

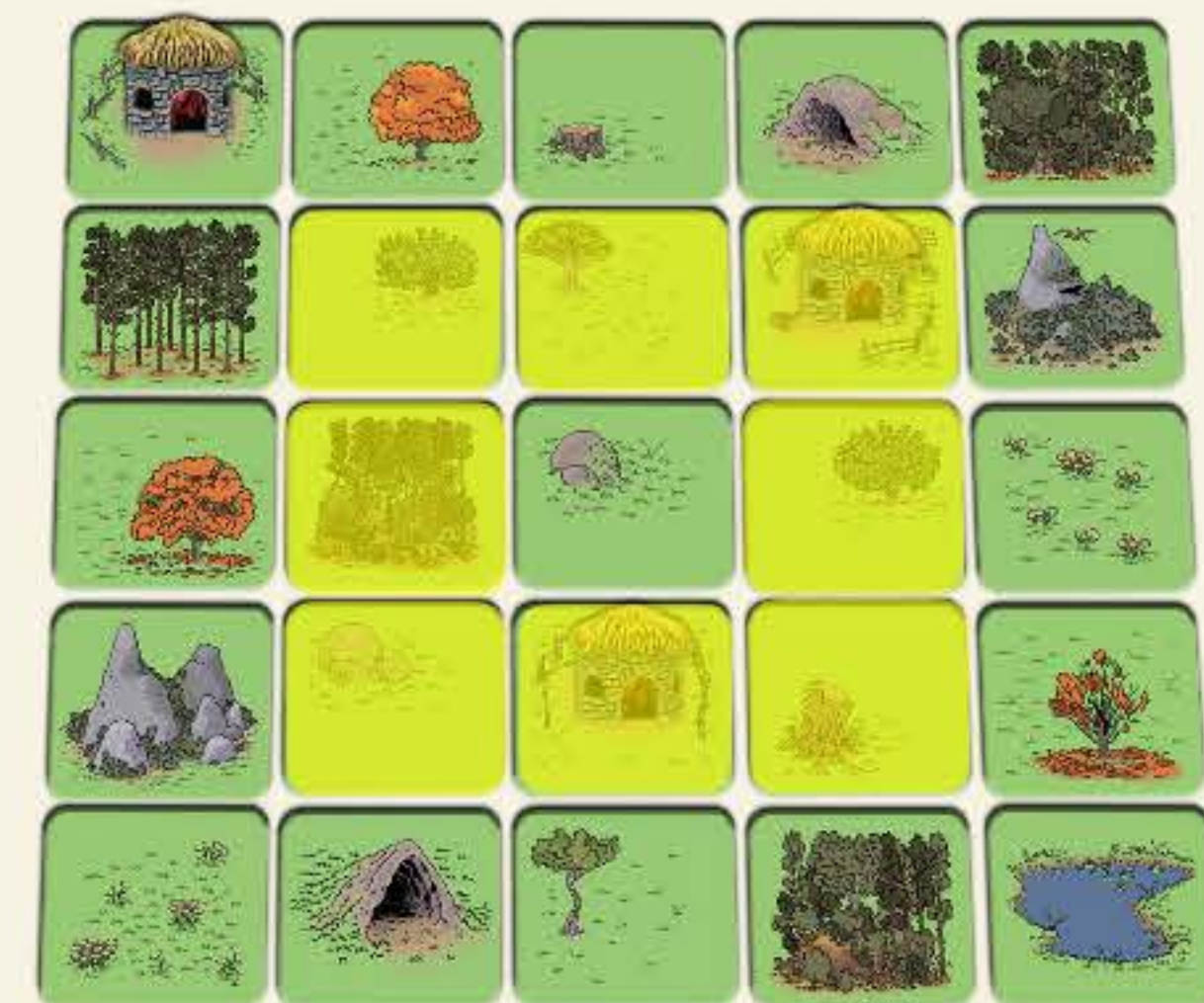
The Book of Haldo (beta!)

An alternate ruleset for **chaotic arrow behavior** in Trogdor!! The Board Game.



Setup and New Rules

Set up the game normally BUT be sure and arrange 2 cottages on any of these 8 center tiles. This ups the difficulty a bit but also means there's more chance of arrow/cottage-fueled chaos.



NOTE: the majority of the game rules are unchanged. The new rules focus on Phase Two when the Archer moves and shoots (see pg. 10 of standard Rulebook).



Arrows shoot in ALL FOUR cardinal directions (N,S,E,W) from the last tile of the Archer movement path.

