# WINGSPAN

## European Expansion

*Designed by Elizabeth Hargrave*
*Illustrated by Natalia Rojas,*
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In this first expansion to Wingspan, we increase the scope of the world to include the regal, beautiful, and varied birds of Europe. These birds feature a variety of new powers, including "round end" powers, powers that increase interaction between players, birds that can cover multiple spaces to make future actions more profitable, and birds that benefit from excess cards/food. The European birds are designed to be shuffled into the original deck of cards (and cards from future expansions).

The European Expansion also includes an additional tray for storing the growing collection of birds (past, present, and future), as well as 15 purple eggs, extra food tokens, new end-of-round goals and bonus cards, and a colorful new scorepad designed for both multiplayer and solo scoring.

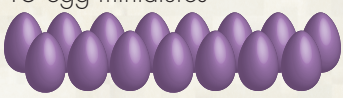
## Components

1 rulebook

81 bird cards



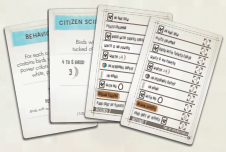
15 egg miniatures



5 bonus cards



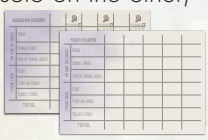
4 Automa cards



1 custom tray with lid



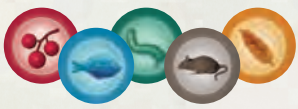
1 scorepad (multiplayer on one side, solo on the other)



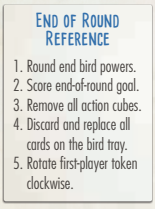
5 goal tiles




38 food tokens



1 reference tile






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# Initial Setup

Shuffle the expansion bird cards in with all other bird cards. Do the same for the bonus cards (they're designed so the percentages still apply). Mix in the additional eggs, food, and end-of-round goals with their respective tokens.

# Setup Changes

The only change to the setup for a game of Wingspan is to place the reference tile near the goal mat. We recommend using the green side of the goal mat with this expansion, as some of the new goals do not work well with the blue side.

As a reminder, all action cubes should stay in the row used until the end-of-round scoring. They play a part in some round end powers present in this expansion.

# Bird Powers

This expansion introduces a new set of powers that trigger at the end of each round.




**Round end (teal):** These powers are resolved when all turns in the round have been completed, but before scoring the goal for that round.

- Resolve them in player order, starting with the player who went first for the round.
- If you have more than one bird with round end powers, you may resolve your birds' powers in any order.
- Round end powers do NOT activate "once between turns" (pink) powers.

Some birds have an * in the cost; this is to indicate that they have an alternative cost noted in text on the card (see *Hunting and Fishing Powers*).







Several bonus cards from the original game now include these terms from new birds:

- **Cartographer** (birds with geography terms in their names): Eurasian, European, Corsican, Moor
- **Anatomist** (birds with body parts in their names): back, leg, toe
- **Photographer** (birds with colors in their names): coal, grey, honey



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# Appendix

## End-of-Round Goals

| | |
|---|---|
| Food in supply | The number of food tokens in your personal supply |
| Birds cards in hand | The number of bird cards in your hand |
| Birds worth over 4 points | The number of your played birds with a printed value over 4 points |
| Birds with no eggs | The number of your played birds that have no eggs on them when this goal is scored |
| Birds in 1 row | The number of your played birds in the habitat that has the most birds in it |
| Filled columns | The number of columns in which all three bird spaces are filled |
| Brown powers | The number of your played birds that have brown "when activated' powers on them |
| White & No Powers | The number of your played birds that have either no power, or a "when played" power |
| Birds with tucked cards | The number of your played birds that have at least 1 card tucked behind them |
| Food cost of played birds | Count the food cost on your birds, remembering to count only 1 food for birds that have a choice in their food cost |





