

SIEGE

A Solitaire Micro Wargame by Chris Hansen

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1.0 Introduction



Your fortress has been surrounded by an invading army. The siege has been ongoing for weeks but your fortress is well supplied and the morale of your people remains high. Through their spies, the enemy forces have learned that your army is marching to relieve the fortress and will arrive in three days. They have decided

to conduct a massive assault in a final attempt to take your fortress before your army arrives.

You must survive **3 days** under an intense siege assault. You must repel the invaders, maintain your supplies, and keep the morale of your people high. If any of these goals aren't accomplished, your people will surrender and the fortress will be captured.

Fortunately, your fortress is connected to a series of tunnels that lead to nearby caves. You can use these tunnels to send small bands of soldiers to sneak into the enemy lines, raid their supplies, and sabotage their equipment. Use caution though, because if they are captured your people will become demoralized.

You must carefully choose how to spend your limited resources. You'll need to attack the advancing enemy, sabotage their siege equipment, repair damage, and motivate your troops to survive.

9 Card Siege is a solitaire micro wargame. It isn't meant to simulate any specific historic siege, but rather allows you to defend against the events and weapons that were often used in medieval European sieges.

2.0 Game Components

9 Card Siege includes and requires the following game components.

1. Nine Cards

- Seven Event Cards
- One Enemy Track Card
- One Status Track Card

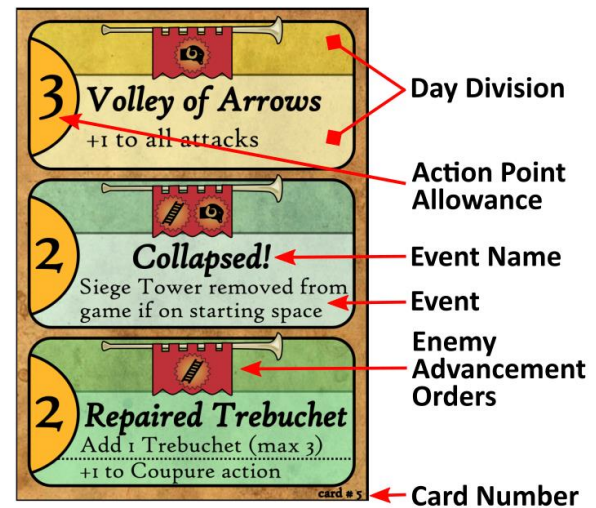
2. Nine Cubes – although it is not required, it may be helpful to use different colors for different tracks on the board.

- Three red cubes for Enemy Tracks
- One blue cube for Trebuchet Track
- Three green cubes for Status Tracks
- One black cube for Tunnel Track
- One yellow cube for Raided Supplies

3. 1 6-Sided Die (D6)

2.1 Event Cards

Event cards are made up of several sections.



2.1.2 Card Number

Each card has a number on the bottom right corner. This number is for reference only and does not influence gameplay.

2.1.2 Day Divisions

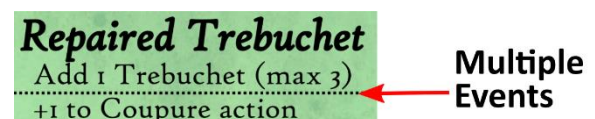
The cards are divided into three day sections. These divisions are differentiated by color. Each time you play through the deck, follow the instructions in the next day. Yellow (on top) is used on Day 1, Blue (in the middle) is used on Day 2, and Green (on the bottom) is used on Day 3.

2.1.3 Sections Within Day Divisions

Within each day division is the Action Point Allowance, Event, and Enemy Advancement orders used on individual turns.

