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# DWARFS

## fall



**THE TROLL'S BRIDGE**  
EXPANSION

# The Troll's Bridge Expansion

*"The Troll is a mighty force of nature. He's a highly intelligent being, with no known allies and no agenda. As far as my research goes, he is unstoppable. Our weapons seem useless against him. This Troll can be ruthless... but sometimes kind. He can easily destroy our defenses, or help us in moments of need... all depending on his mood. Having a Troll in our outskirts this close to winter is the worst thing that ever happened to us... and also the best." — Samwell the Wise.*

## Expansion contents:

9 KINGDOM CARDS



4 OGRE CARDS



16 ROAMING CARDS



7 MOOD CARDS



1 CAMPFIRE



14 MEEPLES



TROLL



HALF-BLOOD KING



HALF-BLOODS



SNOW WHITE



WITCH



TOLL TOKEN



WOLVES



BRIDGE

# 1. Additional Game Setup:

## A The Troll's Bridge:

- 1) Place the Troll's lake kingdom card on 1 of the 4 squares at the center of the game board.
- 2) Place the Troll and Bridge meeples on the lake kingdom card.



## B A Moody Beast:

- Shuffle the Mood deck and place it face up next to the board.  
Place the toll token on the top card's topmost slot of the mood track.



## C Ogres:

- Add the Ogre cards from this expansion to the Ogre deck and shuffle it.



## D Roaming:

- Shuffle the Roaming deck and place it face down next to the board.  
If at any point during the game the Roaming deck runs out of cards, shuffle its discard pile and replace the deck face down.



## 1.1 The Troll

Unless otherwise stated, the following rules apply to the Troll:

- 1) He does not occupy slots on a kingdom card.
- 2) When moving, he ignores walls.
- 3) He cannot be targetted by ogre cards.
- 4) You cannot dig the kingdom card that he is on.
- 5) If, for any reason, he leaves the board (e.g. he was on a monster tile when you defeated the monster), place the Troll meeple back at his bridge.

## 1.2 Pay the Toll

By placing dwarfs at the Troll's bridge, you are able to control the Troll's actions. For each dwarf that you place on the lake card, during the resolve phase, you perform the following tasks in this order:

- 1) move the Troll up to 2 Kingdom cards
- 2) resolve his mood
- 3) move the Toll token one spot down on the mood track

You can place up to 3 dwarfs on the lake card. You resolve each dwarf separately.

## 1.3 Roaming Troll

If you didn't spend actions to move the troll on your turn, the troll will roam through our lands on his own. At the end of your resolve phase, reveal a card from the Roaming pile to see where he moves. Resolve his mood (if applicable) and then move the troll's toll one step further on his mood track.



PAY THE TOLL TO CHOOSE WHERE THE TROLL MOVES



THEN RESOLVE THE TROLL'S MOOD, IF APPLICABLE

## 1.4 Changing the Troll's Mood

If the Toll token is on the last spot of the mood track and needs to move, the Troll's mood changes. Take the current Mood card and move it to the bottom of the Mood deck. Place the Toll token on the first spot of the newly revealed card's mood track. **The Mood deck is never shuffled during the game.**

## 1.5 Mood Cards



### Violent:

Remove all meeples from his current location.



### Miner:

If his current location is a mine, the mine produces twice the amount of gems listed.



### Warband Leader:

If his current location produces ogre cards, it produces twice as many as what is listed. The dwarf's cost remains the same.



### Mighty:

If his current location is a monster, 3 dwarfs are required to defeat the monster instead of 5.



### Kind:

If you have at least 1 dwarf at the same location as the Troll, get a free gold gem.



### Decorator:

The Troll rotates his current location (the kingdom card) by 90 degrees clockwise. This happens even if there are other dwarfs on the card.



### Scary:

Move all dwarfs from his current location up to 2 kingdom cards away.

## 1.6 Roaming Cards

When you resolve a Roaming card, the Troll moves from his current location following the arrows on the card. Always resolve arrows from left to right.

