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Game: **CATACOMBS**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Catacombs

SETUP

One player is the **overseer** and the other players control **heroes**:

5 players: 4 players control 1 hero each

4 players: 2 players control 1 hero each and 1 player controls 2 heroes

3 players: 2 players control 2 heroes each

2 players: 1 player control 4 heroes

As a group, the players choose which 4 heroes and which **Catacomb Lord** (from weakest to strongest: Sorcerer, Gorgon, Lich Lord and Dragon) will be used in the game.

Players take a **hero player board** for each hero they control and take the corresponding wooden **hero piece** and **cards**.

Heroes have a minimum of a **Portrait card** which shows their name and class and a **Rules card** which shows any starting health, base shot sequence, any Ability, Spell and/or Item cards the hero starts the game with, any special rules, and whether the hero can use weapons and/or magic items.

Place cards in the spaces that have icons that match the card backs. There are also spaces to place Poison cards as they are accumulated and Ally Rules cards.

Put a health tracker on the **blood drop** of the **hero health track** indicated by the starting health on your Hero Rules card. When a hero gains or loses health points, the health tracker is moved up or down the track.

Unfold and connect the four **barrier walls** and place them on the table. All other components are placed outside of the walls. The space between the board and the walls is the **Shadow Realm**.

The overseer takes the Catacomb Lord player mat, matching Catacomb Lord piece and associated cards (**Portrait**, **Setup** and **Rules card**).

Place the *Devoured!* and *Teleported!* cards faceup near the overseer, along with the shuffled Item and Poison card decks.

The monster pieces are placed near the overseer to form the **monster pool**, and the wooden gold coins beside them to form the **treasury**. **Inexperienced players should start the game with 5 gold.**

Missile, shield, fireball and ice shot pieces are shared by all players. When a shot sequence using one of these pieces is completed, return it to the side of the board.

The overseer sorts the **Room cards** into 3 decks by level (0, 1 or 2). Shuffle each deck and place, facedown in a vertical column face down next to one side of the barrier walls, one card of each type in the following order, starting from the top (the card closest to the heroes):

Level 0 > Level 1 > Merchant > Level 1 > Level 1 > Healer > Level 2 > Catacomb Lord's Lair

Remaining room cards are returned to the box.

The Overseer is the final arbiter of any disputes that may arise during the game.

The supply of pieces and cards are hard limits in the game: if there are no more coins in the treasury, heroes don't collect any gold during the Resolution phase; if there is no monster of a particular type available in the monster pool, the overseer cannot use that monster.

GAME ROUND

1. EXPLORATION

The overseer flips the next unrevealed **Room card**, starting from the top (the card closest to the heroes).

If the heroes have reached the *Catacomb Lord's Lair* Special Room card, the **final battle** begins.

2. SETUP

The overseer chooses a board and places it on the table, centered within the barrier walls. The same side of a board cannot be used for 2 consecutive rooms except in the case of the Catacomb Lord's board (shown on the *Catacomb Lord Setup* card). Place the large dark brown **obstacle pieces** in the holes in the board.

The overseer finds the Monster cards for each monster displayed on the Room card, and places them beside the board for the players to examine.

The overseer gathers the appropriate type and number of monster pieces to be used from the Monster Pool, and places these monsters pieces in any legal location in the **monster start zone** (indicated by a Catacomb Lord icon).

The players then place their hero, ally or familiar pieces anywhere behind the line delineating the **hero start zone** (indicated by a hero icon). The room is now ready to play.

3. BATTLE

Players take their turns by performing one action for each hero. There is no set order for which hero goes first: players should decide who should perform their action next. An action is either a hero's basic shot sequence (on the hero's Rules card), or playing an Item, Spell or Ability card, but not both (unless rules on a card override this condition or a hero is using a combo item).

Once all the players have performed an action with the heroes, **the overseer takes a turn for each monster** (the shot sequences described on their Monster cards).

Once all the monsters have taken a turn, the round is over. At the end of the round, the heroes assess any additional end of round effects that may have occurred.

A new round then begins with the heroes taking their turns again.

Rounds continue until all the monsters in the room have been frozen and/or destroyed or all the heroes are dead. Surviving heroes are freed from the *Devoured!* and *Teleported!* cards and if stunned or bitten return to their normal state.

4. RESOLUTION

The Resolution phase begins if at least 1 hero survived the Battle phase. **Each hero takes an amount of gold equal to the total value of the monsters they destroyed during the Battle phase.** A monster's gold value is on its Monster card. The monster pieces are then returned to the monster pool.

After the Resolution phase is complete, go to the next round's Exploration phase.

SHOTS

BASIC SHOT TYPES

 **Melee shot** The most basic shot type, performed by shooting the appropriate piece with the controlling player's finger across the board. **An unmodified melee shot does 1 point of damage.**

 **Rush shot** Performed exactly like a melee shot, however no damage is inflicted.

If a piece leaves the board as the result of any shot, place it back on the edge of the board at the point where it left. If a shot results in a piece ending up on top of another piece (including obstacles), the player who took the shot moves it to the nearest possible location on the board where it is able to lay completely flat. A piece must always end a shot in a legal location on the board.

