



INTRODUCTION

*We used to wonder where war lived, what it was that made it so vile.
And now we realize that we know where it lives... inside ourselves.*

— Albert Camus

War knows no end. Its victims are counted in thousands and each day we lose hope... little by little. Food is becoming scarce and our shelter is falling apart. Yet we keep struggling.

New faces can be seen around the city – the friendly ones at the makeshift market or in neighboring houses, the hostile ones in the night, with blinding flashlights and clubs and knives.

We seek new paths to travel through the ruins – sometimes even underground – just to avoid sniper fire and loot anything of value. It's never much.

Yet we keep struggling. We have no other choice.

Tales from the Ruined City is an expansion for ***This War of Mine: The Board Game***. It is comprised of a number of game modules that can be used to enrich your gaming experience.

Each module is standalone and can be used independently or in conjunction with any other modules by adding its game components to the ones found in the base game. You can use as many modules as you like, however it is strongly recommended that you choose one or two of them in a single playthrough or a Campaign with the exception of Emira, the 13th Character (see p. 3). Also, it is best to use any modules once you are familiar with the base game and rules as the gameplay becomes more complex depending on the module you choose.

In this booklet you can find a detailed description of modules and all components accompanying them. The list of game components included in this expansion can be found on the next page and on Scenario sheets. Also, in the Wartime Diary I, you will find over 400 new scripts for all modules, especially the Sewers, the Farmers and the Incidents module featuring 5 new Scenarios.

Note: If you choose to use any module (except Emira and cards for decks found in the base game) in a Campaign, remember to separate its game components from the base game. All components featured in a given module are either unique (such as Scenario sheets or cards with special backs that cannot be used anywhere else) or marked with a bar featuring the name of the module a given component is a part of (especially in case of cards that are shuffled into the base decks).

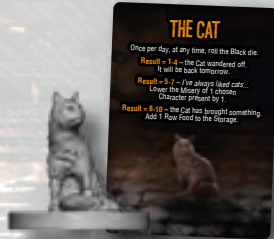
Additionally, unlike the scripts from the base game, many scripts from the game modules found in this expansion are not color-coded. This means that you might encounter drastic descriptions, so please be careful when playing with sensitive or younger players.

TALES FROM THE RUINED CITY
ABOUT THE EXPANSION

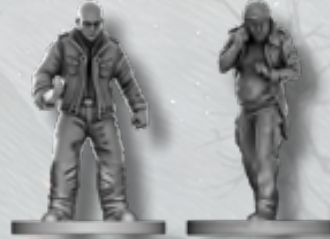
GAME COMPONENTS



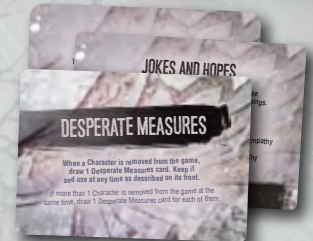
Character Miniature
and Card (Emira)



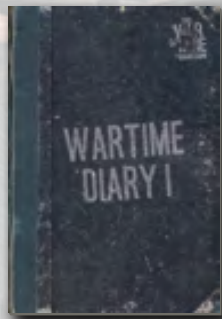
Cat Miniature and Card



5 Miniatures
(3 Thugs and 2 Farmers)



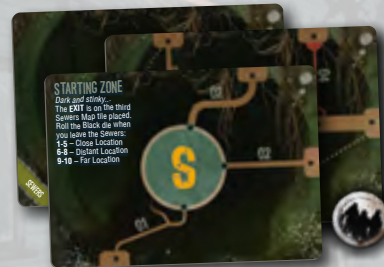
7 Desperate Measures Cards



Wartime Diary I



22 Sewers Cards
(12 Corridors and 10 Rooms)



8 Sewers Map Tiles
and 1 Exploring Party Token



2 Chapter Objective Cards
and 1 Narrative Action Card



5 Scenario Sheets (double-sided)
with assorted cards, tokens and
envelopes (listed on each sheet)



7 Farmers Cards



15 Wares Cards



1 Market Sheet (double-sided)
and 1 Tolerance Token

GAME MODULES

EMIRA, THE 13TH CHARACTER

War took away everything people had. Homes, families and dignity of life. However I lost all that many years before.

