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DWARFS

fall

ROYAL DECREES
EXPANSION



campfire Player Cards



Use these cards to remember the color of your character and to place your Dwarfs while they are resting between working hard in their mines and fighting your battles!

Scenarios (1)

At the beginning of the game, shuffle all the scenario cards and draw one at random. Then based on that scenario card activate the relevant Royal Decrees:



Bloodthirsty: Bar fights, Hired Hands, Experienced Beast Hunters, Battle Memorial



fortune Teller: Draw 3 Random Royal Decrees

Scenarios (2)



Chaos Control: Crazy Balloonists,
The Dwarfs way



Siege: fortress, Battle Memorial,
Greedy Landlords



Axe Gospel: Hard Workers,
Charming Merchants, Greedy
Landlords

Royal Decrees



Hard workers: Use the axe as a first player's token. Gameplay is divided into two phases:

Morning: The first player performs his actions, but does not resolve or discards. After that, clockwise, each player does the same.

Night: The first player resolves and then discards. After that, clockwise, each player does the same. After the night phase, the double-edged axe is passed to the next player, who starts a new Morning.

Royal Decrees



fortress: You may place dwarfs only on cards in your own kingdom or ones that are part of no kingdom. If for any reason, there are no valid spots to place a dwarf, you may spend 1 action to rotate any one kingdom card with no meeples on it.



Crazy Balloonists: You may not place more than 1 dwarf from your hand on the same kingdom card each turn (you still have your 3 or 4 actions as usual).

Royal Decrees



Greedy Landlords: if two or more players share a kingdom they divide (round down) the kingdom VP by the number of players sharing the kingdom at the end of the game.



Charming Merchants: you may use a goal as resources in order to buy new goals with higher price. If you do, return the previous trading goal back to the trading pool.

Royal Decrees



Bar fights: If you have 3 dwarfs on top of an ogre tavern, you may draw 2 ogre cards (instead of 1).



Experienced Beast Hunters: Each defeated monster decreases the amount of Meeples you need to defeat the next monster by 1 to a minimum of 3.



Hired Hands: You may discard an ogre card (without using its effect) to gain 1 action this turn.

Royal Decrees



The Dwarfs way: If, in the end of your turn, there is a kingdom card full of dwarfs, but no task can be resolved, return all dwarfs to their owners. This not applies to monster cards.



Battle Memorial: When a monster is killed, place a memorial card in its place.

The memorial card allows you to rotate any one empty kingdom card.

Secret Goal

This expansion adds one more secret goal: **The Dragonslayers.**

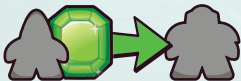


To achieve this goal, you need to kill a dragon using at least three different types of meeples.

Dwarf Classes (1)

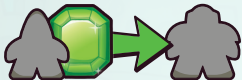
Upgrade your workers: Having a meeple with special abilities for your empire will take one action plus the gems and meeple needed. Having empire class meeples at your command will score VP at the end of the game.

Warrior: By using one action with the warrior you may move one enemy meeple on the same card to an adjacent card.



Dwarf classes (2)

Guardian: A kingdom card that has a guardian on it cannot be targeted by ogre cards.



King: Placing the king from your pile on a kingdom card is a free action.