RANGED SHOT TYPES

All **ranged shot** types use a separate wooden piece, placed anywhere within 2.5 cm (1") of the hero, monster, ally or Catacomb Lord and then shot across the board.

 A basic missile shot inflicts 1 point of damage if it hits a target and is removed from the board when the shot is completed.

 **Fireball** Use the larger fireball piece.

 **Giant Fireball** Use the giant fireball piece, and a successful hit does 2 points of damage.

 **Boulder** Use the giant boulder piece, and a successful hit does 3 points of damage.

 **Ice** Use the ice piece, and a successful hit does no damage but instead *freezes* the target. Place the ice shot piece on top of the affected monster piece. Catacomb Lords cannot be frozen by the ice shot.

A frozen monster remains in place, cannot take any of its actions, does not take damage, and its defensive properties are suspended. It can only be freed when the ice shot piece is knocked off by another shot (directly or indirectly). Immediately remove the ice shot piece from the board when it is knocked off.

If 2 monsters are hit by an ice shot, only one is affected (the player performing the shot decides which).

If all other monsters in the room are dead and any remain frozen, the room is complete. The player who froze the monster collects gold as if he destroyed it.

 **Target** Enables a second attempt at a missed shot. The target must be declared prior to the first shot.

If the target is not hit, a second shot may be taken from the last legal position where the first shot ended. The target shot inflicts 1 point of damage to the stated target only; damage to other characters is ignored.

 **Shield shots** function identically to missile shots, but the specified shield piece is shot instead and does no damage.

Directly after the character's turn is finished (all other shots in their shot sequence are completed), the shield piece can be repositioned to any legal location within 2.5 cm (1") of the shield's owner in order to protect him. Beyond this, the shield piece is not under its owner's control unless they can perform another shield shot.

Shield pieces are removed from the board when their owner dies or when the Battle phase ends.

SHOT SEQUENCES

 A **shot sequence** is when multiple shots can be performed in a row and is identified by a **then icon** between each shot.

When you must choose which shot or shot sequence to perform from two possible alternatives this is identified by the **or icon** between the shot icons. You must declare which shot you are choosing before performing it.

If, for any reason, you cannot perform part of your shot sequence, that part is ignored and you move on to the next part. However, you must complete all parts of a given shot sequence if you are able to do so.

SHOT MODIFIERS

Basic shot types are shown as a white icon on a black circle.

When a modifier applies, the shot icon is a different colour.

Shot modifiers can be applied to rush shots: a hit target suffers no damage as normal, but the modifier's effect is applied.

 **Chain (yellow):** The same target cannot be damaged consecutively in a shot sequence; if the same target is hit twice consecutively, damage from the second hit is ignored.

 **Corrosion (brown):** If a hero is hit with a corrosion shot modifier, one of their item cards is destroyed. Shuffle the affected hero's Item cards and draw one randomly, discard it from the game and remove its associated pieces. There is no effect if the affected hero does not have any items.

 **Critical (red):** Increase the damage inflicted by the base shot by 1 point.

 **Fear (white):** The attacker who damages a target with the fear shot modifier may immediately perform a single, unmodifiable rush shot with that target hero (even if he is stunned), ally, familiar or monster piece. Catacomb Lords and antients are not affected.

 **Petrify (gray):** The hit character is turned to stone and is immediately out of the game, no matter its health. If 2 characters are hit, only one is affected (all characters still take damage); the player performing the shot decides which. Catacomb Lords and antients are not affected.

 **Poison (green):** A hero or *stunned* hero hit by a poison shot modifier loses 1 health point (rush shots do not inflict damage). Then, draw the appropriate number of Poison cards from the poison deck and place them faceup on the hero's player mat. If at any time, the total value of all a hero's accumulated Poison cards equals or exceeds his **starting health**, he dies. If no Poison cards are left in the poison deck, the affected hero is has been hit with a lethal dose and dies.

 **Regeneration (pink):** A character may restore 1 point of health after successfully damaging an enemy. Only 1 point of health is restored even if multiple targets are damaged. The regeneration shot modifier is ineffective against shadow monsters as they are not damaged in the normal way.

 **Stun (blue):** When hit, place the *Stunned!* card over the hero's rules card (or flip the hero piece over to its dark blue *stunned* side). On the player's turn, you may only perform a single rush shot with a stunned hero until that hero is hit directly by any melee or rush shot from one of their teammates (including another *stunned* hero). Remove the card or flip the hero piece back to its normal state when this happens.

When the Battle phase for a room ends, all stunned heroes return to normal.

If a stunned hero has a **familiar** in play, the player controlling the hero can still perform the familiar's action. No spells can be cast from a *Raven* familiar's location while its owner is stunned.

If a hero is stunned and all others are dead, the effects of the stun modifier are ignored.

 **Transform (purple):** When a monster with the transform shot modifier inflicts damage, it transforms into the form indicated.

After a *Fire Spirit* performs this shot and damages one of the heroic forces, flip its piece to become a **fire wall**. It remains in this form for the remainder of the room and is treated like an obstacle (fire walls cannot be controlled further by the overseer and do not count as monsters). The fire wall inflicts 1 point of damage to any heroic piece that comes into contact with it in any way, directly or indirectly. A fire wall pushed off the board returns to the point where it departed, as normal.

