

TOWER SIEGE

It's not about collecting, it's about the game!



Advanced Tower Siege Rule Book

TOWER SIEGE

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Notable Reference – Abbreviations

AL - Attack Level...	...See Dice & Combat Section
ASC - Action Status Card	...See Supporting Cards Section
AT - Any Turn...	...See Scroll Section
DL - Defense Level...	...See Dice & Combat Section
GP - Gold Piece(s)...	...See Mine Section
IC - Item Class...	...See Item & Minion Section
IP - Integrity Point(s)...	...See The Tower Section
IS - Innate Skill...	...See Minion Section
LP - Life Point(s)...	...See The Mage Section
OT - On Turn...	...See Scroll Section
PL - Protection Level...	...See Item Section
PP - Power Point(s)...	...See Powerstone Section
QRT - Quick Reference Table	...See Combat Section
R - Round...	...See Dice Section
RL - Resistance Level...	...See Dice Section
RR - Resistance Roll...	...See Scroll Section
SL - Skill Level...	...See Dice Section
SS - Spell Skill...	...See The Mage Section
ST - Spell Turn...	...See Scroll Section
T - Turn...	...See Dice Section
UI - Usable Items...	...See Item & Minion Section

TOWER SIEGE

Tower Siege is an exciting non-collectable customizable card game of strategy, luck and ruthlessness...

Players control a powerful Mage and soon find themselves immersed in a struggle for survival. The Mages battle against one another with the aid of Minions, Items, Scrolls and Relics. These cards offer the player many strategic options as well as the use of dice to determine the outcome of combat. Players try to keep their Tower intact and their Mage alive. The last Mage standing wins the game! If you want “War games without the bored games” and “Campaigns without the commitment”, then Tower Siege is the game you’ve been looking for. Visit www.arcanegames.com

This is a game of resource management, strategic buying, cunning attacks and just plain luck of the dice. Tower Siege is a non-collectable, customizable fantasy card game. Players can have up to 4 of any card in their deck, excluding Mines and Powerstones. There are currently three 15 card expansion (Elemental Adversaries, Thaylen’s Rogue and Fiendish Foes) packs out for the game. These expansion packs contain several new card types and are highly recommended, but not required.

2-4+ Players ~ Ages 13 and up ~ Game play approximately 30 minutes per player

Foreword

These rules are meant as an advanced guide to play Tower Siege. You and your gaming group can feel free to modify the rules to meet your specific playing needs. If you do modify the rules, be sure that all players are in agreement before game play begins. The following rules were written with a common sense approach. If you still have a question regarding a rule, typically your instincts will be correct. We have tried to cover all scenarios. For official rule clarifications or if you want to ask other game related questions visit our online forum (www.arcanegames.com).

Game Components

Dice

Percentile Dice are used to resolve combat. The Skill Level (Attack, Defense and Resistance), Spell Skill and Innate Skills are considered successful if your roll is equal to or less than the ability level indicated on the card(s). In Tower Siege, there are Critical Hits, Exceptional Defense and Fumbles. A roll of 01-02 on the dice indicates a Critical Hit or Exceptional Defense, depending on the ability roll. A roll of 99-100 on the dice indicates a Fumble. In the event of a Critical Hit, an Exceptional Defense or a successful Protection Level roll is the only thing that can only negate it. An Exceptional Defense gives your Creature a counter attack (Riposte). A Fumble causes your Creature to go into a defend position and in some cases to be attacked again.



The game unit does not include percentile dice (1-100), these can be purchased separately from your favorite games retailer or download the free dice roller from www.arcanegames.com. Also, a 4-sided dice can come in handy as you’ll see farther down. If you are not using specific percentile dice, then get two different color ten-sided dice. These are rolled simultaneously, the darker color die represents the tens position and the lighter color die represents the ones position.

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Example:

The Mage's Skill Level is 35.

Notable Definition - Skill Level (SL)

The Skill Level (SL) incorporates a Creature's following abilities: Attack Level, Defense Level and Resistance Level. Items or magical means can raise these skills individually or as a whole.

Attack Level (AL): A Creature's ability to make melee (hand to hand) attacks.

