ELZRA™

Catacombs™

RED BOX

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Components



Level 1 Damage Tokens x13



Level 2 Damage Tokens x12



Level 3 Damage Tokens x13



Character Order Tiles x6



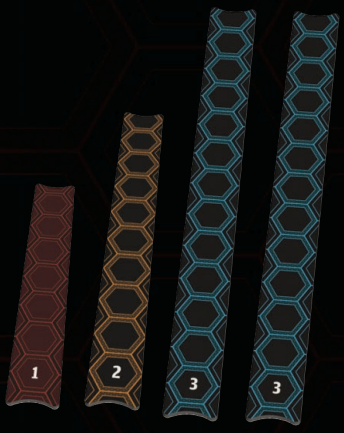
Hero Target Tiles x4



Direction Tiles x4



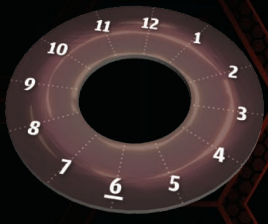
Monster Order Tiles x7



Ruler Templates 4x



Attack Template x1



Clock Template x1



Hero Pieces x3



Catacomb Hero Pieces x5



Trilithon Obstacle x1



Sphinx Castle Boss Piece x1



Familar Pieces x2



Warrior Pieces x3



Wraith Knight Monster Family Pieces x9



Zombie Monster Family Pieces x4



Dagger Ranged Piece x1



Boomerang Ranged Piece x1



Scorched Earth Ranged Pieces x3



Mythological Monster Family Pieces x9



Apep / Pharoah Piece x1



Portal Trap Ranged Piece / Monstrosity Piece x1



Obstacle Rune Stickers x12
(Apply to Obstacles)



(Included with Catacombs 3E
and Catacombs & Castles)



Castle Hero Cards x6
(Catacombs & Castles)



Hero Cards x6
(Catacombs 3E)



Catacomb Hero Cards x6
(Catacombs 3E)



Catacomb Hero Cards x6
(Catacombs & Castles)



Castle Team Action Cards x3
(Catacombs & Castles)



Catacomb Team Action Cards x3
(Catacombs & Castles)



Ability Cards x13
(Catacombs 3E)



Spell Cards x14
(Catacombs 3E)



Item Cards x18
(Catacombs 3E)



Castle Boss Cards x2
(Catacombs & Castles)



Catacomb Boss Cards x6
(Catacombs & Castles)



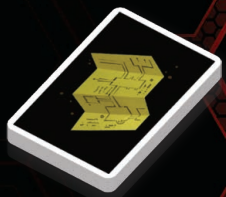
Castle Boss Action Cards x1
(Catacombs & Castles)



Catacomb Boss Action Cards x2
(Catacombs & Castles)



Catacomb Lord Cards x6
(Catacombs 3E)



Room Cards x12
(Catacombs 3E)



Monster Cards x12
(Catacombs 3E)



Hidden Cave Card x1
(Catacombs 3E)



Castle Warrior Card x1
(Catacombs & Castles)



Catacomb Warrior Cards x2
(Catacombs & Castles)



