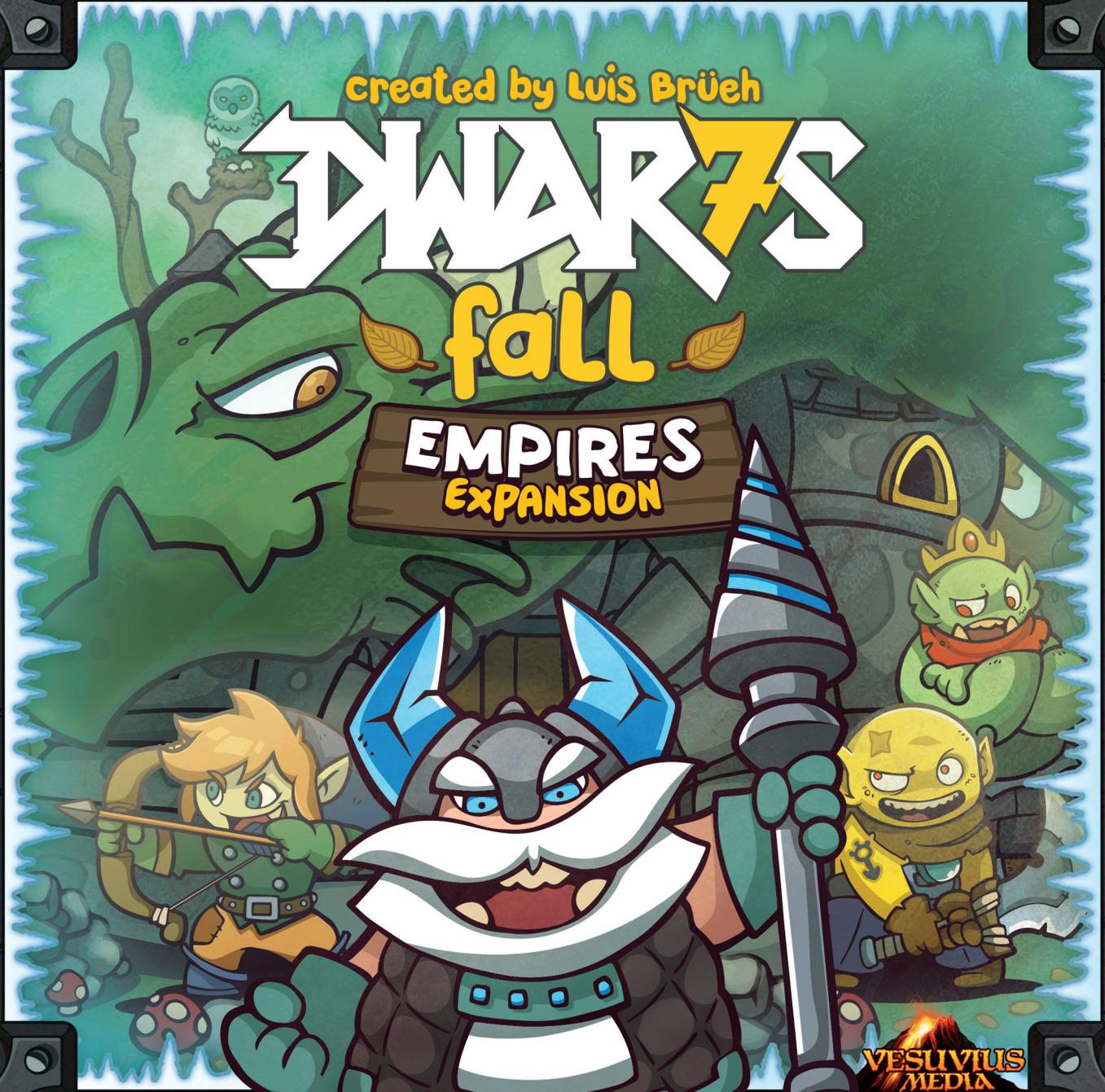


created by Luis Brüh

DWARFS

fall

EMPIRES
EXPANSION



VESUVIUS
MEDIA

The Empires Expansion

As the temperature decreases, the other nations finally join the battle for resources. Will the nasty ogres prevail over the dwarfs or will the elves rule all kingdoms?! But they aren't alone in this fight... from the bottom of the crystal caves, one more dwarf king emerges. The winter is near... The kingdoms need to prepare.

This expansion introduces 3 new player races: the Elves, the Ogres and the Crystal Dwarfs. Each race follows all core game's rules, but in addition has some extra characteristics. You can use them to either replace Dwarfs when playing up to 4 players, or add more than 4 players to your game.

Components:



Shuffle secret goals and ogre cards along with their decks from the core game. Trading goals will be shuffled following some rules as described in "Dragon eggs". In order to unleash the full potential of the empires expansion it is recommended to combine it with the royal decree's expansion (If you do not have it, set aside all classes, campfires, royal decrees and scenarios).

Playing with 5 players or more:

In order to reduce the overall game length in a larger groups of players, we strongly recommend to change the endgame trigger to **two completed goals, instead of three** (trading goals and also secret goals count toward this limit).

