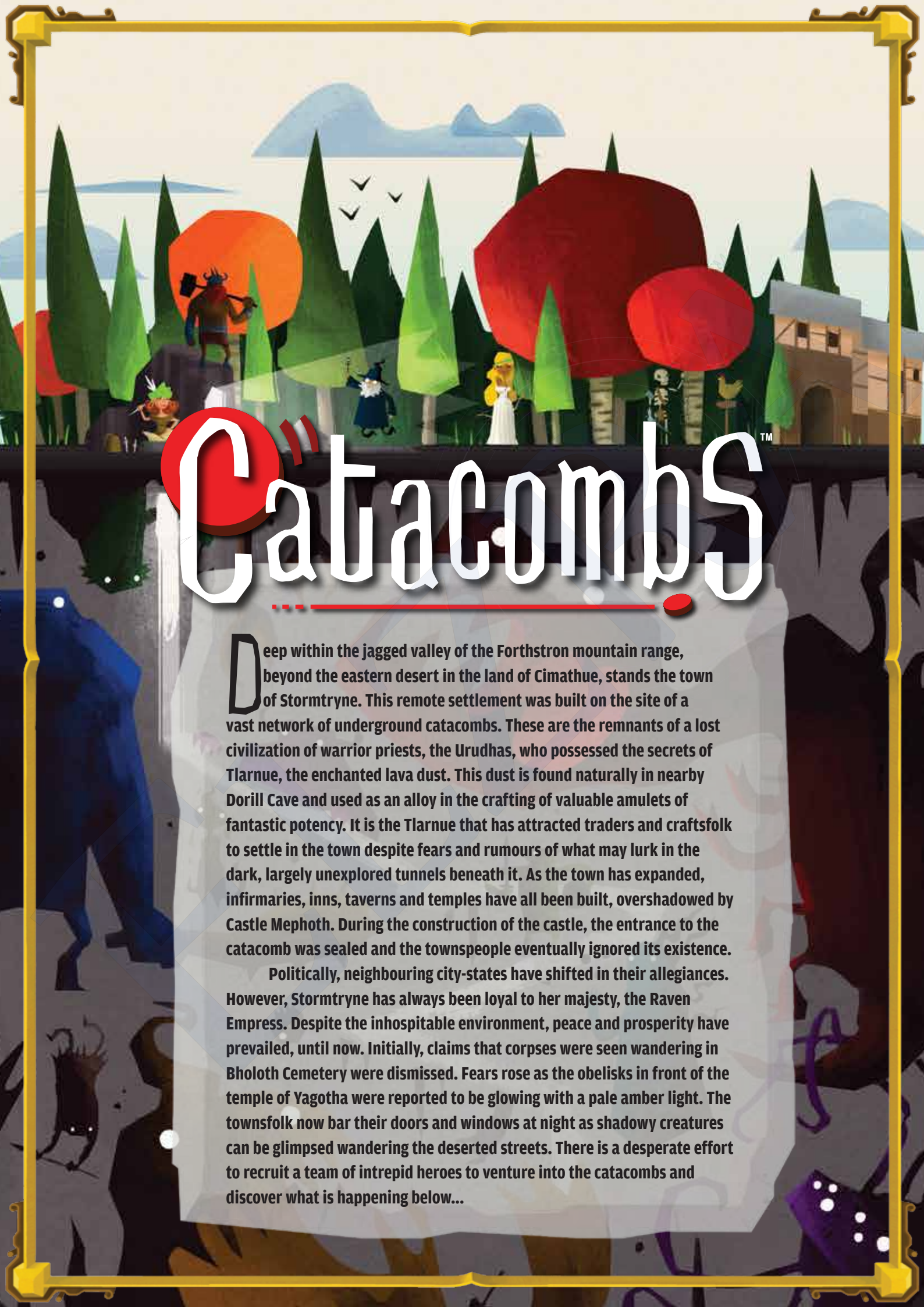


Catacombs™

Deep within the jagged valley of the Forthstron mountain range, beyond the eastern desert in the land of Cimathue, stands the town of Stormtryne. This remote settlement was built on the site of a vast network of underground catacombs. These are the remnants of a lost civilization of warrior priests, the Urudhas, who possessed the secrets of Tlarnue, the enchanted lava dust. This dust is found naturally in nearby Dorill Cave and used as an alloy in the crafting of valuable amulets of fantastic potency. It is the Tlarnue that has attracted traders and craftsfolk to settle in the town despite fears and rumours of what may lurk in the dark, largely unexplored tunnels beneath it. As the town has expanded, infirmaries, inns, taverns and temples have all been built, overshadowed by Castle Mephoth. During the construction of the castle, the entrance to the catacomb was sealed and the townspeople eventually ignored its existence.

Politically, neighbouring city-states have shifted in their allegiances. However, Stormtryne has always been loyal to her majesty, the Raven Empress. Despite the inhospitable environment, peace and prosperity have prevailed, until now. Initially, claims that corpses were seen wandering in Bholoth Cemetery were dismissed. Fears rose as the obelisks in front of the temple of Yagotha were reported to be glowing with a pale amber light. The townsfolk now bar their doors and windows at night as shadowy creatures can be glimpsed wandering the deserted streets. There is a desperate effort to recruit a team of intrepid heroes to venture into the catacombs and discover what is happening below...

Sticker Application Instructions

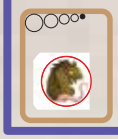
Sort the wooden pieces by size and colour. Firmly apply the stickers to the centre of the wooden pieces.

When a piece requires a sticker on both sides, two stickers will be in the box.

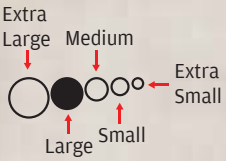


These arrows indicate that the bottom sticker is placed on the other side of the same piece.

The colour of the wooden piece is shown by the colour of the box. In this case, an orange piece would be used.



When a piece only requires a sticker on one side, one sticker will be in the box.



In the top-left corner of the box, the size of the piece to be used will be filled in. In this case, a large piece is needed.

x2 pieces

Indicates how many pieces have the same stickers.

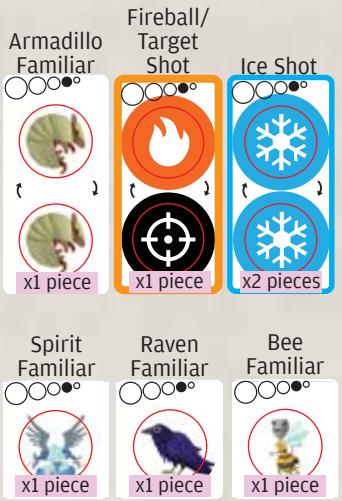
Large Pieces



Medium Pieces



Small Pieces

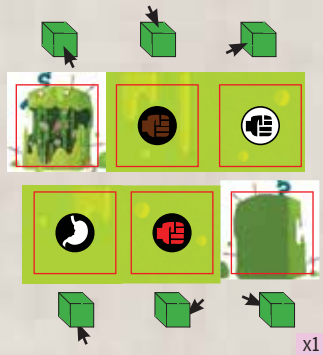


Extra Small Pieces



Cube Piece

Gelatinous Cube



*** Sticker used in the Cavern of Soloth Expansion

Components

133 Wooden Components

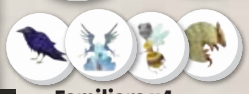
6 dark brown extra large pieces
21 large pieces (2 black, 5 blue, 1 gray, 5 green, 4 orange, 1 beige, 1 dark red, 2 purple)
34 medium pieces (4 blue, 4 green, 12 gray, 8 orange, 6 white)
7 small pieces (1 orange, 4 white, 2 light blue)
29 extra small pieces (5 brown, 16 beige, 8 dark red)
1 green cube piece
35 gold coins / 15 platinum coins



Heroes x6

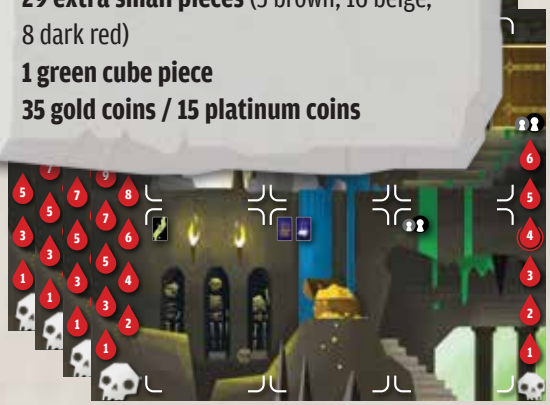


Monsters (Five families represented by five different colours: beige, blue, gray, green, orange)



Familiars x4

Catacomb Lords x2 (double sided)



Hero Player Mats x4



Catacomb Lord Player Mat x1



Gold Coins x35 (no stickers)



Hero Rule And Portrait Cards x12



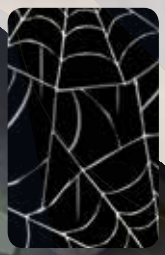
Hero Ability Cards x4



Hero Item Cards x15



Hero Spell Cards x15



Catacomb Lord Rule, Portrait And Setup Cards x12



Monster Cards x26



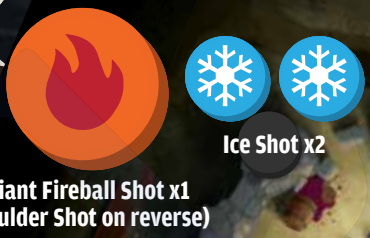
Barrier Wall Segments x4 (x2 long, x2 short)



Shield Shot x2 (Missile Shot on reverse)



Bite Shot x2 (Missile Shot on reverse)



Giant Fireball Shot x1 (Boulder Shot on reverse)

Ice Shot x2

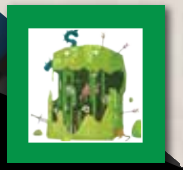


Fireball Shot x1 (Target Shot on reverse)



Liquid Antient x1

Gelatinous Cube x1





Sorcerer's Shield x1



Missile Shot x1 (Missile Shot on reverse)



Room Cards x34



Wizard's Shield x1

Game Boards x3 (double sided)

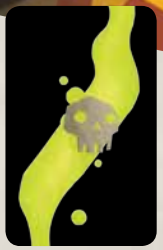
Obstacles x6 (no stickers)



