

ELZRA

Catacombs™

Third Edition

Tutorial

START HERE!

Back Story



Deep within the jagged valley of the Fortthstron 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 craftsmen 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...

Game Overview

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 skilfully flicking different types of wooden pieces across the playmats 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. Characters on the same team cannot damage each other (no friendly fire).
- **Turn** - is when a character takes an action.
- **Round** - is when all characters on the playmat 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 three phases for each room: *Setup, Battle, and Resolution* (see page 13).
- **Shot** - a single flick of a disc across the playmat. Different shot types are represented by specific icons.
- **Shot Sequence** - found on a Spell, Ability, Item, or Rules card and tells the player which shot or shots they may perform when the card is played.



Getting Started

Overview

This tutorial manual is meant to provide a graphical step by step demonstration of how to set up for your first game of Catacombs. This manual will not include all the details and rules for the whole game, but will get you flicking in no time!



Check Components



Apply Stickers




Setup




Play!

Check Components

It's a good idea to compare the game components to the component diagram in the reference manual before beginning, to ensure that all components are present and the players are familiar with their names.

 **Page 2 - Components**






This icon  will appear when it is recommended to refer to the reference manual for more details on a particular subject.





Apply Stickers

1. Gather all of the wooden discs and sort them by size and colour. There are five sizes and eight colours of discs.

2. Review the graphics that surround the stickers on the sticker sheets. These indicate which colour and size piece to apply the sticker to.

When a piece requires only one sticker, there will only be one sticker in the box . When a piece requires a sticker on both sides, two stickers will be in the box . The colour of the surrounding border determines the colour of wooden disc a sticker is applied to . In the case of a white piece, the border will be black and obviously thinner than the others . Black pieces will have a thicker border, as will coloured pieces. The circles in the top left determine the size of piece the sticker is applied to .

3. Carefully apply the stickers to the center of the wooden pieces .

4. Apply the stickers to the Gelatinous Cube piece  as directed on the next page.



Single Sided Sticker

Double Sided Sticker



Sticker Sizes



Piece Colours

Sticker Reference

Note that not all stickers need to be applied before playing. Each sticker sheet indicates the priority of applying the stickers. The “Apply stickers on this sheet first” and “Apply stickers on this sheet second” sheets are recommended to be applied before starting.

Large Pieces

Crypt Spider/ Swordmaster Ghoul x1 piece	Ghoul x2 pieces	Giant Scorpion x2 pieces	Roal x1 piece	Cerberus x2 pieces	Minotaur x2 pieces	Fire Demon x2 pieces	Feris x1 piece
							Boulder/Giant Fireball Shot x1 piece
Gorgon / Sorcerer x1 piece	Dragon / Lich Lord x1 piece		Owl Bear x1 piece	Rakshasa x1 piece	Liquid Antient x1 piece	Wizard's Shield x1 piece	Sorcerer's Shield x1 piece

Medium Pieces

Barbarian x1 piece	Elf x1 piece	Thief x1 piece	Wizard x1 piece	Chicken Champion x1 piece	Skeleton Explorer x1 piece	Phantom x2 pieces
Orc x4 pieces	Centaur x4 pieces	Skeleton Warrior x4 pieces	Troll x2 pieces	Skeleton Archer x2 pieces	Fire Spirit/ Fire Wall x4 pieces	Flame Wraith x2 pieces
Zombie x4 pieces						

Small Pieces

Armadillo Familiar x1 piece	Ice Shot x4 pieces	Spirit Familiar x1 piece
Fireball/ Target Shot x1 piece		Bee Familiar x1 piece
		Raven Familiar x1 piece

Cube Piece

Extra Small Pieces

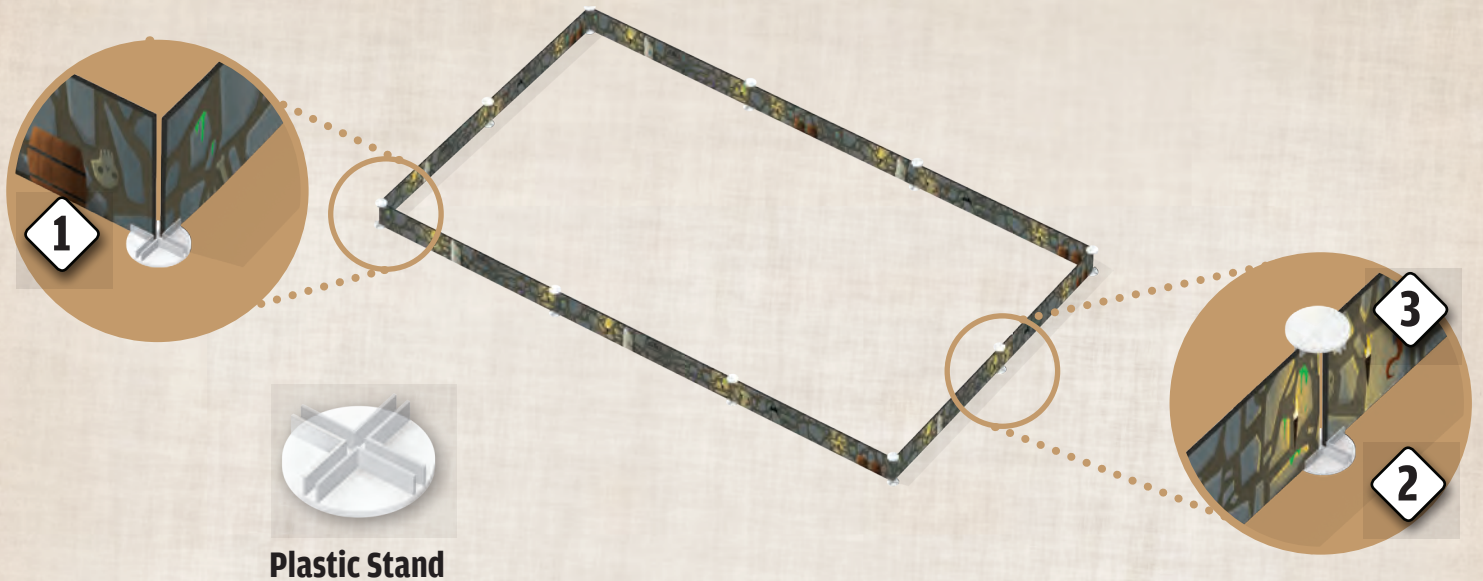
Missile x2 pieces	Vampire Bat x2 pieces	Pit Viper/ Blood Skull x2 pieces	Sewer Rat/ Armoured Beetle x4 pieces
---------------------------------	---	--	--

Size Reference

Setup

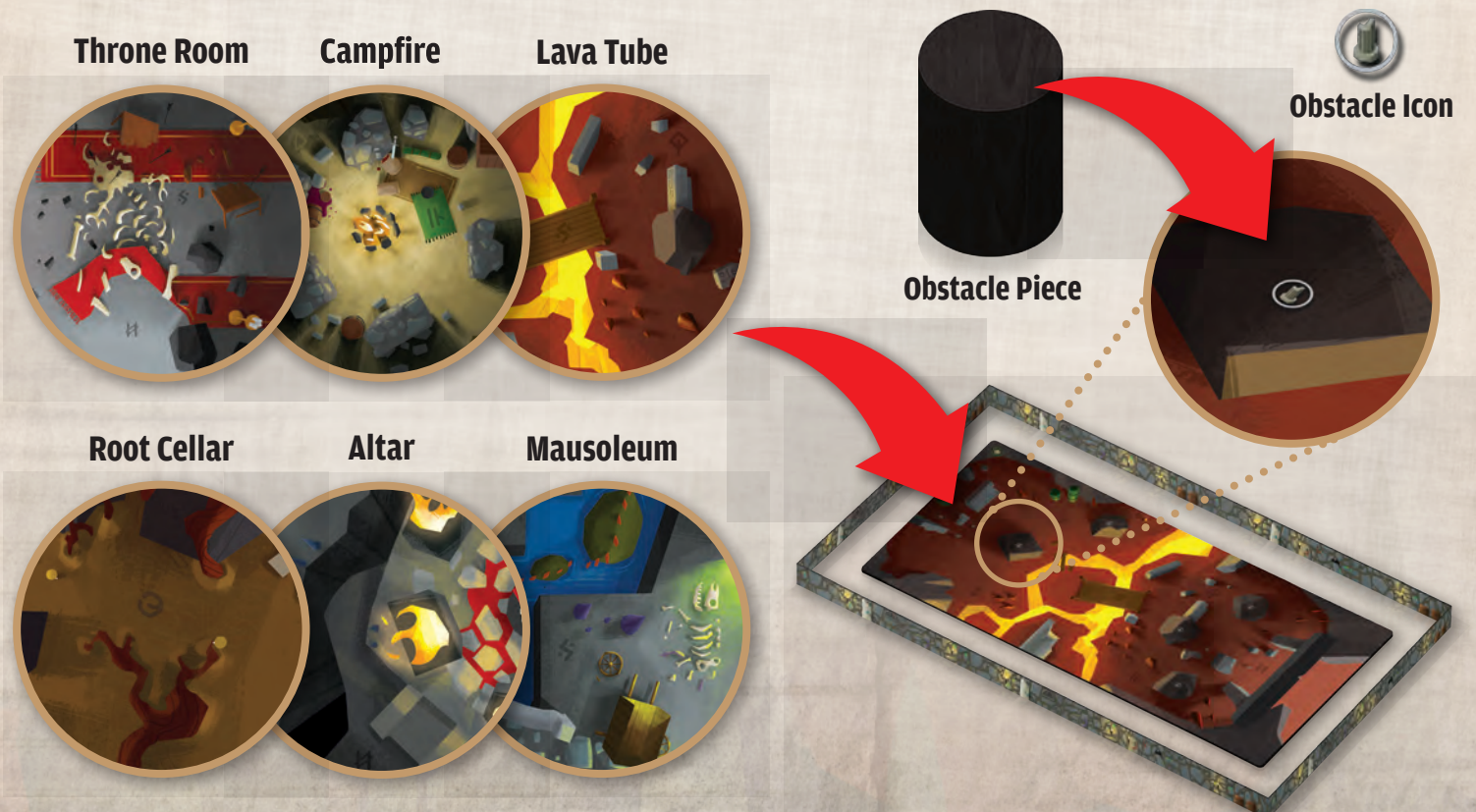
Building The Walls

Insert two wall segments into a plastic stand so that they form a corner **1**. Repeat to form three other separate corners. Join the other wall segments to the four corner sections made in the previous step **2**, in order to form a rectangle. Connect an additional plastic stand at the top of each joint for extra reinforcement **3**.



