

CATAPULT

Ixia Magic. Medieval

Assembly Instructions: page 1

Elements (4 sets): page 2

Tile hexes: page 3

Unit cards: page 4

Required tools:

- Scissors
- A ruler and a stick to score folds
Use some blunt instrument (e.g. a non-writing ball-point pen)
- Glue or glue-stick



Assembly steps:



1. Print the pages with the elements



2. Cut out each element




3. Score the fold lines with a scoring tool or stick




4. Pre-fold each element along the scored lines

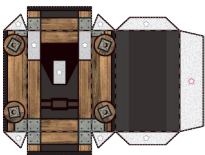


5. Assemble the elements with glue, following the step-by-step instructions below

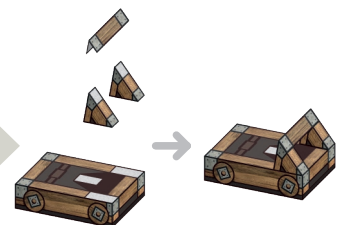
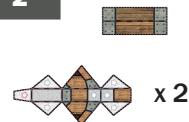
Places for gluing are marked with icon 

Start assembling the element from the place marked with the pink icon 

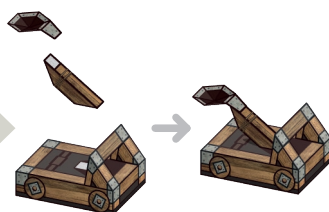
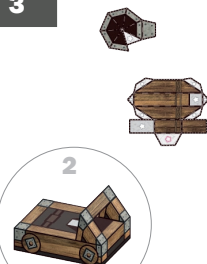
1



