

Expando Deck Rules

This expansion deck adds new and exciting gameplay elements to Trogdor!! The Board Game with the addition of Emergency cards, Spell cards, and more Action cards. Since the Action deck is now larger, additional Troghammer cards are included to balance difficulty. Add these to the existing Troghammer cards and use them like you would during a normal game.

New Action Cards

These are additional Action cards that give players new abilities. Simply shuffle these in with the rest of the Action Deck during game setup. When drawn, follow the instructions on the card just like the existing Action cards from the base game.



1

Emergency Cards

These are communal cards with abilities that can be used on anyone's turn at any time including Phase Two when the countryside moves.



During setup, separate the 10 Emergency Cards and shuffle them. Now draw one and place it face up on the table. This card is available to use at the start of the game. Shuffle the remaining Emergency Cards into the Action Deck AFTER all players are dealt their initial Action Card. Continue setup and play.

During play, when an Emergency Card is drawn, read it to all players, then place it face up on the table next to any previously drawn Emergency Cards. Draw a new Action card. Play continues. Multiple Emergency Cards can be played on a single turn.

After an Emergency Card is used, discard it (but don't, like, rip it up!).

2

Spell Cards of Un-Voidening

Spell Cards have a list of three tasks which, when completed, bring a Peasant back from the Void. These are difficult spells that may take some setup and cooperation to pull off.



During game setup, shuffle these cards and place them face down next to The Void. Turn over the top card and read its tasks aloud. This is now the active Spell.

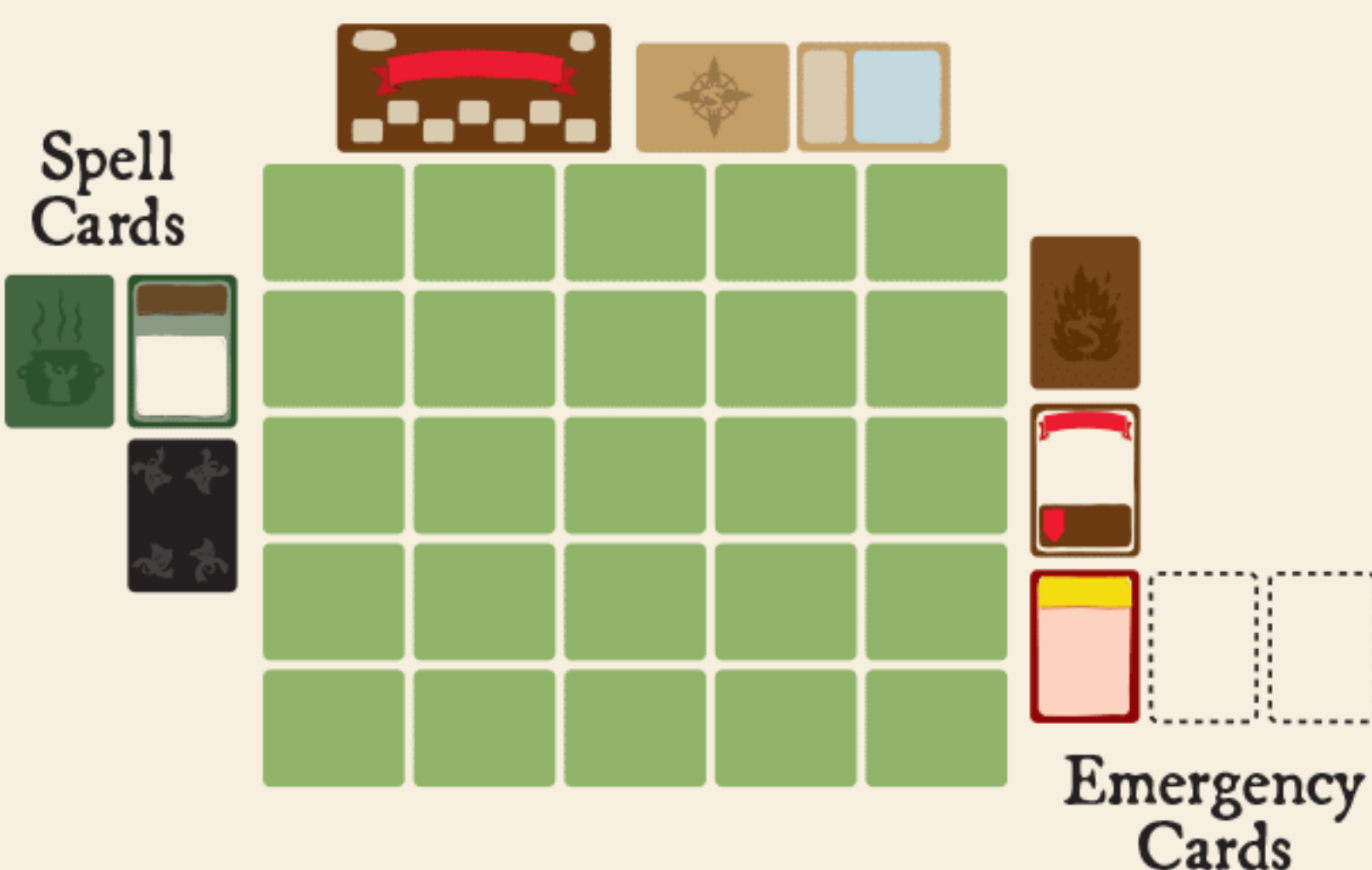
During any one single turn, if all three tasks of a spell are successfully completed, choose a Peasant from the Void and return it to the Trog-meter. Discard that Spell card and turn over the next one to reveal the new active Spell.

Note: Visiting a tile is defined by Trogdor touching it at any point during a turn, including starting on it.

3

Suggested Setup

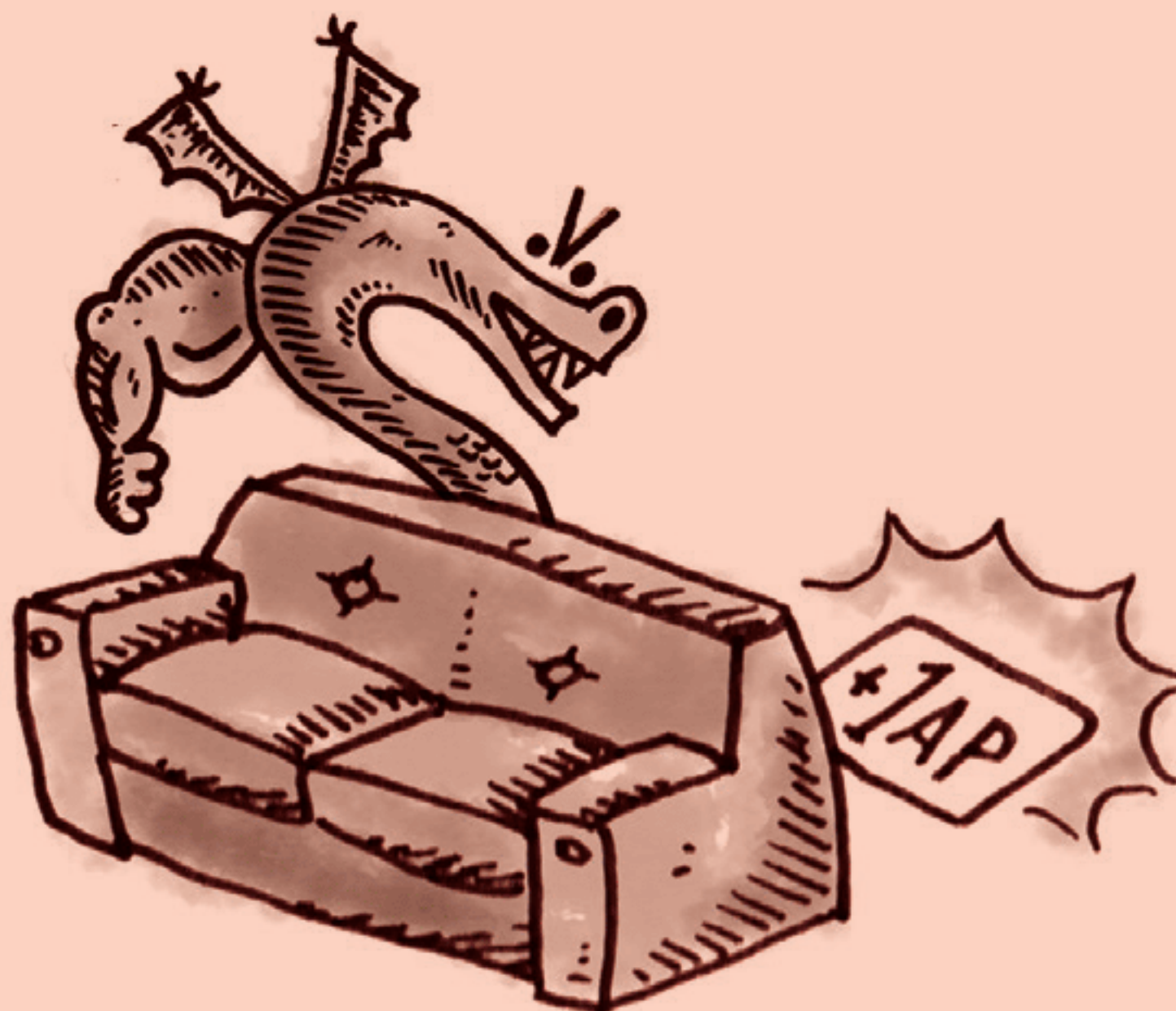
Setup as indicated in the Trogdor!! The Board Game Rulebook, adding Spell Cards and drawn Emergency Cards where indicated.



Thanks! To these people! Thanks to these people: Christopher Baddell, John Raven, Jonathon Borowski, Tony DeJohn, Rocco Del Giudice, Ed Diaz, Robert Frizzell, Nick King, Missy Palmer, Colin McInerney

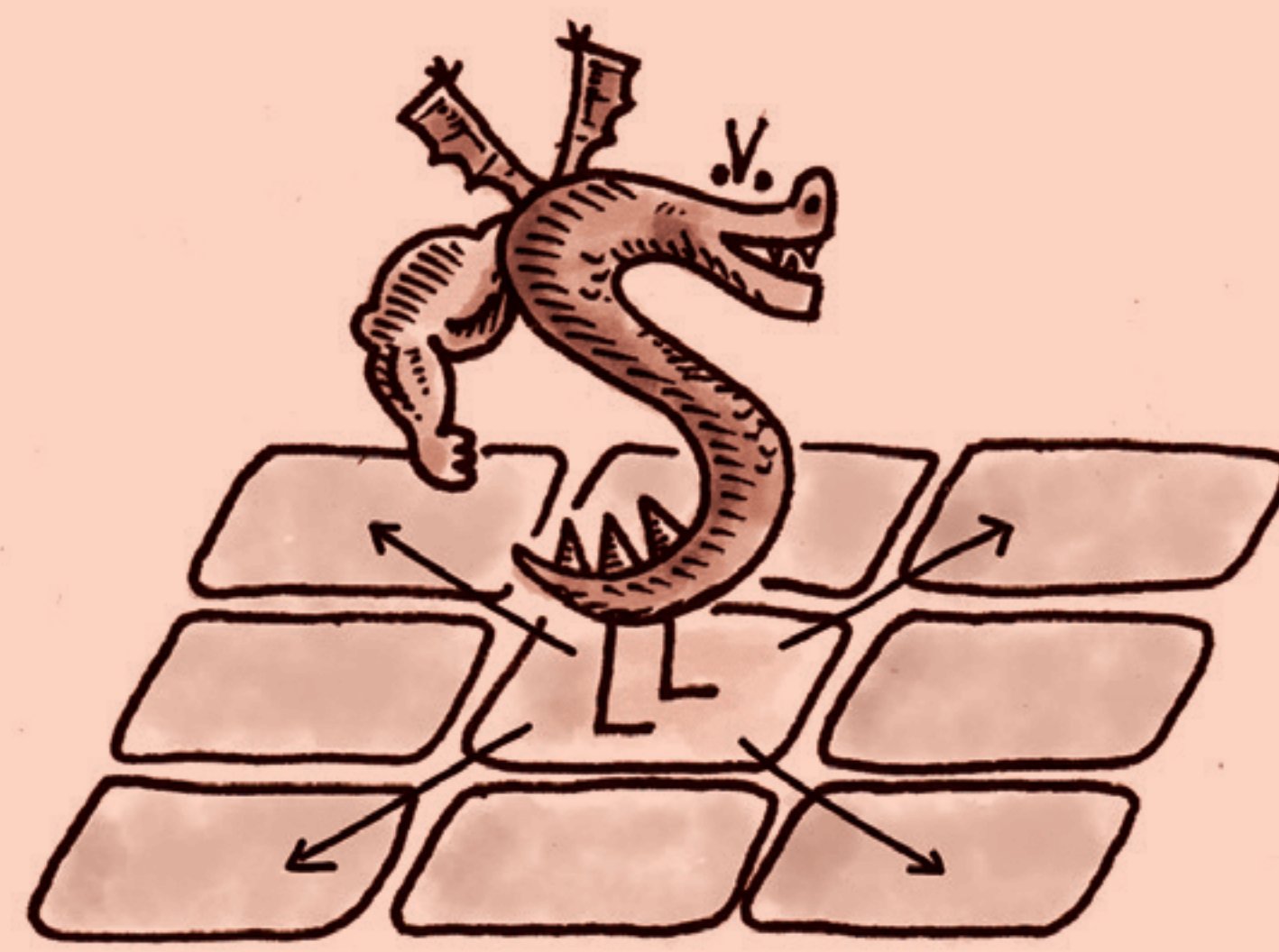
4

STRAY ACTION POINT



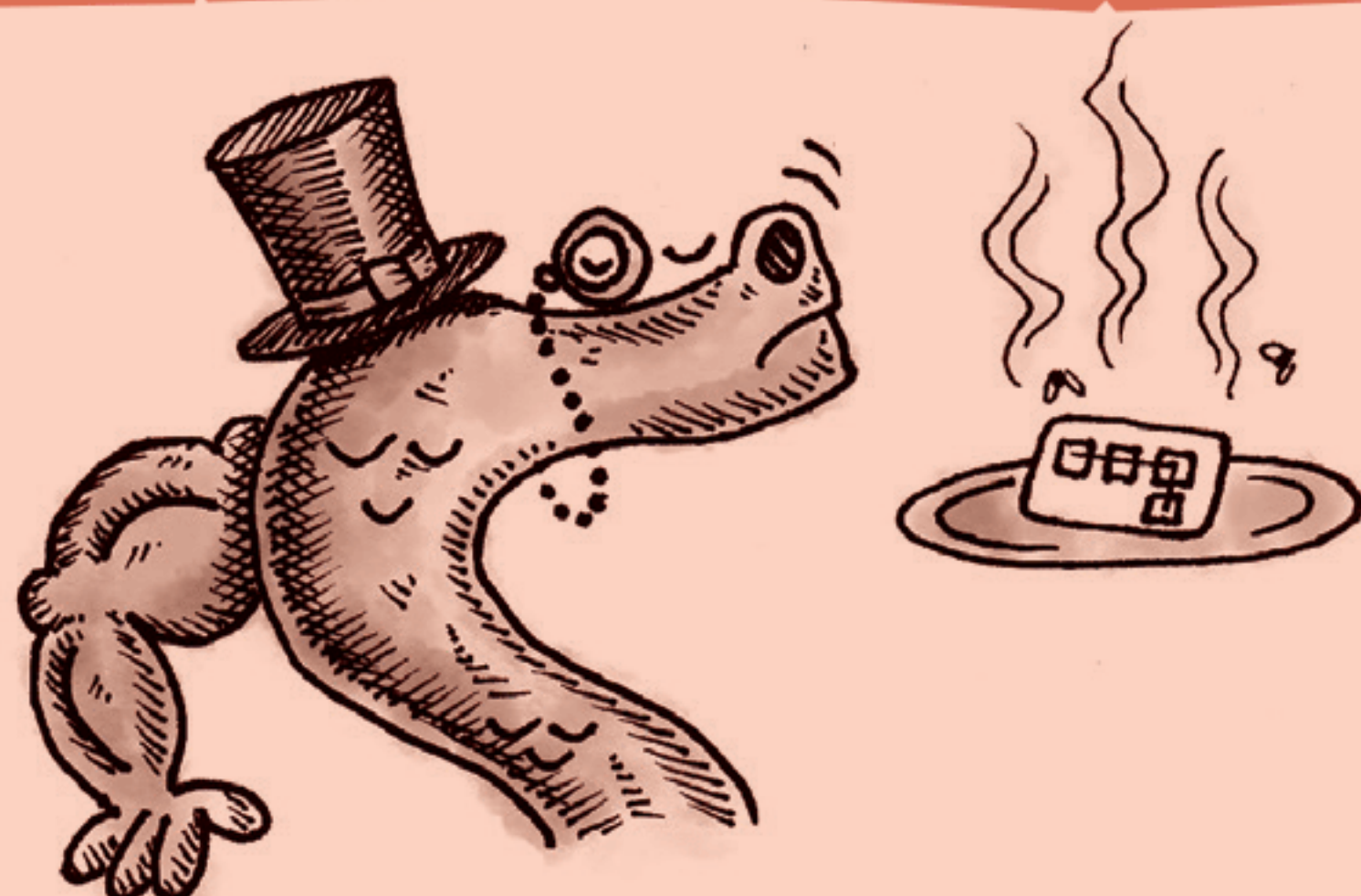
Add 1 AP to Trogdor's actions.