Rune Die x1



Location Die x1

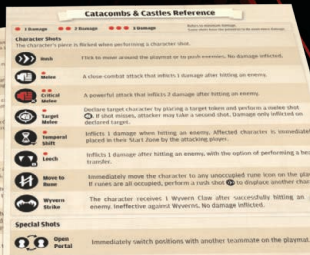


D12 x1

Catacombs 3E
Player Aids x4



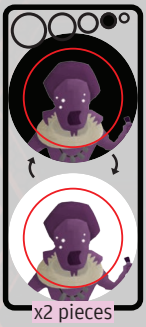
Catacombs & Castles
Player Aids x4



Sticker Instructions

Small Pieces

Illusionist



Grave Golem



Scorched Earth Shot



Mummy



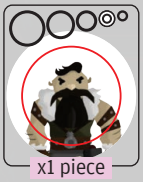
Merman Claw



Slime Familiar



Dwarven Warrior



Stone Sentinel



Small Flat Pieces

Illusionist's Dagger



Boomerang Shot



Squirrel Familiar



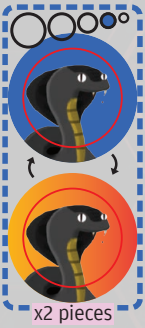
Mystic



Eris



King Cobra



Bandit



Large Pieces

Sphinx



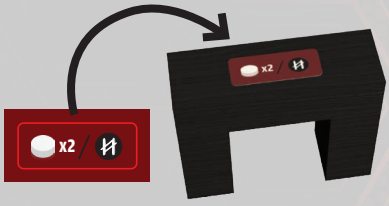
Siege Defender



Wraith Commander



Trilithon



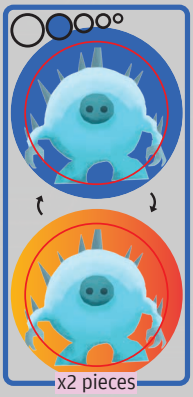
Husk Zombie



Drowned Zombie



Ice Elemental



Crypt Mummy

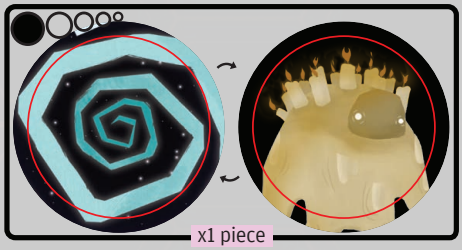


Merman

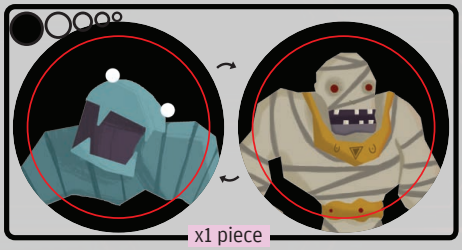


Extra Large Pieces

Portal Obstacle / Monstrosity



Apep / Pharaoh



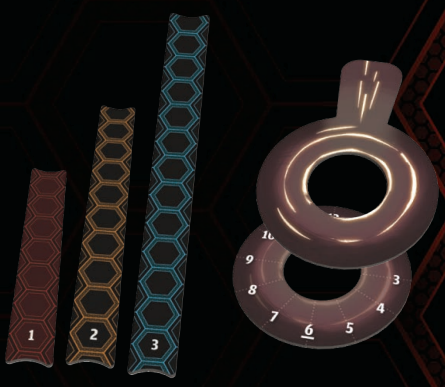
Co-op / Solo Mode Introduction

The Cooperative / Solo Mode enables *Catacombs 3E* to be played without a dedicated human Overseer player.

When playing a cooperative game, each human player controls one hero. A player may control more than one hero up to a total of four heroes in the party.

A solo player may control a single hero, but again may also choose to control a party of up to four heroes. With less heroes, the difficulty of the game increases.

The game is played the same as a normal game of *Catacombs 3E*. During the Setup Phase, rules summarize how monsters are initially placed. The AI player does not flick or roll pieces under its control, instead they are moved according to various templates. The order in which a piece takes its turn is dictated by the Character, Monster, and Direction tiles, which are configured for each Battle Room during the Setup Phase. Each piece under the AI player's control follows its own strategy and uses line of sight to determine how to attack or evade the heroes using the shots from its card.



Note: a character under the AI player's control is not blocked by obstacles while moving along the length of the ruler template, and instead passes through them. An obstacle provides no protection from the AI player's various templates that are used to check for any inflicted damage.



Note: In this manual, the term "playmat" also refers to the cardboard game boards included with the retail version of *Catacombs 3E*.

Solo & Co-Op Mode Setup

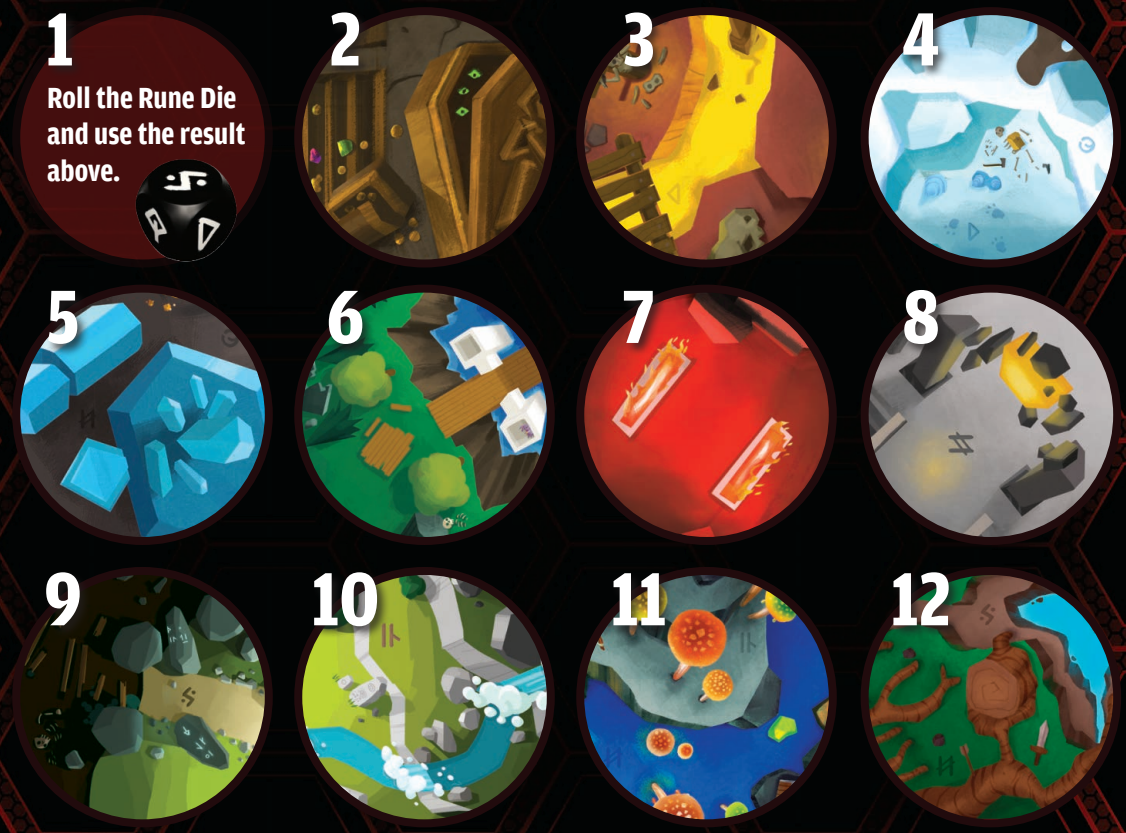
Consult the Battle Room card. When the card specifies a specific playmat, that one is used. In this case, the artwork for that particular playmat appears in the background of the card.

Otherwise, the playmat used is determined randomly by dice roll.

If you are not playing with any of the expansion playmats, roll the Rune Die and use the playmat that corresponds with the result below. If you just played the rolled playmat, roll again.



If playing with any of the expansion playmats, roll the D12 die and use the result below. If you are not playing with the rolled playmat, roll again. Also, if you just played the rolled playmat, roll again. Repeat if necessary.



Place all obstacles on the selected *Catacombs 3E* playmat with the rune stickers visible.



