



Castle Panic[®]

Engines of War[™]

RULES

Number of Players: 1 to 6

Ages: 12 and Up

INTRODUCTION

The Monsters have been busy. Sounds of hammering have echoed through the forest for days and then, silence. Suddenly they emerge. Hidden behind their Siege Tower, War Wagon, and Battering Ram and joined by powerful new allies, the attackers burst from the woods. You respond with new equipment. With the help of your Engineer, you build Pits, Traps, and Barricades to slow the Monsters' advance. With enough resources, you can build the Ballista and Catapult to unleash powerful attacks. The battle has begun anew!

OVERVIEW

Engines of War is the 3rd expansion for *Castle Panic*, introducing equipment for both the players and the Monsters. Players can now use Resource cards to build equipment and new weapons. New Monsters, such as the Shaman, Breathtaker, and Goblin Saboteur, bring new threats. Encampments change how monsters enter the battle, and Siege Engines give the Monsters new ways to breach the Castle walls.

Engines of War can be played with *Castle Panic* only or with *Castle Panic* and/or *The Wizard's Tower* and/or *The Dark Titan* expansions. All components in *Engines of War* have a special icon () that identifies them as part of this expansion. (See Game Setup for more information.)

OBJECTIVE

The objective of *Engines of War* is the same as that of *Castle Panic*. Players must defeat all the Monsters and have at least 1 of the 6 Towers standing to win the game. The Keep **DOES NOT** count as a Tower and has no impact on the end condition of the game.

COMPONENTS

(Engines of War requires the full version of Castle Panic to play.)

- **Keep Token:** where Catapults and Ballistas are built
- **Engineer Tile:** used to build Equipment
- **Task Tile:** double-sided; determines what the Engineer is building
- **2 Spring Trap Tokens:** drive Monsters back
- **2 Pit Tokens:** damage Monsters
- **2 Barricade Tokens:** slow the Monsters
- **1 Catapult Token:** causes 3 damage in 1 space
- **1 Ballista Token:** damages Monsters in multiple spaces
- **16 Resource Cards:** 4 each of Brick, Mortar, Wood, and Rope
- **11 Monster Tokens:** new threats to the Castle
 - 1 Siege Tower
 - 1 War Wagon
 - 1 Battering Ram
 - 1 Shaman
 - 1 Breathtaker
 - 2 Goblin Saboteurs
 - 1 Equalizer
 - 1 Roll and Move
 - 1 Forward Camp
 - 1 Barracks
- **3 Reference Cards:** handy guides to refer to during play
- **1 Rulebook**



GAME SETUP

- Place Walls and Towers on the board as you would for *Castle Panic*, *The Wizard's Tower*, or *The Dark Titan*, depending on which game you are playing.
- Place the Keep in the exact center of the Castle.
- Place the Engineer and Task tiles off to the side of the board, but separated.
- Set aside the Trap, Pit, Barricade, Ballista, and Catapult tokens for later use.



- **Modify the Castle deck:** Remove the Brick and Mortar cards and return them to the box. There are new Brick and Mortar cards in the Resource deck.
- **Create the Resource deck:** Shuffle the new Brick, Mortar, Rope, and Wood together and set them aside facedown.
- **Remove 6 Orcs from the Monster draw pile and set them aside.** (*They will become the crew that man the siege engines!*)



PLAYING WITH *CASTLE PANIC* ONLY

1. **Remove** the following **Monster tokens** from the game. They will not be used with this expansion:
 3 Goblins, 2 Trolls, 2 Giant Boulders, 1 Red Monsters Move, 1 Green Monsters Move, 1 Blue Monsters Move
2. Add all the **Monster tokens** from the *Engines of War* expansion to the Monster draw pile.
3. Place the same **starting Monsters** as usual (3 Goblins, 2 Orcs, 1 Troll), with 1 in each arc of the Archer ring. (Players choose which Monster to place in which arc.)
4. Deal a **starting hand** to each player:

# of Players	# of Castle Cards in Starting Hand	# of Resource Cards in Starting Hand	# of Cards in a Hand	# of Cards a Player Can Trade
1 to 2	5	1	6	1*
3 to 5	4	1	5	1
6	3	1	4	2

Designer's Note: While we suggest Monster mixes for the game, the world of Castle Panic has grown, and we want you to customize it to fit your group. Put different Monsters in, take others out, make the game yours. The most important thing is to have fun with it!