SINGULAR CONSUMMATE V



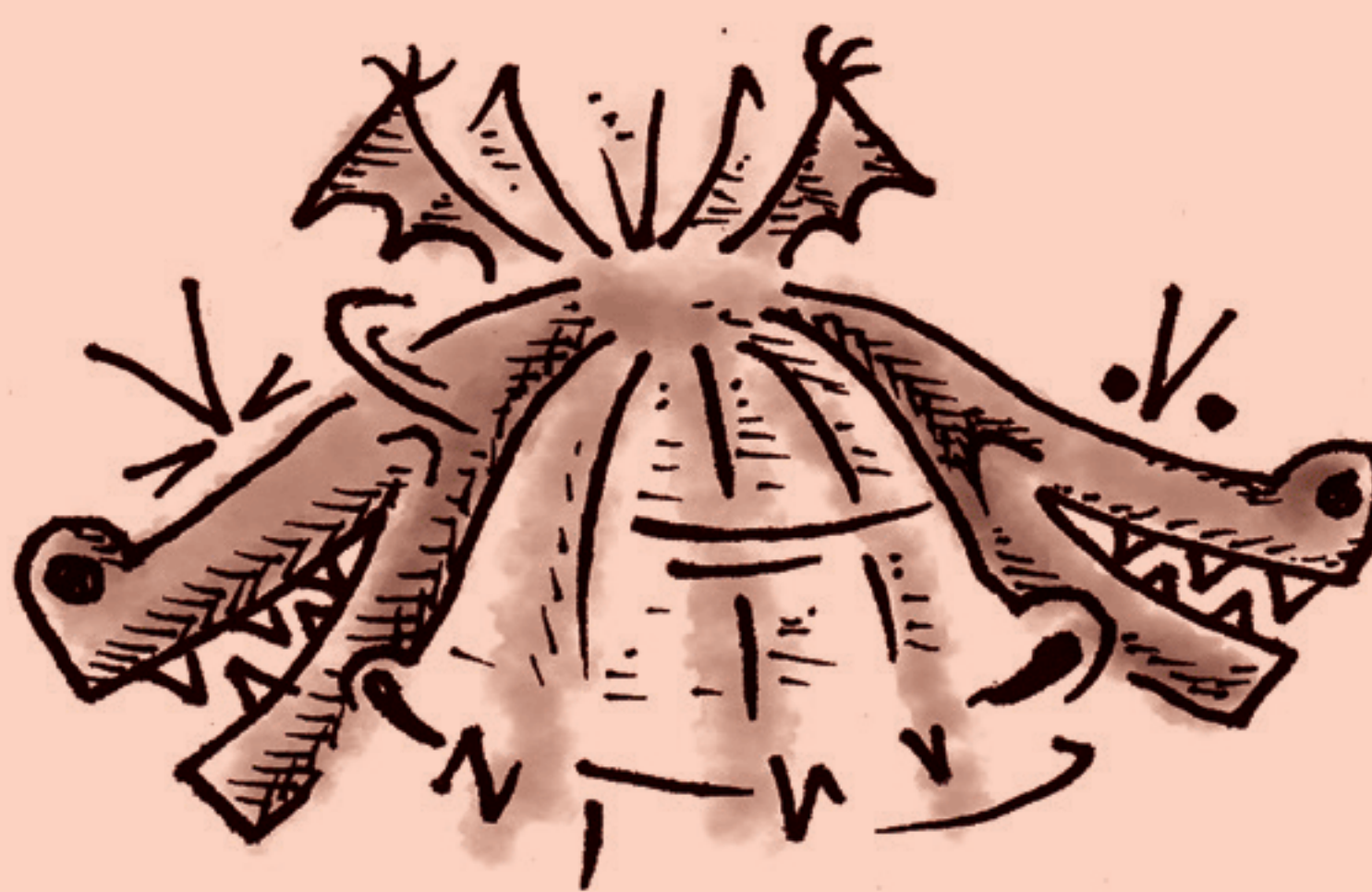
Move Trogdor one tile diagonally.

MOVEMENT CARD SNOB



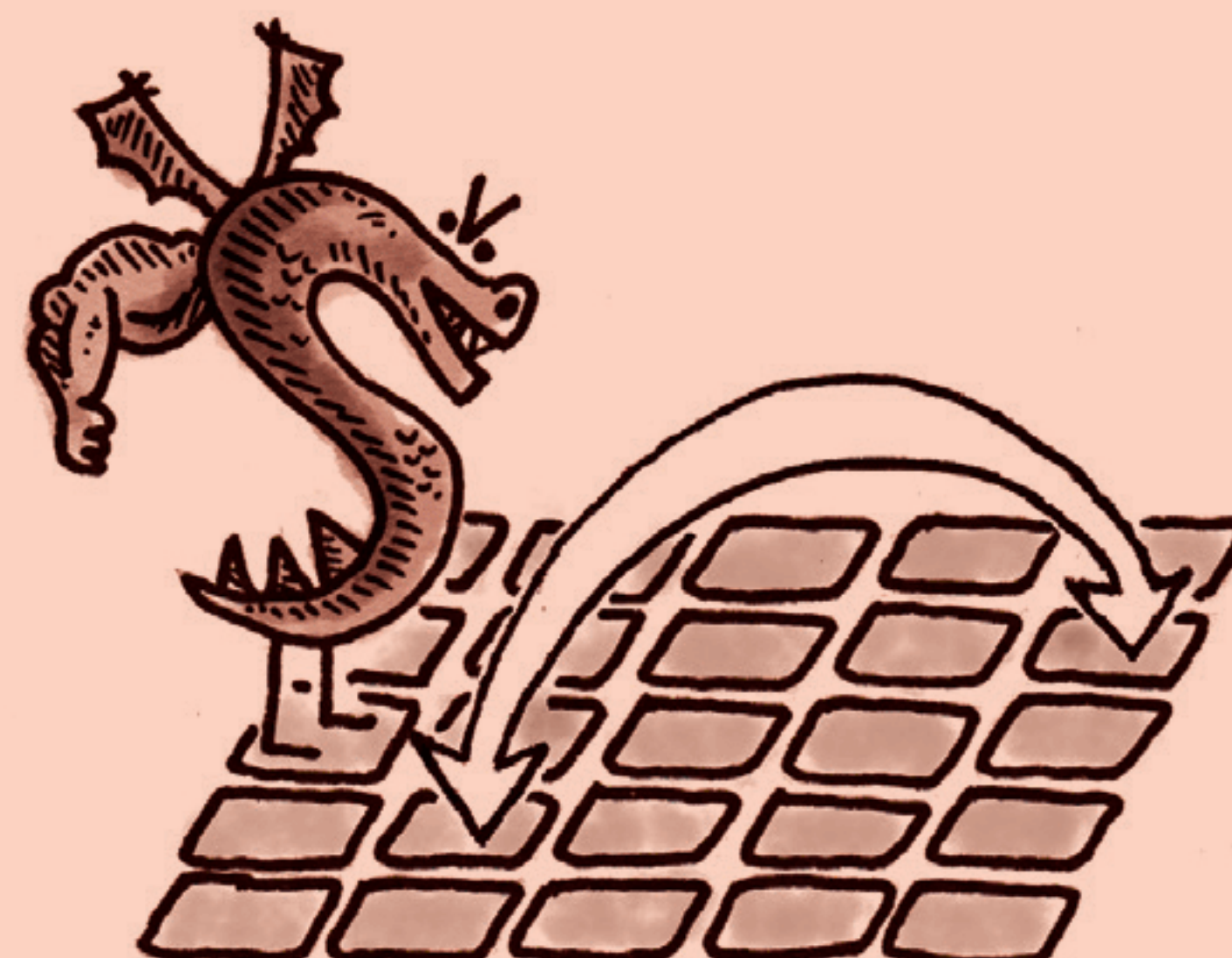
If you don't like the movement card that was JUST drawn, discard it and draw the next one instead. You gotta stick with that one though!

DISCARD DOUBLE TAKE



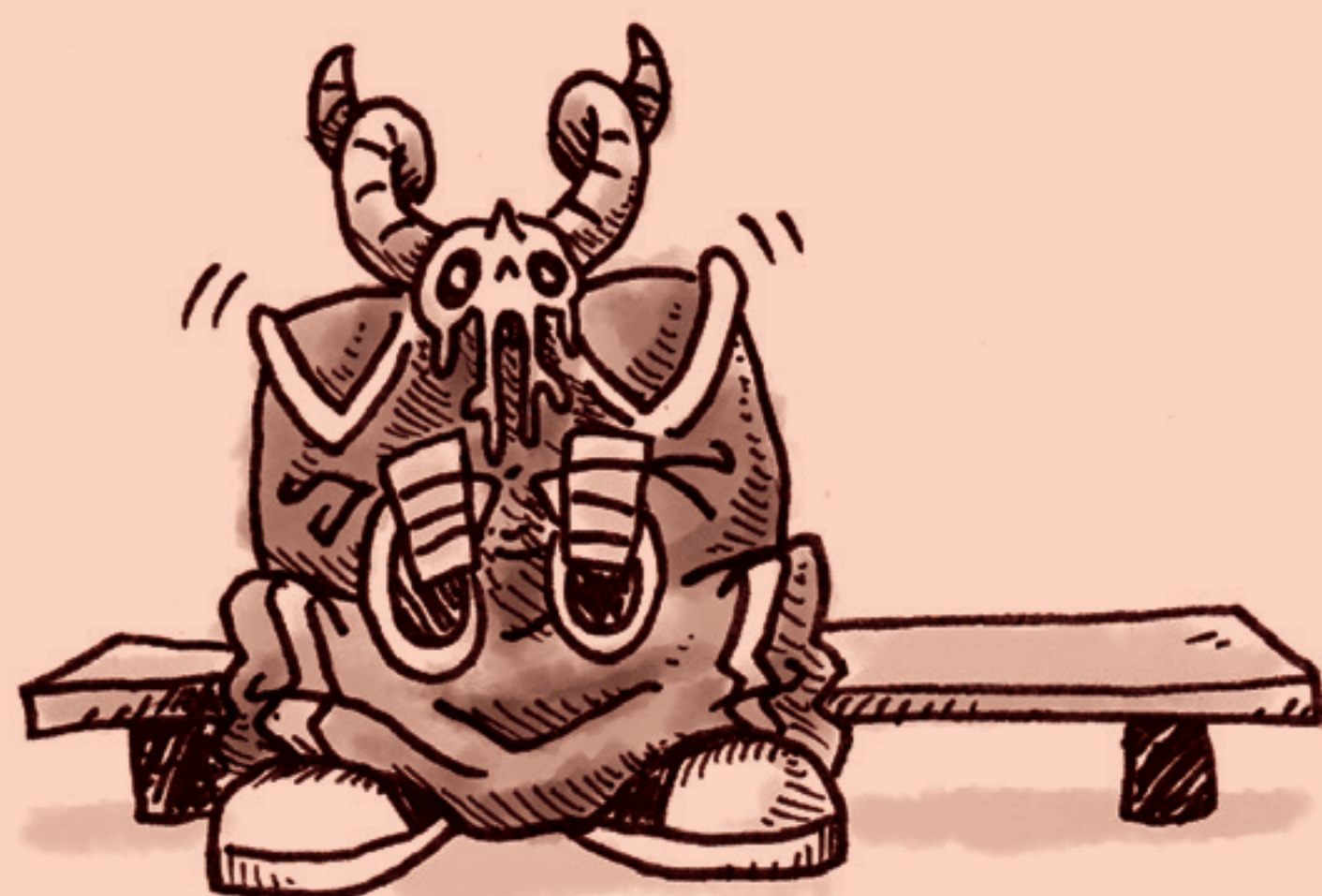
At the beginning of your turn, draw the topmost Action card from the discard pile instead of the Action deck as per usual.

TILE SWAPPINS



Swap any 2 empty map tiles.