DEFENSIVE PROPERTIES

Characters with defensive properties can automatically prevent damage from specific shots and shot modifier effects.

Nullifying Shots: Some characters can nullify basic shots which prevents any damage from being inflicted and any shot modifiers from taking effect (the modifiers are ignored).

Reflecting Shots: Reflected shots behave the same way as nullified shots, in addition to 1 (and only 1) point of damage being reflected back at the attacker initiating the shot.

When a Nullifies or Reflects box appears on an Antient card, a Catacomb Lord rules card, a Hero rules card, a Monster card or an Item card with the *permanent* frequency condition, all shot icons in that box are nullified and/or reflected automatically.

When a Nullifies or Reflects box appears on an Ability card or an Item card with the *once per room* frequency condition, the player affected by a given shot may choose when to use the card to be protected; after which the card is flipped over. Refresh the card (flip it faceup) during the Setup phase of the next room.

When a Nullifies or Reflects box appears on a Spell card or an Item card with the *once per game* frequency condition, the player affected by a given shot must choose when to use the card to be protected; after which the card is discarded.

HITS, DAMAGE & CHARACTER DEATH

A character loses **health points** each time he is damaged; either from being directly hit with character or ranged shot pieces, or some other special damage effect. When a hero's shot successfully hits a monster piece, that monster takes damage.

When you kill a monster piece, remove it from the board and place it on your hero player board.

Multiple targets can be damaged by a single shot if the shot hits them directly, and a character may simultaneously damage 2 targets adjacent to each other.

If a hero's melee shot strikes a piece that is then pushed into a another piece, no damage is inflicted on the latter piece because the hero did not damage it directly.

When a hero, ally, level 4 monster or Catacomb Lord is damaged, move the marker on the corresponding health track of their player mat down the required number of blood drops. If a hero's health track reaches the **skull icon**, they are dead and all pieces under their control are removed from the board. That hero is out of the game unless the remaining heroes reach *Althea the Healer* and resurrect the dead hero.

If a monster with 2 health points (as shown on its Monster card) takes 1 point of damage, it is flipped over in place on the board, showing the side of the piece with a black background. One more successful hit destroys a monster in this damaged state.

Heroes, allies and familiars cannot damage each other in any way, and monsters and Catacomb Lords cannot damage each other in any way.

HEALING DAMAGE

Healing can restore a hero or ally's health. In addition to visiting *Althea the Healer* or the *Alewife Tavern*, cards that can heal have the following icons on them.



Heal: When played, the owner of the card can increase their health track by 1.



Heal hero: When played, the owner of the card can choose any living hero or ally to heal.



Heal all: When played, all heroes and allies still alive (including the card's owner) recover 1 point of health.

A hero or ally's health can never exceed its initial maximum value.

BATTLE ROOM CARDS

Battle Room cards show the overseer how to populate a room with monsters. Each card has a room name and level (with level 0 rooms the easiest and level 2 rooms the most challenging).

Four quadrants group the monsters to be placed on the board during the Setup phase by their level (1 to 4). Monsters are represented in 3 ways:

Specific monster icons: The specific monster and number of pieces to be used.

Mercenary monster icons: Check the current Catacomb Lord's Setup card to see which level 1 monster should be used when a mercenary monster icon appears in the Room card's top left quadrant.

Monster metre icons: For each monster metre icon, a monster of the specified level from any family (colour) can be chosen. The overseer also decides how many pieces available for that monster are placed in the monster start zone (usually all of them). In some cases, overseer should not deploy all the monster pieces available for a specific monster; if a monster is used in summon shots, the overseer may want to hold 1 or more pieces back in the monster pool, enabling that monster to be summoned later during the Battle phase.

Suppression



Restrictions on what types of shots and/or shot modifiers may be used in a room by both heroic forces and the overseer are shown in a **suppression box**.

If an unmodified shot is listed, it means that shot type and all its modified versions are suppressed for the duration of that room. If a specific modified shot is listed, only the modifier is suppressed, not the basic shot.

ABILITY, SPELL & ITEM CARDS

ABILITY CARDS

Ability cards are specific to a particular hero and can only be used *once during the Battle phase of a room*.

After it has been used, an Ability card is flipped facedown to indicate this and is refreshed (flipped faceup) during the Setup phase of the next room.

When played, a card's effects only apply to the card's owner unless the **hero icon** appears on the card. In that case, the player controlling that hero can choose to apply the effect to the owner of the card, or another hero or ally.

SPELL CARDS

Spell cards can only be used by spell casters. A Spell card can only be played *once per game* and once used is discarded permanently.

ITEM CARDS

Item cards are purchased from *Izchak the Merchant* or won at the *Alewife Tavern*. Most items can be used by any hero, but there are some which are restricted to a specific hero or only those heroes who can wield weapons, for example. These restrictions are listed on the card. Item cards are either played once per game, once per room, or are considered permanent.

There is no restriction as to how many items a hero can carry.