Thank you, Justin De Witt

PLAYING WITH *CASTLE PANIC* AND *THE WIZARD'S TOWER*:

1. **Remove** these **Monster tokens** from the game. They will not be used with this expansion:
 - From *Castle Panic*: 1 Red Monsters Move, 1 Green Monsters Move, 1 Blue Monsters Move, 3 Giant Boulders, 6 Goblins, 5 Orcs, 5 Trolls
 - From *The Wizard's Tower*: 1 Climbing Troll, 1 Goblin Cavalry, 1 Ogre, 1 Phoenix
2. **Remove** Arcane Assembly, Azriel's Fist, Eye of the Oracle, and Thalgar's Blessing from the **Wizard Deck** and return them to the box. They will not be used with this expansion.
3. Add all the Monster tokens from the *Engines of War* expansion to the **Monster draw pile**.
4. Draw **6 Monster tokens** at random (returning any that are effects, Boss Monsters, Siege Engines, or Encampments and redrawing) and set them faceup, 1 in each space of the Archer ring. If a Monster from this expansion is drawn, see pp. 12–16 for detailed rules.
5. **Draw 3 Harbinger tokens** for the Mega Boss Monsters and add them to the Monster draw pile.
6. Deal a **starting hand** to each player:

# of Players	# of Castle Cards in Starting Hand	# of Resource Cards in Starting Hand	# of Cards in a Hand	# of Cards a Player Can Trade
1 to 2	6	1	7	1*
3 to 4	5	1	6	1
5 to 6	4	1	5	1 (2 for 6 players)

PLAYING WITH *CASTLE PANIC* AND *THE DARK TITAN*

1. **Remove** the following **Monster tokens** from the game. They will not be used with this expansion:
 - From *Castle Panic*: 6 Goblins, 3 Orcs, 5 Trolls, 2 Red Monsters Move, 2 Green Monsters Move, 2 Blue Monsters Move, 2 Giant Boulders
 - From *The Dark Titan*: 1 Elite Goblin, 1 Elite Orc, 1 Elite Troll
2. Add all the **Monster tokens** from the *Engines of War* expansion to the Monster draw pile.
3. Place **starting Monsters** of 2 Trolls, 1 Elite Orc, 1 Elite Goblin, 1 Goblin Saboteur, and 1 Orc, with 1 in each arc of the Archer ring.
4. Deal a **starting hand** to each player:

# of Players	# of Castle Cards in Starting Hand	# of Resource Cards in Starting Hand	# of Cards in a Hand	# of Cards a Player Can Trade
1 to 2	5	1	6	1*
3 to 5	4	1	5	1
6	3	1	4	2

PLAYING WITH *CASTLE PANIC*, *THE WIZARD'S TOWER*, AND *THE DARK TITAN*

1. **Remove** these **Monster tokens** from the game. They will not be used with this expansion:
 - From *Castle Panic*: All Goblins, All Orcs, 7 Trolls, 2 Red Monsters Move, 2 Green Monsters Move, 2 Blue Monsters Move, 3 Giant Boulders
 - From *The Wizard's Tower*: 1 Climbing Troll, 1 Gargoyle, 1 Goblin Calvary, 1 Ogre, 2 Phoenix
 - From *The Dark Titan*: 2 Elite Goblin, 2 Elite Orc, 1 Red Plague, 1 Green Plague, 1 Blue Plague, 1 Herald
2. **Remove** Arcane Assembly, Azriel's Fist, Eye of the Oracle, and Thalgar's Blessing from the **Wizard Deck** and return them to the box. They will not be used with this expansion.
3. Add all the Monster tokens from the *Engines of War* expansion to the **Monster draw pile**.
4. Place **starting Monsters** of 1 Ogre, 1 Gargoyle, 1 Goblin Saboteur, 1 Troll, 1 Goblin Cavalry, 1 Centaur
5. **Draw 3 Harbinger tokens** for the Mega Boss Monsters and add them to the Monster draw pile.
6. Deal a **starting hand** to each player:

# of Players	# of Castle Cards in Starting Hand	# of Resource Cards in Starting Hand	# of Cards in a Hand	# of Cards a Player Can Trade
1 to 2	6	1	7	1*
3 to 4	5	1	6	1
5	4	1	5	1
6	4	1	5	2

* In a 1 player game, you may Discard and Draw 2 cards.

Some specific rules regarding *The Dark Titan* and *The Wizard's Tower* can be found on the back of the rulebook.

As an alternative setup, instead of 6 Orcs, try setting aside different Monsters to be the crew for the siege engines. Mix in Goblins and Trolls, or even choose 6 Monsters at random.

ORDER OF PLAY ADDITIONS

The phases in the order of play are the same as in *Castle Panic*, with the following clarifications.

- 1. Draw Up** Players may now draw up, 1 card at a time, from either the Castle deck **OR** from the Resource deck.
- 2. Discard and Draw** Players may discard Castle, Resource, or Wizard cards and draw from any deck.
- 3. Trade Cards** Players may trade Castle, Resource, or Wizard cards.
- 4. Play Cards** Players may play Castle, Resource, and/or Wizard cards on this phase.
- 5. Move Monsters** Many of the new Monsters have special movement rules. See pages 12–15 for details.
- 6. Draw 2 New Monsters** See pages 12–15 for details about resolving new Monster tokens.

SPECIAL TERMS AND MECHANICS

Resource Cards The Brick, Mortar, Rope, and Wood cards make up the Resource deck.

Hit Cards Include the word “hit” and are the Archer, Knight, Swordsman, and Hero cards.

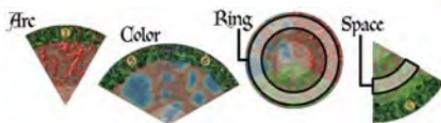


Special Cards Distinguished from other cards by their purple jewels and have unique rules. (ex. The Barbarian and Nice Shot)

Color Cards Any card (Castle or Wizard) that uses a color in their title, **including “Any Color” cards**. Blue Archer, Any Color Knight, Red Fireball, and Green Boiling Oil are all examples of color cards.

Arcs, Color, Rings, and Spaces

An **arc** is numbered and is half of a color. A **color** comprises 2 arcs of the same color. A **ring** is 1 of 5 named concentric rings on the board. A **space** is the smallest unit of area on the board and is defined by an arc and a ring.



Banish Whenever a card is Banished, it is removed from the game and returned to the box, not the discard pile. A Banished card isn't used again until the next game.

The Resource Deck

Rope, Wood, and new Brick and Mortar cards comprise the Resource deck. These Resources are used with the Engineer to build Equipment.

Drawing Resource Cards They are drawn 1 at a time on Phase 1 (Draw Up), Phase 2 (Discard and Draw), and possibly during Phase 4 (Play Cards) of a player's turn.

Players may draw as many Resource cards as they wish, following hand size limit rules. Unless a card specifically restricts it, **draws** and **discards** include the Resource deck. [For example, "Draw 2 Cards" applies to the Resource deck, but "Reinforce" (*The Wizard's Tower*) still applies **only** to the Castle or Wizard deck.] **Scavenge** does not apply to the Resource deck.

Playing Resource Cards Count toward a player's hand size and can be discarded, traded, or played just like Castle cards. Discarded to their own discard pile.