THIRD STRING KEEPER



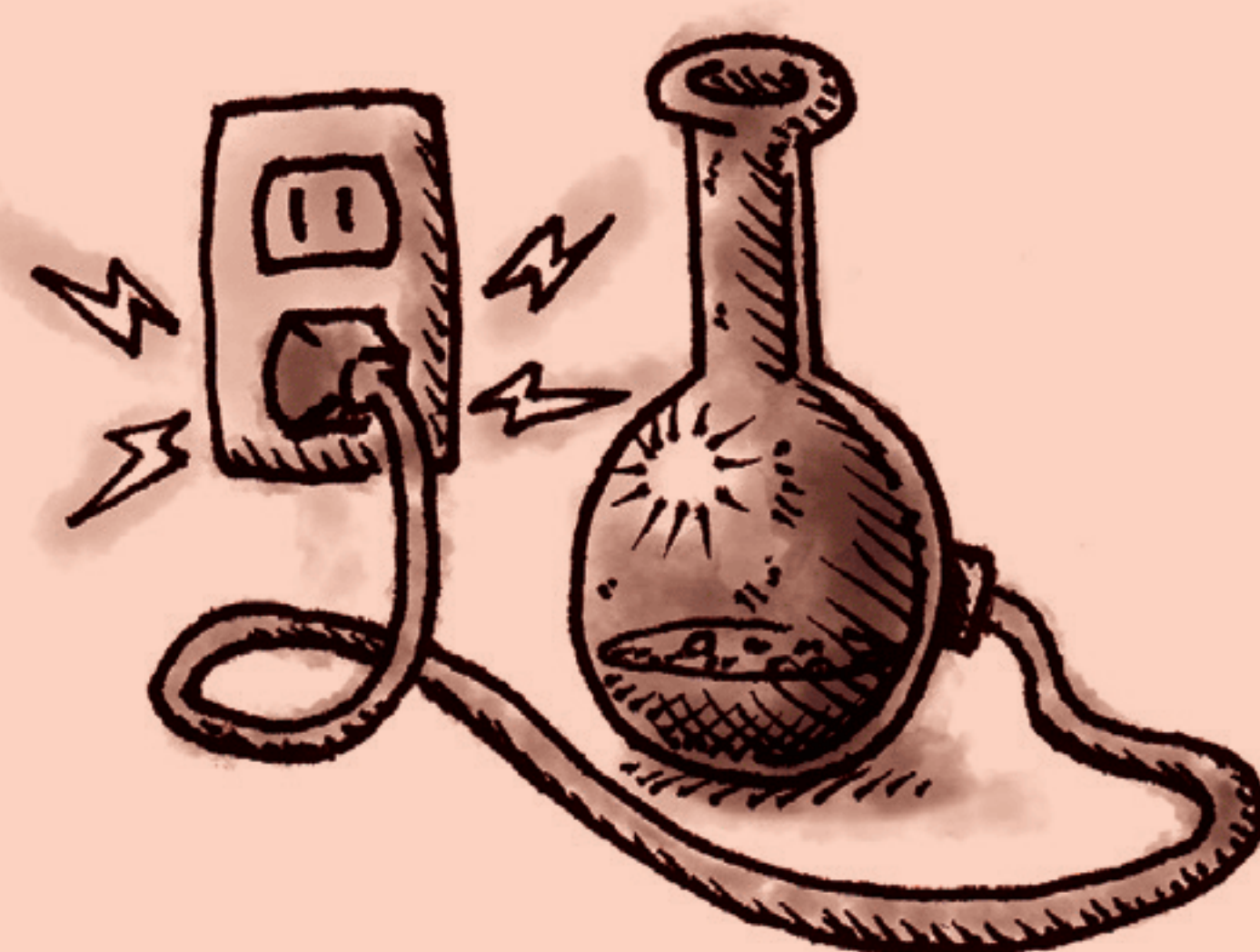
Choose any one Keeper NOT currently in the game (like, still in the box). For this turn, use both their power and the current player's power.

TROGHAMMER REJECTION



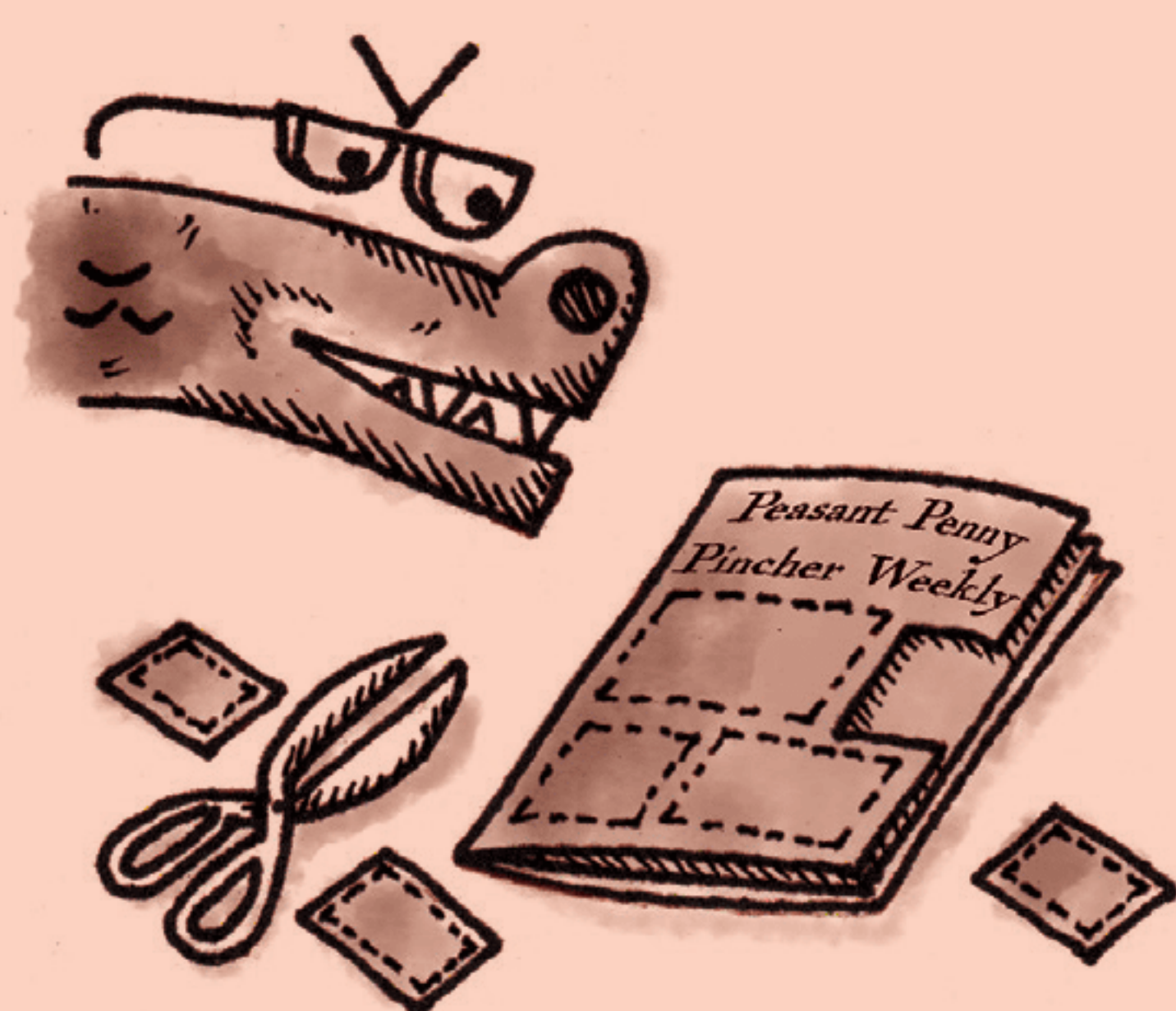
Ignore a Troghammer card. Discard it and keep playing.

INSTANT RECHARGE



Recharge any one Item of Trogdor...except for Disk of Healing. Sorry.

DISCOUNT SPELL COUPON



Ignore any one task on the active Spell card.

2 FOR 1 UN-VOIDENING

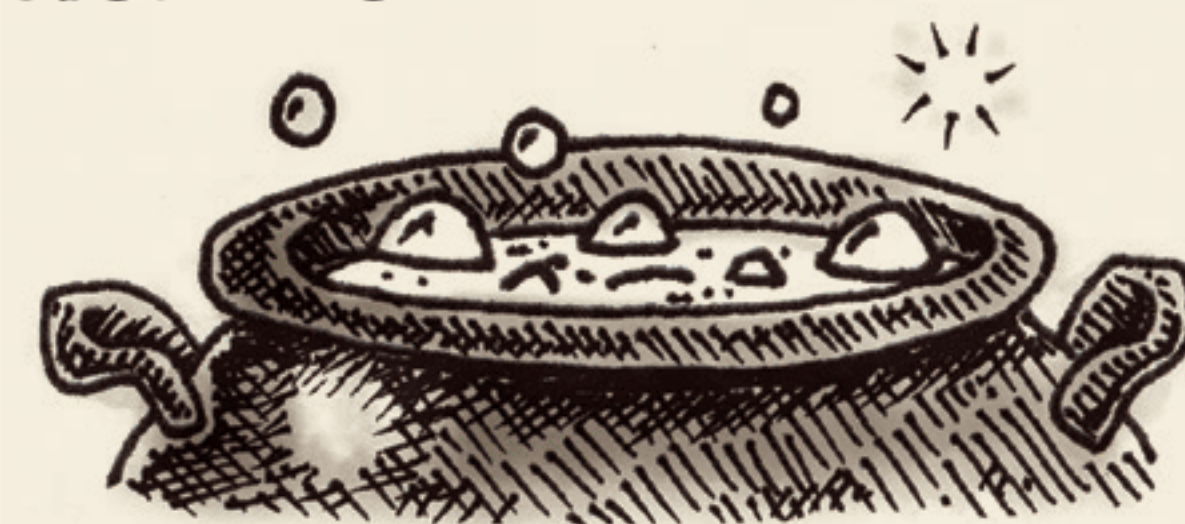


When a Spell card is completed, take 2 Peasants from the Void. Place 1 in the Trog-meter, place the other on any empty tile.

SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

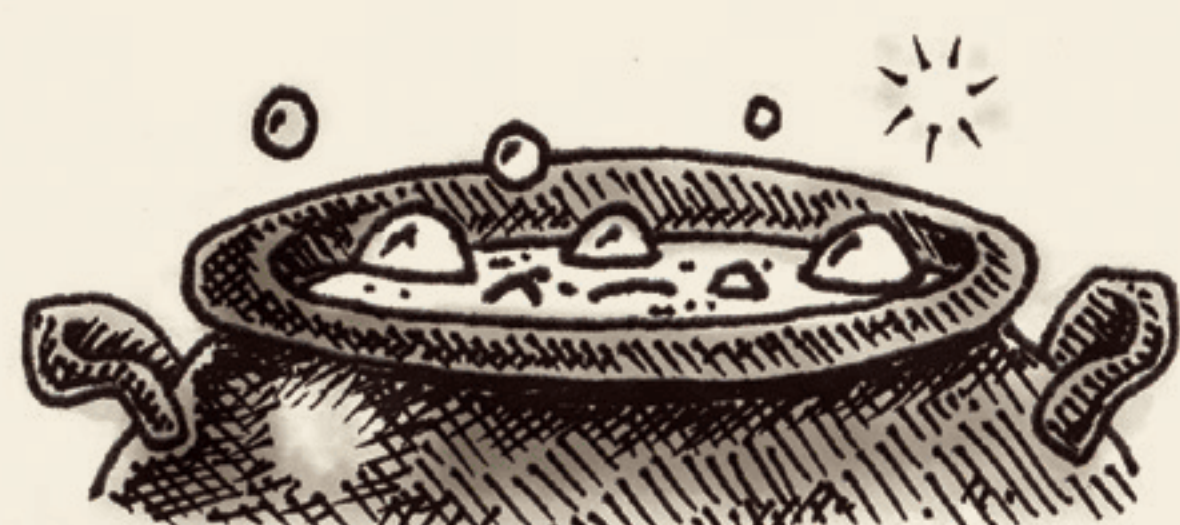
- Burninate a tile Trogdor is not on
- Visit a tile directly south of any Knight
- End your turn on a burninated forest tile



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

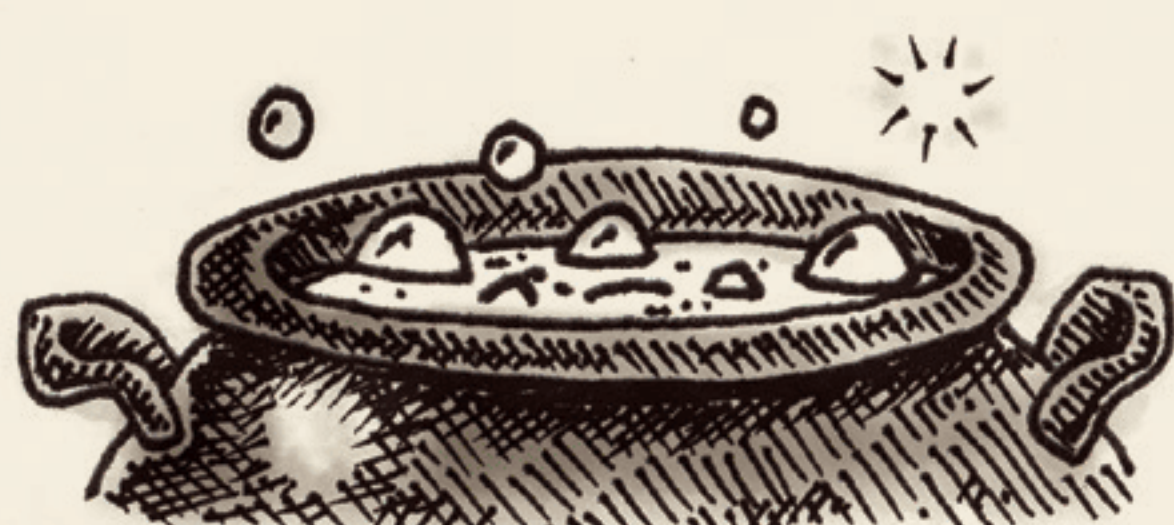
- Move 3 tiles consecutively in the same direction
- Visit the Archer
- Hide in the Mountains



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

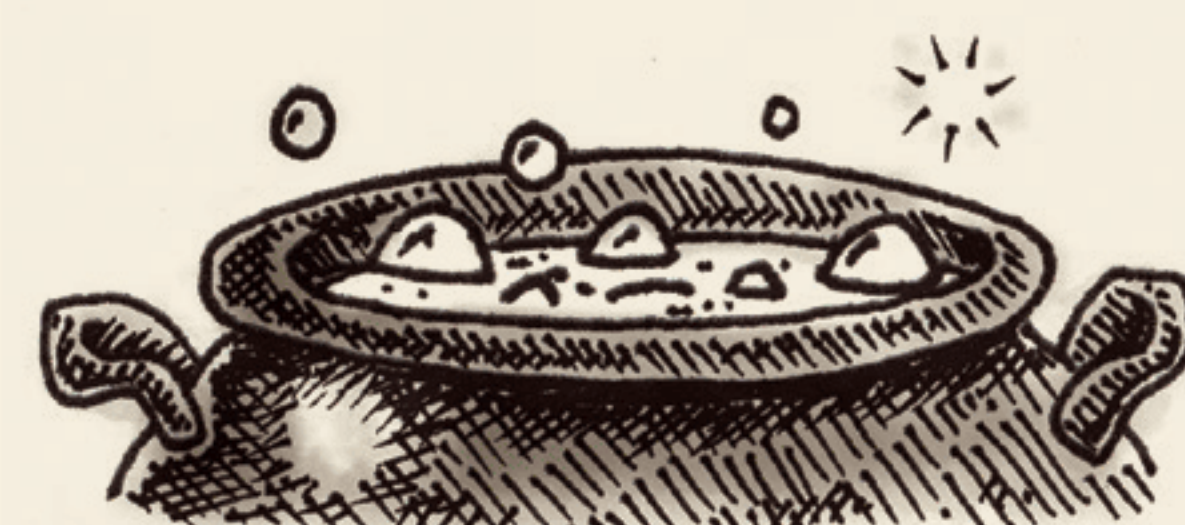
- Visit the same tile twice
- Chomp a Peasant that is on a burninated tile
- Recharge your item