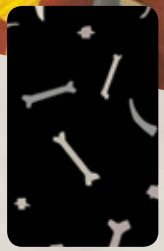
Devoured! Card x1



Teleported! Card x1



Poisoned! Cards x11



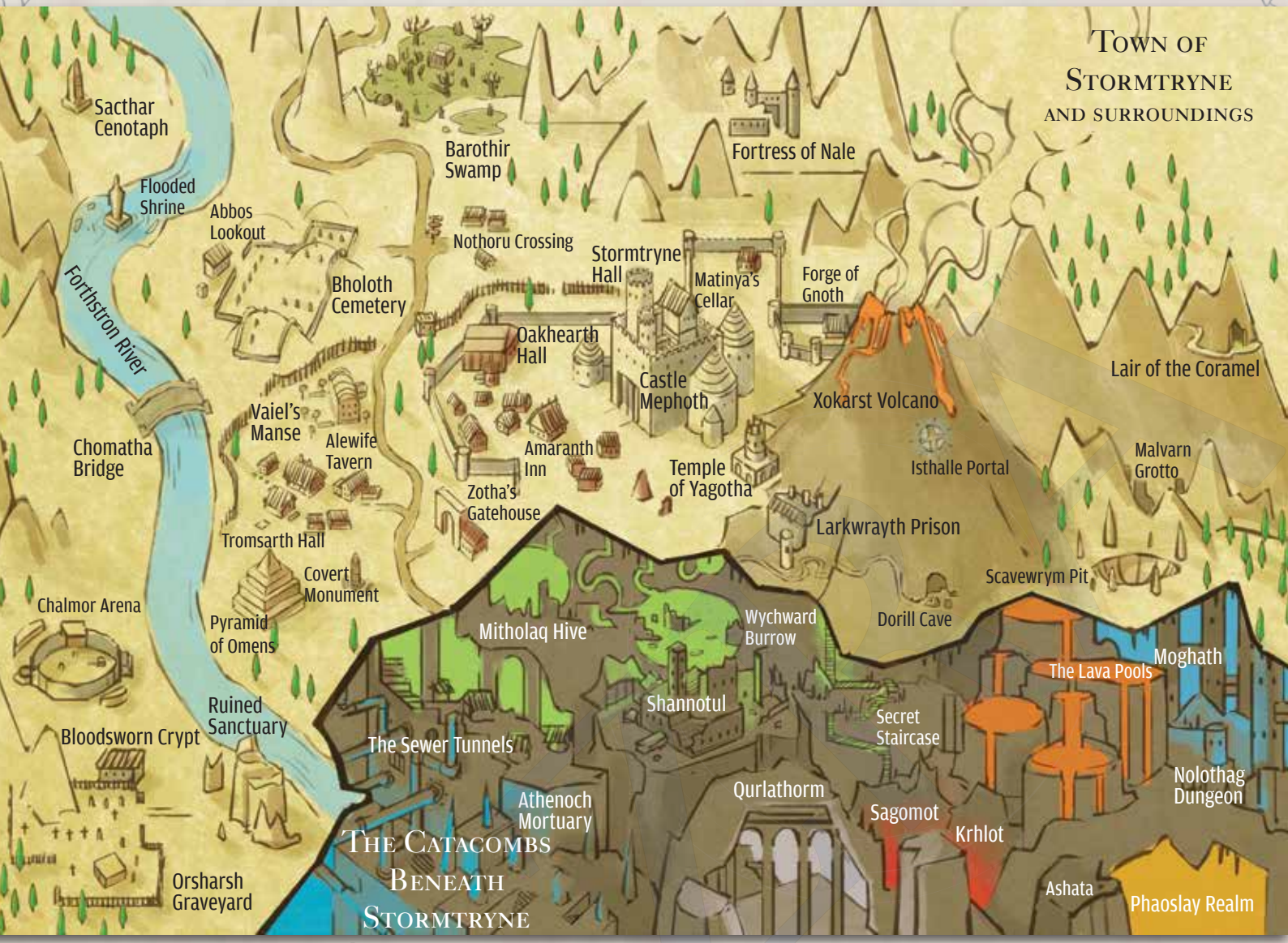
Antient Card x1



Health Trackers x8 (no stickers)

Advanced Features of Catacombs

When you are first learning Catacombs, it is advised to put aside the following cards until you are familiar with how the game works:
Catacomb Lords: Hmotha The Lich Lord (all cards) / Phoshar The Dragon (all cards)
Items: Cloak of Invisibility / Raisthrim's Potion / Throwing Axe / Vaiel's Urn
Monsters: Armoured Beetle / Fenris / Gelatinous Cube / Owl Bear / Pit Viper / Rakshasa / Roal / Sewer Rat / Vampire Bat
Rooms: Alewife Tavern / Amaranth Inn / Castle Mephoth / Sepulcher of the Sisters / Shannotul / The Athenoch Mortuary
Spells: Cure Poison / Giant Fireball / Heal All / Ice Blast / Teleport Hero
Antient: Urthoth The Liquid Antient (one card) / **Devoured!** (one card) / **Poisoned!** (all cards) / **Teleported!** (one card)



Objective

Up to four players take control of four heroes (represented by wooden discs) that must fight their way through a series of rooms filled with monsters controlled by the Overseer player. Catacombs is a cooperative game with the heroes working together as a team and the Overseer ensuring that the game runs smoothly and is a fun experience for all players. The Heroic Forces are made up of heroes, allies and familiars. The Catacomb Lord's Forces are made up of the Catacomb Lord and monsters. Battles are fought by skillfully flicking (otherwise known as shooting) different types of wooden pieces across the game boards that represent different rooms in the catacomb. If they survive all the rooms, the heroes face the object of their quest: a fight to the finish with the Catacomb Lord in its lair. You will need dexterity and practice to be victorious and save the town of Stormtryne.

Important Terms

- **Character** - refers to *heroes*, *allies*, *familiars*, *monsters*, *Catacomb Lords*, and *Antients*.
- **Teammate** - refers to a character that is fighting on the same side. Heroes, allies and familiars are teammates. Catacomb Lords and monsters are teammates. Antients do not have teammates.
- **Turn** - is when a character takes an action.
- **Round** - is when all characters on the board have taken a turn. A round starts with all the Heroic Forces taking a turn and then all the Catacomb Lord's Forces controlled by the Overseer take a turn.
- **Phase** - there are four phases for each room: *Exploration*, *Setup*, *Battle*, and *Resolution* (see page 7).

The Overseer, The Heroes and Catacomb Lords

One player must occupy the role of the *Overseer* who controls the Catacomb Lord and monsters who inhabit the dark places beneath Stormtryne. The Overseer sets the pace and tone of the game. Although he or she is trying to win by defeating all the heroes, the Overseer will want to make the game enjoyable for the other players as well.

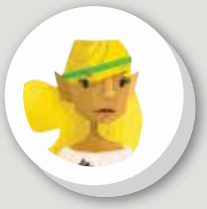
The remaining players control heroes according to the following rules:

5 players:	Overseer, 4 players controlling 1 hero each
4 players:	Overseer, 2 players controlling 1 hero each and 1 player controlling 2 heroes
3 players:	Overseer, 2 players controlling 2 heroes each
2 players:	Overseer, 1 player controlling 4 heroes

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

Introducing The Heroes

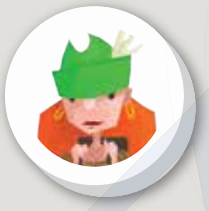
As a group, the players choose which four heroes and which Catacomb Lord will be used in the game. Heroes are the brave characters who advance through the rooms of the catacomb, fighting monsters along the way. There are six heroes to choose from (though only four are used in a game at a time) and they are summarized below. For your first few games of Catacombs, it is recommended to use the Elf, Barbarian, Thief and Wizard.



Oleira the Elf



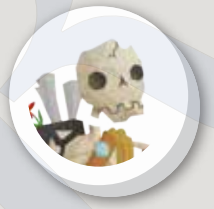
Xoric the Barbarian



Elani the Thief



Varesh the Wizard



Marorg the Skeleton Explorer



Roosan the Chicken Champion

1. **Oleira the Elf** can shoot at monsters from a safe distance using her Elven Arrow ability and is assisted by a Spirit Familiar (familiars are magical beings that can be purchased to help the heroes, see page 18).
2. **Xoric the Barbarian** has the most health points, enabling him to survive close encounters with the enemy. He can also use his savage Berserker Battle Axe.
3. **Elani the Thief** can make an additional rush shot to escape from dangerous situations. She receives one extra gold coin for each monster she slays.
4. **Varesh the Wizard** has his Fireball Ability and a set of powerful spells at his disposal to assist the party.
5. **Marorg the Skeleton Explorer** is a solid, all-round fighter who is immune to poison attacks.
6. **Roosan the Chicken Champion** is intended for experienced players and is particularly effective against shadow monsters with its Feathers of Fury ability.

Introducing The Catacomb Lords

At the beginning of the game, one of the Catacomb Lords is chosen by the players. From weakest to strongest they are **Vasesak the Sorcerer** (able to defend himself with a magic shield), **Shargila the Gorgon** (can petrify her enemies), **Hmotha the Lich Lord** (can summon hordes of undead monsters) and **Phoshar the Dragon** (shoots deadly fireballs). Fighting the Sorcerer is recommended for new players.

When the heroes arrive at the Catacomb Lord's Lair after fighting their way through the rooms of the catacomb, the final battle begins. If the heroes defeat the Catacomb Lord, they win the game (see page 19 for more details).



Vasesak The Sorcerer



Shargila The Gorgon



Hmotha The Lich Lord



Phoshar The Dragon

Hero Player Mats

The players place a hero player mat in front of them for each hero they control and take the corresponding wooden hero piece and cards. All heroes have a minimum of two cards: a Portrait card (see icon “1”) which shows their name and class and a Rules card (see icon “2”) which shows their starting health (see icon “3”), base shot sequence (see icon “4”), any Ability, Spell and/or Item cards the hero starts the game with (see icon “5”), any special rules and whether the hero can use weapons, magic items or both (see icon “6”).

Place the Hero Portrait and Rules cards in the spaces showing a Hero card back on the player mat. If the hero has any other cards, place them on the mat as well. Ability cards go in the section with the Ability card back (see icon “7”) and Spells and Items go in the section with their corresponding card backs (see icon “8”). There are also spaces to place Poison cards as they are accumulated (see icon “9”) and Ally Rules cards (see icon “10”).

Players put a health tracker on the blood drop of the hero health track (see icon “11”) that corresponds to that hero’s starting health indicated on their Hero Rules’ card.

If available, heroes must start with all Ability and Spell cards listed on their Rules cards. However if, for any reason, there are not enough Spell cards, the players may distribute them among heroes capable of using spells as they see fit. As only the Wizard can use Spell cards in the base Catacombs game, this is only an issue that may arise when playing with any expansion content. Players may choose if they would like to start the game with any listed Item cards.



Preparing The Play Area

The Overseer must make sure there is adequate space on the table for the game board and barrier walls. He or she chooses the first game board and places it in the centre of the table. The dark brown wooden obstacle pieces are inserted into the holes in the board.

Each board has a starting area for the heroes represented by a hero icon. This is called the Hero Start Zone and is in front of the players controlling the four heroes. There is also a large starting area for the monsters represented by the Catacomb Lord icon. This end of the board must be in front of the Overseer and is called the Monster Start Zone.

Preparing the Play Area: Assembling The Barrier Walls

To assemble the barrier walls, unfold all four pieces and attach them by interconnecting the notches at each end. Once attached, the pieces will form a continuous barrier around the entire board. The player mats and all other components are placed outside of the barrier walls. The game board must be centered within the barrier walls. This space between the board and the walls is called the Shadow Realm.



When playing Catacombs for the first time, use the following sequence of room cards: Bholoth Cemetery (0), The Outer Bailey (0), Merchant, Stormtryne Hall (1), Moghath (1), Healer, Catacomb Lord's Lair.