Items cannot be used when a hero is *stunned* unless the item is a **familiar**. Only the hero who owns the item may use it and items cannot be given away or traded.

Allies cannot buy or use items.

When a hero starts the game equipped with items, the player controlling the hero is not obligated to take them.

Restrictions on which heroes can use which items are detailed on the Item cards:

Any hero: Some items are available to any hero.

Specific hero: Some items can only be purchased and used by specific heroes.

Specific conditions: Some items can only be used by heroes with a specific condition, for example a certain amount of starting health.

Heroes that can wield weapons: Items that are weapons are identified with the icon. This also appears on the Hero Rules card if a hero is able to purchase and wield weapons. means a hero cannot purchase and wield weapons.

Heroes that can cast spells: Magic items can only be bought and used by heroes who can cast spells and are identified with the icon. This also appears on the Hero Rules card if a hero is able to cast spells. means a hero cannot cast spells.

Hero Specific Enhancements

Some heroes are more proficient at using certain items. A hero's face on an Item card identifies an enhanced shot sequence that is only available to them when using that particular item.

Frequency Conditions

There are 3 types of condition for how many times an item can be used during the game.



1. Once per game: The item can only be used once during the game (typically during the Battle phase) and is then discarded and cannot be acquired or used again.



2. Once per room: The item can be used once every Battle phase and is flipped facedown to represent this. The Item card is refreshed faceup in the Setup phase.



3. Permanent: Once acquired, the item is always in play and does not require a specific action to take effect.

Combo Items

A **combo item** can be played either immediately before or immediately after a hero's normal turn. This is indicated in the item's shot sequence by the **'...'** icon before or after the **>** icon.

Only 1 combo item card may be played per turn either before or after the hero's action.

Familiars

All heroes can purchase and use **familiar** items provided they fulfill the conditions appropriate to a given familiar.

In the Setup phase, the familiar is placed within 2.5 cm (1") of the hero who controls it. The player can choose whether the hero or familiar performs their action first. The familiar performs its shot sequence every round until it dies or until the room is cleared. It stays with the hero for the entire game, returning to its owner's side in the Setup phase of every room.

Familiars are used to help heroes but they cannot earn gold for directly destroying monsters (their owners do not receive any gold). They cannot be *poisoned* or *stunned*; but can be *devoured* and *teleported*.

A hero can only have a maximum of 1 familiar item. If the hero controlling a familiar is *stunned*, *bitten* or *devoured*, then the hero cannot take an action (as normal); however, the familiar is still able to do so.

When a hero dies, their familiar is removed from the board and is also out of the game (along with their other items). If a familiar dies during the Battle phase, it is removed from the board but rejoins its owner in the Setup phase of the next room.

MONSTER CARDS

There are 5 monster families: **Dungeon** (green), **Infernal** (orange), **Mythological** (blue), **Undead** (gray) and Vermin (**beige**).

Shadow monsters come from the Shadow Realm (the space between the board and barrier walls). Instead of a solid blood health drop icon on their Monster cards, they have a dotted one.

They cannot be killed by inflicting normal damage; instead they must be pushed by any direct shot completely off the board, thus returning them to the Shadow Realm.

POISON CARDS

Curing Poison

There are 3 ways for heroes to cure themselves of poison:

- Playing Cure Poison Spell cards** (during the Battle phase of any room, the Wizard may play these cards to cure himself or another hero).
- Visiting Althea the Healer** for her *Cure Poison* service.
- Testing luck at the Alewife Tavern.**

The hero may discard 1 Poison card of his choice (0 - 5), which is immediately shuffled back into the poison deck.

THE FINAL BATTLE

When the heroes arrive at the *Catacomb Lord's Lair* Special Room card during the Exploration phase, the final battle begins. The Overseer controls the Catacomb Lord like any other monster.

Each Catacomb Lord has 3 cards, placed on the Catacomb Lord player mat: a **Portrait card**, a **Setup card**, and a **Rules card**. The Setup Card list the Catacomb Lord's **starting health**, which **board** to be used during the final battle, the type and number of **minions** to be placed in the monster start zone in the Battle phase of the Catacomb Lord Special Room along with the Catacomb Lord piece, and the catacomb Lord's **mercenary monster**.

The Rules card shows the shot sequences that can be performed by the Catacomb Lord. Only one of the shot sequences shown may be performed per round of the Battle phase.

If the heroes reduce the Catacomb Lord's health track to 0 and at least 1 hero in the party remains alive, the heroes and win the game. It is not necessary to destroy all the Catacomb Lord's minions to win; only the Catacomb Lord itself must be destroyed.

MONSTER VULNERABILITIES (OPTIONAL)

These optional vulnerabilities for new players do not override any defensive properties that individual monsters may have.

Dungeon (green) monsters are vulnerable to missile shots: treat any unmodified missile shot from the heroes as having the **critical** modifier.

Infernal (orange) monsters are vulnerable to the ice shot: their health is reduced by 1 extra point in addition to being frozen.

Mythological (blue) monsters are vulnerable in hand-to-hand combat: treat any unmodified melee shot from the heroes as having the **regeneration** modifier.