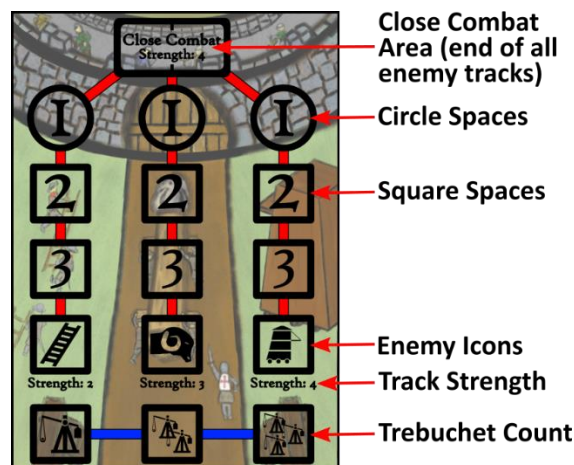
2.1.4 Multiple Events

Some days have multiple events. These divisions are shown with a dotted line between the events. Both events should be followed on the turn.



2.2 Enemy Tracks Card

The Enemy Tracks Card shows the paths that enemy units follow as they advance towards your fortress.



2.2.1 Enemy Tracks

There are three tracks for advancing enemy units. The left track represents enemy units trying to scale the walls with ladders. The middle track represents enemies trying to bash through the gates with a battering ram. The right track represents a siege tower that the enemy is trying to move toward the castle wall. In the starting space for each track is an icon showing the type of unit. Each track is labeled underneath with the enemy's strength.

The numbers in the square/circle spaces represent only the location of the enemy unit. The strength of the unit is listed along the side of the track and is the same in each space.

2.2.2 Close Combat Area

Each enemy track leads to a Close Combat area.

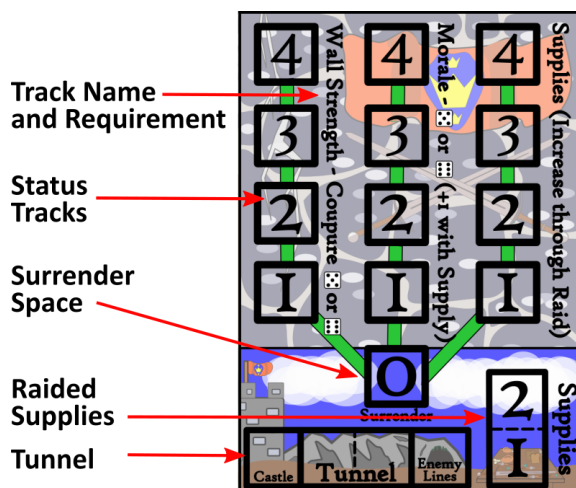
Units in the Close Combat area always have a strength of 4 regardless of their strength on their individual tracks.

2.2.3 Trebuchet Count

Note that the Trebuchet track represents the count of trebuchets and not an advancement. This track does not connect to the Close Combat area and may not be attacked directly.

2.3 Status Tracks Card

The Status Tracks card shows the current strength of your resources and a map of a tunnel leading to the enemy lines.



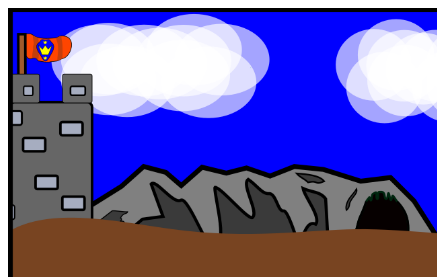
2.3.1 Status Tracks

This card is also made up of three tracks. The left track represents the strength of your wall. The middle track represents the morale of your people. The right track represents the available supplies in your fortress. Each track is labeled with the requirements needed to increase it.

The minimum for each track is 0. If an event lowers a track that is already on 0, it is ignored.

2.3.2 Tunnel

Your fortress is connected to the outside world by a series of tunnels. While too small to evacuate the fortress, you can use the tunnel to sneak soldiers into the enemy lines. There is a space for the castle, two for the tunnel, and one for the enemy lines. A cube is moved along these spaces to show current position.



2.3.3 Raided Supplies

The raided supplies spaces are used to mark successful raids on the enemy's supplies. The current amount of supplies captured is marked on these spaces with a cube. The maximum amount that your soldiers may carry is two supplies.