Shuffling the Resource Deck As the battle rages on, your resources begin to dwindle. If the Resource deck runs out and a player wants to draw cards, shuffle the discards and **Banish 2 Resources at random from the deck.**



The Engineer

This worker can be given a task and turn raw materials into powerful weapons. To bring Field Equipment (p. 8) or Castle Equipment (p. 9) into play, the players must first build them by committing Resource cards to the Engineer of the type and amount indicated.

Using the Engineer Players can use the Engineer during the Play Cards phase of their turn.

Assigning a Task

- Fit the Task tile so that the notch in the Engineer tile is aligned with the Equipment the player wishes to begin building.
- **Until a Resource card is committed** to the Engineer, his assigned task can be changed. (*The illustration shows the Engineer assigned to build a Catapult.*)



Commit Resource Cards

- Resource cards cannot be committed **until a task has been assigned.**
- Once a task is assigned, **any player** (not just the player that began the task) **can commit the required Resource cards toward completing that task on their turn.**
- There is **no limit to the number of Resource cards a player can commit** to the Engineer.
- **Resource cards committed to the Engineer tile remain there** until the task is completed OR canceled.
- **Once the Engineer has begun a task, it cannot be changed.** It must be completed or canceled.



Completing a Task

When all the Resource cards committed to the Engineer match the required resources for the Equipment, **that task is complete and the Equipment is built.**

1. Discard all Resource cards on the Engineer.
 2. Move the Task tile away from the Engineer. He is no longer assigned a task.
 3. Immediately put the completed Equipment token into play.
- Players can complete tasks and assign new ones on the same turn.
 - The amount of Equipment in play is **limited to the number of tokens** in the game.
 - **Players cannot “double up” on Resource cards** to build multiple pieces of Equipment at once. Each piece of Equipment is completed individually and a new task begun.
 - A single player may complete a task on their own, but some tasks may take several turns to complete.
 - **Field Equipment and Walls are one use only** and must be rebuilt after Monsters trigger them.
 - **The Catapult and Ballista are permanent and remain in play.** They may be used repeatedly. They are rebuilt only if they are destroyed.

Canceling a Task

- Players can cancel tasks and assign new ones on the same turn.
- Players can cancel the current task to assign a new task to the Engineer, but they lose all the resources that have been committed toward the current task.
 - **Discard all Resource cards** currently committed to the Engineer.
 - **Adjust the Task tile** so the desired Equipment is the current task.

Equipment

The Engineer can build 7 different pieces of Equipment. Each piece has different uses and a unique cost in resources. **Field Equipment** includes the Barricade, Pit, and Spring Trap. **Castle Equipment** includes the Ballista, Catapult, Keep, and Wall.

Field Equipment

- May be placed in any space (except the Forest) that **does NOT currently contain a Monster**. CAN be placed in the **same space with a Tower**. A Monster entering a space with a piece of Field Equipment AND a Tower **triggers the Field Equipment effects BEFORE** attacking the Tower.
- Only 1 Field Equipment token can be in a space at a time.
- **Destroyed if hit by a Boulder or Fire** and does not stop the Boulder/Fireball.
- **Pits and Barricades are considered Castle structures** for triggering Monster effects (from the Necromancer, Boom Troll, Goblin Saboteur, etc.).
- All Field Equipment is **one use only**. After it is triggered by a Monster, that token is discarded and must be built again to be used again.

Barricade Cost:   This stack of bricks lashed together with rope **functions like a Wall that can be built in a space.**

- ALL Monsters moving into the same space with a Barricade stay in the previous space they were in, *even if the Monster moves clockwise, counter-clockwise, or backwards into the Barricade.*
- 1 Monster hitting the Barricade takes 1 point of damage (player's choice if more than 1 Monster hits the Barricade) and the Barricade token is discarded.
- **Flying Monsters** are stopped by Barricades.