Playmats and Obstacles

When it comes time to play, a playmat (representing an area within the catacomb) will be chosen and placed in the center of the walls as shown. All flicking takes place on top of the playmat, and the walls around it prevent the pieces from falling off the table. Each side of a playmat has a different arrangement of Obstacle icons which affect how each room is played. Obstacle pieces are placed on top of the Obstacle icons, providing cover and allowing players to perform skilful bank shots.



Setup

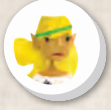
Choosing Roles

Before starting, one player is chosen as the Overseer, while all other players take on the role of the heroes. The Overseer player orchestrates the game, acting as the Catacomb Lord whom the other players must work together to defeat. While only one Catacomb Lord is chosen to play, there are four hero characters chosen for a game. If there are not enough players to control each hero, a single player may control more than one hero.

The Heroes



Wizard



Elf



Thief



Barbarian



Chicken
Champion



Skeleton
Explorer

The Catacomb Lords



Sorcerer



Gorgon



Lich Lord

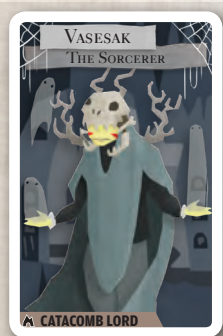


Dragon



Place The Catacomb Lord Player Board and Cards

The Overseer chooses a Catacomb Lord. In this tutorial, the Sorcerer is chosen. The Catacomb Lord's Portrait, Setup, and Rules card are placed on the Catacomb Lord's player board as shown.



Sorcerer Portrait
Card



Sorcerer Setup
Card



Sorcerer Rules
Card



As indicated on the Sorcerer's Setup Card, the Sorcerer has a starting health value of six. A Catacomb Lord Tracker is placed on the Catacomb Lord's player board on the health track.



Setup

Hero Player Boards

The hero players choose which four hero characters they would like to play as. In this tutorial the Barbarian, Wizard, Elf, and Chicken Champion heroes are chosen. The heroes' Portrait and Rules card are placed on top of the player boards **1**. Shown below are what the player boards would look like for these four heroes.

Like the Catacomb Lord, the heroes have a starting health which is tracked on the hero player boards. For example, the Barbarian's Rules card below shows a starting health of 12 **2**. A Hero Tracker is placed on the health track to track their health **3**. Some heroes may start with Ability, Item, or Spell cards which are placed on the player boards. For example, shown below is the Elf's Rules card. The Elf starts with two Elven Arrow Ability cards **4** and a single Spirit Familiar Item card **5** as shown below. As such, those cards are placed on the Elf's player board **6**.



Setup

The Treasury and Monster Pool

The gold and platinum coins are placed together, off to the side. This is known as the **Treasury**. When heroes earn money, coins are taken from the Treasury, or returned when they are spent. By default, each hero starts the game with five gold coins.

One platinum coin is worth five gold coins.



The monster pieces are placed where the Overseer can easily access them. This is known as the **Monster Pool**. Monsters are returned to the Monster Pool after rooms are completed, or when they are defeated in the Catacomb Lord's Lair.

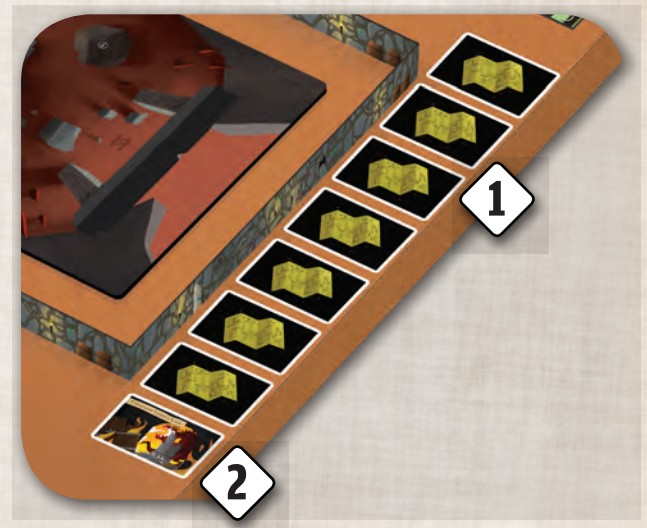


Room Cards

Battle Room cards determine what monsters are placed on the playmat during a room for the heroes to face. Battle Room cards vary in difficulty.

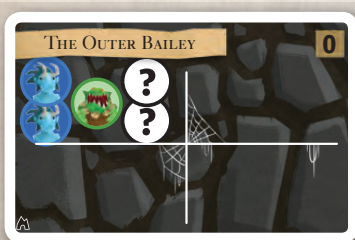
In addition, there are Special Room cards such as the Merchant and the Healer, where heroes may purchase items or heal themselves.

As shown on the right **1**, seven Room cards are laid out on the table in the order they will be played, face down so the players cannot see. The eighth and final card is always the Catacomb Lord's Lair, where the final battle takes place **2**.

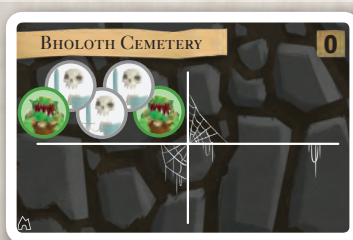


Page 19 - Room Cards

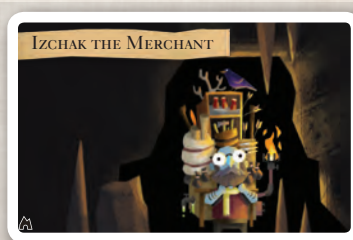
Below are the cards layout that will be used in this tutorial. These are recommended for a beginner's first game.