To find the direction the the troll needs to move, hold the Roaming card so that the compass symbol on the top right corner matches the compass symbol on the lake kingdom card.

The Troll always ignores walls when moving. If the arrow moves the Troll in a direction where there is no tile, ignore that arrow and move to the next one until all arrows are resolved.



## 1.7 New Ogre Cards



### Troll King:

Use this card to cancel the effect of an ogre card that targets your dwarfs, or discard it to draw 2 new ogre cards from the deck.

## 2. Half-Bloods

### New Tribe

*Berka, an Ogress High Commander, was the best strategist in all 7 Kingdoms. She was destined to become the next Emperor... but she fell in love with the Troll, and her kind cast her away from the ogre lands!*

*As time passed the survivors of her bloodline regrouped, trained and organized. Now rallying behind their new leader, they are ready to win back their lost honor!*



### 2.1 starting Hand:



Half-Bloods are a nomad tribe. They don't have a castle and, as such, do not have a kingdom. Half-Bloods will start the game with the 7 light blue kingdom cards, no secret goals, 2 random ogre cards, the 6 light blue Half-Bloods and the Half-Blood King meeples.

## 2.2 strengths and weaknesses:

**Reciprocity:** All cards (secret goals, ogre cards and royal decrees) that apply to dwarfs will work the same way on Half-Bloods.

**Hard Working:** Half-bloods mine as well as dwarfs.

**Warmongering:** Count adjacent Half-Bloods for the purpose of defeating a monster.

**Fearless:** Ignore all monster tile abilities (e.g. dragons do not stop them from mining!)

**Violent:** You may remove ONE Half-Blood to remove another meeple from a tile.



**The Half-blood King:** Placing the king from your campfire to the board is considered a free action.

**Troll Kin:** When the Troll enters the Half-Blood King's tile, you may either resolve the Troll's mood OR count it as an extra meeple when resolving the tile's task.



**Epic Meal:** Half-Bloods start the game without a secret goal. But every 3 monsters they kill count as one goal (for the purposes of initiating the end game phase) and is worth an extra +7 VPs at the end of the game.

### 3. Hunting Grounds Mini Expansion

*Nature has no favorites. The strong must prey on the weak. Food is scarce... but our cubs must be fed until they are old enough to survive on their own.*



#### Additional Game Setup

Place the Wolf den tile at the center of the board and the 2 wolf meeples on it. The wolves do not occupy tile spots.

At the end of your turn, after you resolve your actions, you may move any 1 wolf up to 2 tiles. The wolves ignore walls when moving.

If a wolf enters a tile with dwarfs, then all dwarfs belonging to players who do not have a special meeple on the same tile (e.g. King, Guardian, Warrior, Dragon, Alchemist, etc) return to their campfire.



A wolf blocks the tile that he is on. The only way to activate the tile's action is to use at least one special meeple.

**Cry howls:** By resolving the task at the Wolf den, both wolves return immediately to their den. Then you may move 1 of them by 1 tile.





## 4. Snow White And the Witch Mini Expansion



*Once upon a time, there was a beautiful queen who had the terrible idea of asking her mirror who was the fairest of them all. The answer was not what she expected it to be...*

*This rotted the queen's soul, heart and bones until she was so ugly that you could barely recognise her. I pity her. The mirror lied.*

