

Components



Sword Team Cards 30x



Skull Team Cards 30x

Overview

This expansion provides a new way to play *Catacombs Conquest*. All rules from *Catacombs Conquest* apply unless overridden by the rules explained here.

The decks included with this expansion replace the decks from the base game.

Two Player Game

The following rules apply to a two player game. It is recommended that each player start with a pool of eight Health Tokens, but players can use more for a longer game.

The cards for both the Sword and Skull teams are divided into six sets of cards with colours corresponding to their role:

Leaders Gold



Fighters Orange



Spell Casters Blue



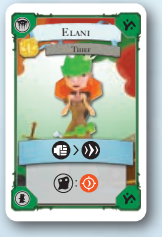
Hunters Red



Creatures Magenta



Explorers Green



At the start of the game, the gold Leader cards for each team are separated and *placed face up in front of the players.*

Each player chooses two of the five remaining sets from their team (Sword or Skull) to create their deck of cards for use during the game. So for example, a player may choose to use the Creatures and Explorers decks.

Each player shuffles their deck and draws five initial cards into their hand.

On their turn a player may either:

1. Play one of their face-up Leader cards. Once played, a Leader card is flipped face-down.





Note: A Leader card (player's choice) can be **refreshed** when one of these icons appear on a card.

2. Play one card from their hand. When playing a card from their hand, it is discarded into a discard pile face up.

When playing *any* card, a player *must* perform its **primary shot sequence** with the active Character Disc. Then the player *may* choose to **activate** the card's **secondary shot sequence** (1). To do this, the player must play an activation card either from their hand or one of their Leader cards. Either of the activation card's Star Sign icons (2) must match the required Star Sign (3) indicated in front of the card's secondary shot sequence.



The player performs the secondary shot sequence with the active Character Disc. A Leader card used for activation is still flipped over. An activation card played from a player's hand is discarded along with the primary card.

A player finishes their turn by drawing one card from their deck, flicking one of the obstacle pieces of their choice, and flipping over their Turn Tracker as usual.

Note: At any time during their turn, if a player has no cards in their hand, they immediately draw five cards from their deck.

When a player cannot draw a card, they must re-shuffle their discarded cards (excluding flipped over Leader cards) to make a new deck.

New Shot Connector Rules

When two shots are connected by the new **Dot connector** • , the player performs *either* shot first with the active Character Disc. Then they perform the remaining shot with the other Character Disc.

New Shot Rules

This expansion adds new rules for the following shots:

Wave Shot - a player may flick any obstacle disc before flicking the wave shot disc.

Missile Shot - if a missile shot damages an enemy Character Disc, then the player may perform a missile shot against the *other* enemy Character Disc. This second missile shot is considered to be a chain shot (see next column).

Fireball Shot - a player may choose to perform the fireball shot from the *top of any obstacle disc.*

Leech Shot - this is a new character shot introduced in this expansion. When an attacking player damages an enemy Character Disc, the attacker's team captures the Health Token.



Target Melee Shot - Declare an enemy Character Disc, and then perform a Melee shot. If the shot misses, the player controlling the character may perform a second shot from where their Character Disc ends up. *Damage is only inflicted on the declared enemy target.*

Healing

A Health Token can be taken from the supply when one of these icons appear on a card.



Chained Shots



Chained shots cannot inflict damage upon the same enemy Character Disc consecutively. For example, if the Skull Team player performs this shot sequence against the same enemy Character Disc, they can only inflict two points of damage:



However, the player can inflict four points of damage by performing chain fireball shots alternating between both enemy Character Discs:



Four Player Games

In a four player game, players construct their decks as described in the rules above. However, players on the same team share the Leader cards and decide collectively when to use them on their individual turn.

Variant Rule

At the start of the game, players may choose to replace two Leader cards of their choice with two random cards from the *Catacombs Conquest* base game.

External Links
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