



## An Expo Special Expansion for Tripods!

To play Tripods! as a solo game you will need a copy of Tripods! The board game and the six counters printed at the bottom of this sheet

Solo play works the same as a normal game of Tripods! with the following exceptions:

Take 20 PCs instead of the normal 10. They may be of any colour, treat them all as a single colour. Still only take 5 Character cards.

When Populating, double the numbers shown. For instance, Populate 1-4 becomes Populate 2-8.

Whenever the next player would take a turn, you take another turn instead.

Draw and resolve two Tidings cards per turn instead of the usual one. The Death Ray only attacks after the second Tidings card has been resolved.

The game ends when all PCs have escaped or been destroyed or captured, the 8th Headline is reached or all Tripods have been destroyed by Hopeless Resolve. Add up your score in the normal way, you win if you beat your previous best score. If all your PCs are destroyed or captured you lose.

**Lurking Menace:**

If you are unable to put a Tripod onto the board because there are already 5 in play instead place the Tripod counter (below) where the Tripod would have appeared. The counter moves exactly as a Tripod but does not emit Gas Clouds or the Death Ray. Whenever a Tripod is next removed from the board instead place it on the Location with the Tripod counter and remove the counter.

**Lasting Characters:**

When you play a Character card you may choose to use it for the effect shown on the card, 2 APs or a 'Lasting Effect'. If you choose a Lasting Effect place the relevant Character counter (at the bottom of this sheet) on one of your PCs. That PC becomes the Character and whilst it remains on the board the Lasting Effect remains in play. Character counters may only be placed on PCs that do not already have one on them.

**Journalist—** Draw both Tidings cards for the turn simultaneously. You may choose one to resolve and discard the other.

**Lieutenant—** Each turn you may move a Military Unit already on the board to the Lieutenant's Location.

**Curate—** Whenever a Tidings card shows a Tripod appears it comes onto the board at the Curate's Location regardless of the Location shown on the Tidings card. They move as normal.

**Artilleryman—** The Artilleryman may not move or escape, but neither can he be killed by the Death Ray or Gas Cloud. You may remove the Artilleryman Character counter at any time, but cannot reuse it.

**Slender Lady—** When riding in a carriage the Slender Lady doubles the carriage move (10 spaces instead of 5) and may take one passenger in the carriage with her.

