

Additional Rules:

NO LUCK RULE:

If you have no forts placed, and after picking up a card you have no forts in your hand, you may take five new cards, and then shuffle your unlucky hand back into the draw pile. Do this as many times as needed to overcome your incredibly bad luck.

END GAME:

As soon as a player has no card to draw, all cards in all player's hands are immediately discarded permanently. The game play then continues with just the cards on the board. Skip turns as actions become limited.

WINNING:

If you're the first to run out of walls, you lose. After all moves are exhausted, the player with the most remaining walls wins.

Fort -or- Fodder



Game Setup:

Shuffle cards and deal out five cards to each player. Place remaining cards face down; this is the draw pile.

Game Play:

Draw a card, and choose one action (ATTACK, PLACE or SKIP)

SKIP

Note: It's largely to your advantage to only skip if you have no moves available.

PLACE

- Walls are placed in the back row and are always allowed to be placed.
- Troop card(s) can only be placed in front of a wall card.
- You can place a single card or one set of grouped cards per turn.
 - A group is made up of the same # cards.
- A wall card can only be defended by one type of troop (either single or grouped).
- You can add to groupings as you play (walls and troops can be grouped).
- Grouping is highly advantageous but not required.

ATTACK

- The highest number wins; the losing card is discarded.
- If it's a draw, both lose and one card from each side is discarded.
- An attacking group is summed up. Three #5 cards attack as a 15 but defend as a 5.
- Attackers (groups or single troops) can only attack a single card. If it's part of a group, pick just one card to attack.
- **ATTACKING WALLS:** An undefended wall can be attacked by any troop card(s), but one troop card must be sacrificed to take down a wall. One wall card and one troop card are discarded.