



Stone Age Mini Fan Expansion

A Mammoth Paleo-Hunting Variant

(Created by Shawn Clouthier, 11/13/17)

Rationale: The recently released mini expansion Stone Age: The Mammoth Herd (2017) provides an interesting much anticipated addition of mammoths to Stone Age. I always felt this wonderful game would benefit from some prehistoric fauna, so I was very excited to learn of this expansion, but speaking as a trained paleontologist the notion of taming mammoths to achieve a resource

bonus is too non-confrontational and disrupts the overall theme for me. Therefore, I have elected to slightly modified the rules of the mammoth expansion (while utilizing all the existing mini expansion cards available from <https://cundco.de/detail/index/sArticle/211>) to make it scientifically accurate and in my mind more enjoyable to play. I hope you like my mammoth paleo-hunting house rules.

Rules of Play: Follow the original rules of play for Stone Age (with or without the Style expansion) and add the following rules to incorporate the Mammoth Paleo-Hunting Variant. The player possessing the first player marker rolls 1D6 at the start of the round. The mammoth herd appears in the hunting grounds on a roll of 4-6. The first player (or any number of other players) may contribute two of their food to add +1 to their die roll (baiting the hunting grounds to attract mammoth). On a roll of 1-3 the mammoth herd is not accessible this round. Food used as bait is lost whether or not the mammoths arrive. Mammoths never appear on a natural roll of 1 no matter how much food was left to attract them. Placement of workers proceeds as usual. Any workers placed in the hunting grounds when mammoth are present may elect to participate in the mammoth hunt or opt to hunt using the base game rules. A player may not split his workers between the mammoth hunt and the regular hunt. For each worker placed in the mammoth hunting grounds the player rolls a D6. All other participants do the same. The individual player who rolls the highest number on one of their D6 assumes the role of the hunt chief. In the case of a tie no chief is assigned and assuming the hunt is successful, every participant in the hunt gets the secondary bonus and the card is discarded from play. Next, all participants in the mammoth hunt roll 1D6 for each meeple they've assigned to the hunt. A combined roll of 15 or higher is needed among all participants to subdue a juvenile mammoth and a 30 or higher is required to subdue a mature mammoth. Any number of tools may be used to improve this die roll. In the event a natural one is rolled by any hunter during a mammoth hunt that meeple is trampled and removed from the board, but his die roll still counts towards the total hunt. One tribe cannot lose more than one meeple during a single hunt, but multiple tribes can each lose one hunter. A tool cannot rescue a hunter who rolls a natural 1 during the hunt. If the hunt is successful, the chief receives the leader bonus from the community pool and places the hunt card next to his tribe mat. In addition, he may now roll 1D6 for each meeple he sent to the juvenile mammoth hunt (+3 food bonus) or 1D6 for a mature mammoth hunt (+5 food bonus) and places that much food in his reserve on his tribe mat. If successful, all other participants receive the secondary bonus for their role in securing a mammoth and then roll 1D6 per meeple (+2 food bonus) for their share of the mature mammoth meat or 1D6 for their share of a juvenile mammoth (+1 food bonus). If the hunt is unsuccessful all untrampled participants return home without any food or bonuses. Roll for a new mammoth hunt once/round.

End of Game Scoring: At the end of the game whichever player has secured the most mammoths denoted by the number of bonus tiles they have collected receives +10VP. Whomever has the second most receives +5VPs. Third place is worth +0 VPs. Fourth place or lower must deduct -5 VPs from their final total for failing to meaningfully contribute to the community hunts.