Undead (gray) are vulnerable to the fireball shot: treat any unmodified fireball shot from the heroes as having the **critical** modifier, unless the target has a shot with the fear modifier in its sequence. Undead also take 1 point of damage when hitting, or being pushed into, fire walls and fire obstacles.

Vermin (beige) are susceptible to fear: treat any unmodified melee or missile shot from the heroes as having the **fear** modifier, unless the target monster has a shot with the fear modifier in its sequence.

Catacombs

GAME ROUND

1. EXPLORATION

The overseer flips the next unrevealed **Room card**.

2. SETUP

The overseer place the board and obstacle pieces on the table, and the appropriate Monster cards beside the board.

He gathers the monster pieces to be used from the Monster Pool and places them in the **monster start zone**.

The players then place their hero, ally or familiar pieces anywhere in the **hero start zone**.

3. BATTLE

Players take their turns by performing 1 action for each hero. An action is either a hero's basic shot sequence, or playing an Item, Spell or Ability card.

Once all the players have performed an action with the heroes, **the overseer takes a turn for each monster.**

At the end of the round, the heroes assess any additional end of round effects that may have occurred. A new round then begins with the heroes taking their turns.

Rounds continue until all the monsters in the room have been frozen and/or destroyed or all the heroes are dead. Surviving heroes are freed from the *Devoured!* and *Teleported!* cards and if stunned or bitten return to their normal state.

4. RESOLUTION

The Resolution phase begins if at least 1 hero survived the Battle phase. **Each hero takes gold equal to the total value of the monsters they destroyed during the Battle phase.**

SHOTS

BASIC SHOT TYPES

 **Melee shot** The most basic shot type. An unmodified melee shot does 1 point of damage.

 **Rush shot** Performed exactly like a melee shot, however no damage is inflicted.

If a piece leaves the board as the result of any shot, place it back on the edge of the board at the point where it left.

RANGED SHOT TYPES

All ranged shot types use a separate wooden piece, placed anywhere within 2.5 cm (1") of the hero, monster, ally or Catacomb Lord and then shot across the board.

 A basic missile shot inflicts 1 point of damage and is removed from the board when the shot is completed.

 **Fireball** Use the larger fireball piece.

 **Giant Fireball** Use the giant fireball piece. A successful hit does 2 points of damage.

 **Boulder** Use the giant boulder piece. A successful hit does 3 points of damage.

 **Ice** Use the ice piece. A successful hit does no damage but instead *freezes* the target. Place the ice shot piece on top of the affected monster piece. Catacomb Lords cannot be frozen by the ice shot.

 **Target** Enables a second attempt at a missed shot. The target must be declared prior to the first shot. The shot inflicts 1 point of damage to the stated target only.

 **Shield shots** The specified shield piece is shot instead and does no damage. After the character's turn is finished, the shield piece can be repositioned to any legal location within 2.5 cm (1") of the shield's owner.

SHOT SEQUENCES

 A **shot sequence** is when multiple shots can be performed in a row.

You must choose and declare which shot or shot sequence to perform from 2 alternatives divided by the **or icon**.

SHOT MODIFIERS

Basic shot types are shown as a white icon on a black circle.

When a modifier applies, the shot icon is a different colour. Shot modifiers can be applied to rush shots.

 **Chain (yellow):** The same target cannot be damaged consecutively in a shot sequence.

 **Corrosion (brown):** Randomly choose one of the hit hero's item cards to be destroyed.

 **Critical (red):** Increase the damage inflicted by the base shot by 1 point.

 **Fear (white):** The attacker may immediately perform a single, unmodifiable rush shot with that target hero. Catacomb Lords and antients are not affected.

 **Petrify (gray):** The hit character is immediately out of the game, no matter its health. If 2 characters are hit, only one is affected (all characters still take damage). Catacomb Lords and antients are not affected.

 **Poison (green):** A hit hero or *stunned* hero loses 1 health point (rush shots do not inflict damage). Then, draw the appropriate number of Poison cards. If the total value of all a hero's accumulated Poison cards ever equals or exceeds his starting health, he dies.

 **Regeneration (pink):** A character may restore 1 point of health after successfully damaging an enemy. Only 1 point is restored even if multiple targets are damaged.

 **Stun (blue):** You may only perform a single rush shot with a stunned hero until that hero is hit directly by any melee or rush shot from one of their teammates. When the Battle phase ends, unstun all heroes.

 **Transform (purple):** When the monster inflicts damage, it transforms. A *Fire Spirit* becomes a **fire wall** for the remainder of the room and is treated like an obstacle that inflicts 1 point of damage to any heroic piece that comes into contact with it.

HEALING DAMAGE

 **Heal** When played, the owner of the card can increase their health track by 1.

 **Heal hero** The owner of the card can choose any living hero or ally to heal.

 **Heal all** All heroes and allies still alive (including the owner of the card) recover 1 point of health.

A hero or ally's health can never exceed its initial maximum.

ITEM USE

 **Once per game**

 **Once per room**

 **Permanent**

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GAME ROUND

1. EXPLORATION

The overseer flips the next unrevealed **Room card**.