Preparing the Play Area: Arranging Components For Your First Game

1. As mentioned previously, the players decide as a group which Catacomb Lord they are to face. *For the first game, it is recommended to choose Vasesak The Sorcerer.*
2. The Overseer then takes the Catacomb Lord player mat, appropriate Catacomb Lord piece and associated cards. There are three cards for every Catacomb Lord: a Portrait, Setup and Rules card (see page 19 for more details).
3. The Overseer shuffles the deck of Item cards and places them off to one side.
4. *Poison is designed for experienced players, it is strongly recommended not to play with this feature while learning the game. Put the deck of Poison cards to one side.*
5. The Devoured! and Teleported! cards are placed off to one side face-up, though they will not be used during this first game.
6. The monster pieces are placed near the Overseer. This is the *Monster Pool*.
7. Place the gold coins beside the Monster Pool. This is the *Treasury*. It is recommended that inexperienced players start the game with five gold coins for each hero character.
8. The players put their player mats in front of them to organize their Hero Portrait, Rule, Ability and Spell cards. At a minimum, all heroes have a Hero Portrait card and a Hero Rule card. The latter card will indicate if the hero also starts the game with any Ability, Spell or Item cards. *It is recommended that the players choose to play with the Barbarian, Elf, Thief and Wizard heroes for their first game.*
9. Each hero starts with a specific amount of health which is shown in the red blood drop in the top right of a Hero Rules card. As the hero gains or loses health points, the health tracker is moved up or down the blood drop health track. *A hero's health can never exceed its maximum value.*
10. The missile, shield, fireball and ice shot pieces will be shared by all players.
11. Room cards represent encounters with monsters lurking in the catacomb and places where the heroes can get help in their quest. Arrange the Room cards suggested above in a vertical column as shown to the right.
12. The Sorcerer Catacomb Lord has hired mercenaries to assist him (Skeleton Warriors in his case). When you see one or more "question mark" icons on any Room card, you will substitute a Skeleton Warrior for it during the Setup Phase (see page 15 for more about Mercenary Monsters).





After playing a few games, see page 24 for suggestions on how to setup the Room cards in different ways.



Game Phases: The Journey Through the Catacomb

Each Room card presents a new challenge for the heroes as they fight for their lives against the monsters deployed by the Overseer. For each room they encounter, the Overseer guides the other players through the following Phases:

1. Exploration	2. Setup	3. Battle	4. Resolution

The Exploration Phase

During the Exploration Phase the Overseer does the following:

- Starting from the top (the card closest to the heroes), the Overseer flips the next unrevealed Room card (see icon "1", facing page). If the heroes have reached the Catacomb Lord's Lair Special Room card, then the final battle begins (see page 19).

The Setup Phase

During the Setup Phase the Overseer performs the following steps:

- Chooses a game board and places it on the table, centered within the barrier walls. The same side of a board cannot be used for two consecutive rooms except in the case of the Catacomb Lord's board which is shown on the Catacomb Lord Setup card (see icon "2", facing page).
- Fills the circular holes in the game board with the extra large dark brown obstacle pieces (see icon "3", facing page).
- Finds the Monster cards from the Monster deck for each monster displayed on the Room card (Bholoth Cemetery in the diagram at right) and places them beside the game board for the players to examine. These cards show what shots each monster can perform among other details (see icon "4", facing page).
- Gathers the appropriate type and number of monster pieces to be used from the Monster Pool (two Orcs and three Skeleton Warriors in the example at right) (see icon "5", facing page).
- Places these monsters pieces within any legal location of the Monster Start Zone (see icon "6", facing page).

The players then place their hero, ally or familiar pieces anywhere behind the line delineating the Hero Start Zone (see icon "7", facing page). The room is now ready to play.

The Battle Phase

The Battle Phase for each room is where the majority of the action takes place when playing a game of Catacombs. It consists of at least one round during which each hero takes a turn and then the Overseer responds by taking turns with each of the monsters in the room. It is important to remember that a turn is the action a character takes. A round is complete when all the Heroic Forces and all the Catacomb Lord Forces have taken a turn. These actions typically require skill and dexterity on the part of the players as they shoot their hero pieces around the board.

When playing as one or more of the heroes, your turn during the Battle Phase consists of one of two possible alternatives:

1. Performing the basic shot sequence on the given Hero's Rules card. In the vast majority of cases, this is one melee shot.

2. Playing a card (typically an Ability, Item or Spell card).

The Resolution Phase

Assuming at least one hero survived the Battle Phase, the Resolution Phase begins. Each hero that is still alive is given an amount of gold equal to the total value of the monsters they destroyed during the Battle Phase. The amount of gold each monster is worth is printed on the Monster card (see page 18). The monster pieces are then returned to the Monster Pool. For example, Varesh the Wizard destroyed two Skeleton Warriors (worth one gold coin each as indicated on the Skeleton Warrior's Monster card) and one Minotaur (worth two gold coins), so he would collect four gold coins in total and then return the monster pieces to the Monster Pool.

After the Resolution Phase is complete, play continues by returning to the Exploration Phase. If the heroes have survived to the Catacomb Lord Special Room card, then the final battle begins.



Item Card



Spell Card



Ability Card

Setup Diagram

Barrier Walls

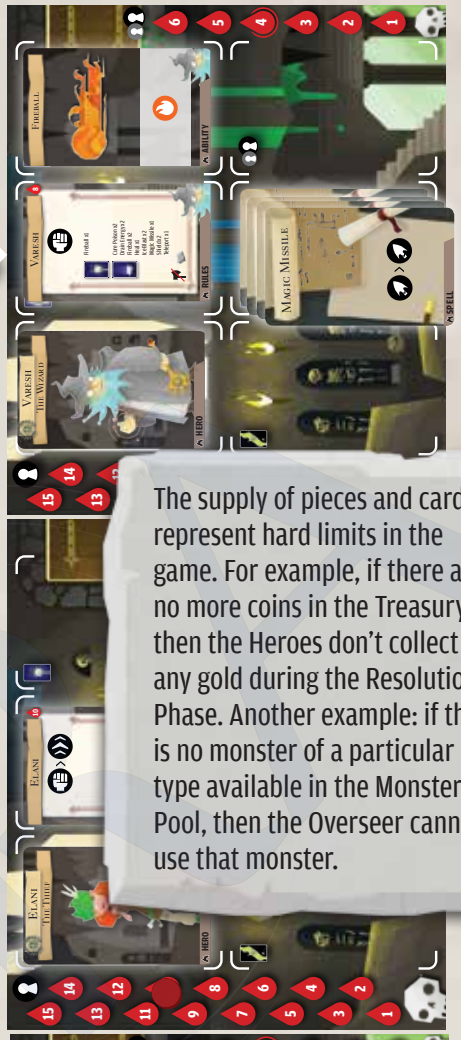
Hero Player Mats

Room Cards

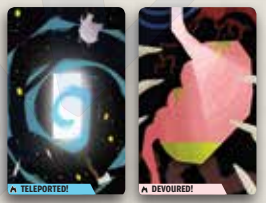


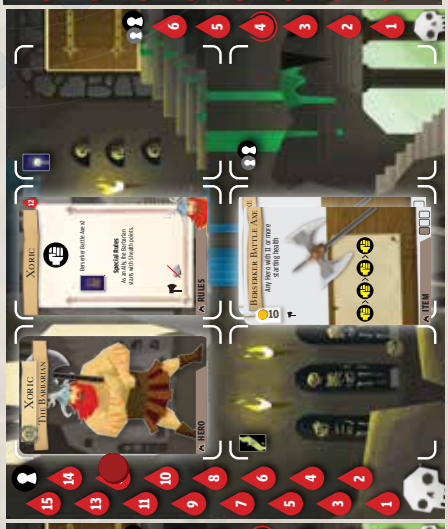
If any obstacles are displaced from the board during play, immediately put them back.





The supply of pieces and cards represent hard limits in the game. For example, if there are no more coins in the Treasury, then the Heroes don't collect any gold during the Resolution Phase. Another example: if there is no monster of a particular type available in the Monster Pool, then the Overseer cannot use that monster.





Treasury



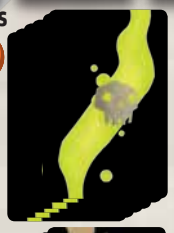
Monster Pool



Ranged Shot Pieces



Poison, Monster, Item Card Decks

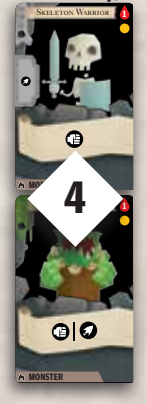




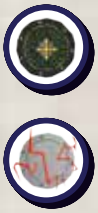
Catacomb Lord Player Mat



Monster Cards for this Room (Bholoth Cemetery)



Shield Pieces



The Battle Phase: In Depth

Battle Phase: Turn Order

The heroes always take their turns first during the Battle Phase. Rounds continue until all the monsters in the room have been destroyed or all the heroes are dead.

1. The players take their turns by performing one action for each hero. There is no set order for which hero goes first: players are encouraged to confer amongst themselves to decide who should perform their action next. An action is considered to be either a hero's *shot sequence* which is found on the Hero Rules card (see icon "1"), or playing an Item, Spell or Ability card (see icon "2", facing page), but not both (unless rules on a card override this condition or a hero is using a Combo item).
2. Once all the players have performed an action with the heroes, the Overseer takes a turn for each monster. These actions are the shot sequences described on the Monster cards.
3. 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. This could be coming out of a stunned state (see page 13 for details) or losing additional points of health from bite shots (see page 22 for details).
4. A new round then begins with the heroes taking their turns again.

Important:
Any special rules described on a card take precedence over the basic rules found in this manual.

Battle Phase: Basic Shot Types

As Catacombs is a dexterity based game, there are several different shots that can be performed which represent actions that the heroes and monsters engage in as they battle in the tunnels below Stormtryne.

A ***melee shot*** is the most basic shot type. It is performed by shooting the appropriate piece with the controlling player's finger across the board (see icon "3") and is meant to simulate a hero or monster charging into battle. An unmodified melee shot does one point of damage.



A ***rush shot*** is performed exactly like a melee shot; however no damage is inflicted (see icon "4", facing page). The shot's name suggests haste, thus there is no opportunity to engage in hand-to-hand combat.

If a piece leaves the board as the result of any shot, simply place it back on the edge of the board at the point where it left. No shot can result in a piece ending up on top of another piece - including obstacles. If this happens, the player who took the shot is responsible for moving the piece 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.* It will take time and practice to master how to shoot the various discs in the game effectively.

Melee
= 1 damage

Rush
= 0 damage

Battle Phase: Ranged Shot Types

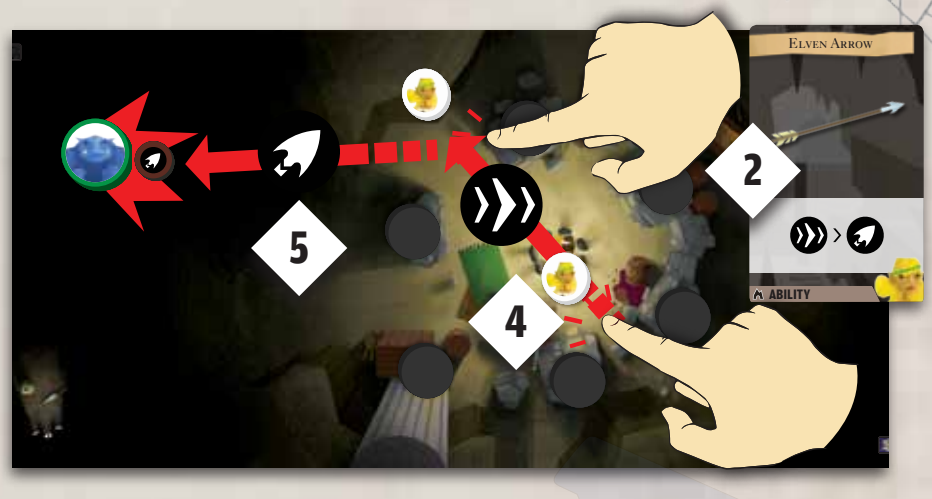
Whereas melee and rush shots involve shooting actual character pieces (heroes, monsters etc.), all ranged shot types use a separate wooden piece.