The Outer Bailey



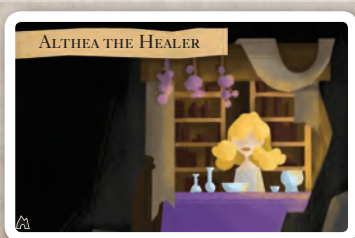
Bholoth Cemetery



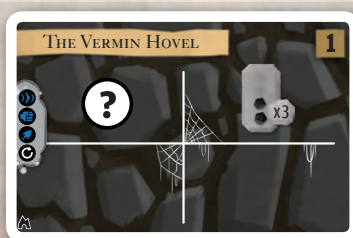
Izchak The Merchant



Forthstron River



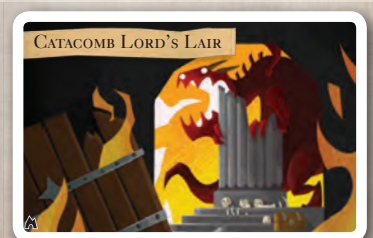
Althea The Healer



The Vermin Hovel



Alewife Tavern



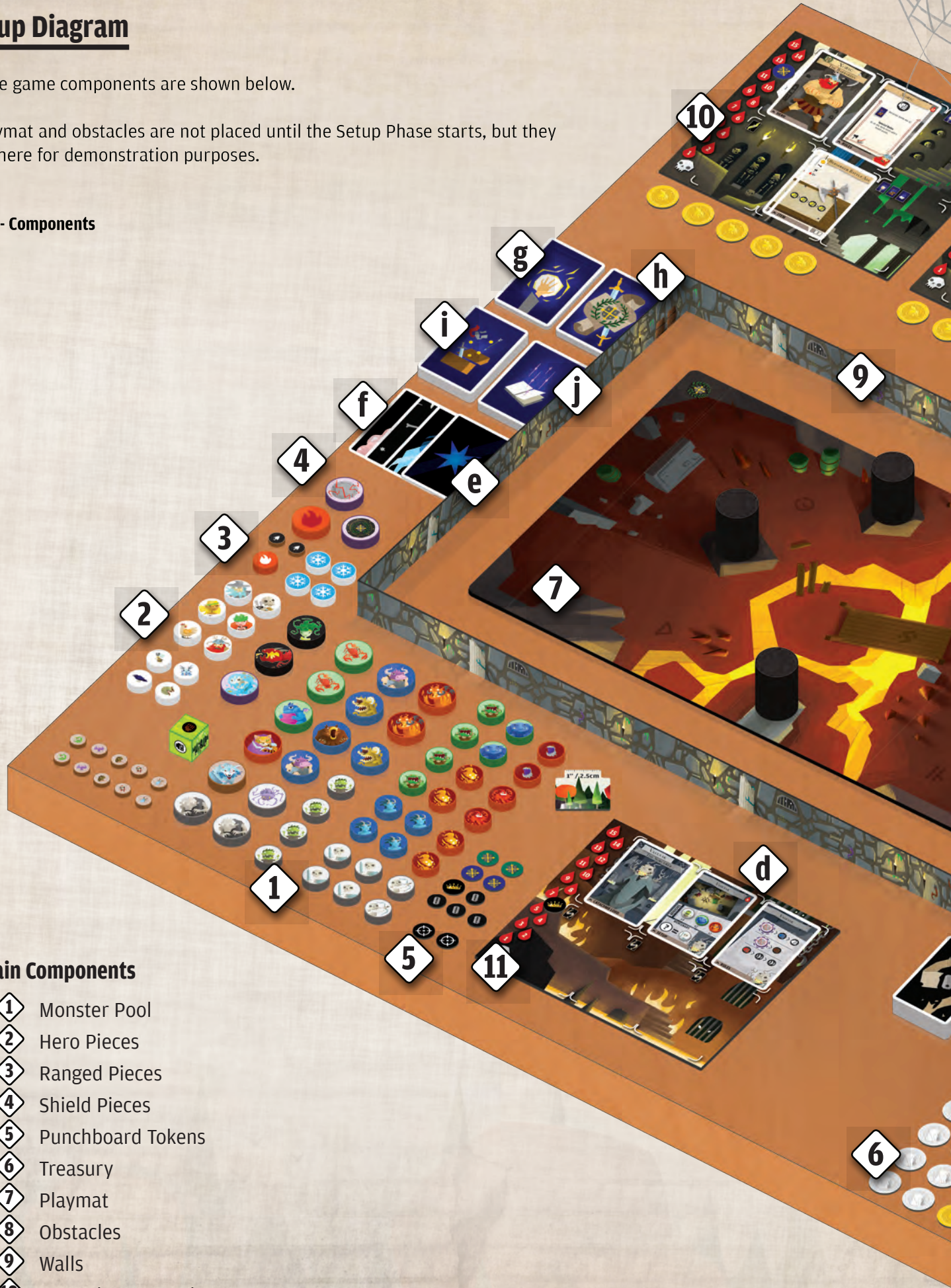
Catacomb Lord's Lair

Setup Diagram

All of the game components are shown below.

The playmat and obstacles are not placed until the Setup Phase starts, but they are shown here for demonstration purposes.

Page 2 - Components



Main Components

- 1 Monster Pool
- 2 Hero Pieces
- 3 Ranged Pieces
- 4 Shield Pieces
- 5 Punchboard Tokens
- 6 Treasury
- 7 Playmat
- 8 Obstacles
- 9 Walls
- 10 Hero Player Boards
- 11 Catacomb Lord Player Board



Card Decks

- a** Room Cards
- b** Monster Cards
- c** Poison Cards
- d** Catacomb Lord Cards
- e** Stunned! Cards
- f** Devoured!, Teleported! and Antient Cards
- g** Ability Cards
- h** Hero Cards
- i** Item Cards
- j** Spell Cards

Main Concepts

Shots

The various shots in Catacombs describe an action a character takes during their turn, often involving flicking a wood piece. Any card that involves taking an action will usually have a **shot sequence**.

A shot sequence might have a single shot or many shots, separated by shot connectors. The “then” > shot connector simply means the shots are performed one after the other from left to right. The “or” | shot connector divides the shots into two shot sequences, where there is a choice to perform one or the other.



📌 **Page 12 - Shots Sequences**

Character Shots

Character shots are simply shots that are performed by flicking the acting character's wood piece. The main two character shots are the rush shot and melee shot:

👊 The **melee shot** is performed by flicking the character's piece. If it hits one or more opposing pieces, it inflicts one point of damage on each. The character's piece remains on the playmat in the place where it stops, so this shot can be used to move.

➡➡ The **rush shot** is performed just like a melee shot, only it does not inflict damage. It is usually used to move the character, but it can also be used to strategically displace other pieces on the playmat.

📌 **Page 10 - Character Shot Types**



Ranged Shots

Ranged shots also involve flicking pieces, but instead of flicking the character's piece, a ranged wood piece is placed within 2.5cm (1") of the character and then flicked at a target.

🏹 The **missile shot** is an example of one of the more basic ranged shots. The missile piece is placed within 2.5cm (1") of the character and flicked toward a target, inflicting one point of damage on each opposing piece it hits. It is meant to represent shooting a projectile, such as an arrow.

📌 **Page 11 - Ranged Shot Types**



Shot Modifiers

A number of **shot modifiers** exist to alter or add to the functionality of normal shots. These shot modifiers are indicated by a shot that has a different colour icon than normal. For example, a shot with the critical shot modifier (such as the critical melee shot 🏹) will inflict one extra point of damage.

📌 **Page 16 - Shot Modifiers**


Game Phases

There are three phases that repeat in a game of Catacombs, the **Setup**, **Battle**, and **Resolution Phases**.

Setup Phase

A Battle Room card is turned over and the Setup Phase begins:



A playmat is placed inside the walls and the obstacle pieces are placed on top of the Obstacle icons .



The monsters on the Room card are placed inside the Monster Start Zone by the Overseer. The Overseer places the Monster cards on the table as a reference for the players.



Each hero player places their chosen hero(es) behind the line indicating the Hero Start Zone.

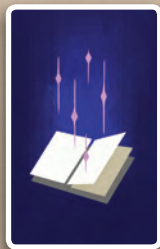
Battle Phase

After the Setup Phase is complete, the Battle Phase starts.

1. The heroes start the round by performing their turns in any order, one at a time. On their turn, a player can:



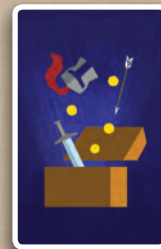
OR



OR



OR



a. choose to perform the hero's base shot sequence, found on their **Hero Rules card**.


b. choose to play a **Spell card**, which is then discarded and cannot be used again.

c. choose to play an **Ability card**. The ability cannot be used again until the next room.

d. choose to play an **Item card**. How often the Item can be used is determined by the card.

2. Once the heroes have taken all of their turns, the Overseer attacks the heroes by performing the shot sequences on the Monster cards. The round is over once the Overseer has completed their turn.

A new round begins and it is the heroes turn again. Play continues in this fashion until all the monsters have been eliminated from the room, at which point the Battle Phase ends.


 **Page 14 - Hero Death**


The Resolution Phase

Assuming at least one hero is still alive, the Resolution Phase starts after the Battle Phase.

1. The heroes are given gold coins for each monster they destroyed. All monsters are returned to the Monster Pool.

2. The game continues back at the Setup Phase (unless at the Catacomb Lord's Lair room, in which case the game has ended and the winner is determined).


 **Page 8 - Phases**

 **Page 9 - Winning the Game**

Quick Start Tutorial: Room One

The remainder of this manual is a step by step tutorial demonstrating what a real game of Catacombs might look like, with the exception of a couple rooms being skipped.



The Overseer chooses a playmat and places it inside the walls. Six obstacle pieces **1-6** are placed on top of the Obstacle icons  on the playmat. These act as **obstacles** that can be strategically used during game play.



Obstacle Piece



Obstacle Icon



The monsters found on the current Room card are placed on the playmat in the **Monster Start Zone**, indicated by a faint line **1** across the board.



Monsters represented by the question mark icon refer to the Catacomb Lord's **mercenary** which can be found on the Catacomb Lord's Setup card. In this case, the Sorcerer's mercenary is the Skeleton Warrior.



The heroes are placed behind the **Hero Start Zone line** **1**, found at the edge of the playmat.

The Elf starts the game with the Spirit Familiar Item card, so the Spirit Familiar piece is also placed within the Hero Start Zone **2**.

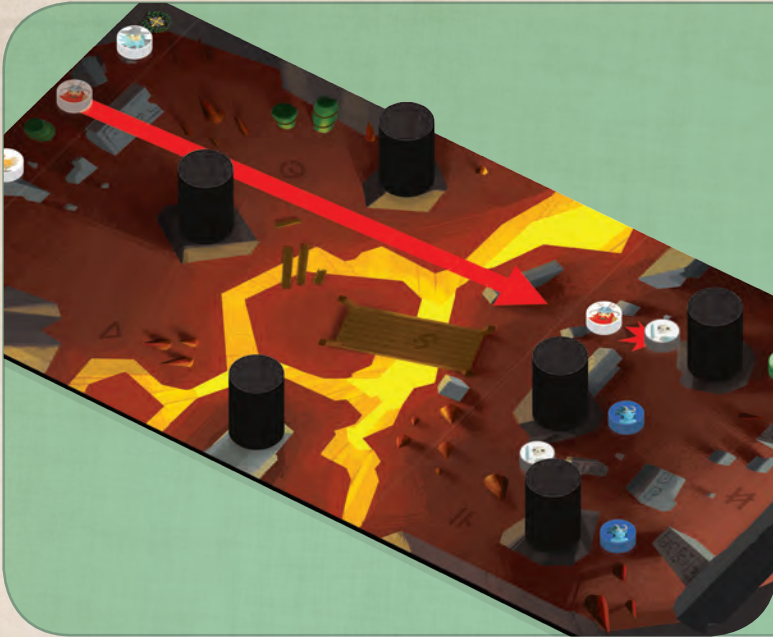



Hero Pieces

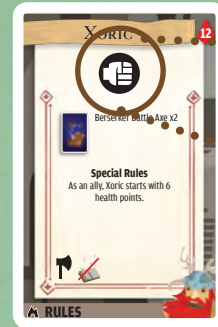


Spirit Familiar Piece

Quick Start Tutorial: Room One



The heroes start first. Which hero starts the round is decided amongst the players. The **Barbarian** starts by performing their **melee shot** , found on their Rules card. The melee shot is performed by flicking the Barbarian's hero piece. It strikes a Skeleton Warrior and inflicts one point of damage.