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# Bird Powers

## Food-Related

| | | |
|---|---|---|
| Parrot Crossbill | **When activated:** Remove any 1 from the birdfeeder, then gain 1 from the supply. | You gain a no matter what food die you removed from the birdfeeder. |
| European Honey Buzzard | **Round end:** Reset the birdfeeder. If you do, gain all in the birdfeeder after resetting. | If the specified food type is not in the birdfeeder after the reset, you gain nothing. |
| Hawfinch<br>Bullfinch<br>European Bee-eater | **When activated:** Reset the birdfeeder. If you do, gain 1 from the birdfeeder. | |
| Black-headed Gull | **When activated:** Steal 1 from another player's supply and add it to your own supply. They gain 1 from the birdfeeder. | The food that the other player gains does not have to be the same type stolen. |
| Common Kingfisher<br>Eurasian Jay<br>Red-backed Shrike<br>Little Owl | **When activated:** Steal 1 from another player's supply and cache it on this bird. They gain 1 from the birdfeeder. | |
| European Robin | **When activated:** From the supply, gain 1 food of a type you already gained this turn. | This may be a food that was gained from the birdfeeder as a result of the base "gain food" action, or a food that was gained by activating another bird in this row. |
| Eurasian Tree Sparrow<br>Eurasian Golden Oriole | **Once between turns:** When another player takes the "gain food" action, gain 1 from the birdfeeder at the end of their turn. | If all dice in the birdfeeder show the same face, you may reset it before gaining the [specific food type]. If the birdfeeder contains none of the [specific food type], you gain nothing. |
| White-backed Woodpecker | **When activated:** Gain 1 from the birdfeeder. | If there is only one face showing in the birdfeeder, you may reset it before gaining the . |



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| | | |
|---|---|---|
| Black Woodpecker | **WHEN ACTIVATED:** Gain all that are in the birdfeeder. | If there is only one die face showing at the beginning of this action, you may reset the birdfeeder and then take all the invertebrates.<br><br>This action is completed once you have gained all of this type of food that are showing. If the birdfeeder becomes empty and resets as a result of this action, you do not gain additional food after the reset. If there is only one die face showing after taking all the invertebrates, you may not reset the birdfeeder to look for more. |
| Great Tit | **WHEN ACTIVATED:** Reset the birdfeeder. If you do, gain 1 from the birdfeeder after resetting. | |
| Griffon Vulture<br>Carrion Crow | **ROUND END:** Choose any 1 player (including yourself). Cache 1 from the supply on this bird for each that player has. | |
| Coal Tit<br>Eurasian Nuthatch | **WHEN ACTIVATED:** Gain 1 from the supply and cache it on this card. At any time, you may spend cached on this card. | cached on these birds do not count as being in your supply for the purposes of end-of-round goals, even though they can be used to play more birds. |
| Eurasian Magpie | **ROUND END:** Choose 1 other player. For each cube on their , cache 1 from the supply on any of your birds. | These powers can be used to cache food on birds that otherwise do not have caching powers. |
| Eurasian Nutcracker | **WHEN ACTIVATED:** Choose 1-5 birds in your . Cache 1 from your supply on each. | |
| Bluethroat<br>Common Nightingale | **WHEN ACTIVATED:** Choose a food type. All players gain 1 of that food from the supply. | |



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## Egg-Laying Powers

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|---|---|---|
| Dunnock | **ROUND END:** Choose 1 other player. For each action cube on their , lay 1 on this bird. | |
| Thekla's Lark | **WHEN ACTIVATED:** Discard 1 from your supply. If you do, lay 2 on this bird. | |
| Common Goldeneye | **ROUND END:** Lay 1 on this bird for each other bird that you have. | nests count as for this bird. |
| Common Cuckoo | **ONCE BETWEEN TURNS:** When another player takes the "lay eggs" action, this bird lays 1 on another bird with a or nest. | nests count as and for this bird. |
| Lesser Whitethroat<br>Black Redstart | **ROUND END:** Choose a habitat with no . Lay 1 on each bird in that habitat. | |
| Red-legged Partridge | **WHEN ACTIVATED:** Lay 1 on each bird in this column, including this one. | |
| Eleonora's Falcon | **WHEN ACTIVATED:** Roll all dice not in birdfeeder. If any are , lay 1 on this card. | |





