

# *Siege Master*

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Siege Master is a two-player game of territorial conquest that requires a keen eye and nerves of steel. Fortress tokens are distributed on a map-like hexagonal grid. Players then take turns extending chains of army tokens on the map-grid in order to capture these fortresses by surrounding them. The player that completes the siege of a fortress captures it. The player that captures more than half of the fortresses on the map-grid wins the game.

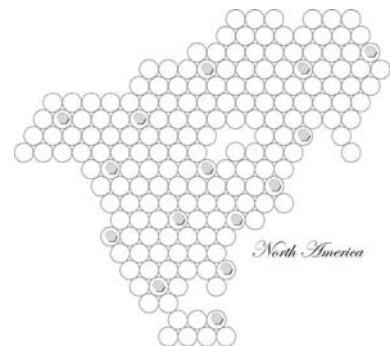
## Components

The game of Siege Master requires:

- A gridded map of about 200 hexes
- 15 neutral fortress tokens (gray)
- 2 sets of 8 fortress tokens (red and blue)
- 2 sets of 25 army tokens (red and blue). An army token covers four empty hexes in a row (1x4).

## Set-up

Players create a map-like shape using a hexagonal grid, and then alternate placing the neutral fortresses such that *most* fortresses are at least three spaces from all other fortresses. See sample setups in Figures 1 to 7. Each player takes a matching set of army and fortress tokens.



**Figure 1.** Sample setup

## Important Concepts

**Fortress Siege:** One or more fortresses are captured, if they are in an area of zero or more empty hexes that is surrounded by army tokens, the edge of the grid or both, *and* no armies can fit into this area. See examples in Figures 8 to 14.

**Adjacent Armies:** Two armies are adjacent if the hexes that they occupy share at least one common hex edge.

## Game Play

To start the game, Red places an army anywhere on the map-grid. If this move completes the siege of any fortresses, these fortresses are captured and Red replaces the neutral fortresses with his or her own.

On Blue's first turn, if Blue feels that Red's move was too good, he or she may replace Red's army and fortress tokens that were just played with blue tokens. Otherwise, Blue takes a normal turn. Whatever Blue decides, players then take turns performing the following player actions. Players may not pass a turn.

## Player Actions

On a player's turn, if the player's opponent did not capture a fortress on his or her last turn *and* it is possible to play an army adjacent to the opponent's last placed army, then the moving player must do so. Otherwise, the moving player can play an army token anywhere on the map-grid.

After placing an army, the moving player claims any newly captured neutral fortresses by replacing these fortresses with his or her own.

The player that captures more than half of the fortresses on the map-grid wins the game.

## Alternate Maps and Set ups



Figure 2. South America

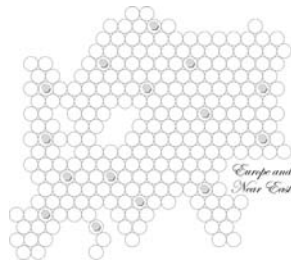


Figure 3. Europe

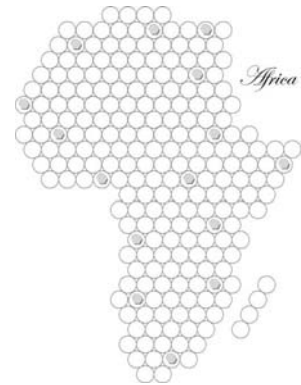


Figure 4. Africa

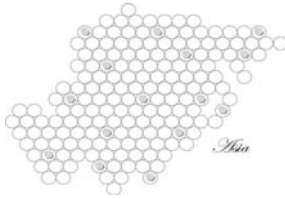


Figure 5. Asia



Figure 6. Australia

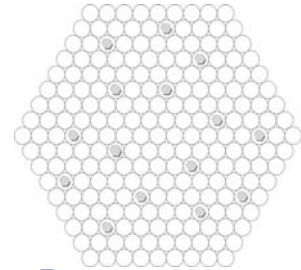
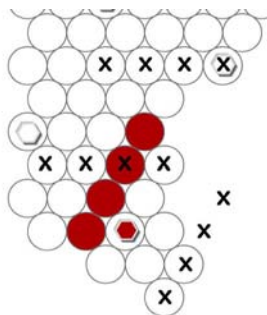


Figure 7. Hex Board



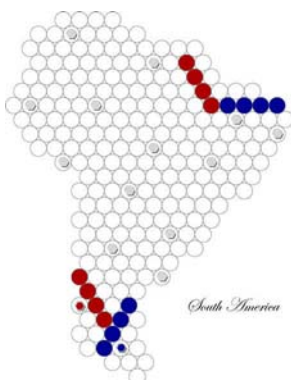
**Figure 8. Illegal Moves:** Armies may only be played to empty hexes. If Red starts a game by capturing a fortress on her first move and Blue were to decide to take a normal turn, Blue could not play at the locations indicated by the x's, because, armies may not be placed over a fortress or an army or off the map-grid.



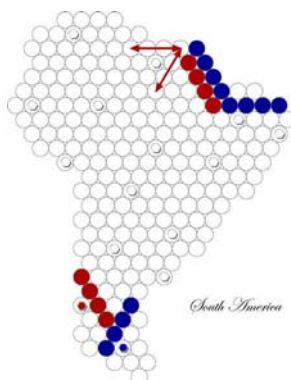
**Figure 9. Swap Rule:** On Blue's first turn, Blue has the option of swapping out Red's tokens. Since Red made a capture which gives Red the lead in captured fortresses, Blue decides to swap her tokens with his. He in effect becomes the first player.



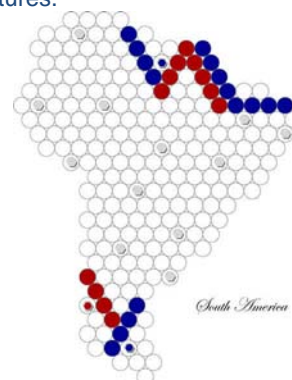
**Figure 10. Following a capture:** After a fortress capture, the next player is free to play anywhere on the grid. After Blue's capture, Red can play anywhere, including adjacent to the last placed army. Red captures a fortress. Following Red's capture, Blue plays up north. Notice that there are no more easy captures.



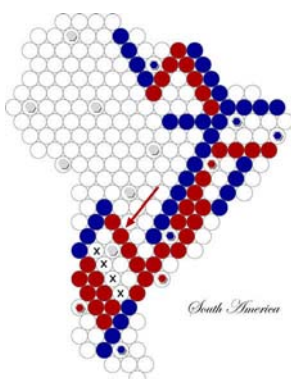
**Figure 11. Playing adjacent:** Since Blue's last move did not capture a fortress and Red can play adjacent to it, Red must play adjacent to Blue's last-placed army. She plays a northwest move which turns out to be a weak move.



**Figure 12. Forcing moves:** Blue decides to limit Red's possible placements. By playing along the coast, Red will have only two possible moves which are indicated by the arrowed lines. Which is the better move for Red?



**Figure 13.** Red does not look ahead and chooses the southwest move. Blue plays another northwest move to capture another fortress and takes the lead.



**Figure 14. Isolated areas:** In this figure, the red arrow points to the last played army. Red has created a small enclosed area but does not capture the fortress inside the area because an army could fit in the area. The x's mark where Blue cannot immediately play where the x's are because the army would not be adjacent to the last played army. Instead he must continue the current chain of moves northward.

Strategy tip: An *isolated area* is an area into which an army cannot be placed during the current series of moves but can have one or more armies placed into it later in the game. Isolated areas should be studied carefully because they can be crucial to winning the game.