PLAYER AID

GAME SETUP

• Place the Enemy Tracks Card and Status Tracks Card next to each other.
• Place a cube in the starting space of each Enemy track and in the "4" space on each of the Status Tracks.
• Place a cube on the "3" space of the Trebuchet count.
• Place a cube on the Castle space next to the Tunnel.
• Place a cube **near** the Raided Supplies space (not on the spaces).
• Shuffle the Seven Event Cards and place them face down.

TURN SEQUENCE

1. Enemy Line Check (5.0)
If there is a unit in the Enemy Lines space, roll a die. If the roll is a 1, the unit is captured.

2. Card Play Phase (6.0)
Draw the top card from the deck. Refer to the event, enemy orders, and player action points from the appropriate day division.

3. Event Phase (7.0)
Resolve the event text. The event will last through the remainder of the turn.

4. Enemy Movement Phase (8.0)
Advance the enemy units as directed on the card. If the orders are to move the "slowest" units (sword icon), advance all units that are on the highest numbered space on the tracks. (If Ladders are on space 2 and Battering Ram and Siege Tower are both on space 3, then the Battering Ram and Siege Towers will both move.) (8.2)

Remember, no enemies move when the trebuchets fire.

5. Player Actions (9.0)
Choose from the player actions listed below. You may perform one action for each action point. You may take one additional action per turn for the cost of one supply or one morale point (9.2)

6. Victory or Loss Check Phase (10.0)
You lose the game at the **end of the turn** if:
1. Two enemy cubes occupy the Close Combat space.
2. One of the Status tracks is on the 0 space (Wall Strength, Supplies, or Morale)

You lose the game **immediately** if:
1. A third enemy cube advances into the Close Combat area when two are already there.
2. A second cube advances into the 0 space on the Status Tracks Card when one is already there.

You win if you complete all events and the End of Day Phase for the three days without triggering a loss condition.

7. End of Day Phase (11.0)
After playing the last card in the deck, complete the following steps:
1. Reduce supplies on the Status Tracks Card by one point.
2. If soldiers are in the tunnel, they are automatically moved back to the castle space. Any raided supplies they carry are moved with them and added to your fortress supplies.
3. If soldiers are in the Enemy Lines space, they are immediately captured.
4. If not on the third day, shuffle the deck and advance to the next day.

CAPTURED PROCEDURE

Units in the Enemy Lines space risk getting captured. The units in that space will be captured in the following situations:
1. Rolling a 1 in the Enemy Line Check
2. Rolling a 1 in the Supply Raid Roll
3. Rolling a 1 in the Sabotage Roll
4. Units in the Enemy Lines space at the end of the day

In each case, follow these steps:
1. Remove the cube from the Enemy Lines space and immediately place it back into the Castle space. (This represents a new group of soldiers ready to enter the tunnels.)
2. Any supplies that the soldiers were carrying are lost. If the soldiers were carrying supplies, move the cube off the Raided Supplies spaces.
3. Reduce the Morale by one on the Status Track.

PLAYER ACTIONS

1. Archers Attack
2. Boiling Water Attack
3. Close Combat Attack
4. Coupure
5. Rally Troops
6. Tunnel Movement
7. Supply Raid
8. Sabotage

Archers Attack
Fire on any square or circle on the enemy tracks. You must roll higher than the strength listed below the targeted track.

Boiling Water Attack
Attack any circle space with a +1 modifier to your die roll. You must roll higher than the strength listed below the targeted track. **This action may only be used once per turn.**

Close Combat Attack
Attack units that have advanced into the close combat area. All units in close combat have a strength of 4 regardless of their track strength.

Coupure
Attempt to make repairs to the wall. Must roll a 5 or 6 to increase wall strength by one.

Rally Troops
Give an inspiring speech. Must roll a 5 or 6 to increase morale by one.

Tunnel Movement
Move a unit from the castle to enemy lines.

Moving into the tunnel costs 1 action point. This applies both when starting from the Castle or Enemy Lines.

Once in the tunnel, you may pay 1 action point to move all the way through the tunnel or you may move one space each turn for free.

Supply Raid
When on the Enemy Lines space, you may attempt to raid the enemy supplies. Roll a 3, 4, or 5 to raid one supply. Roll a 6 to capture two supplies. If you roll a 1, the unit is captured.

Sabotage
When on the Enemy Lines space, you may attempt to sabotage the enemy trebuchets. Roll a 5 or 6 to sabotage one trebuchet. If successful, reduce the number of trebuchets by one. If you roll a 1, the unit is captured.

MORALE REDUCTION

Morale is reduced by 1 on the Status Tracks card in all of the following circumstances:
• Any time an enemy unit advances into the Close Combat area
• A 1 is rolled during a Boiling Water Attack
• A 1 is rolled during Close Combat
• A unit in the Enemy Lines space is captured