The AI player controls various characters including monsters, antients, and Catacomb Lords. Shuffle the Character Order tiles and randomly lay them out in sequence from left to right. The Catacomb Lord Character tile is not included when playing a Battle Room and can be put aside.



Example Layout of the Character Order Tiles

Shuffle the Monster Order tiles and randomly lay them out in sequence from left to right.



Shuffle the Hero Target tiles and randomly assign one to each hero by placing them beside their player board.



Note: the "Move Obstacles" Spell card from the Ice Box expansion is incompatible with the Solo / Co-op mode and cannot be used.

Rules for the Catacombs & Castles Playmats

For the Cave of the Keystone playmat, the obstacles should be placed face down such that the rune stickers are not visible. The AI player uses the Start Zone with the Keystone floating in it (shown to the right). Place six monsters directly behind each obstacle opposite to the Hero Start Zone. For any remaining monsters, line them up along the Monster Start Zone line starting from the center. The Catacomb Lord piece is always placed in the corner of the Start Zone on the edge of the playmat.



For Castle Mivroih and Xaugorth's Lair playmats, the obstacles should be placed face up such that the rune stickers are visible. The heroes choose which Start Zone they wish to use, the other becomes the Monster Start Zone. Distribute the obstacles according to the instructions on page 14. Place six monsters directly behind each obstacle opposite to the Hero Start Zone. For any remaining monsters, line them up behind the Start Zone line starting from the center. The Catacomb Lord piece is always placed in the corner of the Start Zone on the edge of the playmat.



Shuffle the Direction tiles and draw two. If the second tile is the same colour as the first, discard it and draw again, so that there is one of each colour (green and blue). Place the tiles below the playmat, behind the Monster Start Zone, face up.



Note: Character Order tiles, Monster Order tiles, and Direction tiles are read from left to right.

In Character tile order, place each monster indicated from the Room card onto the *Catacombs 3E* playmat in the following locations:

1. Each vacant rune in the Monster Start Zone (2-4 possible locations depending on the playmat).
2. Directly behind each obstacle opposite to the Hero Start Zone (6 possible locations).
3. The corners of the Monster Start Zone in the order indicated by the green Direction tile.
4. The center of the back edge of the Monster Start Zone.



Monster Start Zone

Place each monster on an available rune in the Monster Start Zone. Start from the edge of the playmat and moving in the direction indicated by the arrow on the green Direction tile.

For example, if the first Direction tile is “Left to Right”, you would place the monster on the first vacant rune in the Monster Start Zone starting from the left edge of the playmat. If there is more than one possible rune, then use the second Direction tile to break the tie. For example, if the second Direction tile is “Monster Start Zone to Hero Start Zone”, you would choose the rune closest to the edge of the Monster Start Zone.



Left to Right

Monster Start Zone to Hero Start Zone

The Heroic Forces are placed in the Hero Start Zone as normal. See previous page for specific rules for the *Catacombs & Castles* playmats.

Important: The direction indicated by the Direction tile is always relative to the Monster Start Zone.

Note: The maximum number of monsters to place during the Setup Phase is 10 from the M’othole room card. For the Thaggu Catacomb Lord Setup card, there are 9 minions to place plus the Orc Warchief piece, again for a total of 10 pieces.

Monster Metre icons on a Room card are resolved by drawing a random Monster card of the corresponding level to determine which monster to use.



When there are multiple monsters from a Monster Metre icon to be placed, then place these using the order specified by the Monster Order tiles.

Note: All units of a given monster are always placed for a given Monster Metre icon. For more information about Monster Metres, see page 20 of the *Catacombs 3E Reference Manual*.

Catacomb Lord Room Setup

When fighting the Catacomb Lord, follow the previous instructions for a Battle Room with the following exceptions:

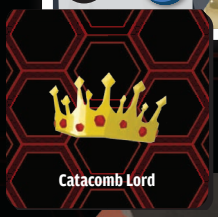


1. The playmat to use is specified on the Catacomb Lord Setup card. When the card provides a choice of playmat, roll the D12. On 1-6, the left playmat is selected. On 7-12, the right playmat is selected.

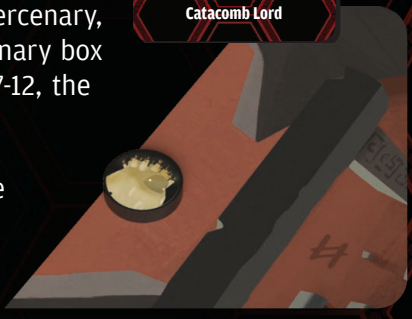
2. Include the Catacomb Lord Character tile when laying out the sequence of Character tiles.

3. In Character tile order, place the monsters specified in the Minions box on the Catacomb Lord Setup card. When there is a choice, roll the D12. On 1-6 the left monster is selected. On 7-12, the right monster is selected.

When a Catacomb Lord Setup card specifies a choice of Mercenary, roll the D12. On a result of 1-6 the top monster in the Mercenary box of the Catacomb Lord Setup card is chosen. On a result of 7-12, the bottom monster is chosen.



4. The Catacomb Lord piece is always placed last during the Setup Phase. Place the Catacomb Lord piece in the center of the back edge of the Monster Start Zone.



AI Player Behaviour

At the start of the game, the player(s) choose either of the following default behaviours: line of sight (LOS) checks **are not** blocked by obstacles *or* line of sight (LOS) checks **are** blocked by obstacles. In the latter case, the AI player suffers more of a handicap and is not recommended for advanced players.

For each character under the AI player's control, perform the following:

1. Determine the **Active Character** (which one is performing their action) by checking the order of the Character tiles. If there is a tie, check the order of the Monster tiles, if there is still a tie, check the first Direction tile, and in the unlikely event that there is still a tie, check the second Direction tile.

