7 WONDERS
ARMADA ™

"There are three sorts of people: those who are alive, those who are dead, and those who are at sea." (Aristotle)

OVERVIEW

This expansion to *7 Wonders* lets you head out to conquer the sea with new individual boards: **Shipyards**.

24 new Age cards and 27 new Island cards enhance the game and increase player interaction.

The *Armada* expansion brings new rules to the *7 Wonders* base game, but the victory conditions remain the same.

This expansion also offers a variant for playing in teams (4 or 6 players).

CONTENTS

- 1 Wonder board (Siracusa)
- 7 Shipyard boards
- 28 Fleet figures (7 x 4 colors)
- 40 Naval Conflict tokens:
  - 22 Naval Victory tokens
  - 18 Naval Defeat tokens
- 8 Military Conflict tokens:
  - 4 Military Victory tokens
  - 4 Military Defeat tokens
- 2 Boarding tokens
- 6 Coins worth 6
- 24 Armada cards (8 per Age)
- 27 Island cards (9 per level)
- 1 score pad
- 3 Description of New Effects sheets
- This rulebook

GAME ELEMENTS

WONDER BOARD

Siracusa is only used if playing with this expansion.

SHIPYARD BOARDS

Shipyard boards represent the progress of your Fleets during the game. Shipyards have 4 naval tracks (**Red**, **Yellow**, **Blue**, and **Green**) each divided into 7 spaces, most of which provide an effect.

Each Shipyard board has a Wonder symbol ⛰ on one of the naval tracks. Its position is different on each board.

Naval Construction Cost

Effect

Fleet starting space

Wonder symbol

Naval tracks

COLORBLIND FRIENDLY

For colorblind players, each naval track has a symbol corresponding to its color.

✖ Red   ⬤ Yellow
▮ Blue   ▲ Green

Note: The effects of spaces are identical on each Shipyard board. Only the construction costs and placement of the Wonder symbol are different between boards.

FLEET FIGURES

Figures track the progress of your Fleets (**Red**, **Yellow**, **Blue**, and **Green**) on your Shipyard board.

ARMADA AGE CARDS

Age cards in this expansion represent new Buildings with never before seen effects. They are added to the Age cards from the base game.

Note: To help with sorting, Age cards from the Armada expansion all have this symbol ♆ in the bottom-left corner.

ISLAND CARDS

Island cards are a new category of cards. They are not added to the Age cards and have a different back.
They are divided into **3 levels** and each offer a unique effect.

Front — Effect, Name

Back — Level 1, Level 2, Level 3

NAVAL CONFLICT TOKENS

Naval Conflict tokens represent Naval Victories and Defeats.
There are 2 types of Naval Conflict tokens:
- Naval Defeat tokens (worth -1, -2, and -3).
- Naval Victory tokens (worth 1, 3, 5, and 7).

BOARDING TOKENS

Boarding tokens represent the new Boarding effect.

SCORE PAD

This score pad assists you in counting victory points gained through the *Armada*, *Leaders*, and *Cities* expansions.

DESCRIPTION OF NEW EFFECTS SHEETS

These sheets provide a complete explanation of all the new symbols in the game.

SETUP

Setup follows the normal *7 Wonders* rules with the exception of the following adjustments:

- Prepare the **Age cards**:
  - **1.** Separate the **Age cards** for this expansion into three decks (Age I, Age II, and Age III), then shuffle each deck.

*Note: For a 3-player game, remove the 5 Armada Age cards with the **4+** symbol in the bottom-right corner.*

  - **2.** For each Age, randomly take as many **Armada cards** as the **number of players**. The remaining cards are **out of the game**; they will not be used during the game.
  - **3.** Add the cards you kept to the corresponding decks of Age cards from the base game, then shuffle each deck.

