

Item no.: 343494

GA002 - This War of Mine: Tales from the Ruins - Board Game (EN Expansion)

from **31,07 EUR**

Item no.: 343494
shipping weight: 0.90 kg
Manufacturer: Galakta



Product Description

This War of Mine: Tales from the Ruins - Board Game (EN Expansion)

War knows no end. Its casualties are counted in thousands and every day we lose a little more hope. Food becomes scarce and our shelter falls apart. But still we carry on. New faces are seen in the city; friendly ones in the makeshift marketplace or in neighbouring houses, hostile ones at night with blinding torches and clubs and knives. We find new routes through the ruins - sometimes even underground - to avoid the snipers as we try to loot what is of any value. It's never much. But we continue to toil. We have no other choice. Tales from the Ruins is the first expansion for This War of Mine - The Board Game. The expansion contains modules that can be added to the base game at the players' discretion to increase the complexity of the game experience. There are some large modules with a lot of material, rule changes as well as some smaller expansions that can be added to the game in general, regardless of the chosen scenario.

The Newcomers Module: People from the surrounding countryside whose homes have been destroyed move to besieged Pogoren in the hope of surviving better there. Some are here to trade, some to loot. In any case, they will change the situation in the city.

Besides some new cards and miniatures, this module adds the market to the game, which consists of a special tableau of goods cards. Use some of your hard-won items to see who has come to town and what goods are available. Then you have to decide: Do you just want to trade, steal something or take the goods by force? Your decision will affect the level of tolerance with which the other people treat you. The effects of this will become apparent as soon as you read one of the 186 new story sections linked to the Newcomer Module.

The Sewer Module: Snipers make it harder and harder to move freely around the city. We have no choice but to search underground for new paths and looting routes.

The sewers are represented by individual map pieces on cardboard. Starting from the current position of the exploration group, corridors and rooms are gradually laid out and the cards indicated on them are triggered. Those who spend the day in the sewers can find valuable resources and new useful items, but must also face the new dangers of this dark, damp place. 235 new narrative sections let you experience special encounters and challenges as you make your way through the sewers.

5 new scenarios:

Blood and Snow: A blizzard covers the streets with a thick blanket of snow and the cold becomes the biggest challenge. We have to work closely together, but an assassination attempt in our ranks shakes our mutual trust. Survive the blizzard! Find the culprit!

Refugees: You are hiding a persecuted family in your basement. To venture outside would be their certain death, and any sound they make could draw attention to them - but their assistance could be vital.

Epidemic: The city is no longer just plagued by merciless soldiers, but also by a rapidly spreading epidemic that is driving up the price of drugs and drug-related crime to unimaginable heights.

Side by side: Are you able to maintain your humanity in these times? Your neighbours ask for your help, some of them can support you in return - others cannot. You only have to hold out for a few more days, but in these times every proverbial cup of sugar can mean the difference between life and death.

You and I: Dina and Zoran stick together, no matter what. That's the plan, but can it stand up to the reality of war and rising desperation?

Rewards: 5 secret envelopes, which may only be opened if you successfully complete one of the scenarios, bring a bit of legacy game mechanics to your story. The included game components will be added to the game material from the next scenario onwards, enriching your game world.

The highest form of hope is despair overcome. -Albert Camus

Caution! Not suitable for children under 36 months. Legal minimum age: 18, Legal maximum age: 99

Caution! The basic game is required!

- Number of players: 1-6
- Age: from 18 years
- Game duration: 45+ minutes
- Contents: 1x game rules, 1x war diary, 100x cards, 5x scenario sheets, 1x market sheet, 5x envelopes, 7x plastic miniatures, 8x sewer card pieces, 24x plastic markers

Specifications

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