Pit Cost:   These sharp sticks hidden in a mortar-filled pit **damage a Monster.**

- 1 Monster moving into a space with a Pit takes 1 point of damage and the Pit token is discarded.
- Flying Monsters are NOT affected by Pits.

Spring Trap Cost:   This spring-loaded snare **functions like Drive Him Back.**

- 1 Monster moving into the same space with a Spring Trap is immediately moved to the Forest ring, staying in the same numbered arc, and the Spring Trap token is discarded.
- The Spring Trap causes no damage.
- Flying Monsters are NOT affected by Spring Traps.
- Spring Traps are **NOT considered Castle structures** for triggering Monster effects (from the Necromancer, Boom Troll, Goblin Saboteur, etc.).

Castle Equipment

Wall Cost:  Walls function exactly the same as in *Castle Panic*, but now they are built using the Engineer and the Resource deck.

Keep Cost:  This tall structure provides a platform in the center of the Castle for the powerful Catapult and Ballista to be fired from. If the Keep is destroyed, the Engineer can rebuild it at the cost of 1 of each Resource.

- The Keep does NOT count as a normal Tower and has no impact on the end condition of the game.
- The Keep is destroyed by Boulders, and stops them just like a Tower does. If the Keep is destroyed, any Catapult or Ballista placed on the Keep is destroyed as well.
- The Keep is destroyed by 3 flame tokens.
 - Fire that hits the Keep with a Catapult or Ballista present, removes 1 weapon, player's choice, instead of adding a flame token.
 - If a Catapult or Ballista is not present, then flame tokens are added to the Keep.

Catapult and Ballista

Ballista Cost:  This giant crossbow shoots a large bolt that damages Monsters in several spaces. (See p. 11 for details.)

Catapult Cost:  This weapon hurls a massive stone that causes heavy damage in 1 space. (See p. 11 for details.)

Setup These powerful pieces of Castle Equipment are placed on the Keep when they are built by the Engineer.

- When the first Catapult or Ballista is built, place it on top of the Keep and rotate the Keep so the weapon is facing the color of your choice. (The Keep can be rotated again p. 11).
- The Keep may have both 1 Ballista AND 1 Catapult on it at the same time.
- The Catapult and Ballista can be placed on the Keep only if it is not burning, and they must face the same direction. *In this image, they are facing Green.*



Using the Catapult and Ballista

To attack with the Catapult or Ballista, the weapon must be facing the color of the Monster the player wants to attack.

- The Catapult and Ballista can **target Monsters in either arc** of the color they currently face.
- Catapult and Ballista attacks **DO damage flying Monsters**.



Targeting Monsters

- The Catapult and Ballista **CANNOT target Monsters in the Castle ring.**
- The Catapult and Ballista **may be fired ONE time each** on a player's turn.
- To fire the Catapult or Ballista, a player must discard **2 cards that together match the ring and color** of the targeted Monster's current space.
 - This could mean discarding **1 card for the color and 1 card for the ring.**



The Troll is in the Blue color and the Knight ring. This attack uses a Blue Swordsman card to match the color and a Green Knight card to match the ring.

- This could also mean discarding **1 card that matches both the color AND the ring of the targeted Monster, along with a second card of any type.** Every attack with a Catapult or Ballista requires at least 2 cards, so the second card could be any Castle, Wizard, or Resource card.



*The Troll is in the Blue color and the Knight ring. This attack uses a Blue Knight card to match both the color and ring, **and** a Rope card as the second card.*

- The 2 cards discarded to fire the Catapult or Ballista do NOT have any additional effect, regardless of their text. They simply count as the components needed to fire the weapon. **A card can be played for its effect OR discarded as 1 of the 2 cards needed to fire the weapon, not both.** Change Range and Change Color can still be used to modify 1 of the 2 cards to help target a Monster, but if used that way, **they would not also count as the “second card.”**
- **Boiling Oil** matches the Swordsman ring AND the indicated color.

Ballista and Catapult Damage

Ballista Fires a powerful bolt that can pass through Monsters, damaging several in a row.

