



HOW TO PLAY

Siege Warfare is a customizable card game designed to be played by 2 to 6 players.

Each player must have their own deck, either from the 6 Ready-To-Play decks or a customized deck (which we will discuss later). We highly recommend that customized decks only battle against other customized decks.

A Siege Warfare deck must have 50 cards in it. No more and no less.

At the start of the game, each player should choose one "Ground card" from their deck out of the 50 common-backed cards, and put it face down in front of them (so the opponent cannot see it).

Each player shuffles their deck and then draws 7 cards.

WINNING AND LOSING

You win the game by eliminating all opponents. A player is defeated when they have no cards left in their deck.



OTHER GAME PIECES

Aside from the 50 common-backed cards, a Siege Warfare deck will contain several game pieces to help remind you of the rules for quicker game play. These game pieces will include a Turn Sequence, Common Abilities, and 3 cards with a gold border.

The cards with the gold border are called Resources, Treasury, and Battery. You begin every game with these 3 cards in play.

In addition to these game pieces you will need something to represent counters in the game. These counters could be coins, dice, poker chips, glass beads or priceless gems, as long as, you have about 20 of them.

TURN ORDER

Flip a coin or roll a dice to determine which player goes first.

In a 2 player game, the player who goes first begins the game with one

I vs I QUICKPLAY

- Decide which player goes first (flip a coin or roll a dice).
 - Both players choose 1 Ground and place it face-down in front of them.
 - Both players shuffle their deck and draw 7 cards.
 - Both players put the 3 gold-bordered cards in play.
 - Player 1 goes first: Starts the game with 1 debt and can only Base & Draw cards, and play a Resource, on their first turn.
 - Player 2 goes second: Starts the game with 1 Surplus, Dismisses 7 (top 7 cards of deck are put into the discard pile), and has no Combat Sequence on their first turn.
 - Player 1 flips their Ground card face-up and takes a full turn.
 - Player 2 flips their Ground card face-up and takes a full turn.
 - Each player alternates taking turns until one of the players has been eliminated (by not having any cards left in their deck).
- A full turn consists of:
- RENEW- Fortify and remove 1 from each card you control.
 - DRAW- Shuffle, Base, and Draw cards
 - 1st DEPLOYMENT- Play 1 Resource, play cards
 - COMBAT-
 - Attack** (Your Units can attack an opponent's Ground, Battery, or Field [deck].)
 - Intercept** (Opponent may intercept attacking units with 1 or more of their units.)
 - Retreat** (Your Mobility Units may withdraw from combat.)
 - Bombardment (Use Artillery and Battle Effects.)
 - Ranged Damage (Occurs simultaneously.)
 - Combat Damage (Occurs simultaneously.)
 - 2nd DEPLOYMENT- Play cards, end of turn.
- Damage to Units, Ground and Battery is not remembered beyond the Combat Sequence or the Deployment Sequence in which it was damaged.
 - Cards with counters on them can't use Counter abilities until all its counters are removed.
 - Unless stated otherwise on the card, Effects can be played any time.

counter on the debt side of their Treasury. On their first turn, that player only gets to Base and Draw cards and play 1 resource.

The player who goes second begins the game with one counter on the surplus side of their Treasury and dismisses 7 cards from their Field (takes the top 7 cards from their deck and puts them into their discard pile). On their first turn, this player may complete all the actions of a turn except Combat. Even though this player cannot attack yet, it is important to play units during deployment because those units will be the only defense against the opponent's attack next turn.

At the beginning of each player's second turn, that player flips their starting Ground card face-up. Players can use their Ground's ability on their second turn.

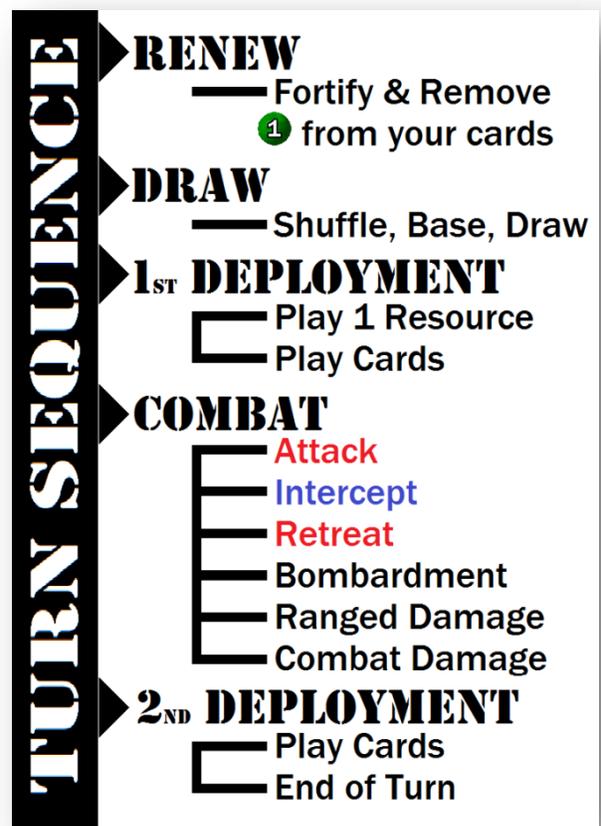
TURN SEQUENCE

Siege Warfare is a turn-based strategy game. Each player takes a turn and on that turn a number of actions can be made. Each turn consists of the following sequences: **Renew**, **Draw**, **1st Deployment**, **Combat**, and **2nd Deployment**. At the end of a player's turn, it is considered good etiquette to let the opponent know they are ending your turn.

