



HOW TO PLAY (1 vs 1)

Each player needs one deck of 50 cards and places the 3 gold bordered cards in front of them. (Battery, Resources, & Treasury).

Players choose a Ground card from their deck placing it face-down in front of them.



A Ground card is a player's home base. There are several Ground cards in every ready-to-play Siege Warfare deck, so you have options.

Both players shuffle their decks and draw 7 cards. Flip a coin to decide which player goes first.

The player who goes first begins the game with 1 debt on their Treasury, may only **Base & Draw** cards, and play a Resource.

The player who goes next, starts the game with 1 surplus on their Treasury, takes 7 damage and cannot attack their first turn.

BASE & DRAW CARDS

Each turn a player may shuffle their deck. A player may also select any number of cards in their hand and put them on the bottom of their field (deck of 50 cards): this is called Basing. A player does not have to base any cards.

After Basing, a player may draw cards from their field, until their hand reaches 7 cards.

If a player has 7 or more cards in their hand and does not want to base any cards, they can keep them all and still draw 1 card.

RESOURCES

Each turn a player may play one resource; either a Resource card from their hand, a Farm, or Currency from the Gold-bordered Resource game piece.



2nd Turn

At the start of their 2nd turn, each player flips their ground card face-up and takes a full turn.

Each player alternates taking turns until one of the players has been eliminated.

PLAYING CARDS

Playing Resources as previously described will provide a player with Surplus. During a player's turn, that player may spend Surplus to play cards from their hand (before and/or after combat).

The Gold Orb, located at the top left of every card, indicates how much Surplus it costs to play that card from your hand.

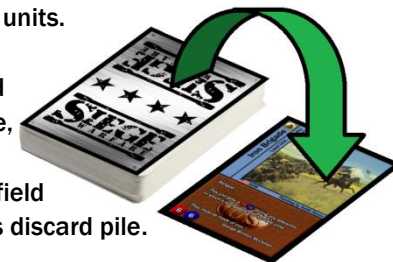


Most cards, except for Effects and some Resources, remain in play once the card's cost is paid. At that point, the only way to eliminate a card is to inflict fatal damage, surrender it, or neutralize it.

VICTORY & DEFEAT

VICTORY is achieved once all opponents are defeated. **DEFEAT** occurs when a player has no cards in their field (their deck of cards). Victory is typically achieved by attacking an opponent's field (their deck) with units.

Whenever a field receives damage, put that many cards from that field into that player's discard pile.



Except for the first turn, each player may attack one time during their turn. This attack may include any number of their units.

OFFENSE & DEFENSE

Most Units have two numbers on the bottom left of the card.

The **Red Orb**, the “Offense,” indicates how much damage this unit inflicts.

The **Blue Shield**, the Defense indicates how much damage this unit may receive before it is neutralized.



ABILITY COUNTERS

Many Ground and Units have Green Orbs in the ability text. Cards with Green Orbs have a specific ability that is activated by adding one or more counters to the card.



A Green Orb on the top right of the card means it enters play with a counter on it.

When a card has green counters on it, its ability may not be used again until all counters have been removed.

A player may remove one counter from each card they control at the beginning of that players turn.

COMBAT

A player may only attack on their turn. When a Unit attacks, the player controlling it must designate if it is attacking the opponent's **Field**, **Ground**, or **Battery**. (The attacking player must designate all units that are attacking before the opponent decides how to engage.)



FIELD

The opponent then has an opportunity to intercept the attacking units with any number of their own units. Both sides then have an opportunity to fire artillery or play effects, prior to their units exchanging damage.

All Units, still engaged, inflict their damage. Inflict all Ranged damage simultaneously, and then inflict all Non-Ranged damage simultaneously.

Units attacking a field that are not intercepted, inflict their offense to that field.

Units attacking a Ground that are not intercepted, inflict their offense to that Ground. A Ground or Unit is neutralized when it receives damage equal to or greater than its defense in a single sequence.

If a Battery would receive enough damage to be neutralized, instead neutralize all other Battery cards that player controls (like cannons or archers).

Your Neutralized Units are placed into your discard pile. Any Unit, Ground, or Battery that survives combat remains in play and is returned to full health after that combat sequence.

TACTICS AND EFFECTS

Tactics and Effects can change the outcome of battles, draw more cards, or trick your opponent.

The main distinction between Tactics and Effects is that Tactics remain in play, whereas Effects are placed in your discard pile after being played.

Tactics are played on your turn (but not during combat). Unless stated otherwise, Effects can be played at any time.

SOLDIERS & REGULARS



Some cards have the ability to put 1 or more Soldiers into play. This is referring to the game piece called Soldiers. You can find that game piece on the back of our Turn Counter card. Never shuffle Soldiers into your field. They are never played from your hand.

When Soldiers are neutralized, they are removed from play without entering your discard pile.

TIPS

Remember your Ground and Battery cards cannot attack or intercept.

Review common card abilities on the back of the Battery card. To review the actions you can take during your turn, see the Turn Sequence on the back of the Soldiers token card.

New decks and complete rules are available at www.siegewarfare.com