Defense Level (DL): A Creature or Structure's ability to defend against melee (includes Directed Attacks and non-magically based Targeted attacks from a Creature, Item or Relic) attacks. The Mage is the only creature that can be used to defend against multiple attackers without being placed in the defend position. Also, a Creature is never placed in the defend position after being the recipient of a Targeted Attack, such as arrows from a Bowman, unless a fumble is rolled for their Defense Level. (See Action Status Card – ASC)

Resistance Level (RL): A Creature or Structure's ability to resist against magical (Scroll and Spell based) attacks. A Creature is never placed in the defend position after being the recipient of a magical Targeted Attack, such as a Powerbolt, unless a fumble is rolled for their Resistance Level. (See Action Status Card – ASC)

If the Mage (Weefolk for this example) is making a melee attack, his Attack Level is AL35. If the Mage were defending, his Defense Level is DL35. If the Mage were trying to resist a magical attack, his Resistance Level is RL35.

The dice roll is: Dark Die = 0 Light Die = 3

The roll is 03 and successful.

Another important role of the dice is determining duration; primarily with Scrolls (use of a 4-sided dice is recommended). Most effects last either 1-2, 1-3 or 1-4 Rounds (1-2/R, 1-3/R and 1-4/R); the number is determined by a roll of the dice.

Example:

1-2 Rounds

1 = 01-50

2 = 51-100

1-3 Rounds

1 = 01-33

2 = 34-66

3 = 67-99

100 = Roll Again

1-4 Rounds

1 = 01-25

2 = 26-50

3 = 51-75

4 = 76-100

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Notable Definition – Rounds (/R) and Turns (/T)

A Round (/R) starts with Player 1 taking his turn (unless it's the first round of game play, a player's turn begins after the previous player ends their turn, and ends when they say "My turn is complete!" to the next player). The Round continues with the remaining players taking their turns and ends at the beginning of starting player's (Player 1) next turn. Some cards may make statements like "Last's for one full Turn" and in this case it would be equal to a Round. Using the common sense approach will help you determine this when reading how the card actually interacts in game play.

Markers

The game unit does not include Markers. Players may use coins or other small objects to keep track of many things in the game. Examples include Life Points, Integrity Points, Scroll duration and Innate Skills.



Market Deck

The Market Deck combines your Minions, Items, Scrolls, Relics, Market Place Mines, Market Place Powerstones and other new card types, which can be purchased during the game after being brought into your Market Place. The base game unit comes with two identical decks, each containing the following card count:



Minions - 12
Items - 12
Scrolls - 12
Mines (market) - 10
Powerstones (market) - 10
Base Mines - 7
Base Powerstones - 7
Relics - 4
Towers - 3
Mages - 3
Action Status Card - 2
Caravan - 1
Spent Powerstones - 1
Spent Gold - 1
Quick Reference Card – 1

Customizing your Deck

A Market Deck may contain an unlimited (within the maximum deck size constraints) amount of Market Place Mines and Powerstones. Market Decks may have 4 (Minions, Spells, Scrolls, Items, Relics, Elementals, and Rogues etc.) of any one card; the exception to this is that only one of the same Relic card may be in play on your battlefield at any one time. If a player manages to go through all the cards in his or her deck, the game continues and the player must use the resources they have in play until the outcome of the game is determined.

The base deck contains 60 cards and is considered the minimum deck size. The current official maximum deck size is 120 cards. These basic rules will help guide you with deck creation, you have free reign to make your own decks however you choose.

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Notable Definition - Market Place