2. SETUP

The overseer place the board and obstacle pieces on the table, and the appropriate Monster cards beside the board.

He gathers the monster pieces to be used from the Monster Pool and places them in the **monster start zone**.

The players then place their hero, ally or familiar pieces anywhere in the **hero start zone**.

3. BATTLE

Players take their turns by performing 1 action for each hero. An action is either a hero's basic shot sequence, or playing an Item, Spell or Ability card.

Once all the players have performed an action with the heroes, **the overseer takes a turn for each monster.**

At the end of the round, the heroes assess any additional end of round effects that may have occurred. A new round then begins with the heroes taking their turns.

Rounds continue until all the monsters in the room have been frozen and/or destroyed or all the heroes are dead. Surviving heroes are freed from the *Devoured!* and *Teleported!* cards and if stunned or bitten return to their normal state.

4. RESOLUTION

The Resolution phase begins if at least 1 hero survived the Battle phase. **Each hero takes gold equal to the total value of the monsters they destroyed during the Battle phase.**

SHOTS

BASIC SHOT TYPES

 **Melee shot** The most basic shot type. An unmodified melee shot does 1 point of damage.

 **Rush shot** Performed exactly like a melee shot, however no damage is inflicted.

If a piece leaves the board as the result of any shot, place it back on the edge of the board at the point where it left.

RANGED SHOT TYPES

All ranged shot types use a separate wooden piece, placed anywhere within 2.5 cm (1") of the hero, monster, ally or Catacomb Lord and then shot across the board.

 A basic missile shot inflicts 1 point of damage and is removed from the board when the shot is completed.

 **Fireball** Use the larger fireball piece.

 **Giant Fireball** Use the giant fireball piece. A successful hit does 2 points of damage.

 **Boulder** Use the giant boulder piece. A successful hit does 3 points of damage.

 **Ice** Use the ice piece. A successful hit does no damage but instead *freezes* the target. Place the ice shot piece on top of the affected monster piece. Catacomb Lords cannot be frozen by the ice shot.

 **Target** Enables a second attempt at a missed shot. The target must be declared prior to the first shot. The shot inflicts 1 point of damage to the stated target only.

 **Shield shots** The specified shield piece is shot instead and does no damage. After the character's turn is finished, the shield piece can be repositioned to any legal location within 2.5 cm (1") of the shield's owner.

SHOT SEQUENCES

 A **shot sequence** is when multiple shots can be performed in a row.

You must choose and declare which shot or shot sequence to perform from 2 alternatives divided by the **or icon**.

SHOT MODIFIERS

Basic shot types are shown as a white icon on a black circle.

When a modifier applies, the shot icon is a different colour. Shot modifiers can be applied to rush shots.

 **Chain (yellow):** The same target cannot be damaged consecutively in a shot sequence.

 **Corrosion (brown):** Randomly choose one of the hit hero's item cards to be destroyed.

 **Critical (red):** Increase the damage inflicted by the base shot by 1 point.

 **Fear (white):** The attacker may immediately perform a single, unmodifiable rush shot with that target hero. Catacomb Lords and antients are not affected.

 **Petrify (gray):** The hit character is immediately out of the game, no matter its health. If 2 characters are hit, only one is affected (all characters still take damage). Catacomb Lords and antients are not affected.

 **Poison (green):** A hit hero or *stunned* hero loses 1 health point (rush shots do not inflict damage). Then, draw the appropriate number of Poison cards. If the total value of all a hero's accumulated Poison cards ever equals or exceeds his starting health, he dies.

 **Regeneration (pink):** A character may restore 1 point of health after successfully damaging an enemy. Only 1 point is restored even if multiple targets are damaged.

 **Stun (blue):** You may only perform a single rush shot with a stunned hero until that hero is hit directly by any melee or rush shot from one of their teammates. When the Battle phase ends, unstun all heroes.

 **Transform (purple):** When the monster inflicts damage, it transforms. A *Fire Spirit* becomes a **fire wall** for the remainder of the room and is treated like an obstacle that inflicts 1 point of damage to any heroic piece that comes into contact with it.

HEALING DAMAGE

 **Heal** When played, the owner of the card can increase their health track by 1.

 **Heal hero** The owner of the card can choose any living hero or ally to heal.

 **Heal all** All heroes and allies still alive (including the owner of the card) recover 1 point of health.

A hero or ally's health can never exceed its initial maximum.

ITEM USE

 **Once per game**

 **Once per room**

 **Permanent**

TELEPORTATION



Teleportation takes place over 2 rounds of the Battle phase. A hero executes a teleport as part of a shot sequence and the target character is removed from the board and put on the *Teleported!* card (outside the barrier walls). During the next round of the Battle phase, the hero returns to play by placing his piece anywhere around the edge of the board and performing a single melee shot (this can be followed with a post-Combo item if desired). This is the end of the teleported hero's turn during that round of the Battle phase.

While on the *Teleported!* card, a character cannot suffer damage or die, and bite and ice shot pieces are immediately removed.