- Separate the **Island cards** by level and shuffle each deck. Place them face down in the middle of the table.
- Each player takes **1 Shipyard board** and places it vertically to the right of their Wonder board.
  Everyone also takes **one Fleet figure in each color** and places them on the starting space of the corresponding color on their Shipyard board.
- Place the **Naval Conflict** and **Boarding tokens** in the middle of the table.
- **Coins** and extra **Military Conflict tokens** are added to their respective reserves from the base game.

GAMEPLAY

Gameplay follows the normal *7 Wonders* rules with the exception of five new rules:

A. Extra Turn
B. Naval Construction
C. Resolution of Naval Conflicts
D. Boarding
E. Selling

A. EXTRA TURN

At the beginning of each Age, each player receives **8 cards** (instead of 7 as in the base game). During each Age, you will therefore play an extra turn.

B. NAVAL CONSTRUCTION

Each time you construct a **Red**, **Yellow**, **Blue**, or **Green** Age card or a stage of your Wonder, you can, if you wish, undertake a **Naval Construction**.

Naval Construction allows you to upgrade your **Fleets**:
• **Red** Fleet: Determines your naval strength during **Naval Conflicts**.
• **Yellow** Fleet: Opens access to new **commercial routes**.
• **Blue** Fleet: Grants extra **victory points**.
• **Green** Fleet: Allows you to explore **undiscovered Islands**.

Age Card
When you construct a **Red**, **Yellow**, **Blue**, or **Green** card, you can undertake a Naval Construction and upgrade **the Fleet of the same color as the card** you constructed.

To do this, you must **pay, at the same time, the cost of the card <u>and</u> the cost of the Naval Construction**. Then move the Fleet figure of this color forward one space on your Shipyard board.

Example : *You construct a Blue card and can now undertake a Blue Naval Construction. The card costs 1 Stone and the Blue Naval Construction costs 1 Clay. You must therefore pay a total of 1 Stone **and** 1 Clay to complete both constructions.*

Total cost:
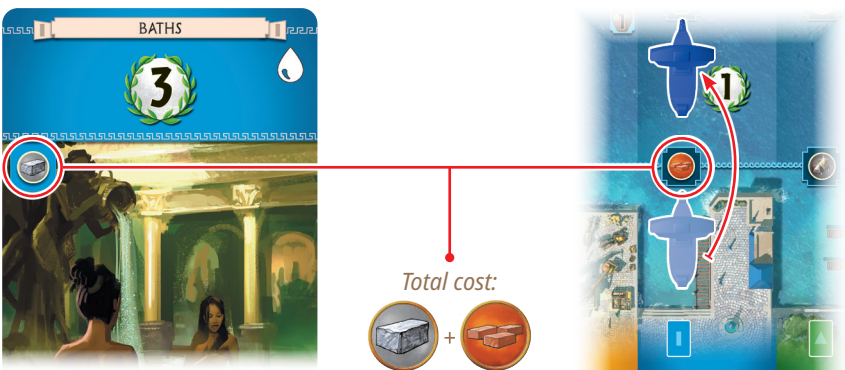
*Important: Constructing a Building (or a stage of a Wonder) and Naval Construction are **always** paid simultaneously.
However, you **always** apply the effects of cards (or stages of a Wonder) **before** the effects of Naval Constructions.*

When you construct a **Red**, **Yellow**, **Blue**, or **Green** card for free due to **chains** (or from Olympía), you can also undertake a Naval Construction by paying its cost following the previously described rules.

Important: *Cards built for free from the **discard** (Halikarnassós, Solomon...) **never let you** undertake a Naval Construction.*

Wonder stage

On each Shipyard board, there is a Wonder symbol on the starting space of **one** of the 4 naval tracks (**Red**, **Yellow**, **Blue**, or **Green**). This symbol indicates the **Fleet associated with your Wonder**.

When you construct a stage of your Wonder, you can also undertake a Naval Construction and advance the **Fleet associated with your Wonder**.

To do this, you must **pay, at the same time, the cost of your Wonder stage and the cost of the Naval Construction**. Then advance the **Fleet figure associated with your Wonder** by one space on your Shipyard board.

