Catacombs 3E Reference

Character Shots

The character's piece is flicked when performing a character shot. Character shots can be used to move around the play area.

Rush — ✸ **Melee** — ✸✸ **Bite**

Repeat — A monster or Catacomb Lord takes their turn again when impacted by the repeat shot.

✸✸ **Roll**

✸✸✸ **Critical Roll**

The character piece is placed on its side then flicked such that it rolls. Only inflicts damage to one target.

Ranged Shots

A ranged piece bearing the same icon is flicked to perform a ranged shot. Ranged pieces come in various different sizes.

✸ **Missile** (Extra Small)

✸ **Fireball** (Small)

✸ **Ice Boulder** (Large)

✸✸ **Giant Fireball** (Large)

✸✸✸ **Boulder** (Large)

✸ **Snowball** (Small) — In addition to dealing 1 damage, the Snowball shot stuns the affected hero.

✸ **Lightning** (Small) — Flick the lightning piece 3 times. The third shot deals 1 damage upon impacting an enemy.

Wizard's Shield (Large)

Sorcerer's Shield (Large)

The shield may be flicked from its current position, or placed beside the character and then flicked. Inflicts no damage. After the entire shot sequence is complete, the shield piece is placed within 2.5cm (1") of the character. Players may hold their character's shield piece during an enemy's turn.

Advanced Ranged Shots

✸ **Target** (Small) — Declare a target and perform a ranged shot. If shot misses, take a second shot. Damage only inflicted on declared target.

Ice (Small) — Ice shot piece is placed on top of impacted enemy. Frozen character cannot take any actions, take damage, or reflect damage. They are freed when the Ice shot piece is knocked off. Only affects one enemy.

Hook (Small) — Flick the hook piece. Character may move anywhere within 2.5cm (1") of where the hook piece lands. Hook piece is then removed.

Area of Effect Templates



✸ **Long** ✸ **Ring** ✸ **Short** ✸ **Spread**

✸ 1 Damage ✸✸ 2 Damage ✸✸✸ 3 Damage

Shot Modifiers

Chain — The same enemy cannot be hit consecutively (ie. twice in a row). Damage that would have been inflicted by the additional hit(s) is ignored. Ensures damage from a particular shot sequence is distributed across multiple targets.

Fear — The performing player who damages a target may perform a single rush shot with the affected character's piece.

Petrify — This modifier instantly turns a character to stone on impact. The character is dead and removed from the playmat, regardless of their remaining health. Can only affect one character at a time.

Poison — When damaged, the player controlling the hero draws 1 poison card. In some cases they draw 2, if indicated. Poison accumulates. If at any time the total value of poison cards exceeds the hero's starting health, they die.

Corrosion — The player shuffles the affected hero's item cards. One item card is drawn randomly and discarded from the game. Any pieces associated with it are removed from the playmat. If they have no items, they lose 3 coins.

Critical — Increases the damage of the base shot by one point.

Reckless — Friendly fire rules no longer apply to the affected character and they can now damage teammates with their shots. Applies for the entire game unless cured.

Regeneration — The performing character restores a maximum of one health point after successfully inflicting damage. Character cannot exceed their starting health. Ineffective against Antients and shadow monsters.

Stun — Stuns the affected hero. A stun card is placed on their Rules card. The hero can only perform a single rush shot on their turn. The stun is removed if the character is struck by a teammate's melee or rush shot. Expires at the end of a room.

Transform — The performing character optionally transforms into the indicated form.

Transmogrify — The hero's piece and portrait/rules cards are replaced by the transmogrified form's. Coins, items, spells, poison, mounts, and health remain. Can be returned to normal if teleported, cured of poison, resurrected, or on next room.

Special Shots

✸ **Devour** — The affected character (hero or familiar) is placed on the Devoured! card. They are out of the game for the rest of the Battle Phase or until the devouring monster is destroyed (in this case the character is placed where the monster was destroyed). A single shot only devours one character at a time.

Move to Rune — Immediately move the character to any unoccupied rune icon on the playmat.

✸ **Runic Shift** — Immediately move character to any unoccupied rune icon on the playmat. Then may perform a Melee shot.

Open Portal — Immediately switch positions with another teammate on the playmat.

✸ **Teleport** — The character's piece is removed from the play area and placed on the Teleported! card. On their next turn, the character is placed on the edge of the play area and performs a melee shot.

✸ **Summon** — The indicated character is placed within 2.5cm (1") of the performing character. The summoned character immediately performs a melee shot, then their full shot sequence. During following turns, the summoned character's shot sequence is performed as normal.
A summon shot with a "?" indicates any available character from that colour family can be summoned.