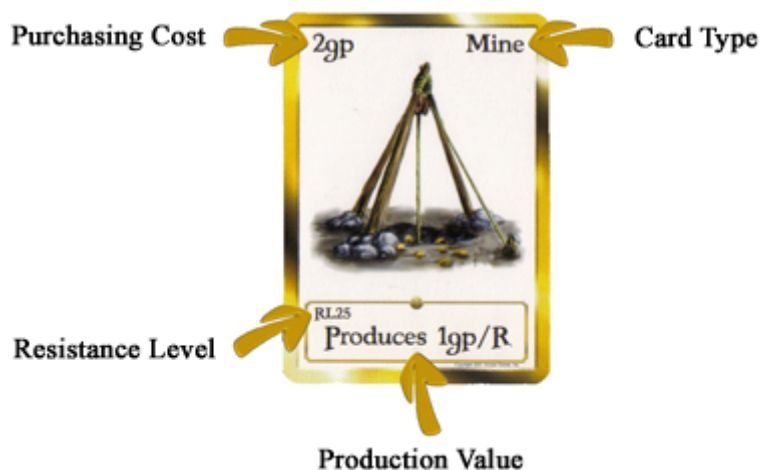
The Market Place comprises the cards (initially 7) drawn into your hand from the Market Deck. These cards can be purchased and brought into play after they are drawn or retrieved from your Market Deck.



Resources

Mines

There are two types, Mines and Base Mines; both produce Gold Pieces (GP) at the rate of 1 per round (1gp/R). Gold Pieces are used to buy most things from your Market Place. Base Mines are the resources your Mage starts the game with and cannot be destroyed or taken away from the player, but are subject to certain effects. Your Mage card will specify the number of Base Mine cards with which you start the game. Non-base Mines may be purchased from your Market Place at a cost of 2 Gold Pieces (2gp) and will give you more buying power on future turns. Purchased Mines are placed on the Caravan card and will not start producing gold until the following round. Placing the appropriate number of Mines and or Base Mines on the Spent Mines card indicates payment.



Spent Gold

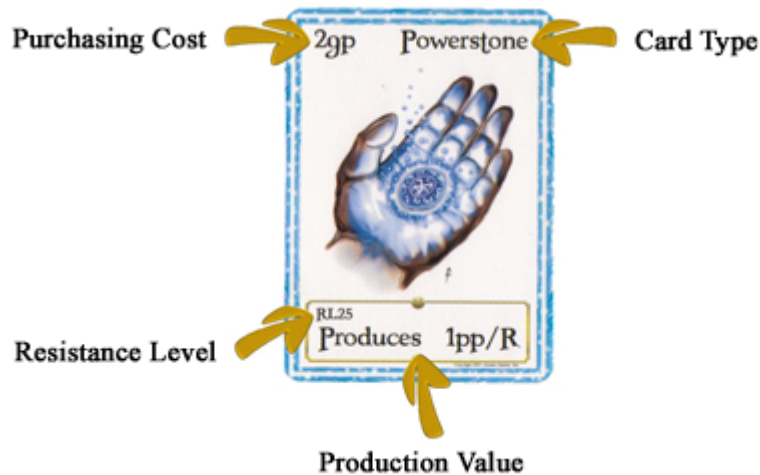
The Spent Gold card is placed next to your pile of Mine (Base and Market Place) cards. When you spend gold pieces (GP), the Mines (Base and Market Place) are placed on the Spent Gold card until the beginning of your next turn.



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Powerstones

There are two types, Powerstones and Base Powerstones; both produce Power Points (PP) at the rate of 1 per turn (1pp/T). Power points are used to invoke Spells and Scrolls as well as utilizing Minions Innate Skills and Relic abilities. Base Powerstones are the resources with which your Mage starts the game. Base Powerstones may not be destroyed or taken away from the player, but are subject to certain effects. Your Mage card will specify the number of Base Powerstone cards with which you start the game. Non-base Powerstones may be purchased from your Market Place at a cost of 2 Gold Pieces (2gp) and will add to your ability to cast more Spells, Scrolls and utilize other abilities on future turns. Purchased Powerstones are placed on the Caravan card and will not start producing power until the following round. Placing the appropriate number of Powerstones and or Base Powerstones on the Spent Power card indicates payment.



Spent Power

The Spent Power card is placed next to your pile of Powerstone (Base and Market Place) cards. When you spend power points (PP), the Powerstones (Base and Market Place) are placed on the Spent Power card until the beginning of your next turn.



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Mages



The Mage

Players must choose a Mage card before beginning play. There are 6 different Mage races, each with unique abilities. The Mage card is by far the most complex one in the game, and knowing what this card can do for you is important.

