Control Takeover

If Vegas takes control over a unit that has Cannibalized, it keeps its Satiety marker. Vegas cannot Cannibalize Troglodytes using the captured units, but, according to the usual rules, they may use friendly Troglodyte units to Cannibalize their own units (once per turn), using the Troglodytes' Satiety markers.

Cannibalization of the Enemy

The Medic protects from Cannibalization of the Enemy. In this case, instead of Cannibalizing the opponent's unit, you remove the Medic that protects it. Such Cannibalization is considered unsuccessful and the Cannibalizing unit does not receive the Satiety marker.

The Terror tile does not prevent the Cannibalization of the Enemy.

The Dancer Objects: Cannibalization of the Enemy inflicts 1 wound to the adjacent Dancer Object, and the Cannibalizing unit receives a Satiety marker.

Death Breath: when removed from the board due to Cannibalization of the Enemy, it does not return to the Zombie supply.

Biodroid: when removed from the board due to Cannibalization of the Enemy, it does not return to the top of the Smart player's deck.

Frost

Frost—despite having a Module feature—is considered as a Warrior, and never as a Module.

Scoper (The Outpost): does not take over the module of Frost's Freezing.

Spy (New York): does not join the module of Frost's Freezing.

Freezing

It is not effective on the HQs' Special Features.

Motherland (Neojungle): the Freezing only works on the Neojungle Modules directly connected with the direction of the Freezing.

Module Features (Dancer, Iron Gang, Sand Runners): soldiers' Module features are disabled by the Freezing ability.

Mephisto Implants are not affected by Freezing.

Ranged attack with Thrower feature

Reflection (Steel Police): protects the unit from Thrower's attacks directed at the tip of the Reflection icon. This attack is Reflected for a distance of one space and hits an enemy tile (Warrior, HQ, or Module) if it stands on the adjacent space within the line of the Reflection. Reflected attacks do not inflict any damage to Steel Police tiles.

Satiety Marker: Muscles

Using Double Mobility to move 2 spaces in one move, the unit cannot take any other action *(e.g. move 1 space, Cannibalize, and then move by 1 space again—after changing the Satiety marker it immediately loses its mobility)*, but it may still move 1 or 2 spaces, and then Cannibalize.

FAQ

Due to the amount of available armies and their unique rules, we are unable to fit all the correlations between them in the rulebook. In case of any doubts about the rules, check the FAQ on our website www.portalgames.pl.

Components:
35 Troglodytes tiles, 2 Troglodytes markers, 10 Satiety markers, 4 Freezing markers, replacement Troglodytes marker, rulebook.

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TROGLODYTES

BACKGROUND STORY

After the war, the winters were near impossible to survive. The frost, lack of supplies, and the deadly machines... it's hard to experience something like that and remain human. The hard conditions led to cannibalism and tribal lifestyles: primitive, mutated, and deadly. Every winter they migrate south and search for shelter, food, and loot. They attack with bare fists and the most primitive of weapons: bones, hardened wood, rusted remnants of human tools, and clubs wrapped with barbed wire and mangled metal. When the waters are icebound, the way in is easy, so you better double up the watch. The icy wind is not the only thing coming from the north!

DECK DESCRIPTION

The advantage of the Troglodytes deck is the ability to adapt units to the situation on the board. Cannibalizing your own units enables you to immediately get an additional bonus–the Satiety marker. The other advantage is the abundance of fighting units and Battle tiles.

The disadvantage of the army is its necessity to sacrifice units, which depletes units and limits the ability to initiate a Battle by fully occupying the board.

TACTICAL ADVICE

The Troglodytes' HQ enables you to gain Greater Satiety markers through nearby units, so it works better on the middle spaces of the board. Warriors with the Greater Satiety markers can inflict more wounds, are faster, more mobile, and more resistant. During the game, you must also remember that cannibalizing your own units may not only help you to channel the deck's strength in the right places, but also—sometimes primarily—free spaces on the board.

NEW RULES

Cannibalize

Once per turn, the Troglodytes' player may use Cannibalize by choosing a friendly unit with the Cannibalize feature, and removing one of their tiles adjacent to the Cannibalizing unit. When this happens, place a Satiety marker on the Cannibalizing unit. Only the Lesser Satiety marker may be placed on the unit, unless a game effect allows you to place a Greater Satiety marker.

Thrower

When a unit with the Thrower ability shoots, it only hits an enemy unit one space away in the line of fire indicated by the the tip of the hex , regardless of whether the target is obscured by another unit or not. If a Thrower hits a tip of armor it protects in the usual way.

