

TOPOUN

EXPANSION DECK 1

BRATATATATA

CONTENT

- 49 cards from 7 new types.
- 1 Farmer card.
- 1 Event card.
- 4 Player Aid card.
- 1 Rulesheet.

7 NEW CARD TYPES. Add them to the 22 card types included in the basic game.



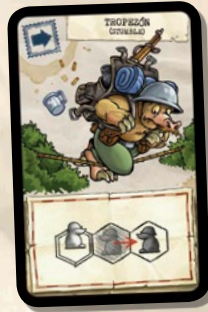
BURST

Select a 3-square zone, all of them adjacent to the active mole. The central square of that zone **must** contain a rival mole. Every mole in the selected zone is eliminated, rival or not.



FLAMETHROWER

Eliminate a rival mole adjacent to the active mole. Any other mole, rival or not, behind the eliminated one moves one square away in a straight line.



STUMBLE

Move a rival mole adjacent to the active mole one square away in a straight line.



COLLAPSE

Deploy one of your barracks on any empty space adjacent to another barracks of any colour. This another one must be surrounded by **at least 3 more barracks**, and it is eliminated due to the terrain fragility.



WATCHTOWER

Deploy one barracks on the top of any other barracks already at the battlefield, rival or not, **but with no moles or other elements in it.** Any line of sight including this square will score 1 medal for each level.

Example: A pile of 3 tiles score by distance not 1 but 3 medals.



PSYCHOLOGICAL WARFARE

Every rival mole adjacent to the active one subtracts 1 medal from their owners' Medal Track.



WAR CORRESPONDANT

Move the "War Correspondant" to any unoccupied square in the battlefield so he can form a line of sight with the active mole. **Score that line instantly.**

After that, while this card is not played again, "War Correspondant"; helps no players to score and, as any other mole, blocks lines of sight.



Leave the brown mole next to the board during the game setup.

NEW FARMER.

 Add it to the basic game's Farmer Deck.


THE ICE BRINGER

PREPARACIÓN: Place the 4 "Ice" tiles on the marked zones in the board. You must put a neutral terrain under each and everyone of them (one from each player in 4-player games or taken from a non used colour reserve otherwise).

USE: Move one "Ice" tile on any **unoccupied** square. If the square has got a barracks, this is frozen and must be turned into neutral terrain.

EFFECT: As explained in Section 6: "Obstacles".

ELIMINATION: The "Ice" tile is left out of the board. Another player with the use of a new card can move the "Ice" tiles on the board or place this one again on the board.



EVENT. If you wish to play with an event, add it to the Action Deck during its setup (but before adding the "Peace" card) and shuffle it. If the event is shown at the Line of Operations in the replenishing cards phase, it is carried out at the moment. If it appears in a player's hand, she must reveal it and carry its effect out. In both cases, the card is then discarded and whether the Line of Operations or the hand is replenished.



THE CHRISTMAS TRUCE

EFFECT: Moles discover the nonsense of war in such a festive date and get out of the battlefield to celebrate. Each player scores as many medals as moles she has got in her reserve at that moment.

Note: If you are playing with the "Prisoner of War" card, the rival moles you keep captured also join to the party and grant you medals.

CREDITS

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