

TWO DECK SEIGE is a solitaire game using cards to simulate a “tower defense” of a castle under siege. Players take the on the role of defender.

## PIECES

TOKENS: The player provides tokens (chits, counters, stones, cubes). At least two types will be used: one is used to track wounds (and wall damage), and one is used to track “tiredness”.

CASTLE CARDS: the walls and towers of the castle. Castle cards have a “damage” rating showing how many points of damage it takes to destroy the wall. Enemy/Player Cards placed on top of the Castle cards are considered to be *on* the walls or tower; Cards within a 1” or so of the Castle cards are *adjacent* to the walls or tower. There are 14 castle cards: 4 towers and ten walls (eight normal walls and two “thick” walls).

ENEMY CARDS: consisting of UNITS and SPECIAL ENEMY EVENTS. There are 30 Enemy units (8 Goblin Stabbers, 6 Hobgoblins, 4 Skeleton Archers, 4 Ogres, 4 Troll Rockthrowers, 2 Giant HogRams, 1 Dragon and 1 Necromancer) and 6 SPECIAL enemy event cards. Enemy cards have a name, strength (swords), a defense (shields), hit points or wounds before dying (hearts), and a range.

PLAYER CARDS consisting of DEFENDERS and ORDERS. There are 26 normal Defender units (7 Men-at-arms, 6 Archers, 4 Pikeman, 4 Crossbows, 2 Engineers, a Wizard, a Priest, and the Castle Staff card) and 4 special defenders (a Gryphon, a Stone Golem, a Dwarves card, and a Knights card). Units have a name, strength (swords), a defense (shields), hit points or wounds before dying (hearts), and a range. There are 24 Order cards.

## SET UP

Player constructs either a square or rectangular castle out of CASTLE CARDS depending on the difficulty. An “easy” square castle has 4 tower cards placed in the corners and 2 wall cards per side (forming a square of equal side lengths). There are also “thick” wall cards; to also make the game easier players may use the two “thick” castle wall cards instead of the regular castle walls. If used, the two “thick” walls may be placed anyplace in the walls.

A more difficult castle setup would be to make a rectangle, with 4 towers in the corners and 2 sets of walls; 2 walls with 2 wall cards per side, and 2 walls with 3 wall cards per side. In this case you would need to use the thick walls. Note that when creating a castle layout, the walls and towers must all connect (no gaps are allowed in the walls).

The area in play inside the walls is called the **Courtyard**. Player removes the 26 Regular defender cards and places them in the courtyard. Shuffle the remaining PLAYER cards into a PLAYER deck (which consists of Orders and the 4 Special defenders).

From the attacker deck, remove the *Dragon*, *Necromancer* and *Attacker Special Event: Reinforcement* cards. Separate the remaining Enemy cards into three equal piles. Add the Dragon to the 2<sup>nd</sup> pile and the Necromancer to the 3<sup>rd</sup> pile. Shuffle each pile separately, and then place the 3<sup>rd</sup> pile on the bottom, the 2<sup>nd</sup> pile in the middle and the 1<sup>st</sup> pile on the top. This is the ENEMY (ATTACKER) DECK.

For a more difficult game, players may add one or both *Reinforcement* cards randomly into the deck.

Player takes the Enemy deck (or if you prefer, a marker to show where the enemy deck is) and places it above the North wall. Play begins.

## VICTORY CONDITIONS

Survive until the Enemy deck is empty and all enemies are dead.

## PLAY ORDER

Play alternates between the DEFENDER's and ATTACKER's sides.

**DEFENDER DRAW/DISCARD:** the Defender may draw up to 2 more cards into his hand. He can have a maximum hand size of 6 cards, so if he has 7 or more cards at this time he discards his choice of cards down to 6.

**DEFENDER PLAY CARDS:** The defender may play up to three cards, these being **New Defenders** and **Orders**.

**New Defender unit cards** (either Special Defenders that enter the combat or revived regular defenders) are activated by placing them in the courtyard. Killed defenders are only added if they are revived by other units. Special Defenders (typically extra help, summoned monsters, etc) can only be played by playing various Order cards.

**Orders** are cards that allow the various units to do things.

**Attack:** an attack order lets the unit (or units) attack enemy units. Each player unit has a range of 1 or more. A range of 1 is adjacent, which means adjacent to the wall the unit is on (including between the courtyard and on the walls). A range of 2 or more means the unit has a ranged attack. Ranged units may shoot over other units as the player chooses. There is no diagonal ranging: a unit that is ahead one and to the left one is at a range of two.

Units on a Castle wall can only "see" other units advancing on the *same side of the wall* as they are on. They cannot see around corners. Units on a castle "tower" corner can see units on both walls they are connected to just as if they were on either wall itself.