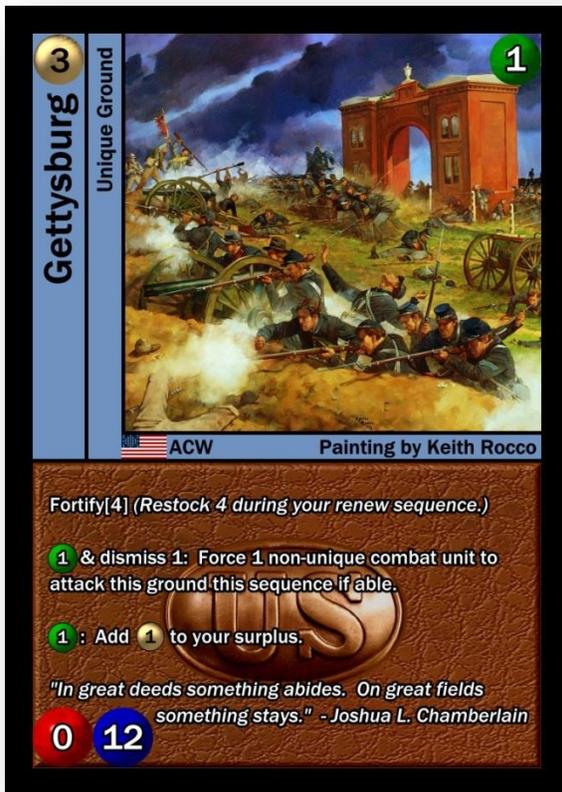
RENEW

During the Renew Sequence a player can **Fortify**, and **Remove Counters**.

Fortify– This is an ability on almost all Ground cards, and it is the first ability to trigger on any given turn. To Fortify, you may choose a number of cards in your discard pile equal to the fortify number and restock them (place them on the bottom of your deck).



Example: The Ground, Gettysburg, has Fortify[4]. Fortify[4] means you may choose up to 4 cards in your discard pile and restock them (place them on the bottom of your deck).



If you have no cards in your discard pile, you cannot fortify anything. You do not have to restock the full amount. On a Ground with Fortify[4], there may be a turn in which you only want to restock 1 or 2 cards.

This is an opportunity to be strategic. By restocking your field, you are increasing your hit points, but you are also choosing which cards you may be able to draw in coming turns.

A Ground that is face down or in your discard pile cannot activate its Fortify or abilities. The Ground you choose at the beginning of the game remains face down until your second turn. On your second turn it is flipped up before your Renew Sequence, so you can use its Fortify and abilities.

Remove Counters— During your Renew Sequence you may remove 1 counter from every card you control. Counter abilities are identified by a number surrounded by a green orb. **If a card has a number surrounded by a green orb on its top right side, it comes into play with that many counters on it.**

Typically the counters represent the level of exhaustion for a card. By removing counters you are preparing the card to use its abilities. When a card has no counters, you may use its counter abilities. When a counter ability is used, you must add a certain number of counters to the card (as specified at the beginning of that ability).

!!! Do not remove counters from your Farm. Your Farm gains resourcefulness during the game with more counters on it. Unlike most other cards, it is not affected by your Renew!!!

DRAW

The Draw Sequence consists of 3 (optional) actions: **Shuffle**, **Base**, and **Draw**.

Shuffle—There are a number of reasons you may want to shuffle your deck each turn. When you used your fortify ability, you probably selected cards that would help you win. Shuffling now will get them mixed into your field and hopefully make them available for you to draw. The shuffle is an option you have available each turn, but you do not have to take advantage of it.

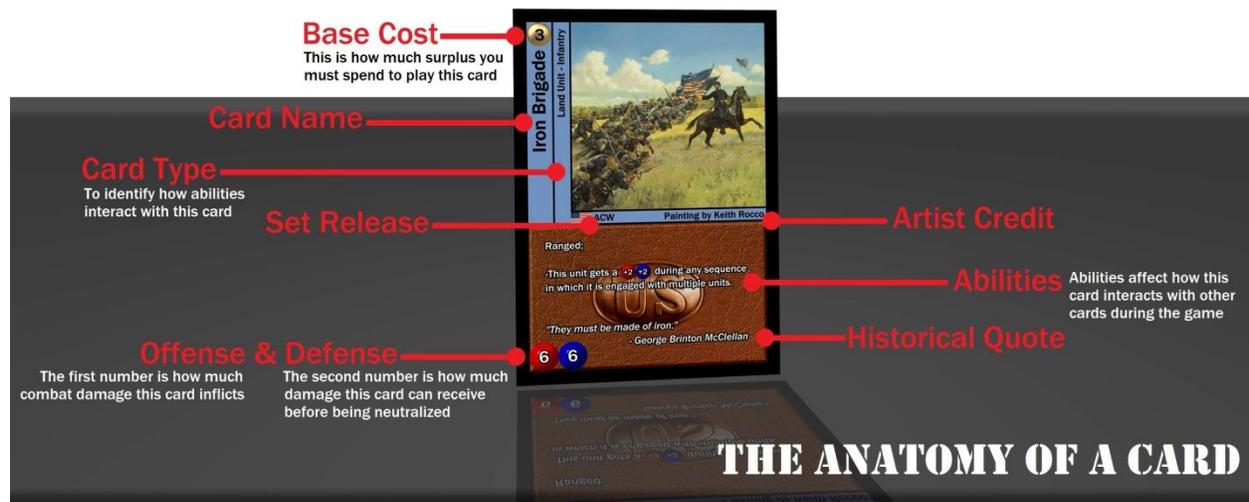
Base— Each turn you may select any number of cards in your hand and put them on the bottom of your field: this is called Basing. You don't have to base any cards if you do not want to.