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## Card-Drawing Powers

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|---|---|---|
| Black-throated Diver<br>White-throated Dipper<br>White Stork | **When activated:** Discard all remaining face-up cards and refill the tray. If you do, draw 1 of the new face-up card. | |
| Squacco Heron<br>Common Little Bittern | **When activated:** Draw 1 face-up card that can live in [specific habitat]. | If no card with that habitat is available, do not gain anything. |
| Savi's Warbler | **When activated:** Draw 2 cards. All other players draw 1 card from the deck. | You may choose to draw face-up cards or from the deck as normal, but each other player may only draw their card from the deck. |
| Great Crested Grebe<br>Wilson's Storm-Petrel | **When activated:** Draw 1 card for each empty card slot in this row. At the end of your turn, keep 1 and discard the rest. | These cards should be kept separate from the other cards you draw and your bird cards in hand. They cannot be spent during this turn. But to keep the game moving, you can sort through them at the end of your turn and let the next player start their turn. |





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## Flocking Powers

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| Common Chaffinch<br>Common Chiffchaff | **When activated:** Choose 1-5 birds in this habitat. Tuck 1 from your hand behind each. | This power can be used to tuck cards behind birds that do not usually tuck cards. |
| Mute Swan | **When activated:** Choose 1-3 birds in your . Tuck 1 from your hand behind each. If you do, draw 1 . | This power can be used to tuck cards behind birds that do not usually tuck cards. You only draw 1 regardless of how many cards you tuck. |
| Ruff | **Round end:** Tuck up to 3 from your hand behind this bird. Draw 1 for each card you tucked. | |
| Hooded Crow<br>Greater Flamingo | **Round end:** Choose 1 other player. For each action cube on their [specific habitat], tuck 1 from your hand behind this bird, then draw an equal number of . | You may tuck cards up to the number of action cubes. |
| Audouin's Gull | **When activated:** Draw 2 from the deck. Tuck 1 behind this bird and keep the other. | |
| Common Swift<br>House Sparrow<br>Common Starling<br>Eurasian Collared-Dove | **Round end:** Discard up to 5 [any food type] from your supply. For each, tuck 1 from the deck behind this bird. | |
| European Goldfinch | **Once between turns:** When another player tucks a for any reason, tuck 1 from the deck behind this bird. | |
| Snow Bunting | **Once between turns:** When another player tucks a for any reason, tuck 1 from your hand behind this bird, then draw 1 at the end of their turn. | |



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## Hunting and Fishing Powers

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| Eurasian Sparrowhawk<br>Northern Goshawk<br>Eastern Imperial Eagle<br>Bonelli's Eagle | **When played:** For each in this bird's cost, you may pay 1 from your hand instead. If you do, tuck the paid behind this card. | If these birds use their power to tuck cards instead of paying some or all of the bird's food cost, this counts as both a) tucking a card and b) a predator succeeding, and triggers birds with pink powers accordingly. |
| Common Buzzard<br>Red Kite<br>Eurasian Hobby<br>Montagu's Harrier | **When played:** Instead of paying this bird's cost, you may play it on top of another bird on your player mat. Discard any eggs from that bird. It becomes a tucked card. | If you use this power, you pay neither the food cost nor the egg cost for these birds. This counts as both a) tucking a card and b) a predator succeeding, and triggers birds with pink powers accordingly.<br><br>Any cards that were tucked behind the original bird remain tucked, but you must discard any eggs. |
| Northern Gannet | **When activated:** Roll all not in the birdfeeder. If any are a , gain that many from the supply and cache them on this bird. | |