Each Mage has an innate ability called Alchemy, which allows the Mage to convert gold pieces into power points and vice versa. This is done at a cost of 3 to 1. Example: You need 1 more gold piece to buy an Item. You can pay 3 power points and use Alchemy to create 1 additional gold piece. Place converted gold = GP (Mines) or power = PP (Powerstones) onto the appropriate spent pile.

All Mages are taught three Spells, which are usable either on your turn (OT - On Turn) or on any one's turn (AT - Any Turn) throughout the game as noted on the card (see Scroll section for usage on these types of Spells and Scrolls). The Mage may make all Spells, Scrolls and Targeted Item and Relic attacks from the safety of their Tower or other Mage occupied structure, without exposing themselves to harm.

The first Spell is offensive in nature and is called Powerbolt. Although it is initially a weak spell, it can be enhanced for greater accuracy. A Powerbolt Spell costs 3 power points (3pp) to cast and gives the Mage a Spell Skill 20 (SS20) / On Turn (OT) chance of hitting its intended Target. A successful hit with a Powerbolt will do either 1 Life Point of damage to a Creature (Mage, Minion etc...) or 1 Integrity Point of damage to a Structure such as a Tower, Shelter or Relic, which is located on the battlefield.

Notable Definition – Spell Skill (SS)

Spell Skill is the Mage's ability to accurately cast a Spell or Scroll. This ability is NOT based off of a Mage's Skill Level, which as mentioned only incorporates a creature's attack, defense and resistance. You must roll equal to or less than the indicated Spell Skill to successfully cast the Spell or Scroll in question. When a creature or structure is the target of a SS attack, it would roll against its Resistance Level to negate the effects.

Shield is the next Spell in your arsenal. Shield is defensive and adds a protection level to the recipient. The Shield Spell may be cast for 3pp / Any Turn (AT) on any Creature. It gives a +20 Protection Level (+20PL) for

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one turn. The Shield Spell may be used with all armor types and protects the recipient against all physical and most magical attacks. Only one Shield Spell may be cast on a specific Creature, per round.

By default, Creatures have a Protection Level of zero (PL0), unless otherwise noted on the card. A Protection Level is a secondary defense from attacks and is used when a Defense or Resistance Level roll has failed. If the defending Mage or Minion has a Protection Level and has been hit by an attack, it would roll against its Protection Level to see if it absorbs the strike. If a successful roll is made, no damage is taken.

The last Spell is called Shatter. Shatter allows your Mage to destroy your opponent's Items and Relics. The Shatter Spell costs 3 power points (3pp) / On Turn (OT) to cast and gives a Spell Skill 20 chance of destroying an Item or a Spell Skill 15 against a Relic. Shatter only affects Items and Relics that are not located within a Tower or other Structure (only Items and Relics that are located on the battlefield).

The Mage may cast any of these Spells (Powerbolt, Shield and Shatter) as many times as his resources will allow during the turn. Again, these Spells can be cast from the safety of the Mage's Tower or other structure that can be occupied.

Using the Weefolk Mage card as an example, you will see a Base Mine symbol with a 7 (indicates how many Base Mines the Mage will start the game with), a Base Powerstone symbol with a 6 (indicates how many Base Powerstones the Mage will start the game with) as well as 2LP (Life Points), UI: M (Usable Items) and SL35 (Skill Level) near the bottom of the card along with the previously reviewed Alchemy and innate Spells.

2LP refers to Life Points (LP). This means the Mage must be hit twice to be defeated. A marker is placed over the 2LP to represent 2 Life Points; without the marker, the card itself represents 1LP, as with Minions. A Life Point is removed when the creature is successfully struck by an attack and fails their Defense or Resistance Level (and in some cases when applicable their Protection Level) roll. When both Life Points have been removed from the Mage, they are out of the game.

The UI: M (Usable Items) located in the lower center, tells you what Items the Mage (or other Creature such as a Minion) can use. See Usable Items (UI), in the Minion and Item sections for further explanations. Lastly, we come to the SL35 in the Lower Right corner of the Mage card. As stated before, the Skill Level (SL) incorporates a Creature's following abilities: Attack Level, Defense Level and Resistance Level. Items or magical means can raise these skills individually or as a whole.