2. **If obstacles block line of sight (LOS)**, then perform a 360 degree line of sight (LOS) check with the Active Character by using their indicated Ruler template. Line of sight (LOS) extends beyond the length of the ruler itself to the edge of the playmat. If there is one target in line of sight (LOS), it becomes the Active Target by default. If more than one enemy characters are in line of sight (LOS), then proceed to target selection below. Otherwise perform the **No Target Action**, then determine the next Active Character (return to step 1).

Special Exception: If the character under AI player control is an Antient, they always move to a random rune first, before **performing target selection**.

3. From the perspective of the AI player, enemy characters are considered to be any member of the Heroic Forces including heroes, familiars, allies, mounts, and assistants. The AI player ignores Antients not under its control. When there is more than one enemy character, perform target selection by using the Primary Target Priority column from page 20. If there is still more than one potential target, use the Secondary Target Priority column from page 20. If there is still a tie for the possible target, use the Tie Breaker column from page 20. And if there is still a tie, use the first Direction tile, and in the unlikely event there is still a tie, use the second Direction tile. Note: if there is only one enemy character remaining, they are the Active Target by default.

Advanced Target Selection: once players are used to controlling the AI player, its possible to select targets in addition to the Heroic Forces. Before performing target selection for a hero, ally, familiar, etc, the AI player considers each of these conditions in order. Once one of these targets is selected, the Target Selection process immediately stops.

1. Nearest (or only) teammate within line of sight frozen by the ice shot (attempt to rescue them).

2. Nearest (or only) teammate within line of sight to be affected by the repeat shot (the character must have the repeat shot available in their shot sequence).

3. Nearest (or only) wild wyvern within line of sight available to ride.

4. Normal enemy target selection.

4. Determine the shot sequence that the character will perform. If the character only has a single shot on their card, then they will perform that shot (example: the Sewer Rat only performs a poison melee shot).

If the character has one shot sequence, then they will perform that shot sequence (example: the Giant Scorpion performs a rush shot then a critical melee shot).

If the character has a choice of more than one shot sequence (example: the Flame Wraith performs a melee shot OR a rush shot then a fireball), then they will attempt to perform the shot sequence with their preferred shot (the second one in the case of the Flame Wraith).

Check the character's Shot Preference on page 20. If their preferred shot is not present, then they will choose a shot sequence to perform randomly. Divide the number of shot sequences on the character's card evenly and roll the D12. For example, if the character has two possible shot sequences, then result 1-6 would choose the left shot sequence and result 7-12 would choose the right shot sequence.

If the character is a Catacomb Lord, roll the D12 to determine which shot sequence to perform. For example, if the Catacomb Lord has three possible shot sequences, result 1-4 would indicate the first shot sequence, result 5-8 would indicate the second, and result 9-12 would indicate the third.



Special Exception: When the character performs a target ranged shot as part of a shot sequence, then the Active Target is temporarily overridden. Determine the target of the target ranged shot by rolling the D12 and checking which assigned Hero Target tile was selected.

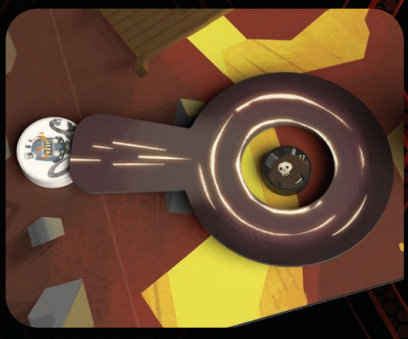
Reminder: Characters under AI player control ignore the chain modifier and can damage the same Active Target consecutively.

5. Perform the character's shot sequence.

If the shot to perform is a **rush shot**, then use the character's line of sight Ruler to move their piece towards the Active Target. Ignore any obstacles in the way. If the length of the ruler would carry them beyond the Active Target, stop, and place the character's piece adjacent to the Active Target. As mentioned above, if the Active Target is a friendly character affected by the ice shot, then the ice shot piece is considered to have been removed. If the Active Target is a wild wyvern, then the character is now considered to be riding that wyvern.



If the shot to perform is a **character shot that inflicts damage** (melee, bite, roll, etc), then follow the rules for the rush shot above to reposition the Active Character. Then use the **Attack template** to determine if the Active Target is in range. Place the Attack template over the top of the attacking character such that it is visible through the hole. The Attack template must partially or completely cover the Active Target. Draw and resolve a Damage token (see below).



Attack Template

Note: if the shot to perform is target melee, then treat it as a regular melee shot (ignore the target modifier in this case).

If the shot to perform is a **repeat shot**, then perform target selection to choose a friendly character in line of sight. If a friendly character can be selected, then that character will automatically perform its turn again.

If the shot to perform is a **move to rune shot**, then perform **move to random rune** instead. See page 15.

If the shot to perform is a **runic shift**, then perform move to random rune first. The AI player will always perform the optional melee shot that is a feature of this shot.

If the shot to perform is **open portal**, then the AI player will perform a rush shot instead.

If the shot to perform is **teleport**, then the character under AI player control will move to the Teleported! card as normal. When the character returns from the Teleported! card they are placed on a random rune (not the edge of the playmat) before performing their melee shot.

If the shot to perform is a ranged shot (missile, fireball, etc), then draw and resolve a Damage token as the Active Target has already been determined (see below). Note the exception related to the target ranged shot described above. In this case, use Ruler 3 to determine if the targeted hero is in range first before drawing and resolving a Damage token.

The AI player ignores the Elastic connector. Treat the Elastic connector as the Then connector ❯.

After determining that an AI player's shot has inflicted damaged on one or more targets, draw a Damage token as described below. In most cases these will inflict damage at varying rates, but some of the tokens contain zero values indicating the shot didn't work. This simulates the AI player missing a shot and ensures that damage is not always automatic.