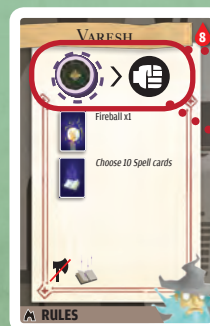
Melee Shot




The **Skeleton Warrior**, only having one health point, is defeated and its piece is placed on the Barbarian's player board.



It is now the **Wizard's** turn. The Wizard starts with their **shield shot**, placing their shield piece within 2.5cm (1") of the Wizard and flicking it at an enemy, pushing them back. The shield is invulnerable and cannot be destroyed.



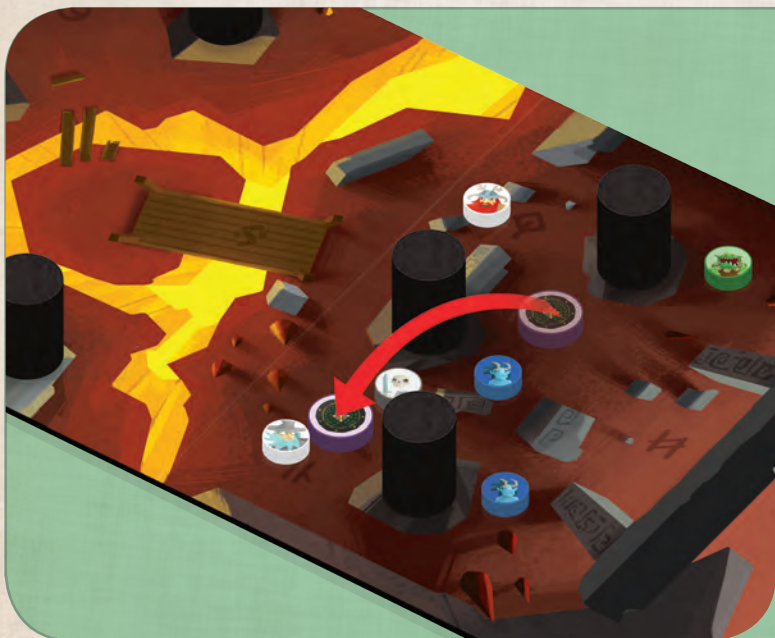
Shield Shot THEN Melee Shot

 **Page 11 - Shield Shots**

Quick Start Tutorial: Room One



The **Wizard** now performs their **melee shot** 🖐️. In attempt to hit the Skeleton Warrior, the Wizard misses their shot.



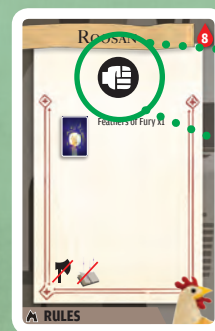
At the end of their turn, the **Wizard's shield piece** is placed within 2.5cm (1") of the Wizard hero's piece at an orientation of their choosing. Seen here, the Wizard places it between themselves and the Skeleton Warrior for protection.



Note: The Wizard can only move the shield if they perform the shield shot on their turn. If they use a Spell card or Item card instead, they cannot move the shield.

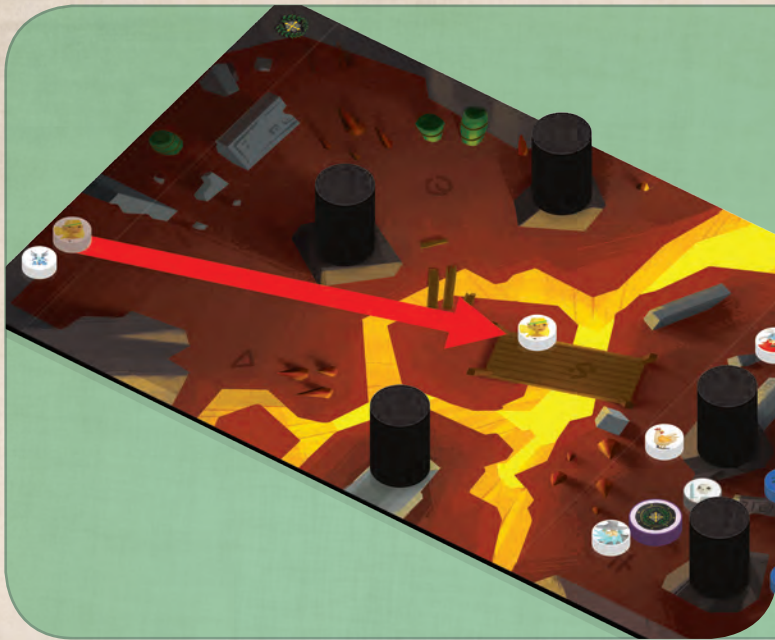


The **Chicken Champion's** turn is next, and performs their **melee shot** 🖐️ by flicking the Chicken Champion's piece. Unfortunately they miss, striking one of the obstacles.

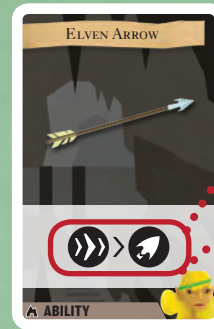


Melee Shot

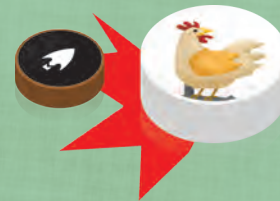
Quick Start Tutorial: Room One



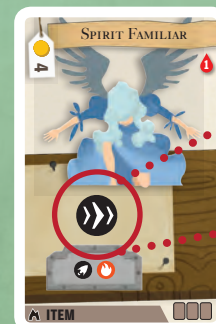
It is now the **Elf's** turn, who chooses to use an **Elven Arrow Ability card**. Starting with a **rush shot** (two arrows), the Elf's piece is flicked into position on the playmat.



The **Elf** then fires a **missile shot** (missile icon) at the Skeleton Warrior by placing the missile piece within 2.5cm (1") of the Elf piece and flicking it at their target. The missile shot hits their teammate instead, the Chicken Champion. Fortunately, there is no friendly team damage in Catacombs, so the Chicken Champion is left unharmed. The Elven Arrow Ability card is flipped over and cannot be used until the next room. They have a second Elven Arrow Ability card, however.



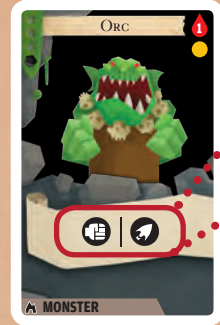
The **Elf** finishes their turn by using their Spirit Familiar's **rush shot** (two arrows), positioning the Spirit Familiar piece behind an obstacle for cover. This is the last of the hero turns for the round.



Quick Start Tutorial: Room One



It is now the **Overseer's** turn. They decide to use their Orc monster first. The Orc has the option of performing either a melee shot 🖊 or a missile shot 🚀 (ranged). The Overseer decides to perform a **missile shot** 🚀 from behind cover, striking the Barbarian and inflicting one point of damage.



Melee Shot OR Missile Shot



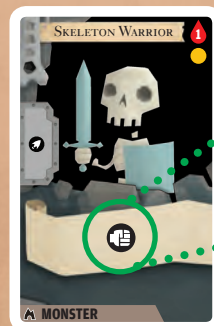
On the **Barbarian's** hero player board, the **Hero Tracker** is moved down from 12 health to 11 health, indicating the damage inflicted.



Hero Tracker



The remaining **Skeleton Warrior** is up next. The Skeleton Warrior's **melee shot** 🖊 is performed, flicking their piece at the nearby Chicken Champion. The Chicken Champion loses one health point, and the Hero Tracker on their player board is adjusted accordingly.

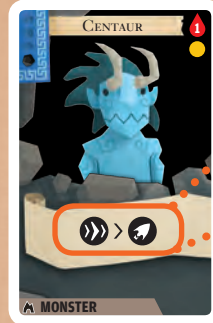


Melee Shot

Quick Start Tutorial: Room One



Last but not least, it is the **Centaurs'** turn. Using the first Centaur, the Overseer performs their **rush shot** (two arrows), flicking them into position for attack. The Centaur's **missile shot** (arrow with missile) is then performed by placing the missile piece within 2.5cm (1") of the Centaur's piece and flicking it at the Elf piece, inflicting one point of damage.



Rush
Shot

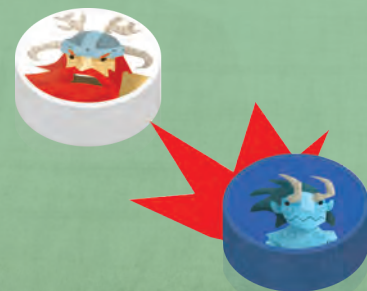
THEN
Missile
Shot



The **second Centaur** performs the same shot sequence, flicking the Centaur piece in to position with a **rush shot** (two arrows) and performing their **missile shot** (arrow with missile) against the Barbarian. After another successful hit, the Barbarian's Hero Tracker is moved down on the health track, indicating that one damage point was inflicted.



As all heroes and monsters have completed their actions, the first round has finished, and the second round begins. Like before, the heroes choose to begin their turn starting with the **Barbarian**. The Barbarian performs a **melee shot** (arrow with fist) against one of the Centaur monsters, inflicting one point of damage. As the Centaur has only one health point, it is defeated and placed on the Barbarian's player board.



Quick Start Tutorial: Room One



The **Wizard** is up next, and chooses to use their **Fireball spell**. Before using any spell, the hero performs a **rush shot** (two arrows). The Wizard uses the rush shot to get in position. They then perform the **fireball shot** (flame icon) by placing the fireball piece within 2.5cm (1") of the Wizard's piece and flicking it at the Orc, inflicting one damage point. The Orc, having only one health, is defeated and placed on the Wizard's player board.