3.0 Game Setup

- Place the Enemy Tracks Card and Status Tracks Card next to each other.
- Place a cube on the starting space of each of the Enemy Tracks (the icons).
- Place a cube on the "3" space of the Trebuchet count.
- Place a cube on the "4" space of each of the Status Tracks.
- 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.

4.0 Sequence of Play

The game takes place over the course of three days. Each day is made up of seven turns. You will play a card each turn. After all seven cards have been played, shuffle the deck and place it face down again to proceed to the next day.

The first day you will play using the events, action points, and enemy advancement orders from the top section of the card. On the second day, you will use the middle. On the third day, you will use the bottom section. If you survive through all cards in the third day, you win!

Each turn will follow this sequence:

1. Enemy Line Check ([5.0](#))
2. Card Play Phase ([6.0](#))
3. Event Phase ([7.0](#))
4. Enemy Movement Phase ([8.0](#))
5. Player Actions ([9.0](#))
6. Victory or Loss Check Phase ([10.0](#))
7. End of Day Phase ([11.0](#))

5.0 Enemy Line Check

At the start of each turn check to see if you have soldiers in the Enemy Lines space on the Tunnel Track. If the soldiers are not in this space proceed to the Card Play Phase ([6.0](#)).

5.1 Enemy Line Check Procedure

If soldiers are in the Enemy Line space:

- Roll a D6.
- If the roll is 2 – 6, the soldiers are undetected and may continue their actions.
- If the roll is a 1, the soldiers are captured. Follow the Captured Procedure in rule [12.0](#).

6.0 Card Play Phase

Draw the top card from the Event Card stack. If this is your first time through the deck you'll refer to the event, action points, and enemy advancement orders in the first day division. On subsequent turns, you'll use the second and third day divisions.

When drawing a card:

1. Apply the card event ([7.0](#))
2. Advance the enemies as instructed ([8.0](#)).
3. Take your player actions ([9.0](#)) using the day's action point allowance.

7.0 Event Phase

Each card has an event title and an event description. The event title is for thematic purposes only. There are two types of events: regular ([7.1](#)) and trebuchet attack ([7.2](#)).

7.1 Regular Events

Regular Events describe an event that occurs or modify the rules of the game for the current turn. Events never last more than one turn.

Boiling Oil

+2 to attacks on enemy units in circle spaces

This example event gives you a +2 die roll modification (**DRM**) to all attacks against circle spaces on the enemy tracks.

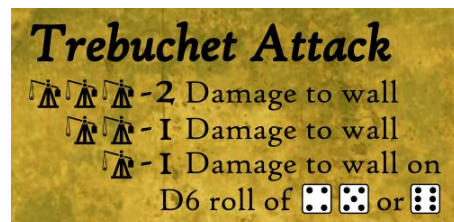
Other events may cause adjustments on the Status Tracks or make it harder to successfully attack certain enemies by causing a -1 DRM to your attacks on those tracks.

If an event can't be used it is ignored and its effect lost. For example, if you drew the Boiling Oil event at a time when there were no enemies in circle spaces, it would be ignored. You cannot save unused event effects for later turns.

7.2 Trebuchet Attack Event

The Trebuchet attack event is different than all other events. There are no adjustments to game rules or DRM adjustments.

When a Trebuchet Attack Event is drawn, the enemy will immediately fire all of their available trebuchets. If the enemy has 3 trebuchets (full strength) then the wall strength on the Status Card is automatically reduced by two. If they have 2 trebuchets, the wall strength is automatically reduced by one. If they have 1 trebuchet, you must roll a die to determine if wall damage occurred. If the roll is 4,5, or 6, then the wall is hit and the wall strength is reduced by one. A roll of 1,2, or 3 results in no damage to the wall.



It takes time to reload the trebuchets so they will not fire again until the next Trebuchet Attack Event card is drawn.