- The **targeted Monster** takes 2 points of damage, and then **1 point of damage is dealt to 1 Monster in every space** of the same arc behind the target Monster.
- Damage behind the targeted Monster **DOES include the Forest ring**.
- Damage **CANNOT** change arcs.
- If more than 1 Monster is in any affected space, the player firing the Ballista chooses which Monster takes the damage.
- The Ballista **CANNOT target an empty space** in order to apply damage to the spaces behind it.



Sample Ballista attack targeting the Troll in the Blue Knight space of arc 6. Damage continues into the Forest.

Catapult Hurls a massive stone that does heavy damage in a single space.

- **Distribute 3 points of damage** in the target space.
- **CANNOT** target a Monster in the Forest ring.
- If there is more than 1 Monster in the target space, the player firing the Catapult may distribute that damage among all Monsters in that space in any way he or she chooses.
- If used against a Siege Engine, any excess damage carries over to the Monsters under the Siege Engine. (See Siege Engines on pp. 13–14.)



Sample Catapult attack targeting the Orc and Goblin in the Blue Archer space of arc 6. The player splits the 3 points of damage between both Monsters.

Rotating the Keep The Keep can be rotated once on a player's turn so it faces a different color. This may be done before or after firing a Catapult or Ballista.

Keeping Trophies Monster tokens slain by Catapults and Ballista attacks are kept as trophies by the player that made the attack.

MONSTER TOKENS

Breathtaker This mysterious creature steals the very breath from your lips. As long as the Breathtaker is in play, players cannot trade cards. The red border reminds players of this lasting effect.



Goblin Saboteur These fiendish creature sacrifices itself to disrupt the Castles reserves. The Goblin Saboteur may be attacked as usual, but if he takes ANY damage from destroying a Castle structure (including Pits and Barricades), **he destroys the structure and is immediately slain.**



- Players must immediately **banish the top card from every deck in play** (Castle, Resource, and Wizard) equal to the health of the Goblin Saboteur when he died.
- If there are no cards in the draw pile of a deck, banish the top card of the discard pile.

Shaman This powerful healer sustains the Monster warriors. As long as the Shaman is in play, all Monsters in the same color as the Shaman (including herself) recover 1 point of health at the end of Phase 5 (Move Monsters). The red border reminds players of this lasting effect.



- **All damage to Monsters from movement** (i.e., hitting Castle structures and fire) is resolved BEFORE the Shaman heals.
- The Shaman **does not bring back slain Monsters**. She heals damaged ones.
- It may be helpful to treat the Shaman as if she is the very **last Monster to move**.
- The Shaman **cannot heal Siege Engines or Encampments**.
- If the Shaman is **moved by another token, she DOES heal**.
- If the Shaman is **moved by the players, she does NOT heal**.
- If the Shaman **does not move, she does NOT heal**.
- **Inside the Castle ring**, the Shaman no longer heals.

MONSTER EFFECTS

Equalizer Count the number of Monsters on the board. If there are 5 or fewer, draw and resolve Monsters from the Monster draw pile (**returning Monster effects, Heralds, Encampments, The Goblin King, or Support Tokens to the pile**) until there are at least 6 on the board.



- If Siege Engines are present, **count the 2 Orcs underneath but not the Siege Engine token**.
- Do not count Encampments.
- The Equalizer **can bring Siege Engines into play**.
- Monsters slain while resolving Equalizer **still count toward the 6**.

Roll and Move Roll the die and move ALL Monsters on the board 1 space according to the results: 1–2: Clockwise, 3–4: Forward, 5–6: Counter-clockwise.

SIEGE ENGINES

These powerful contraptions give the Monsters new ways to breach the Castle walls while protecting the Monsters that operate them.

- There are 3 Siege Engines included in *Engines of War*: the **Siege Tower**, **War Wagon**, and **Battering Ram**. Each one has a unique ability, but they all share the common elements listed below.
- Siege Engines are not living creatures, so **they cannot regain damage points** by the Healer or Shaman.