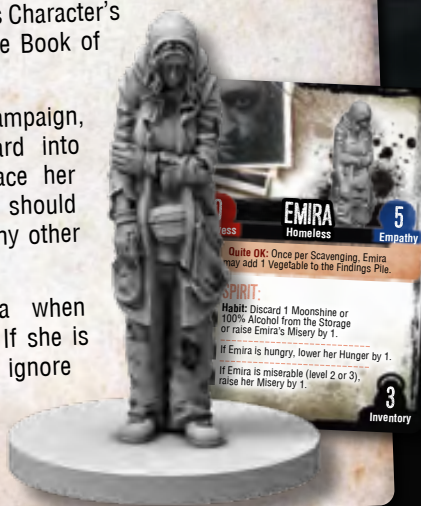
Some of us get a particularly rough treatment from life, lose everything over a day, including the most valuable – hope and any fight that was left in them. Without knowing when, you simply become a shadow of the person you used to be, a dirty piece of the background. Before the war, you used to pass me by, looking away from me. It was impossible to pierce that invisible barrier that divided your fast lives from the existence of those who, for various reasons, were pushed aside. Yet we are also human beings.

When the war broke out, all were subjected to the same treatment and there are no barriers between us now. For the first time, since many years, you see a person in me, same as all the others around. I am no longer a homeless outcast, I am Emira again. I am better used to living like this, in hiding, in poverty and searching for leftovers. What made me an outcast now proves to be valuable knowledge. Welcome to my world. Don't think it brings me any joy. As much as everyone else, I wait for the end of this nightmare. Someday this must all change.

This module features 1 miniature and 1 Character card representing Emira, the Homeless. This module can be used freely with the base game whenever you play as this Character's story is already included in the Book of Scripts.

Before starting a new Campaign, shuffle Emira's Character card into the Characters deck and place her miniature in the box. Emira should be treated just the same as any other Character.

You can also meet Emira when resolving one of the scripts. If she is already in the game, simply ignore that script. Otherwise, use her card and miniature instead of following instructions from the script.



THE CAT

Beside all the people, many animals were trapped in the war-torn city as well. Pets used to be loved and taken care of, but now no one cares about them anymore, and they have to try to live through the conflict they don't understand. They fight their own war to survive at any cost...

This module features 1 miniature of the Cat and 1 card representing the animal. They are used if you come across the Cat in one of the scripts and decide to keep it under your roof in the Shelter.

In the Campaign mode, you may choose to start the game with the Cat already in the Shelter. If you do this, do not add 3 Raw Food to the Storage during Setup.

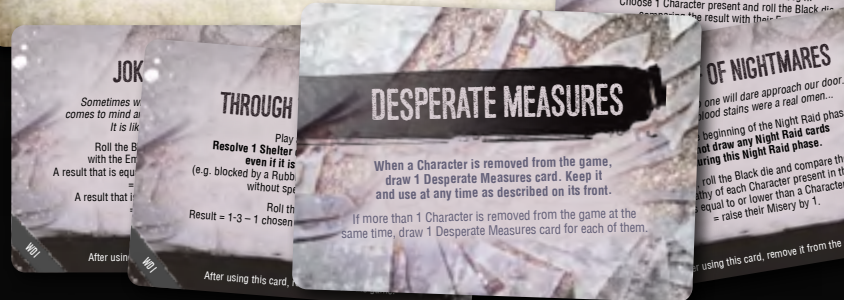


DESPERATE MEASURES

We know it sounds desperate... but what other choice do we have at those desperate times?

This module features 7 cards. These cards will come to your aid when things start falling apart. The Desperate Measures cards provide you with new possibilities. However, nothing is for free and most of the time there will be a choice to make. In order to obtain what a given card offers, a price must be paid, be it in risk or other factors.

The Desperate Measures cards become available once one of the Characters dies or abandons the group. All other rules for using them are described in their text.



FARMERS AND MARKET

Being cut off from any news as we are, we suddenly realize that new people start appearing around the city. People who look well fed and seem to be barely touched by the war. They do not understand that living in the city will bring them no solace no matter what horrors have driven them away from their homes in the countryside.

Some of them are here to stay, others come just to exchange food for valuables that we might still hoard in our hideouts, but one thing is sure – from now on, we will share this sorrowful fate together.

This module changes the gameplay by adding new possibilities as well as new threats. It also comes with new scripts that are thematically connected to the arrival of the folk from rural areas into the besieged city. With it comes the Market, a place full of makeshift booths and tables where newcomers mingle with city inhabitants, thugs become bodyguards and the omnipresent threat of enemy soldiers clashes with the will to trade and feel normally... if only for a little while.