It is important to note that there are 4 Trebuchet Attack Events in the game. Your maximum wall strength is 4 and trebuchets cannot be attacked with archers so to survive you must attempt to sabotage some of the enemy trebuchets (9.8) and repair the damage the cause (9.1.4).

If there are no trebuchets remaining in the game (i.e. All trebuchets have been successfully destroyed by the sabotage action), this event is ignored.

8.0 Enemy Movement Phase

Enemies now move per the Enemy Advancement Orders from the current day. One or more tracks will be ordered to advance.

Enemy advancement orders are shown on the card with a trumpet and banner. Move the unit matching the icon(s) show on the banner one space closer to the castle.

8.1 Regular Movement

Move the cubes on the indicated track forward one space. For example, the Ladders have been ordered to move. The cube on the Ladder track is currently on the 3 space. It will move forward to the 2 space.



An order flag may show more than one icon. In this case, move all ordered units one space.



It is possible to remove the Siege Tower from the game during one of the events. If this is successfully done, all future orders to move the Siege Tower are ignored.

8.2 Slowest Unit Movement

Some orders are for all of the slowest units to move forward. This order is shown with the sword icon. In this case, all of the enemy units that are furthest from the castle will move forward one space.



Example 1: The Ladders are on space 2. The Battering Ram is on the starting space. The Siege Tower is on space 3. In this case, the Battering Ram is the “slowest” enemy and would move forward to space 3 on its track.

Example 2: The Ladders and Battering Ram are both on space 3. The Siege Tower is on space 2. In this case, both the Ladders and Battering Ram would move one space forward.

If all three enemy units are on the same value on their tracks, all three will be considered the slowest and move forward.

Reminder: The Trebuchet track represents the count of trebuchets and not position. It should not be considered when determining the “slowest” enemy unit.

8.3 Trebuchet Effect on Movement

There is no enemy movement during Trebuchet Attacks Events (7.2). It’s not safe to be climbing a ladder on a wall when huge rocks are being hurled at it! When resolving a Trebuchet Attack, do not move any enemy units.

8.3 No Enemy Movement

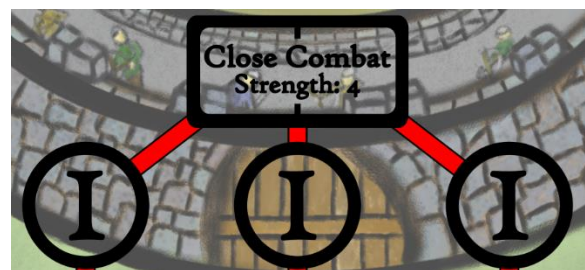
Occasionally you will catch a lucky break and no enemy units will be ordered to advance. This is indicated by the word “None” on the banner. Do not move any enemy units forward when resolving this order.



8.4 Close Combat Area

If a unit advances from the 1 space on its track, it will move to the close combat area of the track. There are two spaces in the Close Combat area. The spaces are divided by a partial line in the center of the Close Combat area.

If a 3rd unit ever advances into the Close Combat area, you are overrun and lose the game immediately (10.0). Units in these spaces have special combat rules (9.1.3).



Anytime an enemy unit advances into the Close Combat area, reduce morale by 1 on the Status Tracks card (14.0).

9.0 Player Actions

After the enemy units have moved (or trebuchets fired) it is time to take your actions. The Action Point Allowance section is found in the yellow semi-circle in the current day division. This will indicate how many actions you can take in the current turn.



In the above example, you make take 2 actions. Action Points range from 1 to 3.

9.1 Player Actions

You must spend one of your available Action Points to perform any action. The point is spent regardless of whether the action was successful or not. You do not have to spend all action points available to you in a turn, but you cannot save unused points for later turns.

You may choose from any of the following 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

With the exception of the Boiling Water Attack, you may perform any action multiple times in a turn. As long as you have action points remaining, you may perform any of the actions.

