

# CROSSBOWS & CATAPULTS



## CASTLE BATTLE

AGES  
7+

PLAYERS  
2

⌚ 20 - 30 m



RESTORATION  
GAMES

# COMPONENTS



2 Catapults



10 Tan Castle Pieces



6 Red Ammo Pieces



4 Dwarf Shields



5 Dwarf Warrior Figures & 1 Dwarf General Figure



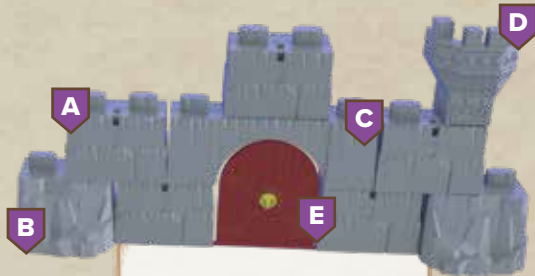
4 Goblin Shields



4 Dwarf Flags



2 Crossbows



10 Gray Castle Pieces



4 Goblin Flags



5 Goblin Warrior Figures & 1 Goblin General Figure

- A - 5 2x1 Bricks
- B - 2 Foundations
- C - 1 Arch
- D - 1 Turret
- E - 1 Gate

1 Sticker Sheet (not shown)

Use this diagram to help you set up your game:

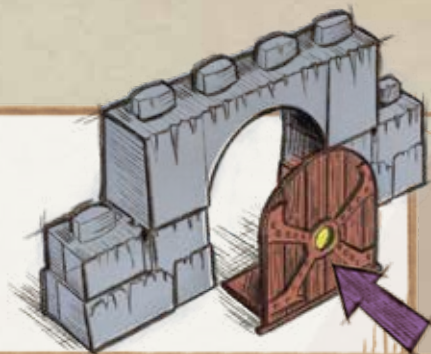


# SETUP

Each player takes their pieces and sets up their play area as follows:

## 1 PLACE YOUR GATE:

Each player sets up their gate on their castle line, facing each other. To set up your gate, place the arch on two wall bricks and slide the gate into place.



## 2 BUILD YOUR CASTLE:

Build the rest of your castle using the following rules:

- A** Your castle must be one continuous structure. (Each piece must be connected to the structure.)
- B** Place your shields into four bricks.
- C** Your wall bricks with shields must be facing forward, towards your opponent's castle.

