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Game: CUTTHROAT CAVERNS (plus Expansions 1, 2 & 3)	v1 May 2009
Pub: Smirk & Dagger Games (2007)	
Page 1: Rules summary front Page 1: Rules summary back Page 1: Player reference card	
For best results, print on card, laminate and trim to size.	

Cutthroat CAVERNS

Setup

Shuffle **Initiative cards** equal to the number of players (remove high cards first) and fan them face down on the table. Shuffle the remaining cards and place them facedown on the table as the **draw deck**. Each player draws **7 cards** as their starting hand. Shuffle the **Encounter cards** and deal 9 facedown on the table to form the **Encounter deck**.

Each player takes a **Character Character Sheet** and places a green bead on the **100 Life Points** number. Place the **Monster Life Tracker** on the table. One yellow bead tracks the Life Points of creatures, while another tracks the number of Encounters faced.

Sequence of Play

1. Begin a New Encounter

a. Reveal the top card of the Encounter deck

One player reads the card aloud. Place a yellow bead on the Monster Life Tracker equal to its starting Life Points (depending on the number of players that *started* the game).

Players take any Potions they wish to use before or during this encounter.

Draw Initiative. Each player draws an Initiative card and places it faceup beside their character sheet.

2. Combat Round

a. Set Attack Cards

Each player places 1 **Attack card** facedown in front of them (it may be changed before the first Attack card is revealed, but never after).

If you have no Attack cards, *set* an Action card as a bluff; it is discarded without effect when revealed. A *set* Attack card not played for any reason is discarded at the end of the round.

b. Player Turns

Each player takes a turn in order of their Initiative, starting with Player 1.

On a player's turn he flips his *set* Attack card and inflicts damage or follows the rules on the card. Place *successfully* played Attack cards in a **damage stack** beside the Encounter card so the top-most damage number of all cards is visible.

When facing a **token-based** encounter, spread out the tokens and have players place their Attack cards on the specific token they wish to hit. Unless otherwise noted, only the last token qualifies for bonus Prestige in a Bonus Round.

Check to see if the player has killed the creature or completed the encounter after each Attack card is played. If not, the next player in Initiative order takes his turn. When all players have had a turn, the party's combat round is over.

c. Total Attack Damage

Total the damage of the Attack cards in the damage stack and adjust the creature's Life Points on the Monster Life Tracker. If the creature is not killed, it may attack or act according to the rules on the Encounter card.

d. Specific Creature Attacks

Consult the rules and Attack Matrix on the Encounter card to see who is attacked and for how much damage.

When a creature attacks a **specific player**, the damage is assigned immediately. When determining the victim, all damage comparisons refer to damage *done this round*.

e. Discard Attack Cards

Discard the Attack cards on the damage stack.

f. Draw Initiative for Next Round

g. Random Creature Attacks

When a creature attacks a **random player**, the number of the player refers to the player who drew that number on the *new* Initiative draw. Once that new Initiative is set, resolve the attack.

h. Draw a Card

Each player draws 1 card from the draw deck. Do not draw until all creature attacks (specific and/or random) have been resolved.

i. Begin a New Round

Rounds continue until the creature is dead or the Encounter card conditions are met.

3. End of Encounter

The player who landed the final blow and killed the creature is awarded the **Prestige Points** listed; he places the card or creature token in a scoring pile next to his character sheet, plus any additional Prestige tokens due to special rules or bonuses.

Players may discard any number of cards from their hand.

Players draw new cards to their maximum hand size (normally 7 cards). If at any time you have more than your maximum hand size, immediately discard cards of your choice that exceed that number.

Advance the yellow bead on the Monster Life Tracker to the next Encounter and begin the new Encounter.

Cards

If more than one player wants to play a card at the same time, the player with the Initiative card closest to 1 takes priority.

Attack Cards (Red combat icon)

Standard Attack cards show the damage inflicted this turn. *Half/halving* damage means rotating the card to the next lowest damage value; *double/doubling* means rotating it to the next highest value. If there is no higher value, it cannot be doubled further.

Some Standard Attack cards have **Special Attacks** with higher attack values for the character pictured only. Special attacks are *protected*; once revealed, it cannot be affected by unwanted Action cards. Using the special attack is never mandatory.

Enhanced Attack cards have additional abilities that affect yours or other players' attacks.

Tactical Maneuvers are other strategic moves and do not hit or inflict damage.