Draw— Each turn you may draw cards until the number of cards in your hand equals your “opening hand size” (7 cards).

If you have 7 or more cards in your hand, you can keep them all, but if you do, you may only draw 1 card that turn.

Remember that before the game begins you have already drawn 7 cards. So you can base any number of those 7 cards and draw back up to your “opening hand size,” even on your first turn!

Example: At the start of your Draw Sequence, you have 7 cards in your hand. You choose to base 3 cards. Your hand now has 4 cards in it. You may now draw up to 3 new cards.



DEPLOYMENT

During your Deployment sequence, you may play a Resource card to generate Surplus, and spend surplus to play other cards like Units, Tactics, Ground, or Effects.

There is a Deployment sequence before and after your Combat sequence, and both deployments are the same except for two differences. Your 1st Deployment is when you play a Resource card, and Units played during your 2nd Deployment cannot attack this turn (because you have already completed your combat sequence that turn).

Playing units and other cards during your 2nd Deployment can still be very useful to boost your defenses before your opponent's turn.

COMBAT

During your Combat sequence, you may attack with any number of your "Combat Units." Whenever a Unit you control attacks, you must designate if it is attacking your opponent's Field, Ground, or Battery.

Your opponent then has an opportunity to intercept your attackers. Each player then has an opportunity to fire artillery or play effects, prior to their units exchanging damage.

Units attacking a field that are not intercepted, inflict their offense to that field (cards equal to the attacking unit's offense are taken from the top of that deck and placed into that player's discard pile)

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

Combat will be defined further in the STEPS OF COMBAT section.

PLAYING A CARD

Playing a card in Siege Warfare is simple. The top left number in the golden orb is the Base Cost. This number tells you how much surplus you must spend to play the card.

Surplus is usually generated from Resources.

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.



TREASURY

Each player starts the game with their Treasury card in play. The Treasury allows you to store surplus generated in the game. Place counters over the Surplus side of the treasury to represent the surplus you have accrued. You can spend the surplus you have saved to pay the cost to play cards.

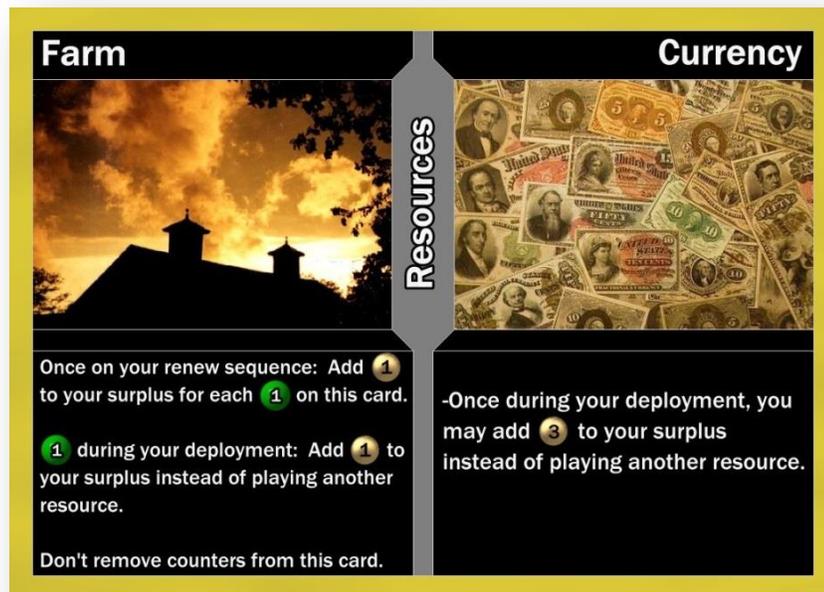
The Debt side of the Treasury represents the debt you have accumulated. When you have debt you cannot use surplus from your Treasury to pay for Units or Ground. You can remove 1 debt counter anytime by paying 1 surplus.

RESOURCES

Each deck we are releasing has a number of resource cards among the 50 common-backed cards. Beyond that, you also have the gold-sided game piece called Resources. The Resources card has two options on it: Farm and Currency.

During your 1st Deployment sequence on every turn, you may play one Resource, either a Resource card from your hand, 1 Farm, or 1 Currency.

Many Resource cards do not have a cost, but there are a few that do.