For example, a ***missile shot*** indicates that a missile piece is used instead of the character piece itself and represents an arrow being fired or a spell being cast. A missile shot piece is placed anywhere within 2.5 cm (1") of the character and then shot across the board (see icon "5"). It inflicts one point of damage if it hits a target and is removed from the board when completed.



A ***fireball shot*** is a ranged shot type that behaves the same as a missile shot except the fireball piece is shot instead.

Other ranged shots are discussed in the Advanced Shot Types section on page 21.





Battle Phase: Shield Shots

A *shield shot* functions identically to the missile shot, but the specified shield piece is shot instead. This shot represents the character pushing an enemy away with their shield and does no damage. Directly after the character's turn is finished (all other shots in their shot sequence are completed), the shield piece is repositioned to any legal location within 2.5 cm (1") of the shield's owner for their protection. Beyond this point, 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. Certain heroes (the Wizard), monsters (Swordmaster Ghoul) and Catacomb Lords (the Sorcerer) can perform shield shots.



Battle Phase: Shot Modifiers

Some shots can be modified so that an additional effect occurs when a target is hit and/or damaged. Example of *shot modifiers* are: *critical* (target suffers an extra point of damage), *stun* (hero piece is flipped and becomes stunned) and *poison* (hero draws a Poison card). See the Shot Modifiers section on page 12.

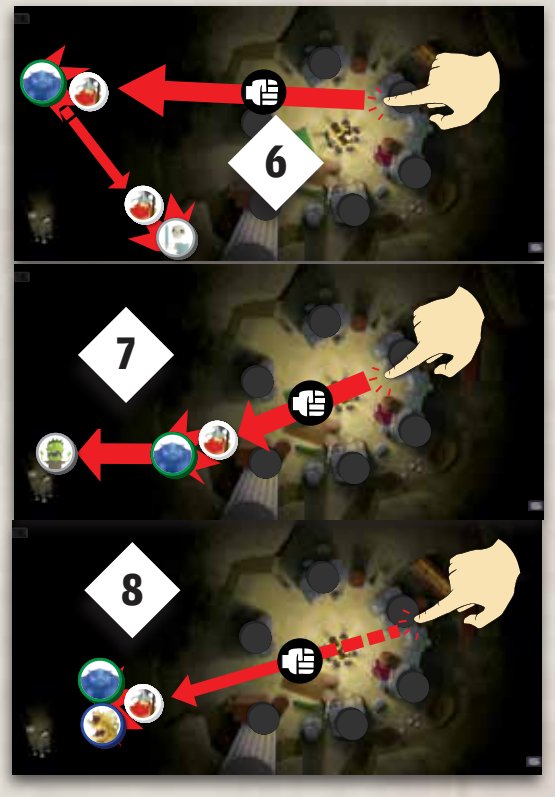
Battle Phase: Hits, Damage and Character Death

The Heroic Forces and Catacomb Lord's Forces are trying to inflict damage on each other. Each time a character is damaged, they lose health points. The damage can come from being directly hit with character or ranged shot pieces or in the case of the Heroic Forces, hitting a fire wall (see page 13) or losing health points due to a condition such as the bite shot (see page 22).

When a hero's shot successfully hits a monster piece then that monster is considered to have taken damage. For example, Elani the Thief performs a melee shot and hits a Skeleton Warrior. Since the melee shot does one point of damage and the Skeleton Warrior only has one health point it is removed from the board. It is then placed on the Thief's player mat and the Thief's action for her turn is completed.

Multiple targets can be damaged by a single shot *provided the shot hits them directly*. For example, a hero's melee shot can ricochet off a Troll (inflicting one point of damage in the process) then hit a Skeleton Warrior (again inflicting one point of damage) (see icon "6"). If a hero's melee shot strikes a Troll who is then pushed into a Zombie, no damage is inflicted on the Zombie, because the hero did not hit the Zombie directly (see icon "7").

Finally, it is possible for a character to damage *multiple* targets who are adjacent to each other simultaneously (see icon "8").



When a hero, ally, level 4 monster or Catacomb Lord is damaged, move the track marker on the corresponding health track of their player mat down the required number of blood drops (see icon "1").

If a monster with two health points (as shown on its Monster card) takes one health point of damage, then it is flipped over in place on the board, showing a black background. It will take one more successful hit to destroy a monster in this damaged state (see icon "2"). For example, Oleira the Elf plays her Ability card to shoot a missile shot at a Troll who has two health points and is undamaged. The Elf successfully hits the Troll and the Troll is now damaged with one health point remaining. The Overseer flips over the Troll in place to indicate this condition. As explained earlier, if a monster has one health point, it is immediately removed from the board and placed on the player mat of the hero that killed it (see icon "3").

Battle Phase: Hero Death

If a hero's health track reaches the skull icon, or "0", on their player mat, they are dead. The hero's piece, any shield pieces and/or any familiar pieces are removed from the board. Any Poison cards associated with the dead hero are shuffled back into the poison deck and any monsters they have killed are returned to the Monster Pool. At this point, that hero is out of the game unless the remaining heroes reach Althea the Healer and resurrect the dead hero (see page 16). Due to this possibility, the dead hero retains control of any spells, gold coins and or items that he or she has collected. Dead heroes may not use their gold coins or offer them to other players in any special room until successfully resurrected.

It is important to note that there is no "friendly fire": *heroes, allies and familiars cannot damage each other in any way*. In the same fashion, monsters and Catacomb Lords cannot damage each other either.



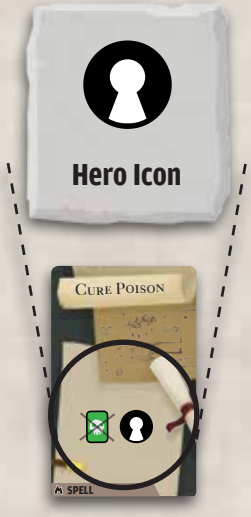
Battle Phase: Playing Ability, Item or Spell Cards

Heroes can play different cards during their turn as stated above. Here are the essential features of each card. Spell cards can only be used by spell casters. In the base Catacombs game, the Wizard is the only hero who starts with a set of Spell cards. A Spell card can only be played once per game and once used is discarded permanently. *There are no exceptions to this rule.*

Some heroes begin the game with Ability cards. An Ability card is specific to a particular hero and can only be used once during the Battle Phase of a room. After it has been used, it is flipped over face down to indicate this condition and is refreshed (flipped face up) during the Setup Phase of the next room.

In the base Catacombs game, Item cards are purchased from Izchak the Merchant or won at the Alewife Tavern. Most items can be used by any hero; however there are some which are restricted to a specific hero or only those heroes who can wield weapons. These restrictions are listed on the Item card. Item cards are either played once per game (like Spell cards), once per room (like Ability cards) or are considered permanent. This is represented by an icon on the Item card in the lower right corner (see page 17). In summary:

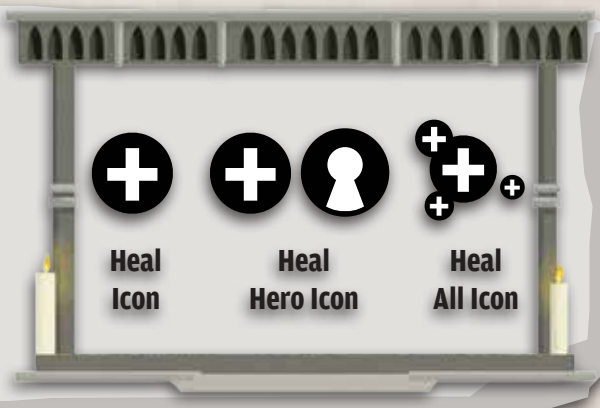
- **Spell cards are always used only once per game.**
- **Ability cards are always used once per room.**
- **Item cards can be used either: once per game, once per room or are considered to be permanent.**



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 as normal or another hero or ally. For example, Varesh the Wizard has a Cure Poison Spell card. The player controlling the Wizard can choose to apply that effect to the Wizard himself and remove a Poison card or choose another hero affected by poison and cure them instead.

Battle Phase: Healing Damage

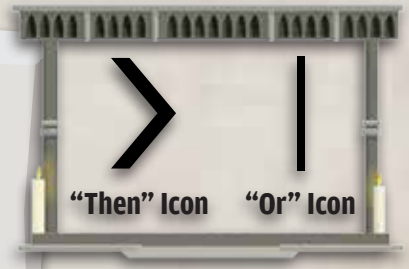
Healing can restore a hero or ally's health. In addition to visiting Althea the Healer or the Alewife Tavern, cards that can heal have the following symbols on them. Each heal icon on a card indicates that when played, the owner of the card can heal themselves by increasing their health track by one. When conjoined with the hero icon, the owner of a card can choose any living hero or ally to heal. There is also the Heal All icon. When Heal All is used, all heroes and allies still alive (including the owner of the card) recover one point of health. In general, a character's health may not be increased beyond its starting level.



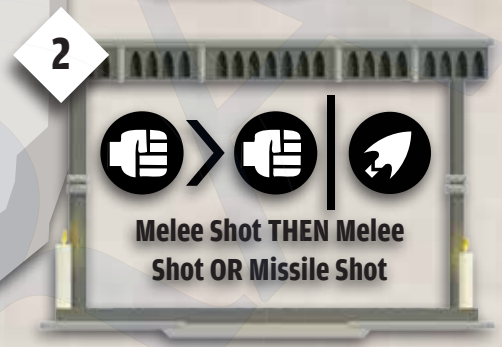
Battle Phase: Shot Sequences

In some cases a card will indicate that multiple shots can be performed in a row. This is called a shot sequence and is represented by the "Then" icon between each shot. In the first example (indicated by icon "1"), a player would perform a missile shot, then immediately perform a second missile shot as part of the same turn. In some cases, a player must choose which shot or shot sequence to perform from two possible alternatives. This is represented by the "Or" icon between the shot icons. A player must declare which shot they are choosing before performing it. In the second example (indicated by icon "2"), a player would choose to perform either a melee shot then a melee shot or only a missile shot, but not both shot sequences.

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







Battle Phase: Conclusion

Once all the monsters in the room have been destroyed, frozen or a combination of the two, the room is complete and the Battle Phase ends and the Resolution Phase begins. Heroes are freed from the Devoured! and Teleported! cards and if stunned or bitten return to their normal state. All other pieces such as obstacles, shields and fire walls are removed from the board.

Shot Modifiers

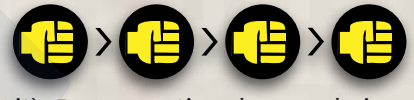
As their name suggests, shot modifiers change the shot being performed, typically by enabling an additional effect. For example, a poison modifier applied to the basic melee shot means that in addition to inflicting damage, the shot will now also poison a target. Basic shot types are represented as a white icon on a black circle. When a modifier has been applied, the shot icon will be filled with a different colour. Although they do not inflict damage, shot modifiers can be applied to rush shots. In this case, a target hit with such a shot suffers no damage as normal; however the modifier's effect would be applied. In the case where a modified shot hits multiple targets, the modifier is applied to all hit targets unless noted otherwise. For example, the critical, corrosion, fear, poison, regeneration and stun shot modifiers affect multiple targets while the chain and petrify modifiers do not.