Notable Definition - Creature

A Creature is a living entity in the realm of Tower Siege. When referring to a Creature, you will know that it has some or all of the following:

- Life Point(s)
- Usable Items
- Skill Level
- Innate Skill

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Supporting Cards

Caravan

The Caravan card (see Setting up the Battlefield under the Quick Start Rules) is where Mines, Powerstones and Relics are placed when they are purchased. These cards come into play on the player's following turn and will be fully utilizable at that time. Cards located in the Caravan may not be attacked, unless otherwise specified.

Action Status Card ~ ASC

The Action Status card is used to keep track of your Army's readiness. This card is placed on the left side of the player's Battlefield, and the player's Minions and Mage (when not occupying the Tower) are placed adjacent to it. If a Creature such as your minion is attacking (ATTACK), it is slid forward to represent this action. If it is defending (DEFEND), it slides back. If your Creature has not attacked or defended, it is considered to be ON GUARD, which is the default (adjacent) position. Players may have played games that use other methods of keeping track of their cards actions. If it adds to your Tower Siege experience, use it. We have included two ASC's so you can have 2 rows for when you have a lot of creatures in play.



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Towers



The Tower

After you have selected a Mage card, you need to select a Tower card. The Tower protects a Mage from most forms of Targeted, Directed and Melee Attacks (See Minion section). It also allows a Mage to oversee its army, invoke Spells and Scrolls, and utilize their carried Items and all Relics from the safety of their Tower.

A Mage may step out of his Tower at anytime during game play. This may or may not be a wise move since the object of the game is to defeat the opponent Mage(s). Once a Mage steps out of its Tower, it must wait until the beginning of its next turn to re-enter it, unless it is going to occupy a different structure, such as a Shelter on his turn.

All base set Towers are the same except for their appearance. Toward the bottom of the Tower card, you will notice: 2IP (Integrity Points), UI: S (Usable Items) and DL50 (Defense Level).

The 2IP means that the Tower has 2 Integrity Points (IP), which allows the Tower to be hit twice before it falls. As with the Mage card, a Marker is placed over the 2IP, and the card itself represents 1IP. An Integrity Point is removed when the Tower is successfully struck by an attack and fails its Defense or Resistance Level roll. Next on the Tower card, we see UI: S in the lower center of the card. This tells you what Items the Tower can use (See Item section).

DL50 represents the Defense and Resistance Level of the Tower. The Tower can only defend and resist against attacks unless it has an Item or Relic that enables it to make attacks. If a successful strike is made against the Tower, you must roll 50 or less on the percentile dice to negate the effects of the attack; otherwise the Tower loses 1IP. When both Integrity Points are lost, the Tower has fallen. A fallen Tower can be repaired by a Stone Mason (Minion), Fortify (Scroll) or other card and will re-enter into play right away. The Mage may enter the restored structure on the turn it was repaired.

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Notable Definition - Structure

A Structure is just about any physical non living object in the realm of Tower Siege. This has to be measured with some common sense. Typically Relics, Towers and a few other card types can produce a structure. When referring to a Structure, you will know that it has some or all of the following:

Integrity Point(s)

Usable Items

Defense/Resistance Level

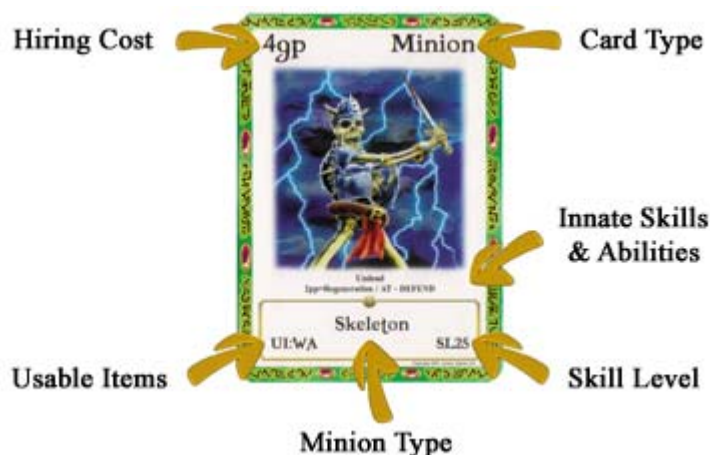
Notable Usage - Blocking

A Tower can be used to block (substitute as a defender) most all attacks made against your Mage's army. You will choose during combat, which of your assets (Minion, Mage, Tower or other defending structure such as a Shelter or Tower Shield) will be used to defend against melee attacks brought on by your opponent(s).

