

MERCENARIES

• Mercenaries

(Cruiser): Used only in Versus mode, the *Mercenaries* behave like a Cruiser, but do not count toward your Fleet limit. They are controlled by the player or team that has conquered fewer Planets (in team play, the team must decide which of the team members gets to control the Mercenaries). If the Mercenaries are destroyed, they do not go to the Arsenal; instead, set them aside, so they can join the next player or team in need. There's always a mercenary looking to make a quick credit!



- For **Vortex**, play it as its text describes. Thus, in 1 vs 1 mode, the Event has no effect. In 2 vs 2 mode, if all players are in the Offensive, then each player can only attack the opponent on his left, because the teams are interleaved. If the situation degenerates to 2 vs 1, then one of the players of the team with two can no longer attack, at least as long as his ally continues to participate in the Offensive.

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PLANETS / EVENTS

All the Events of the base game work the same way in Versus mode.

- For **Secret Conspiracy**, it is the players who have conquered the fewest Planets that receive 700¢ (thus it could be players from different teams).

Join the conflict at: www.titaniumwars.com

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LEADERS



BORMI

Ever since Tyx ran him out of the Horde, Bormi has dreamed of vengeance. He joined forces with the planet Stormfrost, a hell where only the most brutal warriors can survive. He raised an army of elite soldiers called Berserkers, that prepares to march on the galaxy in order to wreak his vengeance. He knows Titanium will render him invulnerable. All that remains is for him to seize it, and the Horde of Tyx will be at his mercy!

Quote: You see? You should not search for me!



LUCIDA HOLLOW

Lucida Hollow is the head of C.H.O.P., the most powerful organization in the galaxy. She convinced her director that Titanium would permit C.H.O.P. to definitively crush the Techno-Corporation, and Zephyra, their greatest rival in the creation of Zeugma. Lucida has trained troops on the planet Dogmus, where the High Seat of C.H.O.P. is headquartered, and currently she is preparing to shred anyone who gets in her way.

Quote: You are so predictable...



LORD ERIZIO

Interplanetary commerce keeps no secrets from Lord Erizio, who has amassed riches aboard his Shipworld Galleo. But ever since the discovery of Titanium, business is bad: C.H.O.P. impose a heavy military tax, the Horde of Tyx attacks convoys with impunity, and a swarm of looters profits from the global instability, each trying to grab his share of the loot. By seizing the Titanium, Lord Erizio will kill two birds with one stone: putting a stop to the chaos, and becoming infinitely rich by possessing the most coveted substance in the galaxy!

Quote: When you see me charge, you will beg for a discount!



DUCHESS VON STAHL

Following in the footsteps of Emperor Lithus, Duchess Von Stahl watched helplessly at the fall of the Draken Empire. While the factions tore at one another in endless infighting, she opted to exile herself on the planet Hetzog in order to avoid the conflict. But the discovery of Titanium has rekindled the tensions, and the war has reached the gates of her stronghold. Duchess Von Stahl has no choice but to take up arms to defend the ancient noble banner of the Draken Empire.

Quote: I shall teach you good manners.



RULES



2-4



12+



60-90
min

TITANIUM WARS™

CONFRONTATION

CONCEPT

Confrontation is the first expansion for *Titanium Wars*. The conflict has spread to the ends of the universe. New factions have joined the war, and alliances are forming.

Thanks to the new Versus play mode, two new play options are available to you: You and an ally take on a team of two opponents, or face off against a single enemy in an epic duel.

CONTENTS

- Arsenal cards: 25 Unit cards, 8 Upgrade cards, and 8 Building cards.
- 6 Planet/Event cards.
- 4 Leader cards.
- 1 *Mercenaries* card, used exclusively in Versus mode.
- 50 Tactic cards that replace the ones in the base game.
- 1 mysterious card, which hints at the next expansion....

All the new Arsenal, Leader, and Planet cards provided in this expansion are compatible with both the base game and Versus mode. Set up the new Arsenal cards according to their Type and Technology Level. Shuffle the new Leaders and Planets into their respective decks from the base game.