Chain Shot Modifier (yellow): The *chain shot modifier* indicates that the same target cannot be damaged consecutively in a shot sequence and does not appear in combination with any other shot modifier. If the same target is hit twice consecutively, damage that would have been inflicted by the second hit is ignored.

For example, if Xoric the Barbarian plays the Berserker Battle Axe Item card, he can perform four melee shots in a row; however they cannot damage the same monster or Catacomb Lord consecutively. Therefore, the Barbarian could hit a Zombie (destroying it), then hit a Troll (it is damaged and flips over in place on the board), then hit a Fire Spirit (destroying it) and then hit the same damaged Troll again (finally destroying it). By preventing damage being applied consecutively, the chain shot modifier ensures that damage from a particular shot sequence is distributed across several targets.

Chain Shot Modifier Example



Note that ranged shots with the chain modifier always originate from the location of the character performing them.



Corrosion Shot Modifier (brown): If a hero is hit with a *corrosion shot modifier*, one of their Item cards is destroyed. The player shuffles the affected hero's Item cards. One Item card is drawn randomly and is discarded from the game. Any pieces associated with it on the board are removed. If the affected hero does not have any items, then this modifier has no effect.



Critical Shot Modifier (red): The *critical shot modifier* increases the damage inflicted by the base shot by one point.



Fear Shot Modifier (white): The *fear shot modifier* forces an affected character to lose their courage and run away. The attacker who damages a target with the fear shot modifier, may immediately perform a single, unmodifiable rush shot with that affected hero (including those that are stunned), ally, familiar or monster piece.

Petrify Shot Modifier (gray): When a character is hit with the *petrify shot modifier*, they are turned to stone. The character is dead and are removed from the board, no matter how much health they have remaining. Note that if multiple characters are hit, only one is affected by the petrify shot modifier (all characters still take damage). The player performing the shot decides which one is turned to stone.

Poison Shot Modifier (green): Some monster attacks not only result in loss of health points, but are also poisonous. When a hero is hit by a *poison shot modifier*, they first must decrease their health by one point (if applicable). Then, the appropriate number of Poison cards are drawn from the poison deck and placed face up on the affected hero's player mat. As they are damaged by poison shots, the Poison cards accumulate. If at any time, the total value of all the Poison cards accumulated equals or exceeds the starting health of that hero, then they are overwhelmed by the poison and die (see page 20 for more about poison).

Regeneration Shot Modifier (pink): Regeneration is when health is stolen from an enemy. The *regeneration shot modifier* enables a character to restore one point of health after successfully damaging an enemy. Only one point of health is restored even if multiple targets are damaged. A character can never exceed their maximum starting health.

For example, a Troll that is already in the damaged state successfully damages Elani the Thief with its regeneration melee shot. The Thief suffers one point of damage and the Troll's piece is flipped back over to its normal state because it has regained one point of health. Another example, Varesh the Wizard has three health points. He plays a Drain Energy Spell card and performs a missile shot with the regeneration modifier against a Zombie. The Zombie is destroyed (it lost one health point) and the Wizard's health is increased by one to four. Note the regeneration shot modifier is ineffective against Antients and shadow monsters.

Stun Shot Modifier (blue): Shots with the *stun modifier* leave a hero temporarily stunned for one full round of the Battle Phase. When hit, the stunned hero piece is flipped over in place on the board to the dark blue side. This indicates that the hero is stunned. Stunned heroes cannot take any actions. At the end of the next round, the hero piece is flipped back over to a normal state.

For example, the Ghoul's shot sequence includes a stun melee shot modifier. If it hits Oleira the Elf with this shot, she loses one point of health and her piece flips over to the stunned state (dark blue side of their piece). At the beginning of the next round of the Battle Phase, the Elf is still stunned and can take no action including playing any cards (missing a turn). After the three heroes who are not stunned have completed their actions, it is the Overseer's turn again. The Overseer performs an action for all the monsters in the room. Note that since the Elf is still stunned, she can be damaged but cannot be stunned again. When all monsters have completed their actions, the round is over and any stunned hero pieces from the previous round are flipped back over to their white side. Those heroes start the next round as normal.

If there is only one hero left and they are stunned, the hero misses their next turn and it is again the Overseer's turn to perform actions for all the monsters on the board. At the end of this round, the hero goes back to his or her normal state. If a hero is stunned and has a familiar (see page 18) in play, the player controlling the hero can still perform the familiar's action in that round. However, in the case of the Raven Familiar, no spells can be cast from its location while its owner is stunned. If a hero is stunned and all others are dead, the stunned hero continues playing when he or she returns to a normal state. Note that only heroes can be stunned.

Transform Shot Modifier (purple): When a monster with the *transform shot modifier* inflicts damage, it transforms into the form indicated below the shot sequence. In the base Catacombs game, only one monster can perform this type of modified shot: the Fire Spirit. After the Overseer performs this shot and damages one of the Heroic Forces, the Fire Spirit piece is flipped over and becomes a fire wall. It remains in this form for the remainder of the room and is treated like an obstacle. Thus fire walls cannot be controlled further by the Overseer and do not count as monsters in the room. As a burning sphere of flame, it will inflict one health point of damage to any of the Heroic Forces who come into contact with it in any way: directly or indirectly. If a fire wall is pushed off the board, return it to the point where it departed as normal.



Fire Wall Icon

Protecting Characters (Defensive Properties)

Some characters can be protected with "defensive properties" which can prevent damage from specific shots and/or the effects of specific shot modifiers from occurring.

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). For example, a Skeleton Warrior monster has a missile shot icon in its Nullifies box. This means that it won't suffer any damage from any basic missile shot or any modified missile shot (including the critical modifier). To destroy the Skeleton Warrior, the heroes could use a melee shot or fireball shot, but missile shots are completely ineffective.

The Nullifies box for the Fire Demon monster contains a basic missile shot, ice shot and a fireball shot, so in many cases the heroes will be forced to use melee shots to defeat it. Marorg the Skeleton Explorer's Hero Rule card has a Nullifies box that contains poison melee, poison missile and poison rush shot icons. Marorg is only protected from being damaged by these modified shots specifically. The effect of their poison modifier is ignored as well, effectively ensuring that Marorg is immune from the effects of poison.



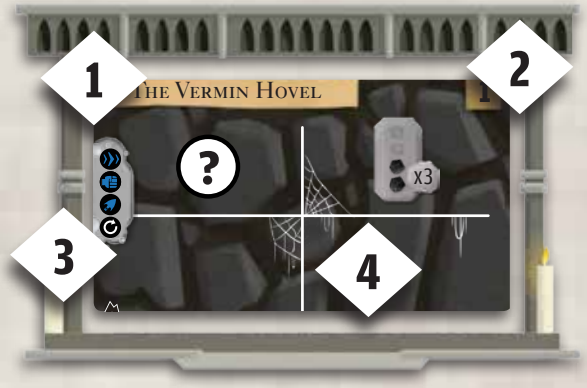
Nullifies Box | Reflects Box

Reflecting Shots: Reflected shots behave the same as those that have been nullified with the exception that one (and only one) point of damage is reflected back at the attacker initiating the shot. For example, the Minotaur can reflect missile shots. If a hero shoots a missile shot against it, that missile shot is nullified and one point of damage is reflected back at the attacking character.

When a Nullifies or Reflects box appears on an Antient card, a Catacomb Lord Rules card, a Hero Rules card, a Monster card or Item card with the frequency condition of "permanent" (see page 18), no action is required on the part of the player, as all shot icons in that box will be nullified and/or reflected automatically. When a Nullifies or Reflects box appears on an Ability card or Item card with the "Once per room" frequency condition, then the player affected by a given shot may choose when to use the card to be protected from the shot icons in the box. The card is flipped over and is refreshed (flipped face up) during the Setup phase of the next room. Finally when a Nullifies or Reflects box appears on a Spell card or Item card with the "Once per game" frequency condition, then the player affected by a given shot must choose when to use the card to be protected from the shot icons in the box, after which the card is discarded.

Room Cards

Room cards represent an encounter for the heroes within a game of Catacombs. There are two types of Room cards: Battle, where the Heroic Forces fight the monsters in the catacomb and Special, where the heroes can buy items, heal themselves, test their luck and recruit allies.



Battle Room Cards

Battle Room cards show the Overseer how to populate a room with monsters. Each card will have the following information:

- **Room name:** the name of this room (see icon "1").
- **Room difficulty:** difficulty 0 rooms are the easiest while difficulty 2 rooms are the most challenging (see icon "2").
- **Suppresses Box:** some rooms have restrictions on what types of shots and/or shot modifiers may be used (see icon "3"). This effect is called suppression (see page 16).
- **Quadrants:** Four quadrants which group monsters to be placed on the board during the Setup Phase by their respective level (1 to 4) (see icon "4").

There are three ways that show the Overseer which monsters to place in the Monster Start Zone during the Setup Phase: Specific Monster icons, Mercenary Monster icons and Monster Metre icons. Some Room cards have quadrants populated with a combination of these three ways (indicated by icon "1" on next page).







Specific Monster icons: The specific monster and number of pieces to be used is shown in one or more quadrants of the Room card. In the case of icon "2", the Overseer takes 4 Orcs (level 1), 1 Troll (level 2) and 1 Pit Viper (level 2) from the Monster Pool and places them in the Monster Start Zone on the board.

Mercenary Monster icons: The Setup card for the current Catacomb Lord will indicate to the Overseer which level 1 monster should be used when a Mercenary Monster icon appears in the top left quadrant of a Room card. For example, when fighting through Hmotha the Lich Lord's catacomb, the Mercenary Monster is a Zombie (see icon "3"). In this case, if a Room card has four Mercenary Monster icons on it (like the one indicated by icon "4"), then the Overseer would take four Zombies from the Monster Pool and place them on the board in the Monster Start Zone.

Overseer not to deploy all the monster pieces available for a specific monster. If a monster is used in summon shots, the Overseer may want to hold one or more pieces back in the Monster Pool enabling that monster to be summoned later during the Battle Phase.

For an example of this process, on the Room card indicated by icon "5" there are two Monster Metre icons x2 in the first quadrant. This means the Overseer chooses two level 1 monsters from any monster family. This could be Zombies and Fire Spirits, resulting in eight pieces being placed on the board (all four Zombie and all four Fire Spirit pieces) or Orcs and Armoured Beetles resulting in nine pieces on the board (all four Orcs and all five Armoured Beetles). Two monsters from the same family may also be chosen. For example, Zombies and Skeleton Warriors would result in eight pieces on the board (all four Zombie and four Skeleton Warrior pieces) from the Undead (gray) family.



Monster Metre Icons: The Battle Room card has Monster Metre icons in any of the four quadrants. These icons give the Overseer the most freedom and strategic flexibility in choosing the monsters that will populate a room. For each Monster Metre icon, a monster of the specified level from any family (colour) is chosen. At the same time, the Overseer decides how many pieces available for that monster are placed in the Monster Start Zone. The usual answer, to keep things simple and to keep the game moving, is all of them. However, in some cases, it is advisable for the

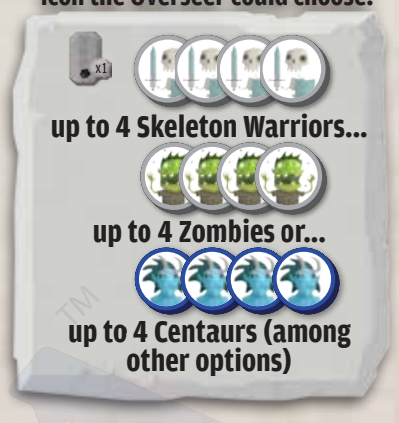


In the room indicated by icon "6" there are three levels of monsters the Overseer must choose. A level 2



monster , two level 3 monsters and a level 4 monster must be chosen to populate the room. This could be two Skeleton Archers (level 2), two Fire Demons (level 3), two Vampire Bats (level 3) and the Gelatinous Cube (level 4). Or, two Trolls (level 2), two Giant Scorpions (level 3), two Ghouls (level 3) and the Owl Bear (level 4).