GROUND

Aside from the Ground card you select at the beginning of a game, you may also play other Ground cards from your deck during the game. Ground cards represent forts, cities, and other bases of operations. Having additional ground can provide you with resource acceleration, better survivability, and strategic abilities that can help you secure the win.

But be careful playing additional ground! You have to be able to defend it, or your opponent will punish you for your hasty expansion. Losing Ground can be a devastating blow and will often result in defeat within several turns of that loss.

If you are having trouble inflicting sustainable damage to your opponent's field, consider attacking their Ground instead. The way a player defends Ground may differ from the way they defend their field. Eliminating an opponent's ground takes away most of their restock capabilities.

The red and blue orbs on ground function the same way as they would on units except that ground cannot attack. This will be explained further in the Unit and Combat sections.

TACTICS AND EFFECTS

Tactics and Effects can change many aspects of the game. They can be used to 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 can only be played during your Deployment, but most Effects can be played at any point in the game (including your opponent's turn).

Tactics and Effects are organized into 3 main types; **Battle**, **Control**, and **Utility**.

Battle– These cards are used during combat. They often will make the difference between victory and defeat.

Control– These cards are used at various times in the game, but they usually take choices away from your opponent, slow their surplus generation, or force your opponent into battles and situations they would rather avoid.

Arc Formation 2
Tactic - Battle

Neutral Painting by Rick Reeves

1 & dismiss 3: During combat give 1 combat unit you control a +2 +2 this sequence.

Utility– These cards are used at various times in the game, but they usually accelerate your play by drawing cards, restocking cards, searching for specific cards in your deck, or increasing your surplus. Utility cards can be used to increase your survivability and provide you with more options.

Some additional sub-types of Tactics and Effects you may see are **Cancellations** and **Subterfuge**.

Cancellations— A Cancellation will stop a card from being successfully played. The surplus spent on the cancelled card or ability is still spent, whether or not the card is played successfully. A cancelled card is placed into its controller’s discard pile. Most Cancellations use the “duplicate” mechanic (defined on page 25).

War Bonds 1

Effect - Utility

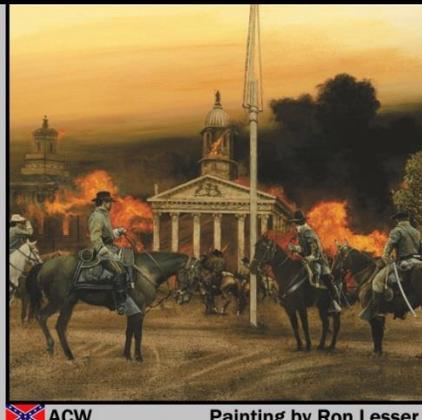


Neutral

- You may dismiss 3 to pay this card's cost.
- Draw 4 cards, then base 4 cards from your hand.

Partisan Raid 1

Effect - Subterfuge

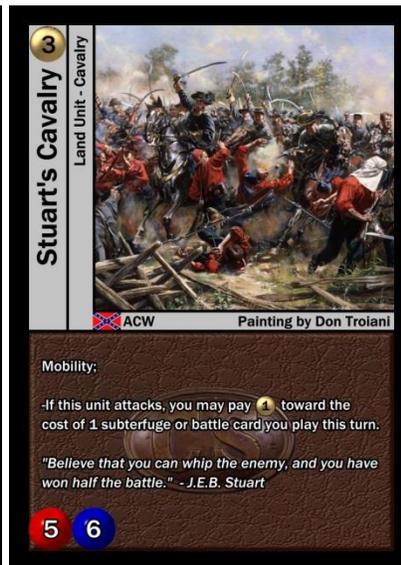
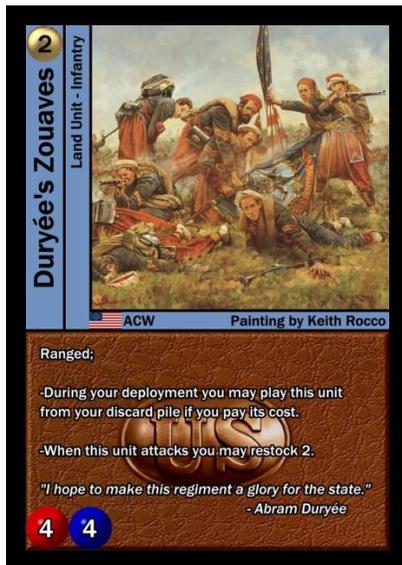


ACW
Painting by Ron Lesser

- You can't play this card unless you control an infiltrator. Play this card only during your combat sequence.
- Inflict 4 damage to the field of your choice.

Subterfuge– These cards will trick your opponent or give you hidden advantages throughout the course of a game. Subterfuge cards usually have powerful interactions with infiltrators, like Spies or Scouts.

UNITS



INFANTRY

Infantry will usually make up the bulk of your army. In the American Civil War set most Infantry will have "Ranged."

CAVALRY

Cavalry can use their strength and versatility to dominate the battlefield. "Mobility" will help keep you in control.

COMMANDERS

A Commander in your army can make all the difference. Use their abilities wisely to secure the win.

Typically, you win the game by damaging your opponent with units. While there are a number of different types of units, much of the game is decided by "Combat Units."

A Combat Unit is distinguished by having an Offense and a Defense (the red and blue orbs on the bottom left of the cards).

