

LORDS OF THE LOST SEA EXPANSION



LORD OF THE LOST SEA

21

A herd of surviving humpback whales in search of the lost ocean. Their journey takes them across what remains of the Pacific Ocean, right through the battles of the other factions. Mostly peaceful, they make their way and move the invaders into their realm of silence.

CONTENTS:

- 1 Rule Sheet
- 1 Faction Sheet
- 5 Cards
- 9 Miniatures
- 1 Punchboard
- 5 Stats Sheets

This expansion can only be played with the basic game **TSUKUYUMI - FULL MOON DOWN**.

With their incredibly high health and abilities, the Lords of the Lost Sea are a passive-aggressive faction that can drive other players crazy and destroy their hard earned progress in seconds. Among other things, you are able to remove territory markers and play numerous events



2-5



12+



180 MIN

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WARNING! CHOKING HAZARD: Small Parts. Not suitable for children under 3 years of age.



LORDS OF THE LOST SEA - SEARCH FOR HOME

We miss the water, we miss our home. But we haven't forgotten. One day, when the land is purified from the corrosive influence of the invaders, the water will return and land will become sea again. We will be home.

Strategy Tips

Try to position your units well during the *White Phase* for maximum effect of your faction effect in the *Blue Phase*. Note that you can only move one area at a time, so the movement in the *White Phase* is even more crucial for your units.

Keep *Whale Calves* next to larger units so they can protect each other. An opponent must then do at least enough damage to destroy the larger one. And since you as the defender can still decide to distribute the damage to the smaller one first, your opponent must actually pay enough damage to destroy both (if he intends to destroy the larger unit).

With many events you can change the board to your advantage without risking units yourself. Also, try to slow down and limit your opponents so that you can beat them with your abilities.

Cleansing is your most important weapon. Use it as often as possible, preferably against several opponents at the same time.



Cleansing

This ability really means to remove ALL markers.

All: Territory markers, Blockade markers, Terraformings, Eggs, Mines, radioactivity markers, property markers, negation markers... In short: the area should then be empty of all markers. That is, of course, all except for the *Lords of the Lost Sea's* own territory markers. You cannot use this ability to change area types or negate printed area properties.

Production of New Units

The *Lords of the Lost Sea* have no homezone. New units are therefore placed in an area with *Malak, Anik* or the *Whale King*.

If none of these units are in the game (any more), you may bring a new unit into play in any area you control. If you no longer have any controlled areas, the new unit can be placed on any area at the edge of the board.

Displacement

No *Lords of the Lost Sea* unit has to survive for you to use this counterattack.

You decide for each enemy unit which bordering area it will be displaced to. Note that no unit may be moved further than 1 area, even if another whale could move it additionally in the same phase

BLOCKADES must be taken into account, Units that ignore **BLOCKADES**, may also be displaced over **BLOCKADES**.


Power of Nature


Although you can only draw a limited number of events, you may then play any number of event cards, not just those you drew with this action. However, when drawing cards with this ability, you must choose only face-down cards from the deck.

To complete the *Lords of the Lost Sea* mission, you must play the event cards before you count how many event cards you have. Only when you still have four event cards in your possession afterwards, you have completed the mission.

Let Whales Grow

Only *Whale Calf* can be brought into play as a new unit. All other whales replace units already in play.

The *Whale Calf* can become a *Young Whale*. So if you want to bring a *Young Whale* into play, you not only have to pay the  **production point**, you also have to be able to replace a *Whale Calf* miniature in the game.

If you have enough  **production points** to pay for a *Whale Calf* and the cost of growing it to an older whale, an older unit can come into play without having to replace an existing one.

2-Player Game

The *Lords of The Lost Sea* start a **2-player game** with just **1 starting area**.



Goal of the Lords of the Lost Sea: Cleansing Paradise

If you are allowed to use the *Cleansing* ability more than once in a round, you may also spread the fulfillment of this goal over several phases. The important thing is that it happens in the same round.