The exception to this is when your opponent brings Targeted or Directed attacks against you. Targeted Attacks allow a Mage to choose the recipient of the aggression. These attacks cannot be blocked (substituted by another target). Directed attacks allow a Mage to choose the recipient of the aggression. A Creature can be used to block these forms of attack if they have the same ability (i.e. Flight, Shadowwalk, Tunneling, etc.).

A Creature who has already blocked an attack and has been placed into the defend position (see Action Status Card) may not block another incoming melee attack. However, they would still be subject to Targeted and Directed Attacks (See Minion section).

Minions



Minions

Minions are like pawns in chess. They are hired to form the Mage's army. They battle against the forces of rival Mages and may under certain circumstances attack the controlling Mage as well. Most Minions are proficient in the use of weaponry and armor. Others are mindless brutes whose only concern is to protect the Mage and defeat his enemies.

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The most powerful Minions have the greatest hiring costs and may require Upkeep. This fee must be paid each round the Minion is in play except on the initial turn the Minion was hired. Mines and Powerstones are usually placed beneath the Minion card requiring Upkeep to show payment.

All Minions and other Creatures except the Mage have 1 Life Point and remain in the controlling Mage's service until either defeated or dispatched by some other method. Creatures that leave play at the end of a round are not considered defeated and do suffer damage. Example: Creatures that have an upkeep cost are not considered slain.

Examining the Skeleton Minion card, we see the 4gp in the upper left corner. This tells you how much this Minion will cost to hire. Next we see the Usable Items (UI: WA), which is listed in the lower left corner of the Minion card. The entry next to the Usable Items (UI) on the Minion card represents an Items Class (IC) with the exception of 'U' and 'X'.

'U' (Unlimited) allows the Minion use of any Items, while 'X' (None) allows NO use of Items. A complete listing of Item Classes and Usable Items are given in the Item card section.

Notable Usage - Minions and Combat

Most Creatures including Minions can both attack and defend in the same round unless some circumstance does not permit it. Minions, Elementals and other Creature types that defend against Melee and Directed attacks (see Attack Types) from other Creatures, must be placed into the DEFEND position (See Action Status Card - ASC) until the beginning of their controlling Mage's next turn. The exception to this rule is when they are subjected to a Targeted Attack such as Powerbolts or arrows from a Bowman. A Creature that is in DEFEND may not attack, but can defend against multiple Targeted or Directed attacks made upon them. The exception to this rule is when an Exceptional Defense has been made (See Combat).

Innate Skills

Some Minions may have an Innate Skill. Some of these skills have gold and or power cost associated with their use, while others are inherent. Many of these skills may only be used once per round. These Innate Skills allow a Minion to attack or use one of the following abilities (The realm of Tower Siege is ever growing, and there are going to be new Innate Skills that will be explained on the card in question.):

Notable Usage – Innate Skill (IS)

Attack based Innate Skills are a creature, Item or Relic's ability to accurately affect the target. This ability is NOT based off of a creature's Skill Level, which as mentioned only incorporates a creature's attack, defense and resistance. You must roll equal to or less than the indicated Innate Skill to successfully affect the target with the specified effects. When a creature or structure is the target of a IS attack, it would roll against its Defense Level to negate the effects.

Flight

Flight allows your Minion to fly above the battlefield and make Directed Attacks. There is a cost associated with this ability, and the effects last for 1 round from the time the cost is paid. A Marker should be placed in the center of the card to show this ability is being utilized and the cost has been paid.

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Tunneling

Tunneling allows your Minion to travel below the battlefield and make Directed Attacks. There is also a cost associated with this ability, and the effects last for 1 round from the time the cost is paid. A Marker should be placed in the center of the card to show this ability is being utilized and the cost has been paid.