This module is basically divided into two parts: the **main part** featuring 2 Farmer and 3 Thug miniatures and 7 cards and the **Market part** including 15 Wares cards, the dedicated Market sheet, the Tolerance token and a dedicated Farmers chapter in the Wartime Diary I containing unique scripts for Wares cards. If you choose to use this module, introduce all aforementioned components into the game.

SETTING UP THE MAIN PART:

At the beginning of a playthrough, during Setup, place the two Fitting cards from the main part on the board in accordance with the description provided on the backs of the cards.

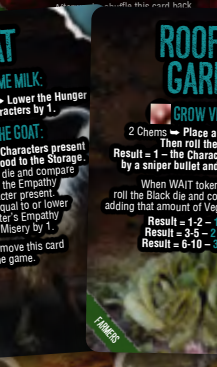
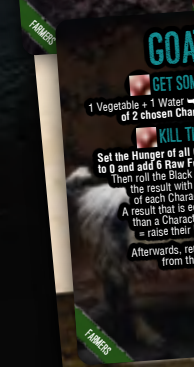
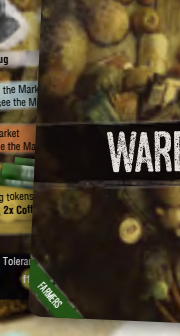
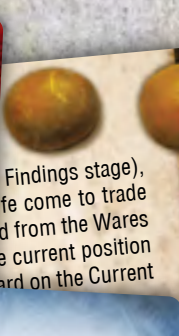
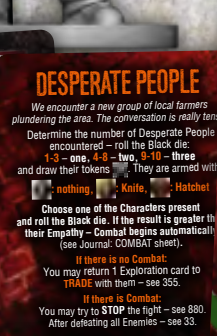
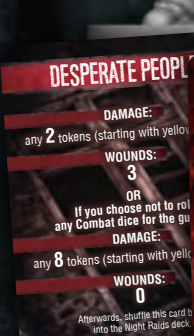
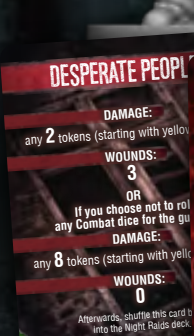
Shuffle the remaining cards from the main part of the module into their corresponding decks.

The Farmers and the Thug miniatures will enter the game when a game component instructs you.

SETTING UP THE MARKET PART:

All Setup instructions as well as the rules for using this part and its accompanying components can be found on the Market sheet.

Note: If you choose to include this module in your playthrough or Campaign, you have to use the basic side of the board. Additionally, the Farmers scripts are already included in the Book of Scripts, while the Market scripts triggered by the Wares cards can be found in the Wartime Diary I, in the Farmers chapter.



SEWERS

With snipers everywhere, it becomes harder and harder to travel around the city. We have no other choice but to descend underground looking for new routes and new ways to scavenge.

The city sewers are a true labyrinth comprised of tunnels, waterways, forgotten basements and passages. Going through them is risky, but it will also give us a chance to find more supplies. The question is – who will dare enter them?

This module is comprised of a modular tile-based board featuring 8 tiles, 12 Corridor cards, 10 Room cards, 1 Exploring Party token and a dedicated Sewers chapter in the Wartime Diary I containing unique scripts for Corridor and Room cards. It enables you to descend into the canals beneath the city and explore them. Doing so gives you the option to reach 1 of the 3 Locations, thus providing the possibility of an additional Scavenging during the same day.

When traveling through the Sewers, you will be using Sewers Map tiles – they will form a separate board to move the Scavenging Party around. You should not treat the tiles literally – the corridors that you will cross do not run exactly as shown in the illustrations. These tiles are meant to be a representation of your wandering in the seemingly endless network of tunnels. Similarly, the rules for movement are just a mechanics-driven representation of the fact that you are moving about without knowing the way, losing track of where you are, and trying to find a way out. If a Sewers Map tile depicts a Room, it might in fact stand for many different types of places, be it a tangle of tunnels and pipes or an actual room.

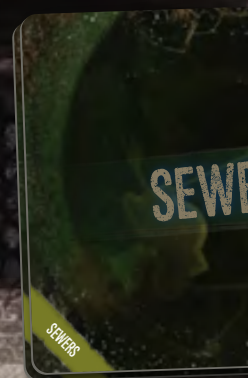
One other assumption that was made is that the Characters descending into the Sewers carry some sort of long-lasting light source e.g., flashlights.

