

## SET UPS INSPIRED BY FAMOUS BATTLES

The Battle of Xiangyang was a key battle between the invading Mongols of the Yuan dynasty and Chinese Southern Song forces from 1267 to 1273CE. The key strategic location of the fortress meant its defense was treated as seriously as the defense of the capital itself.

Massive amounts of supplies had been stored inside the fortress, in preparation for long sieges and there were high walls and towers on all four sides. Each entrance of the fortress had at least two layers of walls, used to trap enemy sieging forces inside. Indeed, in 1257 the Mongolian cavalry were lured into Xiangyang where they were slaughtered by the Song defenders due to the double layered wall design.

However, the Mongols learned from this, and brought over 100 trebuchets with them, with a shooting range of 100 meters. The defenders were also ready for a bombardment and prepared for it by expanding their moat to a width of 150 meters, reinforcing their walls with clay and using nets to dampen projectile impact.

The Mongols started the blockade of Xiangyang, stopping any supplies from the Han River. Many times, reinforcements from the south tried to attack the Mongol positions, but were no match for the Mongolian cavalry. Finally, in 1272, with supplies almost gone, a small Song force of 3,000 men was able to break through the Yuan blockade, and supply Xiangyang from the Han.

The defense of Xiangyang came to an end when it surrendered on 14 March 1273, with the introduction of the counterweight trebuchet. Experts Ismail and Al al-Din were sent from Persia to China by decree of Kublai Khan in 1272. They built around 20 powerful mangonels with a range of 500 meters. The Yuan bombardment began in February destroying city structures, towers, and turrets on the city walls. After holding out for years, the fortress fell within a few weeks.

**Yuan Units:** Light Cavalry, Cavalry, Trebuchet, Siege Tower

**Song Units:** Sapper, Pikeman, Marshall, Crossbowman

## CREDITS

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# WAR CHEST™

## SIEGE EXPANSION

An expansion for War Chest by Trevor Benjamin and David Thompson for 2 or 4 players aged 14 and up.

## COMPONENTS

This expansion contains:

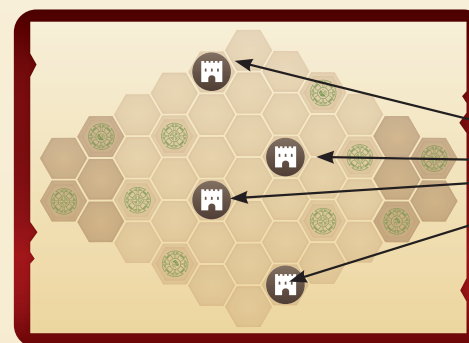
19 Unit Coins      7 Fortification Coins

4 Unit Cards      6 Fortification Map Cards

Fortification Coins



Fortification Map Cards



STARTING LOCATIONS  
FOR FORTIFICATIONS

*Siege brings a new kind of tactic, a new coin type, and new units for War Chest. Additional rules for inclusion of this content are included here.*

## SET UP

**Shuffle the 6 Fortification Cards, and randomly select one.** This card will show the starting locations for 4 Fortification Coins.

**Place 4 Fortification Coins (simply known as Fortifications) on the board as indicated on the map.** Place all of the remaining Fortification Map Cards back in the box. Place the remaining 3 Fortification Coins beside the board to form a supply.

*Note, that if you are combining both War Chest: Siege, and War Chest: Nobility, you should locate the Fortifications at the same time that the Royal Decrees are revealed, before the draft begins.*

## HOW TO PLAY WITH THE NEW CONTENT

### Fortifications

Fortifications are not units, but can be attacked like units (see below).

A location that has a Fortification on it has the following rules:

- ◆ Units may enter neutral and friendly locations with a Fortification.
- ◆ Units may **not** enter enemy locations with a Fortification. They must attack the Fortification first (see below)
- ◆ Units with multi-space movements (e.g. Light Cavalry) may not move through locations with a Fortification.

### Attacking Fortifications

Fortifications may be attacked as if they were a unit. Any attack that can normally be made against a unit can be made against a Fortification. If an attack is made against a Fortification its coin is removed from the board and placed back into the Fortification supply.

You may not attack a unit which is in a space with a Fortification (whether the location is controlled by the player with the units in the Fortification or not). **You must attack and remove the Fortification first.**

### Building Fortifications

The Sapper's attribute allows you to play additional Fortifications onto the board. These Fortifications are taken from the Fortification supply. The Sapper may not use its attribute if there are no Fortifications left in the supply.

## Siege Tactics

There is a new tactic type in the game. The three siege weapons (Trebuchet, War Wagon, Siege Tower) have a new type of action noted on the cards as a Siege Tactic. A Siege Tactic is exactly the same as a normal tactic and is treated in exactly the same way, however, a unit can only ever perform a siege tactic when it is bolstered. If it is not bolstered it can never perform its Siege Tactic.

## FREQUENTLY ASKED QUESTIONS

**Can I use the Sapper if there are no Fortifications left in the supply?**

No.

**Can I use two consecutive attacks from my Siege Tower to attack the Pikeman, if, after the first attack, my Siege Tower is reduced to just one coin?**

Yes. The condition for using a Siege Tactic is that your unit must be bolstered at the time that you initiate the tactic. At the time that you discarded your coin to use the tactic your unit was bolstered, and you would not need to re-check that half way through executing the tactic.

**Do I have to move the War Wagon if I use its Siege Tactic?**

Yes.

**What is the “vacated space” referred to on the War Wagon?**

That is the space that the first unit that was moved previously occupied. Imagine that the War Wagon is “pushing” the other unit and filling in behind it.

**Can I use the War Wagon to remove a coin lost from an adjacent unit as a result of that unit attacking a Pikeman?**

No, the War Wagon can only use its attribute when an adjacent unit is attacked. The Pikeman's attribute is not an attack.

**If an enemy unit attacks my Pikeman, which is adjacent to my War Wagon, and I remove a coin from my War Wagon is the Pikeman's attribute used as normal?**

Yes, the attacking unit will still lose a coin (as long as it was adjacent). That effect is still caused by the Pikeman (not the War Wagon).