

# Sellsword

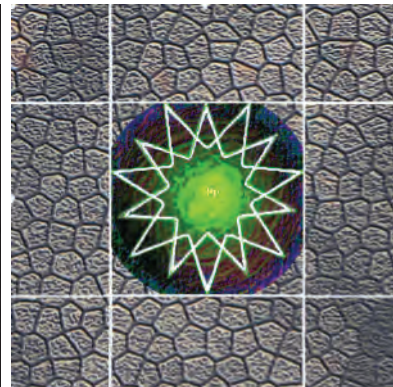
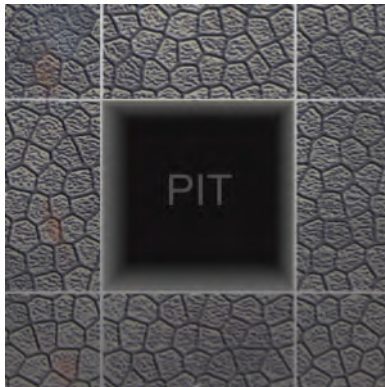
## Catacombs Tile Set 1

### Catacombs Start Tiles

(All squares are Clear Terrain.)



### Catacombs Objective Tiles



#### Pit Tile

Places Pit Terrain in the Catacombs.

*It is not clear what horror lurks at the bottom of this pit, but your enemy clearly doesn't want you antagonizing it.*

**At the end of each round, 1 unit occupying any of the 9 squares may expend any of its tokens to score 5 VP.**

#### Sunken Shelf

A Dead end that adds Challenging Terrain.

*This place has been looted, but much has been missed.*

**At the end of each round, 1 unit occupying one or both of the Challenging Terrain squares may expend any token to roll 1d20. On an 11+, it scores 10 VP.**

#### Ritual Tile

Places Ritual Terrain in the Catacombs.

*This circle has symbols in it that glow in a most...unnatural manner.*

**At the end of each round, 1 unit occupying any of the 9 squares scores 5 VP.**

**Special Power:** At the end of each round, any unit occupying the center square of the tile regains 5 Vigor if no enemy is adjacent.

### Tile Title/Purpose

*Description of tile - this is prose with no game mechanic to interpret.*

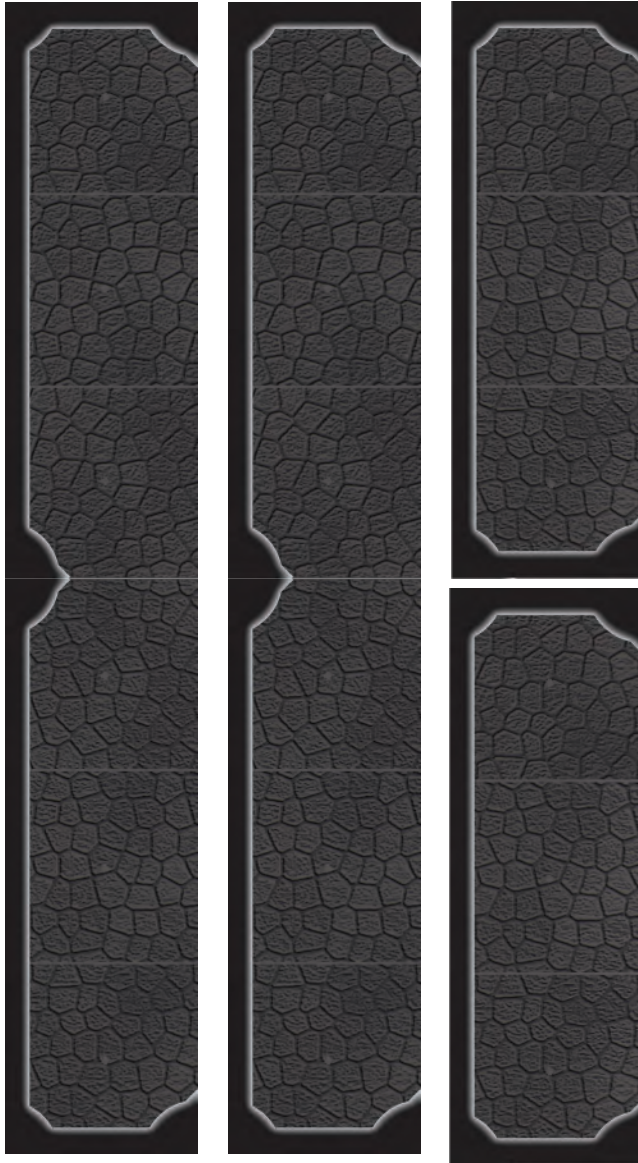
**Objective:** Requirements to score points on this tile.

**Special Power:** Some tiles have additional abilities, described here.

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## Catacombs Tile Set 1

Catacombs End Tiles



Catacombs Objective Tiles





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## Tile Placement Guide 1

Two Catacombs Maps are shown, placed head to head.  
All tiles are placed on the edges, Except the Ritual Tile and the Pit Tile,  
which are shown placed on the upper Catacombs Map only.

