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| Game: CAVE TROLL Pub: ©2002 Fantasy Flight Games | v1 Apr 2009 |
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For best results, print on card,
lamine and trim to size.

Tom Jolly's CAVE TROLL Second Edition

SETUP

Setup the board. Shuffle the **artifact cards** and place them facedown. Each player selects a color and takes all the pieces and cards of that color (removing the 7 alternate cards with the ▲ icon), then shuffles his cards and places them facedown in front of him. Place all score counters on the 0 space of the score track.

Each player draws and keeps hidden the top card from his deck to form his **hand**.

PLAYER TURN

Randomly choose a starting player who takes first turn. Play then goes clockwise.

On the first turn, the first player may take only 1 action, the second player 2 actions, and the third player 3 actions. After this, each player may take 4 actions.

On your turn, you may take up to 4 actions. With each action, you may do one of the following:

1. DRAW A CARD & PLAY A CARD

You *may* draw the top card of your deck; then you *must* immediately play one of your 2 cards and resolve its effect.

Hero Card: place your corresponding figure into play on one of the 4 entrance areas. *There may be any number of figures in each entrance area.*

Monster Card: place your corresponding figure into play on one of the pit areas (except the *Cave Troll*). *There may be any number of monsters in each pit area.*

Event Card (Treasure): place your treasure chest figure in any room (it can never be moved). It adds a **4 gold bonus** to the room. *A chest does not count towards the room limit of 5 figures.*

Event Card (Score a Room): choose any room on the board and immediately **score** just that room.

Event Card (Find an Artifact): draw the top card of the artifact deck, look at it and place it facedown in front of you. You *may* play an artifact during your turn as an action, or keep it.

If a card just played has one or more scoring icons on it, place it in a separate faceup pile called the **scoring pile**. Cards without a scoring icon are discarded faceup to a player's discard pile.

2. MOVE 1 OF YOUR HERO OR MONSTER FIGURES

Move any one of your hero or monster figures to one adjacent area on the board. You may not move a figure through a wall. **A room may contain a maximum of 5 heroes and/or monsters.** Heroes may not move into pit areas.

3. PLAY AN ARTIFACT

Use the special ability of an artifact card then discard it back into the game box.

4. USE A HERO/MONSTER ABILITY THAT TAKES AN ACTION

Use the special ability of certain heroes and monsters that cost an action.

SCORING

Players score rooms and collect gold when either of the following happens:

1. A player plays his *Score a Room* card and chooses **one** room for scoring.
2. Immediately after a player has placed a card in the scoring pile and the number of **scoring icons** on cards in the pile equals or exceeds 5. Every room on the board is then scored.

After scoring the entire board, all cards in the scoring pile are removed from the game. The next played card with a scoring icon will start a new scoring pile.

Scoring a Room

The player with the most heroes in a room controls the room.

He gains gold equal to the number of gold coins printed on the room. Advance the player's score counter accordingly.

If there is a tie, no players receive gold.

Monster figures do not contribute towards controlling a room.

WINNING THE GAME

The game ends immediately after a player finishes an action and has no cards remaining in his deck.

The board is scored one last time, and **the player who ended the game receives a 3 gold bonus.**

Any players with unused artifact cards receive bonus gold as indicated.

The player with the most gold wins.

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HEROES



Barbarian

When his room is scored, the barbarian counts as 2 heroes.
The barbarian cannot be *pushed* by the wraith.



Thief

As an action, you may move your thief to any room or entrance area on the board.



Knight

When your knight is in a room, none of your opponents' heroes or monsters (except their knights) may enter that room.

If your knight enters a room occupied by your opponent's figures, they may stay there.

If your knight enters a room occupied by 1 or more orcs (even your own), the orcs are all immediately discarded.



Dwarf

When the board is scored, any room occupied by a dwarf is worth twice as much gold as its printed value (regardless of which player controls the room).

A dwarf does not double the bonus gold from a treasure chest figure.



Adventurer

No special abilities.

MONSTERS



Cave Troll

When played, place your cave troll in any room (even if occupied by a knight), but not in a pit or entrance area.

Starting with the opponent to your left, each player with heroes or monsters in the room may move 1 of them into an adjacent room or entrance area (it must be a legal move). All other figures remaining, except your troll, are discarded.

Once played, a cave troll may not be moved. Heroes and monsters cannot enter a room occupied by a cave troll.



Orc

An action, you may discard any 1 hero in the same room as your orc.



Wraith

When your wraith enters a room, you may *push* (move) 1 hero from this room into the adjacent room or entrance area of your choice. Your wraith may enter a room occupied by 5 heroes or monsters, but only if you then push a hero out.

If your wraith is already in a room containing heroes, you may **spend an action** to push 1 hero.

Heroes may not be pushed into rooms containing a cave troll, an opponent's knight, or a room with 5 heroes and/or monsters.

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Player may agree to use the alternate Heroes and Monsters instead of the original set. Replace the cards with the ♠ icons with the 7 alternate cards marked with the ▲ icons.

HEROES



Berserker

If an opponent has the most figures in a room when the room your berserker in is scored, you split the gold with him. Any gold that cannot be evenly distributed is lost.

A berserker cannot enter a room containing an opponent's berserker. Your berserker may enter a room containing exactly 5 heroes and/or monsters if none of *your* heroes or monsters are present.



Assassin

As an action, you may discard 1 lone hero (not another assassin) or lone grunt in the same room (not entrance area) as your assassin. A figure is *lone* when it is the only hero or monster of a player's color in a room.



Paladin

Your heroes (including your paladin) in the same room as your paladin may not be targeted by the special ability of siren banshees, and your adventurers in the same room may not be targeted by the special ability of grunts.

As an action, you may move an opponent's banshee from the room your paladin is in to any pit area on the board.



Giant Slayer

Once per turn, you may receive 1 gold when your giant slayer enters a room that does not contain any other hero or monster figure.

As an action, you may discard your giant slayer to discard a rampaging troll in the same room.



Adventurer

No special abilities.

MONSTERS



Rampaging Troll

Rampaging trolls enter play on a pit area. A player may only move his troll once per turn.

If your troll is in a room with other hero and/or monster figures, you may **spend an action** to push 2 hero and/or monsters from the same room into adjacent room(s), using legal moves. All hero and monster figures remaining in your room except for your troll are then discarded.



Grunt

An action, you may discard all opponents' adventurers in the same room (all other heroes are unaffected).



Siren Banshee

The banshee may move 2 rooms for 1 action (legal moves only).

An action, you may move an opponent's hero from an adjacent room into the room containing your banshee. You may not use this ability if the room containing your banshee is already full.