For any unmodified shot (melee, missile, fireball, etc) - draw one level 1 Damage token. Some shots have exceptions, as shown below.

roll, bite, devour, giant fireball - draw one level 2 Damage token.

boulder - draw two level 3 Damage tokens.

For any modified shot, except for the critical modifier - draw one level 2 Damage token.

For any shot with the critical modifier - draw one level 3 Damage token.

Level 1 **Level 2**

Level 3

After resolving a Damage token, place it face up in a separate discard pile. When a Damage token with the reset icon is drawn, resolve it first, then take all of the discarded Damage tiles, flip them face down and add them back into their pile.

Note: it is not possible for these instructions to cover every possible corner case that is expected to arise during a game as complex as *Catacombs 3E*. The players may have to be prepared to make their own rulings with respect to what the AI player would do during certain situations.

Clock Template





A character must sometimes move in a **random direction**. This happens when no zero value Damage tokens were drawn and resolved by the AI player and simulates an enemy character being pushed away by the impact. Note that damage does not necessarily have to be inflicted for this effect to be triggered as the active target may be invulnerable. If a hero is riding a wyvern or a mount, they are considered to have been knocked off. Only the rider is moved is randomly - the mount or wyvern remain in place. A character must move in a random direction when resolving the effects of the fear shot modifier or the vortex ranged shot. It can also happen for the character's No Target action. To do this, place the **Clock template** over the character with the 12 pointed directly towards the Hero Start Zone.

Roll the D12 and move the character according to the distance of their line of sight Ruler. If there is an obstacle or another character piece that blocks their way, move the character's piece adjacent to it. When a character is at the edge of the playmat, flip the Clock template to the reverse side and place it such that the 12 points towards the center of the playmat. Roll the D12 and move the character according to the distance of their line of sight Ruler.

Important: the Heroic Forces always use Ruler 3. Once the Clock template has been used, it is removed from the playmat.



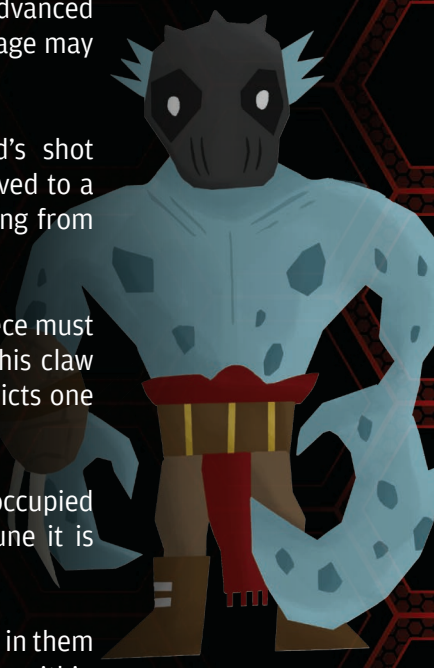
When performing a **summon shot**, place the clock template on top of the character performing the summon with the 12 pointing toward the Hero Start Zone. Roll the D12 and use Ruler 1 to place the newly summoned character on the game board or playmat. If the character performing the summon shot is near the edge of the game board or playmat, flip the clock template over such that the 12 points towards the center of the playmat. Roll the D12 and use Ruler 1 to place the newly summoned character on the game board or playmat. Once placed, the newly summoned character immediately performs its shot sequence as normal.

Room Level Rewards

New in the *Red Box* are Room cards that provide rewards to all heroes that survive the Battle Phase. For a room with the Spell card icon, choose a Spell card and assign it to a hero that can use it. Then reshuffle the Spell deck. For the gold icon, each hero is given the indicated amount of gold.

Reminder: Catacomb heroes cannot share their gold with other heroes or amongst themselves.

Ulom the Merman



Ulom is a multi-piece hero that is recommended for advanced players. Both Ulom's piece and his claw piece start in play. Damage may be inflicted on either piece.



Ulom's hero piece must perform his card's shot sequence first. Before doing so, it is always moved to a random rune first (which simulates him emerging from the water).

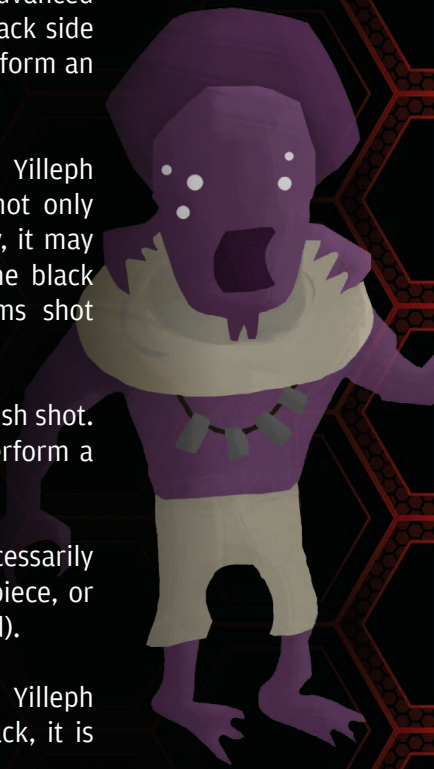


After Ulom performs a shot sequence, his claw piece must be placed within 2.5cm (1") of his hero piece. Then his claw piece is flicked. If it hits one or more enemies, it inflicts one point of damage to each of them.

If it hits a friendly piece, that piece can be moved to an unoccupied rune. The player controlling the friendly piece chooses the rune it is placed on.

If the two pieces are hit (either directly or indirectly) resulting in them being separated, the claw piece is immediately moved back to within 2.5cm (1") of the hero piece before any other effect (including damage) is resolved.