The Offense (the first orb- red) is how much combat damage that unit inflicts.

The Defense (the second orb- blue) is how much damage that unit can receive before it is neutralized.

A card that is neutralized is put into your discard pile and can no longer attack, defend, or use abilities. A Combat Unit is neutralized when it

TERMS TO KNOW

Ranged– This unit inflicts its combat damage immediately after bombardment.

Mobility– When a non-mobility unit intercepts this unit, this unit may withdraw.

Raze[1]– When this unit attacks a player, that player takes 1 damage.

receives damage equal to or surpassing its Defense number. Most other cards can only be neutralized when an effect or ability says to “neutralize” a specific card.

BATTERY

The Battery is one of the 3 gold-bordered game pieces in play at the start of every game. A Battery houses any Battery Units that you play during a game. A Battery can be attacked just like Ground, and cannot attack.

The only difference from Ground is that when a Battery is neutralized (by receiving damage equal to or greater than its defense), it remains in play and all Battery Units for that player are neutralized instead.

ARTILLERY AND BATTERY UNITS

Battery Units are a special type of Unit that often affect combat, but they are not actually considered combat units. They do not have offense or defense, and cannot attack or intercept. Most Artillery are Battery Units.

All Battery Units for a player are neutralized when that player’s Battery receives fatal damage.

STEPS OF COMBAT

The Combat sequence is where victory and defeat is decided in most games. There are a number of actions that can take place on any combat sequence. Remember that you can only attack on your turn.

When the Combat sequence begins on a player’s turn, the attacking player designates if they are attacking. If a player is attacking, the following sequence takes place: **Attack**, **Intercept**, **Retreat**, **Bombardment**, **Ranged Damage**, and lastly **Combat Damage**.

Attack— The attacking player must designate which units are attacking and where they are attacking.



When designating attackers you can say you are attacking with all your units or you can individually designate attackers. Certain abilities (like Raze) trigger when a unit attacks.

It does not matter if a unit has counters on it or just came into play this turn. Any Combat Units in play during the Attack sequence can attack.

When Attackers are designated, each unit must be attacking either an opponent's Field, Battery, or Ground. You can have units attacking different places on the same turn, by having some units attack Ground while the rest of your units attack the Field.

Intercept— At this point, the defending player may “Intercept” the attacking units with their own units. Intercepting a unit engages them into combat. This will prevent any of the attacker's combat damage from being inflicted to its original intended target, as long as, it is still engaged with the attacking unit by the Ranged Combat sequence.

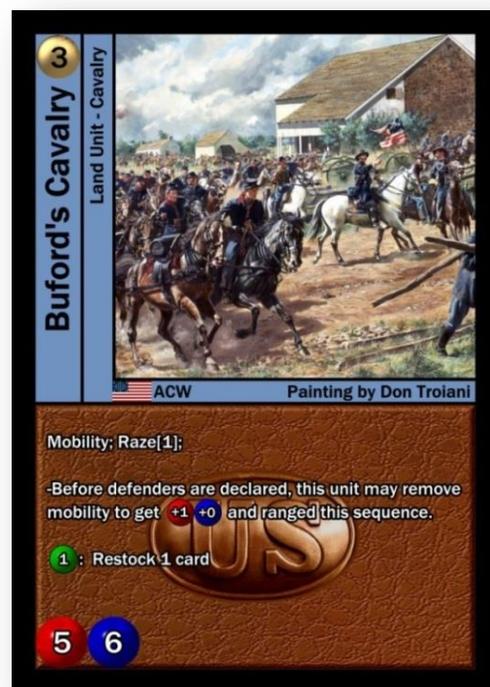
It doesn't matter if a unit has counters on it or just came into play this turn. Any units in play during the Intercept sequence can intercept.

You can also intercept multiple units to the same attacker. This can be very beneficial in turning the tide of a battle to your favor. The attacking player will have the opportunity to “optimize” damage (trying to kill as many of your units as possible), but the defending player usually has the advantage in this situation.

Retreat – After defenders are designated, the attacking player may then withdraw any units with Mobility, if they are intercepted by at least one unit without Mobility.

If an attacking Cavalry is intercepted by multiple units, it can still withdraw as long as any of the intercepting units do not have Mobility.

A withdrawn unit does not inflict or receive damage. A withdrawn unit is no longer in combat and is no longer a valid choice for most Battery Units or Battle Effects. The units intercepting the withdrawn unit are also no longer a valid choice for most Battery Units or Battle Effects.



Bombardment– After Mobility units have an opportunity to withdraw from combat, each player may activate abilities that can affect the battle (like Battery Units), and each player may also play Effects.

First the Attacking Player may use abilities from their Battery Units. Then the Defending Player may use abilities from their Battery Units.

Each player now has an opportunity to play Effect cards. If you are currently winning most of the engagements, you may not want to play many Effects. At this point, you can tell your opponent, “Unless you play something else, I’ve completed my portion of Bombardment.” If your opponent responds with a similar answer, the Bombardment sequence is over, and Combat moves onto damage. If your opponent plays something else, you still have the opportunity to respond with Effects or abilities of your own.

!!! Once the Combat sequence has proceeded past Bombardment to Ranged Damage, no abilities or effects of any kind may be played until Combat is over !!!