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

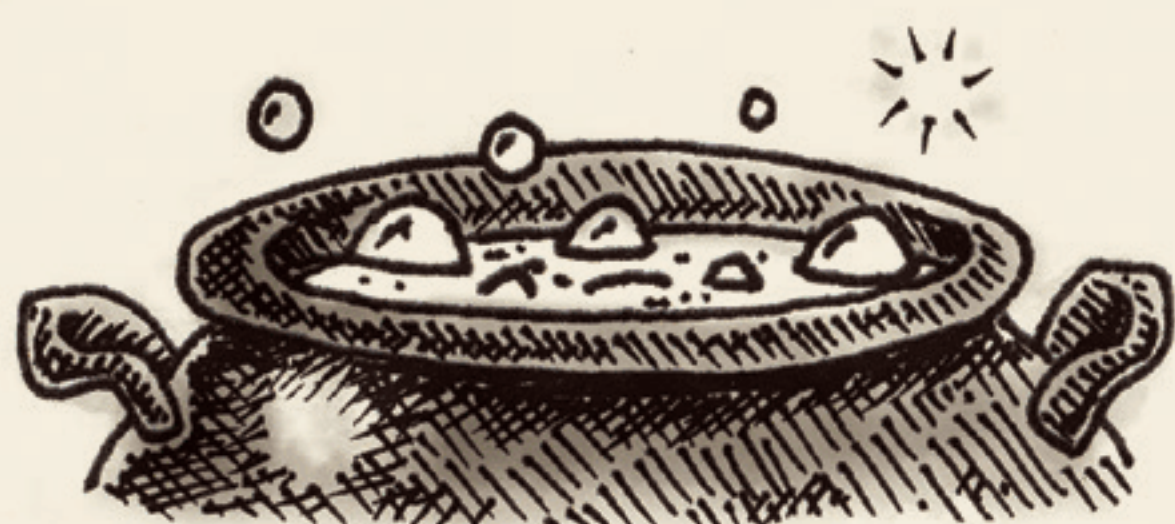
- Discard an Action card for 5 AP
- Start and end your turn on a stump tile
- Visit a burninated cottage



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

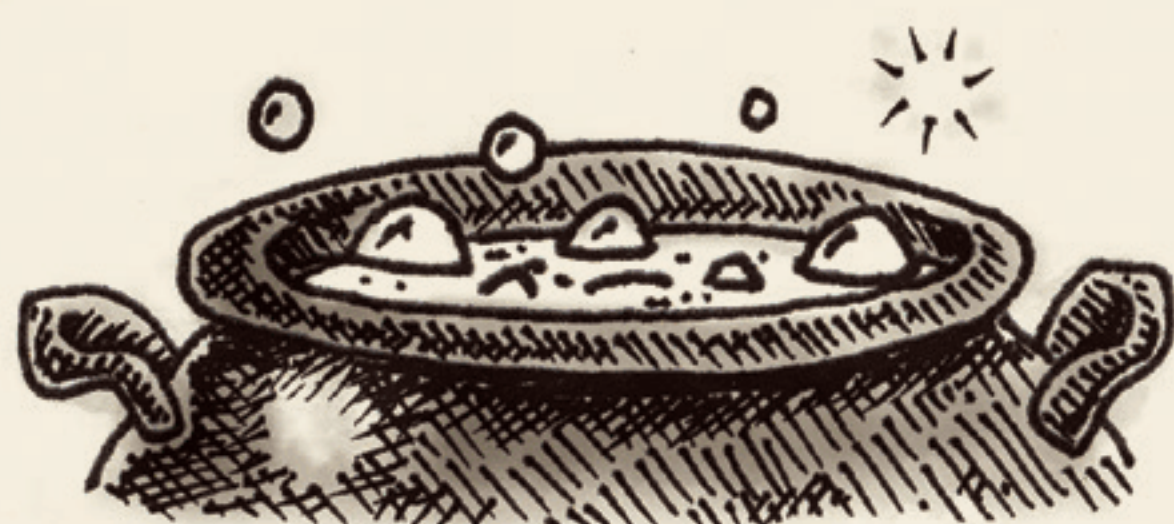
- Burrow
- Visit a Mountain
- End your turn on the Archer



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

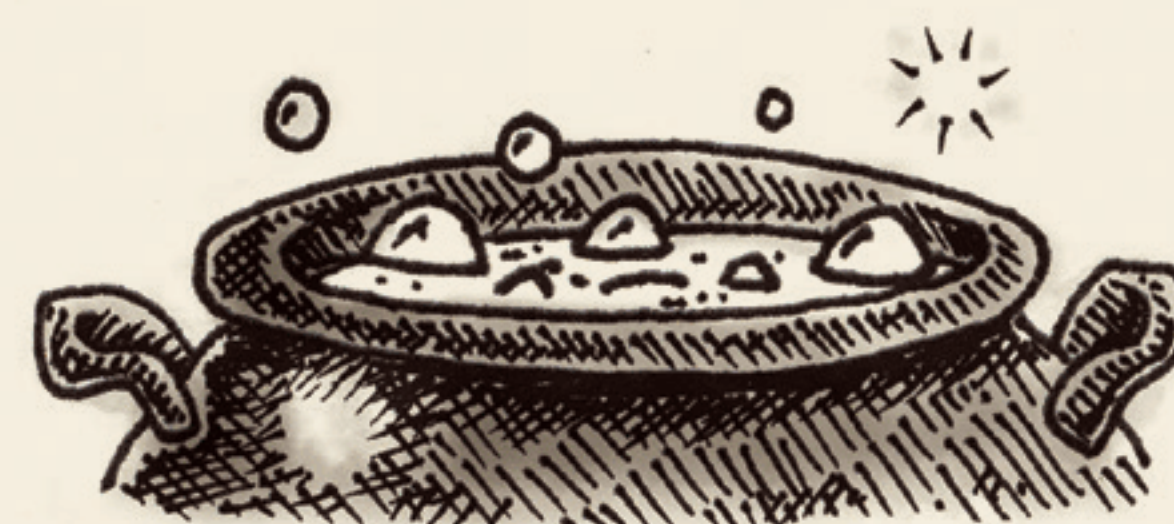
- Burninate an edge tile
- Visit 1 peasant
- End your turn on the lake tile



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

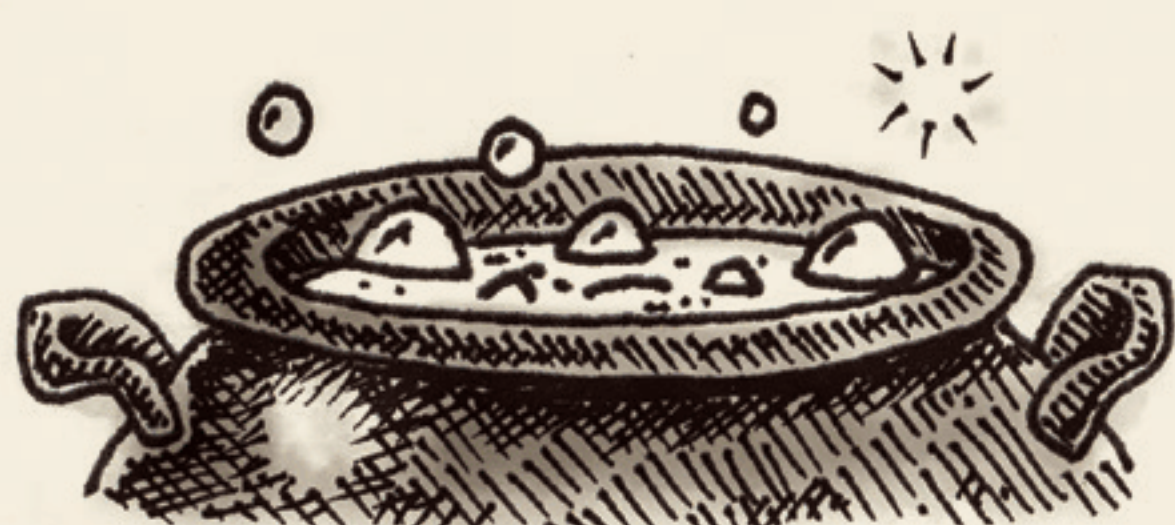
- Discard an Action card for 5 AP
- Visit 2 Forest tiles
- End your turn on a tile with a Peasant



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

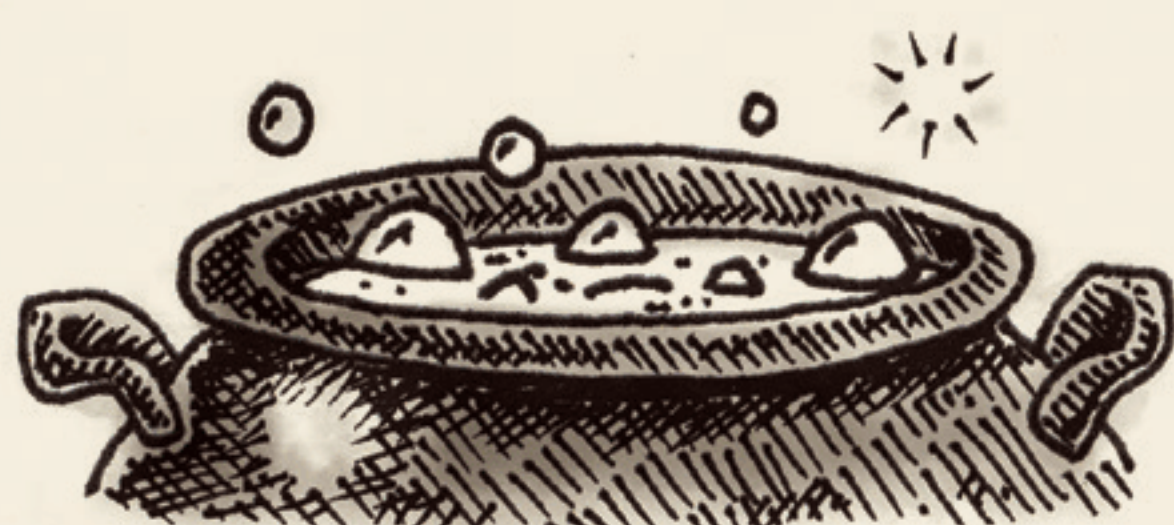
- Start your turn on an edge tile
- Visit the Archer
- End your turn on any tile on the opposite edge



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

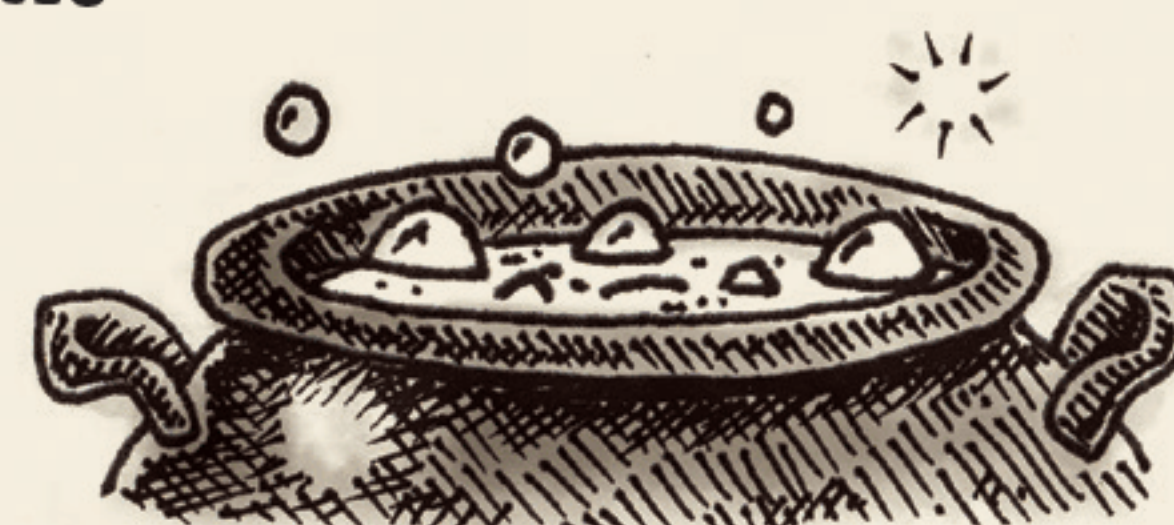
- Burrow
- Burninate a tile Trogdor is not on
- End your turn on a tile diagonal from a Knight



SPELL of UN-VOIDENING

Perform these tasks (in any order) on a single turn to move one peasant from the Void to the Trog-Meter:

- Burninate the tile you start on
- Visit a tile directly North of any Knight
- End your turn on the middle tile



TROGHAMMER



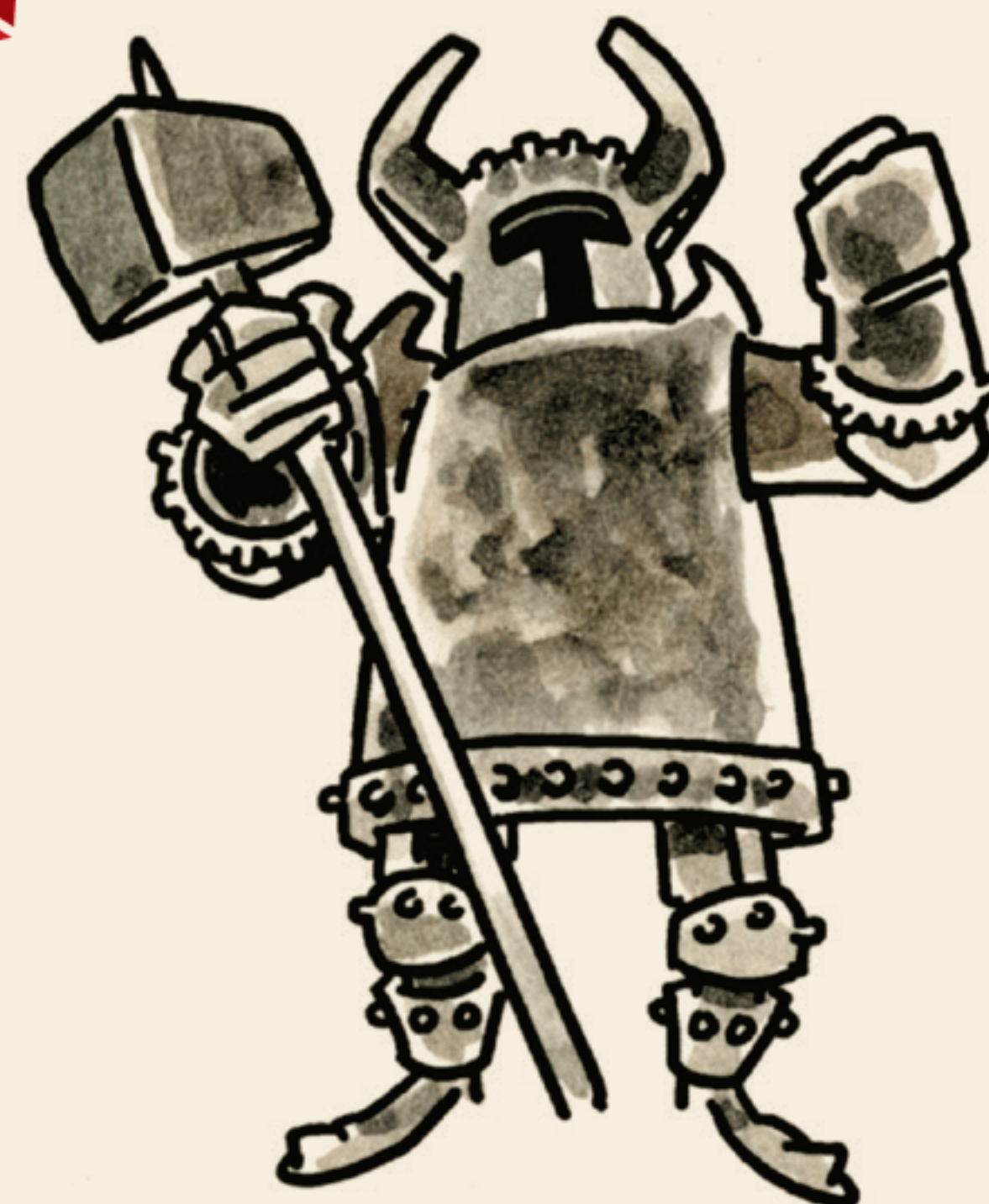
Move the Troghammer, then draw another card.