As an alternative, it is possible to have the monsters for each Monster Metre icon be determined randomly. Each Monster card has a corresponding Monster Metre icon on the back. If, for example, the Overseer is required to place a level 2 monster , shuffle all the Monster cards with a level two Monster Metre on the back and reveal the top card. The Overseer would place as many monsters of that type as desired in the Monster Start Zone up to the maximum number available. Repeat this process for any other Monster Metre icons on the Room card.



Battle Room Cards: Suppression

Suppression is a condition where a character is prevented from performing a certain type of shot and/or modifier in some rooms. This is expressed on a Room card by the icons for the suppressed shots being listed in a Suppresses box. If an unmodified shot is listed, that means that shot type and all its modified versions are suppressed for the duration of that room. For example, if an unmodified missile shot is listed in the Suppresses box, that means no missile shots modified or unmodified can be performed by either the Heroic Forces or the Overseer. Critical missile shot modifiers, chain missile shot modifiers, poison missile shot modifiers, etc. are all suppressed too. If a specific modified shot is listed, only the modifier is suppressed, not the basic shot. For example, if a stun missile shot modifier is listed in the Suppresses box only the stun modifier is suppressed. This would mean that the Overseer, when controlling the Crypt Spider monster, would treat it as having unmodified missile shots in its shot sequence as opposed to those with the stun modifier.



Special Room Cards

When encountered during the Exploration Phase, *Special Room cards* enable the heroes to obtain various benefits in exchange for the gold coins they have collected during preceding Resolution Phases.



Special Room Card: Althea the Healer

Althea the Healer offers rest and relief to the heroes. She will cure one Poison card for free. As a group, the players decide which hero will be able to discard a Poison card and shuffle it into the Poison card deck.

She also enables the heroes to obtain the following services in exchange for an offering:

Service	Cost	Effect
Heal Hero or Ally	3 gold coins	One health point is restored to the hero or ally. Move the health tracker up the respective health track on the hero's player mat by one blood drop.
Cure Poison	2 gold coins	A hero is cured of one Poison card (see page 20).
Resurrect Hero	10 gold coins	One dead hero is brought back to life with two health points and cured of all poison. The hero returns to life with all of his or her gold coins and any unused Item and/or Spell cards. They may pay to be healed further by the Healer. The resurrected hero starts playing in the next room.

Multiple services can be purchased from the Healer. Players may pool their gold coins in order to make offerings for her services. Allies can be healed by the Healer, but not resurrected.

Special Room Card: Izchak the Merchant

When the heroes arrive at Izchak the Merchant during the Exploration Phase, they may use their gold to buy items to aid them in their quest. The Overseer shuffles the deck of Item cards and flips over six cards for the players to examine. These items are available for purchase or the players can pay two gold coins to see the next card on the top of the Item card 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. Players may pool their gold coins to assist in the purchase of items. When an item has been purchased, the gold coins are returned to the Treasury. The Item card is assigned to the hero by placing it in the designated area on the hero's player mat.

As an additional service, a map may be purchased from the Merchant by any hero for two gold coins. When the map is paid for, all the Room cards in the catacomb are flipped over, thus revealing the path leading to the Catacomb Lord.



Item Cards

In the base Catacombs game, items to help the heroes in their quest can be purchased from Izchak The Merchant or won at the Alewife Tavern. 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 (see facing page). Only the hero who owns the item may use it and items cannot be given away or traded. Furthermore, allies cannot buy or use items. Some heroes start the game equipped with items already. For example, Xoric the Barbarian's Hero Rules card indicates he begins the game with two Berserker Battle Axe items. Note the player controlling him is not obligated to take these items; however it is the default choice in most cases. Leaving certain items available to be acquired later by different heroes is strategically more relevant when playing with expansions. There are restrictions on which heroes can use which items and these are detailed on the Item cards:



- Any hero: Some items are available to any hero (see icon "1").
- Specific hero: Some items can only be purchased and used by specific heroes (see icon "2").
- Specific conditions: Some items can only be used by heroes with a specific condition, for example a certain amount of starting health (see icon "3").
- Heroes that can wield weapons: Items that are weapons are identified with this symbol: (see icon "4"). This symbol also appears on the Hero rules card if a hero is able to purchase and wield weapons (see icon "5"). If a hero cannot, the symbol appears like this: .
- Heroes that can cast spells: Magic items can only be bought and used by heroes who can cast spells and are identified with the symbol (see icon "7", facing page). This same symbol is used on the Hero Rules card. If a hero can cast spells, the symbol will appear normally. If a hero cannot, it will appear like this . For example, Elani the Thief can purchase and wield weapons, therefore she can buy the Poisoned Knife item. However as she cannot cast spells, she cannot purchase the Raven Familiar item.



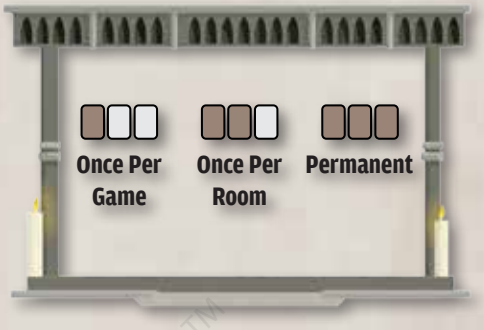
Item Cards: Hero Specific Enhancements

Some heroes are more proficient at using certain items. A hero's face on an Item card designates an enhanced shot sequence that is only available to them when using that particular item (see icon "6").

Item Cards: Frequency Conditions

There are three 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 of a room) and is then discarded and removed from the game. It cannot be purchased or used again.
2. **Once Per Room:** The item can be used once every Battle Phase and is flipped over face down to represent this. The Item card is refreshed (flipped face up) during the Setup Phase.
3. **Permanent:** Once acquired, the item is always in play and does not require a specific action to take effect.



Item Cards: Familiars

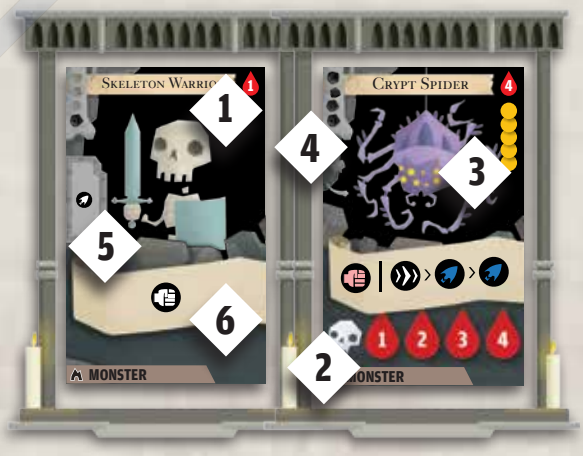
All heroes can purchase and use familiar items provided they fulfill the conditions appropriate to a given familiar. For example, as a magic item, the Raven Familiar can only be purchased by a hero that can cast spells. In the Setup Phase, the familiar is placed within 2.5 cm (1") of the hero who controls 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 there are significant differences between what they can do. Familiars cannot earn gold for directly destroying monsters (their owners do not receive any gold). They cannot be poisoned or stunned; however they can be devoured and teleported.

In addition to these points, a hero can only have one familiar item maximum. 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. 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

Monsters populate every battle room the heroes must clear in order to reach their final foe, the dreaded Catacomb Lord. During the Battle Phase, the Overseer controls all the monsters on the board. Like the heroes, each monster takes one turn per round of the Battle Phase. There are five monster families: Dungeon (green), Infernal (orange), Mythological (blue), Undead (gray) and Vermin (beige). Each Monster card has the following information:



- **Health:** Indicates how much health a monster has (see icon "1"). Monsters have between one and four health points. Monsters with four points of health have a health track on their cards (see icon "2").
- **Reward:** Shows how many gold coins a hero collects in the Resolution Phase for destroying this monster (see icon "3").
- **Monster Metre:** Shows what family a monster belongs to (by the colour) and what level it is (by how many circles are filled in on the metre). Level 1 monsters are the weakest and Level 4 are the strongest (see icon "4").
- **Defensive Properties:** Some monsters have defensive properties (see icon "5") (see page 14).
- **Shot Sequences:** Summarizes what shots the Overseer can perform with this monster (see icon "6").

Monster Cards: Shadow Monsters

Shadow monsters (such as the Phantom) 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 as shown to the right.

They cannot be killed by inflicting normal damage. Instead they must be pushed by any direct shot completely off the board to return them to the Shadow Realm.



The Final Battle: Fighting The Catacomb Lord



When the heroes arrive at the Catacomb Lord's Lair Special Room card during the Exploration Phase, their final battle of the game starts. The Overseer controls the Catacomb Lord and its squad of minions.

Each Catacomb Lord has three cards: a Portrait card (see icon "1"), a Setup card, and a Rules card. Arrange the three cards on the Catacomb Lord player mat along with the Monster cards for any minions.

The Setup card indicates how to configure the Catacomb Lord:

- **Starting Health:** The white number inside the blood drop indicates the maximum health the Catacomb Lord starts the game with (see icon "2"). Place a health tracker on that numbered blood drop on the Overseer player mat (see icon "3").
- **Game board:** Image of which game board is to be used for the final battle (see icon "4").
- **Type and number of minions:** Each Catacomb Lord has monsters that act as its minions. Take the monsters shown on the card from the Monster Pool and place them in the Monster Start Zone during the Setup Phase of the Catacomb Lord's Lair Special Room along with the Catacomb Lord piece itself (see icon "5"). *Monsters killed during the Battle Phase with the Catacomb Lord are placed on a hero's player mat as normal.*
- **Mercenary monster:** As explained in the Room card section of the rules (see page 15), the Mercenary Monster specified on a particular Catacomb Lord's Setup card is substituted one for one with any Mercenary Monster icons that appear on Room cards during the Setup Phase (see icon "6").



The Rules card shows the shot sequences that can be performed by the Catacomb Lord. Most Catacomb Lords have multiple shot sequences to choose from (separated by a black horizontal bar), but *only one may be performed per round of the Battle Phase* (see icon "7").

Catacomb Lords can only be damaged by melee, roll or ranged shots (that inflict damage) from the Heroic Forces and/or Antients. They are immune to the effects of all shot modifiers *except chain, critical and regeneration*. Their own shots cannot be suppressed. Finally, they can teleport and travel through magic portals.

Important: Catacomb Lords cannot be frozen by the ice shot.

Winning

Winning The Game: Heroes

If the heroes eliminate all of the Catacomb Lord's health and at least one hero in the party remains alive, they are victorious and win the game. Unlike the previous battle rooms, *it is not necessary to destroy all the Catacomb Lord's minions*. Only the Catacomb Lord itself must be destroyed to win.