Yilleph the Illusionist



Yilleph is a multi-piece hero that is recommended for advanced players. Both of Yilleph's hero pieces start in play with one black side face up and one white side face up. The white Yilleph must perform an action first, subsequently it is the player's choice.



Each colour behaves differently. The white Yilleph is invulnerable and performs a single rush shot only ignoring any card's shot sequence. Importantly, it may act as the origin point for a black Yilleph. The black Yilleph is vulnerable to damage and performs shot sequences from cards.

When both white Yillephs are visible, each one performs a rush shot. When both black Yillephs are visible, only one of them can perform a card's shot sequence.

When an Yilleph piece of either colour is directly hit (not necessarily damaged) by any piece including a character, shield, ranged piece, or another Yilleph, it flips over (after applicable damage is inflicted).

When it flips to white, the player controlling the affected Yilleph immediately performs a single rush shot. When it flips to black, it is immediately moved to a random rune.

Trilithon Obstacle (Optional)

During the Setup Phase, the Heroic Forces decide first whether to use the **Trilithon obstacle**. If they choose not to, the Overseer may decide to use it.



For *Catacombs 3E* playmats, place the Trilithon in the center of the Monster Start Zone line, and move it such that it is not blocked by other obstacles (if necessary).



For the Cave of the Keystone playmat, place it between the ᚦ and the ᚺ rune near the centre of the Bridge of Cazanellorh.

For Castle Mivorih and Xaugorth's Lair playmats, The play area is divided into four quadrants as seen to the right. No more than two obstacles may be placed in any one quadrant. An obstacle cannot be placed in a quadrant that already contains one until all the other quadrants have a minimum of one obstacle.



After all *Catacombs 3E* obstacles have been placed, place the Trilithon on a vacant obstacle location icon. If the Heroic Forces chose to use the Trilithon obstacle, they choose where to place it. Conversely, if the Overseer chose to use it, they choose where to place it.

When any *ranged piece* passes successfully through the Trilithon, then the player performing that shot must immediately perform the same shot again from where the piece finished up on the other side of the Trilithon obstacle.

When any *character piece* passes successfully through the Trilithon, then the player performing that shot must immediately perform the same shot again from where the piece finished up on the other side of the Trilithon obstacle. Optionally, they may choose to perform move to rune ᚺ instead.

If there are one or more additional shots in the character's shot sequence, then they perform those shots. For example, the Elf activates her Elven Arrow ability and performs a rush shot ››› with her hero piece. Then the player controlling her successfully fires her missile shot ➶ through the Trilithon obstacle. The missile shot ➶ ranged piece is now flicked a second time from where it finished up on the other side of the Trilithon.

A second possibility is that the player controlling the Elf performs the shot sequence on her Elven Arrow card in the following way. Her hero piece is successfully flicked through the Trilithon obstacle with the rush shot ››› on the Elven Arrow card. Then the player moves the Elf piece to a vacant rune, and then performs the missile shot ➶ from the Elven Arrow card.

Note: The AI player will always decline to use the Trilithon obstacle. As no flicking is involved in the implementation of the AI's shots, characters under its control ignore the effects of the Trilithon obstacle.

New Character Shots



Sword Shot (Character Shot) - The sword shot is a character shot that only appears on one card in the *Red Box*: the Wraith Blade, an ability for the Wraith Commander. It is functionally equivalent to the bite shot , inflicting two points of damage in its unmodified form.





Move to Rune (Character Shot) - The character performing Move to Rune is placed directly on top of any unoccupied rune icon (one that is completely uncovered by any other pieces). When all rune icons are already occupied, a player may perform a rush shot in an attempt to displace a character from a rune. If they are successful, then the character moves to the now vacant rune icon.

Note: if the character is already on top of a rune icon, then the move to rune icon has no effect.

In *Catacombs & Castles*, a character with the flying attribute may choose to move to one of the unoccupied extended runes by placing their piece on top of an obstacle. At the start of their next turn, they must climb down from the obstacle by placing their piece within 2.5cm (1") of the obstacle, and take their turn as normal. Note: while on top of an obstacle, the character is safe from all template attacks.

Note: this not permitted in *Catacombs 3E* as the Overseer would not be able to attack that character for an entire round.



Move to Random Rune (Character Shot) - Move to Random Rune follows the same rules as Move to Rune, except that the player must roll the black Rune Die to determine which rune to move to. When the character is already on top of the rolled rune or if the rolled rune is already occupied, then nothing happens. When all rune icons are already occupied, a player may perform a rush shot in an attempt to displace a character from the rolled rune. If they are successful, then the character moves to the now vacant rune icon.

When playing on the Cave of the Keystone playmat, the player rolls both the black rune and the red Location Die. They then choose which rune to move to. If the character is already occupying one of the indicated runes or the indicated rune is already occupied, then the character must move to the rune indicated on the other die. If both indicated runes are already occupied, then nothing happens.

When a character has the flying attribute and they are not playing on the Cave of the Keystone playmat, they must roll both dice. They then choose which rune to move to. If the character is already occupying one of the indicated runes or the indicated rune is already occupied, then the character must move to the rune indicated on the other die. If both indicated runes are already occupied, then nothing happens. At the start of their next turn, they must climb down from the obstacle by placing their piece within 2.5cm (1") of the obstacle, and take their turn as normal.

Note: while on top of an obstacle, the character is safe from all template attacks.