Due to a complex gameplay experience and more complicated rules, this module is suggested for advanced players.

At the beginning of a playthrough, divide the Sewers module cards into two decks: **Rooms** deck and **Corridors** deck. Place the decks face-down in a chosen spot next to the board.

Then set aside the **Exploring Party** token and the **Sewers Starting Zone** tile, shuffle the remaining **Sewers Map** tiles and place them face-down in a pile next to the board. Finally, place the Sewers Starting Zone on top of the pile and the Exploring Party token next to the pile.

At the beginning of each Day Actions phase, you may choose to send any number of Characters on the **Sewers Exploration** – they form the Exploring Party represented by the special token. Place these Characters on the Findings Pile. These Characters cannot perform any actions during this Day Actions phase. However, even a Character with no access to actions due to their current States can still participate in the Sewers Exploration.



At the beginning of the Day Actions phase, but before you start performing actions in the Shelter, resolve the Sewers Exploration and its subsequent Scavenging. Consider the Characters sent to the Sewers to be acting while the Characters in the Shelter are performing their actions. The Characters sent to the Sewers will return to the Shelter at the beginning of the Dusk phase.

Then resolve the Day Actions phase normally, with the Characters left in the Shelter performing their actions. The Characters cannot use any tokens or resources found by the Exploring Party – they will become available from the beginning of the Dusk phase.

RESOLVING THE SEWERS EXPLORATION

CHOOSE EQUIPMENT: Resolve this stage just like during a normal Scavenging (see SCAVENGING: Choose Equipment in the Journal). Any tokens taken from the Storage now will not be available in the Shelter during the Day Actions phase.

DESCENT: First, place the Sewers Starting Zone tile (face-up) next to the board. Keep in mind that you will need additional space on the table, because you will be placing more tiles from the Sewers Map pile next to the Sewers Starting Zone tile.

Place the Exploring Party token on this tile, on the Room marked with the letter “S”.

MOVEMENT: Choose any path leading to one of the exits shown on the edge of the tile and start moving the Exploring Party token along the path, resolving cards as described below.

NEXT PLAYER

Resolve all the letters (Rooms) and numbers (Corridors) that are shown on the path you have chosen. Do so according to the following steps:

- to resolve a letter, draw a card from the Rooms deck and find the corresponding letter on it. Resolve the text.

Afterwards **NEXT PLAYER**

- to resolve a number, draw a card from the Corridors deck and find the corresponding number on it. Resolve the text.

Afterwards **NEXT PLAYER**

NEXT TILE: Once you have resolved all the numbers and letters shown on the chosen path, draw a new tile from the Sewers Map pile and place it face-up adjacent to the tile with the Exploring Party token. Place the new tile so that

SEWERS MAP

NO RETURN

The only exits from Room C are the paths marked with dotted lines.

one of its short edges or long edges matches either a short or a long edge (respectively) from the tile with the Exploring Party token. Additionally, the exit that will lead you out of your current Sewers Map tile must be connected to an entrance on the new Sewers Map tile.

Now, move the Scavenging Party token to the new tile and, just like before, choose a path leading to a next exit, resolve all numbers and letters shown on that path and continue doing so until you leave the Sewers.

Note: The group cannot split while in the Sewers. There is also no possibility to backtrack – the same tiles and the same Rooms and Corridors cannot be visited again.

Additionally, if the Corridor on the new tile has no number, do not draw any Corridor cards – just move the Exploring Party token along the path until you reach a numbered Corridor or a Room with a letter.

FORFEITING THE SEWERS EXPLORATION: You may return to the Shelter instead of drawing a new tile from the Sewers Map pile. By doing so, you forfeit any further exploration – resolve the Choose Findings stage (see SCAVENGING: Choose Findings in the Journal). In this case you cannot add free resources (Water, Wood, Components) to the Findings Pile. The Characters return to the Shelter at the beginning of the Dusk phase, bringing any tokens and resources with them (see DAWN: The Scavenging Party Returns in the Journal).

REACHING THE EXIT FROM THE SEWERS: If you have not forfeited the Sewers Exploration earlier by returning to the Shelter, you will finally reach the Sewers exit leading to 1 of the 3 Locations. Once you have placed the third Sewers Map tile on the table (the Sewers Starting Zone tile does not count), the Exit from the Sewers is found on that third tile in a room marked with a brightly colored letter.