Freezing

When an enemy Module or Module feature is connected to Freezing, it does not grant any bonuses or negative effects (e.g. Saboteur or Zone).

Bloodlust

If units with the Bloodlust feature are Cannibalizing or being Cannibalized, they enable you to place a Greater Satiety marker (you may choose to place a Lesser Satiety marker instead).

SPECIAL RULES

Cannibalization

Cannibalization is not an HQ's ability. The Troglodytes player may still Cannibalize, even if the HQ is netted (and use the Greater Satiety markers if they use Bloodlust). The netted HQ disables only the special feature of Gourmet.

There may only be 1 Satiety marker on a unit. If it Cannibalizes again, it may only change the Satiety marker that is already on it.

Netted units cannot Cannibalize. It is also impossible to Cannibalize netted units.

The Terror tile **does not** prevent Cannibalization.

If a unit Cannibalizes another unit with a Satiety marker, it immediately returns to the available markers supply and may be chosen by the same unit that Cannibalized.

Example: *The Archer Cannibalizes the Icicle with the Satiety marker Eyes. The Eyes Satiety marker immediately returns to the supply, therefore the Archer may—as the effect of Cannibalization—place the Eyes marker on itself (it may also place a Greater Satiety marker due to its proximity to the HQ).*

HQ 1

Special feature – Gourmet. When units adjacent to the HQ Cannibalize, you may place a Greater Satiety marker on them (you may choose to place a Lesser Satiety marker instead).

Melee attack.

FROST 2

Cannibalism.

Melee attack.

Module Feature: Freezing.

- Freezing marker (x4)

ARCHER 2

Cannibalism.

Ranged attack with Thrower feature.

Rotation: once per turn Archer may be rotated in any direction.

TUNDRA 4

Cannibalism.

Melee attack.

Toughness.

ICICLE 5

Cannibalism.

Melee attack.

BEAR 3

Cannibalism.

Melee attack.

Bloodlust.

ICY MISTRESS 2

Cannibalism.

Melee attack.

Net.

ICE MONKEY 2

Cannibalism.

Melee attack.

Armor.

KIDS 2

Cannibalism.

Armor.

Ranged attack with Thrower feature.

Push back: Once per turn you may push back an opponent's unit.

BATTLE 7

The Battle starts. You cannot play this tile if any of the players have drawn their last tile. After the Battle, the player's turn is over.

MOVE 3

Move any of your own tiles by one space and/or rotate it in any direction. The tile may only be moved to a free space.

X

X - the amount of tiles

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AVALANCHE 1

An Avalanche inflicts 1 wound of damage to all units on 5 hexes. The Avalanche must be thrown so that it includes 3 border hexes and 2 hexes in the center ring. The Avalanche will cause damage to friendly units, but not HQs.

CANNIBALIZE THE ENEMY 1

The Troglodytes' player may Cannibalize an enemy unit. To do so, choose a friendly unit with a Cannibalism feature and remove an adjacent enemy unit from the board, then place a Satiety marker on the Cannibalizing unit. Only the Lesser Satiety marker may be placed on the unit, unless a game effect allows you to place a Greater Satiety marker. Cannibalization of an enemy counts as the limit of one Cannibalization per turn.

Satiety markers:

Lesser Satiety

- **Lungs x3** – increases Initiative by 3

- **Claws x3** – increases hit strength by 1

Greater Satiety

- **Eyes x1** – increases Initiative by 1

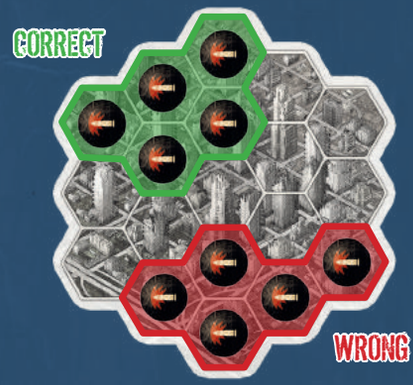
- **Fangs x1** – increases hit strength by 2

- **Muscles x1** – gives doubled Mobility

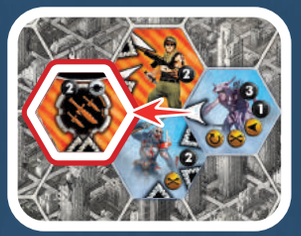
- **Heart x1** – adds 2 Toughness points.

The supply of the Satiety markers is limited by the physical amount of components.

Example of the Avalanche action



Example of Thrower attack



Example of Thrower s Attack Reflection

Example of Cannibalization (using the HQ feature: Gourmet)