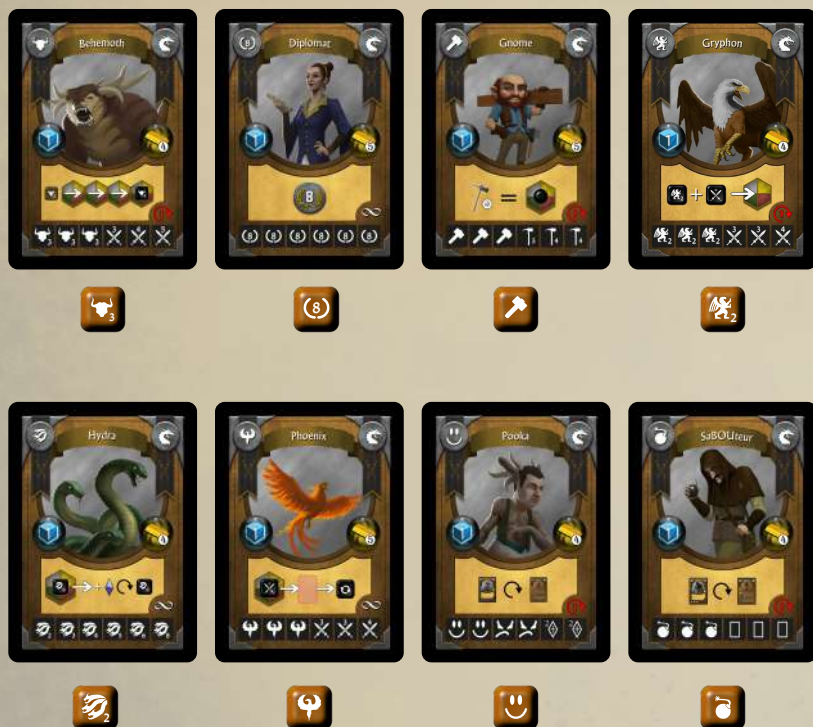


Neutral Faction

The Neutral Faction mini expansion is an add-on to Rolling Empires. It is NOT a stand alone game and requires the base game components to play. This expansion is totally optional and any part of it may be added in as desired.

Setup:

Place all 8 Neutral creature cards side by side, in two rows if needed, near the Workshop, Conquest, and Monument Cards. Each creature cards has one corresponding die. Place each of the dice under their creature card.



These form a public pool of creature dice that any player can purchase from on their turn. The cost to purchase one of these dice is listed on their creature card, just like the regular faction cards. The purchased die goes into your Spent Dice Area just like any other die.



Behemoth - When it's special face is showing, it must attack 4 land tiles in a straight line, with a battle power of 3, until it reaches a tile it cannot conquer due to a higher battle power, or it reaches the edge of the board. The die remains on the last tile. You gain control of all the tiles you conquered



Diplomat - This die is worth 8 victory points at the end of the game. It is added to your pool and may be drawn out of your bag during your regular draw of 6 dice. During the game, it has no ability, but can be discarded for a magic as a free action



Gnome - This has wild resource power equal to the number of land tiles you control. These resources may be spent as wood or gold in any combination. This can only be used to make a single purchase of a card or die



Gryphon - When declaring an attack with the Gryphon, you may choose another die with battle power in your Unspent Dice Area. Both of these dice can be used to attack a single land tile anywhere on the board. The Gryphon attacks with a battle power of 2



Hydra - When you purchase this die, add it to your Unspent Dice Area with it's battle power 2 face showing. When it is killed by an enemy attack, that player takes magic from the supply equal to the current battle power of the Hydra. Rotate the Hydra to the next highest battle power (8 max) and return it to your Unspent Dice Area. During Clean Up, if you remove the Hydra from the board, return it to your Unspent Dice Area. The Hydra never enters your bag. **You cannot use magic to "re-roll" the Hydra.**



Phoenix - While this Phoenix is in your Unspent Dice Area, whenever any of your dice are removed from the board, do not place them in your Spent Dice Area. Instead, re-roll them and place them in your **Unspent Dice Area**. Remember, If you have no other actions to perform this round, you must pass and discard the Phoenix and take a magic from the supply.



Pooka -

Happy Face - Choose any unspent die of any player. This Pooka die may copy the current face of that die.

Angry Face - Each player, including you must discard an unspent die if able



SaBOUteur -

Bomb - Place this die on an enemy workshop card. Return that card to that player's hand and return this SaBOUteur to the supply during the Clean Up Phase

Card - Look through the discard pile of workshop cards and choose one to add to your hand