TROGHAMMER



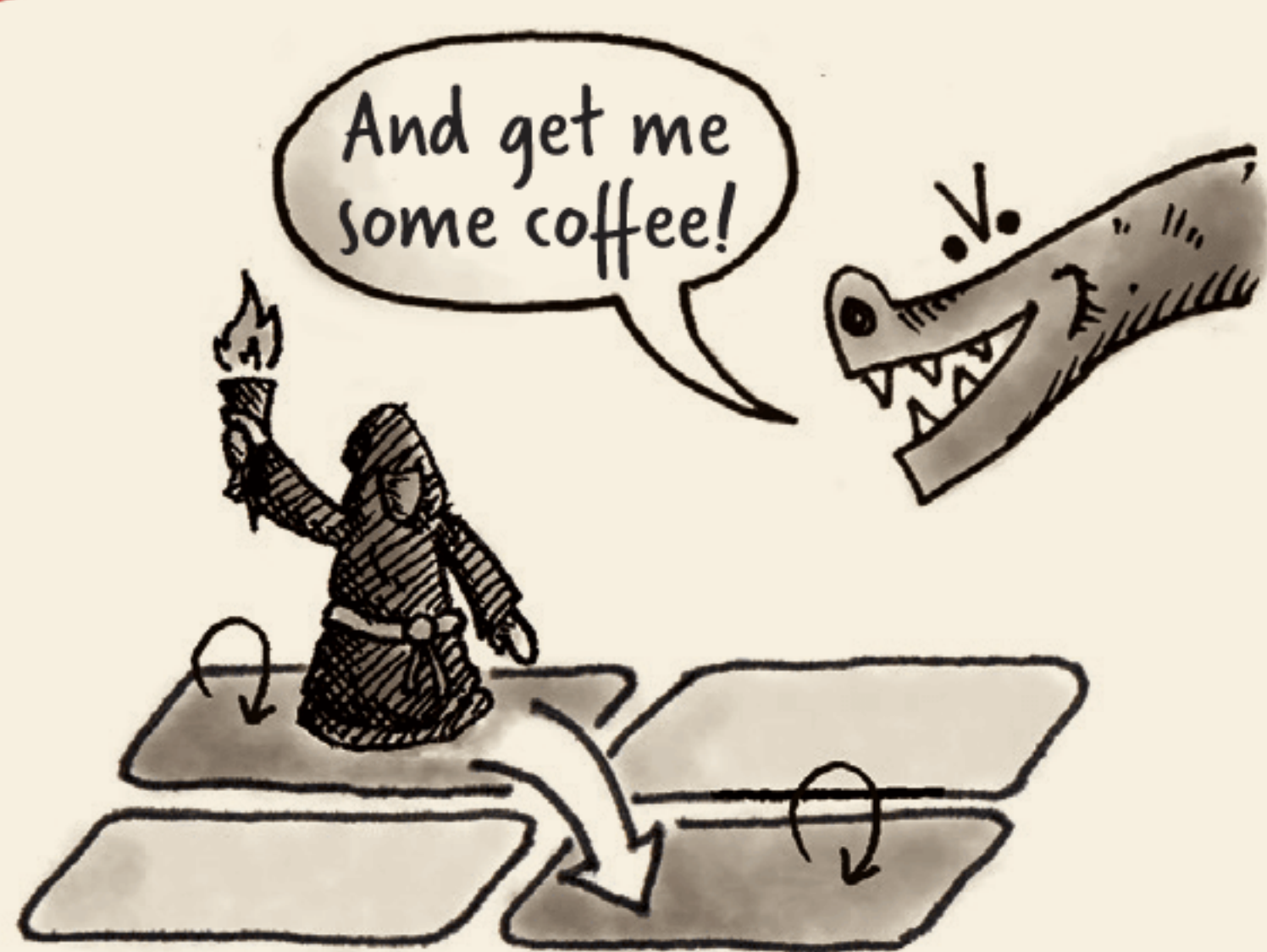
Move the Troghammer, then draw another card.

TROGHAMMER



Move the Troghammer, then draw another card.

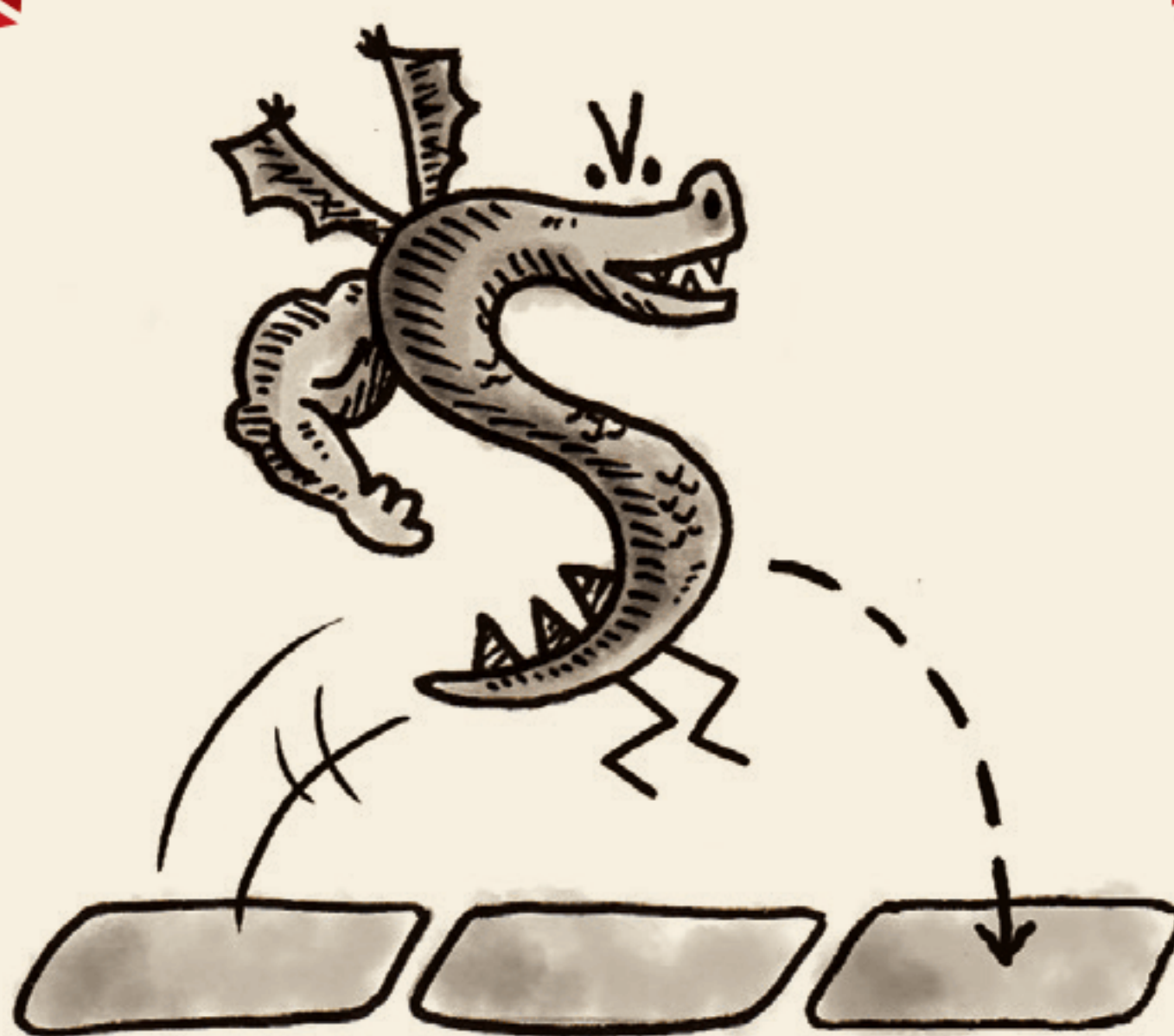
PEASANT INTERN



5
AP

For this turn only, every Peasant Trogdor visits becomes a Junior Burninator. When Junior Burninators move, they burninate the tile they start on and the tile they move onto, even if they're supposed to Repair. Peasant stays on the board.

HOP!



4
AP

Once during Trogdor's actions, he may hop over one adjacent tile to the North, South, East, or West for free.

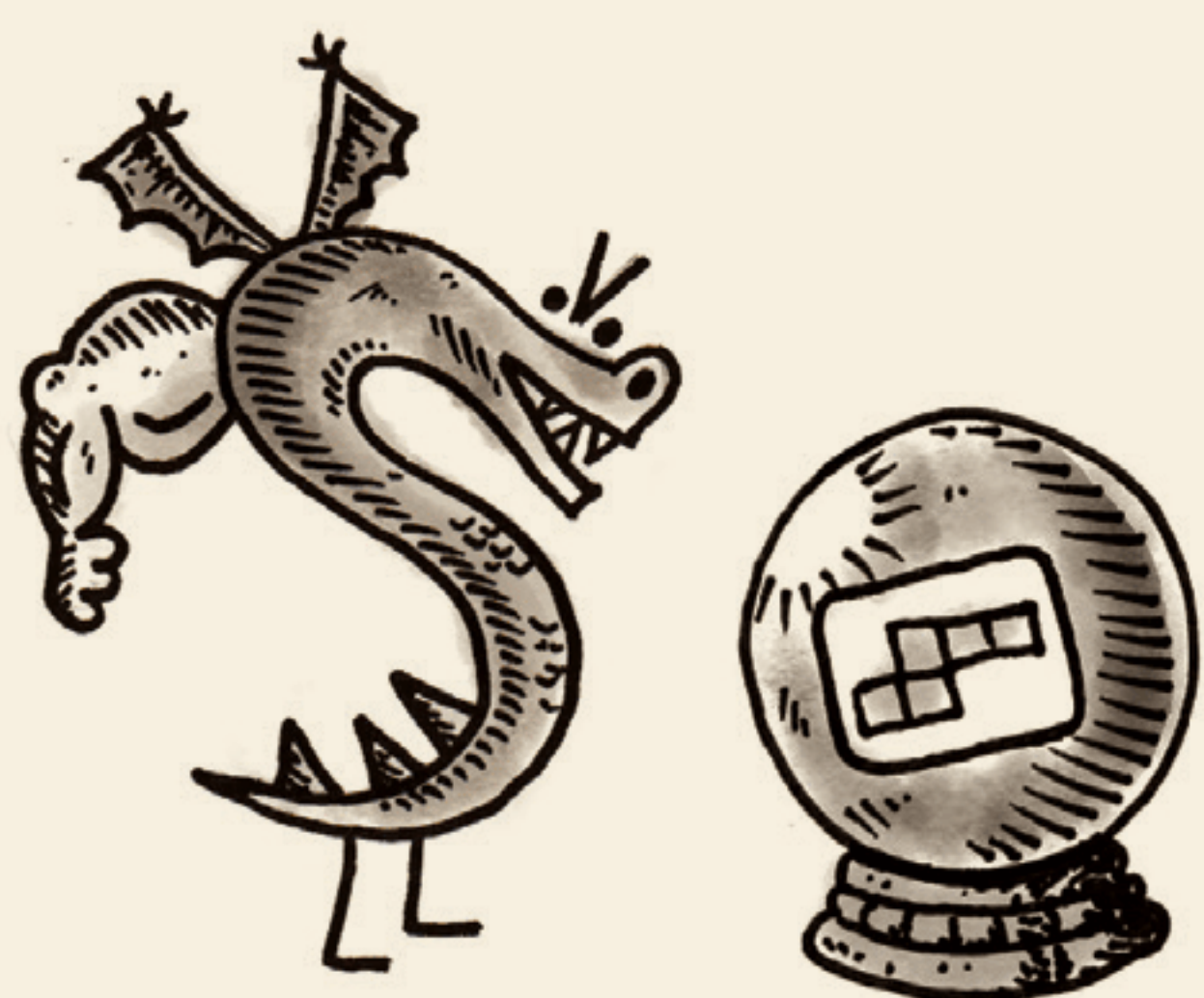
DOUBLE BURNINATION



5
AP

Once this turn, if Trogdor visits a burninated cottage, he may double burninate it for free, rendering it unrepairable for one knight visit.

THE TROGDORB



4
AP

Before Trogdor's actions, flip over the top movement card to foresee the Peasant and Knight movements.

BURNI-KNIGHT



4
AP

Before Trogdor's actions, he may burninate the tile currently occupied by any one knight.

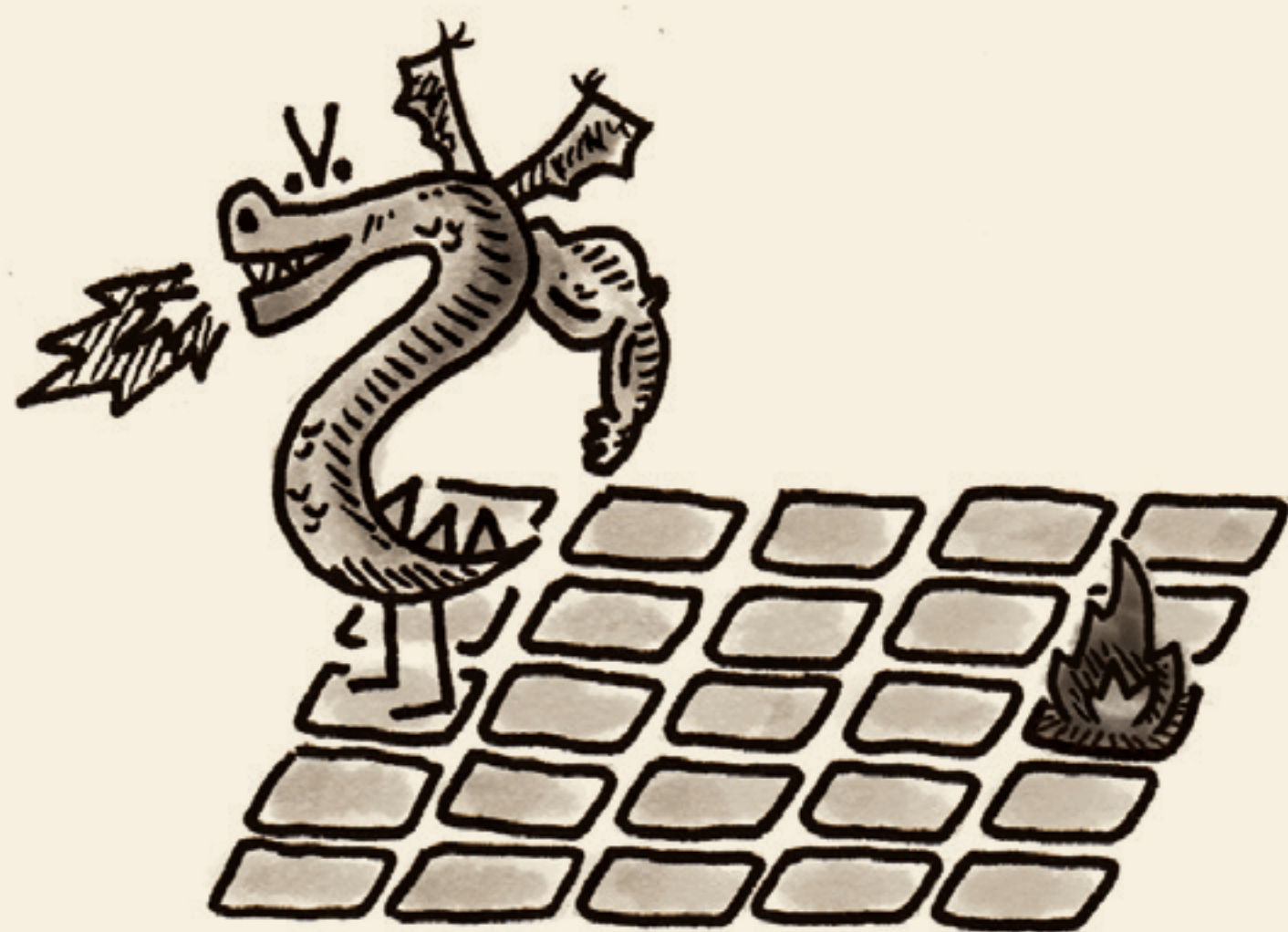
KNIGHT MOVES



5
AP

Before Trogdor's actions, he may move like a chess knight in any direction to find a new tile to start from. No wraparound.

