

# LA FAMIGLIA

## Optional Rule Changes

For a better playing experience, we recommend changing the following rules from the basic game (the page numbers refer to the rules for the basic game):

### Neutral Soldati (Page 16)

Neutral Soldati (gray) differ from Soldati of other families only in the following 2 points:

- A** When attacking with or against neutral Soldati, you only remove 1 Soldato instead of 2 for Brute Force.
- B** If you take control of a territory occupied by neutral Soldati, you receive 2 Soldati in your headquarters - regardless of how many neutral Soldati were previously in the territory. There are no further neutral turncoats. If, for example, a neutral territory is emptied using the "Strike" sub-action or a Pentito and someone then occupies this territory, no one receives Soldati in their headquarters. (Previously, if you removed a neutral Soldato, you always received exactly 1 Soldato in your headquarters.).

### Gaining Influence (Page 10 "Selecting a column and moving tokens")

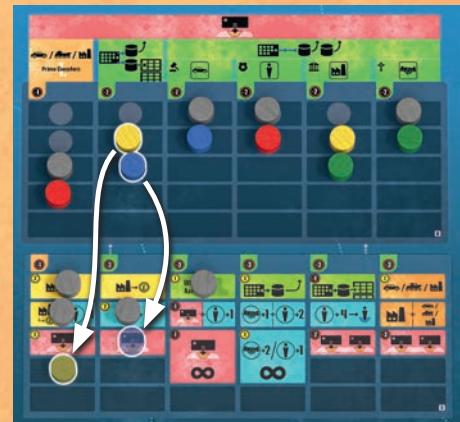
The sentence "Move the influence tokens to any empty action spaces on the bottom action sheet" is changed as follows:

Move the influence tokens to any empty action spaces on the bottom action sheet or to any empty blue spaces on the bottom action sheet.

### Rally (Page 15 "Movement (and Attack)")

The sentence "However, this order does **not** allow you to move Soldati or cars to this area **through speedboats**, or to move Soldati **out of the area** into another." is changed as follows:

You may **also** move Soldati from exactly 1 area into the area via speedboats. This order does **not** allow you to move cars to this area **through speedboats**, or to move Soldati **out of the area** into another.



### Influence tokens on control tiles

In the management after the encounter phase, you may move influence tokens from one control tile to another.

### End of the Game (Page 19)

**!** The sentence "If neither team controls that area, the game ends in a draw" is changed as follows: If neither team controls that area, the team with the starting piece wins.