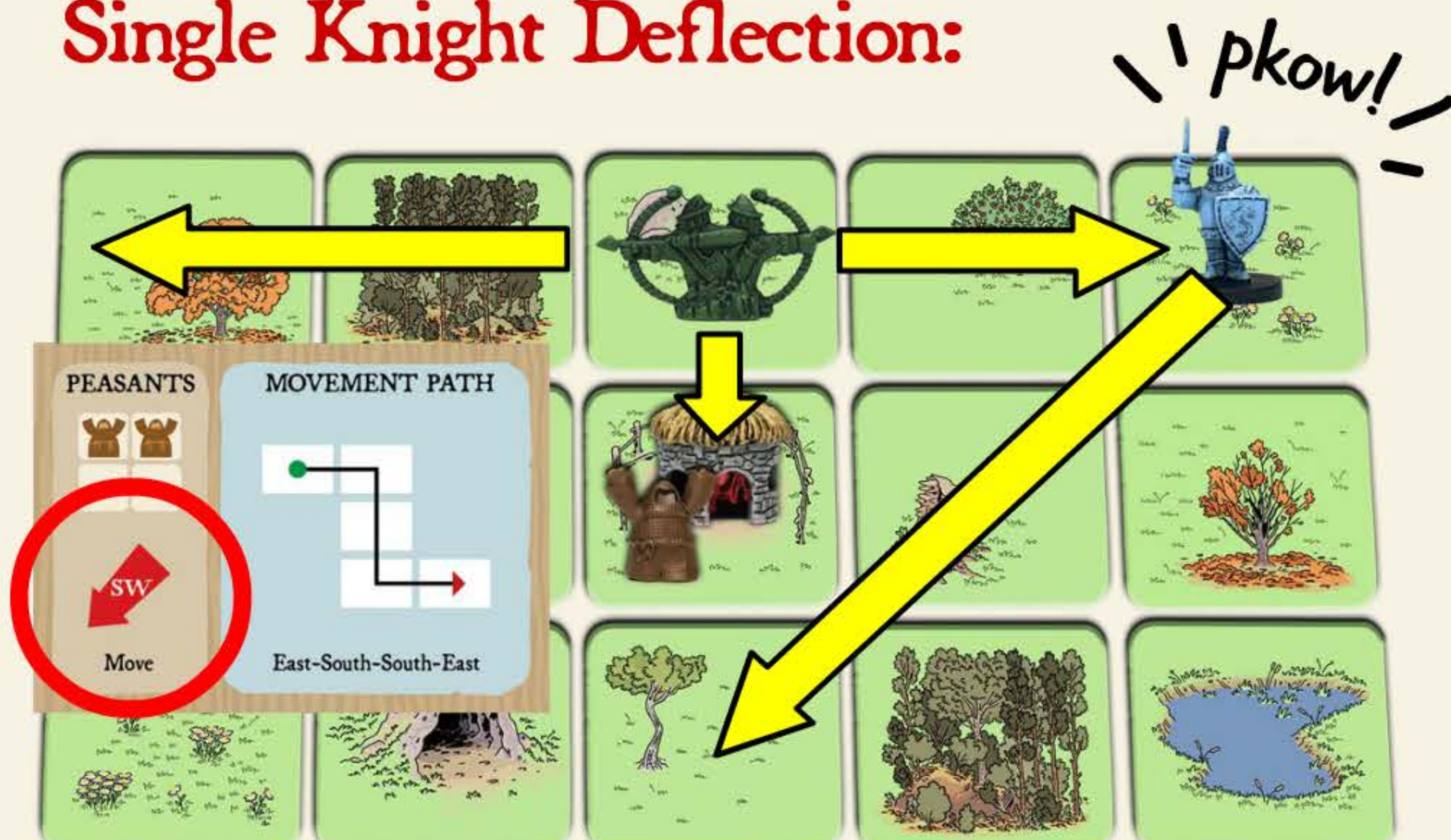


If a Peasant is in the path of an arrow, it is shot and immobilized. Lay it down on its current tile. It no longer moves, but Trogdor needs to come chomp it at some point. Arrowed Peasants DO NOT count in the tally for determining Peasant spawning. Arrow path ends.