Ranged Damage– Units with the Ranged ability inflict their damage once Bombardment has been concluded. All Ranged damage occurs simultaneously, but units without Ranged do not inflict their damage until the Combat Damage sequence.

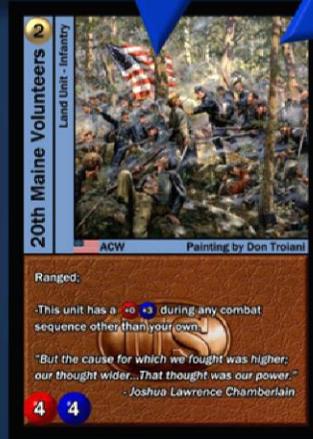
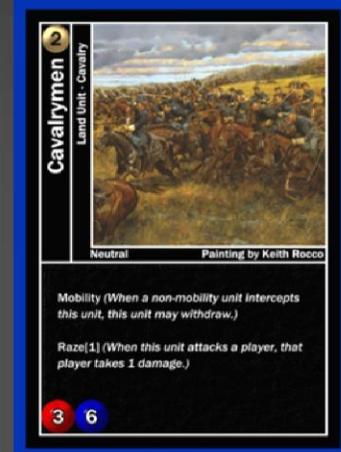
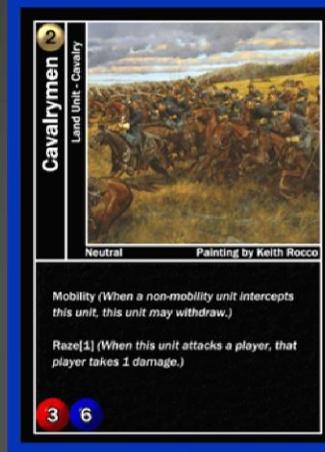
If a Ranged Unit is engaged with multiple Units, it may inflict all of its damage to one Unit or choose to distribute its damage among any number of the enemy Units engaged with it.

Any Unit, Ground, or Battery which has received Ranged Damage equal to or greater than its Defense is neutralized immediately and placed in its controller’s discard pile. If any Ranged Units attacking the field were not intercepted, the attacked player takes the top number of cards (equal to the attacker’s offense) from their deck and places them into their discard pile.





Example: If an attacking 20th Maine Volunteers (a Ranged Unit with 4 offense and 4 defense) has been intercepted by 2 Cavalrymen (Mobility units with 3 offense and 6 defense), the Ranged unit can inflict all 4 of its damage to one of the Cavalrymen or divide the damage between the two. In this example, the defending player intercepted with both Cavalrymen, knowing the 20th Maine Volunteers would not have enough Ranged damage to neutralize either Cavalrymen.



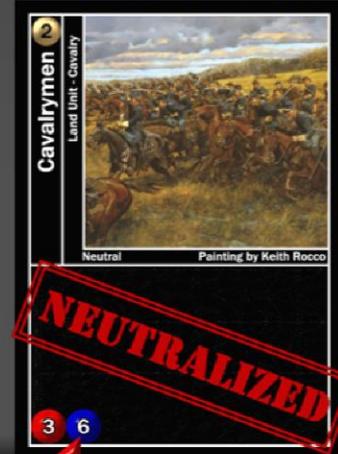
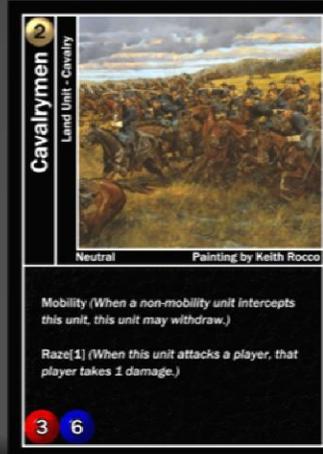
ATTACKING

Example Continued: During Bombardment, the attacking player plays a Battle Cry (a Battle Effect that gives one of their units a +2 offense and +2 defense while it is engaged). This gives the 20th Maine Volunteers 6 offense which is just enough damage to neutralize one of the Cavalrymen with its Ranged Damage. During the Ranged Damage portion of Combat, the attacking player directs all 6 of its Ranged damage to one of the Cavalrymen, neutralizing it. The neutralized Cavalrymen is then placed in the discard pile and does not get to retaliate with its own damage because Cavalrymen does not have Ranged.





INTERCEPTING INTERCEPTING



ATTACKING

Combat Damage— After all Ranged Damage has been assigned, all units without Ranged inflict their damage during the Combat Damage portion of the sequence. All combat damage occurs simultaneously.

If a Unit is engaged with multiple Units, it may inflict all of its damage to one Unit or choose to distribute its damage among any number of the enemy Units engaged with it.