Drawing a Siege Engine token:

1. Roll the die to determine the arc that it will enter the Forest from.
2. Draw 2 Orcs from the 6 that were set aside at the start of the game. *These Orcs are now the “crew” that operates the Siege Engine.*
3. Place the Siege Engine token on top of the 2 Orcs to create a stack of 3 Monster tokens. Make sure to keep all 3 tokens aligned so they all have their highest number pointing toward the Castle.



Moving a Siege Engine Siege Engines and the Orc crew underneath are moved together as if they are 1 token. Siege Engines move on Phase 5 (Move Monsters) as usual. The War Wagon has special movement (see p. 14).

- Siege Engines **are affected by player movement cards** such as Tar, Rain of Ice, Drive Him Back!, etc.
- Siege Engines **are moved by other Monster tokens.**

Attacking a Siege Engine Siege Engines can be damaged like regular Monsters; however, **ALL damage is first applied to the Siege Engine and not the Monsters underneath**, who are protected.

- When damaging a Siege Engine, make sure to **rotate down ONLY the Siege Engine token and not the Monsters underneath.**
- **“Slay” cards**, such as Barbarian, Nice Shot, Hammer of Light, or Wizard Quake, **destroy only the Siege Engine**, NOT the Monsters underneath.
- **Any form of Boulder** that hits a Siege Engine **destroys only the Siege Engine**, NOT the Monsters underneath.
- When a Siege Engine’s health is reduced to 0, discard the Siege Engine token and separate the 2 Orc tokens, keeping them in the space where the Siege Engine was.
- If a Siege Engine is destroyed by fire, the Monsters underneath **are NOT caught on fire.**
- If the amount of damage done to a Siege Engine exceeds the remaining health of the Siege Engine, the damage transfers to the Monsters underneath. Players may distribute the damage as they choose. *(For example if a Catapult attack of 3 is used on a Battering Ram that has only 1 point of health left, the Battering Ram is destroyed and the remaining 2 points of damage can be applied to the Orcs underneath.)*



Siege Tower This ladder-like construction is used to breach walls and prevent new walls from being built.



- Takes NO damage when destroying Castle structures.
- IS moved by Spring Traps.
- DOES stop moving after destroying a Wall, Barricade, or Fortify Token.



- NEVER moves from the Swordsman ring to the Castle ring. Instead, if no Wall is present, the crew of Orcs breaches the Castle ring and the Siege Tower remains in that arc.
- Move both Orcs into the Castle space as they would normally, resolving any Field Equipment present before destroying any Tower present.
- Move the Siege Tower so that it **straddles the line between the Castle and Swordsman ring** (the same way Walls are placed). Monsters can move through those spaces, but the players **cannot build a Wall in that arc** until the Siege Tower is destroyed.
- The Siege Tower can still be attacked and is considered to be in both the **Castle AND Swordsman spaces** for the purposes of targeting.
- Once the Siege Tower has breached the Walls, it **cannot be moved** by the players or Monster tokens because it has no living crew to operate it. A Siege Tower in this state does NOT have to be destroyed in order to achieve the win condition.

War Wagon This armored transport provides protection for its crew while they charge erratically at the Castle.



- **DOES take damage** when destroying Castle structures.
- IS affected by Pits, Spring Traps, and Barricades. If the War Wagon is returned to the Forest by its forward movement into a Spring Trap, it ends its movement and does NOT roll for additional movement.
- DOES stop moving after destroying a Wall, Barricade, or Fortify Token.
- Outside the Castle, the War Wagon always moves 1 space forward and then 1 space either clockwise or counter-clockwise as determined by rolling a die.
 - **1, 2, or 3:** 1 arc counter-clockwise
 - **4, 5, or 6:** 1 arc clockwise
- If a token moves or rotates the War Wagon, the War Wagon moves forward and rolls for additional movement. This does not apply if the War Wagon is moved by the players.
- **Inside the Castle** ring the War Wagon moves 1 space clockwise, and there is no additional rolled movement.

