Catacombs 3E Reference

✸ 1 Damage ✸✸ 2 Damage ✸✸✸ 3 Damage

Hero Types — Cleric · Fighter · Spell Caster · Monarch

Character Shots

The character's piece is flicked when performing a character shot.

Rush · ✸ Melee · ✸✸ Bite · Repeat	The character takes their turn again when hit by the repeat shot.
✸✸ Roll · ✸✸✸ Critical Roll	The character piece is placed on its side then flicked such that it rolls. Only inflicts damage to one target.
Move to Rune	Immediately move the character to any unoccupied rune icon on the playmat or game board. If runes are all occupied, perform a rush shot to displace another character.
Wyvern Strike	The character receives 1 Wyvern Claw after successfully hitting an enemy. Ineffective against Wyverns.

Ranged Shots

A ranged piece bearing the same icon is flicked to perform a ranged shot.

✸ Missile (extra small) · ✸ Fireball (small) · ✸ Ice Boulder (large) · ✸✸ Giant Fireball (large) · ✸✸✸ Boulder (large)	
Hook (small)	Flick the hook piece. Character performing the shot may move anywhere within 2.5cm (1") of where the hook piece lands. Hook piece is then removed.
Ice (small)	Ice shot piece is placed on top of hit enemy. Frozen characters cannot take any actions, take damage, or reflect damage. They are freed when the Ice shot piece is knocked off. Only affects one enemy at a time.
✸ Snowball (small)	In addition to inflicting 1 damage, the snowball shot stuns the affected hero.
✸ Lightning (small)	Flick the lightning piece 3 times. The third shot inflicts 1 damage upon hitting an enemy.
✸ Target (small)	Declare a target by placing the target token and performing a ranged shot with the target piece. If shot misses, take a second shot. Damage only inflicted on declared target.
✸ / ✸✸ Dagger (flat)	Inflicts 1 damage by default, 2 damage if a Catacomb hero (including the Illusionist) is performing the dagger shot. After inflicting damage, attacker performs move to rune.

Advanced Ranged Shots

Wizard's Shield (large) · Sorcerer's Shield (large)	The Shield may be flicked from its current position, or placed beside the character and then flicked. Inflicts no damage. After the entire shot sequence is complete, the Shield piece is placed within 2.5cm (1") of the character. Players may hold down their character's Shield piece during an enemy's turn.
✸ Boomerang (flat)	Flick the Boomerang piece. Inflicts 1 damage upon hitting an enemy. Leave the Boomerang where it lands. Perform a rush shot with the attacking character. Place Ruler 3 over the Boomerang piece and point it toward the attacking character. Inflicts 1 damage to every enemy beneath the ruler. Remove the Boomerang piece.
Portal Trap (extra large)	For each character hit, roll a D12. **Result 1-3:** Inflict damage equal to result and place hit character on Teleported! card. **4-5:** Hit character may perform a rush shot. **6-11:** Inflict 2 damage, hit character performs move to random rune. **12:** Move hit character to Hidden Cave card.

✸✸ Scorched Earth (small)

Flick each Scorched Earth piece. They do not inflict any damage The 3 deployed pieces form the sides of a triangle. Choose 1 enemy within the triangle, and inflict 2 damage on it.

Area of Effect Templates

Long ✸ · Ring ✸ · Short ✸ · Spread ✸

Catacombs & Castles Shots

Compatible with Catacombs 3E.
See Catacombs & Castles reference.

Note: Transfer types are not applicable in Catacombs 3E.

