

# PALEO

## The Hornets

We have learned, how useful bees and their honey can be. Now, however hornets have started to nest nearby and they don't seem to be friendly.



### IMPORTANT!

**The Paleo base game is required to play this module.**

Combined with easy modules the Hornets don't pose a big threat; with hard modules they take you to your limits.

### OUR LEVEL SUGGESTIONS

The following combinations are particularly exciting:

Module (C) + (S)    Module (H) + (S)

Module (E) + (S)    Module (G) + (J) + (S)

## MODULE S

### BUZZING IN THE FOREST (20 cards) – Difficulty: medium

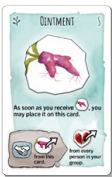
There must be a nest of these winged pests somewhere.

• Mission card S

• Secret card 2

• Add the "Ointment" card to

• 2 dice



### OINTMENT

Remove **1 Healing Root** from the "Ointment" card to remove exactly **1 damage token** from each person in your group. Any teammates who help you this turn may do the same.

### NEW SYMBOLS AND ACTIONS



#### HORNET CARDS

From time to time you will come across cards with this back side. The usual rules concerning red backs apply to Hornet cards. As other red cards, they cause damage when you discard them face down.



#### REVEAL HORNET CARD

Whenever you choose an option with this symbol, you first discard the revealed card and then you reveal the next (Hornet card) from your deck. This card must then be resolved as usual. If you don't have any hornet card in your deck and you can't perform any other red action on the card, nothing happens.



#### DISCARD HORNET CARD

You may discard any (Hornet card) from your deck to the face-down discard deck without any consequences. You do not receive any damage. As usual, others may help you to discard Hornet cards from their deck.




#### HAVE NO HORNET CARD IN YOUR DECK

To perform an action with this symbol, you must not have a (Hornet card) in your deck or the deck of other players helping you. If you have at least **1** hornet card in your deck, you may not perform this action.



## ADDITIONAL RULES

### AVOIDABLE DANGER

These special types of danger already appear in the first major expansion “A New Beginning”. You can recognize them by a blue-red background and a (!) in the top-left corner on the card front. The shown danger can be avoided by not owning certain items. In addition to a negative action, these cards will have an action with the -symbol. If you avoid the danger, you can use this action to help another player, or ignore the card.

Example: Resolving an avoidable danger

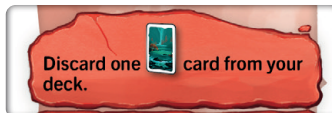



- 1 You reveal this card, and check if you have at least 1  (Hornet card) in your deck.
- 2 Because you do not have any hornet card in your deck you can choose to ignore the card, or to discard 1 card to get 1 , or you can help a teammate.
- 3 You discard the card as usual.

## CARDS WITH \*



### PLUNGE




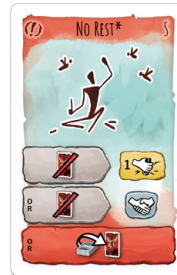
If you choose this option, you must discard any 1  (River card) from any position in your deck to the face-down discard pile without resolving it. As usual, a helping teammate may also discard the river card from their deck.




### SWARM OF HORNETS



If you choose this option, you must draw the top  (Hornet card) from the face-down discard pile, place it face down under your deck and take 1 damage. If you do not have any hornet card in your deck, you take 1 damage, nevertheless.





### NO REST

If you have no  (Hornet card) in your deck, you may either build 1 idea from the workbench, help another player, or ignore the card.



### TORCHING

Destroy the next 2  (Hornet cards) in your deck. Put them face up in the graveyard. If you have only one or no Hornet cards in your deck, you must destroy only as many as possible. Then draw the secret card 2 and resolve it.

**Special case:** If a teammate helps you with this action, they may also destroy  (Hornet cards) from their deck. So, in this case you both must destroy a total of 2 Hornet cards.