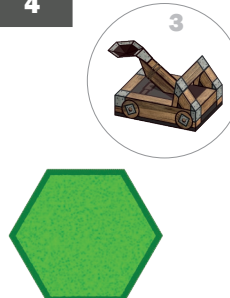
2



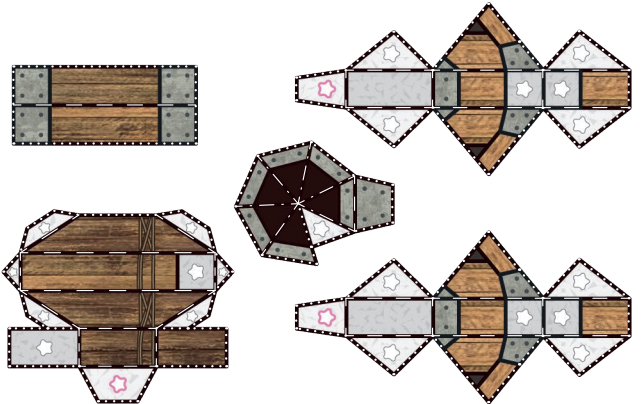
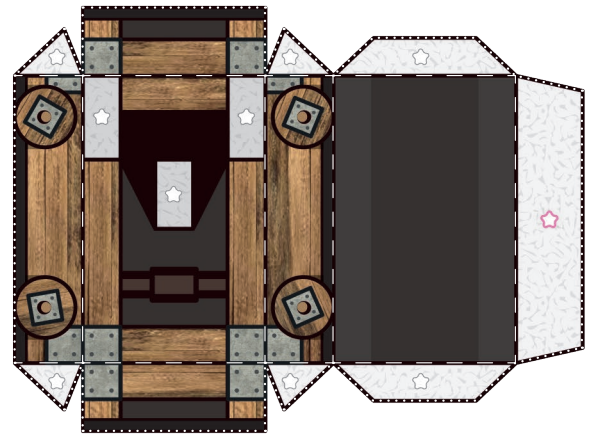
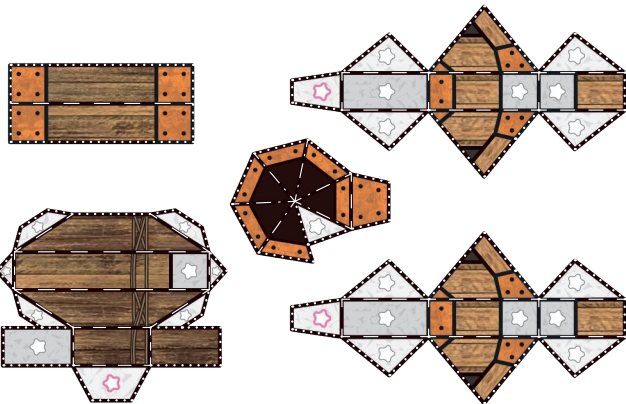
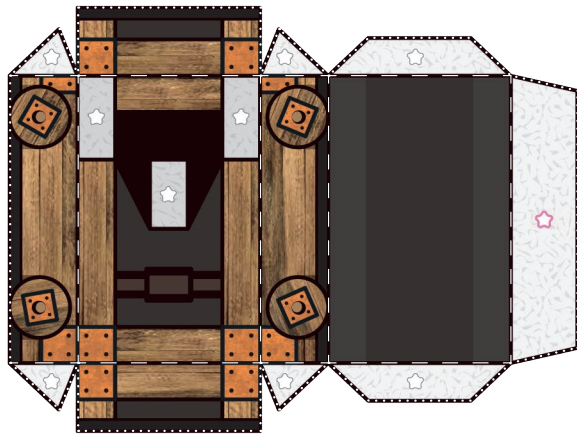
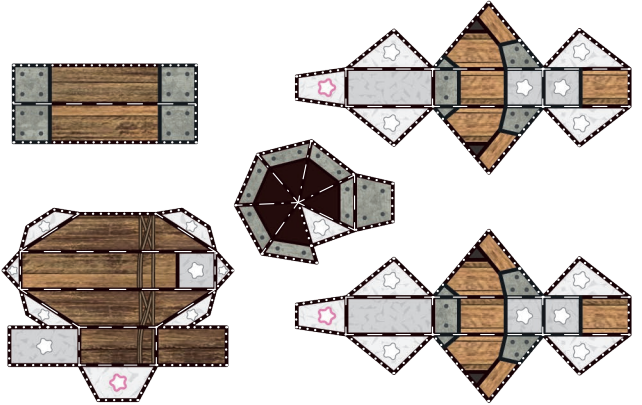
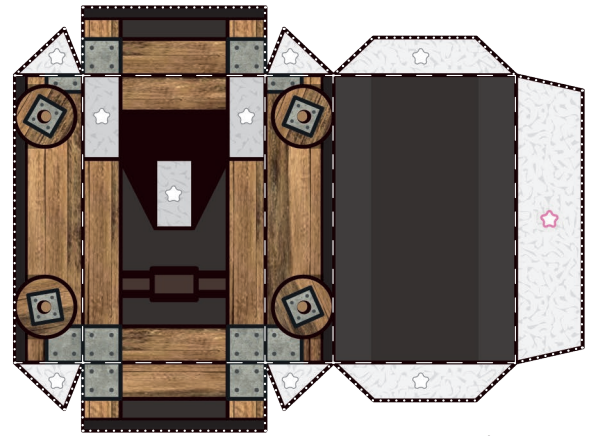
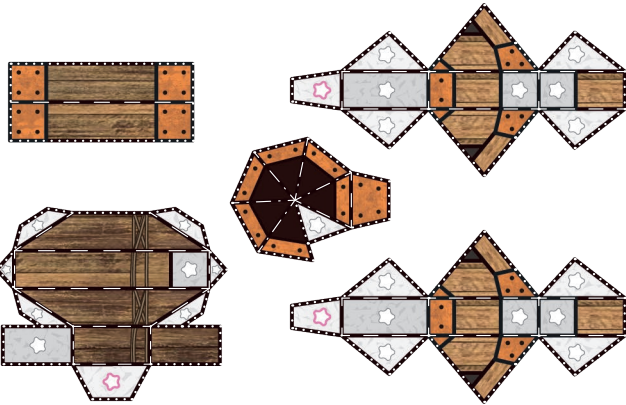
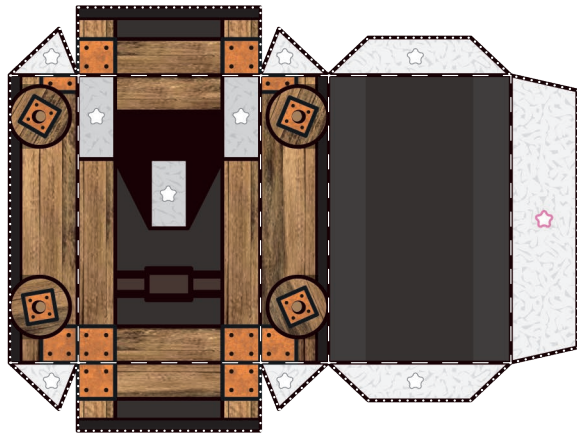
3