New Ranged Shots

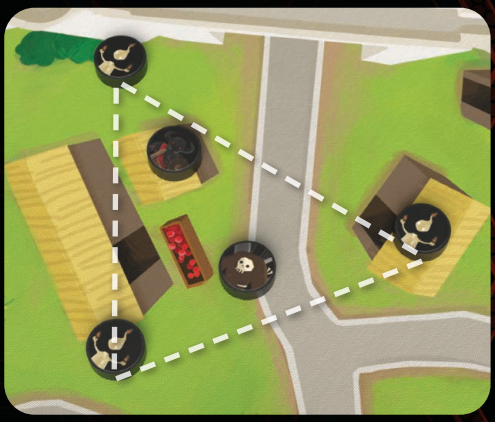


Boomerang (Ranged Shot) - Flick the boomerang piece. Inflicts 1 damage upon hitting an enemy (if it hits). Leave the boomerang where it lands. Perform a rush shot with the attacking character. Place Ruler 3 over the boomerang piece and point it toward the attacking character. Inflicts 1 damage to every enemy beneath the ruler. Remove the boomerang piece.



Scorched Earth (Ranged Shot) - Flick each Scorched Earth piece. They do not inflict any damage. The 3 deployed pieces form the sides of a triangle across the playmat. Choose 1 enemy completely within the triangle, and inflict 2 damage on it. Use Ruler 3 to help determine what is inside and outside the sides of the triangle.







Dagger (Ranged Shot) - After inflicting damage, the character performing the dagger shot must perform move to rune. In *Catacombs & Castles*, this ranged shot inflicts 1 point of damage by default, 2 points of damage when performed by Yilleph the Illusionist In *Catacombs 3E*, this ranged shot inflicts 1 point of damage by default, 2 points when performed by any Catacomb hero (including the Illusionist).



Portal Trap (Ranged Shot) - The portal trap is a ranged shot that a represents a tear in the fabric of reality. For each character hit by this shot, roll the D12.

Result 1: 1 point of damage is inflicted and the character is placed on the Teleported! card (assuming they are still alive).

Result 2: 2 points of damage are inflicted and the character is placed on the Teleported! card (assuming they are still alive).

Result 3: 3 points of damage are inflicted and the character is placed on the Teleported! card (assuming they are still alive).

Result 4-5: no damage is inflicted, affected character may perform rush shot.

Result 6-11: 2 points of damage are inflicted and the affected character is moved to a random rune (again, assuming they are still alive).

Result 12: no damage is inflicted and the affected character is moved to the Hidden Cave card or an unoccupied rune of their choice.

Extended Runes

The *Red Box* expansion introduces an extended set of six runes. These six runes are stickers applied to the existing set of *Catacombs 3E* or *Catacombs & Castles* 2E obstacles. This allows *Catacombs 3E* playmats and the *Catacombs & Castles* playmats to support these new runes.





Note that not all playmats in the Catacombs line of games have every rune icon.



Note: the Cave of the Keystone playmat already includes all 12 runes printed directly on it. When playing with this playmat, the obstacles should be placed with the rune stickers face down.

New Capture Coin Modifier



The capture coin icon is an additional modifier applied to a shot, which itself may already have a modifier applied to it. When this shot inflicts damage on a hero, they must discard a coin and return it to the Treasury. If the affected hero doesn't have any gold, then this modifier has no effect.

Poison Shot Modifier



When the Heroic Forces have the Poison modifier applied to one of their shots, the modifier behaves differently. Draw one (and only one) Poison card and immediately inflict the indicated poison value as damage. Then shuffle this Poison card back into the deck.

Monster Vulnerabilities (Optional)

The *Catacombs 3E Reference Manual* describes the optional vulnerabilities for the five main monster families on page 32. The following rules summarize the optional vulnerabilities for the Zombie and Wraith Knight monster families.

When attacking monsters from the Zombie (purple) family, treat all unmodified melee shots successfully inflicted upon them as if they had the critical modifier.

When attacking monsters from the Wraith Knight (black) family ignore their defensive properties and also ignore the effects of the chain modifier.

Hidden Cave (Optional)



The entrance to the mysterious Hidden Cave cannot easily be found, but rewards are there for those who discover it.

At the start of the game, separate the following items from the *Red Box* expansion and put them face up beside the Hidden Cave card: *Champion's Helm, Dagger of Deception, Delilah's Potion, Trident*. Optionally, four random Item cards can be assigned instead. These are placed face up beside the Hidden Cave card.

Then, take one of each level 1 monster piece from the Monster Pool and randomly draw five of them. This smaller set represents what a hero must collect to enter the Hidden Cave. These five monster pieces are not available to the Overseer during the game. In the example below, the Skeleton Warrior, Eris, Mummy, Savage Centaur, and Flame Salamander were chosen.



Each time a hero destroys one of the indicated level 1 monsters, they keep it on their player board. The collected monsters are not returned to the Monster Pool during the Resolution Phase and are considered to be out of the game. When a hero collects all five of the monsters, the player controlling that hero may place their hero's piece on the Hidden Cave card instead of taking their normal turn.

Note: only one hero is permitted to visit the Hidden Cave at a time, unless a hero is sent there via the Portal Trap. A hero that has been placed on the Hidden Cave card is considered to have temporarily left the Battle Phase.



The hero must defend themselves from the Kraken lurking inside the Hidden Cave. First, roll the D12 which represents the Kraken's attack strength.

The hero draws a red Damage token for every 4 Health points they currently have. They also draw Damage tokens for each damage inflicting shot icon available to them from the following cards:

1. Their base shot sequence.
2. Any Ability cards (even those that have been used during this room's Battle Phase).
3. Any Item cards (again, even those that have been used during this room's Battle Phase).
4. Up to five Spell cards.

Add up all of the values on the Damage tokens and compare it to the Kraken's attack strength.

If the Kraken wins then the hero's ability to explore the Hidden Cave is limited. They may discard one Poison card (if they have one) and take one of the four items (randomly determined).