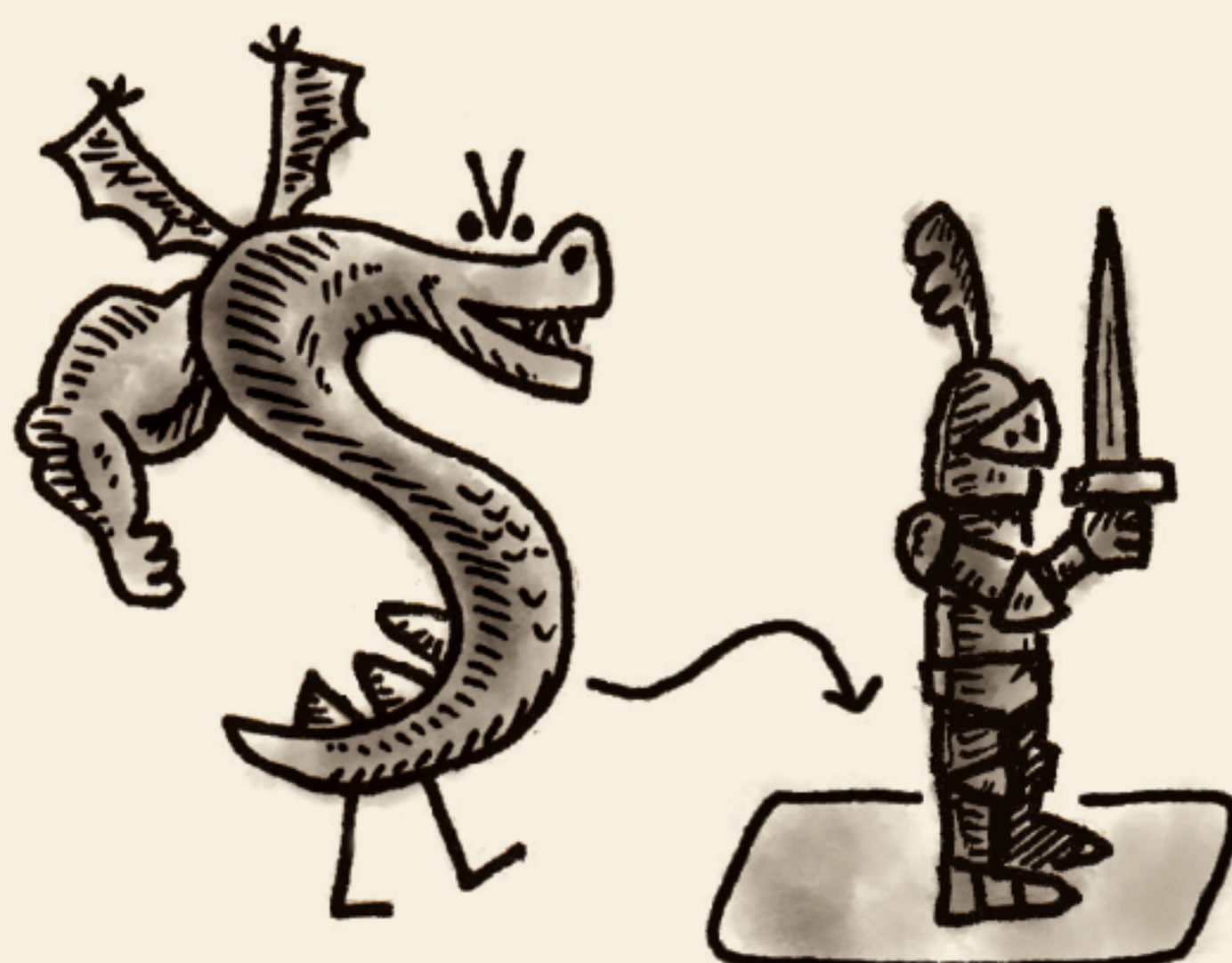
WRAPAROUND BURNINATION



5
AP

Once during Trogdor's actions, if he is on an edge tile, he may burninate the corresponding wraparound tile for free.

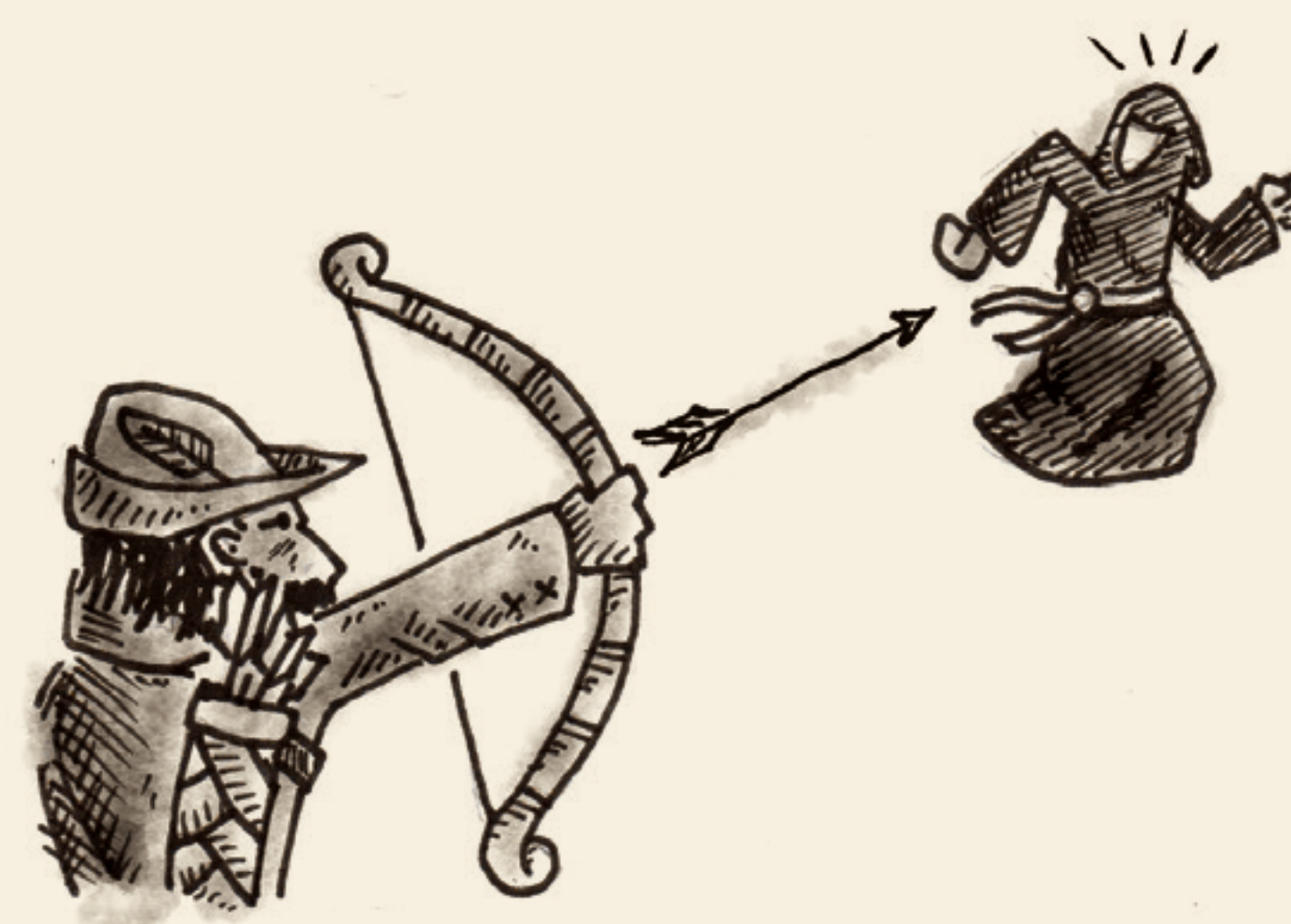
SNEAK 'EM UP STAN



4
AP

Before Trogdor's actions, he may teleport to any tile occupied by a Knight without taking damage.

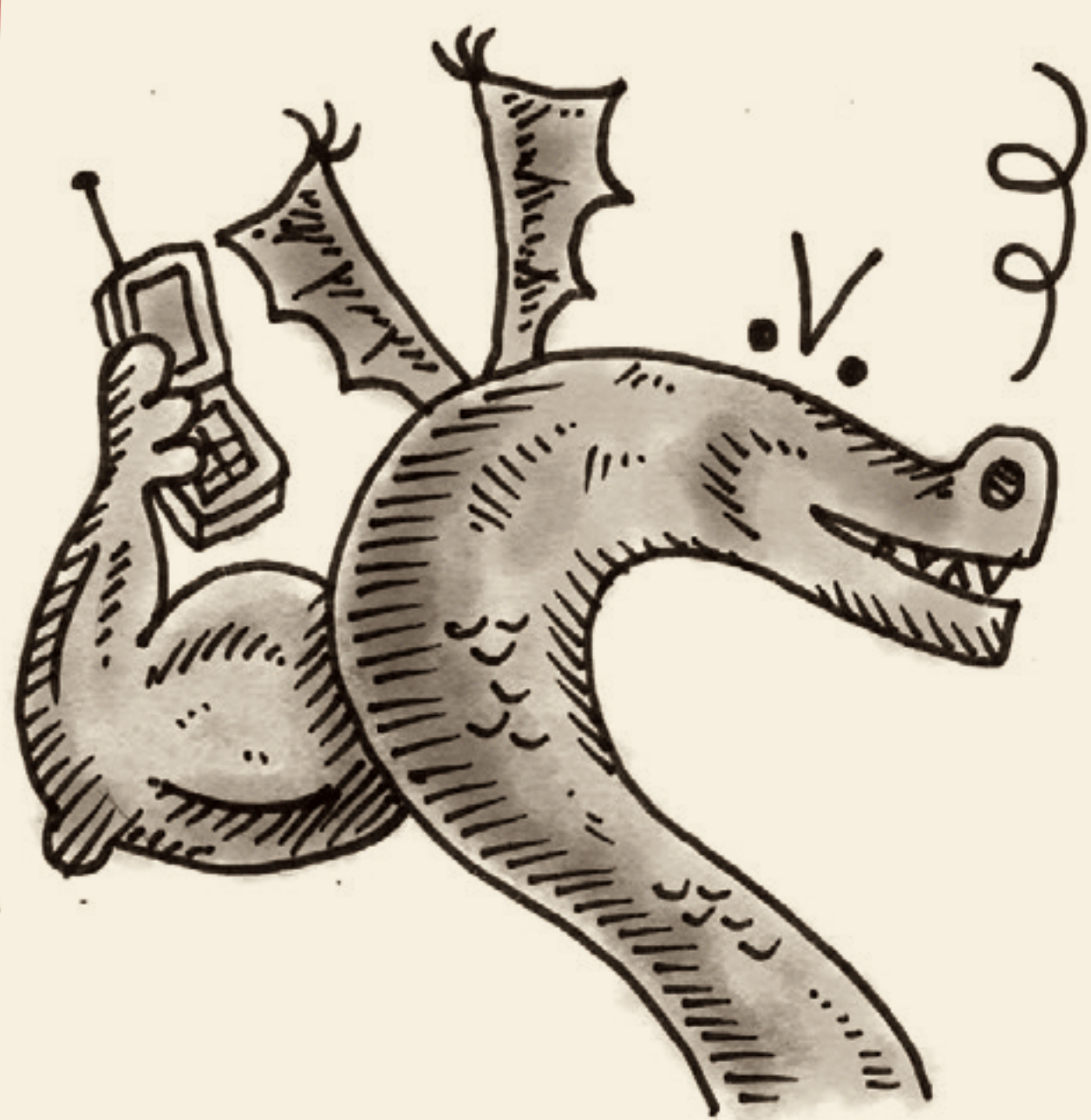
HALDO!



5
AP

During Trogdor's actions, if he visits the Archer, pick any Peasant on the board to be accidentally ARROWED! Add this Peasant to the Trog-meter.