Example: *You construct the first stage of your Wonder, which costs 2 Stones. You can then undertake a Naval Construction to advance your Red Fleet (associated with your Wonder), which costs 1 Wood.*
*You must therefore pay a total of 2 Stones **and** 1 Wood to complete both constructions.*

Total cost:
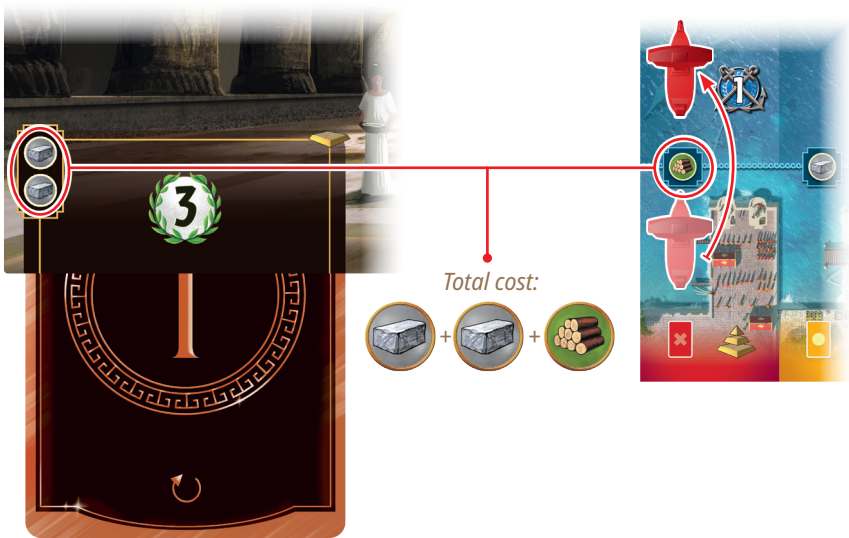
Description of the Shipyard boards

Red naval track

The **Red** naval track grants naval symbols which increase your **naval strength**.

To see out the naval strength provided by your **Red** Fleet, look at the value shown by the naval symbol ⚔️ on the space the figure is on.

Example: _Your Red Fleet is on the third space of your Red naval track. Your **naval strength** is increased by 2._

Yellow naval track

The **Yellow** naval track shows your **commercial level**. It also grants **Coins** and raises **Taxes** that impact other players.

COMMERCIAL LEVEL

Your commercial level lets you prevent the loss of Coins. To see your **commercial level**, look at the value shown by the amphora symbol 🏺 on the space your **Yellow** Fleet is on.

TAX

When your **Yellow** Fleet reaches a Tax space 🗡️, you raise Taxes **at the end of the turn**. If this happens, all players **except you** lose the number of Coins indicated __minus__ **their respective commercial level**. Coins are put back in the reserve.

Example: _A player reaches the fifth space of the Yellow naval track with their Yellow Fleet; they raise Taxes by 2 at the end of the turn. Your Yellow Fleet is on the second space of the Yellow naval track; you therefore lose 1 Coin (Tax of 2 **minus** your commercial level of 1)._


Clarifications:
- _Taxes are always applied at the end of the turn. It is possible to lose Coins that you gained during the same turn._
- _If multiple Taxes are raised at the end of the same turn, only the highest Tax is applied (ignore all other Taxes)._
- _If your commercial level is higher or equal than the Tax raised, nothing happens for you._

█ Blue naval track

The **Blue** naval track grants **victory points** that will be counted at the end of the game.

To see the number of **victory points** gained from your **Blue** Fleet, look at the value shown by the victory point symbol 🏅 on the space the figure is on.

Example: *At the end of the game, your Blue Fleet is on the third space of the Blue naval track. You therefore gain 2 victory points.*
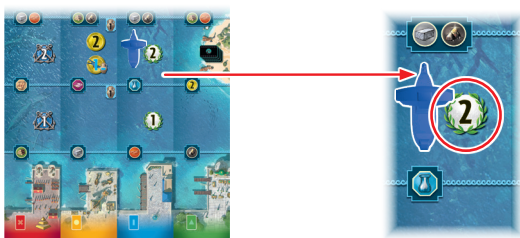
▲ Green naval track

The **Green** naval track lets you **explore Islands** in 3 levels.