If you want to reduce the downtime we recommend that you activate the "high ho" royal decree.

Playing as an Elf

Elves are the most effective monster hunters in the kingdoms. Their elven accuracy is extremely useful when fighting beasts while gathering provisions for the next winter.

1. Starting Hand:



Elves will start the game with the purple kingdom cards, one random secret goal and the 7 purple elven meeples.

2. Strengths and weaknesses:

Reciprocity: All cards (secret goals, ogre cards and royal decrees) that may apply to dwarfs will work the same way to elves.

Slow Gathering: Elves do not gather gems as well as dwarfs. In order to complete tasks on the mines, elves will need to have 3 meeples on top of it, no matter the action cost described on the mine (example: gathering an emerald will cost 3 instead of 2).

Elf accuracy: Your meeples are able to fight monsters from afar. For the purpose of defeating a monster, you can also count elf meeples from adjacent cards not blocked by walls. You need at least 1 elf on the monster card to successfully slay it.

Clean Shot: Monsters defeated by elves are worth 4 VP instead of 3.

Monster Scales: Once per turn, as a free action you may discard a defeated monster to the box. If you choose to do so, you may gather gems of value up to 4 VP (example: one gold and one ruby).

Classes (for elves): You may buy the dragon as an extra meeple and upgrade one of your elves into the alchemist.

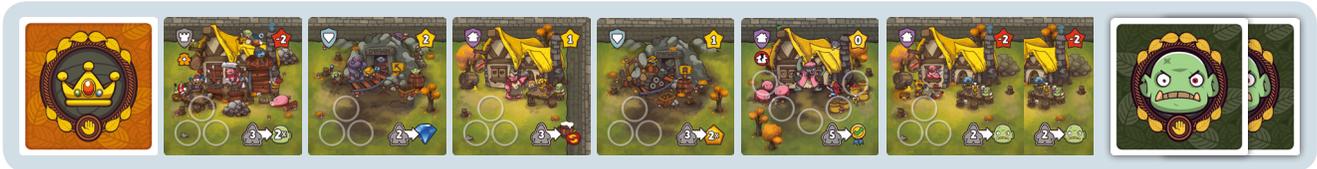


IF YOU HAVE 2 MEEPLES ON THE DRAGON CARD AND ANOTHER 3 ON AN ADJACENT MINE, YOU CAN SLAY THE DRAGON AND ALSO TAKE THE GEM AFTERWARDS. AS THE OTHER TWO ELVES ARE BLOCKED BY A WALL THEY WON'T BE ABLE TO JOIN THIS FIGHT BUT THEY STILL GET THEIR OGRE CARD.

Playing as an Ogre

At first glance, you may think that ogres are just chaotic beings without culture or manners. But the very nature of dwarf society relies on them. They do what is needed in order to keep peace and take the blame for it. As the fall nears its end, one ogre warband went rogue and decided to take a cut of the kingdoms for themselves.

1. Starting Hand:



Ogres will start the game with the orange kingdom cards, two random ogre cards, one random secret goal and the 7 orange ogres.

2. Strengths and weaknesses:

Reciprocity: All cards (secret goals, ogre cards and royal decrees) that may apply to dwarfs will work the same way to ogres.

Slow Gathering: Ogres do not gather gems as well as dwarfs. In order to complete tasks on the mines, ogres will need to have 3 meeples on top of it, no matter the action cost described on the mine (example: gathering an emerald will cost 3 instead of 2).

A life of Party: Ogres count every kingdom card that is worth -2 VP within their castle walls (including their own castle) as +2 VP instead.

Thievery: Every time you perform an action towards an enemy meeple (such as Brute, Ambush, Panic or the ability of your King) you also get one stolen pouch. Stolen pouches do not go into your hand. You may keep them on the board next to you.

Pawnbroker's: Once per turn, as a free action you may discard up to 4 stolen pouches back to their pile. If you choose to do so, you may gather gems that worth the same VP value (example: 4 stolen pouches can be traded for 2 emeralds).

Classes (for ogres): You may buy the Ogre King as an extra meeple and upgrade one of your ogres into the alchemist.



ON THE SETUP PHASE,
PLACE THE STOLEN
POUCH PILE NEXT TO
THE GEM CARDS.



IF YOU PLACE
3 MEEPLES ON
THE OGRES
CASTLE, YOU GET
2 OGRE CARDS.

Playing as a Crystal Dwarf

From the bottom of the crystal caves they came. They looked almost like us. But their hearts were cold and their souls darkened by hatred. Without any hesitation they unleashed the creatures upon us. We never stood a chance.

1. Starting Hand:



Crystal dwarfs will start the game with the black kingdom cards, one random secret goal and the 7 black dwarf meeples.

2. Strengths and weaknesses:

Reciprocity: All cards (secret goals, ogre cards and royal decrees) that may apply to dwarfs will work the same way to crystal dwarfs.

Gather gems: you just need to place the exact amount of meeples described on the mine card in order to fulfill the task.

Suspicious: You can not use another players castle.

