

ACTION CARDS REFERENCE



Rebuild: Move any three of your bricks. You can pick up any brick from your player board or from the box and place it on a valid spot on your player board, respecting both the Brick and Troop Placement Rules. You are allowed to place the brick on top of other bricks, but you are not allowed to move/push/disturb troops or other bricks in any way.



Traitor: For this round only, you take control of your opponent's weapon and fire it instead of your own weapon. You may rotate it, but not move it. A very rare and powerful attack - use it wisely!



March: Move up to 3 of your troops that are in play (not from the box) to a new valid position following the Troop Placement Rules.



Thief: Your opponent holds up all of their Action Cards, with the card backs towards you. You then choose one of their cards and add it in your hand. You may use this card during any of your later turns.



Rapid Shot: Fire your weapon twice this turn. You may not move the weapon to a different location between shots. You are only allowed to reload it with a new boulder.



Twin Attack: Copy the effect of a card that has already been played by you or your opponent.



Sabotage: Your opponent's weapon is damaged. Place this card in front of one of your opponent's weapons. This weapon may not be fired during your opponent's next turn. Discard this card at the end of their turn.



Repair: If there is a Sabotage card in front of your weapon, discard it. From now on, the weapon can be used normally.



Diplomacy: Discard this card, to pick a card from your discard pile and add it to your hand. You may immediately play one action card from your hand.



Reinforcements: Take one of your troops from the box and place it following the Troop Placement Rules.



Long Shot: After you finish your Fire Phase this turn, move your weapon at a distance of 1 behind your player board, load it and fire it again!



Just a scratch: Place this card in front of you face up. The next time one of your troops should go into the box, place them back in a new position, following the Troop Placement Rules, and discard this card.



Anchor: Place this card beside a Mighty Plunger. Next time the Plunger is hit and the troop driving is knocked over, remove the troop. Instead of returning the Plunger back to its starting location, discard this card.



Nay: After an opponent declares the Action Card they will use, cancel that Action Card's effect. This card can be played at any time during the game, as a reaction to any player, playing any card, even another NAY card!



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.



Plunger Thruster: During the Aim Phase, you may move your Mighty Plunger an extra distance of 4 (to a max total of 6).



Broken Wheel: Place this card beside a Mighty Plunger. As long as this card is in play, the weapon can only move a maximum distance of 1. This affects and negates the effect of a Plunger Thruster card. At the beginning of your next turn, discard this card.



Tumble up: If there is not a troop on your Mighty Plunger, place one of your Troops from the box on its driver's seat.



Catapult Kingdoms

VOLCANO!

Expansion



Lava Shield: Place this card in front of your castle. The next fireball that comes your way is blocked by your shield! Stop the ball before it hits your bricks.



Lava Flow: Drop 1 fireball into the side lava pipe closest to you. The fireball will roll towards your opponent. If there are more than 2 players, you may rotate the Volcano before dropping the fireball to target a different player.



Eruption: Drop 2 fireballs into the top lava pipe. If there are more than 2 players, you may rotate the Volcano before dropping the fireball to target a different player.



Prisoner: Take one of your opponent's troops and place it anywhere in your castle, following the Troop Placement rules. This troop is now a prisoner, and stays there until the beginning of your next turn. Should the prisoner get knocked down, it counts as your opponent's casualty. If the prisoner is the last of your opponent's troops, and it is knocked down, they lose the game!



Switcheroo: Swap one of your troops with one of your opponent's. These troops (unless affected by another card) will stay in their new places until the end of the game. They are still loyal troops and count as part of their original family.



Scavenger: Place this card on the table face up behind your Player Board. During your Cleanup Phase if your opponent needs to remove bricks (of any type), they are placed on top of this card instead of back in the box. you may (once per Action Phase) remove 3 bricks from this card, return them to the box, and take 1 of your bricks from the box to place in your castle, following the Brick Placement rules.



Charge: Move any one Viking Warrior by a distance of 2 closer to their target.



Retreat: Move any one Viking Warrior by a distance of 2 away from their target.



Wolf's Bane: On this turn, you may use the Viking Cannon as your weapon. The Longship can not be moved, but it can be rotated to aim.



Lucky Guess: Look at your discard pile and pick one card in secret. Your opponent has one chance to guess the card you picked. If they guess correctly, they keep the card. If they guess incorrectly, you may immediately play this card.



Double distance: For this turn, you may move your weapon up to a distance of 4 from your player board.



False orders: Following the Troop Placement Rules, move up to 2 of your opponent's troops to a new position.

Catapult Kingdoms

VIKINGS!

Expansion



Smelly Fish: 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!



Dice Ammo (by Fred Parrow): Instead of a boulder, fire the custom dice this round. If it lands face-up with one of the following symbols, apply the matching effect described:



Doubleshot: Load and fire another boulder at your opponent.



Backfire: Your opponent may immediately load and fire a boulder at you!

AMMO PACK
PROMOS