Shot Modifiers

Chain	The same enemy cannot be hit consecutively (ie. twice in a row). Damage that would have been inflicted by the additional hit(s) is ignored. Ensures damage from a particular shot sequence is distributed across multiple targets.
Fear	The performing player who damages a target may perform a single rush shot with the affected character's piece.
Petrify	This modifier instantly turns a character to stone on hit. The character is dead and removed from the playmat or game board, regardless of their remaining health. Must only affect one character at a time.
Poison	When damaged, the player controlling the hero draws 1 Poison card. In some cases they draw 2 Poison cards, if indicated. Poison accumulates. If at any time the total value of Poison cards exceeds the hero's starting health, they die.
Corrosion	The player shuffles the affected hero's item cards. One item card is drawn randomly and discarded from the game. Any pieces associated with it are removed from the playmat or game board. If they have no items, they lose 3 coins.
Critical	Increases the damage of the base shot by one point.
Reckless	Friendly fire rules no longer apply to the affected character and they may now damage teammates with their shots. Applies for the entire game unless cured.
Regeneration	The performing character restores a maximum of one health point after successfully inflicting damage. Character cannot exceed their starting health. Ineffective against Antients and shadow monsters.
Stun	Stuns the affected hero. A Stunned! card is placed on their Rules card. The hero may only perform a single rush shot on their turn. The stun is removed if the character is struck by a teammate's melee or rush shot. When the Battle Phase for a room ends, players remove all Stunned! cards.
Transform	The performing character optionally transforms into the indicated form.
Transmogrify	The hero's piece and portrait/rules cards are replaced by the transmogrified form's. Coins, items, spells, poison, mounts, and health remain. May be returned to normal if teleported, cured of poison, resurrected, or during the Resolution Phase.

Special Shots

✸ **Devour**	The affected character (hero or familiar) is placed on the Devoured! card. They are out of the game for the rest of the Battle Phase or until the devouring monster is destroyed (in this case the character is placed where the monster was destroyed). A single shot only devours one character at a time.
Move to Random Rune	Roll the Rune Die. Immediately move the character to the indicated rune icon on the playmat or game board.
✸ **Runic Shift**	Immediately move the character to any unoccupied rune icon on the playmat or game board. Then may perform a melee shot.
Open Portal	Immediately switch positions with another teammate on the playmat or game board.
✸ **Teleport**	The character's piece is removed from play and placed on the Teleported! card. On their next turn, the character is placed on the edge of the playmat or game board and performs a melee shot.
✸ **Summon**	The indicated character is placed within 2.5cm (1") of the character performing the shot. The summoned character immediately performs a melee shot, then their full shot sequence. During following turns, the summoned character's shot sequence is performed as normal. A summon shot with a "?" indicates any available level 1, 2, or 3 monster from that monster family may be summoned.

Catacombs & Castles Reference

✸ 1 Damage ✸✸ 2 Damage ✸✸✸ 3 Damage

Refers to minimum damage.
Some shots have the potential to do even more damage.

Character Shots

The character's piece is flicked when performing a character shot.

Rush	Flick to move around the playmat or to push enemies. No damage inflicted.
✸ **Melee**	A close-combat attack that inflicts 1 damage after hitting an enemy.
✸✸ **Critical Melee**	A powerful attack that inflicts 2 damage after hitting an enemy.
✸ **Target Melee**	Declare target character by placing a target token and perform a melee shot. If shot misses, attacker may take a second shot. Damage only inflicted on declared target.
✸ **Temporal Shift**	Inflicts 1 damage when hitting an enemy. Affected character is immediately placed in their Start Zone by the attacking player.
✸ **Leech**	Inflicts 1 damage after hitting an enemy, with the option of performing a health transfer.
Move to Rune	Immediately move the character to any unoccupied rune icon on the playmat. If runes are all occupied, perform a rush shot to displace another character.
Wyvern Strike	The character receives 1 Wyvern Claw after successfully hitting an enemy. Ineffective against Wyverns. No damage inflicted.

Special Shots

Open Portal	Immediately switch positions with another teammate on the playmat.
✸ **Runic Shift**	Immediately move the character to any unoccupied rune icon on the playmat. Then may perform a melee shot.
Move to Random Rune	Roll the Rune Die. Immediately move the character to the indicated rune icon on the playmat.
✸✸ **Scorched Earth (small)**	Flick each Scorched Earth piece. They do not inflict any damage. The 3 deployed pieces form the sides of a triangle. Choose 1 enemy within the triangle, and inflict 2 damage on it.

