

Lost Treasures

EXPANSION RULES

Captain Froth led her team sullenly through the narrow tunnel of a remote ocean cave. This wasn't her place – off on some treasure hunt while others fought off the dwarves encroaching on their shores. So what that those bearded beasts had unearthed some old relic in a dingy mine, they were still no match for the might of the merfolk. Yet, General Senna had been adamant.

The tunnel opened into a grotto where a faint light emanated from beneath sand and shells. The captain's squad had been giving her the space her mood demanded but they pressed in close now to observe the source of eerie luminescence. Could it be that they were chasing something more substantial than a rumor.

Froth approached the light and boldly shoved her hand into the muck grasping for the source of the power buried here on the ocean floor. As she drew the mysterious object from the sand, the light grew brighter, the water around her began to hum, and she felt a wave of power rush through her.

Her squad gasped, seeing her bathed in the awful light and clutching the ancient relic tightly to her chest. If it could instill fear in her squad, it would terrify her enemies. Senna would be pleased.

The **LOST TREASURES EXPANSION** adds a new dimension to the game by introducing location cards specifically designed to interact with the Ancient Artifact cards. In addition, we have included locations with double resources as well as four brand new Generals and two new artifacts.

COMPONENTS

24 new location cards (8 Treasure Hunt, 8 Reassignment and 8 double resource)
4 New Generals
2 New Ancient Artifacts

SETUP

All of the basic rules apply to the new expansion. It does not introduce any new rules, but rather new abilities to change the game play.

Feel free to experiment with these new cards any way you'd like. However, we recommend the following basic rules:

- When adding the 8 Treasure Hunt or Reassignment location cards, remove 8 other location cards with matching abilities. (e.g. The players just want to use the 8 Treasure hunt cards and choose to remove the 8 obliterate cards. In another game they wish to use both the Treasure Hunt and Reassignment cards, so they remove the 8 Fall Back cards and the 8 Forced Exile Cards) The choice of which set of location cards to remove is up to the players.
- When adding the dual resource location cards, remove all 12 of the base game location cards which contain no abilities.
- We do not recommend mixing Generals from the Base Game and the expansion as the new Generals are slightly more powerful. An experienced player could however choose to use a base game General as a handicap against less experienced players.

Specific notes: This expansion adds two cards (Reassignment and Vault of Time) that may target captured artifacts. Please note that this "breaks" the rule of Artifacts becoming locked after capture and is entirely intentional.

