

Two Castle Lords, the Siege Defender Robot and the Matriarch, present a strong challenge to the heroes on Team Catacomb. Undaunted, they deploy their Battle Robot nicknamed “Stone Crusher,” to capture the Keystone.

The Siege Defender Robot (Team Castle)

The Siege Defender Robot (“Octopus”) has eight small discs that represent his robotic legs. They are treated as shield discs and can be deployed within 1” / 2.5 cm of his body disc. They may be deployed in different patterns up to two rows deep, providing a number of defensive possibilities.

The Matriarch (Team Castle)

The Matriarch (“Matriarch E.”) uses portals to evade her opponents. Her Egg shot ensures she can command a steady supply of Warriors to assist her.

The Battle Robot (Team Catacomb)

The Battle Robot (“Stone Crusher”) has two claws that help protect its central body. Its Grapple shots enable it to rescue Warriors or shove heroes around the board.

Component List

- 14 Hero Cards
- 6 Lord Cards
- 2 Warrior Cards
- 4 Ability Cards
- 2 Wyvern Cards
- 2 Sticker Sheets
- 1 Instruction Manual
- 7 Black Pieces (1 Large, 6 Medium)
- 16 White Pieces (1 Large, 7 Medium, 8 Extra Small)
- 1 Purple Piece
- 2 Black Cubes

Credits

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Ability Cards

Siege Defender includes four new Ability cards, two for each team. Two of the cards (*Time is on Our Side!*, *Feel the Fury!*) are free to activate in Catacombs & Castles Team Mode, as they don't require any health tokens. The other two cards, *Defend Our Leader!* and *Raise Shields!*, confer a one time *permanent upgrade* on the hero who activates them. Once activated in Team Mode, these cards enable a hero to place a shield disc *after* the shot sequence on their hero Rules card. When this card is activated, the hero performs the sequence on their Rules card and then places a shield disc within 1" / 2.5 cm of the hero's disc. This only applies for the sequence on their hero Rules card: sequences performed from an Ability card or as part of a Team Action do not count. In these cases, the shield disc remains on the board until the hero performs a sequence from his or her hero Rules card, enabling them to change the shield's location.

Heroes that already place shields as part of sequences on their hero Rules cards (Watch Commander, Vampire Princess, Wizard) cannot use these Ability cards.

Wyvern Rules



When playing with the Royal Wylamander Wyvern, place it in the center of the board at the beginning of the game. Wyverns cannot be damaged and are unaffected by any shot modifiers (such as critical, regeneration) or secondary effects (such as temporal shift).

A hero mounts the Wyvern by hitting it with any character shot. If there is an existing rider, that character must be knocked off the Wyvern disc in order for the hero to assume control. If any shots remain in the hero's sequence, they are immediately skipped and the hero performs one of the shot sequences listed on the Wyvern's Rules card instead. To perform the Wyvern's sequence, remove the hero disc, shoot the Wyvern disc then replace the hero disc on top of the Wyvern disc. While riding the Wyvern, a hero cannot be damaged. However, the hero can be knocked off the Wyvern's back at any time by shots from his or her teammates or opponents. Heroes riding on the Wyvern may participate in Team Actions; however, they use the Wyvern's sequence instead of the sequence on the Ability card. When the Wyvern inflicts damage, the opposing team simply discards their Health Tokens. More Wyverns and expanded rules are in the *Wyverns of Wylemuir* title.

New Heroes

Siege Defender contains three heroes for Team Castle and four heroes for Team Catacomb. Here are answers to some common questions about these new heroes.

How does Petacil's ability work?

His ability is used in conjunction with his *Rush -> Rush* sequence. The player controlling Petacil must declare that an *Acorn Rescue* is being attempted. The first Rush shot must hit a teammate and the second must hit an obstacle with a flat surface. That teammate and Petacil are placed on top of the obstacle, side by side. If either Rush shot misses, the ability was not successful and Petacil is considered to have taken his action. While on top of the obstacle, both heroes are safe from opponents; however, they cannot remain on the obstacle indefinitely. When next able to take an action, Petacil or his teammate must perform a single Melee shot from on top of the obstacle piece.

If Petacil and a teammate are on top of an obstacle, can they participate in a Team Action?

No, they may only perform a single Melee shot from the obstacle when it is their turn to take an action.

How does Gwelin's Burrow ability work?

Gwelin blows the Wraith Horn and his two teammates attempt to hit him with their Rush shots. Gwelin then performs a Melee shot. Any teammate that successfully hits him with their Rush shots, is immediately placed anywhere within 1" / 2.5 cm of where Gwelin ends up on the board.

If Rhog has captured a hero, how does he perform his Leech shot or participate in a Team Action?

Temporarily remove the captured hero disc, flick Rhog's cube and then place the captured hero disc back on top of Rhog.

Does a hero captured by Rhog travel through Gwelin's burrow? What if Rhog is teleported or devoured? Yes in all cases.

If Rhog has captured a hero, can he be captured by the Net shot?

No, but the Net shot can still be used to free the captured hero by knocking them off Rhog's piece.

Does Qinacha perform the main shot sequence on his hero Rules card after activating his ability and taking an Amour Token? Yes.

Instead of its second Rush shot, Zhug may perform any shot that it was last hit with, including character and ranged shots from either team? Yes, this creates interesting strategic possibilities.

Sticker Application Chart

See Catacombs Third Edition or Catacombs & Castles game manuals for further instructions.

Large Pieces

Battle Robot



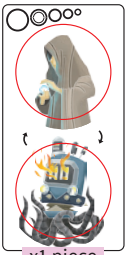
x1 piece

Wylamander



x1 piece

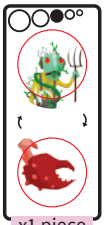
Matriarch/ Siege Defender



x1 piece

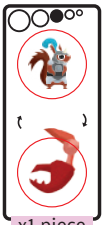
Medium Pieces

Cursed Cultivator/ Battle Robot Claw



x1 piece

Red Squirrel/ Battle Robot Claw



x1 piece

Moss Faerie



x1 piece

Quardian



x1 piece

Gray Squirrel



x1 piece

Tellari Wolf



x4 pieces

Reaper



x4 pieces

Extra Small Pieces

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Tentacle



x1 piece

Cube Pieces

Gelatinous Cube





Gelatinous Bunny