Transfer Types

Power Transfer (Default) — Health Token(s) taken from opposing team and used to charge up the attacker's Ability or Team Action. (attacker's choice).

Assist Transfer

Health Token(s) taken from opposing team and used to charge up a *teammate's* Ability or Team Action. (attacker's choice).

Health Transfer

Health Token(s) taken from opposing team, flipped over, and added to the attacker's team Health Pool.

Void Transfer

Health Token(s) removed from the opposing hero's Ability or Team Action and discarded (attacker's choice).

Capture Transfer

1 Health Token taken from the opposing team becomes a Half Power Armour Token. 2 or more Health Tokens become a Full Power Armour Token.

Ranged Shots

A ranged piece bearing the same icon is flicked to perform a ranged shot.



✸ **Missile (extra small)**



✸ **Fireball (small)**



✸✸ **Giant Fireball (large)**



✸ **Ice Boulder (large)**



✸ **Net (medium)**



✸✸ **Web (medium)**

Area of Effect Templates

These shots use the area of effect templates from the Wyverns of Wylemuir expansion.



Long ✸



Ring ✸



Short ✸



Spread ✸



✸ **Target (small)**

Declare a target by placing the target token and performing a ranged shot with the target piece. If shot misses, take a second shot. Damage only inflicted on declared target.



✸ **Vortex (small)**

Inflicts 1 damage to upon hitting an enemy. Perform rush shots » with all affected characters and shields on the opposing team.



✸ **Shuriken (flat)**

Attacker may immediately perform a rush shot » after hitting an enemy (whether they inflicted damage or not).



✸ **Longbow (flat)**

If the attacking player chooses, the longbow shot may be performed from the location of a teammate instead of the attacker's piece.



Hook (small)

Player flicks the hook piece like any ranged shot. Optionally move the performing character piece within 2.5cm (1") of where the hook piece lands.



Egg (small)

Upon hitting an enemy piece, a warrior is summoned and placed within 2.5cm (1") of the attacker's piece. Immediately perform the warriors shot sequence.



✸ **Lightning (small)**

Flick the lightning piece 3 times. The third shot inflicts 1 damage upon hitting an enemy.



✸ **Boomerang (flat)**

Flick the Boomerang piece. Inflicts 1 damage upon hitting an enemy. Leave the Boomerang where it lands. Perform a rush shot » with the attacking character. Place Ruler 3 over the Boomerang piece and point it toward the attacking character. Inflicts 1 damage to every enemy beneath the ruler. Remove the Boomerang piece.



Castle Shield (large)



Catacomb Shield (large)

The Shield piece may be flicked from its current position, or placed beside the character and then flicked. Inflicts no damage. After the entire shot sequence is complete, the Shield piece is placed within 2.5cm (1") of the character.

Players may hold down their character's Shield piece during an enemy's turn.



✸ **Grapple (extra small)**

Only affects one target. There are two options:

Rescue: Immediately after hitting a teammate, move their piece within 2.5cm (1") of the performing character piece.

Grab: Inflicts 1 damage after hitting an enemy. Enemy's piece is immediately moved within 2.5cm (1") of the performing character piece. Player then performs a rush shot » with the enemy piece.



When the health transfer icon appears within the Grapple icon, the attacker may perform a health transfer when using the Grab Option.



✸/✸✸ **Dagger (flat)**

Inflicts 1 damage.*
After inflicting damage, attacker performs move to rune.

* Inflicts 2 damage if performed by the Illusionist.

Team Action



All friendly heroes perform the indicated shot sequence.

Horn of Heroes



Player chooses one friendly hero to perform the indicated shot sequence.