If all other heroes are dead and one remains on the *Teleported!* card, that hero may teleport back onto the board and continue fighting. This applies to monsters and Catacomb Lords; therefore the Battle phase continues while monsters and/or Catacomb Lords are on the *Teleported!* card and none remain on the board itself.

A character who is *stunned*, *bitten* or *frozen* cannot teleport themselves, but may be teleported by another character.

A character cannot hide for multiple turns on the *Teleported!* card. No combat occurs between any monsters and heroes that are on the *Teleported!* card at the same time.

MAGIC PORTALS



During the Battle phase, a hero or Catacomb Lord can open a **magic portal** to switch the positions of any 2 characters on the board (including themselves and allies and familiars). No pieces leave the board: their positions are simply switched.

A player may only switch the positions of 2 of their own teammates: a hero cannot change positions with a monster and a Catacomb Lord cannot change positions with a hero.

ADVANCED SHOT TYPES



Bite Shot (Overseer only): When hit by a bite shot, **1 point of damage** is immediately inflicted to an affected target. Out of all targets that are still alive, the overseer chooses one and places the bite shot piece on top of it.

A *bitten* character cannot take any actions and can only be freed when the bite shot piece is knocked off by another shot (directly or indirectly), in which case it is immediately removed from the board.

If at the end of the next round the bite piece has not been knocked off, another point of health is deducted from the affected target. One point of health is lost at the end of every further round that the bite shot piece stays in place.

Stunned heroes cannot be affected by the bite shot.



Devour Shot (Overseer only): When hit by a devour shot, the hero, ally or familiar immediately takes **1 point of damage**. If they are still alive, they are removed from the board and placed on the *Devoured!* card.

A *devoured* character cannot take any actions and is considered removed from the game. All *devoured* character(s) are released once the room is completed successfully or the monster is destroyed. In the latter case, the characters are returned to the place on the board where the monster was destroyed, ready to take their turn as normal.

If multiple characters are hit by a devour shot, all take damage but only one is *devoured* (the overseer decides which).

Multiple characters can be placed on the *Devoured!* card at the same time, but each one has to be hit by a separate devour shot. When a character is *devoured*, the effects of

the stun shot modifier and the bite shot are cancelled (flip a stunned hero back over or remove the bite shot piece).

Characters cannot be teleported off the *Devoured!* card.



Roll Shot: Perform a roll shot by placing the character piece on its side and rolling it across the board.

To inflict damage, the rolling character must make contact with an enemy target when it comes to a complete stop, either hitting or partially covering another piece. In the latter case, ensure the character that performed the roll shot finishes the shot laying flat in a legal location on the board. If a rolling character leaves the board, place it back on the edge of the board (laying flat) at the point where it left as normal.

An unmodified roll shot does **2 points of damage**. If 2 characters are hit by a roll shot, only one is affected (the player performing the shot decides which).

Summon Shot: A summon shot is performed in the same way as any other ranged shot except that the monster or antient piece specified in the shot sequence is used instead. This initial shot represents the summoning process and is treated like a standard missile shot that inflicts **1 point of damage** regardless of any other shots the monster may have in its shot sequence.

The character that has been summoned can be controlled as normal once the summoning character's turn is over.

THE GELATINOUS CUBE MONSTER

The **Gelatinous Cube** is a level 4 monster from the **Dungeon** family that can perform a different shot sequence for each round of the Battle phase.

To perform this shot sequence, the overseer starts by taking a melee shot. The Gelatinous Cube piece is then rotated to show the corrosion melee shot icon on top of the piece and that shot is then performed. During the next round, the overseer again takes a melee shot and then rotates the piece to reveal the fear melee shot icon, which is then performed.

The overseer continues through the Battle phase performing a different shot sequence each round, in the following order:



ANTIENTS

Antients typically enter play by heroes playing an Item or Spell card. During the Battle phase, an antient is introduced onto the board with a summon shot and persists for the remainder of the room. Antients do not suffer damage and cannot be destroyed, only leaving the game during the Resolution phase.

Antients are immune to the effects of all shots and all shot modifiers and cannot be *bitten*, *frozen*, *devoured*, *teleported* or have their own shots suppressed. An antient is controlled first by the player that summoned it. Once that player's turn is over, the Antient card is handed to the overseer. Control of the antient passes back and forth between the heroic forces and the overseer until the room has been cleared or all the heroes are dead.

More than 1 antient may be summoned into play at one time.

VARIANT MONSTERS

To provide a greater challenge, monsters can have alternate forms called **variant monsters**, identified by the **V icon**.

At the start of the game, the overseer decides if a variant monster will be used instead of the original; if so the variant Monster card will be used for the entire game. Monsters and their variants share the same wood piece: only the cards differ.

TELEPORTATION



Teleportation takes place over 2 rounds of the Battle phase. A hero executes a teleport as part of a shot sequence and the target character is removed from the board and put on the *Teleported!* card (outside the barrier walls). During the next round of the Battle phase, the hero returns to play by placing his piece anywhere around the edge of the board and performing a single melee shot (this can be followed with a post-Combo item if desired). This is the end of the teleported hero's turn during that round of the Battle phase.

While on the *Teleported!* card, a character cannot suffer damage or die, and bite and ice shot pieces are immediately removed.