The **Chicken Champion**, in such close proximity to the Skeleton Warrior, successfully performs their **melee shot** (melee icon) **1**. Having inflicted one point of damage, the Skeleton Warrior is defeated.

For the final turn of the Heroic Forces, the **Elf** uses their **melee shot** (melee icon) **2** to eliminate the last remaining centaur.

As there are no more monsters, the room is complete!



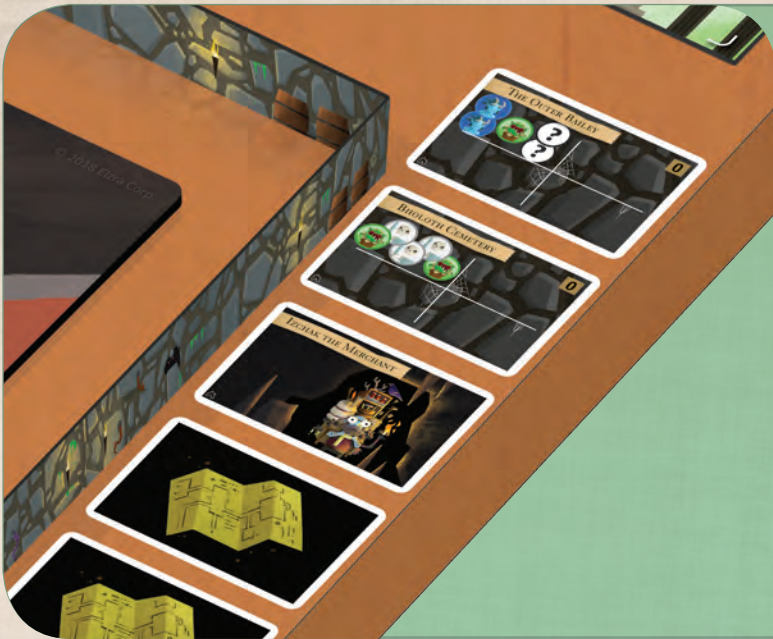
When a hero defeats a monster, that hero receives a reward during the **Resolution Phase**.

Each monster in this room was worth one gold coin, as indicated on their Monster cards.

The Barbarian defeated two monsters, so that hero receives **two gold coins**. The Wizard defeated one monster, as did the Chicken Champion, and so they both receive **one gold coin each**.

The monster pieces are returned to the Monster Pool.

Quick Start Tutorial: Room Two




Normally, the next Battle Room card would be flipped over and the Setup Phase would begin again in the new room. For the purposes of this tutorial, **this room will be skipped** and continue at the **Izchak The Merchant Special Room card**.

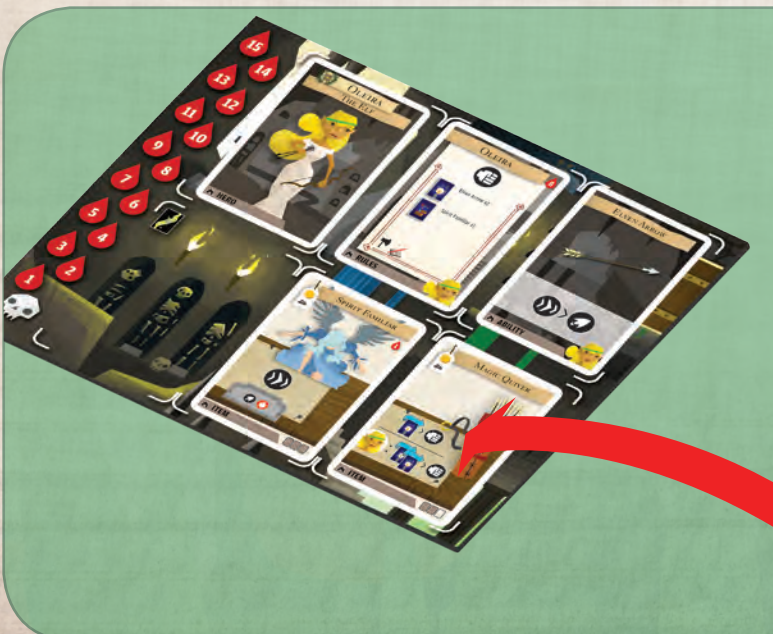
It is assumed each hero took one damage and gained one gold each, except for the Elf who earned two gold coins.



The **Merchant Special room** enables the hero players to purchase various Item cards using the gold coins they have collected.

The Overseer shuffles the Item card deck and draws the first six cards. These are the items the heroes may purchase, or if they wish, more cards can be drawn at the cost of one gold coin per draw.

 **Page 19 - Room Cards**



The Elf decides to purchase the Magic Quiver, the Wizard purchases the Raven Familiar, and the Barbarian purchases the Helm of Rage. The Chicken Champion doesn't purchase anything and saves their gold.

The purchased items are placed on the heroes' player boards.



Quick Start Tutorial: Room Three



The next Battle Room card is flipped over.

This is a difficulty 1 room, meaning it will be more difficult than the previous difficulty 0 rooms. There will be more monsters with more health points and more complex shot sequences than before.

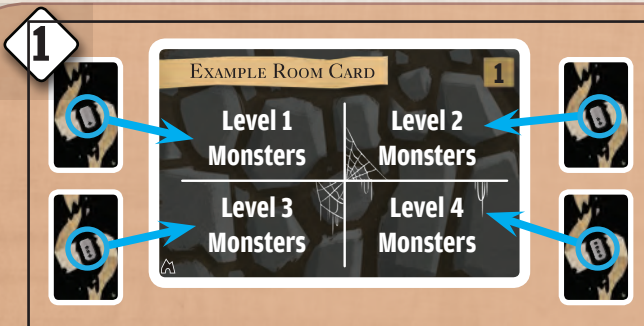


As the room has changed, the game board also changes. The Overseer chooses the **mausoleum game board** as it features a river, fitting the theme of the Battle Room card (Forthstron River in this case). Of course, any other game board may be chosen.

As before, all six **obstacle pieces** are placed on top of the Obstacle icons (👤) on the game board.

The Overseer will place their monster pieces in the **Monster Start Zone** according to what is shown on the Battle Room card.

Unlike the first room, this Battle Room card uses **Monster Metre Icons**.



Each quadrant on a Battle Room card groups monsters by their level (1, 2, 3, or 4) **1**. A monster's level can be identified both in the top left corner and on the back of its Monster card.

The Overseer places two Fire Spirits and one Skeleton Warrior (both level 1 monsters) in the Monster Start Zone.

Then, for the level 2 monster metre icon **2**, the Overseer chooses a level 2 monster, in this case the Minotaur. They place both Minotaur pieces in the Monster Start Zone.

Then, for the level 3 monster metre icon **3**, they choose a level 3 monster, in this case the Ghoul. They place both Ghoul pieces in the Monster Start Zone.



! Page 20 - Monster Metre Icons

Quick Start Tutorial: Room Three



As part of the Setup Phase, all Ability cards and once per room Item cards are refreshed (flipped face up). The hero pieces are placed inside the **Hero Start Zone** in any order. As the Wizard now owns the Raven Familiar, its piece is also placed.



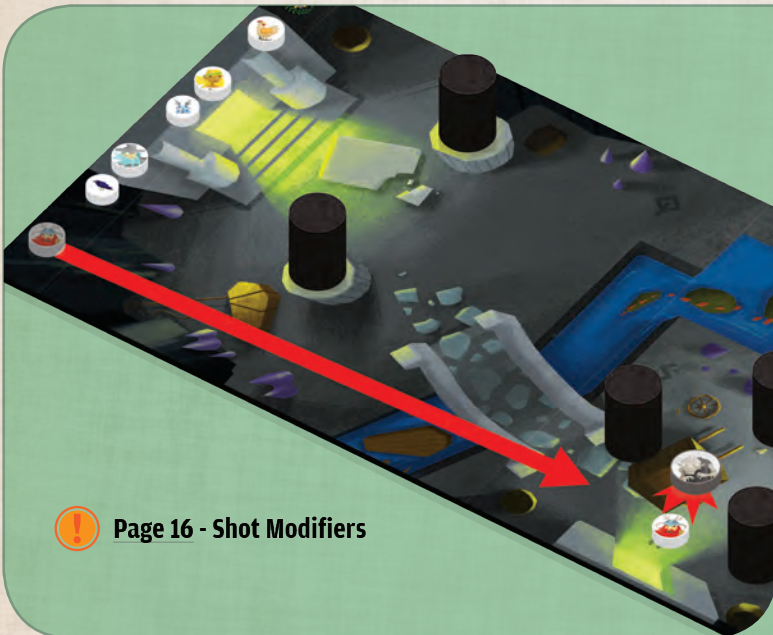
Spirit Familiar Piece



Hero Pieces




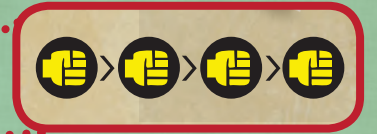
Raven Familiar Piece



Page 16 - Shot Modifiers

The **Barbarian** goes first, opting to start the round strong by playing one of his **Berserker Battle Axe** Item cards.

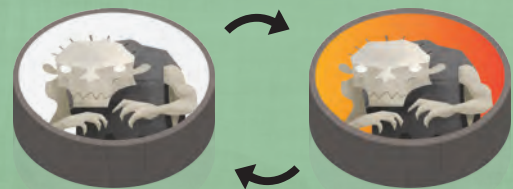
He performs his first **chain melee shot** , striking a Ghoul and inflicting one point of damage.




Four Chain Melee Shots



The damaged Ghoul's piece is flipped over to the other side, indicating it has taken a hit.



