Let’s simulate a siege with two oppnent sides (attackers, defenders). The goal of attackers is to concur the castle but they are not able to do it till there are defenders. If an attacker tries to attack, it will attack the castle only if there is not defender. If there is a defender they will start fighting till one of them fails and dies. If a soldier dies the opponent can choose another opponent to fight to. Simulation ends if all attackers die and castle is still up or if the attackers ruined the castle.