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A character who is *stunned*, *bitten* or *frozen* cannot teleport themselves, but may be teleported by another character.

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If at the end of the next round the bite piece has not been knocked off, another point of health is deducted from the affected target. One point of health is lost at the end of every further round that the bite shot piece stays in place.

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Catacombs

SPECIAL ROOM CARDS

When encountered in the Exploration phase, **Special Room cards** enable heroes to obtain benefits in exchange for the gold coins they have collected. Players may, if they wish, pool their gold to purchase items, allies, services, or make wagers.

ALTHEA THE HEALER

Althea the Healer cures 1 Poison card for free (the players decide which hero may discard a Poison card and shuffle it into the poison deck). The heroes may also purchase the following services:

Service	Cost (Gold)	Effect
Heal Hero or Ally	3	One health point is restored to the hero or ally.
Cure Poison	2	A hero is cured of 1 poison card

Resurrect Hero	10	One dead hero is brought back to life with 2 health points. The hero returns to life with all of his gold coins and any unused Item and/or Spell cards, and may pay to be healed further by the healer. The resurrected hero starts playing in the next room.
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Multiple services can be purchased from the healer. Allies can be healed by the healer, but not resurrected.

IZCHAK THE MERCHANT

Izchak the Merchant sells items. The overseer shuffles the deck of Item cards and flips over **6 cards**. These are available for purchase, or the players can pay 2 gold coins to see the next card on the top of the item deck (there is no limit as to how many times they may do this).

Any player can purchase any number of the revealed Item cards provided they meet the requirements.

When an item has been purchased, return the gold coins to the treasury, and place the Item card in the designated area on the hero's player mat.

Additionally, a **map** may be purchased from the merchant by any hero for 2 gold coins. When the map is paid for, flip over all the Room cards in the catacomb.

THE AMARANTH INN & ALLIES

The Amaranth Inn allows heroes to recruit an ally. Any hero not being used in the game may be recruited as an ally at a cost of **10 gold coins**. To find the ally that may be recruited, place all the unused Hero Portrait cards facedown, shuffle them together and randomly draw 1 card.

 One player controls the ally and assigns it to assist one of the heroes he controls. Place the Portrait and Rules cards on the appropriate hero player mat in the section labelled with the **ally icon**.

Unless otherwise stated on their card, allies have a maximum health of 4. Use the health track beside the ally section on the player mat to track their health.

Allies use the shot sequence printed on their rules card as normal. **Allies cannot start with, buy, acquire or use any Item or Spell cards listed on their Hero Rules card**; however, they do start with 1 less of their total Ability cards (minimum 1), chosen by the player recruiting the ally.

An ally is placed in the hero start zone in the Setup phase along with the other heroes. In each round, the player who recruited the ally takes a turn for both the hero and ally, in any order.

Allies function similarly to heroes: they can be *teleported* and *devoured*. They can damage and destroy monsters and Catacomb Lords. When they lose all their health points, they die and are removed from the game.

However, allies cannot buy or use items, use spells, be *stunned*, *poisoned* or *resurrected*. They do not earn gold for destroying monsters: all gold goes to the hero whom the ally is assigned.

If a hero dies and their ally is still on the board, control of the ally passes to the hero with the lowest current health (regardless of maximum starting health). On a tie, the hero who has the least gold of the two gets the ally. On a further tie, the hero with the fewest items gets the ally. If all the heroes are dead, the game is over, even if there is an ally still on the board during the Battle phase.

THE ALEWIFE TAVERN

At the **Alewife Tavern**, players can test their luck to win items, regain health or be cured of poison.

To place a bet, a player must pay **2 gold coins**. The overseer places all the *Orcs*, *Fire Spirits*, *Centaurs* and 4 hero pieces in an opaque bag, then the player pulls 3 pieces from the bag and consults the following table:

Pieces Pulled	Rewards
3 Heroes	Gain full health for the chosen hero and their ally (if he has one) or cure all Poison 1 cards assigned to 1 hero

3 of a kind	Take an Item card of your choice from the Item deck
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2 Hero pieces	Blindly draw 1 Item card (you must take the first item you can use)
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3 different coloured pieces	Gain 1 health point or cure 1 Poison card
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1 Hero piece	Gain 1 gold coin from the treasury
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You may choose a reward that is lower on the table than the one you qualified for.

Replace the pieces in the bag before placing another wager. Each player can bet as many times as they like, as long as they have enough gold.

If players pool their gold to bet, indicate which hero is gambling for each wager; only that hero wins any rewards, which are paid out and applied immediately. All gold lost is returned to the treasury.

ALTERNATE SPECIAL ROOM LAYOUTS

When setting up a game, players may decide on one of the following ways to decide on which Special Room cards to use.

The **recommended method** Best for beginners (see Setup).

The **player's choice method** Players to choose which Special Room cards they would like included in the game and in what order.

The **random method** The most challenging method. The overseer shuffles the Special Room cards and places them randomly in each Special Room card spot. Players do not see which cards are there until they reach the Exploration phase for that room and flip the card over (though the *Catacomb Lord's Lair* Special Room card is always placed last).

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