When your **Green** Fleet reaches an **Island space** 🟫, you can explore a new Island **of the level shown** on this space, and as such benefit from its effect.

> **Two possibilities:**
> - **On this turn, you are the only player to explore an Island of this level.**
>   In this case, draw 4 Island cards of the corresponding level.
>
> - **On this turn, multiple players explore an Island of this level.**
>   In this case, share all of the Island cards of this level face down between players so that each player receives the same number.
>   Any excess cards are not distributed.

From the cards you received, **choose 1** and place it under the right side of your Shipyard board, so that only the effect is visible. Return all of the unchosen cards to the corresponding deck and shuffle it.

Example: *On the same turn, your and another player's Green Fleets reach the third space of the Green naval track. You share all 9 level 1 Island cards between you, so you each receive 4 Island cards (the extra card is not distributed).*

Clarifications:
- *The levels of Island cards are **independent of Ages**: you can absolutely discover a level 2 Island during Age I and vice versa.*
- *Resources from your Island cards cannot be bought by your neighbors.*

C. RESOLUTION OF NAVAL CONFLICTS

At the end of each Age, **after** resolving Military Conflicts from the base game, you can then resolve a **Naval Conflict**.

To determine your naval strength, count all the **naval symbols** ⚓ on **cards** you constructed, your **Shipyard**, your **Islands**, and your **Wonder**.

Then compare your naval strength with that of **all** other players.

Starting with the last (weakest naval strength), **then the first** (strongest naval strength), **and finally the second**, distribute Naval Conflict tokens according to players' positions:

- **Last:** 1 Naval **Defeat** token (-1, -2, or -3 according to the current Age).
- **First:** 1 Naval **Victory** token (3, 5, or 7 according to the current Age).
- **Second:** 1 Naval **Victory** token (1, 3, or 5 according to the current Age).

Clarification: It is possible that certain players will not receive any tokens during the Resolution of Naval Conflicts.

	Last	First	Second
Age I	-1	3	1
Age II	-2	5	3
Age III	-3	7	5

TIES

- In case of tie for the **last position**, concerned players each take 1 Naval Defeat token for the current Age.
- In case of tie for the **first position**, concerned players each take **1 Naval Victory token for the second position**.
  Players in **second position** therefore don't take **any tokens**.
- In case of tie for the **second position**, concerned players don't take **any tokens**.

Clarification: If all players have an equal naval strength, no player takes any Naval Defeat or Victory tokens.

D. BOARDING

Certain **Red** cards trigger Boardings that imposes the resolution of a **third Military Conflict**.

When you trigger a Boarding, immediately take a Boarding token (from the reserve) and give it to the player designated by the symbol. At the end of the Age, continue to the Resolution of Military Conflicts with your two neighbors, **but also with the player who has your Boarding token**, following the normal rules.

Once the Military Conflicts are resolved, **discard** the Boarding token and put it back in the reserve.

Clarifications:
• *You can be the target of two Boardings in the same Age.*
  In this case, you must resolve 4 Military Conflicts at the end of this Age.
• *Diplomacy tokens (Cities and Leaders expansions) have no effect on Boardings.*
  *All Boardings **must** be resolved.*

E. SELLING

Each time you sell a card, apply **one** of these effects:

Gain 3 Coins from the reserve.
or
Advance your **Yellow** Fleet by one space without paying the Naval Construction cost.

If there are conflicts, the turn is always resolved in this order:

1. Pay construction costs *(card or Wonder and Naval Construction)*
2. Advance Fleets
3. Apply effects of Age cards *(except losing Coins)*
4. Apply effects of Shipyard *(except losing Coins)*
5. Construct cards from the discard *(no Naval Construction)*
6. Lose Coins

END OF THE GAME

The game ends at the close of Age III, after the Resolution of Military and Naval Conflicts.

