* in your Hand by 1. Immediately fill your hand when this maximum increases.  
Discard a *Tactic Card* as soon as you destroy one of your *Command Centers*.
- **Cyber Factory:** Each *Cyber Factory* you buy adds an Upgrade slot to each of your Ships.

*Note: The Cyber Factory bonus applies only to Ships, not other Units.*

### UNITS

- **Minefield:** Just after a player has finished assigning Damage from a *Tactic Card* (except for *Planetary Fire* and *Missile Launch*), and provided he dealt at least 1 Damage to one of your Units, you can destroy one of your *Minefields* to deal 2 Blast Damage to each of that player's Ships (unless the *Minefield* was destroyed during the opponent's attack).

*Note: You cannot trigger your Minefield against a player who has no more Ships.*

- **Interstellar Missile:** When you do a *Missile Launch*, destroy one of your *Interstellar Missiles* and deal 4 Blast Damage to each Ship belonging to each other player participating in the Offensive.

*Note: The Blast from an Interstellar Missile is mandatory (even if you have lost all your Ships) and always hits every other player except those who played the Diversion Tactic against Missile Launch).*

- **Repair Drone:** At the end of each Offensive, the *Repair Drone* enables you to remove up to 3 total Damage tokens from your Ships.

*Note: You cannot repair a Ship that has taken Damage equal to its Defense Value (it is destroyed first).*

### UPGRADES

- **Hyperdrive:** An opponent cannot destroy a Ship that has *Hyperdrive* with a single attack, if the Ship had no Damage when that opponent started assigning Damage from his *Tactic*.
- **Self-Destruct Device:** Just after an opponent destroys one of your Ships with his *Tactic* (except *Planetary Fire* and *Missile Launch*), each *Self-Destruct Device* on your Ship deals 1 Blast Damage to each Ship belonging to the player who destroyed it.
- **Blast Shield:** A Ship that has a *Blast Shield* never takes Blast damage and also protects two other Ships in the same Fleet against such damage. Choose those two ships every time you are subject to a Blast.
- **Magnetic Target:** If one of your Ships has a *Magnetic Target*, your opponents cannot assign Damage from their *Tactic* (except for *Missile Launch*) to those of your Ships that do not have a *Magnetic Target*. Your other non-Ship Units are not protected.

*Note: If an opponent destroys your last Magnetic Target while assigning Damage from his Tactic, then he can start assigning Damage to your other, now-unprotected Ships.*

### GLOSSARY

- **Fleet:** Maximum number of Units you can have in play at any time.
- **Hand:** Maximum number of *Tactic Cards* you can have in Hand. After any Offensive, draw as many *Tactic Cards* as necessary to increase your Hand to its maximum.
- **Arsenal:** Central area where all the cards available for purchase are placed.
- **Blast:** Blast Damage is automatically and wholly assigned to each Ship in a player's Fleet. You may not choose to cancel it or to assign it partially.
- **Bonus:** The Home Planet and some conquered Planets give you Bonuses as indicated on their card. When you gain a Planet that has a Bonus, immediately take it into account.
- **Defense Value:** Number of Damage tokens it takes to destroy a Unit. Destroy the Unit the moment it receives the final Damage token.
- **Total Attack Strength:** Total of all Attack Strengths of all the Units and/or Planetary Supports activated by a *Tactic Card*, possibly multiplied by 2. It represents the total Damage you can deal to opposing Units that your *Tactic* targets.

#### EXAMPLE OF A PLAYER'S PLAY AREA





Each player portrays a Leader whose **Power** is indicated on its card. That power can be used at will within the limitations mentioned on the card.



## CAPTAIN JIM

The sad act that portrayed the Emperor submitting to General Hox did not fool heroic Captain Jim. Leading the rebellion, he found haven on Terra, the cradle of Mankind. General Hox attempted to wipe him out by scorching the surface of the planet, but Jim and his followers survived and intend to take advantage of the opportunity presented by Titanium to free the Empire and force their enemies to submit.

*Quote: Titanium is freedom!*



## GENERAL HOX

The Draken Empire wants to remind everyone that its power has not weakened. Tyx's horde has nibbled at its borders, Salfatine's rejects insult the dignitaries, and the rebels on Terra are ready to go to war — again. General Hox, the high councillor of Emperor Lithus, has been conferred full authority to show everyone whose Hand wields the whip.

*Quote: The empire protects you.*



## TEKNALIA

The grand Council of Kanotopia, the Tree Civilization, has just elected Teknalia to handle this crisis.

Teknalia decided to break from their tradition of neutrality, to fly her own colors into the conflict. Ling Liu's revelations about the pernicious nature of Titanium seem to have led her to this decision, for the children of the Tree Civilization believe they are the only ones capable of symbiosis with Titanium, and of restoring balance.

*Quote: Do not judge nature, she knows her path.*



## SALFATINE

For centuries the immense planet Muck has been used by all the other factions as a dump. It is the final destination for everything that has been discarded: man and machine alike. The slow revolution led by Salfatine gave all these undesirables a new consciousness, but the final piece was missing. Today however, thanks to the power of Titanium, the garbage heap can take flight and recycle the world.

*Quote: When the wind changes, the spit flies back to the face.*



## LORD JOHN

The Techno-Corporation of Zephyrus held council to determine whether it should intervene in the Titanium war. The computer Zeugma, the great probability calculator designed by Lord John, clearly demonstrated that Titanium is a threat that must be brought under the control of the Techno-Corporation.

It was convincing enough for the corporation to grant Lord John all the funding necessary to get their hands on the Titanium.

*Quote: Our cause is logical, and our chances of victory are estimated at 98%.*



## DIMITROV THE 1<sup>ST</sup>

Life has long been hard on Planet Arctica. Dimitrov, former chief of the guard, took the reins of power and entered the Titanium war to engrave his name into history forever. He proclaimed himself Tsar and changed his name to Dimitrov the 1st to celebrate this new era of conquest. The people of Arctica are great and he intends to prove it!

*Quote: Let's drink to the Tsar's health!*



## PRINCESS LING LIU

The rumor of the existence of Titanium has even reached the Citadel of Millennial Wisdom. Upon touching a fragment of Titanium brought to her by her messengers, Princess Ling Liu felt the immense power of this exceptional energy. She is convinced that her glorious ancestors' mystical quest is related to the race for Titanium. The Prophecy is about to come true; it is time for the Citadel to go to war.

*Quote: A dragon never sleeps: It listens before it acts.*



## TYX

After a raid on a science station, Tyx got hold of some highly classified Titanium analyses. He made use of this information to unite all the tribes in the asteroid belt. At the head of an interstellar horde, he wins victory after victory. But the horde's appetite seems endless and they fully intend to claim the lion's share in this race for Titanium.

*Quote: Now, it is mine!*

## CREDITS

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