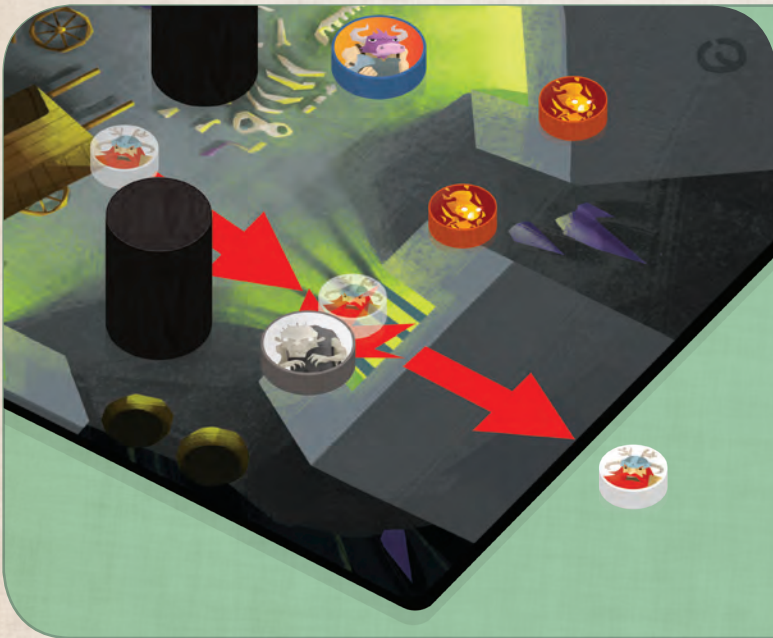
As this is a chain shot sequence, the Barbarian will not do damage if he strikes the same piece consecutively. As such, he chooses another target. The Barbarian performs his second **chain melee shot** , inflicting one point of damage to a Minotaur.

Quick Start Tutorial: Room Three



The damaged Minotaur's piece is flipped over to the other side, indicating it too has been damaged.

Having hit another piece, the **Barbarian** can now inflict damage to the Ghoul with his third **chain melee shot** 🗡️. He turns around and strikes the damaged Ghoul. The Ghoul, having two health points, has been defeated and is placed on the Barbarian's player board.



The Barbarian performs his fourth and final **chain melee shot** 🗡️, striking the second Ghoul, inflicting a single damage point.

The Ghoul's piece is flipped over indicating it has been damaged.




When the Barbarian hit the Ghoul, the Barbarian's piece flew off the playmat.

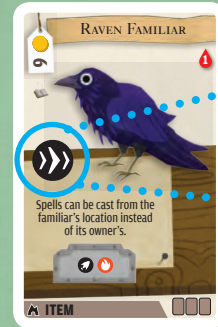
When a piece leaves the playmat, it is simply placed back on the edge where it left. As such, the Barbarian's piece is placed back on the playmat as shown.


The Berserker Battle Axe item being a **once per game** item is removed from the Barbarian's player board and discarded. He still has another one, however.


Quick Start Tutorial: Room Three




It is now the **Wizard's** turn. The Raven Familiar has a special rule that allows Spell Casters (such as the Wizard) to perform their spells using the Raven Familiar as the point of origin. This allows the Wizard to cast his spells from a safe location. The Wizard chooses to perform the Raven familiar's **rush shot** , putting it in position.




The **Wizard** plays their **Ice Blast Spell card**, by placing the ice shot  ranged piece within 2.5cm (1") of the Raven Familiar and flicking it at a Minotaur.

Note that the Wizard could have performed a rush shot  before performing the spell card's shot sequence.

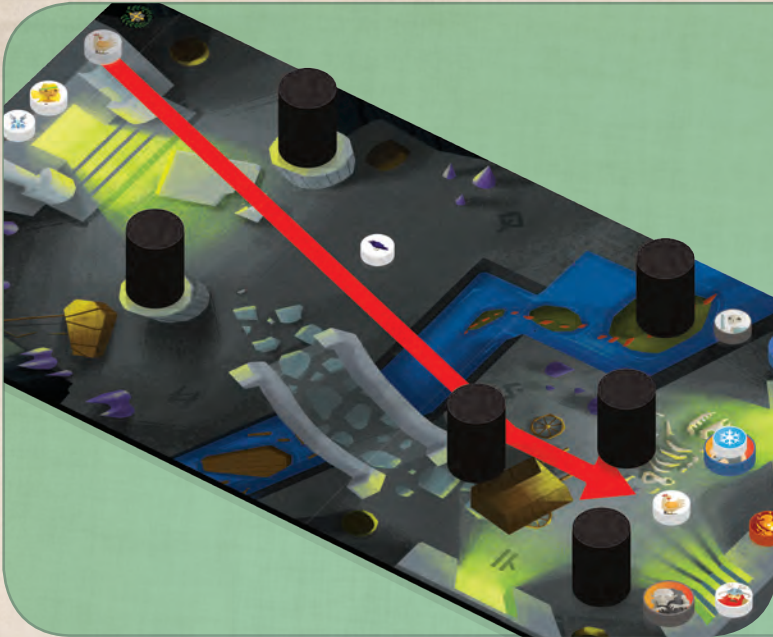


The ice shot  inflicts no damage, however the Minotaur (which was damaged previously) is now frozen. **The ice shot ranged piece is placed on top of the Minotaur** to indicate this condition.

While the Minotaur is frozen, it cannot perform any action or take any damage until the ice piece is completely knocked off by another piece.

 **Page 29 - Ice Shot**

Quick Start Tutorial: Room Three



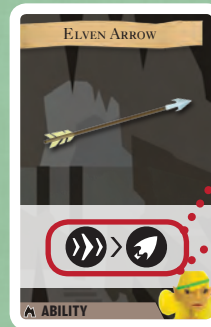
It is now the **Chicken Champion's** turn. They decide to use their base shot sequence.

The Chicken Champion performs their **melee shot** (👊), aiming at the Ghoul. They miss, striking an obstacle and ricocheting away.



It is now the **Elf's** turn. They choose to use their Elven Arrow Ability card.

They use the first **rush shot** (🏹) in the shot sequence to get in position to attack. The **Elf** then performs their **missile shot** (🎯) by placing the missile piece within 2.5cm (1") of the Elf's piece and flicking it.



Rush Shot THEN **Missile Shot**

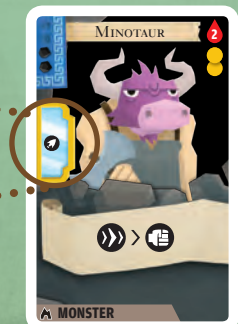


The missile shot (🎯) ricochets off of an obstacle and strikes the Minotaur.

Unfortunately for the Elf, the Minotaur possesses the **Reflect missile defensive property**. One point of damage is reflected back, and the Elf's health track is reduced by one health point.



Reflect Missile



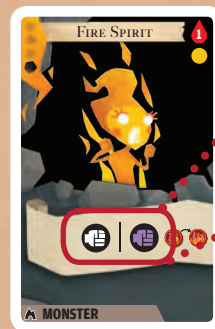
Quick Start Tutorial: Room Three



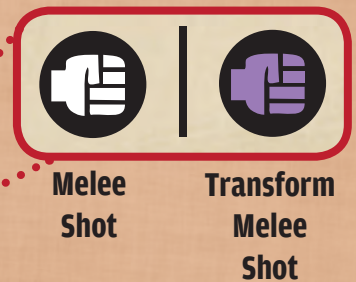
Finally, the **Elf** uses their Spirit Familiar, performing its **rush shot** (🏹), positioning it for later.



It is now the **Overseer's** turn. Using the **Fire Spirit's transform melee shot** (👊) against the Chicken Champion, the Fire Spirit inflicts one point of damage.



OR



The **transform melee shot** (👊) allows the Overseer to flip the Fire Spirit piece over to its other side, transforming it into a **fire wall**. It is no longer considered a monster in this form.

The **fire wall** acts much like an obstacle, only it is not entirely fixed in position. If it is hit by another piece it will move, but cannot be damaged. The Overseer is no longer able to control it.

If a character from the Heroic Forces hits a fire wall directly or indirectly, one damage point will be inflicted on that character.

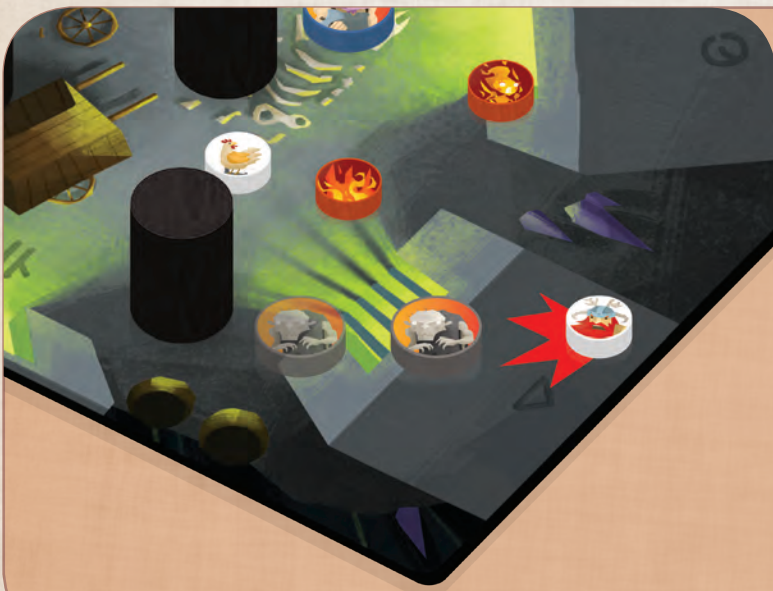
🚨 **Page 17 - Fire Wall**

Quick Start Tutorial: Room Three

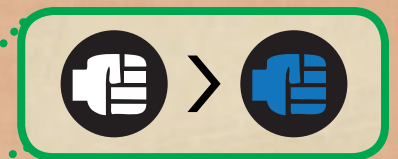
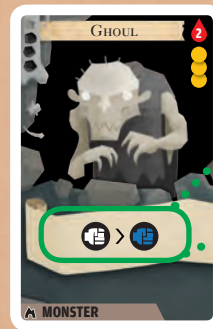


The Overseer uses the other **Fire Spirit's melee shot** to strike the frozen Minotaur, knocking the ice shot piece off. The ice shot piece is removed from the playmat.