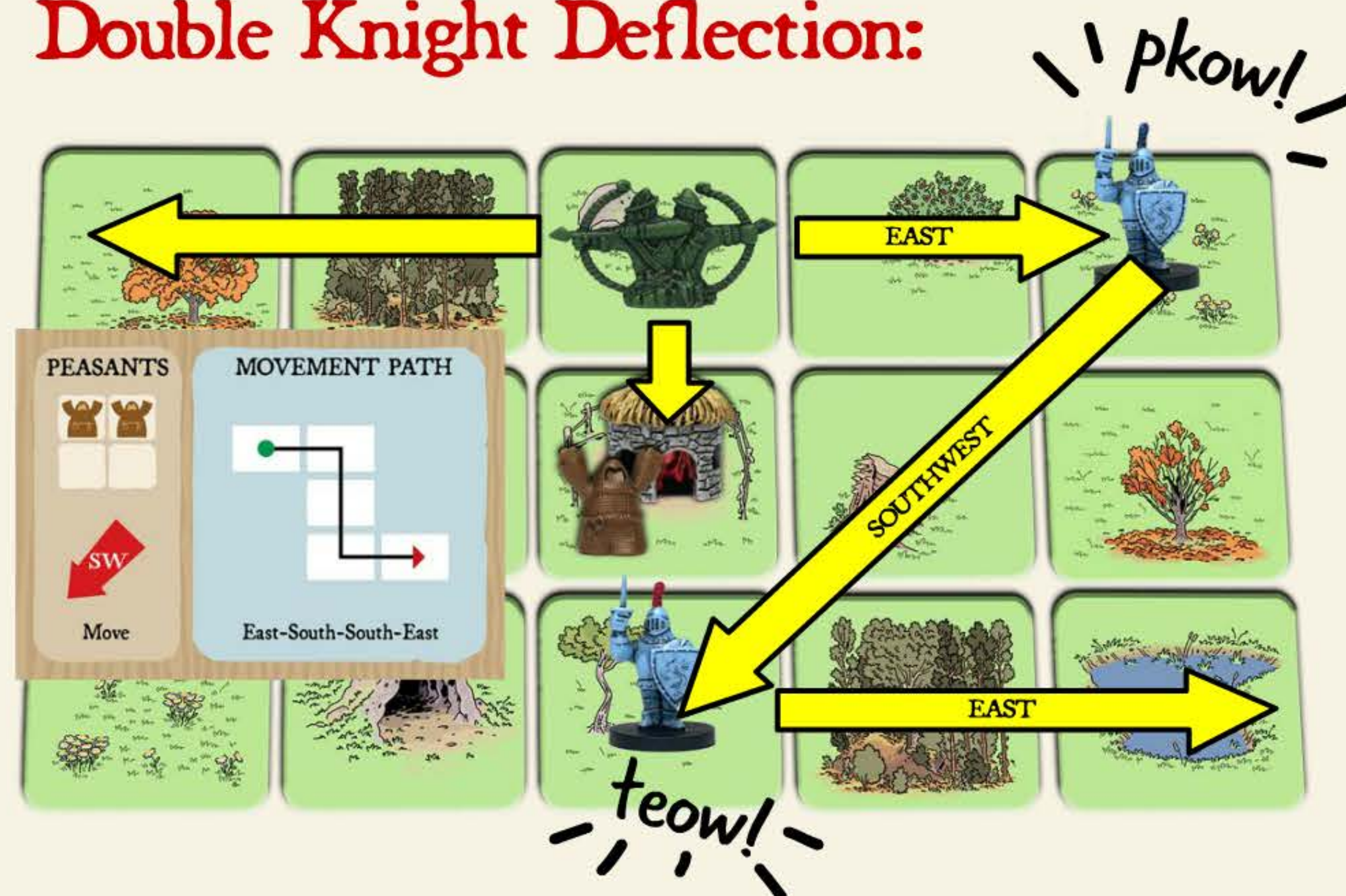


If a Knight is in the path of an arrow, they **deflect** the shot in the direction of the **Peasant Movement** on the active Movement card. The arrow continues moving until it hits something else or reaches the edge of the board. If a **SECOND** Knight is in the arrow path, they deflect the shot in the **original direction it took from the Archer**.

Single Knight Deflection:



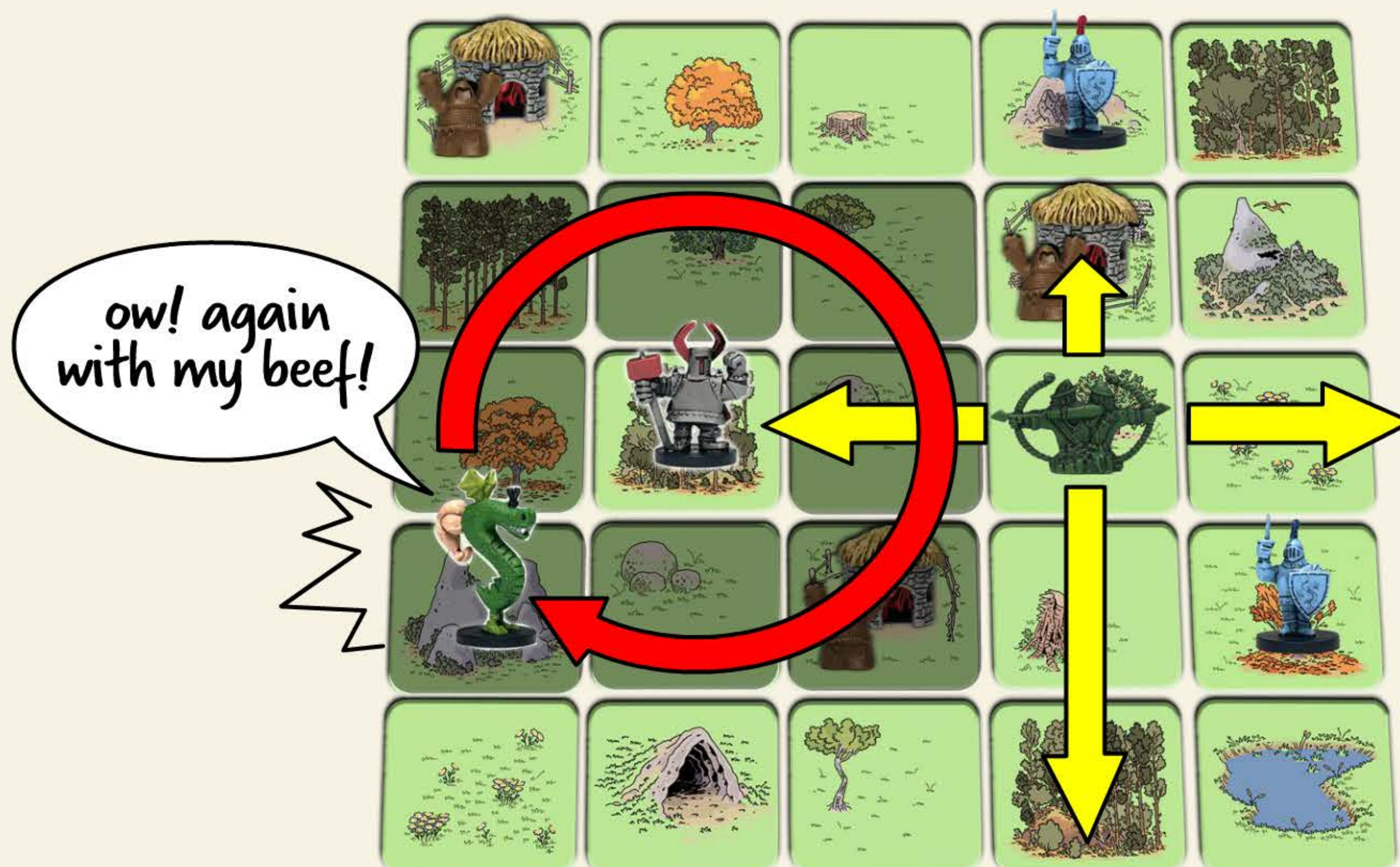
Double Knight Deflection:



New Rules (cont'd)



If the Troghammer is in the path of an arrow, he smashes it with a spin attack, inflicting damage on all 8 adjacent tiles, but **NOT** the tile on which he stands. Spin attack does not affect Peasants, Knights or the Archer and does not wraparound. Arrow path ends.



If an Unburninated Cottage is in the path of an arrow, it blocks the shot. If Trogdor is on the same tile, he hides behind the cottage and does **NOT** take damage. Arrow path ends.



If a Flaming Cottage is in the path, the arrow continues on **through** the cottage in same direction, but now **on fire**. See **flaming arrows**, next page.







If a Tunnel is in the arrow path, the arrow goes **INTO** the Tunnel and then out the other Tunnel, continuing in its original direction.



If the Archer ends its movement path on the tile that Trogdor occupies, Trogdor lights all four arrows **on fire** before they are shot. See **flaming arrows**, next page.


New Rules (cont'd)

Flaming Arrows do the following:




-  Burninate any tile they enter/pass through (including the Lake)
-  Burninate any eligible Cottages they may hit
-  Burninate any Peasants they hit instead of immobilizing (see Burninating Peasants on page 7 of the standard Rulebook)
-  Damage Trogdor (like normal arrows) if he is in their path

Example of Flaming Cottage causing a Flaming Arrow:



-  If multiple items occupy a tile in an arrow's path, resolve in this order:
 1. Flaming Cottage
 2. Peasant
 3. Tunnel
 4. Knight
 5. Cottage
 6. Troghammer
 7. Trogdor

Examples:

-  If an arrow enters a tile with a Knight and a Tunnel, it would go into the Tunnel first instead of deflecting off the Knight.
-  If an arrow enters a tile with Trogdor and an unburninated cottage AND a Knight, it deflects off the Knight first.
-  If an arrow enters a tile with an unburninated Cottage and the Troghammer, it would hit the Cottage and stop, not triggering Trogham's spin attack.