

# AMMO RULES



## DICE

INSTEAD OF A BOULDER, FIRE THE CUSTOM DICE THIS ROUND. IF IT LANDS FACE-UP WITH ONE OF THE FOLLOWING SYMBOLS, APPLY THE MATCHING EFFECTS:

**DOUBLESHOT:** LOAD AND FIRE ANOTHER BOULDER AT YOUR OPPONENT.

**BACKFIRE:** YOUR OPPONENT MAY IMMEDIATELY LOAD AND FIRE A BOULDER AT YOU!



## SMELLY FISH

THIS AMMO IS BOUNCY AND TRICKY, YOU NEED TO BE EXTRA PRECISE WITH YOUR AIM. IN ADDITION TO THE DAMAGE IT MAY CAUSE YOUR OPPONENT, WHEREVER IT LANDS, IT RELEASES AN UNBEARABLE STENCH! ALL TROOPS AT A DISTANCE OF 2 FROM THE SMELLY FISH... FAINT AND ARE REMOVED FROM PLAY!



## BEEHIVE

INSTEAD OF A BOULDER, LOAD YOUR WEAPON WITH A BEEHIVE! IF YOU HIT ANY OF YOUR OPPONENT'S BRICKS, THE BEES CHASE THEIR TROOPS. MOVE UP TO 3 OF YOUR OPPONENT'S TROOPS TO NEW VALID LOCATIONS, FOLLOWING THE TROOP PLACEMENT RULES.



## HOLIDAY

DURING SETUP, EACH PLAYER PLACES ONE TREE ON THE HIGHEST VIABLE PLACE IN THEIR CASTLE. IF/WHEN THE TREE FALLS OR IS KNOCKED OFF, THE PLAYER WHOSE TREE FELL GETS TO FIRE IT AT THE ATTACKING OPPONENT IN RETRIBUTION FOR SUCH AN UN CEREMONIOUS FELLING OF THE FESTIVE TREE. WHEN FIRING THE TREE AT YOUR OPPONENT, PLAYERS ARE ENCOURAGED TO YELL "TANNENBAUM!!!!".



## SECRET SANTA

EACH PLAYER GETS ONE SECRET SANTA GIFT AMMO. DURING YOUR TURN, INSTEAD OF LAUNCHING A BOULDER, YOU MAY LAUNCH THE GIFT INSTEAD! IN ADDITION TO ANY DAMAGE, IF THE AMMO LANDS INSIDE YOUR OPPONENT'S CASTLE, THE CLOSEST TROOP PICKS IT UP AND OPENS THE GIFT. THEY ARE SO MOVED BY THE KINDNESS OF THE GESTURE THAT THEY DECIDE TO SWITCH TEAMS! REMOVE THAT TROOP FROM THE ENEMY'S CASTLE, GET A TROOP MATCHING YOUR COLOR FROM THE BOX AND PLACE THEM FOLLOWING THE TROOP PLACEMENT RULES IN YOUR CASTLE!