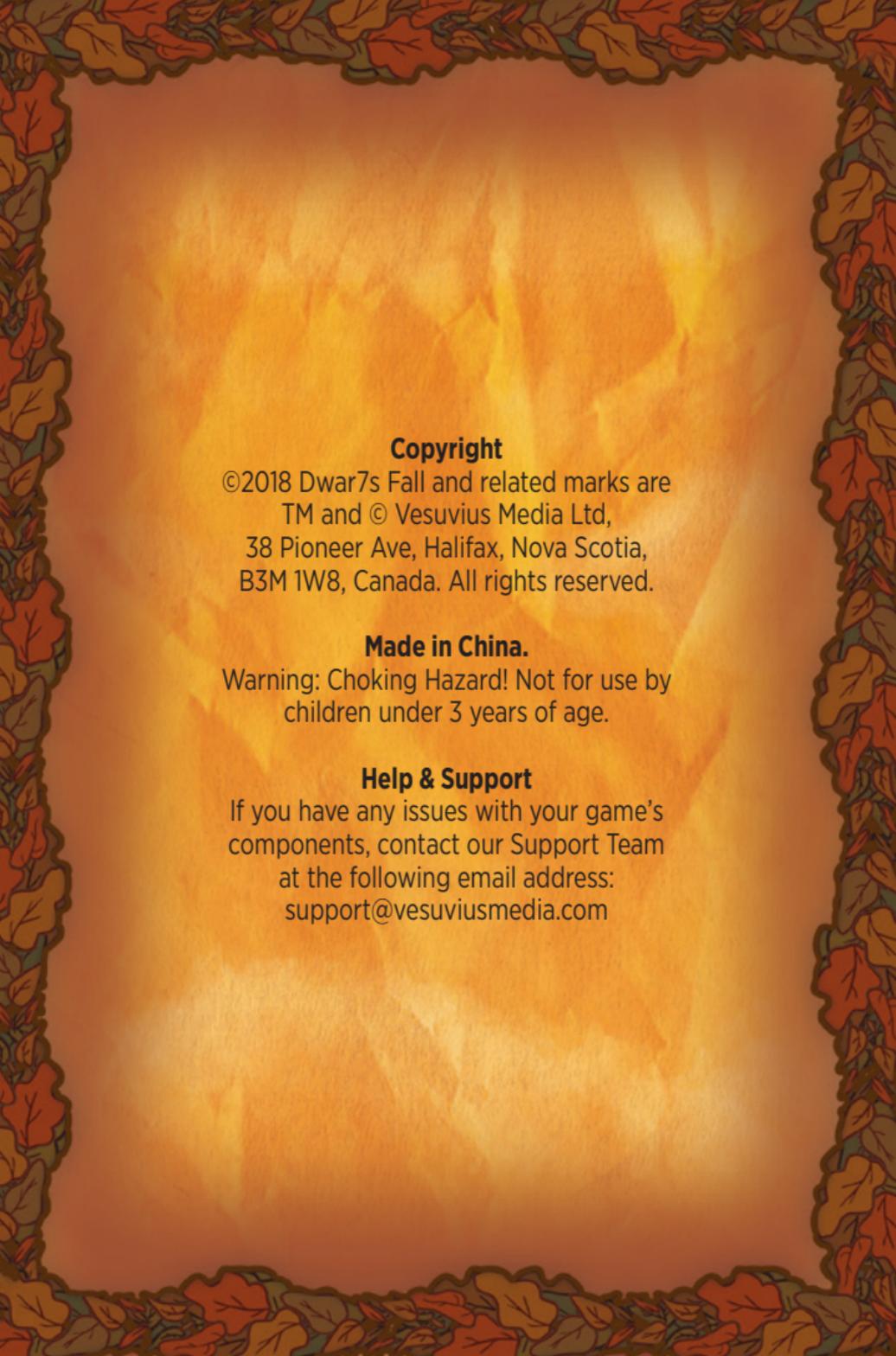
Place Snow White at the campfire of the player who first played a castle on the board.

The witch comes into play when the first monster is played on the board. She will either go to the campfire of the player with Snow White on it, or if Snow White is not in play, go to the campfire of the player who placed the monster.

All dig actions in the game (e.g. castle, ogre cards, etc) can be used to move the witch from the campfire she is on, to the next player's campfire (clockwise). If the witch enters a campfire, and Snow White is there, Snow White moves to the next player's campfire (clockwise).

If you have the witch on your campfire you need 3 dwarfs to get an ogre Card (instead of 2).

If you have Snow White on your campfire, you gain an extra action during your turn.



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