












Appendix


This appendix is designed to give clarification to certain rules and exceptional circumstances that can arise in the game.

-  This icon represents 1 wood or gold. It doesn't represent 1 battle power and cannot be used to attack, unless an ability enables it. It can be ANY combination of wood or gold when it's value is higher than 1, even powered up.
-  These icons represent magic on cards (top icon) and dice (bottom icon). Referencing page 4 in the rulebook, under "COLLECT ", any die showing this  icon can be placed in your Spent Dice Area to collect magic from the supply based on it's power.

• ACTIVATE / . Dice ability clarification

Many dice show standard faces such as     . When spending dice to make a purchase, place those dice in the Spent Dice Area. When attacking with dice showing battle power faces, place those dice on the land tile you conquered (unless pillaging an enemy city). Special faction dice may have unique faces that offer special abilities (example - the Elemental die ). **If you use a die for it's special ability, place it in the Spent Dice Area after resolving it's ability, unless otherwise specified.**

You can NEVER combine abilities of dice or workshop cards. For example -  The Imperial Dagoon die ability allows this die to attack a tile, then attack another adjacent tile. **You CANNOT use other dice with this Dagoon to attack multiple tiles.** As stated on Page 5 of the rule book, faction dice with numbers on their special face can be used for their ability, OR can be used as dice with battle power to perform standard attacks on land tiles and pillaging cities.

Another example -  The Goblin Lobo can remove dice from a honeycomb of tiles where it is placed. **You CANNOT use the Portal workshop to send him to any tile, then use his ability.** You can only attack using the Portal.



During game setup, when placing your castle, don't forget to place a control token on the land tile to show you control it.

Elementals



These multi-talented creatures have several unique abilities that require special clarification:




Place this die on the city for reference until the Clean Up Phase. The Elemental city has battle power of 4 this round. If it conquers an adjacent land tile, move the city, leave the control token and all dice on the tile you left and add a control token to the land tile you conquered. If an enemy player has taken control of the land tile that your city is on, you can use this die as battle power 4 to attack this tile and remove the enemy dice and place your control token there. You CAN move onto the Crash Site tile with your city. This is not suggested, because then your city is a big target for pillaging.

When you successfully pillage with your city, do not move it. Do not place a control token on the other land tile. simply take the magic you are owed from the enemy reserve.



This die allows you to move 2 tiles from the exterior of the board to any other exterior location. "exterior" is defined as being able to slide the tile out without lifting it. **You CAN move the Crash Site tile if you can eventually move enough tiles to access it. You CANNOT leave tiles separated from the main land mass. You CAN form peninsulas if you remove tiles carefully.**



The ability of this die allows it to attack any tile on the board. it CAN be combined with other  dice to make a single attack.

Example - you attack with  , this would allow you to attack any land tile with battle power 4