9.1.1 Archers Attack

This is an attack on the Enemy Tracks. It can only be used against the Ladders, Battering Ram, and Siege Tower.

To conduct this action, choose the track you would like to attack. Roll a D6. If the result is greater than the strength listed on the targeted track, the targeted enemy unit will move one space away from the castle.

If the die roll is equal to less than the strength listed on the targeted track, the attack has failed and the targeted enemy unit stays in its current space.

Note: Some events will provide a +1 DRM or -1 DRM to attacks on certain tracks. Those should be added or subtracted to your die roll as described in the event.

Example 1: You have chosen to attack the Ladders, which are in space 3. The ladders have a strength of 2. You roll a 5. The attack is successful and the ladders are moved back to the starting space on their track.

Example 2: You have drawn the “Gate Fortified” event which gives a +1 DRM to Battering Ram attacks. You choose to attack them and roll a 2. With the event modification, the roll is now a 3. The Battering Ram strength is also 3 so the role is a failure and cube stays in its current position.

9.1.2 Boiling Water Attack

This action may be used against any enemy unit in a circle space. If no enemies are in circle spaces, this action cannot be used.

This action is performed the same as the Archers Attack action ([9.1.1](#)), but is given an automatic +1 DRM.

Example: The Battering Ram is in the 1 space. You choose to attack it with boiling water. You roll a 3, which is the same as the Battering Ram strength. You add one to the die roll for the

boiling water which results in 4. The attack is successful and the battering ram moves back to space 2 on its track.

This DRM bonus stacks with event bonuses. For example, if you use Boiling Water against the Battering Ram during the “Gate Fortified” event, the roll would receive a +2 DRM. It can also be combined with negative event DRMs to nullify the effect.

This action can only be used once per turn. If there are two or more enemy units in circle spaces, you may choose only one of them to attack with boiling water.

If you roll a 1 with this event, the attack fails and morale is reduced by 1 on the Status Tracks card (14.0). (If an event is active that gives a +1 DRM on the targeted track, the morale effect is ignored.)

9.1.3 Close Combat

If there are one or two enemy units in the Close Combat area, you fight them in hand-to-hand combat. All units in the close combat area have a strength of 4. You must roll greater than the Close Combat strength to drive those units back onto their tracks.

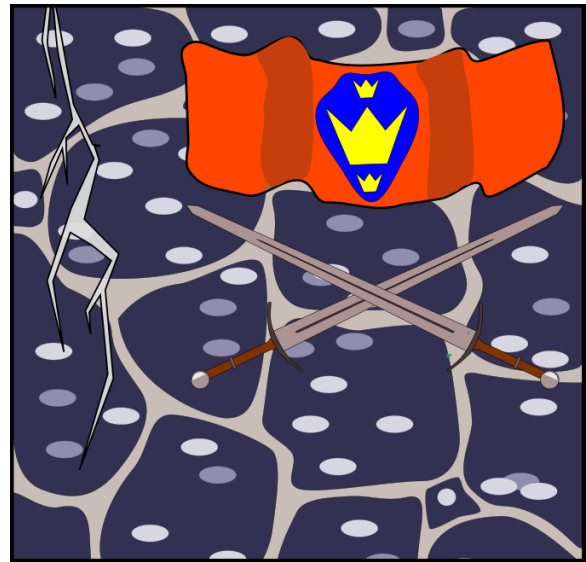
If there are two units in the Close Combat area, this action is mandatory. If the turn ends with two units in the Close Combat area, you lose the game immediately (10.0).

Event DRMs against specific tracks do not apply to Close Combat. For example, if the Gate Fortified event is active, the +1 DRM against Battering Rams would not apply to Close Combat attacks against the Battering Ram unit.

If you roll a 1 during close combat, reduce the morale by 1 on the Status Tracks Card (14.0).

