

RULES FOR THE *SIEGE* EXPANSION:

1. THE FORTRESS

1.1 Every character in the Outer (or Far Outer) Region can build the Fortress. It will cost him 1 turn and 2 Gold. The Fortress will create new space "outward" the space where Character stood at that time. (When you build your Fortress in the Field space in the Outer Region, you will place the Fortress card next to the Field space, between Outer and Far Outer rows). Each Character can have only one Fortress at time.

1.2 Character having the Fortress can hire the units there according to the following table:

- Light Infantry - 2G, might 2
- Heavy Infantry - 3G, might 3
- Bowmen - 3G, might 2
- Ballista - 2G, might 1

1.3 Character who ends its movement max. 2 spaces away from his or her Fortress, can move to the Fortress next turn instead of movement roll.

1.4 Each time the Character enters his or her Fortress, he or she gains 1 bag of gold.

1.5 While in the Fortress, Character cannot be attacked by another Character.

1.6 While in the Fortress, Character can heal 1 life per 1 bag of gold.

1.7 The Character can store his or her (Magic) Objects and Gold in the Fortress. The Objects and Gold cannot be stolen, but the Character cannot use them when they are stored. There can be unlimited number of Objects and Gold stored in the Fortress.

1.8 It is possible to leave Units and non-negative Followers in the Fortress following the same rules as above.

1.9 It is possible to stay in the Fortress as long as the Character wants. The Character must announce that he or she is going to leave the Fortress next turn.

1.10 The Fortress is considered the Place for the effects of some cards. The Fortresses are however much harder to destroy. When the Fortress would be destroyed, its owner can roll one die:

- 1.-2. The Fortress is destroyed.
- 3.-6. The Fortress is not destroyed.

2. THE UNITS

2.1 Character with the Units is called the General.

2.2 The Units are the new class of cards. They represent the unit of low-level soldiers, artillery or siege engines. They move with their General the same way as Followers do.

2.3 The General cannot have more Units then he or she has Craft or Strength value (eg. Troll with strength 7 and craft 3 can have only 3 Units as well as the Fairy with strength 3 and craft 9). Every Unit on the deck following Character's orders counts toward this limit.

2.4 The Artillery and the Siege Engines *together* cannot exceed the number of other Units.

2.5 The Siege Engines can be used only during the siege.

2.6 The Units cannot enter the City, Dungeon or Inner Region. They will camp at the City Gates (Dungeon Entrance or Portal of Power respectively), and wait for return of their General. It is possible to attack camped Units, but they will retreat to their Fortress after their first defeat.

2.7 When adventuring, the Characters leave their Units camped and go scouting the area on their own (and with the Followers). When the Character reveals any Adventure Card, it influences only the Character and his or her Followers.

2.8 When the General leaves his or her Units (eg. by means of teleportation, Horse usage, Paegas stranger or Harpy), or when he or she is turned into the Toad, the Units will wait for him next turn and then they will retreat to the Fortress.

2.9.1 The Units marked as Cavalry can move with the General, even when he or she uses the Horse.

2.9.2 The Units marked as Chivalry can move with the character even when he or she uses the Horse. When they do so engaging enemy at the end of their movement, they gain charging bonus +2.

2.9.3 The Units marked as Pikemen can negate charging bonus of Chivalry. Each Unit of Pikemen negates the charging bonus of one Chivalry Unit.

2.9.4 The Units marked as Archers can once per turn shoot the Animal, Monster, other Character or Unit standing on one of the neighbouring spaces. If they shoot the Unit, the Battle will occur. There will be only one round of fighting and if the Archers are defeated, nothing happens (they will not be destroyed). If the Archers shoot Monster or Animal, attacker will roll one die. If he or she rolls the same or smaller number then the Archers' might is, defender is killed or loses one life (armor roll allowed). If more Archer units attack, they add their might together.

3. PERSONAL GUARD

3.1 The General can designate one of the Units to be his or her Personal Guard. Such Unit can fight in battles as normal, but it also gives the General bonus equal to one half of its might (rounded up) all the time. The Chivalry Unit adds additional +1 to the bonus. The Units with might 1 and Artillery and Siege engine Units cannot be used as the Personal Guard.

4. THE BATTLE

4.1 When General with army attacks non-General, or when he attacks a Monster or an Animal, he rolls one die:

1.-2. Defender automatically loses fight. General can take only life from defeated opponent (he can roll for his armor etc.). When the defender is Monster or Animal, it is killed.

3.-4. Defender was able to fight his or her way to the General and can fight with him head-to-head.

5.-6. Defender noticed approaching army and fled. No battle occurred.

4.2 If General defeats Enemy this way, he or she cannot obtain any experience.

4.3 It is impossible to attack Ghosts, Dragons and Ancients with the Units – low soldiers are afraid of those supernatural creatures.