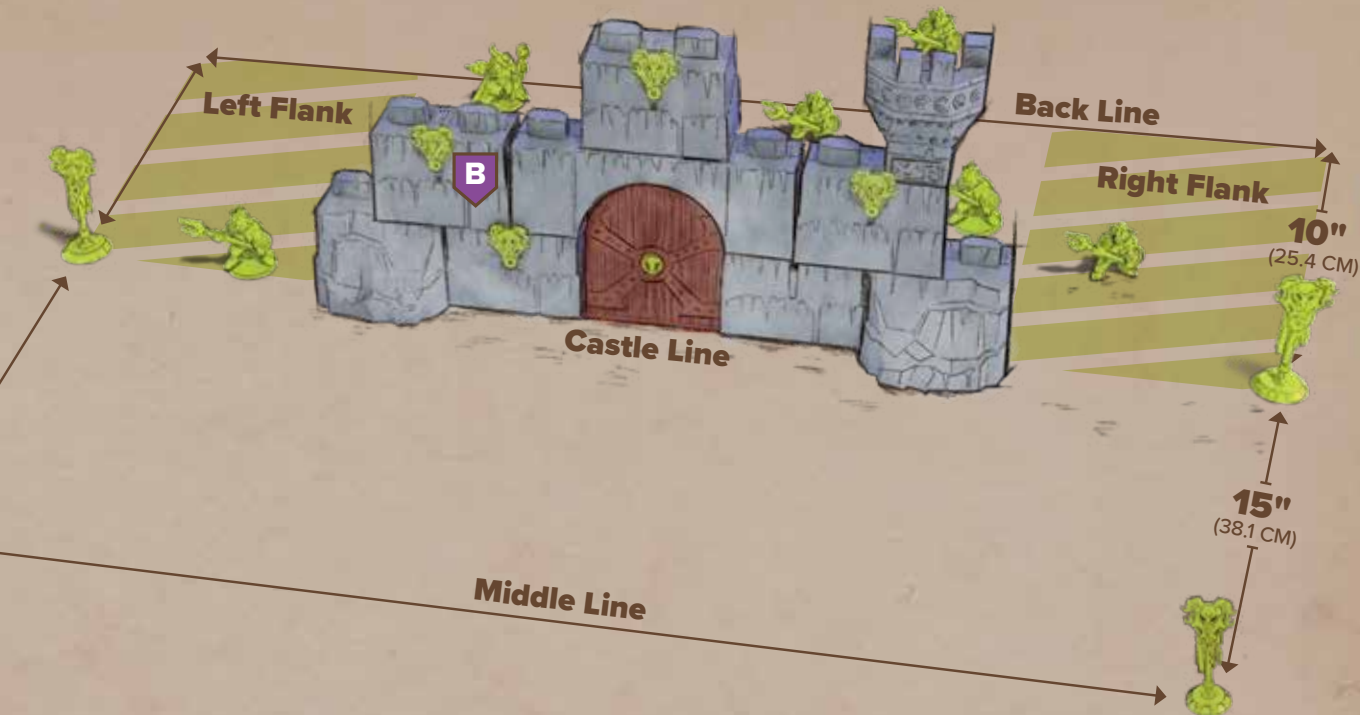


## 3 PLANT YOUR FLAGS:

Place two of your flags on the left side of the battlefield, one at the middle line and one at the castle line, lined up with the front of your castle. Do the same on the right side of the battlefield.

**NOTE:** You can make the battlefield as wide as your table permits.





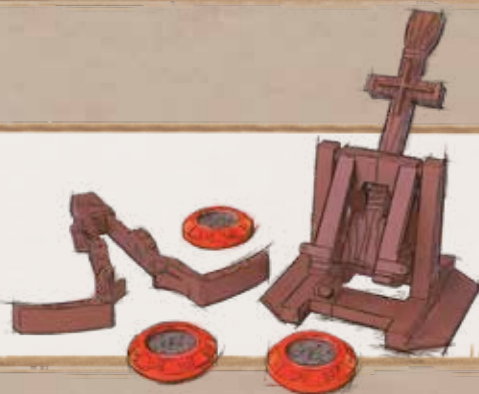
#### 4 DEPLOY YOUR ARMY:



Place one warrior in each of your flanks. Place one warrior on top of your castle. Behind your castle, place two warriors and your general.

#### 5 TO ARMS:

Take a crossbow, a catapult, and 3 ammo discs and place them near you out of play.



## LET THE BATTLE BEGIN!

The younger player goes first.

# PLAYING THE GAME

## HOW TO WIN

You win if you wound all of your opponent's warriors and their general.

A figure is wounded if its base is not flat on the table or if it ends up outside the play area.

## TAKE YOUR TURN

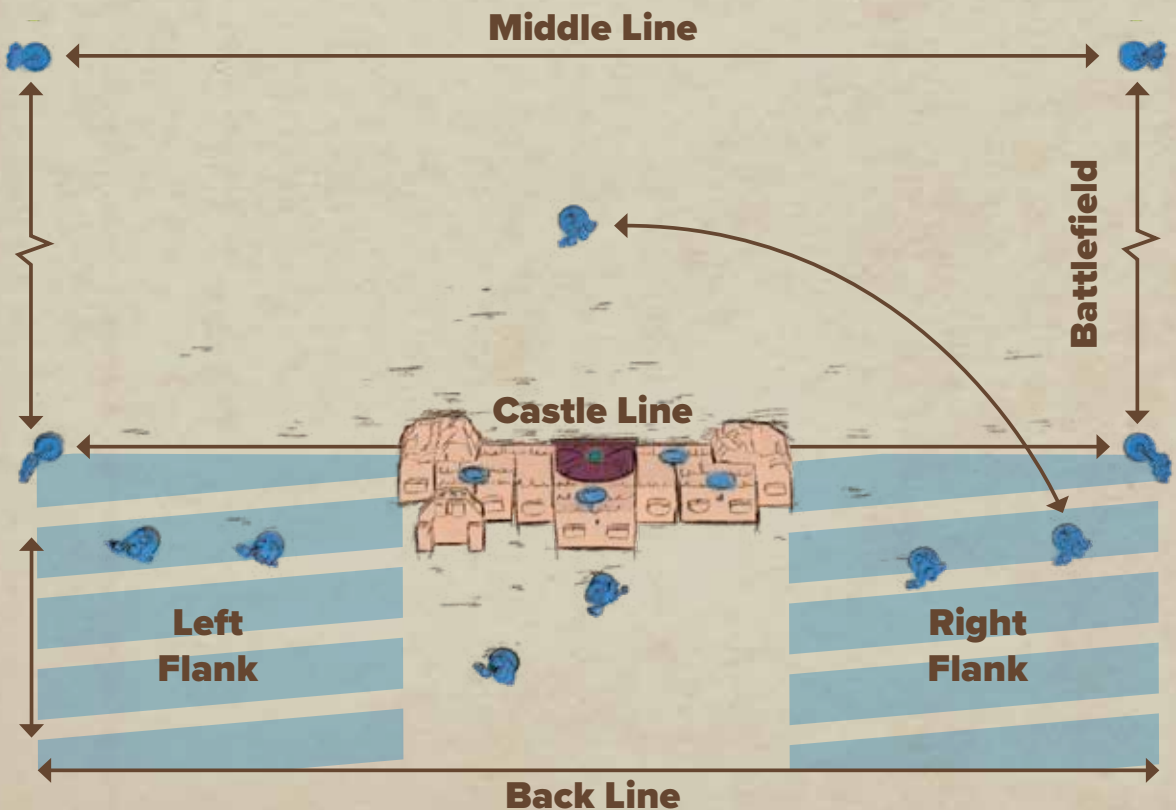
On your turn, take **TWO ACTIONS**. The available actions are **MOVE** and **FIRE**.