For the Tactic cards, however, replace all the old cards with the new ones.



VERSUS MODE



1 VS 1

The goal of the game is to acquire at least 10 Titanium deposits (short game: 8; long game: 12).

At the start of each turn, if you have conquered fewer Planets than your opponent, you receive the *Mercenaries* (a unique card), which do not count toward your Fleet limit, and act like a classic Cruiser.

The *Mercenaries* behave like any of your other ships. They permit you to take part in Conquest, and to conquer the Planet brought into play this turn.

At the end of the turn, the *Mercenaries* leave your Fleet (unless they were already destroyed, and thus already set aside). They can side with the same player or the other player at the start of the next turn, depending on the number of Planets each has conquered.

If both players have conquered the same number of Planets, neither player receives the *Mercenaries*.

All other rules are the same as in the base game.

2 VS 2

The goal of the game for each team is to acquire at least 10 Titanium deposits (short game: 8; long game: 12).

The players play in teams of 2 allies. At the start of the game, each team can take 2 minutes to discuss the strategy they would like to pursue.

Allies must sit across from each other, such that an opponent's turn always comes between their turns.

A team wins the whole game as soon as they meet the victory conditions.

Each player's Planets and Fleets are unique to him, and cards' effects only affect the player who possesses them. Allies can never exchange credits or cards.

During Conquest, players can only put Damage on enemy Units (except from the Explosive Vapors Event). Whenever an allied team has eliminated its adversaries, and only allies remain in the Conquest, the team conquers the Planet. If both allies participated in the last Offensive, and both still have Ships, they decide which of them claims the Planet. If they can't reach an agreement, the first ally in Player Order gets the Planet. Otherwise, the player who participated in the Offensive, who still has Ships remaining, gets the Planet.

You can communicate freely with your opponents. You can discuss your Tactic cards, but you cannot reveal your Hand.

Each team's total Titanium is equal to the sum of Titanium from Planets conquered by the two allies.

At the start of each turn, if your team has conquered fewer Planets than the opposing team, your team receives the



Mercenaries (a unique card), which do not count toward your Fleet limit, and act like a classic Cruiser.

You and your ally must decide which of you will benefit from the *Mercenaries*. If you can't reach an agreement, the first ally in Player Order gets the *Mercenaries*.

The *Mercenaries* behave like any of your other Ships. They permit you to take part in Conquest, and to conquer the Planet brought into play this turn.

At the end of the turn, the *Mercenaries* leave your Fleet (unless they were already destroyed, and thus already set aside). They can side with the same team or the other team at the start of the next turn, depending on the number of Planets each has conquered.

If both teams have conquered the same number of Planets, neither team receives the *Mercenaries*.

All other rules are the same as in the base game.



CARD CLARIFICATIONS

ARSENAL

UNITS

• Defense Turret:

Whenever a player inflicts Damage on you with his Tactic, you can inflict 3 Damage to one of his Ships activated by the Tactic.



UPGRADES

• Flagship: The Flagship increases your Tactic card Hand limit by 1.

Immediately fill your Hand when this limit increases.

If your Flagship is destroyed during the Conquest phase, make sure to draw one card fewer when you fill your Hand at the end of the Offensive.

If you voluntarily destroy your Flagship during the Outfitting phase, immediately discard one Tactic card.



- **A.I.:** In a Simultaneous Attack, resolve your Tactic before the other players; furthermore, your opponents cannot choose you when playing a Diversion.



Note: If several players in the same Simultaneous Attack have Combat Computers, they perform a Simultaneous Attack on one another before the other players.

BUILDINGS

• Recycling Facility:

Receive 50¢ each time one of your Units or Upgrades returns to the Arsenal.

You do not benefit from this effect when you lose the *Mercenaries*, because they do not return to the Arsenal when they are destroyed, but are instead set aside.

• Orbital Platform:

This Building behaves like a Planet: It grants you additional Building slots. But be careful: It does not count as a conquered Planet.