Battering Ram This fearsome machine destroys Walls and Towers with ease.



- Takes NO damage when destroying Castle structures.
- IS moved by Spring Traps.
- DOES stop moving after destroying a Wall, Barricade, or Fortify Token.
- **Inside the Castle**, the Battering Ram moves 1 space clockwise.

ENCAMPMENTS

The Monsters build these structures to bring their armies closer to the Castle, changing how Monsters enter the game.

- **When drawn**, Encampments are placed in the Forest by die roll as usual.
- Encampment effects are in play for as long as the token is on the board.
- **CANNOT be moved** (either by the players or by Monster tokens).
- Are **NOT affected by any type of Boulder**.
- Can be damaged or destroyed, but the attack must attack them in the Forest.
- **If on fire**, Encampments take 1 point of damage for every flame token attached to them at the end of Phase 5 (Move Monsters).
- Are not living creatures, so **they cannot regain damage points** by the Healer or Shaman.
- **Do NOT have to be destroyed in order to win the game.** They are not Monsters, so they may still be present when all other Monsters have been slain and the players achieve the win condition.

Barracks From the time Barracks appear, **the next Monster drawn, and the 1st Monster drawn on every turn after, is placed in the same Forest space as the Barracks.**

- Any subsequent Monsters drawn (including Siege Engines) are placed by die roll as usual.
- Boulder placement is still determined by die roll.



Forward Camp This token is placed on the intersection of the 2 arcs for the color that matches the number that was rolled.



- **From now on, ANY Monsters placed in either arc of the same COLOR as the Forward Camp are placed in the Archer ring instead of the Forest.** This includes Imps placed by the Conjuror, Hydra, or the 1 Imp per Tower token.
- The **Orc Warlord** and **Troll Mage** immediately move into the Knight ring.
- Monsters moved into the Forest by players still move into the Forest.
- The Forward Camp is considered to be in both arcs of the color it occupies for the purposes of targeting.

The Barracks and Forward Camp **do not affect the initial placement of each other.** Each is still placed in the Forest by die roll.

If the Barracks and Forward Camp are in the same color, **their effects DO combine** so that the 1st Monster drawn is placed in the Archer ring of the same arc as the Barracks.



Notes for The Wizard's Tower

Players

- Rope and Wood CANNOT be used to **remove Flame tokens.**
- Cards discarded to attack with Catapult or Ballista **do NOT count toward Berserk.**
- Hammer of Light **DOES destroy Encampments.**
- Mystical Manufacturing CAN be used to **rebuild the Keep.**
- Teleport CAN be used to **move a piece of Field Equipment.**
- Wizard Quake CANNOT be used to **destroy the Keep.**

Monsters

- Necromancer and Doppelganger **CANNOT bring back Encampments or Siege Engines.**
- The Climbing Troll is **NOT stopped by Barricades.**
- The Goblin Cavalry **stops moving** when he encounters Field Equipment.
- The Cyclops and other **“variable” Monsters ARE affected by Field Equipment**, even in their invulnerable ring.

Notes for The Dark Titan

Players

- Do not roll when **attacking Elite Monsters with Catapult or Ballista.** These attacks are always successful against Elites.

Agranok

- Damaged for **2 points by Catapult attacks.** (3rd point can be distributed to another Monster in the same space)
- Damaged for **1 point by Ballista attacks**, whether he is the target or behind it.
- Affected by **Field Equipment.**

Monsters

- Boom Troll **DOES destroy the Keep.**

Support Tokens

- Barracks and Forward Camp do not control placement of Support tokens.
- Are NOT affected by Field Equipment OR Catapult or Ballista attacks.
- DO fight Siege Engines and Encampments.
- The Supply Wagon **DOES** allow drawing from the Resource or Castle deck.

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