Goths SAVE THE Queen

OH MY GOTH!

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Gyom

**THIS EXPANSION
ADDS THE FOLLOWING VARIANTS
TO THE *GOTHS SAVE THE QUEEN* BASE GAME:**

NEW CARDS

The **Goth Goth** makes an impressive spy.
The **Carrier Pigeon** finally establishes some reliable communication.
The **Ballista** will make you forget all about that inferior Catapult.

NEW FOG OF WAR TOKENS

"Double Recruitment": Increase your army to its full complement.
"Boomerang Effect": Your enemy becomes the target of his own attack.
"Out to Lunch": The enemy army heads back for a picnic.
"Barrel of TNT": Destroy the Barricade, the Ballista, or the Catapult.
"Mastermind": Decide who gets Initiative.
"Spyglass": Take a peek at the card played by a king.
"Rat Poison": Eliminates pesky rats.
"The New Deal": Reshuffle the Objective cards.
"Shield": Avoid one casualty due to an attack.

3D BARRICADE

This is an aesthetic object that allows you to Barricade your Objective cards from now on.

Just like in the base game, the orders on the warchief's cards only take effect when the king and the warchief have communicated successfully.

The order of resolution for each of these three new characters is indicated in the new Order of Resolution Summary that follows:

Terminology: From now on, a single clan (with 4 or 7 players) or a two-clan team (with 6, 7, or 8 players) is called a "camp".

THE GOTH GOTH

"This awesome guy? A spy?"

Setup

With 2 players per camp → In each camp, the warchief adds the Goth Goth to his hand.

With 3 players per camp → Before the game starts, each king decides which of his warchiefs adds the Goth Goth to his hand for the duration of the game.

With 4 players per camp → Before the game starts, the two kings in the same camp decide together which of their warchiefs adds the Goth Goth to his hand for the duration of the game.

Activation: The Goth Goth's action can be carried out if the warchief played the Goth Goth and the king played the Barbarian.

Effect: The warchief of the clan that activated the Goth Goth carries out the order activated by the enemy clan, and applies its effects instead of the enemy clan doing so.

The order stolen this way is still considered successful for the clan from which it was stolen (thus that clan's players take all their cards back into their hand).

If the enemy clan has not succeeded in activating their action, or if the effects of the stolen order cannot be applied, nothing happens: Neither clan executes an action this turn.

If the stolen order can be executed by the clan that played the Goth Goth, they must execute it!

THE CARRIER PIGEON

"Boost your communication!"

Setup: The Carrier Pigeon can only be used in games with 6, 7, or 8 players.

With 3 players per camp → Before the game starts, each king decides which of his warchiefs adds the Carrier Pigeon to his hand for the duration of the game.

With 4 players per camp → Before the game starts, the two kings in the same camp decide together which of their warchiefs adds the Carrier Pigeon to his hand for the duration of the game.

Activation: The Carrier Pigeon's action can be carried out if the warchief played the Carrier Pigeon and the king played the Recruiter.

Effect

In a 3-player camp that activated the Carrier Pigeon, the two warchiefs depart to secretly discuss the tactics they wish to adopt.

In a 4-player camp that activated the Carrier Pigeon, the two warchiefs depart to secretly discuss their tactics, and the two kings go elsewhere to secretly discuss their tactics.

Attention! At no time can there be communication between between a king and a warchief from the same camp (nor from the enemy camp, by the way).

THE BALLISTA

"Catapults are so last year!"

Setup

With 2 players per camp ➜ In each camp, the Ballista replaces the Catapult, and starts the game unloaded.

With 3 players per camp ➜ Before the game starts, each king decides which of his warchiefs replaces his Catapult with the Ballista for the duration of the game; the Ballista starts the game unloaded.

With 4 players per camp ➜ Before the game starts, the two kings in the same camp decide together which of their warchiefs replaces his Catapult with the Ballista for the duration of the game; the Ballista starts the game unloaded.

Activation

The Ballista's action can be carried out if the warchief played the Ballista and the king played the Catapult.

Utilization

Whenever the order to Fire is played, the Ballista removes a single unit from the enemy army, wherever it is, even if it is in the Forest, on a Barricade, or on an Objective card.

The Ballista is not unloaded after it fires: It stays loaded-side-up, ready to fire. Only the enemy's Vulture can deactivate the Ballista, via the Sabotage the Enemy Catapult action.

NEW *FOG OF WAR* TOKENS

The base game includes 4 Fog of War tokens with negative effects. The 8 new Fog of War tokens provide beneficial effects.

Setup
Before starting the game, the players select the Fog of War tokens they wish to use: Either the 4 negative ones or the 8 beneficial ones; do not mix the two types. Each clan draws one random token from among those selected, and places it unseen, face-down on the Plains card closest to the Objective cards.