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## Other Powers

| | | |
|---|---|---|
| Long-tailed Tit<br>European Roller<br>Common Blackbird<br>Grey Heron | **When Placed:** Place this bird sideways, so that it covers 2 [habitat] spaces. Pay the lower egg cost. | These birds still count as just 1 bird for round-end goals that count birds. But both spaces are filled, so they can count twice toward the "completed columns" round-end goal.<br>These birds can still be played like any other bird in the 5th column, forgoing their power.<br>The next bird you play in this habitat is placed to the right of this bird. |
| Eurasian Green Woodpecker<br>Greylag Goose<br>Cetti's Warbler | **Round End:** This bird counts double toward the end-of-round goal, if it qualifies for the goal. | These birds are doubled only for end-of-round goals, not bonus cards or points at the end of the game.<br>Eggs on these cards are not doubled, if the goal is counting the number of eggs. |
| Common Moorhen<br>Goldcrest<br>Short-toed Treecreeper | **When Activated:** Discard 1 [🥚/🌾/🐛]. If you do, play another bird in your [habitat], paying its normal cost in food and eggs. | If the additional bird has a "when played" power, it is triggered when the bird is played. |
| Yellowhammer<br>Moltoni's Warbler<br>White Wagtail | **Round End:** If you used all 4 actions this round, play another bird. Pay its normal food and egg cost. | If the additional bird has a "when played" power, it is triggered when the bird is played.<br>If the extra bird has a "round end" power, it is triggered when the bird is played. |
| Red Knot<br>Black-tailed Godwit | **When Played:** Draw 1 new bonus card. Then draw 3 🌾 and keep 1. | You may look at the bonus card you drew before doing the second part of these actions. |
| Corsican Nuthatch | **When Played:** Draw 1 new bonus card. Then gain 1 🪱 from the birdfeeder. | |
| Snowy Owl<br>Little Bustard | **When Played:** Draw 1 new bonus card. Then gain 1 🌾 or lay 1 🥚 on this bird or any bird. | |
| European Turtle Dove | **When Played:** Draw 1 new bonus card. Then gain 1 🪱 from the birdfeeder, lay 1 🥚 on any bird, or draw 1 🌾. | |



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# Automa Expansion Rules

## Designed by David Studley

All rules from the Wingspan Automa rulebook still apply, except where explicitly changed here.

**Automa-only bonus cards**—This expansion contains two Automa-only bonus cards. During setup, instead of randomly drawing a bonus card for the Automa from the bonus card deck, you can select one of these for the Automa to use.

*Note: The Automubon Society card has a more pronounced effect on scoring when using these Automa-only bonus cards. We recommend you avoid using the Automubon Society with these until you are ready for a greater challenge.*

**New end-of-round goal scoring cards**—The two new end-of-round goal scoring cards provide base values for the Automa when scoring the new goal tiles included in this expansion.

**Steal powers**—Some of the bird powers allow you to "steal" from another player. When you activate this type of power, you can only "steal" from the Automa if it has any cubes on this round's goal tile (do not remove any of the cubes). Otherwise, you gain nothing from activating it. Anything you gain comes from the supply and as usual, the Automa gains nothing.

**Teal powers**—For any round end power that asks you to choose "1 other player" or "any 1 player (including yourself)", the Automa has the number of items being checked equal to the number of Automa cubes on the current round goal tile.




*For example: The Griffon Vulture asks the player to "Choose any 1 player (including yourself). Cache 1 from the supply on this bird for each that player has." If the Automa had 2 cubes on the goal tile, you would place 2 on the bird card. If you had 3 on your player mat, you would place 3 instead.*



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# Credits

- Bird information comes from Handbook of Birds of the World Alive (www.hbw.com) and the Collins Bird Guide (HarperCollins.co.uk).
- Photographic sources for the birds come from Levent Akduman, Glenn Bartley, Jordi Bas, Rob Belterman, Roman T. Brewka, Mika Bruun, Clive Brown, Paul Cools, Joost De Smet, Patrick Donini, Jesús Giraldo, Stanislav Harvančík, Mattias Hofstede, Howard Kearley, Rubén Domingo Martínez, Rob Van Mourick, Alan Murphy, Gary Spicer, Anders Svensson, Jonathan Tollin, Stefano Unterthiner, Rob Van Mourick, Morten Winness
- Prints of the birds and other illustrations can be found at nataliarojasart.com and anammartinez.com.
- Typeface Cardenio Modern is designed by Nils Cordes, nilscordes.com.



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Automa Factory

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