



MIDDLE AGES SIEGE ENGINES EXPANSION PACK RULES

These tiles replace the following tiles in the game: Battering Ram = Marshal; Trebuchet = Knight; Catapult = General; Ballista = Priest; Engineer = Oracle.

Players lay the five tiles from this expansion pack on the side of the board, then start a standard game. Whenever a player pulls one of the five tiles noted above, they can choose at the moment to replace the drawn tile with the appropriate tile from this expansion pack. If the player decides not to replace the tile, he cannot replace the tile at any future time. Yes, this means a single player could have all five tiles on their side.

NEW MOVEMENT ICONS

In addition to the specifics below, the standard rules for Movement Icons apply (see p. 3, *The Duke Rules Booklet*).



Smash: This icon follows the exact rules for Move, with the following additions: this icon ignores any icon with “Defense” in the name (for example, *Defense*, p. 5, *The Duke Rules Booklet*).



Hammer: This icon follows the exact rules for Strike, with the following additions: this icon ignores any icon with “Defense” in the name (for example, *Defense*, p. 5, *The Duke Rules Booklet*), and can capture a tile occupying the Fort Tile (see p. 8, *The Duke Rules Booklet*).



Non-Capture Move/Jump: Non-Capture Move/Jump icons follow all the exact same rules as the Move and Jump icons (see p. 4, *The Duke Rules Booklet*), with the following exception: there cannot be a tile (either friendly or enemy) in the target square; if there is a tile, the active tile cannot be moved into that square (meaning an enemy tile cannot be captured using this icon).

Area-Effect: If a line connects two (or more) icons, then all connected icons are considered to have Area-Effect and use the following rules:

- If the player chooses one icon to interact with a target square, all area-effect icons connected to that icon interact with all of their target squares.
- The player cannot choose which area-effect-connected icons to use; if one icon is to be used, all of them will interact with their target squares.
- Area-effect icons capture both friendly and enemy tiles when they interact with their target squares.
- If an area-effect set of icons includes the Hammer icon(s), which can ignore any icons with “Defense” in the name, any other Strike icons are still affected by “Defense” icons, using the standard rules (for example, *Defense*, p. 5, *The Duke Rules Booklet*).

NEW ENHANCED ABILITIES

In addition to the standard rules, the following enhanced abilities' rules apply to enhanced tiles, as specifically noted:

REDEPLOY

V In place of moving a tile or the standard drawing from the bag, the controlling player of a tile with the Redeploy ability may choose to do one of the following on a turn, announcing which he'll choose and the tile he'll be activating:

- The player draws a new tile from the bag and first places that tile, then picks up the named tile with the Redeploy ability and places it back in the bag.
- The player may rotate the tile 90 degrees to the right or to the left; as with placing a new tile, regardless of what the icons indicate on the tile in the new position, the player's turn is over.

Command: A tile with the Redeploy enhanced ability cannot be moved using a Command icon.

LINK

VI Any tile with this enhanced ability is automatically linked to those tiles specifically referred to within the rules for that tile. For the Engineer, it is linked to the following tiles: Ballista, Catapult, Battering Ram and Trebuchet.

Starting Side: In place of using any Movement Icons on the tile's starting side, this tile may be flipped (it remains in its square), in order to also flip any other linked tile. The linked tile that was flipped may immediately be used again; i.e. activating a Move icon or enhanced ability and flipping the tile back over after its move is done. The player does not have to activate the linked tile that was flipped over after flipping the tile with the Link ability; if the player does not activate the tile after flipping it, then his turn is done.

Non-Starting Side: The player may choose to "move" the tile by flipping it back to its starting side (it remains in its square). Immediately the player starts pulling tiles out of the bag until the first tile it is linked to is pulled from the bag. That tile then must be placed normally (i.e. either next to the Duke, or the tile with the Link ability; see below). The other tiles pulled must all be placed back in the bag.

If there are no linked tiles in a player's bag, the tile can still be flipped, there simply are no tiles pulled.

Place a New Troop Tile: Instead of placing a new troop tile drawn from the bag next to the Duke (see p. 3, *The Duke Rules Booklet*), the player can choose to place a linked tile next to this tile. The normal rules for placing a tile apply; a square fully adjacent to the tile with the Link ability must be open (i.e. this cannot be used to capture a tile).

RULES CLARIFICATION

After the first Flip the Tile paragraph on page 4 of *The Duke Rules Booklet*, insert the following paragraph:

Any tile with no Movement icons at all on a side may be chosen by the player to "move", where the tile is flipped to its other side but remains in its square. Unless there are specific enhanced abilities that apply to a tile (for example, the Oracle's Divination; see p. 7, The Duke Rules Booklet), nothing else occurs and the player's turn is done.

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