ELZRA™

Siege Defender™

The Siege Defender Robot and the Matriarch present a strong challenge to the heroes on Team Catacomb. Undaunted, they deploy their Battle Robot nicknamed "Stone Crusher," to capture the Keystone.

Catacombs & Castles Cards


Castle Hero Cards x6


Catacomb Boss Cards x2


Catacomb Hero Cards x8


Castle Boss Action Cards x3


Castle Team Action Cards x3


Catacomb Boss Action Cards x1


Catacomb Team Action Cards x3


Castle Warrior Card x1


Castle Boss Cards x4


Catacomb Warrior Card x1

Also included: 7x first edition hero rules cards.

Catacombs Third Edition Cards


Catacomb Hero Cards x6


Catacomb Lord Cards x3


Catacomb Hero Cards x10


Wyvern Card x1


Monster Cards x1



Castle Boss Wood Pieces x10


Castle Hero Wood Pieces x3


Castle Warrior Wood Pieces x4


Wyvern Wood Piece x1


Catacomb Boss Wood Pieces x3


Catacomb Warrior Wood Pieces x4


Catacomb Hero Wood Pieces x4

Sticker Reference

Refer to the *Catacombs 3E* or *Catacombs & Castles 2E* manual for detailed sticker application instructions.

Large Pieces

Battle Robot



x1 piece

Matriarch



x1 piece

Royal Wylamander



x1 piece

Siege Defender



x1 piece

Medium Pieces

Moss Faerie



x1 piece

Quardian



x1 piece

Gray Squirrel



x1 piece

Tellari Wolf



x4 pieces

Battle Robot Claw



x1 piece

Battle Robot Claw



x1 piece

Red Squirrel



x1 piece

Cursed Cultivator



x1 piece

Reaper



x4 pieces

Small Pieces

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle

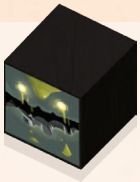


x1 piece

Cube Pieces



Gelatinous Cube





Gelatinous Bunny



Hero Rules



The Red Squirrel Hero (Team Catacomb) Note: These rules relate to his first edition rules card. When the Red Squirrel performs his Burrow ability, two teammates attempt to hit him with their rush shots. The Red Squirrel immediately performs a melee shot. Any teammate that successfully hit him with their rush shots, is immediately placed anywhere within 2.5cm (1") of where he ended up on the playmat.



The Gelatinous Cube Hero (Team Catacomb)

Note: These rules relate to his first edition rules card. When an opposing hero is captured by the Gelatinous Cube's Devour ability, they remain stuck with him until they are knocked off. This rule also applies if he enters the Red Squirrel's burrow. Note: when the Gelatinous Cube has devoured a hero, he cannot be captured by the net shot, but he can still be damaged by it.



The Gray Squirrel Hero (Team Castle)

Note: These rules relate to his first edition rules card. The Gray Squirrel's Acorn Rescue ability is used in conjunction with his > sequence. The player must declare that his ability is being attempted. The first rush shot must hit a teammate and the second must hit an obstacle with a flat surface. That teammate and the Gray Squirrel are placed on top of the obstacle, side by side. If either rush shot misses, the ability was not successful and the Gray Squirrel is considered to have taken his action. While on top of the obstacle, both heroes are safe from opponents; however, they cannot remain on the obstacle indefinitely. When next able to take an action, the Gray Squirrel or his teammate must perform a single melee shot from the top of the obstacle piece.

Note: During a Team Action, when the Gray Squirrel and a teammate are on top of an obstacle, they may only perform a single melee shot from the obstacle when it is their turn to take an action.

Boss Rules



The Siege Defender Robot (Team Castle)

The Siege Defender Robot has eight small pieces that represent his robotic legs. They are treated as shield pieces and can be deployed within 2.5cm (1") of his body. They may be deployed in different patterns up to two rows deep, providing a number of defensive possibilities.



The Matriarch (Team Castle)

The Matriarch uses portals to evade her opponents. Her egg shot ensures she can command a steady supply of warriors to assist her. In Second Edition, she has an additional Boss Action card.



The Battle Robot (Team Catacomb)

The Battle Robot has two claw pieces that help protect his main body. His grapple shots enable him to rescue warriors or shove heroes around the playmat.

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