

## THIS WAR OF MINE: TBG – The ‘Unwritten’ Rules for new players

TWoM:TBG is a noble attempt to do something new and refreshing in the Boardgame world. It sets out to give you the Boardgame experience of a gritty computer game, complete with ‘Learn As You Go’ tutorial-style rules – and in general it succeeds.

However, there are places where it simply assumes that you know what you’re not supposed to know, and this can create confusion in your first few playthroughs that slows down the game and breaks the spell the designers are trying to weave.

This is a list of the ‘Unwritten Rules’ we bumped up against in our first few playthroughs, which will hopefully make your initial playing experience less confusing than it was for us and many others.

### RULE #1

If you come across something on a card that you don’t understand **SIMPLY IGNORE IT!** You don’t need to know what every symbol on every card does, and in general you will be told what to do by another card when that card activates it.

Two very common examples of this are:

- **The coloured circles on the bottom of most cards:** ignore them until you draw a REALITY IMPACT card, which will tell you what they do.
- **The symbol ‘Private’ on the corner of some cards:** ignore this until a card tells you not to. The term ‘Private’ does not relate to you, and does NOT mean that you have to keep this card secret from other players.

### RULE #2

Place a bookmark or Post-It Marker on Paragraphs 300, 600 & 800 in the Book of Scripts. These give detailed rules for the key stages of the game.

I’m afraid we’re with Tom Vassel on this one. Hiding the rules within the Book of Scripts is just annoying – it means you’re constantly having to leaf through a supposedly secret book in order to find out exactly what you’re supposed to do next. But that’s the way they’ve done it, and so we have to live with it. Perhaps someone with more time than we have could create a printable cheat-sheet that summarises all the FAQ rules into one easy to pick up booklet (if they haven’t already).

## JOURNAL CLARIFICATIONS

### DAY ACTIONS:

**Using Tools:** You only have to discard a tool (like a Shovel) if the card or Journal tells you to. Digging through Rubble does not automatically break your Shovel – though you will always have to roll the Black Die when using the Lockpick, as stated in the Journal.

**Fittings Cards:** You are allowed to look at BOTH SIDES of the Fittings and Ideas Cards. In fact, you are very strongly advised to – they will tell you how Board-Ups and other things can be made.

## **SCAVENGING:**

**Weight:** It is our understanding (or at least our House Rule) that you must respect the weight limitations of anything you take out of the Shelter to go Scavenging with – after all, you will have to respect their weight limitations when bringing them back ;0/

**The Coloured Circles:** As stated above, you can ignore the coloured circles on the bottom of the Location Cards until you draw a REALITY IMPACT Card, which will tell you what to do.

**'Private' Icons:** are only triggered by certain Residents Cards. You can ignore them until they are triggered.

## **DAWN:**

**Fatigue:** You only raise Fatigue caused by Scavenging and Night Raids at this point.

**Wait Tokens:** This is still a hot topic of debate on the Forums. It seems most sensible to us that Wait Tokens are discarded when the thing they are triggering is resolved.

## **DON'T FORGET YOUR REROLLS!**

During any encounter, each Character gets the option to reroll their dice as many times as their Prowess. This resets at the end of every encounter, so you can reroll multiple times during the Scavenging Phase, as long as it is in different encounters.

THAT'S IT. WE HOPE THIS CHEAT-SHEET MAKES YOUR FIRST FEW PLAYTHROUGHS LESS CONUSING THAN OURS.