To determine what happens with an attack, look at the unit cards. Each card has a number of Sword icons on it signifying the unit's strength in combat. Compare this to the defender's Shield icons. If the strength is higher than the shields, the attacker wins, and the defender card takes a wound token (by placing a token in the WOUND box).

Wound tokens indicate how wounded a defender is. Each card has a number of. Once the defender takes that many hearts, the defender is killed. Immediately place the defender in the discard pile for that side.

When an attacking player card attacks, it gets TIRED. Place a token in the TIRED box of the card. When a card attacks, each TIRED token **greater than the card's strength** reduces the card's strength by one. RESTING removes these TIRED tokens.

**Other Actions:** Any unit that can only make other actions (that can't attack, such as Engineering units) can make that action on an Attack order. Unit's that can't attack will have no swords on their unit card.

**Special Attacks:** Some order cards are special attack plans that give bonuses to strength (or other things). Use these wisely!

**Move:** this allows the player to move units around on the castle. How many units (or which ones) is indicated on the order card. Each Castle wall card can hold up to two units. Each castle tower card can hold two units.

**Cast Spells:** The Wizard and the Priest can cast spells – these orders allow them to do this. Note that they both cast, and the order they do so is up to the player (so the Wizard could cast first, gaining a tired token, then the Priest could remove it).

**Repair:** units can drop stones, plant planks, or do whatever they have to in order to shore up the walls. Each regular unit that gets a *specific* repair order can remove one token of damage provided that enemies are not adjacent to them. Repairing something adds a TIRED token to the unit repairing things. Units that are Repairing-type units (they have the stone block icon) can use a regular attack order to Repair, instead of attacking. A unit in the courtyard can repair any

wall. A Repair Unit on a wall can only repair the wall it is on, but it gains an extra +1 Repair point for that wall. This bonus is only for Repairing units on a wall.

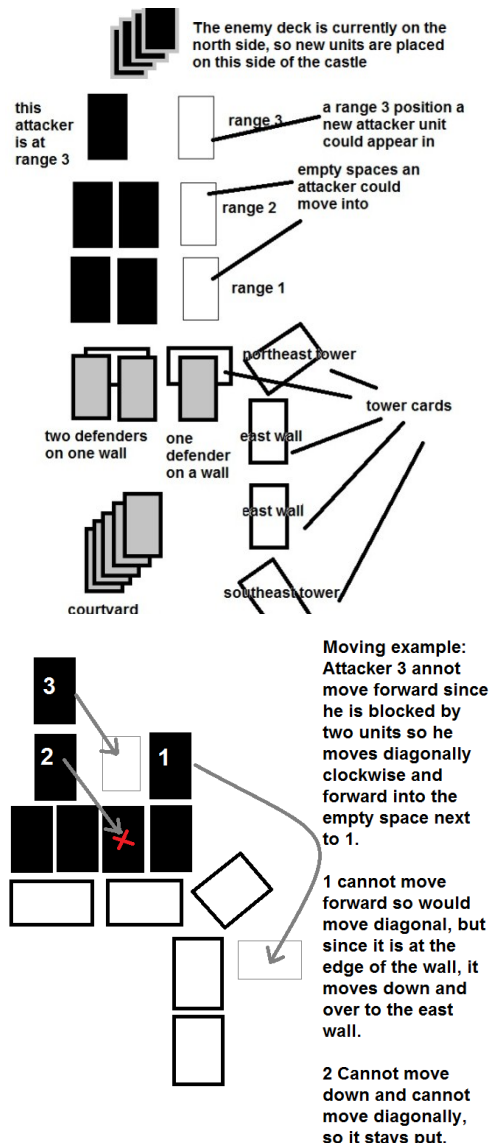
Units receiving orders can act on as many orders as are issued to them. However a unit that is EXHAUSTED (which has so many tired tokens its strength is reduced to zero – basically double it’s strength in tired tokens) cannot act on any orders other than rest.

*Resting:* Any unit in the courtyard who spends the entire turn there doing nothing and not following any orders **Rests** and removes 2 tired tokens.

**Using a card as a generic order:** A player may often not have any card applicable in a certain situation, or may not want to save cards, or just need some added flexibility. The player may use a card (if they choose) as a “Generic” order, playing the card and not using what is written on the order card but instead issuing a generic order as below.

A **Generic order** targets either one or two units on one wall/tower card, or one unit in the courtyard. The player can order the units to **Attack** (using their card – ordering the Wizard this way uses the stats on the card, for example, not abilities on special spell order cards) or to **Move** to a new location. In the case of two units on a wall or tower, both units must follow the same order. In the case of *attack* orders, they must both attack but they may attack different targets, or one of them might be an engineer and so instead of attacking an enemy they repair the wall. In the case of move orders on two units they both must move to the same location.