9.1.4 Coupure

This is an attempt to repair damage to the wall and provide temporary support during the battle. To perform this action, you must roll a 5 or 6. If successful, increase the strength of the wall by 1 on the Status Tracks Card. If the roll is 4 or less, the repair is not successful and the wall strength stays in its current position.



9.1.5 Rally Troops

This is an attempt to raise the morale of your troops by making an inspirational speech and reminding them that God is on your side. To perform this action, you must roll a 5 or 6. If successful, increase the morale by 1 on the Status Tracks Card. If the roll is 4 or less, the speech is not successful and the morale stays in its current position.

You may give your people extra supplies to help improve their morale. Before performing the morale roll, you can reduce the supplies by 1 to get a +1 DRM on the morale roll. If the roll fails, the supplies are still spent.

9.1.6 Tunnel Movement

The tunnel provides a way for your soldiers to move from the fortress to the enemy line where they can perform Supply Raid (9.1.7) and Sabotage (9.1.8) actions.

9.1.6.1 Moving into the Tunnel

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

9.1.6.2 Moving Within the Tunnel

Once in the tunnel, there are three options for moving within the tunnel: Free, Fast, and Automatic Night Movement.

Free Movement

You may move one space through the tunnel for free each turn. There is no action point required for this movement. You may only make one free movement per turn. If you entered the tunnel on this turn, you may not make a free movement until the next turn.

Exiting the tunnel on either side is considered a free move as well. There is no action point requirement to exit the tunnel.

Fast Movement

At any point in the tunnel, you may pay 1 AP to move the rest of the way through the tunnel onto the exit space. This movement can be performed immediately after entering the tunnel. For example, you pay 1 AP to enter the tunnel from the Castle. You then pay an additional AP to move through the tunnel all the way to the Enemy Lines space.

Automatic Movement

Any unit in the tunnel at the end of the day (11.0) will automatically be moved back to the castle space. There is no cost for this movement.

Automatic Movement does not apply to units in the Enemy Lines space at the end of the day. These units are automatically captured.

9.1.7 Supply Raid

The supply raid action can only be performed when a unit is on the Enemy Lines space. To perform this action, roll a D6. The results are:
3, 4, or 5 – successfully raid 1 supply
6 – successfully raid 2 supplies

If you roll a 1, the soldiers are captured. Follow the captured procedure in rule 12.0.

You may roll for supplies multiple times in a turn. If you've captured 1 supply, you may try again to capture another. You may never carry more than two supplies.

Successfully captured supplies can be carried back through the tunnel to resupply your fortress (13.0).

9.1.8 Sabotage

The sabotage action can only be performed when a unit is on the Enemy Lines space. In this action, the soldiers attempt to damage the enemy trebuchets to prevent them from firing.

To perform this action, roll a D6. If the result is a 5 or 6, the sabotage was successful and one trebuchet is damaged. Lower the number of trebuchets by one on the Enemy Tracks card.

You may perform the sabotage action when carrying supplies.

If you roll a 1, the soldiers are captured. Follow the captured procedure in rule 12.0.

9.2 Additional Action Points

You may take one additional action in any turn by spending a Morale or Supply point. Lower the Morale or Supply value by 1 and you may take one additional action in the turn.

You may only get one additional action per turn regardless of how many supplies or morale points are available.

10.0 Victory or Loss Check Phase

After resolving the Event card and performing all actions, check to see if you have won or lost the game. **You lose the game at the end of the turn if any of the following actions occur.**

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 any of the following occur:

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 the game if none of the losing conditions are met after you have resolved the events of all cards and the End of Day Phase for all three days. Your relief army has arrived and repelled the invaders!

11.0 End of Day Phase

A day ends after all cards in the deck have been played. At the end of the first and second day, pick up all discarded event cards and shuffle them. Place them face down.