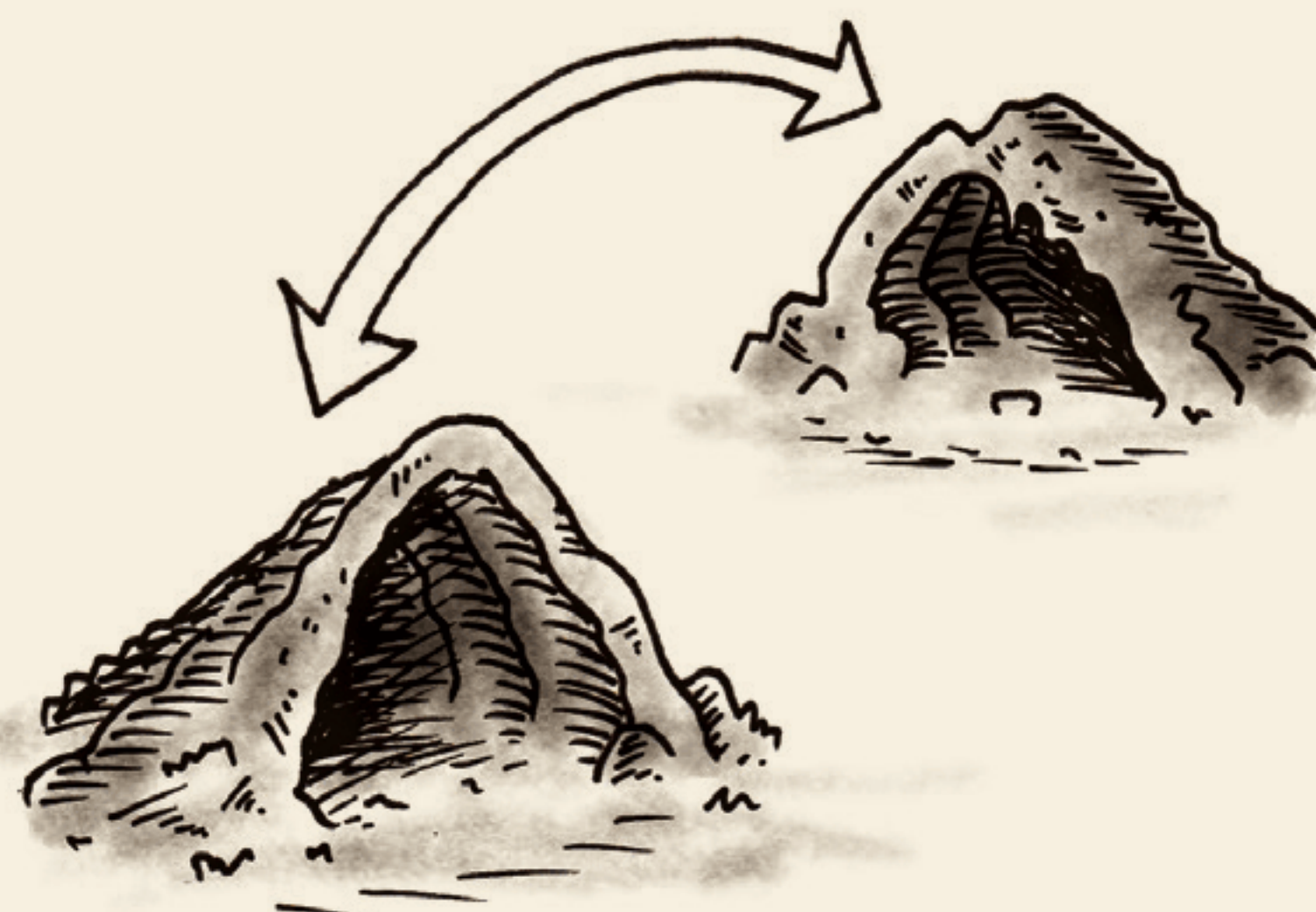
ROLLOVER MINUTES



5
AP

At the end of your turn, pass any unused AP to the next player, plus 1 bonus AP. Must have at least 1 AP left.

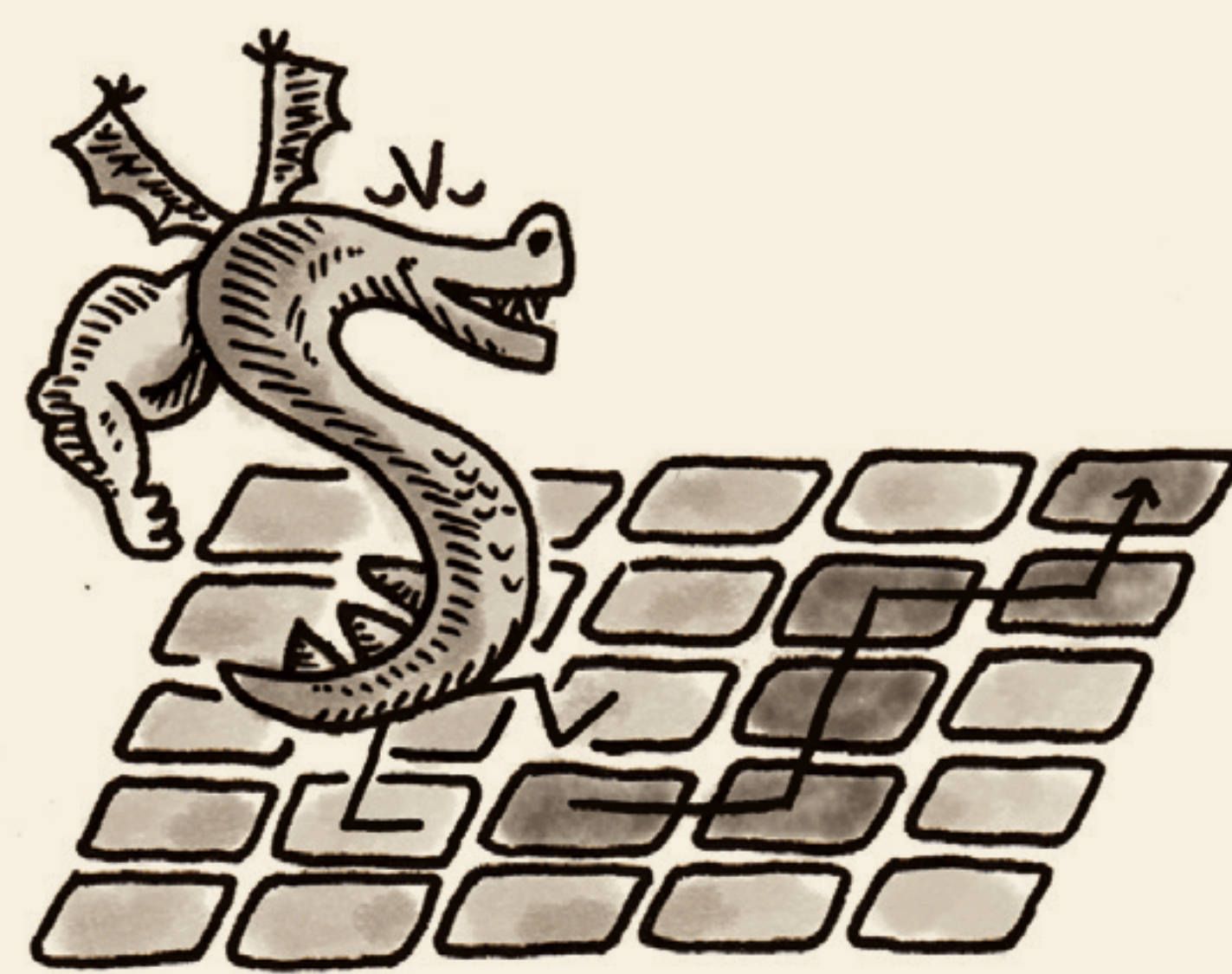
SUBWAY PASS



5
AP

Once this turn, Trogdor may burrow through a tunnel for free and gain +1 AP on the other end.

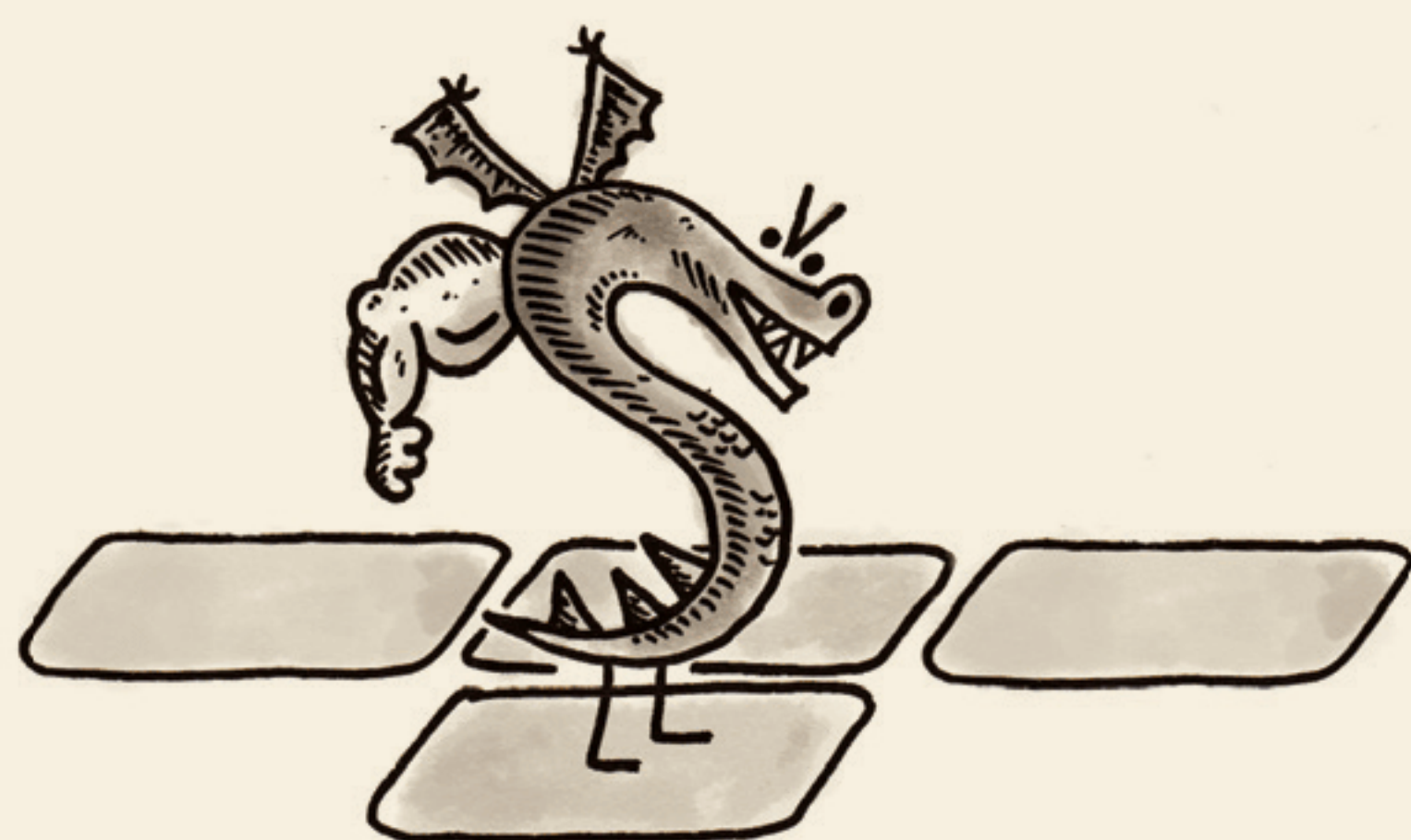
HOT FOOTIN' IT



2
AP

Moving onto burninated tiles does not cost an AP for this turn.

NORTHWISE



5
AP

Once during Trogdor's actions, he may burninate an adjacent tile to the Northwest, North, or Northeast for free.

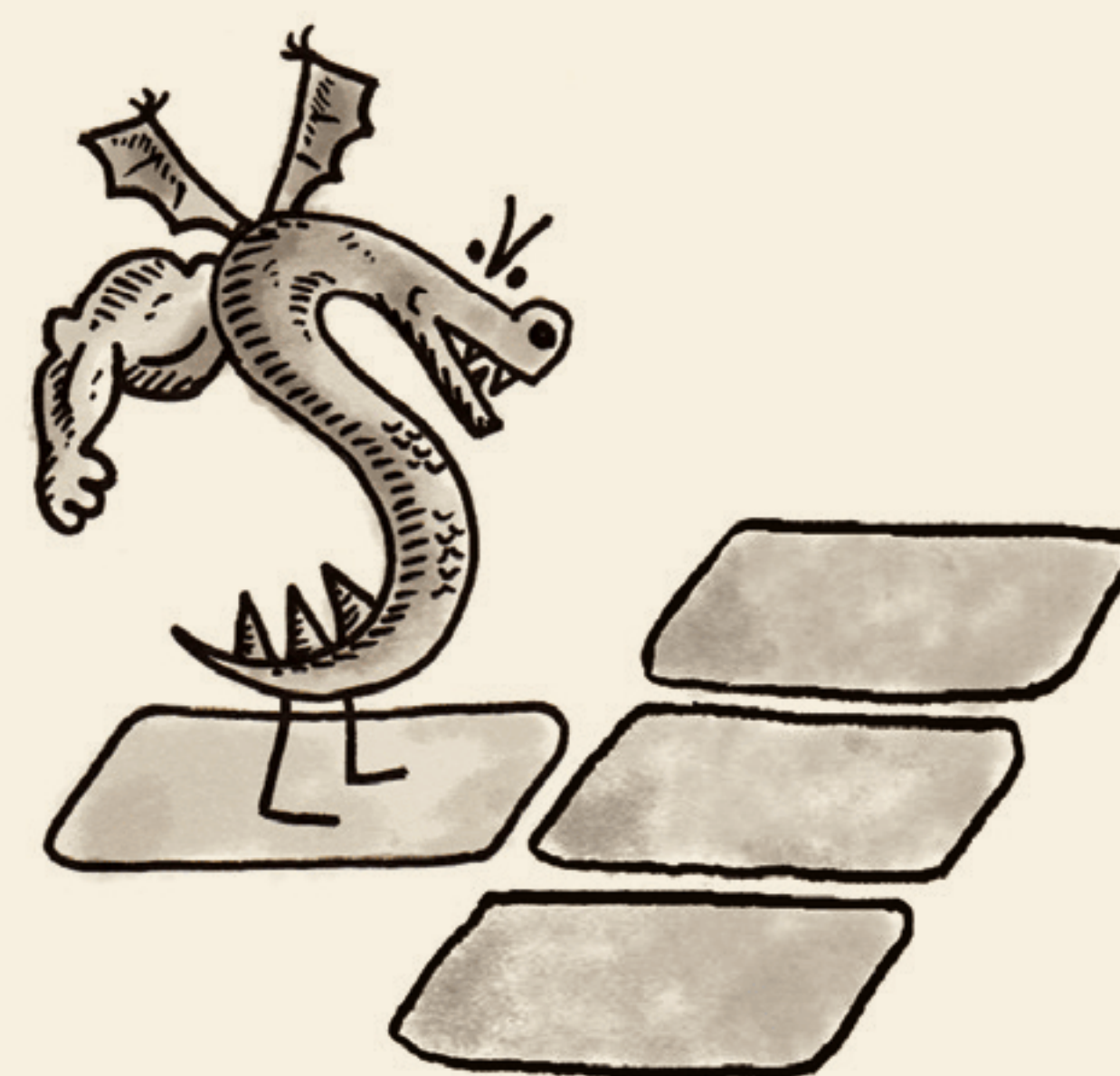
SOUTHWISE



5
AP

Once during Trogdor's actions, he may burninate an adjacent tile to the Southwest, South, or Southeast for free.

