# Catacombs & Castles Reference

✸ 1 Damage ✸✸ 2 Damage ✸✸✸ 3 Damage

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

## Character Shots

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

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

## Special Shots

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

## Transfer Types

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

### Assist Transfer

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

### Health Transfer

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

### Void Transfer

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

### Capture Transfer

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

## Ranged Shots

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


✸ **Missile (extra small)**


✸ **Fireball (small)**


✸✸ **Giant Fireball (large)**


✸ **Ice Boulder (large)**


✸ **Net (medium)**


✸✸ **Web (medium)**

## Area of Effect Templates

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


**Long** ✸


**Ring** ✸


**Short** ✸


**Spread** ✸


✸ **Target (small)**

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


✸ **Vortex (small)**

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


✸ **Shuriken (flat)**

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


✸ **Longbow (flat)**

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


**Hook (small)**

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


**Egg (small)**

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


✸ **Lightning (small)**

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


✸ **Boomerang (flat)**

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


**Castle Shield (large)**


**Catacomb Shield (large)**

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

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


✸ **Grapple (extra small)**

Only affects one target. There are two options:

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

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


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


✸/✸✸ **Dagger (flat)**

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

* Inflicts 2 damage if performed by the Illusionist.

**Team Action**


All friendly heroes perform the indicated shot sequence.

**Horn of Heroes**


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