

BATTLEGROUND™

CROSSBOWS & CATAPULTS™

TOWER ATTACK EXPANSION PACK RULES

This is an expansion pack to be used with the BATTLEGROUND™ Crossbows and Catapults™ gaming system. See War Chest rule sheet for detailed game play instructions.

ORC CONTENTS

Orc Tower
4 Orcs
4 Disks
8 Bricks
Catapult

KNIGHT CONTENTS

Knight Tower
4 Knights
4 Disks
8 Bricks
Catapult



SET UP RULES

1. Both players set up their battle field with all the pieces from the War Chest and Tower Attack as described in the War Chest rules.
2. One of your warriors must be placed on top of the Hostage Tower as the 'guard'.
3. Before play starts, the Knight army takes one of the Orc warriors off the field and puts it in the Knights' hostage tower. The Orcs do the same with a Knight warrior. If removing the hostage results in one of your weapons not having a warrior nearby, you will be unable to use that weapon until you have a warrior back within 5cm of it (see War Chest Game Rules).
4. You cannot choose the hero, any warrior with a bonus life disk, or the guard to be your hostage.

GAME RULES

1. During game play, as long as you have the opposing warrior still in your hostage tower, you get to make 3 ACTIONS in a TURN instead of the usual 2.
2. If during battle, the Tower Cage door is released, the warrior should be returned to your opponent. Your opponent may place it anywhere within their army.
3. If the guard is knocked down or knocked off the tower, the hostage will escape 3 turns later.

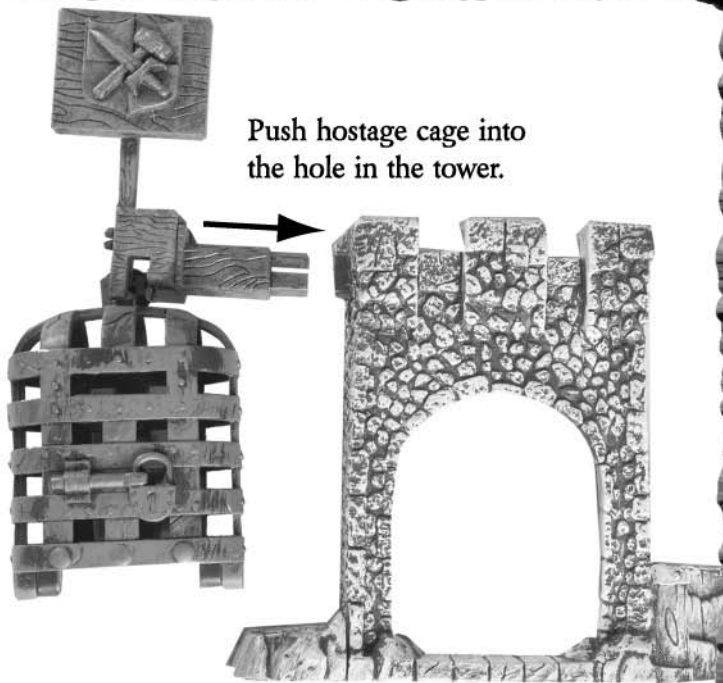
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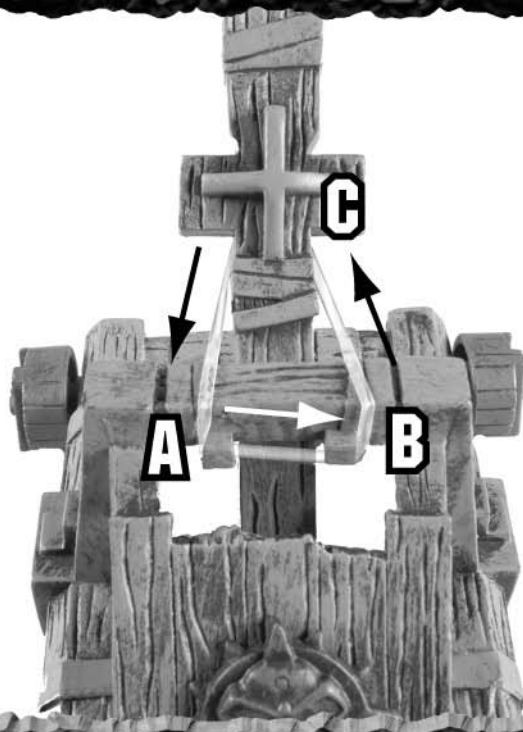
PRODUCT & ELASTIC ASSEMBLY

Follow these instructions for assembly of Hostage Tower and Catapult elastic placement.

Warning! Elastics are only to be assembled as per the diagrams shown in instruction sheet.



HOSTAGE TOWER ASSEMBLY



CATAPULT ELASTIC