You can do them in either order, or you can take the same action twice.



### MOVING

Use this action to move a figure from one area to another. Pick up one of your figures and place them anywhere on your side of the play area.



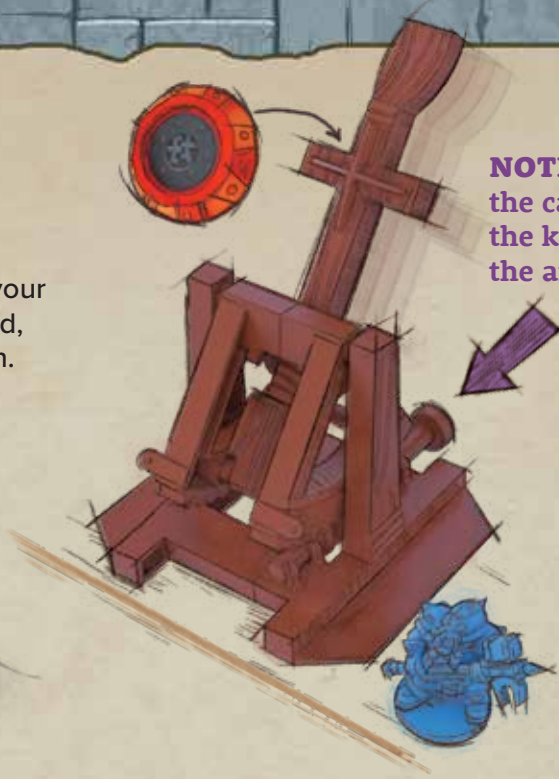


## FIRING

Use this action to fire a weapon. Choose one of your figures. Place your weapon near, and no further forward, than that figure and fire the weapon.



**NOTE:** when you fire the crossbow, you may only use 1 hand, and you must use the pinch points.



**NOTE:** when using the catapult, turn the knob to change the angle of attack!

**After firing, clean up the battlefield as follows:**

- 1 Remove from play any building pieces that are not connected to at least one other piece.
- 2 Reset any flags to their original position.
- 3 Remove from play any wounded figures.
- 4 If you wounded your opponent's general, immediately take a bonus **FIRE** action.
- 5 Place your weapon and the disc you fired out of the play area.

## END OF THE TURN

Once a player has taken two actions, their turn is done. The other player takes their turn. Play continues until someone wins!



# CROSSBOWS & CATAPULTS

Restored from Crossbows and Catapults,  
originally published by Lakeside in 1983 and designed by Ray Frigard.

**Game Design:**

Rob Daviau, Noah Cohen, Brian Neff, and  
Justin Jacobson.

**Weapon and Building Component  
Design and Engineering:**

Stephen Baker and David Bird

**Illustration:**

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**Dwarf and Goblin 3D Modeling:**

Punga Miniatures

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**Rulebook Design:**

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**Project Management:**

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**Fulfillment and Logistics:**

Josh Willenbrink and Stephen Baker