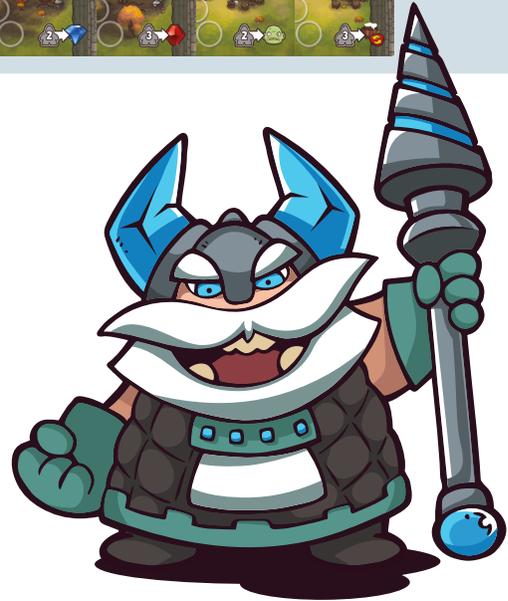
Frost Invasion: When crystal dwarfs are in play, the frozen invasion royal decree will always be active.

Frozen Heart: Once per turn, as a free action, you may transform one of your gems into a diamond.

Frozen Soul: You don't lose your extra action or mine VP (due to the Frost Invasion) by having frost giants in your kingdom.

Classes (for Crystal dwarfs): You can upgrade your crystal dwarfs into king, guardian, warrior and alchemist.

Diamond Helmets: To upgrade your meeples into classes costs you 1 more diamond than the regular cost for other dwarfs. (example: you need two diamonds to upgrade one of your dwarfs into warrior).



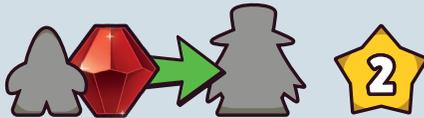
THE CRYSTAL DWARFS ARE NOT AFFECTED BY ANY FROST GIANT OR THE FROST INVASION ROYAL DECREE.

The Empire Classes

To upgrade your meeples into class meeples you must spend one action during perform action phase and the required required gems. Upgraded meeples have special abilities and will score extra VP at the end of the game. Upgraded meeples keep their racial traits.

Alchemist:

By using one action with the alchemist you transform a gem into any other gem (except gold into ruby).



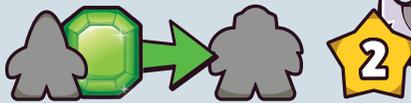
Warrior:

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



Guardian:

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



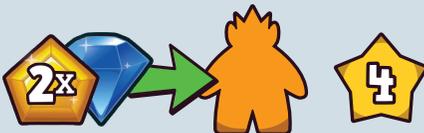
King:

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



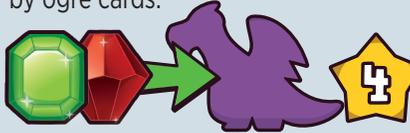
Ogre King:

By using one action with the ogre king, you may discard a meeple on the same card. Placing the ogre king from your pile on a kingdom card is a free action.



Dragon:

Placing the dragon from your pile on a kingdom card is a free action. A kingdom card that has a dragon on it cannot be targeted by ogre cards.



Empire Monsters

Monsters are scary and territorial beasts. You cannot stack any card on top of a monster. Having any monster within the walls of a kingdom will prevent the digging action of the castle from working.



Frost Giant: Blocks the extra action from castles.



Forest Dragon: Blocks mines from working.



Big Bad Wolf: Blocks inns from working.



Treat: Blocks the extra action from castles.

Dragon Eggs

If you are playing with less than 4 players, place the 4+ players eggs back on box. Shuffle the remaining dragon eggs with the other trading goals. To complete any trading goal you must perform a trade at the general store. Place 3 meeples there and in the resolve phase of your turn exchange the number of gems + defeated monster shown on one goal to buy it. Return the gems to the appropriate gem decks, discard the monster back in the box and take the trading goal card. Refill its position with the top card of the trading goal deck.

PLACE 3 MEEPLES



DISCARD THESE CARDS...



... TO GET THIS ONE.

New Ogre Card:



Wrecking Ball: Remove all meeple from the target card and then (if possible) do a digging action there.

New Secret Goals:



Huntsman: your kingdom must have 3 Living Monsters or more.



Townsmen: your kingdom must have 3 inns (taverns or general stores) or more.



Warlock: you must have at least 5 diamonds in hand.



To play the empire's expansion you will need the Dwarfs Fall core game. Sold separately.

New Scenarios:



Damsel in Distress: Dragon King, Frost Invasion, Dwarf Merchants and all decrees from Chaos Control



Lords of the Arena: Hidden Tunnels, and all decrees from the Siege, Bloodthirsty and Damsel in Distress

New Royal Decrees:



High Ho: Every player starts the game with only 1 action per turn (instead of 3).



Hidden Tunnels: You may move one dwarf from a Mine into any Mine on the board with only one action. The target kingdom must not have a dragon inside it.



Dragon King/Frost Invasion: during the scoring phase negate VPS from Mines with dragons or giants in their kingdom. You can not trigger the end game at the same turn you played a monster from your hand. After the end game is triggered players are not allowed to play new monsters from their hand.

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