4.4 General can leave the Units camped and attack only with his Followers. Then it is considered the ordinary fight.

4.5 When General attacks another General, the Battle will occur. Both sides total their Units mights and roll die. The victor will destroy opponent's weakest Unit. Then the defeated General will be able to retreat from the battle. If the defeated General will choose not to retreat, another round of Battle will begin. The victor will destroy the weakest Unit of defeated opponent until one currently defeated chooses to retreat.

4.6 If there are more Artillery and Siege Engines together than other Units, victor can opt to destroy one of them even if it is not the weakest Unit of defeated army.

4.7 General can take part in the Battle in the front lines. Then he or she will support the troops and add +1 to die roll, but when such General is defeated, he or she will lose one life.

4.8 When the Non-General decides to attack the General, he or she has to roll one die:

1.-2. You were revealed, lose 1 life (roll for armor etc. possible).

3.-4. The Guards spotted you but you fought your way to the General. You can fight with him or her.

5.-6. You managed to get to the General unseen. You can fight with him as usual and the General cannot use his or her Personal Guard.

4.9 Even multi-round battles take one turn.

5. THE SIEGE

5.1 The General can attack another Fortress, if he or she has Artillery or Siege Engine.

5.2 When the General ends his movement max. 2 spaces away from an enemy Fortress, he or she can move to the Fortress next turn instead of the movement roll and begin the Siege.

5.3 The defending army can add +2 to its die roll thanks to the fortification.

5.4 The defending army cannot retreat.

5.5 When the attacker wins, he can plunder the Fortress. He destroys the Fortress and can get all Objects, Followers and Gold stored or he can get 2G (his or her option).

6. OCCUPATION

6.1 The General can occupy any Adventure-Place by leaving one or more of his or her Units in the space. Everybody who will want to encounter that Place will have to battle with those Units. Defending Units will retreat to the Fortress after two defeats.

6.2 When choosing the occupation Units, remember that there cannot be more Artillery and Siege Engines together than other Units in the newly created occupation garrison.

6.3 When the Non-General decides to encounter enemy-occupied Adventure-Place, he or she has to roll one die:

1.-2. You were revealed, cannot encounter the place and lose 1 life (roll for armor etc. possible).

3.-6. You managed to get to the Place unseen. You can encounter the place.

7. THE DECK

Village - You can buy the Battering Ram for 1G in the Blacksmiths. You can enlist the Peasants for your Army for 1G here.

Castle (Middle Region) - You can enlist the Knights (5G) and Elite Bowmen (4G) here.

Tavern - You can visit the Tavern or the Camp here. In the Camp, you can enlist following Units: Light Cavalry (3G), Heavy Cavalry (4G), Horse Archers (4G), Pikemen (3G).

Desert – If you lose life here and pay 4G, group of mythical desert fighters will join you. Take Men of Desert card.

8. CARDS – SIEGE (50)

Numbers in parenthesis on several Unit cards show the bonus to strength if such Unit is chosen as personal guard, so players need not calculate it every time they use it.

6 x Fortress

4 x Peasants

4 x Light infantry

3 x Heavy infantry

3 x Men of Desert

4 x Light cavalry

3 x Heavy cavalry

2 x Knights

3 x Pikemen

4 x Bowmen

2 x Elite bowmen

3 x Horse archers

3 x Battering Ram

2 x Catapult

2 x Ballista

2 x Mortar

9. CARDS ADVENTURE - FOLLOWER (4)

1 x Warlord

2 x Captain

1 x Barbarian Hero
1 x Sapper

10. CARDS ADVENTURE - STRANGER (2)

1 x Master Builder
1 x Master Strategist

11. CARDS ADVENTURE - EVENT (3)

1 x Soldier's Pay
1 x Extra Taxes
1 x Civil War

12. CARDS ADVENTURE - ENEMY-UNIT (30)

- If these cards are revealed by General, standard Battle occurs.

- If non-General reveals them, he or she has to roll one die:

1.-2. Lose 1 life (armor etc. roll allowed).

3.-6. You spotted the army and run away.

1 x Skeletons
1 x Mummies
1 x Undead Cavalry
1 x Skeleton Archers
1 x Death Knights
1 x Knights of the Light
1 x Barbarians
1 x Berserks
1 x Stag Riders
1 x Bear Riders
1 x Elven Bowmen
1 x Elven Knights
1 x Mercenary Band
3 x Pack of Hobgoblins
3 x Goblin Party
2 x Orc Raiding Group
2 x Wolf Riders
1 x Orc Cavalry
1 x Troll Pack
2 x Goblin Bowmen
2 x Orc Longbowmen
1 x Ogre Hunting Pack

14. SPELL CARDS (2)

1 x Create Fortress
1 x Levitate Fortress