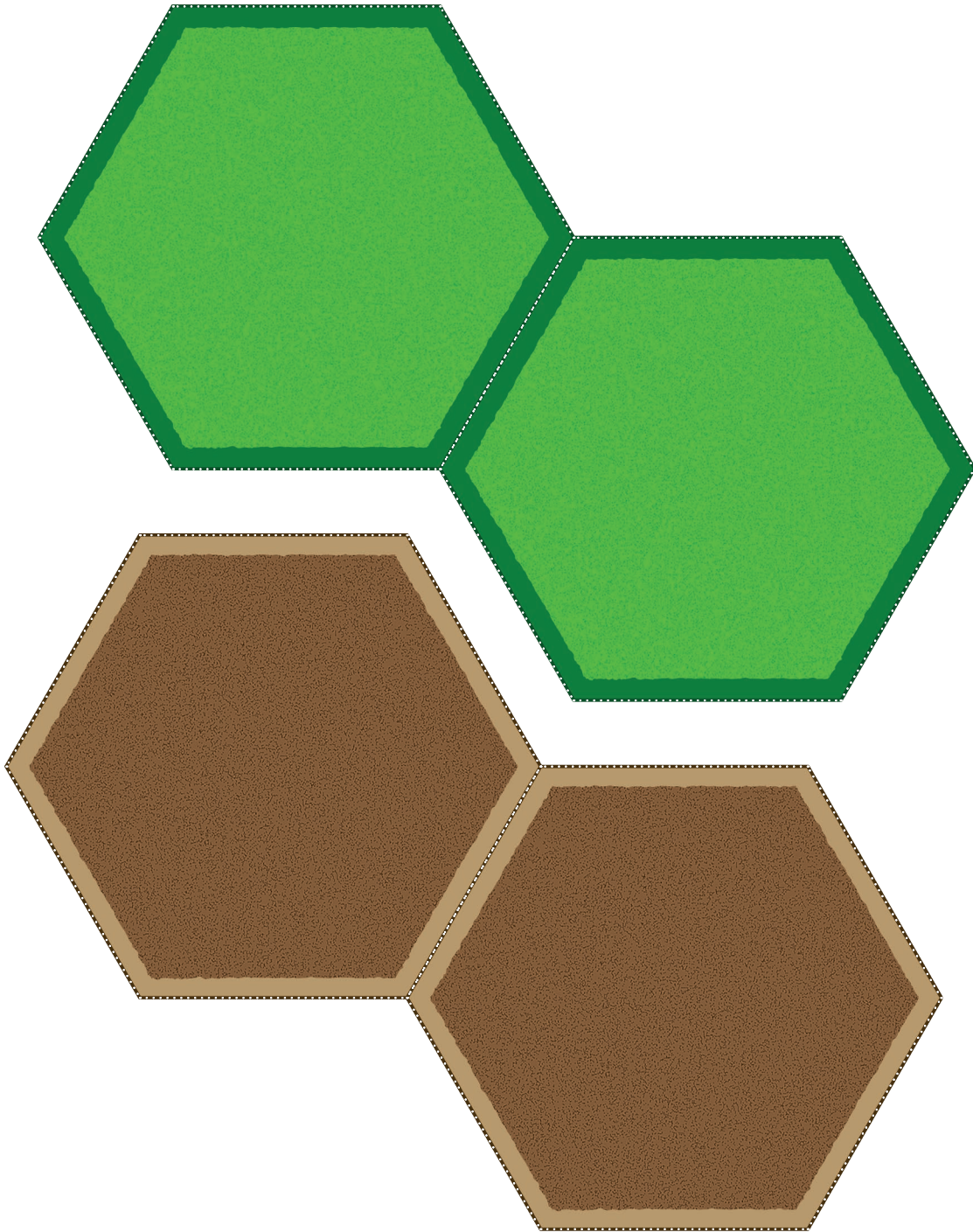


4



Do not glue to allow for replacing tiles





Catapult



Hit points 4

Travel range 1

Melee attack 0

Ranged attack 2*

Magic attack 0

Attack range 3**

Melee defence 0

Ranged defence 0

Magic defence 0

- * -1 to shooting attack for shooting upwards
- * -1 to shooting attack for shooting through obstacles
- ** +1 to range for shooting from a height

Catapult



Hit points 4

Travel range 1

Melee attack 0

Ranged attack 2*

Magic attack 0

Attack range 3**

Melee defence 0

Ranged defence 0

Magic defence 0

- * -1 to shooting attack for shooting upwards
- * -1 to shooting attack for shooting through obstacles
- ** +1 to range for shooting from a height

Catapult



Hit points 4

Travel range 1

Melee attack 0

Ranged attack 2*

Magic attack 0

Attack range 3**

Melee defence 0

Ranged defence 0

Magic defence 0

- * -1 to shooting attack for shooting upwards
- * -1 to shooting attack for shooting through obstacles
- ** +1 to range for shooting from a height

Catapult



Hit points 4

Travel range 1

Melee attack 0

Ranged attack 2*

Magic attack 0

Attack range 3**

Melee defence 0

Ranged defence 0

Magic defence 0

- * -1 to shooting attack for shooting upwards
- * -1 to shooting attack for shooting through obstacles
- ** +1 to range for shooting from a height