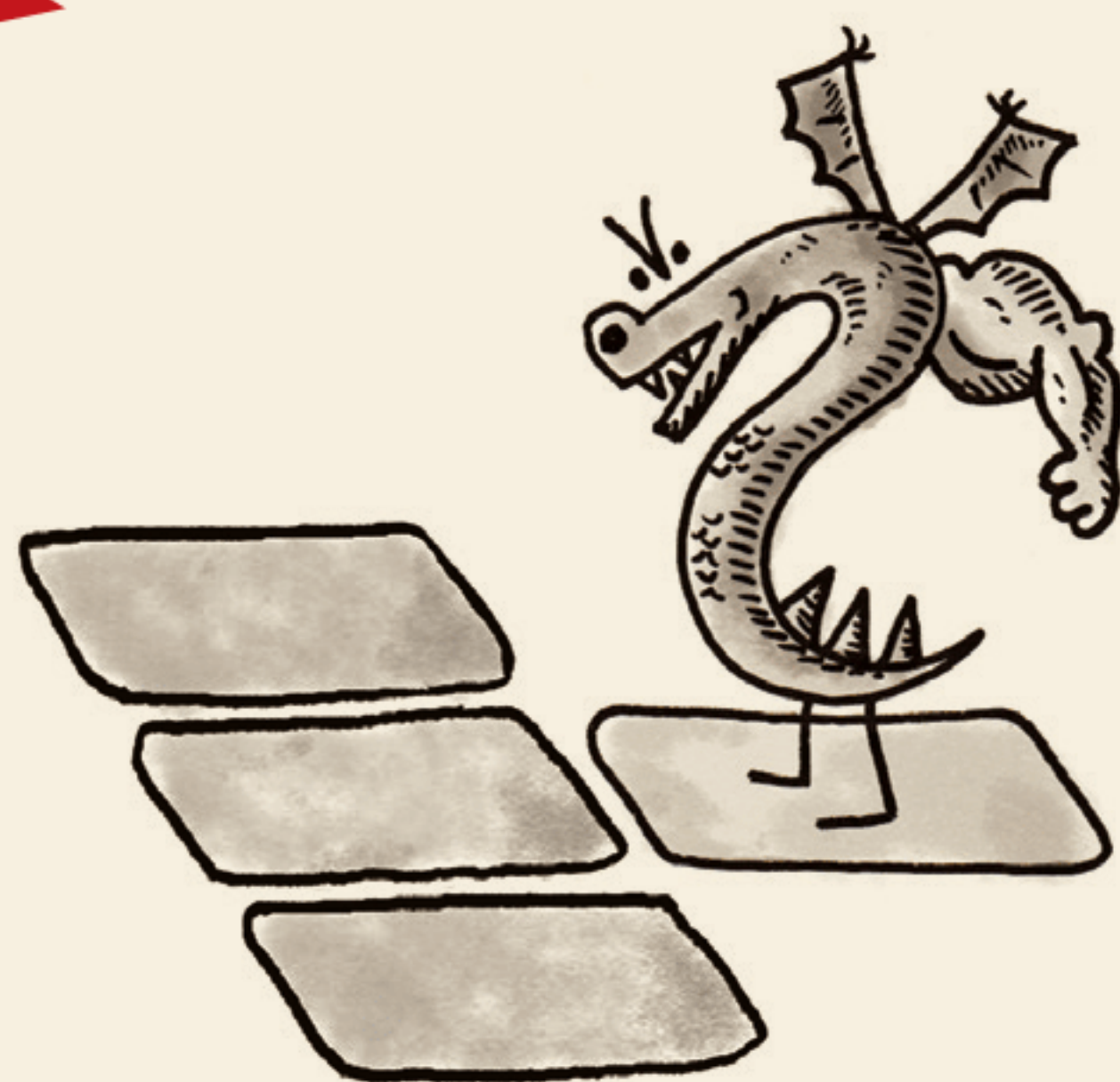
EASTWISE



5
AP

Once during Trogdor's actions, he may burninate an adjacent tile to the Northeast, East, or Southeast for free.

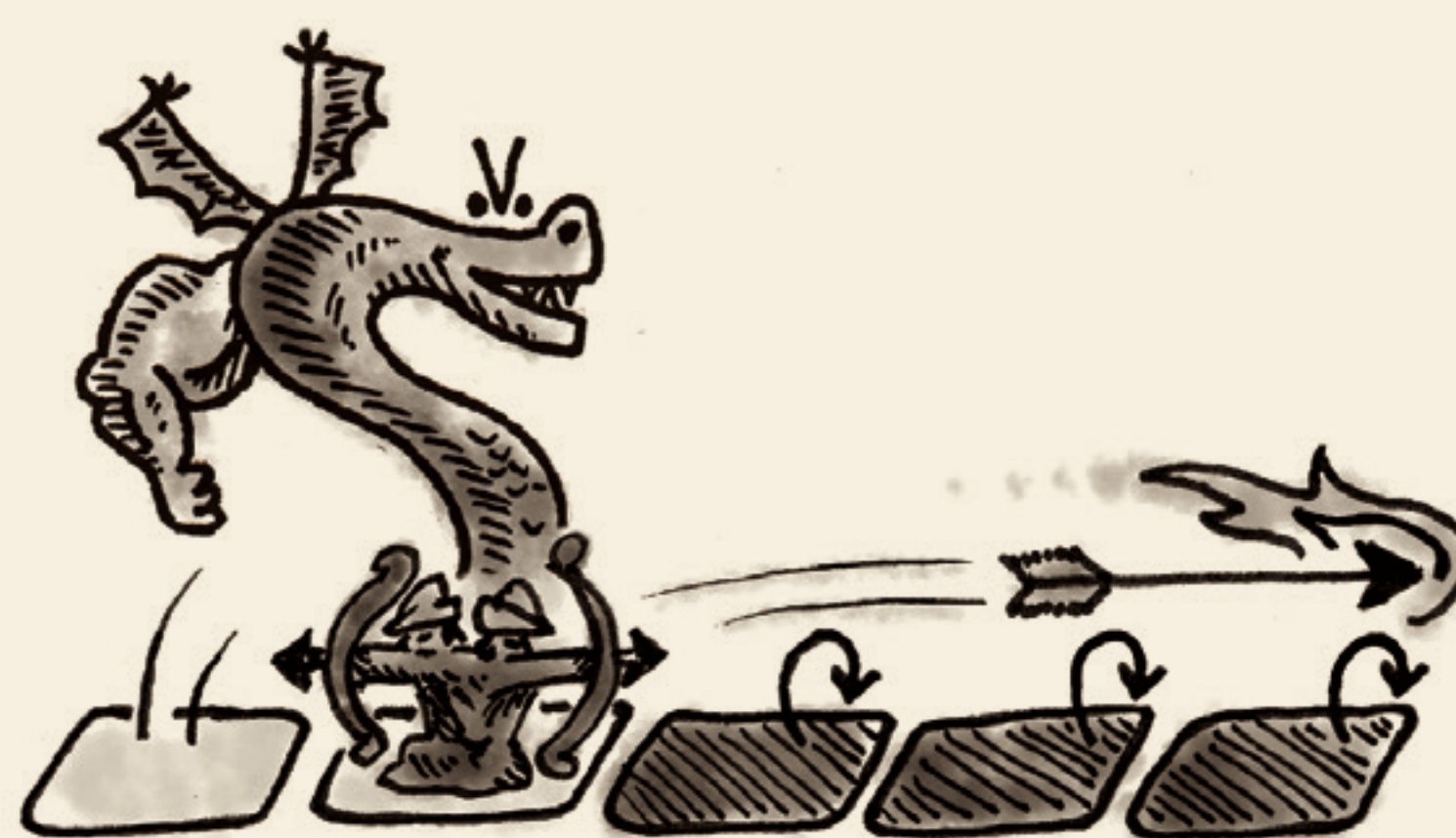
WESTWISE



5
AP

Once during Trogdor's actions, he may burninate an adjacent tile to the Northwest, West, or Southwest for free.

FLAMING HALDO



4
AP

If Trogdor ends his turn on the Archer, a flaming arrow is shot in the direction Trogdor last moved, burninating all countryside tiles from the Archer to the edge of the board.

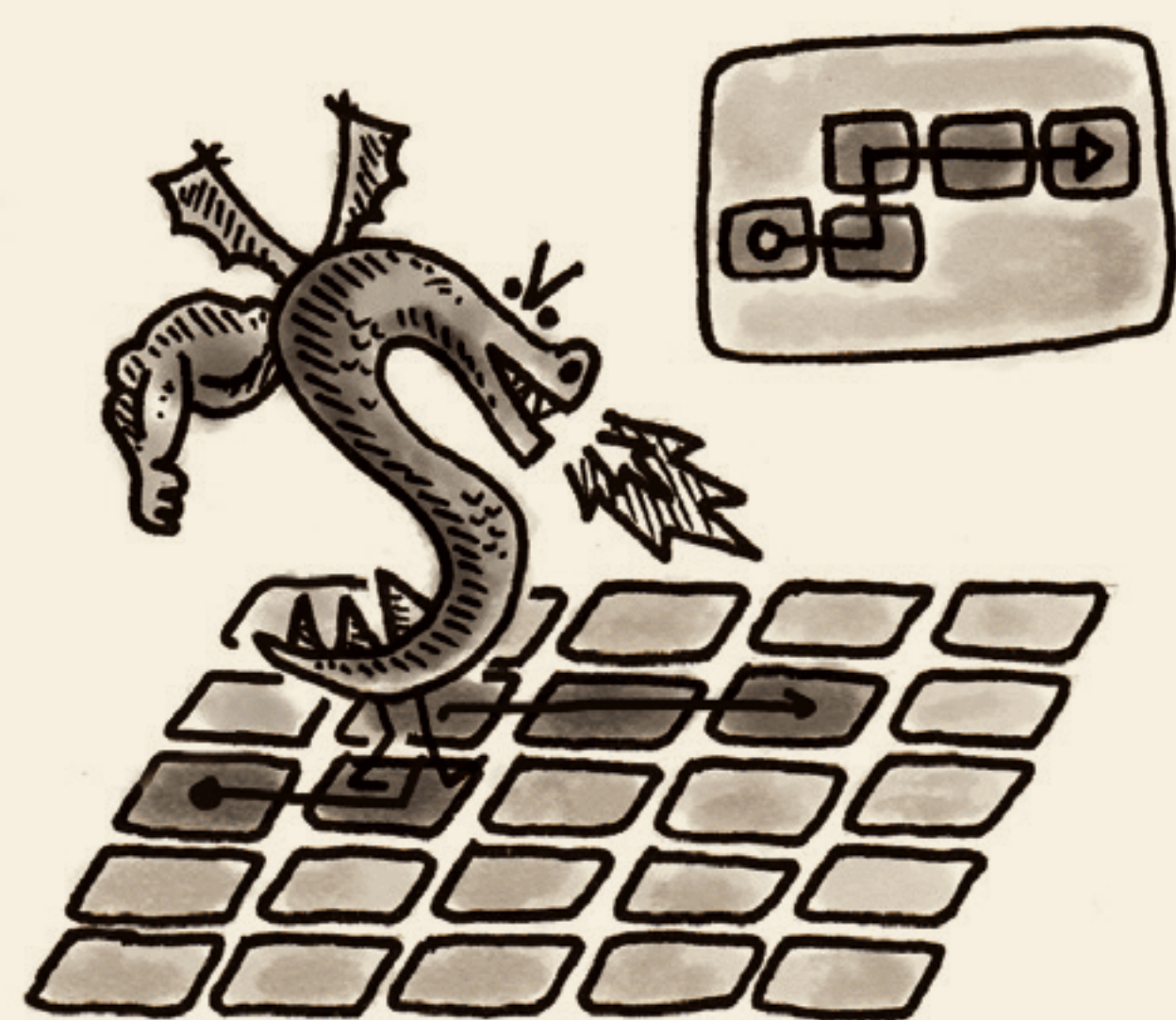
AUTO-CHOMP



5
AP

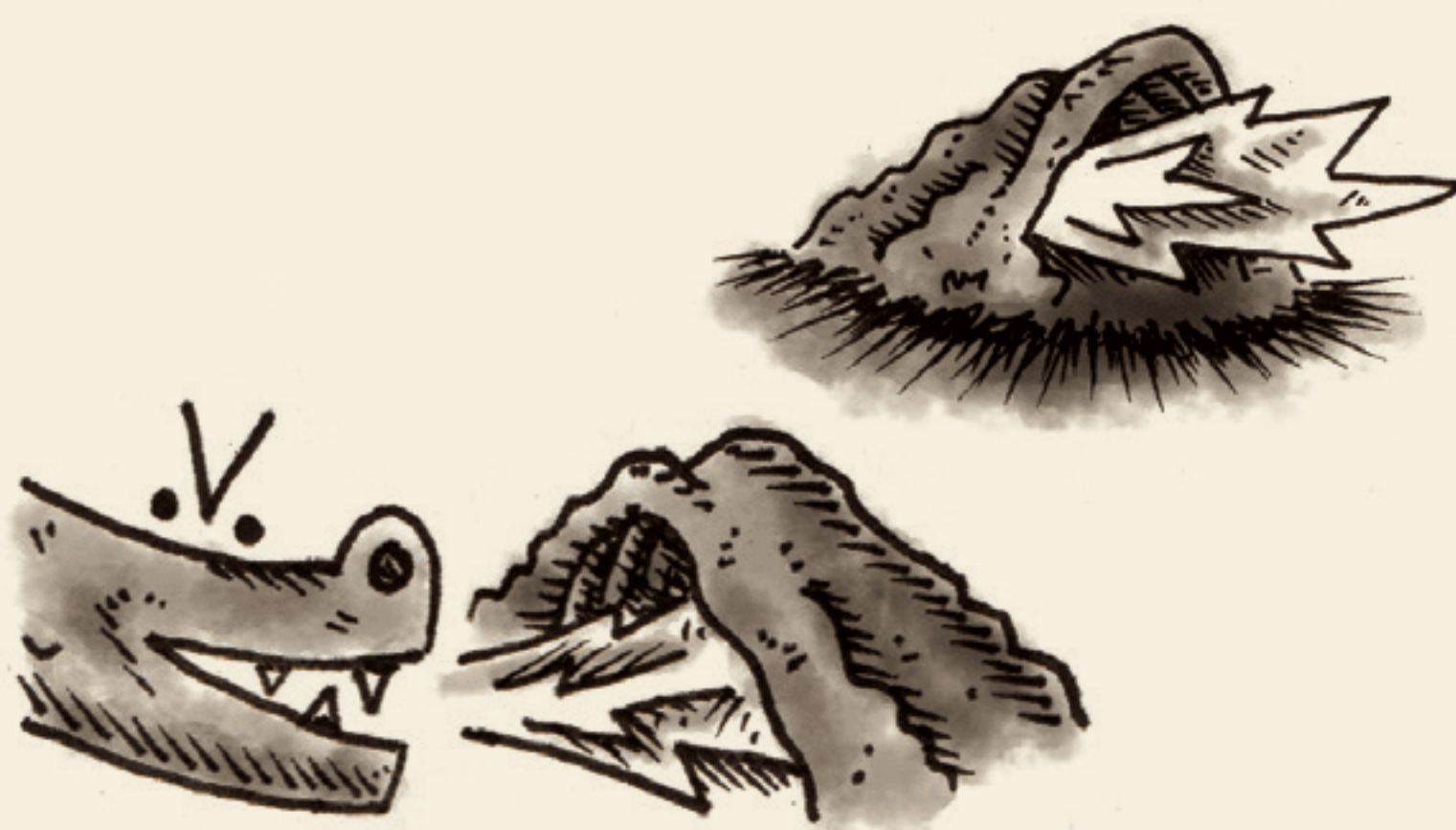
Any Peasants Trogdor visits this turn are chomped without spending an AP.

BURNINATE ON RAILS



Take no actions this turn, even if you have AP. Instead, Trogdor moves along the path of the most recently discarded Movement Card, taking no damage and burninating every tile along the way.

TUNNEL BREATH



When Trogdor visits a tunnel tile, he may burninate **THROUGH** the Tunnel for free, burninating the other tunnel tile (if applicable) plus any one tile adjacent to that Tunnel in any direction.

