

 Bobby Powell

Gnomes & Wizards™



5 & 6 Player Expansion

More Tribes are on Their Way!

The cries of battle have been heard across the lands. Just when everyone thought the battle was about to begin, two tribes—believed by many to have gone extinct due to their dangerous experimental magics—appeared on either horizon.

The Beast Conjuring Gnomes of v and the Transmutation Wizards of Mutrivith made their presence known, joining the battle in a bid to claim victory over the Power Crystals. These powerful factions introduced new skill sets, presenting fresh challenges to their opponents.

Expansion Gameplay

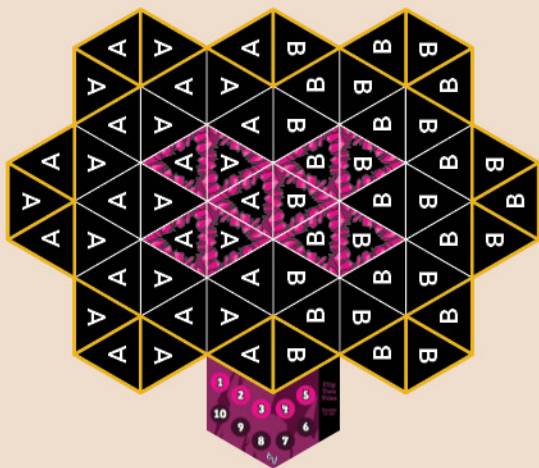
Setup for a five or six-player game is the biggest difference from the core game rules. Follow the diagrams to the right to set up the board properly. Make sure the Power Crystals are in the center of the board. The rules for placing leaders are the same, depending on whether you are playing in teams or in the standard 'player vs player (PvP)' mode.

Additionally, there is an alternate setup for the Crystal Mines when playing in teams with six players. This adjustment aims to push the Crystal Mines away from the ends of the board since players start on either side.

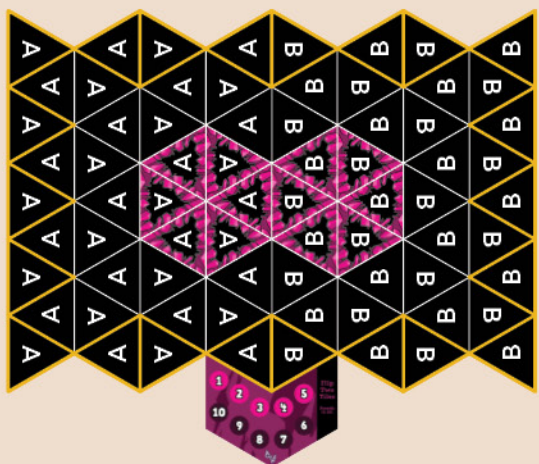
Playing the 'Shorter Game' variant is recommended when playing with five or six players. These rules are depicted in the core rules.



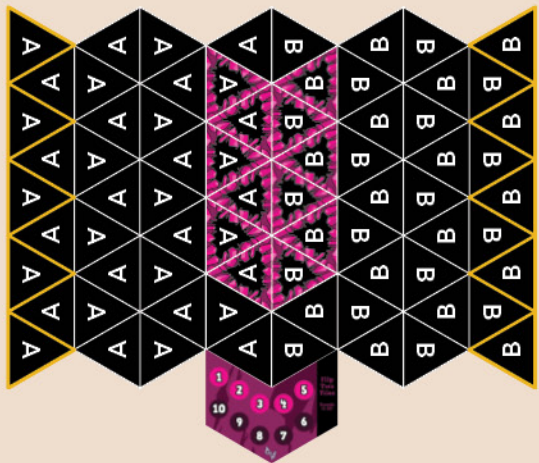
Leader starting locations



5 players setup



6 players PvP setup



6 players teams setup



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