The previously frozen Minotaur is free to be used.



The Overseer uses the **Ghoul** next, hitting the Barbarian with his **melee shot** and inflicting a single damage point against the Barbarian.



Melee Shot

THEN

Stun Melee Shot




The Overseer strikes again with the **Ghoul's stun melee shot**, inflicting another point of damage and simultaneously stunning the Barbarian.



Stun Melee Shot

The impact knocks the Barbarian piece off the edge of the playmat, so it is placed back on the edge at the point where it left.

 Page 17 - Stun Shot Modifiers

Quick Start Tutorial: Room Three



One of the **Stunned!** cards is placed on top of the **Barbarian's Rules** card, indicating he may only perform a rush shot (➤) until the Stunned! card is removed.

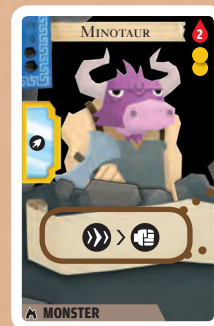
The Stunned! card is removed when a friendly teammate hits the Barbarian with a character shot (for example, a rush (➤) or melee (☞) shot).

Note: The Stunned! card is also removed at the end of a room.



Using one of the **Minotaurs**, the Overseer performs a **rush shot** (➤) and then a **melee shot** (☞), inflicting another damage point to the Barbarian.

The Barbarian is not happy >:(.



The Overseer decides to give the Barbarian a break.

Using the last **Minotaur**, the Overseer performs a **rush shot** (➤) and then a **melee shot** (☞). The Minotaur strikes both the Elf and the Raven Familiar. One damage point is inflicted to each.

As it only has one health point, the Raven Familiar is removed from the playmat.

Reminder: The Raven Familiar returns during the Setup Phase of the next Battle Room card.

Quick Start Tutorial: Room Three



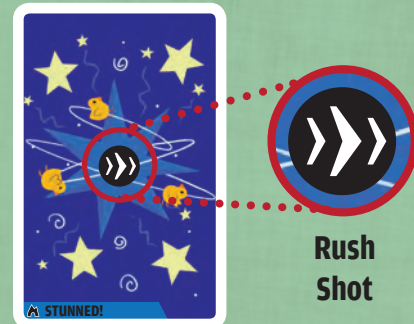
The **Skeleton Warrior** remains. Without a clear shot on any of the heroes, the Overseer decides to use the Skeleton Warrior's **melee shot** (👊) to reposition behind an obstacle for cover.

The Overseer's turn is over and it is now the heroes' turn.



The **Barbarian** is still stunned, so he can only perform a rush shot (🏃) during his turn.

He uses the **rush shot** (🏃) to retreat back towards his teammates.



It is now the **Wizard's** turn. He chooses to use the **Heal All Spell card**. Before playing a spell, a hero is able to perform a rush shot (🏃). The Wizard uses the **rush shot** (🏃) to hit the Barbarian, so he is no longer stunned.

When the Heal All Spell card is played, all heroes gain one health point, including the Wizard.

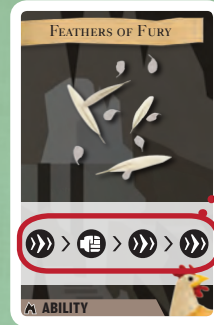


Quick Start Tutorial: Room Three



It is the **Chicken Champion's** turn. They choose to use their **Feathers of Fury Ability card**, first performing a **rush shot** (two arrows) to get into position. They then perform their **melee shot** (hand icon), striking the damaged Minotaur.

As the Minotaur was already damaged, it is defeated and placed on the Chicken Champion's player board.



**Rush Shot, Then Melee Shot,
Then Two Additional Rush
Shots**



The **Chicken Champion** uses their last two **rush shots** (two arrows) to maneuver behind the Fire Spirit and push it into the Ghoulish. This is now an easier target for the Elf.



Lastly, it is the **Elf's** turn. They choose to use their second **Elven Arrow Ability card**.

They use their **rush shot** (two arrows) to get into position, and then perform their **missile shot** (arrow icon) by placing the missile piece within 2.5cm (1") of the Elf piece and flicking it.

The missile piece bounces off an obstacle and strikes both the damaged Ghoulish and Fire Spirit, inflicting one point of damage to each of them. Both are defeated and placed on the Elf's player board.

Quick Start Tutorial: Room Three



The **Elf** uses their Spirit Familiar last, using its **rush shot** (two arrows) in an attempt to protect themselves from the Minotaur.



It is the Overseer's turn, and they only have the Skeleton Warrior and one Minotaur remaining.

The **Overseer** performs the **Skeleton Warrior's melee shot** (melee icon), striking the Chicken Champion and inflicting one point of damage.

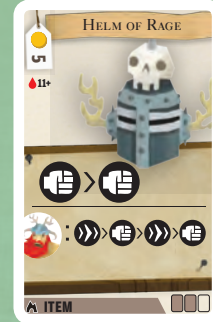


The Overseer performs the **Minotaur's rush shot** (two arrows) and then his **melee shot** (melee icon), inflicting one point of damage to the Wizard.

Quick Start Tutorial: Room Three



It is the heroes' turn, and the **Barbarian** takes an action first. The Barbarian uses their **Helm of Rage Item card**, striking the Minotaur with both **melee shots** (👊). Two points of damage are inflicted on the Minotaur, and it is defeated. Its piece is placed on the Barbarian's player board.



Helm of Rage Item Card



It is now the **Wizard's** turn. They use their base shot sequence, starting with their **shield shot**. The Wizard's shield piece is placed within 2.5cm (1") of the Wizard.

In order to get a clear shot on the Skeleton Warrior, the Wizard hits themselves with their shield, displacing both the Wizard and Barbarian pieces.

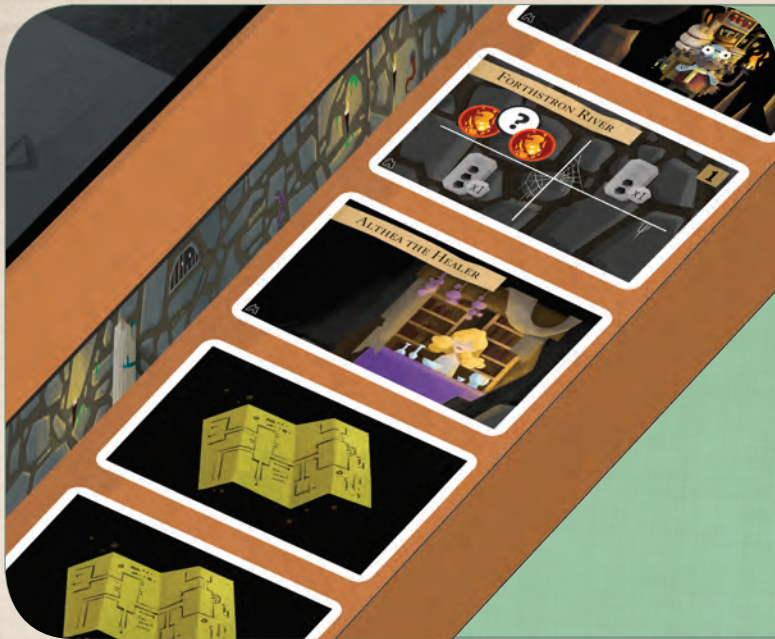


With the way cleared, the **Wizard** performs their **melee shot** (👊), inflicting one point of damage to the Skeleton Warrior and defeating it. As all the monsters have been defeated, **the Battle Phase for this room is complete, and the Resolution Phase begins.**

The Elf, having defeated a Fire Spirit and a Ghoul, earns **four gold coins**. The Barbarian defeated a Ghoul and a Minotaur, so they earn **five gold coins**. The Chicken Champion defeated a Minotaur, so they earn **two gold coins**. The Wizard defeated the Skeleton Warrior, and so they earn **one gold coin**.

The monster pieces are returned to the Monster Pool.

Quick Start Tutorial: Rooms 3 & 4



Flipping over the next Room card reveals the **Althea The Healer Special room**. Here, the heroes may spend their gold coins for various healing services.

Combining their gold coins, the heroes purchase seven health points for three gold coins each, costing them 21 gold coins in total. Each hero receives two health points, except the Wizard who receives one.

Healer Services:

Heal Hero or Ally (1 health point) - 3 gold coins

Cure Poison (1 card) - 2 gold coins

Resurrect Hero - 10 gold coins


The healer cures one Poisoned! card for free.

 **Page 21 - Althea The Healer**



The next Room card is revealed. Again, this room will be skipped for the purposes of this tutorial. Assume each hero took two points of damage and gained three gold coins each. The next Room card is revealed, the **Alewife Tavern**.

Here, the heroes may play a game of chance for two gold coins per bet. For each bet, four hero pieces, the Orc, Fire Spirit, and Centaur monster pieces are all placed in a bag and shook up. Three pieces are then blindly drawn, revealing the outcome. Only one hero can play per round.