Feint cannot be made to hit or inflict damage by other cards and effects.

Stand In (*Double Strike*, *Opportunity Fire*) cards are immediately replaced with new cards when revealed. Only the actual Attack card that results can be affected by other cards or effects.

Edge Out can target any *set*, facedown Attack card, but not a card that replaces a *Stand In* card. The exception is the second attack card resulting from *Opportunity Fire*, as it sends up *set* facedown.

Riders (*Focus Strength*, *Slip Behind*) cause subsequent Attack cards to be modified. When played they 'stand-by' in front of that character's character sheet until they modify an Attack card, when they are placed on the damage stack along with it. This is always considered a single attack. If an Attack card with a rider is further modified, rotate both cards. A single Attack card may have multiple additive Riders, but only one multiplicative Rider. Apply effects in the order played.

Action Cards (Blue oval icon)

Action cards are *not set* for combat, but always played directly from your hand, and sometimes out of turn or at a specific time.

Not So Tough/Tougher Than He Looks may be played for *either* of its effects.

Item Cards (Jewel-shaped icon)

When you draw an Item card, immediately place it faceup beside your character sheet. It does not count as a card in your hand and may stay there until you are ready to use it. To use an item, state you are doing so.

Potions are 'tipped to drink': rotated 90° clockwise (once tipped, they may not be stolen or affected by other game effects). *Healing Potions* can be used to aid other *willing* players, granting Prestige Points if used in this way (place the card on your Prestige pile).

Potions and *Alchemist Fire* are *one-use* Items and are removed from play after use. They can also be used in negotiations between players.

Winning the Game

When then last encounter is defeated, the game is over. The player with the most **Prestige Points** wins.

If there is a tie, draw a random Encounter card from the cards set aside at the beginning of the game and begin a new encounter. Continue until the tie is broken at the end of an encounter.

Dead Players

If a player dies they are out of the game. Remove the highest Initiative card from the game. If the player died with an **item**, their body may be looted: at the end of the Encounter, draw Initiative. In Initiative order, players may choose an item from the dead player.

Cutthroat CAVERNS

Expansion 1: Deeper & Darker

Character Abilities

Each character has a unique **Character Ability**. To use an ability, state you are doing so; it immediately takes affect.

In non-bonus rounds, any associated attacks linked to that ability are immediately immune to 'unwanted' Action cards. From Round 7, the attack may be targeted by Action cards as normal.

If *Talon* and *Orn* try to use their ability at the same time, the first one to speak gets priority, or the player with the Initiative card closest to 1 takes priority.

Expansion 2: Relics & Ruin

The Event Deck

Shuffle the **Event cards** (those with a *star* are particularly deadly) and place them facedown on the table near the Encounter deck.

Whenever an Encounter card is revealed, check the **type** of encounter. If the encounter is **creature-based**, draw an Event card and place it faceup next to the Encounter card. Note what **number** encounter you face (on the Monster Tracker) and if that number appears on the **Activation track** of the Event card, the Event is **activated**: read it aloud. Otherwise, discard the card without effect.

As a general rule, **Events!** activate immediately and **Treasures!** are resolved at the end of the encounter.

Relic Cards

Relic cards are **Items** that can only be earned through the Event deck. They can be affected by cards that interact with Items.

Relic cards are placed faceup next to a player's character sheet and can be used any time, subject to the limitations on the card.

Poison

When poisoned, a player places a **poison token** on their character sheet.

At the end of every round, players with a poison token are **damaged for 5 points** for each poison token they have. They also have all their **attacks modified by -10 damage** for each token. The effect of these tokens is cumulative.

A player may only remove one Poison token at the end of every encounter.

A poison attack can be redirected, but once poisoned, the damage cannot be.

Encounters

Vampyre

Players who have become **Vampyres** are not **creatures**; they are still players and act on their regular turn in Initiative order. They do not play Attack cards, but select a player without a Vampyre token to damage for 5 points. They can play Action cards normally.

When the Vampyre dies, all 'turned' players revert to their natural state (keeping the LP and negative Prestige Points they gained).

Wereboar

A player turned into a **Wereboar** at the end of the game does become a **creature**; he is no longer a player and can no longer win the game by having the most Prestige. He cannot have his Items taken, nor can he use them.

A player who is now a Wereboar can win the game by killing the rest of the party.

Gluttony

Amulet of Mentalism: Adjusts your maximum hand size to 8 cards; you may still draw up to 14 cards.

