














New Castle Panic Token Set 3

| Monster | Token | Description |
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| Small Suit of Armour |  | +1 HP to a 1 HP humanoid monster on the board; if a suitable monster is not available hold until an eligible monster comes into play. Place on the monster farthest from the castle. The armour absorbs the first HP of damage inflicted on the monster. |
| Large Suit of Armour |  | +1 HP to a 2 HP humanoid monster on the board; if a suitable monster is not available hold until an eligible monster comes into play. Place on the monster farthest from the castle. The armour absorbs the first HP of damage inflicted on the monster. |
| Barrier of Protection |  | Randomly place the Barrier of Protection on an Archer's space. Any monsters in this space are immune to Archer attacks. The barrier remains in play until removed. |
| Barrier of Stakes |  | Randomly place the Barrier of Stakes on a Knight's space. Any monsters in this space are immune to Knight attacks. The barrier remains in play until removed. |
| Buffed |  | +1 permanent HP to a random monster on the board. This raises the monster's maximum HPs. |
| Horn of Blaring |  | Place the Horn of Blaring on the largest non-Undead humanoid monster, farthest from the Castle. When the Horn reaches the Swordsman's arc the carrying monster sounds it, every monster then moves forward one space, excluding the horn sounder. If the carrying monster is killed the Horn is dropped, the next/largest monster that moves into the space picks it up. Remove from play after the Horn has sounded. |
| <i>Each of these Defender tokens cost a full hand of cards minus 1. I.e. if maximum hand size is 5, it will cost 4 cards to purchase a token. Vary difficulty by either using tokens immediately (harder) or saved for later use (easier).</i> | | |
| Ballista |  | Inflicts 3 HPs of damage to any single monster at any range (including inside Castle). Remove permanently from play after it is used. The ballista costs a full hand of cards. |
| Catapult |  | The catapult has 2 possible uses, specify which one you will use. 1) inflict 2 HPs of damage to any single monster at any range (Swordsman, Knight or Archer) or 2) removes one barrier that the monsters have put up. Remove permanently from play after it is used. |
| Caltrops |  | Place the caltrops in any space. The caltrops do 1 HP of damage, beginning with the smallest/weakest monster (sucks to be the little guy being used to "mop" up the caltrops!). Caltrops are not affected or affected by flying monsters or the boulder. Remove from play after it is used. |
| Razor Thorns |  | Place the Razor Thorns in any space. The Razor Thorns does 1 HP of damage to the smallest/weakest monster in its space; all other monsters in the space are unaffected. The monsters form a single line and move through the Razor Thorn's space each turn. Monsters with only 1 HP will move 1 space sideways; instead of entering the Razor Thorn's space (randomly determine direction). Razor Thorns do not affect flying monsters. A boulder will remove the Razor Thorns, only a boulder will remove the Razor Thorns; remove from play. |
| Terracotta Warrior |   | There are 3 Terracotta Warriors available. Place the Terracotta Warrior on a Swordsman's space of your choice. When a monster enters the Terracotta Warrior's space, it animates and attacks the weakest monster, inflicting 1 HP of damage before it is destroyed. A boulder will roll over and destroy the Terracotta Warrior, not taking any damage. Remove permanently from play after each Warrior is used. |
| Tripwire Mines |  | Any non-flying monster/monsters entering the Tripwire Mines will trigger the trap. It does 2 HPs of damage to all monsters in the space, excluding flying monsters. Flying monsters take 1HP of damage. The boulder will trigger the trap, which destroys the boulder and the trap. Remove from play after it is triggered. |