In addition to shuffling the deck, perform the following actions at the end of each day:

1. Reduce supplies on the Status Tracks Card by 1. (You must feed your people.)
2. If soldiers are in the tunnel, they are automatically moved back to the castle space ([9.1.6.2](#)). Any raided supplies they carry are moved with them and your fortress is resupplied ([13.0](#)).
3. If soldiers are in the Enemy Lines space, they are immediately captured. Follow the captured procedure in rule [12.0](#).

You win the game after **successfully** completing the End of Day actions at the end of Day 3.

12.0 Captured Procedure

If soldiers are ever captured in the Enemy Lines space, follow these steps:

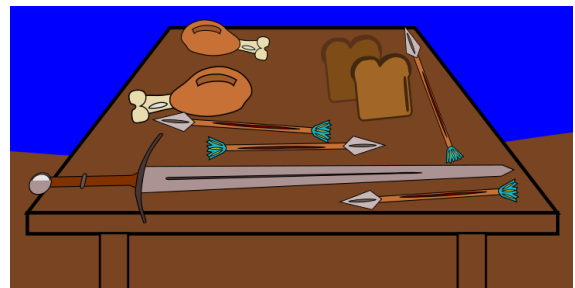
1. Remove the cube from the Enemy Lines space and immediately place it back into the Castle space. (This represents a new group of soldiers ready to enter the tunnels.)
2. Any supplies that the soldiers were carrying are lost. If the soldiers were carrying supplies, move the cube off the Raided Supplies spaces.
3. Reduce the Morale by one on the Status Track. ([14.0](#)).

This procedure is required if the soldiers are captured during the Enemy Line Check ([5.0](#)), Supply Raid action ([9.1.7](#)), Sabotage action ([9.1.8](#)), or if soldiers are in the Enemy Lines space during the End of Day Phase ([11.0](#)).

13.0 Resupply Procedure

After completing a successful Supply Raid action ([9.1.7](#)), the soldiers in the Enemy Line space need to carry those supplies back to the fortress. After the soldiers have moved back through the tunnel ([9.1.6.2](#)) to the fortress, any supplies they are carrying are immediately added to the Supply track on the Status Track Card (to a maximum of 4). Move the cube off the Raided Supplies spaces and place it nearby.

Example: Soldiers return from the Enemy Lines carrying two supplies. The current value of Supplies in the fortress is 1. That value is adjusted to 3 as soon as the soldiers enter the Castle space.



14.0 Morale Reduction Events

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 ([8.4](#)).
- A 1 is rolled during a Boiling Water Attack ([9.1.2](#)).
- A 1 is rolled during Close Combat ([9.1.3](#))
- A unit in the Enemy Lines space is captured ([12.0](#)).

15.0 Turn Example

It is the third turn of Day 2. The player has soldiers in the Enemy Lines space so she conducts the Enemy Line Check and rolls a 2. The units are safe!

The player draws the “Guards Distracted” event (Card #2) which gives a +1 DRM to both Sabotage actions and Morale rolls. The card gives two action points.

The enemy advancement section requires the Slowest units to move forward. The Ladders are on the starting space and the Battering Ram and Siege Tower are both on the 3 space. The Ladders move forward one space.

All of the enemy units are far enough away that the player feel safe using her action points for other things. She decides to conduct a sabotage action. She rolls a 4. With the +1 DRM from the event the roll is successful and she reduces the number of enemy trebuchets from 2 to 1. She decides to use the last action point to attempt a Coupure action. She rolls a 2. The roll is not successful and the Wall Strength stays in its current position.

No losing conditions were met so she proceeds to the next turn.

16.0 Bibliography

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Nossov, Konstantin (2012). Ancient and Medieval Siege Weapons: A Fully Illustrated Guide To Siege Weapons And Tactics. Lyons Press. Guilford, CT.

17.0 Acknowledgements

This game is inspired by the popular States of Siege system created in the game [Israeli Independence](#) by [Darin A. Leviloff](#). States of Siege is a registered trademark of [Victory Point Games](#). Israeli Independence is © 2008 Darin A. Leviloff and Victory Point Games.

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