Tuneri Junior

Promo pack

Rules

TEKHENU
OBELISK OF THE SUN

Warmth of a Cat mini-expansion

Contains: 8 cat meeples (all in an identical color, different to all player colors)

When using Bastet action, you can forgo gaining one (of the) scribe, to instead place a cat on top of another player's house on Osiris /Hathor /Seth. That player gains **2 Happiness or a random Blessing** (their choice, *Botankhamun* always chooses Happiness), and you gain (depending on where the cat was placed):

- Osiris : Production increase and resource corresponding to the house's location
  (this does not cost you a Happiness).
- Hathor : 3 per your Pillars in the house's row and 1 of each uncovered resources in its row (as if triggering Hathor action yourself)
  (this does not cost you Bread).
- Seth : The placement bonus corresponding to the house's location, and 3 if a statue is present
  (this does not cost you Soldiers, nor gives you a Blood token).

Each house can only have 1 cat on it. Cats are NOT houses for scoring purposes (including during a Ra action).

Botankhamun never places cats, but starts the game with 4 more when using this mini-expansion.



You can use the Boss Baby as you would any other boss card. When you take out the boss, **draw a BLOCKER in every room** (including the Boss' room). These count as minions in every way, including during final scoring. You may hit/evade/kill them like you would with any other minion.

TAWANTINSUYU
THE INCA EMPIRE

Children of the Inca mini-expansion

Contains: 5 child meeples (one in each worker color)

At setup, place the 5 child meeples next to the Village. If at the end of your turn, you have two identical colored worker meeples (Nobles and Newcomers do not count for these purposes, when using *Golden Age*), take the matching colored child meeple (if it's still available).



The child meeple does not count against your limit of workers, however if you still have them at the end of the game they can count towards the relevant Prophecies on Palaces when using *Golden Age*. You may have any number of child meeples.

As a secondary action, you may place a child meeple onto the board, **on top of another worker of the same color**. This does not require the play of a God card, and climbing/roaming costs are ignored. Then, resolve tasks as if you just placed the worker below.

The worker with the child cannot be retrieved by a Warrior. The child cannot leave the board once placed.

If *Axomamma/Pachamama* has two workers of the same color in her supply at any point, she removes the matching child meeple from beside the Village. If successful, she gains the recruiting reward for that color. Return the removed child meeple to the box.

PERSEVERANCE

Firstborn - promo adventures

When playing with **Episode 1**, shuffle First Birth on the Island into the Patrol deck.

Reward: You may retrieve your Leader, gain 1 Story and 2 Valor.

When playing with **Episode 2**, shuffle Trampling to School into the Plains Adventure deck.

Reward: Convert 1 Neutral die in the pool and gain a Trampler to your Enclosure.

VOIDFALL

Stellar Nursery

This sector may replace **Survivor's Colony** in any scenario where that is present. Add 1 Bounty token to it during setup.

- No population. Do not use a Population die.
- Cannot be corrupted.
- When you successfully invade this sector, recall 1 Fleet Power from here. If this was your only Fleet Power present, you abandon the sector.
- If you control this sector, add +2 Science Production Level.
- Once per Focus, after you gain an Improved Technology, increase the Population of a pure sector or activate a Fleet Power.
- Voidborn Fleet limit is 0. When you abandon this sector, the Voidborn cannot take over and it becomes a sector without Fleet Power. Cannot be a target of a Skirmish.



IMPERIUM

Bountiful, is a Fame/Region dual suited card. During setup, shuffle it into the Fame deck and then randomly remove one card from the Fame deck without revealing it (so the number of cards in the deck doesn't change).

Heir Presumptive is a Green/White dual suited card. Before setup, simply shuffle it into the common cards. You do not have to remove another card since adding 1 card to the market won't make the game significantly longer.

Abundance (4 identical copies), is an alternative to *Prosperity*. While setting up the game, if the civilization you're playing has a card (exactly) called *Prosperity*, you may opt to use this card instead. If you do, remove *Prosperity* from your deck (return it to the box) and place *Abundance* in its place. If your civilization has multiple copies of *Prosperity*, choose at most one to replace.
When instructed to place a resource on a card, take the resource in question from the supply. If a pinned card you have in play with resources on it leaves play (abandoned, recalled, etc), gain all resources that were on the card.



TRICKERION

Secret Workshop

Setup: Place this card next to the main board, within reach of all players.

Gameplay: This is a new location to use during the Place Characters phase. A single character can be assigned here (that gains +1 Action Point), by using any Workshop assignment card (including Special Assignment cards). The normal Workshop actions are NOT available here, but instead a new Action is available:

> **Expert Preparations** - for each spent AP, the player may place one Trick Marker on one of their Tricks (where component requirement is met), regardless of the AP cost of that Trick's preparation, or whether there are Trick Markers already on that trick.

When playing against the *Dahlgaard's Heir* solo opponent (requires *Dahlgaard's Academy* expansion), the Heir attempts to place in this location whenever sending to the Workshop, and treats it as a contested location as long as both the player and the Heir has a Workshop assignment card played, but its character not yet placed.

VENICE

Nursery

During setup, randomly select one building tile to return to the box, and use this tile instead. Whichever building is missing, remove any Missions from the deck before setting up the deck for those. (There are no Missions going to the Nursery.)

Activation effects:

1. Gain any one resource (orange/silver/purple)
2. Lose 1 VP to add any one resource to the OTHER boat
3. Promote an assistant on another building (do not activate it!)
4. Discard an Influence card to draw an Influence card and gain 1 VP.

TURCZI JUNIOR PROMO PACK

Created by: Dávid Turczi

The various promos are co-created with:
Nigel Buckle, Richard Ámann, Viktor Péter, Noralie Lubbers, Lewis Shaw

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