After acting on all orders, and placing all cards, the **ATTACKING** (Sieging) side goes.



**ATTACKER DRAWS:** Draw three attacker cards from the Enemy deck. If any of the new cards are units, put them in play the following way:

Place the card at a range of “3” on the castle side the deck is on. A player may choose which of the walls on a side a new unit may be placed (providing the space is empty and at range 3). Each castle wall card has 3 “range bands” extended from it with two attackers in each band (see example). If all spaces on that side are full, the player may choose to place them at a range of 3 on another wall. If all range 3 spots are full, return the card to the bottom of the deck. After drawing cards, move the enemy deck clockwise (from the North castle side to the East side, etc). If any of the cards are SPECIAL cards, hold them for now.

**ATTACKER ADVANCES:** Each Attacker card moves. The order of the card movement is to do all the cards adjacent to the castle walls (range 1), starting with the side the Enemy deck is on and moving clockwise, then all the range 2 cards, and so forth. The player may choose the exact order if more than one card can be picked.

1. If an Attacker card has a range, it will always stay at that range, unless it can see a breach – in which case go to the next step. “Seeing” a breach means a wall (either card if more than two) is breached on the side of the enemy unit card.
2. If an Attacker card has 0 or 1 units in front of it, or a breached wall, it moves forward. Each castle card can have up to two adjacent enemy units.

3. If the unit is touching a breached wall or an empty-of-defenders wall it moves through the wall into the castle courtyard when it moves.
4. If an Attacker card has 2 Attacker units in front of it, it will try to move “diagonally” forward, sliding to face the next clockwise castle WALL card, but only if the next clockwise castle wall spot has 0 or 1 Attacker cards in it. When an attacked moves diagonally, and reaches the end of a wall, it moves clockwise around the wall to the first card on the next clockwise wall side.
5. If an Attack card has 2 units in front and 2 units diagonally (forward and clockwise), it remains in place.

Note that Attackers only ever face wall cards, not tower cards. Attackers are never in front of towers.

**ENEMY ATTACKS:** Each Attacker card attacks units within range of it. Attacking works the same as the Defender side, except the Attacking side doesn’t track being TIRED. When one attacker faces multiple defenders, it attacks in order:

- The defender directly in front (range 1) with the most wounds. If two units of equal wounds are adjacent, the player chooses.
- If nobody in front (or an ally is in front), the defender with the most wounds within range;
- if equally wounded, it attacks the one with the lowest Defense within range;
- if still unable to decide it attacks the player’s choice of defenders in range.

Note that attackers can attack units in towers, if they have the range. Units in towers have one additional range (for their height). So, an enemy adjacent to the wall and adjacent to a tower (the attacker being in the range one band) are at a range of 2 to attack units in the tower.

*Siege Attacks:* Some enemies have the ability to attack the walls directly. They have a small wall icon on their cards to show this (like repairing units do). When attacking a wall, the unit does points of damage to the wall equal to the number of Wall icons. Each Castle Wall has a value on it; when this value is reached, the wall is breached and destroyed, remove the wall card. Once a wall is destroyed, it cannot be repaired (except by magic).

When an attacker has only wall icons it only attacks walls. An attacker with both wall and sword icons attack both at the same time when it attacks (using its wall icon to attack a wall and the sword icons to attack defending units). A unit with a range greater than 1 that can attack a wall will always stop to attack a wall even if no enemy units are in range yet.

*Scaling a wall:* If there are no defenders on a wall and the Attacker moves, it is considered to have scaled the wall into the courtyard. Place the enemy card in the courtyard. The first time the enemy gets in the courtyard, the morale of the enemy army goes way up: immediately draw and place three cards from the enemy deck, and then move three cards from the discard pile back into the enemy deck and re-shuffle.

*Courtyard:* Enemy cards that make it into the courtyard are considered to be adjacent to everything in the courtyard and a range of 1 to everything on the walls including the towers. Units in the courtyard will not move any longer. SIEGE units will continue to attack walls (player’s choice of wall) from inside the courtyard. When enemy are in the courtyard, a player may not play any REST orders and no units may REST.

**ATTACKER PLAYS ANY SPECIAL CARDS:** In the order they were drawn, resolve special cards. Special cards typically are:

1. REINFORCEMENTS – Remove cards from the discard pile and shuffle them into the SIEGE deck, thus extending the SIEGE.
2. SPECIAL ATTACKS – these are coordinated attacks made by enemy cards or specific actions