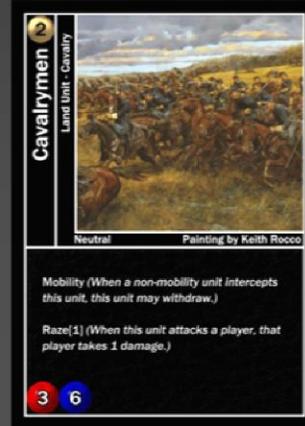
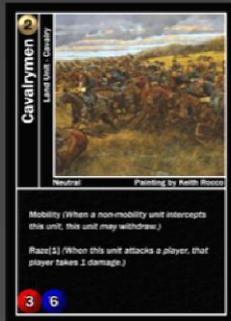
Any Unit, Ground, or Battery, which has received a combined amount of Ranged Damage and/or Combat damage equal to or greater than their Defense, is neutralized immediately and placed in its controller's discard pile. If any Non-Ranged Units attacking the field were not intercepted, the attacked player takes the top number of cards (equal to the attacker's offense) from their deck and places them into their discard pile.



Example Continued: The attacking 20th Maine Volunteers (a Ranged unit with 4 offense and 4 defense) has had its offense and defense increased by a Battle Cry (+2 offense and +2 defense). This unit has just inflicted all 6 of its Ranged damage against 1 of the 2 Cavalrymen (Mobility Units with 3 offense and 6 defense) intercepting it.

Though one of the defending Cavalrymen was neutralized, the one still in play gets to inflict its 3 offense to the attacking Unit. The 20th Maine Volunteers has 6 defense, so it does not die, however it doesn't have any more Damage to distribute because it already inflicted its offense during the Ranged Damage portion of the Combat Sequence.

This means that in the end, one Cavalrymen lived, the other was neutralized, and the attacking 20th Maine Volunteers Unit lived.



TRACKING DAMAGE

You do not have to keep track of which Unit has been damaged beyond the Combat Sequence. After Combat Damage (the last portion of a Combat Sequence) has been concluded, any Unit, Ground, or Battery (which have not been neutralized) are considered to be at full health again.

For the few cards that can inflict damage during Deployment (outside of the Combat Sequence), the same rule applies. Once that Deployment Sequence is over, any Unit, Ground, or Battery (which have not been neutralized) are considered to be at full health again.

Regulars
Land Unit - Infantry



Neutral William Trego

-If you control a non-neutral ranged infantry at the start of combat, this unit has ranged that sequence.

Raze[1] (When this unit attacks a player, that player takes 1 damage.)

2 2

REGULARS

Some cards have the ability to put 1 “regular” (or several “regulars”) into play. This is referring to a game piece called “Regulars”. You can find that game piece on the back of our “Turn Counter” card. Never shuffle regulars into your field (they are never played from your hand).

All regulars have 2 offense, 2 defense, and Raze[1]. If you control a non-neutral ranged infantry at the start of combat, your regulars have ranged that combat sequence.

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

New York 3
Unique Ground



ACW Thomas Nast

Fortify[4] (Restock 4 during your renew sequence.)

1 during your 2nd deployment: Put 1 regular into play under your control.

1 : Add 1 to your surplus.

0 12

The Draft 3
Unique Effect - Utility



Neutral James Alexander Walker

-Play this card only during your 2nd deployment, and only if you have no debt.

-Deplete this card to put 3 regulars into play.

CUSTOMIZING A DECK

After you have played the premade decks a number of times, you may want to try making a custom deck of your own. There are two types of customized decks in Siege Warfare; **Suited**, and **Fully Customized**. These two types will be defined further after we discuss the general concepts of any custom deck. Here are a few rules to keep in mind when building a custom deck.

Your deck must have 50 cards in it. No more and no less.

You may only have 5 cards of the same name in a deck. You may only have one Unique card of a given name in a deck.

Suited Custom Decks— These decks are intended to be a bit more historically accurate. You cannot mix different armies together. In a Suited Custom Deck, Union cards cannot be mixed with Confederate cards because they are different Suits. Remember that the Neutral cards (designated with a black border and black background) can be mixed with any army and not break suit.

Fully Customized Decks— These decks have no limitations on the army type. In a Fully Customized Deck, you can have President Abraham Lincoln and General Robert E. Lee fighting on the same side.

We strongly recommend you never play custom decks against premade decks. Your friend with the ready-to-play Scorched Earth deck does not have a prayer of defeating your insane Zouaves/Military Discipline & Stonewall Brigade Deck. Your friend wants to enjoy the game too.

Likewise, playing a Suited Custom Deck against a Fully Customized Deck will usually favor the latter. It is best to play Premade Decks vs Premade Decks, Suited Custom Decks vs Suited Custom Decks, and Fully Customized Decks vs Fully Customized Decks.

Your opponent has the right to ask what type of deck you are playing (Premade, Suited Custom Deck, or Fully Customized), so they can adjust what type of deck they are playing.

ADDITIONAL GAME MODES

Aside from 2 player games, Siege Warfare has been designed to be played in 3, 4, and 6 player games as well. Here are a few multiplayer options we recommend.



SIEGE FREE-FOR-ALL

In 3 to 6 player Siege Free-For-All games, the game mechanics remain the same except for a few minor adjustments.

In Siege Free-For-All games, none of the players begin the game with any debt or surplus. Each player still draws 7 cards and chooses a starting Ground. No player needs to dismiss 7 cards at the beginning of the game. None of the players get a combat sequence their first turn.

When designating attackers, you cannot attack multiple players on the same turn. All your attacking units must be attacking a Field, Ground or Battery controlled by the same player.