Winning The Game: Overseer

If at any time during any Battle Phase, all four heroes are killed and/or unable to take an action (examples: affected by the bite shot, trapped on the Devoured! card) then the game is over and the Overseer wins.

Advanced Concepts

Advanced Concept: Poison Cards

The use of poison by the Overseer can make the game considerably more difficult and is recommended only for expert players. A Poison card displays a number indicating the strength of the dose. When a hero is hit by a poison shot modifier, they first must decrease their health if the shot inflicts damage. Then the number of Poison cards shown beside the shot icon are drawn from the Poison card deck and placed on the affected hero's player mat. If at any time, the total value of all the Poison cards accumulated equals or exceeds *the starting health of that hero*, then they are overwhelmed by the poison and die.





For example, the Sewer Rat hits Varesh the Wizard with its poison melee shot. The Wizard loses one point of health (because it is a melee shot) and then draws one Poison card. The Poison card has a value of "3" on it. Unfortunately, the Wizard has three Poison cards with a total of five already. With the addition of the "3" Poison card, the total amount of poison equals his total starting health of eight. The Wizard dies and the Poison cards are removed from his player mat and shuffled back into the Poison card deck. In the unlikely event that no Poison cards are available to draw, the affected hero is considered to have been hit with a lethal dose and dies. Stunned heroes can still be poisoned.



Poison Cards: Curing Poison

In the base Catacombs game, there are three ways for the heroes to cure themselves of poison:

1. Playing Cure Poison Spell cards (during the Battle Phase of any room, the Wizard may play these cards to cure himself or another hero).
2. Visiting Althea the Healer for her "Cure Poison" service (see page 16).
3. Testing their luck at the Alewife Tavern (see page 24).

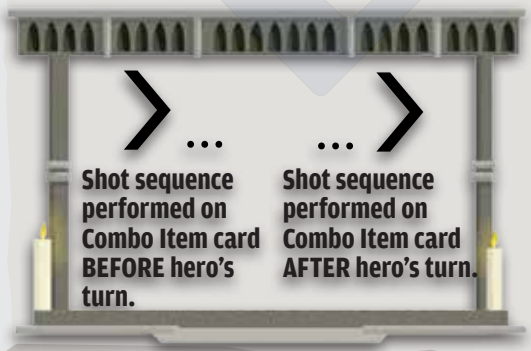
A hero may discard one Poison card of their choice when being cured of poison which is immediately shuffled back into the Poison card deck.

Advanced Concept: Combo Items

Combo items are an advanced feature of Catacombs that enable players to combine the effects of certain Item cards to expand what actions a hero can perform during their turn of the Battle Phase. Recall that when controlling a hero, you can either perform the shot on the Hero Rules card or play an Ability, Item or Spell card. A Combo item is a special type of Item card that can be played either immediately before (a pre-Combo item) or immediately after (a post-Combo item) the hero's normal turn.

This condition is indicated in the item's shot sequence by the "..." icon either before or after the "Then" icon.





For example, if Elani the Thief has the Raisthrim's Potion Combo item, on her turn she can play that card to first perform an ice shot and then immediately perform the shot sequence listed on her Hero Rules card or play another Ability, Item or Spell card. Another example: if Xoric the Barbarian has the Throwing Axe Combo item, he can perform the shot sequence listed on his Hero Rules card or play an Ability, Spell or Item card and then immediately play the Throwing Axe Combo item card to perform a missile shot. Only one Combo item card may be played per turn either before or after the hero's action.

Advanced Concept: Teleportation

Teleportation is when a character is transported temporarily from the room and then returns in a different place of their choosing on their next turn. Teleportation takes place over two rounds of the Battle Phase. A hero will execute a Teleport as part of a shot sequence and the target character that is being teleported will have its piece removed from the board and put on the Teleported! card which is adjacent to the outside edge of the barrier walls. During the next round of the Battle Phase, the hero comes back into play by placing their character piece anywhere around the edge of the board and performing a single melee shot. This melee shot represents the hero returning to the battle and 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. For example, Varesh the Wizard uses the Teleport Spell card to leave the room. His wooden piece is placed on the Teleported! card. In the next round, he is returned to the game board and performs a single melee shot (thus, teleporting back onto the board). On his following turn, his action returns to normal. While on the Teleported! card, a character cannot suffer damage or die. The act of teleporting helps characters recover from being stunned, bitten and frozen: 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. The same is true for monsters and Catacomb Lords. This implies that 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. However, they can be teleported by another character. A character must be teleported back into play on their next turn. They may not 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.



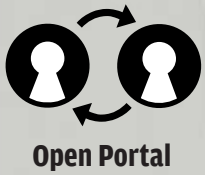
First Round — Second Round



Teleport Icon

Advanced Concept: Magic Portals

During the Battle Phase, a hero or Catacomb Lord can open a magic portal to switch the positions of any two characters on the board (including themselves). This includes allies and familiars. Unlike Teleportation, no pieces leave the board, their positions (including any conditions) are simply switched. For example, Elani the Thief only has one point of health left and is surrounded by monsters. Vysara the Sorceress (from the Cavern of Soloth expansion) uses her Open Portal Ability card to switch the position of the Thief and Xoric the Barbarian. A player may only switch the positions of two of their own teammates: a hero cannot change positions with a monster and a Catacomb Lord cannot change positions with a hero.



Open Portal Icon

Advanced Concept: Advanced Shot Types

Giant Fireball Shot and Boulder Shot (ranged): The *giant fireball shot* and *boulder shot* are powerful ranged shots that function identically to the missile shot; however, the appropriate side of the large, orange piece is shot instead.



Giant Fireball = 2 damage



Boulder = 3 damage

Ice Shot (ranged): *Ice shots* are a ranged shot using the small, light blue ice shot piece. When a character is struck by an ice shot, it does not take any damage but is considered to be frozen. Place the ice shot piece on top of the affected character piece. If multiple targets are hit by an ice shot, only one is affected: the player performing the shot decides which one will be frozen. While frozen, a character cannot take any actions, does not take damage and any of their defensive properties are suspended. They must remain in place on the board with the ice shot piece placed on top of them. A frozen character can only be freed when the ice shot piece is knocked off by another shot, either directly or indirectly (the ice shot piece is immediately removed from the board).

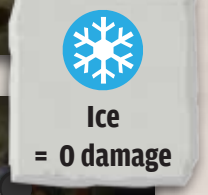
Heroes must be careful not to knock the ice shot piece off a frozen monster. If all other monsters in a room are dead and any remain frozen, the room is complete and the heroes move on to the Resolution Phase. The player who froze a monster collects gold for freezing it the same way they would if it had been destroyed.

Catacomb Lords and Antients are not affected by the ice shot.



Before Ice Shot


After Ice Shot - target is frozen



Target Shot (ranged): The *target shot* is a ranged shot that functions similarly to a missile shot, but a character can shoot a second time if the first shot misses. The target must be declared prior to shooting 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 one point of damage to the stated target only; damage to other characters is ignored.

Bite Shot (Overseer only): When hit by a *bite shot*, one point of damage is immediately inflicted as normal to any affected targets. For all targets that are still alive, the Overseer chooses one that the bite shot piece is placed on top of. A character that has been bitten cannot take any actions and can only be freed when the bite shot piece is knocked off by another shot, either directly or indirectly. When the bite shot piece is knocked off, it is immediately removed from the board. The Overseer must be careful not to knock the piece off accidentally, freeing an affected hero, ally or familiar. 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. Note that stunned heroes cannot be affected by the bite shot (being stunned is crippling enough).









Devour Shot (Overseer only): When hit by a *devour shot*, the hero, ally or familiar immediately takes one point of damage. If they are still alive, they are removed from the board and placed on the Devoured! card. While fighting for life in the monster's stomach, a character that has been devoured cannot take any actions and are considered to be removed from the game. All devoured characters are released once the room is completed successfully or the monster is destroyed. In the latter case, all 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; however only one is devoured: the Overseer decides which one will be sent to the Devoured! card.

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). Note that trapped characters cannot be teleported off the Devoured! card.

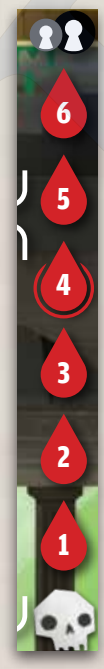


Roll Shot: The *roll shot* is performed by placing the character piece on its side, and rolling it across the board. In order to inflict damage, the rolling character must make contact with an enemy target when it comes to a complete stop, either hitting or partially covering another piece. In the latter 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, simply place it back on the edge of the board (laying flat) at the point where it left as normal. An unmodified roll shot does two points of damage. If two characters are hit by a roll shot, only one is affected: the player performing the shot decides which one.





Summon Shot: *Summon shots* enable new characters to be brought into play during the Battle Phase. A summon shot is performed in the same way as any other ranged shot except that the character piece (for example, a monster or Antient) specified in the shot sequence of the summoning character is used instead. This initial shot represents the summoning process and is treated like a standard ranged shot that inflicts one point of damage (regardless of any other shots the character being summoned may have in its shot sequence). The character that has been summoned can immediately be controlled as normal after the summoning character's shot sequence is complete. In the case of monsters specifically, the monster piece being summoned must be available from the Monster Pool.



Advanced Concept: Amaranth Inn Special Room And Allies

The Amaranth Inn allows heroes to meet and recruit an *ally* to fight alongside them through the catacomb. When the heroes arrive at the Inn, any hero that is not being used in the game may be recruited as an ally at a cost of ten gold coins. To do so, place all the unused Hero Portrait cards face down and shuffle them together. Randomly draw one card: this is the ally that may be recruited. If the players choose to proceed, they may pool their gold to pay the required fee to the Treasury.



One player will control the ally and assign it to assist one of the heroes he or she 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 Rules card, allies have a maximum health of four. Use the health track beside the ally section on the player mat to track their health (shown to the left). Allies use the shot sequence printed on their Rules card as normal. Importantly, allies cannot start with, buy, acquire or use any Item or Spell cards listed on their Heroes Rules card; however, they do start with one less of their total Ability cards (minimum one). The player recruiting the ally can choose which Ability card the ally will use. For example, Oleira the Elf starts with two Elven Arrow Ability cards as a hero. When she is recruited as an ally, she will only start with one of these cards (one less Ability card, minimum one) and may not use the Spirit Familiar item. A second example: Varesh the Wizard starts with one Fireball Ability card as a hero. When recruited as an ally, he may use this one Ability card; however he is not permitted to use any of his Spell cards.

During the Setup Phase, an ally is placed in the Hero Start Zone along with the other heroes. The player who recruited the ally takes a turn for both the hero and ally during each round in any order. Allies function much the same way as 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, there are significant differences between a hero and an ally. Allies cannot buy or use items, use spells, be stunned, poisoned or resurrected. They cannot earn gold for destroying monsters: all gold goes to the hero whom the ally was assigned to assist.

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). If two heroes are tied for lowest health, the hero who has the least gold of the two will get the ally. If there is still a 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.

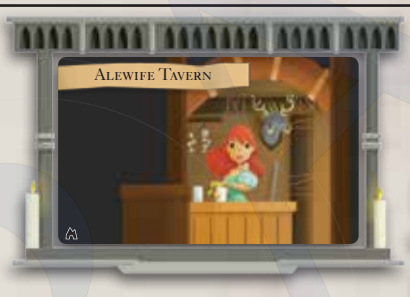


Advanced Concept: Alewife Tavern Special Room

At the Alewife Tavern, players can test their luck to win items, regain health or be cured of poison. The Overseer places all the Orcs, Fire Spirits, Centaurs and four hero pieces in an opaque bag. To place a bet, a player must pay two gold coins. Then they pull three pieces from the bag and consult the following table of rewards from top to bottom to see if they have won.