If the hero wins, then they evaded the kraken and gain the following: *1 platinum coin from the Treasury, 2 health points, 1 of the items of their choice, and 1 unused Antient piece of their choice.*

This Antient may be summoned instead of performing their hero's base shot sequence in a subsequent turn of the Battle Phase.

Campaigns

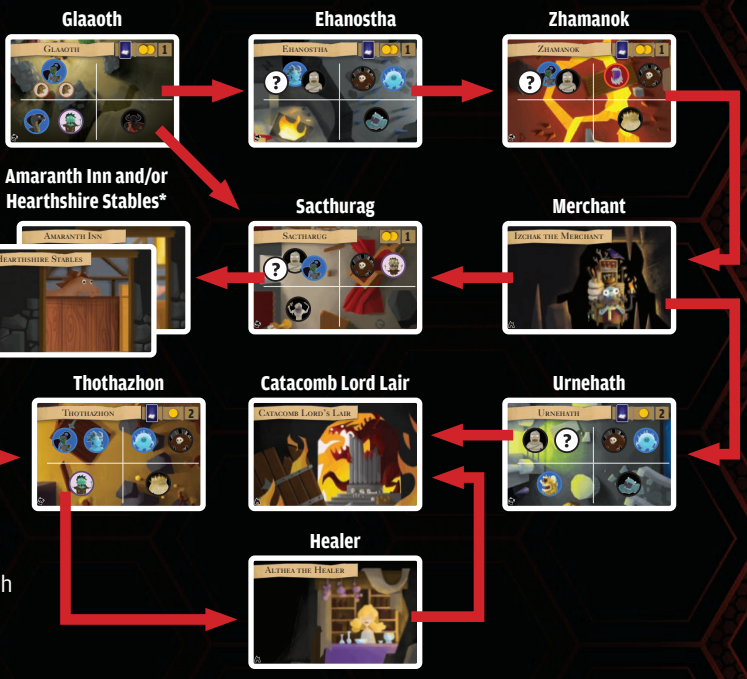
Choose a campaign, and configure the room cards as shown below. The heroes choose which path they wish to take.

Monstrosity Campaign

Use the Monstrosity



*The heroes may visit both the Amaranth Inn and the Hearthshire Stables



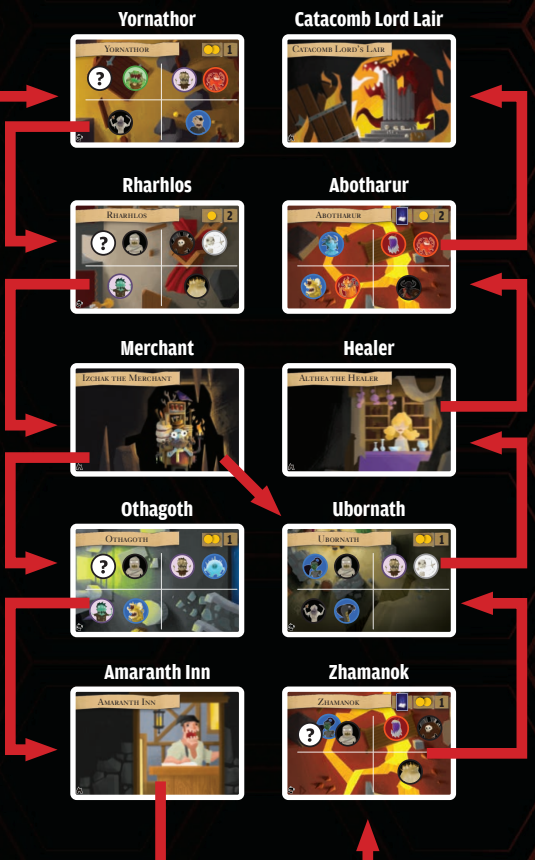
Pharaoh Campaign



*The heroes may visit either the Crypt of Shaurath or the Alewife Tavern

Use the Pharaoh





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AI player Attack Behaviour

Character Type	LOS / Movement	Shot Preference	Primary Target Priority	Secondary Target Priority	Tie Breaker	No Target Action
Brown	Ruler 3	Any shot with poison modifier	most gold	hero with most poison	hero with most poison	retreats to Monster Start Zone in random direction, half Clock template, Ruler 2
Blue	Ruler 3	Any shot sequence with ranged shot	closest enemy in LOS	least health	least health	moves towards closest obstacle
Black	Ruler 2	Any shot sequence with ranged shot	least gold	hero without any items	closest in LOS	moves to random rune (keep rolling black Rune Die if rolled rune is already occupied)
Green	Ruler 1	Any shot with critical modifier	least health	closest hero	most gold	moves toward random hero (roll D12)
Grey	Ruler 2	Any shot with stun modifier	enemy closest to rolled obstacle (roll Location Die)	stunned hero	least health	retreats to Monster Start Zone in random direction, half Clock template
Orange	Ruler 3	Any shot sequence with fireball, giant fireball	most health	random hero (roll D12)	closest in LOS	if already behind obstacle, remains behind obstacle, else moves towards nearest obstacle
Purple	Ruler 1	Any shot sequence with ranged shot	hero without any items	stunned hero	closest in LOS	moves in random direction, full Clock template
Antient	Ruler 1	Any shot with critical modifier	most health	closest enemy in LOS	closest in LOS	moves in random direction, full Clock template
Catacomb Lord	Ruler 3	Any shot sequence with bite shot, devour shot, or any shot sequence with ranged shot	least health	hero with any condition (stunned, poison)	closest in LOS	moves toward random hero (roll D12)

LOS – which Ruler template the character uses by default for Line of Sight or Movement Distance
Shot Preference – shot type it will favour by default from a shot sequence on its Rules card

Target Priority – when presented with multiple targets, which one will the character choose?
No Target Action – when no target present in LOS, what will the character do?