Here is the big distinction for Siege Free-For-All. Once a player has been attacked, that player puts a counter on top of their field (deck). That counter is not removed until that player begins their next turn. A player with a counter on their deck cannot be attacked or have damage inflicted upon them. This means that in a Siege Free-For-All game, each player can only be attacked once before their next turn.



ALLIANCE DUELS

An Alliance Duel consists of 4 to 6 players sitting at a square or circular table. Players are divided into 2 teams. Each player should sit so that an opponent is on either side of them at the start of the game. Each player takes a turn in a clockwise rotation.

Alliance Duels use the same rules as a Siege Free-For-All game, except that you can never attack your allies.

You can discuss ideas and strategies with your allies and decide which of you should attack which opponent. Other than that, you are largely on your own. You cannot defend your allies or inflict damage to an opponent with a counter over their deck.



CLASSIC FREE-FOR-ALL

Use the Siege Free-For-All rules, excluding the counter on an attacked deck. This means that any player can attack any other player during their turn, regardless of how many times the poor defending player has already been stomped on since their last draw sequence.

Classic Free-For-All games are rarely well balanced, and usually result in one of the players getting pounded into oblivion, long before they realize they were supposed to be enjoying this process.

Your goal should be survival more than victory. Victory will be assured as long as you can survive long enough. **Classic Free-For-All is NOT recommended for the casual player.**



SHARED BASE TEAM GAME

A Shared Base game consists of 4 to 6 players. This game uses the same rules as a 2 player game, except there are 2 or 3 players on each Team. All teammates should be seated near each other, with the opponents on the opposite side of the table.

Each player has their own deck and starting ground, and each player still plays cards from their own hand with their own resources. However, the players on the same team share their turn sequences.

All teammates that are going first each begin with 1 debt and can only play a resource and draw on their first turn.

All teammates that are going second each begin with 1 surplus and dismiss 7 and cannot attack their first turn.

On Team 1's second turn, all teammates flip-up their starting ground. Team 1 attacks as a

group, with all teammates discussing and implementing their attack together against Team 2.

Team 2 defends as a group as well. All teammates discuss and decide which units should intercept against whom.

Effects and cards that say “to a unit you control” can be used on teammates units as though you control them.

All damage that is inflicted to a field in this game is split evenly between all teammates (this includes Ranged Damage, Combat Damage, Damage from Effects or abilities, Raze damage, etc.). If there is one point of damage that cannot be split evenly, the damaged team gets to decide which team member’s field takes that extra point of damage.

You may share Fortify and Restock with your teammates as well. If one of your teammates has lost their opening ground, it would benefit you to fortify them a little each turn so they are not eliminated from play.

Lastly, at the end of your turn (once per turn), you may give one surplus you control to a teammate of your choice.



HARDCORE SIEGE WARFARE

A Hardcore game can be played in any game mode (2 player, Siege Free-For-All, Alliance Duel, etc.). To play a hardcore game of Siege Warfare, use the normal rules of the game mode you wish to play, except for one adjustment: Players do not get a starting Ground.

...It makes that much of a difference! Good luck. **Hardcore Siege Warfare is NOT recommended for the casual player.**

COMMON ABILITIES

FORAGE *(When attackers are designated, add 1 counter to your surplus for every 2 attacking forage units you control.)*

FORTIFY[4] *(Restock 4 during your renew sequence.)*

MOBILITY *(When a non-mobility unit intercepts this unit, this unit may withdraw.)*

PROTECTOR *(This unit may intercept 2 units when defending.)*

RANGED *(This unit inflicts its combat damage immediately after bombardment.)*

RAZE[2] *(When this unit attacks a player, that player takes 2 damage.)*

STEALTH *(This unit can't be selected by an opponent's effects or abilities during bombardment.)*

GLOSSARY

ATTACKING- A unit that designated to inflict its damage to either a field, ground, or battery.

BASE- Put a card on the bottom of your field.

COMBAT DAMAGE- A unit's offense is applied as damage against a field, unit, ground, or battery.

DAMAGE- Each point of inflicted damage reduces the defense of a unit, ground, or battery by 1 until the end of the sequence. Each point of inflicted damaged reduces a field by 1 card.

DEplete- Put a card on the bottom of your discard pile face-down. It cannot be restocked.

DISCARD- Take a card from your hand and put it into your discard pile.

DISMISS- Take the top card of your field and put it into your discard pile.

DRAW- Take the top card of your field and put it into your hand.

DUPLICATE- Pay the identical cost of another card (including dismiss, discard, and/or debt).

ENGAGED- A unit is engaged if it intercepts or is intercepted by another unit during a combat sequence.

FIELD- Your deck of Siege Warfare cards.

INTERCEPTING- A defending unit that prevents an attacking unit from damaging its intended destination (a field, ground, or battery).

NEUTRALIZE- Place a card from play into its discard pile. Any unit, ground, or battery that receives damage equal to or greater than its defense is neutralized.

RESTOCK- Choose a card from your discard pile and base it.

SEARCH- Look through the cards in your field or discard pile, and bring a specified card to your hand. If you searched your field, you must shuffle it afterward.

SURRENDER- Neutralize a card you control in play.

WITHDRAW- Remove a unit from combat. That unit does not inflict or receive combat damage that sequence and is no longer engaged.