# Castle Siege

Rulebook

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# Overview

*As a drawn out stalemate between two warring kingdoms comes to a close, pick a side: Attack or*

*Defense, as you battle for ultimate combat superiority*

# Components

- 1 Game Board

- The Units: Archers, Knights, Rogues, Warriors, and 1 Commander

- 1 Deck of Cards

- Wall Blocks

- Door Block

- Gold Counter x2

# Objective

Each side as a different objective:

- **Attacker:** Protect your Commander and reach the Defender's throne tiles with your

  Commander

- **Defender:** Protect the throne tiles and eliminate the Attacker's Commander

# Setup

- **The Board**

  - Put the black Wall Blocks on their corresponding Wall Tiles and the brown Door Block on its corresponding Door Tile

  - Shuffle the deck of cards and place them face down

- **The Units**

  - On the Defender's side, place one of each unit (Archer, Knight, Rogue, and Warrior) as well as an additional Archer

  - On the Attacker's side, place one of each unit (Archer, Knight, Rogue, and Warrior) as well as the Commander Unit

- **Players**

  - Designate a side to each player. Either choose or flip a coin to do so

  - Have the Defender position their units first. These units must be within the castle walls and cannot be placed on top of the walls

  - Next, have the Attacker position their units, These units must be placed behind the bolded line

  - Give each player 4 gold on their gold counter

# How To Play

## Taking a Turn

The game begins with the Defender taking the first turn and the Attacker taking the second. Each player will go back and forth taking turns. On a player's turn, they may do the following actions in this order:

1.  Add 1 gold to your gold counter

2.  You may take 3 different Unit actions on your turn. These actions consist of: moving a unit, attacking a unit, and playing a card. A unit may only move once per turn and attack once per turn. You do not have to take 3 of these actions on you turn

3.  You may purchase Units and Cards. Each Unit and each Card costs 2 gold each. You may purchase any number of cards but only 1 Unit. If you have purchased a unit, spawn in its respective place based on which team you are on. If all cards have been drawn, there are no more cards left in the game.

## Entering the Castle

The game begins with a brown Door Block at the front of the Castle. The Defenders can pass through the door, but the Attackers cannot. The door is not a wall; units cannot stand on top of it. If a defender lands on top of a Door Block, the door is "open". Remove the Door Block from the board and place that unit on the corresponding Door Tile. All units can now pass through

into the Castle.  As soon as no more units are on either Door Tile, the door "closes." Place the

Door Block back into place.  Attackers may use an attack action to break the door.  If the door is

destroyed, remove it from the board, and units can pass freely into the Castle for the rest of the

game.

# The Units

## The Archer

- **Movement Per Action: 1 Tile**

- **Attack Range: 2 Tiles**

## The Knight

- **Movement Per Action: 2 Tiles**

- **Attack Range: 0 Tiles**

- **Special Ability: Shield Master**

  - **Knight may only be killed if a unit attacks them from an attack range of 0**

## The Rogue

- **Movement Per Action: 3 Tiles**

- **Attack Range: 0 Tiles**

- **Special Ability: Expert Climber**

  - **Rogues may climb any side's wall blocks without the aid of a Ladder Card. This takes 2 movement of a Rogue's remaining movement speed**

# The Warrior

- Movement Per Action: 2 Tiles

- Attack Range: 1 Tile

# The Commander

- Movement Per Action: 2 Tiles

- Attack Range: 1 Tile

- Special Action: Last Stand

  - The Attacker may use an action in order to protect their commander. As a result, the commander may not be killed by any unit until the beginning of the player's next turn. This action may only be taken once per game.

# Unit Movement

Each unit has a specific movement speed. A unit may only move once per turn if the player decides to use an action to move that unit. Friendly units may pass through one another, but opposing units cannot. Two units may not occupy the same space on the board unless you are attacking another unit with a unit of attack range 0. If you do not attack that unit, you may not move there. You must end a unit's movement before taking another action, but you do not have to move the unit's full movement. Units may not move through wall blocks, but may be placed

on top of them if they have the special ability to do so, or have had a Ladder Card played on them.

## Unit Combat

Each unit has a specific attack range.  A range of 0 means that a unit must occupy the same space as another unit in order to attack.  Any attack against an enemy unit will immediately eliminate it from the game (unless otherwise specified due to a Protection Card or the Commander's Special Action being played).  All attacks are done linearly (in other words, no attacking on diagonal spaces).  A unit on a wall block may not attack another unit that is positioned on a touching Wall Block unless it has an attack range of 2 or higher.  In order for a unit on the ground to attack a unit on a Wall Block, the unit must be adjacent to the wall on which the target unit is on and have an attack range of 2 or higher.

## Unit Spawn

Each team has a specific place where their bought units must spawn.  The Defender must spawn these units adjacent to a throne tile.  The Attacker must spawn these units adjacent to their Commander.  Units cannot be spawned in on spaces occupied by other units, Wall Blocks, or the Door Block

# The Cards

Cards may only be played on units you possess and **cannot be played on the Commander unit.**

## Ladder

- Choose a unit that is adjacent to a Wall Block. You may move that unit to the top of that block

## Haste

- Choose a unit. That unit may now move an extra 2 spaces the next time they move this turn

## Protection

- Choose a unit. That unit is now invulnerable to any attacks until the beginning of your next turn

## Wall Breakers and Builders

- Choose a unit to play this card on and choose one action to take:

○ Break a Wall: You may destroy any wall block adjacent to the unit the card has been played on

○ Build a Wall: You may place a wall block on any unoccupied spaces on the board adjacent to the unit the card has been played on

# Warp

- Swap any two units that you possess (the Commander unit is not affected by this card)

# Necromancy

- This card must be played on an enemy unit killed during your current turn. That unit is now under your control. Spawn this unit where you would normally spawn newly purchased units

# Resolution

## The game ends under two conditions

1. The Attacker moves their commander on top of one of the throne tiles (Attacker wins)

2. The Defender kills the Attacker's Commander unit (Defender wins)