"We fight in too close a quarters" Event: You may still draw up to 14 cards, though Gluttony will be powered up even more.

"A blessing of daylight" Event: Increases your maximum hand size by one; therefore to 15 cards. The first card drawn to increase your hand size is free and does not trigger Gluttony's effect.

"Bring the chest. We'll solve the riddle later" Event

Only Attack cards with Attack values in the red burst are used; discard any other cards. If an item is discarded in this way, it is not removed from the game. To count as a match, only the Attack value of played Attack cards is considered, not the name of the card.

Expansion 3: Tombs & Tomes

The Adventure Modules

Each **Adventure Module** is a one-shot, self-guided, RPG-style story; basic game play has not changed.

If you wish to replay an adventure module, allow other players who have not played it to make all the decisions. If you must make a decision, do so at random.

Quest Cards

Without an adventure module, **Quest cards** can add to the winning conditions of the standard game.

Encounters

Emperor Lich

This encounter is resolved in 3 phases:

1. The players who have survived to this final encounter must battle a skeleton token for every player.
2. The players who died *prior* to this encounter engage the party in battle; they are considered **creatures** (they do not get dealt Initiative cards and attack at the end of the round). They must discard and redraw any Action cards or Items they draw other than *Critical Miss* or *Trip*. You may *Counter Strike* them.
3. Finally, the party must fight the Lich. Killing the Lich is the only part of the encounter that grants Bonus Prestige.

Hivemind

If the **Hivemind** attacks in a round where a player has played *I think he called you ugly too*, the specific token that was attacked with that card splits off from the group and attacks the named player (it does not redirect the entire swarm).

Thantigist

When you physically switch seats, you effectively become the other character and now hold their hand, Life Points, Prestige and Items.

Ragnarok

You can't pick and choose whom to bring back, and you don't *have* to bring anyone back to life, but you may need their help ...

Barrier Magus

Knocking down the barrier is not a **creature attack**, so you can't play *Counter Strike*. If his barrier is up, the **Magus** attacks; if the barrier is down, he raises his barrier instead of attacking.

"It is the fog of war" Event

All cards are played hidden; tell other players what it is without actually showing it. Move the bead on the Monster Track as the damage is announced in this particular case. Skip this event if it comes up with a creature that plays havoc with the damage stack!

If you lie and are challenged, the card is countered and you lose 3 Prestige (if you didn't lie, they lose 1 Prestige).



Cutthroat CAVERNS

1. Begin a New Encounter

a. Reveal and Read the Top Encounter Card

Mark starting **Life Points (LP)** on the Monster Life Tracker depending on the number of players that *started* the game.

Players take any Potions they wish to use before or during the encounter.

Each player draws an Initiative card.

2. Combat Round

a. Set Attack Cards

Each player places 1 **Attack card** facedown in front of them.

If you have no Attack cards, *set* an Action card as a bluff; it is discarded without effect when revealed. A *set* Attack card not played for any reason is discarded at the end of the round.

b. Player Turns

Each player takes a turn in order of their Initiative.

On a player's turn he flips his *set* Attack card and inflicts damage or follows the rules on the card. Place *successfully* played Attack cards in a **damage stack** beside the Encounter card.

When facing a **token-based** encounter, spread out the tokens and have players place their Attack cards on the specific token they wish to hit.

Check to see if the player has killed the creature or completed the encounter after each Attack card is played. If not, the next player in Initiative order takes his turn. When all players have had a turn, the party's combat **round** is over.

c. Total Attack Damage

Total the damage of the Attack cards and adjust the creature's LP.

d. Specific Creature Attacks

If the creature is not killed, consult the rules and Attack Matrix on the Encounter card to see who is attacked and for how much damage.

When a **specific player** is attacked, damage is assigned immediately. All damage comparisons refer to damage done *this round*.

e. Discard Attack Cards on the Damage Stack

f. Draw Initiative for Next Round

g. Random Creature Attacks

When a **random player** is attacked, the number of the player refers to the player who drew that number on the *new* Initiative draw.

h. Each Player Draws 1 Card from the Draw Deck

i. Begin a New Round

Rounds continue until the creature is dead or card conditions are met.

3. End of Encounter

The player who landed the final blow and killed the creature is awarded the **Prestige Points** listed.

Players may discard any number of cards from their hand.

Players draw new cards to their maximum hand size (normally 7 cards).

Advance the Encounter Number and begin a new Encounter.