Once this Room is reached (you must first resolve its card normally), you may exit to 1 of the 3 Locations – roll the Black die:

A result of 1-5 – Near Location

A result of 6-8 – Distant Location

A result of 9-10 – Far Location

Now you may begin Scavenging in this Location (identically like in the Scavenging phase), with the following exceptions:

- if you draw any Reality Impact card, ignore it and draw a new card from the proper deck; if you draw such a card from the Unknown deck, draw a new Exploration card from the Exploration deck
- the number of Exploration cards in the Unknown deck is half its normal number (rounding down)

STARTING ZONE

Dark and stinky...
The **EXIT** is on the third Sewers Map tile placed.
Roll the Black die when you leave the Sewers:
1-5 – Close Location
6-8 – Distant Location
9-10 – Far Location

- when using other game modules, Characters exploring the Sewers cannot visit the Market or the Aid Zone before returning to the Shelter after Scavenging.

After you have resolved the Scavenging, the Exploring Party returns to the Shelter at the beginning of the Dusk phase.

Note: Some scripts and cards will allow you to reach the Exit to 1 of the 3 Locations earlier. Additionally, remember to discard any cards placed on the Exploration slot during the Sewers Exploration – they have no impact on the Scavenging that follows.

No matter whether the Exploring Party forfeited the Sewers Exploration or managed to fully resolve both the exploration and the Scavenging after it, its Characters continue the game normally from the Dusk phase (i.e. they drink Water and eat in the Dusk phase and each of them can be assigned to different tasks in the Evening phase – including the Scavenging, which may result in some Characters participating in two Scavenging runs in one day).

Once the Exploring Party is back in the Shelter, shuffle all revealed Sewers Map tiles back into the pile and place the Sewers Starting Zone tile on top of the pile. Finally, place the Exploring Party token next to the pile.

THUGS AND THE SEWERS MODULE (OPTIONAL RULE)

Whenever you enter the Sewers, roll the Black die and place the corresponding number of Thug miniatures on the Sewers Starting Zone tile:

A result of 1-5 – 1 Thug

A result of 6-8 – 2 Thugs

A result of 9-10 – 3 Thugs

The Threat level during your current Sewers Exploration is equal to the number of Thugs on the Sewers Starting Zone tile. If you voluntarily forfeit the Sewers Exploration and choose to return to the Shelter, you should first roll the Black die a number of times equal to the current Threat level:

A result equal to or lower than the Threat level: on your way back you have encountered the Thugs. Combat begins automatically (see Journal: COMBAT Sheet). The number of Thugs encountered is equal to the Threat level. All Thugs are armed with Knives. You may try to STOP the fight – see 40 in the Book of Scripts.

After Combat – remove all the Thug miniatures from the tile (the Threat level is now 0). After defeating all Enemies – see 33 in the Book of Scripts.



OTHER GAME COMPONENTS

The cards shown below should be simply shuffled into their corresponding decks found in the base game – they offer a wider range of options as far as Chapter Objectives and Narrative Action cards are concerned. You do not need to remove them from the game when you start a new playthrough or a Campaign – they now form the integral part of their decks.

VALUABLE TRINKETS

Play when Trading.
Ignore the Trade Commission. Additionally,
treat this card as a grey token with a value of 10.

After playing this card, remove it from the game.

BLACK MARKET GOODS FOR SMUGGLERS

discard any number of part
(Mechanical Part). For each
the Objective marker by 1.

3 4 5

contribute to the Storage.
Distribute 2 Wounds
to characters.

any number of Ammo /
effects). For each discarded
or by 1 / 2 respectively.

3 4 5

perform a TRADE
exchange tokens from
s. Trade Commission: 0.
Discard 2 crafted
the Fittings deck).

ENVELOPES

In the box you can find 5 closed envelopes marked with letters A to E. They contain 'legacy' game elements. They become available once you win certain Scenarios from this expansion. Each Scenario sheet refers to one of the envelopes.

DO NOT OPEN ANY ENVELOPES UNLESS INSTRUCTED.

Once you gain rewards, you may add them to the base game according to their type.

A

ATTENTION: DO NOT OPEN UNLESS INSTRUCTED BY THE SCENARIO!

B

ATTENTION: DO NOT OPEN UNLESS INSTRUCTED BY THE SCENARIO!

C

ATTENTION: DO NOT OPEN UNLESS INSTRUCTED BY THE SCENARIO!