



## WE'RE UNDER ATTACK!

### Expansion Option 11: Attacking Buildings

All players should agree to use this optional rule before the game starts. Instead of using the official method of destroying an opponent's town, you could opt for this houserule. It resembles the way it is done in the computer game; tearing down building per building.

#### Destroying a Building

You can attack buildings at an enemy Town if you have units alone at an opponent's Town hexagon. This houserule replaces the official rule of doing damage to the Town (by placing a partially depleted token there). Now flip one of the enemy's buildings instead. Remove any Units that were in training there, if any. The building cannot produce Units as long as it remains on its 'Under Construction' side. If you target building that was already upside down, then destroy it completely.

*Our sacred grove is being desecrated!*

#### Under Siege

You may do one extra damage to any of the enemy buildings for each adjacent hexagon where you have Units.

#### Repairing Damaged Buildings

Any building tile without a Worker on it, and with its 'Under Construction' side up is called a damaged building.

*Our town is under attack!*

You cannot produce Units at a damaged building until repaired. Assign a Worker from your Town hexagon to repair a damaged building. It now follows regular deployment rules again.