Pieces Pulled from the Bag	Rewards
3 Heroes	Gain full health for the chosen hero and their ally (if he or she has one) OR cure all Poison cards assigned to one hero.
3 of a kind	Take an Item card of your choice from the item deck.
2 Hero pieces	Blindly draw 1 Item card (player must take first item they can use).
3 different coloured pieces	Gain 1 health point OR cure 1 Poison card.
1 Hero piece	Gain 1 gold coin from the Treasury.

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 sufficient gold to do so. Players may pool their gold in order to place a wager. Players indicate which hero is gambling for each wager and only that hero wins any rewards which are paid out and applied immediately. Winning players may choose a reward that is lower on the table than the one they qualified for. All gold lost by the heroes is returned to the Treasury.





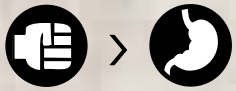
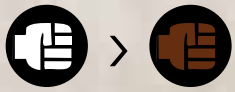
Advanced Concept: Alternate Room Card Layouts

The Room card layout suggested in the "Preparing the Play Area" section (page 6), describes a static sequence of Room cards suitable for the first few games. As players get more familiar with the mechanics of Catacombs, they will want to experiment with different Room card layouts for a greater challenge, variety and to play with some of the advanced rules. Here is one suggested layout that is configured randomly. The Overseer takes the Battle Room cards and sorts them into three decks according to their difficulty (0, 1 or 2) which is indicated in the top right corner of each card. Each deck is shuffled and then the Room cards are laid out face down in a vertical column as shown to the right. Changing the number and order of these cards will vary both the difficulty and the length of the game. In addition, there are ways to decide which Special Room cards (Healer, Inn, Merchant or Tavern) to include in a game (perhaps all of them!) and in what order to place them: player's choice and random. The former method allows the players to choose which Special Room cards they would like included in the game and in what order. The random method is the most challenging style of play. The Overseer shuffles the Special Room cards and places them randomly in each Special Room card slot. Players will not see which Special Room card is in the game until they reveal it during the Exploration Phase. The Catacomb Lord's Lair Special Room card is always placed last, face up.

Advanced Concept: The Gelatinous Cube Monster

The Gelatinous Cube is a powerful level 4 monster from the Dungeon family. Uniquely, it 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 and then a melee shot with the corrosion shot modifier (the corrosion melee shot icon should already be visible on the top of the Cube). During the next round of the Battle Phase, the Overseer again takes a melee shot and then rotates the Cube 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. The order of the shot sequences is as follows:



Round 1: Corrosion	Round 2: Fear	Round 3: Devour	Round 4: Critical	Round 5 (sequence restarts)
				

Advanced Concept: Antients

Important: Antients cannot be damaged or suppressed and are immune to the effects of all shots and modifiers.

Antients are powerful, unpredictable and immortal beings that have existed in the darkest depths of Cimathue for eons. They typically enter play by the heroes playing an Item or Spell card. In the base Catacombs game, a hero playing the Item card "Vaiel's Urn" can summon Urthoth the Liquid Antient. During the Battle Phase, an Antient is introduced onto the board with a summon shot (see page 23) and persists for the remainder of the room. Antients do not suffer damage and thus cannot be destroyed. Antients are immune to the effects of all shots and all shot modifiers and cannot, for example, be affected by fear, bitten, devoured, frozen, petrified, poisoned, teleported or have their own shots suppressed. As they have no health, the regeneration shot modifier has no effect when used against them. An Antient is controlled first by the player that summoned it. It is not loyal to one side, however. 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 (all monsters have been destroyed) or all the heroes are dead. Antients can be used strategically by the heroes to eliminate tough monsters and weaken Catacomb Lords; however when controlled by the Overseer they represent formidable opponents.



To illustrate, during the Battle Phase, Oleira the Elf plays the Vaiel's Urn Item card to summon the Liquid Antient. The Liquid Antient piece is placed within 2.5 cm (1") of Oleira and the player performs a summon shot with it, bringing it into play. When Oleira's turn is complete, the player controlling her can then take control of the Liquid Antient first and use its shots against the remaining monsters in the room. The Antient card is then handed to the Overseer. During the Overseer's turn, he or she controls the Antient and performs its shot sequence against the Heroic Forces. Upon completion of the Overseer's turn, the Antient card is handed back to the players controlling the heroes who can decide who will use it. This process continues until the Battle Phase for this particular room has been completed at which point, any Antients leave the game during the Resolution Phase. Note that it is possible for more than one Antient to be summoned into play at one time.

Advanced Concept: Variant Monsters

To provide a greater challenge, monsters can have alternate forms. These are called *variant monsters* and are identified by the 'V' icon appearing on their Monster card. The Overseer decides if a variant monster will be used instead of the original, which will be replaced for the entire game. Monsters and their variants share the same wood piece, only the Monster cards differ.





Advanced Concept: Monster Vulnerabilities

These rules describe vulnerabilities for each monster family which can help make Catacombs easier for new players. Note these rules do not override any defensive properties that individual monsters in a given family may have.

- **Dungeon family monsters (green)** are vulnerable to missile shots: treat any unmodified missile shot from the heroic forces that strikes a member of the dungeon family as having the critical modifier.
- **Infernal family monsters (orange)** are vulnerable to the ice shot with their health being reduced by one extra point in addition to being frozen (if they remain alive).
- **Mythological family monsters (blue)** are vulnerable in hand-to-hand combat. Treat any unmodified melee shot from the heroic forces as having the regeneration modifier.
- **Undead family monsters (gray)** are vulnerable to the fireball shot: treat any unmodified fireball shot from the heroic forces as having the critical modifier. In addition, undead monsters are vulnerable to fire walls and fire obstacles (from the Cavern of Soloth expansion), taking one point of damage when hitting them or being pushed into them.
- **Vermin family monsters (beige)** that are extra small in size (Sewer Rats, Armoured Beetles, Pit Vipers, Vampire Bats) are susceptible to fear: treat any unmodified melee or missile shot from the heroic forces as having the fear modifier, unless the target monster itself has a shot with the fear modifier in its sequence (the Blood Skull).

Shot Reference

Basic Shots

Melee

Rush

Ranged Shots

Missile

Fireball

Giant Fireball*

Boulder*

Ice

Target

Only affects one target.

Modified Rush Shots

Poison

Stun

Modified Missile Shots

Critical*

Fear

Poison

Regeneration

Stun

Modified Melee Shots

Corrosion

Critical

Fear

Poison

Regeneration

Stun

Transform

Petrify

Modifier only affects one target.

Chain Shot Modifiers

No consecutive damage to the same target. Example:

Shield Shots

Reposition shield piece after shot sequence is complete.

Teleport

Place piece on Teleported! card. Next turn, melee shot back on to board.

Roll Shots

Only affects one target.

Open Portal*

Switch the places of two friendly pieces on the board.

Summon Monster Shot

Summon any level 1,2 or 3 blue monster*

Summon Shots

Summon Liquid Antient

Summon Skeleton Warrior

Summon Fire Spirit

Advanced Shot Types

Bite

Devour

Repeat*

Only affects one target.
Overseer only.

Hero is stunned

Deduct indicated amount of health

Draw indicated number of poison cards

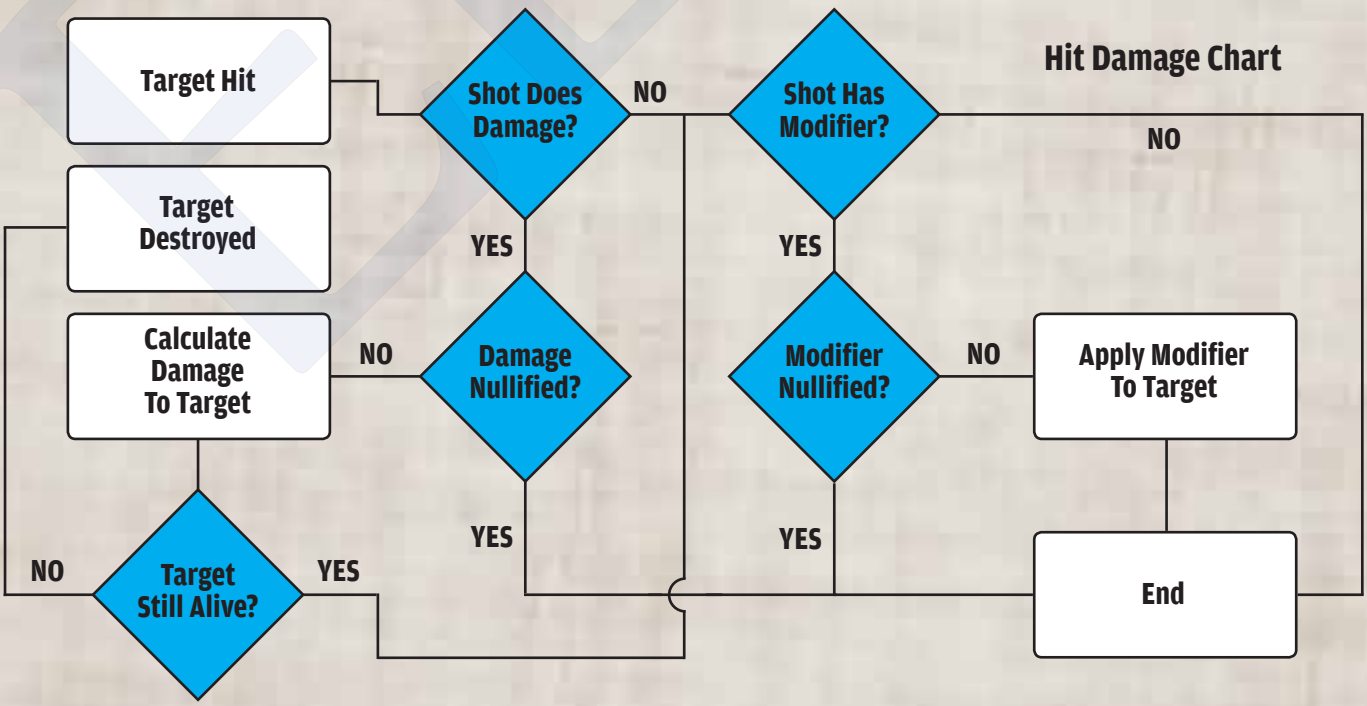
Change form to fire wall

Increase health by one point

Instant death for the affected character

* Not used in base Catacombs game

Hit Damage Chart



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Credits

Lead Designer for Third Edition: Aron West
Illustrator and Graphic Designer: Kwanchai Moriya
Manual Editor: Aron West
Manual Layout: Mark Campbell
Operations Manager: Hiba Yokhana
Proofreaders: Christian Busch, Leon Scheuber, Magda Mizgalewicz
Visit us at **www.elzra.com** | **shop.elzra.com**
For Customer Support Please Visit: **support.elzra.com**
Twitter: **@ElzraGames @CatacombsGame**
BoardGameGeek: **bitly.com/catacombs3e**

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Catacombs: Third Edition is dedicated to the memory of April Star

The exciting expansion, Cavern of Soloth, is available now. It features six new heroes, four challenging Catacombs Lords, tougher monsters and much more.







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