Variant: For greater tension and difficulty, you can place these tokens on the Plains card adjacent to each player's Forest card.

Gameplay
If you chose to use the 4 negative tokens, they work precisely the same way as in the base game; however, if you chose to use the 8 beneficial tokens, they work as follows: When the army arrives on this space, the corresponding warchief takes the token, secretly looks at it, and keeps it without showing it to anyone. From that moment forward, he can use it only one time. Each token can be played at its own very precise moment (see explanations below).

With 6, 7, or 8 players, you must always specify which enemy warchief is affected by the token's effect.

DOUBLE RECRUITMENT
"The more the merrier!"
Play this at the moment you are successful resolving a Recruit Reinforcements order.
Add two new units to your army, instead of only one, up to the limit of your reserve (maximum 3 units per warchief).

BOOMERANG EFFECT
"Return to sender."
Play this after programming the cards, but before revealing them.
The enemy clan suffers the effects of any successful attack that clan launched (Axe, Rats, Ballista, Catapult). If the enemy attack was not successful, this token has no effect.

OUT TO LUNCH
"No one can resist the smell of a good roast."
Play this after programming the cards,
but before revealing them.

The enemy army retreats one space. If, as a result, the army finds itself once again on a previously constructed Barricade, the army benefits once again from its effects. This token has no effect on an army that is in the forest. An army that is on an Objective card and then suffers this effect, retreats to the Plains card nearest the Objective cards.

Then resolve the valid orders as usual.

BARREL OF TNT
"Boom!"
Play this after programming the cards,
but before revealing them.

The warchief chooses a Catapult, Ballista, Barricade, Plains, or Forest card of the enemy clan, and places the Barrel of TNT token face-up on it in order to destroy it, or to prevent construction of a Barricade there:

If you target a Catapult or Ballista, it is permanently destroyed, and removed from the game.

If you target a Barricade, flip the card back to the side with no Barricade, and place the Barrel of TNT token on it face-up to indicate that no one can construct a Barricade there for the rest of the game.

If you target a Plains or a Forest that has no Barricade, place the Barrel of TNT token on it face-up to indicate that no one can construct a Barricade there for the rest of the game.

Note: The Barrel of TNT does not kill enemy units.

MASTERMIND
"Bend the world to your will."
Play this during Phase I,
when the Initiative token would normally change clan.

The clan that uses the Mastermind token chooses who gets the Initiative token this turn (this even allows you to keep it for a second turn).
In a 7- or 8-player game → Because the Initiative token moves in a different fashion between the kings, it is important to choose carefully which king receives the token. You can give it to the friendly or enemy king of your choice.

SPYGLASS
"Gain a little insight."
Play this after the kings have chosen their cards.
The warchief who plays this token can secretly look at the card played by one king (either a friendly or enemy king) before choosing which order to give.

RAT POISON
"A powerful repellent to spray on your Barricades."
Play this during resolution
of a successful Release Rats order by an enemy clan.
The enemy's Release Rats order has no effect and can no longer have any effect on this Barricade (place the Rat Poison token face-up on this card to indicate this). The enemy order is nonetheless considered successful: That clan's players take all their cards back into their hand.

THE NEW DEAL
"Crap! Did he say right or left?"
Play this after programming the cards,
but before revealing them.
The warchief who played this token shuffles the unoccupied Objective cards face-down (including ones that had been revealed), then puts them back face-down in a random order.

SHIELD
"We spent a lot on this warrior; I guess we should protect it."
Play this when an enemy army
would cause at least one casualty.
The Shield nullifies one casualty and is then discarded.
Interactions with Other Effects: The Shield can also protect you from a casualty caused by Boomerang Effect.

"It's quite solid, my dear!"

Setup

A 3D Barricade is entrusted to each warchief. Keep these to the side, ready to be deployed.

Gameplay

Other than the rules detailed below, the 3D Barricade follows the same rules as the Barricades found on the backs of the Terrain cards.

When a Construct a Barricade action succeeds, place the 3D Barricade around the army that built it. Do not flip the Terrain card to its Barricade side.

When the army leaves the card that has the 3D Barricade, set the 3D Barricade aside for future use.

Now, thanks to the 3D Barricade, you can barricade any Objective card.

Interactions with Other Effects

The Rat Poison token remains active on the card where it was used. If a 3D Barricade is ultimately rebuilt on this card (after an Out to Lunch token has sent the army backward), the Rat Poison will take effect again on the new Barricade.

If the Out to Lunch token makes you retreat to a card that was previously barricaded, the Barricade is not automatically reconstructed.