Score victory points following the normal base game rules, with the exception that **each Purple card is limited to 10 victory points maximum**.

On this line, note the total victory points provided by your cards and **Blue Fleet**.

On this line, note the total victory points provided by your **Naval Conflicts**.

On this line, note the total victory points provided by your **Island cards**.

Cities expansion

Leaders expansion

Total for team play

CLARIFICATION ON GREEN CARDS

In this expansion, it is possible to have more **identical science symbols** than in the base game.

Number of identical symbols	1	2	3	4	5	6	7	8	9	...
Victory points	1	4	9	16	25	36	49	64	81	*

* Your victory points equal the number of identical symbols multiplied by itself (10 identical symbols equals 10 x 10 for a total of 100 victory points).

RULES FOR TEAM PLAY

During 4- or 6-player games, you have the option of playing *7 Wonders* in teams. Make teams of 2 and sit **next to your teammate**. Gameplay follows the normal *Armada* rules with the exception of the following adjustments:

OVERVIEW OF AN AGE

During the game, you can freely talk with your teammate and show each other your hand of cards (including Leader cards, if playing with that expansion).

RESTRICTIONS FOR EACH TEAM
- You must always use your own resources before buying from your neighbors.
- When constructing, you must always use chains if you have the corresponding symbol.
- You cannot lend each other Coins.
- You cannot exchange cards with each other.
- When constructing a Building that triggers a loss of Coins, your teammate is also affected.

RESOLUTION OF MILITARY CONFLICTS

During team play, **you do not enter into conflict with your teammate**. Compare your military strength with your **opposing neighbor** and gain **double the Military Conflict tokens**:

- If your military strengths are **equal**, do not gain **any tokens**.
- If your military strength is **lower**, take **2 Military Defeat tokens**.
- If your military strength is **higher**, take **2 Military Victory tokens** that correspond to the current Age.

Example: *At the end of Age II, you have a military strength of 2 and your opposing neighbor has a strength of 3. You take 2 Military Defeat tokens and your opposing neighbor takes 2 Military Victory tokens for Age II.*

Your teammate

Your opposing neighbor   *Your City in Age II*

Victory   *Defeat*

RESOLUTION OF NAVAL CONFLICTS

Naval Conflicts are resolved **individually** following the normal rules. Ties are also resolved normally, **independent of teams**.

TAXES AND PIRATES

Taxes and loss of Coins triggered by these symbols apply to all players, **independent of teams**.

ARMADA CARDS

During team play, cards that target the player to the right of the neighbor to your right or the player to the left of the neighbor to your left, follow the normal rules, **independent of teams**.

Cards that trigger Boardings follow the normal rules, **independent of teams**, but provide **only 1** Military Victory or Defeat token to the concerned players (instead of 2 as in standard team Military Conflicts).

END OF THE GAME

The game ends at the close of Age III, after the Resolution of Military and Naval Conflicts. Proceed to scoring victory points following the normal *Armada* rules.

Add your and your teammate's scores. **The team with the highest combined score wins the game.** In case of tie, the team with the most total Treasure wins. If there is still a tie, tied teams share the victory.
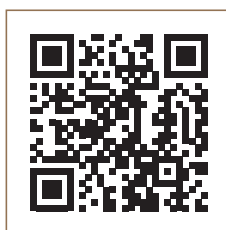
ARMADA AND *CITIES* EXPANSIONS

If you are playing with the *Armada* and *Cities* expansions, at the beginning of each Age, each player receive 9 cards (instead of 7 as in the base game).

Additionally, **Debts** apply for **any Taxes raised and loss of Coins players do not resolve**. In this case, if you cannot or don't want to lose Coins, take **1 Debt token per Coin you do not lose**.

Need clarification on the rules for Armada?
Simply look up our FAQ,
www.7wonders.net/faq
or scan this code:

CREDITS