 **Page 22 - Alewife Tavern**



The **Barbarian** decides to try his luck by placing a bet. Two of the four pieces drawn were hero pieces, and as such he wins one blindly drawn Item card.

He draws the **Throwing Axe**. As he can use this item, it is placed on his player board.

Note: In an actual game, the heroes would want to spend the rest of their gold as this would be the last opportunity they have to use it before confronting the Catacomb Lord.

Outcomes:

3 heroes - Full health for chosen hero

3 of a kind - Take an Item card of their choice

2 heroes - Blindly draw 1 Item card (redraw if cannot use)

3 different colour pieces - gain 1 health or heal 1 poison

1 hero - gain one gold coin

Quick Start Tutorial: Room Five

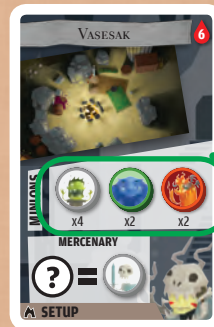
The heroes have made it to the final room, the **Catacomb Lord's Lair**. This is the final battle.

The playmat that is used is determined by the Catacomb Lord's Setup card.

The six obstacle pieces are placed on the playmat as usual.



The Overseer places the Sorcerer's minions as indicated on the **Catacomb Lord Setup card**: four Zombies, two Trolls, and two Fire Demons. The Sorcerer's piece is also placed on the playmat in the Monster Start Zone.



Sorcerer's Minions

The Battle Phase starts with both the heroes and the Overseer taking their turns:

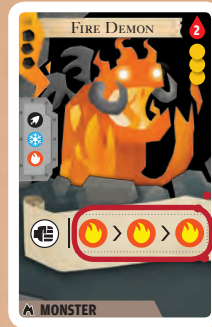
▶▶ Skipping ahead...



Quick Start Tutorial: Room Five



The Overseer uses the first **Fire Demon** and performs their three **chain Fireball shots** 🔥. The first two attempts miss. The third attempt strikes the Barbarian, inflicting one point of damage.



Three Chain Fireball Shots



Page 16 - Fear Shot Modifier

The Overseer uses the other **Fire Demon's fear melee shot** ☹️, striking the Elf and inflicting one damage point.

In addition, the **fear shot** ☹️ strikes fear in the damaged hero. The Overseer performs a single **rush shot** ⚡ using the Elf piece, causing them to run away.



Fear
Melee Shot



Page 16 - Corrosion Shot Modifier

The Overseer uses the **Sorcerer's shield shot**, but no desirable targets are in range. Next they use the **corrosion melee shot** ☹️, striking the Barbarian and inflicting one point of damage.

In addition, the Corrosive modifier lets the Overseer shuffle the affected hero's Item cards and pick one at random. The Barbarian's Helm of Rage Item card is corroded, and is discarded.



Shield Shot THEN Corrosion
Melee Shot



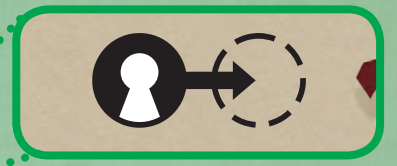
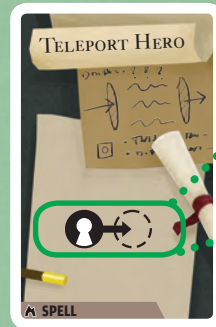
Quick Start Tutorial: Room Five

▶▶ Skipping ahead...



The **Wizard** performs their Raven Familiar's **rush shot** (▶▶) in order to line up a shot on the Sorcerer for next time.

Facing imminent danger from a Troll and Fire Demon, the Wizard opts to use his **Teleport Hero Spell card**. The Wizard's piece is removed from the playmat and placed on top of the **Teleported!** card.



Teleport Icon

▶▶ Skipping ahead...



Note: The Sorcerer loses two points of health here.



It is now the Overseer's turn. They start with the **Trolls**, executing their **regeneration melee shots** (👊).

The **first Troll** strikes the Spirit Familiar, inflicting one point of damage (1). As the Spirit Familiar only has one health point, it is removed from the playmat.

The **second Troll** hits the Raven Familiar, again inflicting one damage point and defeating it. As this Troll is damaged, the regeneration modifier allows it to **steal one health after a successful attack** (2). The Troll is flipped back over, indicating it is healed.

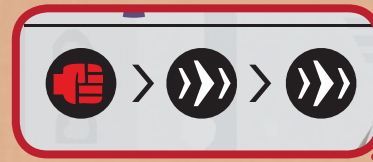
⚠ Page 17 - Regeneration Shot Modifier

Quick Start Tutorial: Room Five



The **Fire Demons** perform their shots. One repositions **1** while the other strikes the Barbarian and the Chicken Champion with their **chain fireball shots** **2**.

The **Sorcerer** performs one of their sequences, performing a **critical melee shot** **3** against the Barbarian and inflicting two health points worth of damage **3**.



**Critical
Melee
Shot** **THEN** **Two Rush
Shots**



The **Sorcerer** uses their next **rush shot** **1** to push the Barbarian further away **1**. They then use their last **rush shot** **2** to retreat **2**.



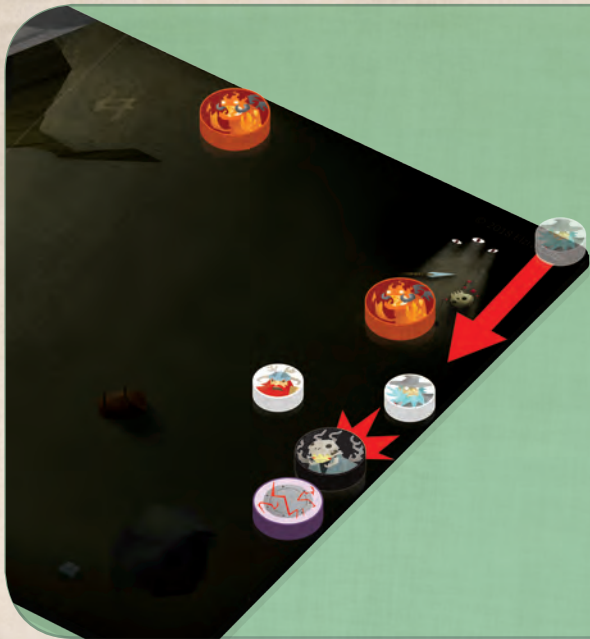
It is now the heroes' turn again. All of the heroes are critically low on health; they need to make their move against the Sorcerer.

The Barbarian starts the attack off with his **melee shot** **1**, inflicting one point of damage to the Sorcerer.

The Catacomb Lord Tracker is moved down the Sorcerer's health track, decreasing their health by one point.



Quick Start Tutorial: Room Five



The **Wizard** returns from their **Teleport spell**. The Wizard's piece is placed anywhere on the edge of the playmat. The Wizard then performs a **melee shot** 🗡️, inflicting one point of damage to the Sorcerer.

🚨 **Page 27 - Teleport Shots**



Next up is the **Chicken Champion**, who performs their base shot sequence, completing a **melee shot** 🗡️. They strike the Sorcerer, inflicting one damage point.



Finally, the **Elf** performs their **melee shot** 🗡️. It hits the Sorcerer, inflicting one point of damage. The Sorcerer's health track has reached zero and is defeated.

Note: Not all monsters need to be defeated for the heroes to win the final battle, only the Catacomb Lord!

The heroes have won the game!

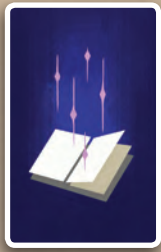
Reference

Hero Turn Reference

On their turn during the Battle Phase, a hero player can:



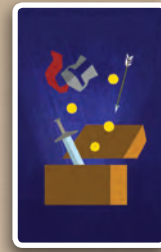
OR



OR



OR



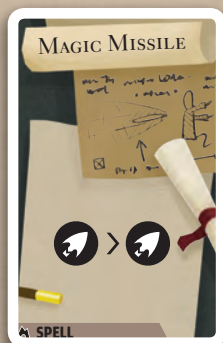
a. choose to perform the hero's base shot sequence, found on their **Hero Rules card**.

For Example:



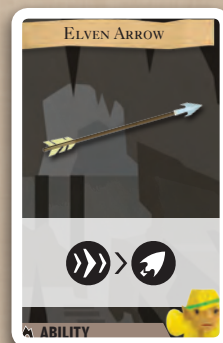
b. choose to play a **Spell card**, which is then discarded and cannot be used again.

For Example:



c. choose to play an **Ability card**. The ability cannot be used again until the next room.

For Example:



d. choose to play an **Item card**. How often the Item can be used is determined by the card.

For Example:



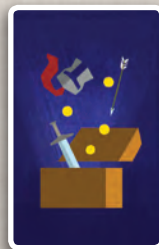
Card Reference



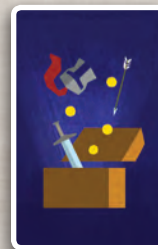
Ability Card



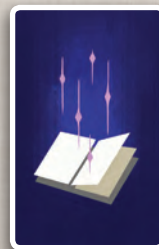
Item Card



Item Card



Item Card



Spell Card



Stunned! Card



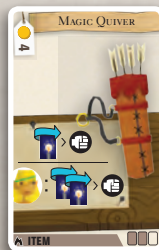
Poisoned! Card



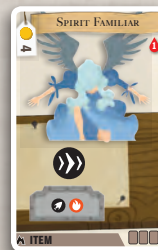
Once Per Room



Once Per Game



Once Per Room



Permanent



Once Per Game



Removed by being hit with a teammate's character shot

See page 17



Removed by curing poison

See page 31