Shadowwalk

Shadowwalk allows your Minion to walk the Shadow Realm. It lets your Minion make Directed Attacks upon unsuspecting targets. As with Flight and Tunneling, there is a cost associated with this ability, and the effects last for 1 round from the time the cost is paid. A Marker should be placed in the center of the card to show this ability is being utilized and the cost has been paid.

Regeneration

Regeneration is the ability a Minion possesses to heal itself. There is a cost associated with this ability and it must be paid upon loss of life, otherwise the Minion must be discarded.

Minion Types

Other Innate Skills classify the Minion type; these cards and future Minion or Creature releases may have other cards that can play off or give restrictions to them. Let's take a look at a few examples:

Mount

A Mount can carry a Mage or Minion that is capable of using an Item into battle and aid in the attack against the same defending opponent (2 DL rolls will be made by the defender in this case). A Mount that has other abilities such as Flight or Tunneling may also carry its rider while using these abilities. When defending, both the mount and rider will defend separately against attacks.

Undead

Undead Creatures such as the Skeleton Minion may be immune to certain Scrolls or other card effects. The details will be listed on the card in question if there is a special action required.

Attack Types

There are various forms of attacking which are described below:

Melee Attacks

Melee Attacks occur when two or more Minions, Mages and or a Structure are engaged in close physical combat. One attacks while the other defends. The defending Minion or creature is moved to the defend position.

Targeted Attacks

Targeted Attacks allow a player to choose the target (i.e. Mage, Minion, Tower, Structure or other specified card type) of the aggression. These attacks may NOT be blocked (substituted with another defender). A Creature is never placed in the defend position after being the recipient of a Targeted Attack (i.e. Arrows from a Bowman or a Mage's Powerbolt), unless a fumble is rolled for their Defense or Resistance Level (See Action Status Card – ASC).

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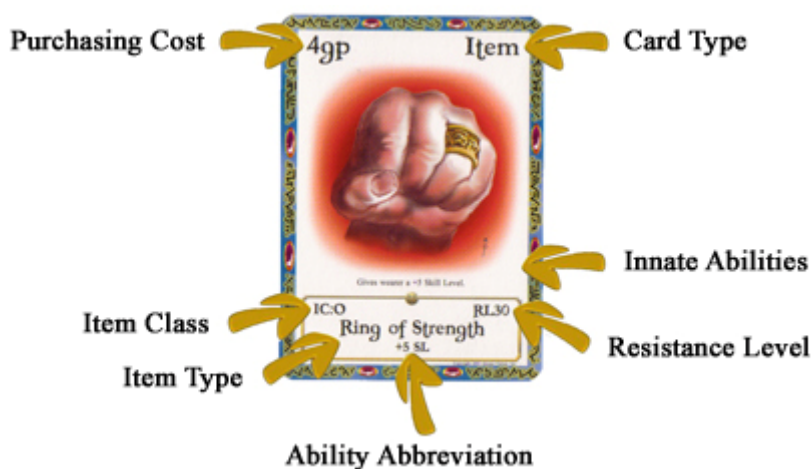
Directed Attacks

Directed Attacks allow a player to choose the target of its attack, these forms of attack can only be blocked (substituted for another defender) by a Creature with the same ability. As with melee attacks, the defending creature must be placed in the defend position. Card Example: 2pp= Tunneling /AT - Directed Attack /OT. This means that it can be activated on any turn, but it can only be used to attack on the current player's turn. It may be activated on an opponents turn if resources allow and can be used to block an opponent's similar Directed Attack ability.

Notable Usage – Attacking your own Army

A Mage may find it beneficial to sacrifice one of their own creatures. This may be done in one of many ways and is a legal move. Example: A Mage has cast Bind on an opponent's Minion and one of their own. They may now want to cast Powerbolt(s) against their Minion since it may have a lower resistance than the opponent's creature in order to defeat the opponent's Minion. Remember, this is war!

Items



Items

Items are purchased from the Market Place and can aid your army in many ways. As with most fantasy games, you'll see the sword, shield and armor as well as some exotic items. These cards are crucial for building up your army's abilities when fighting opponents. Be aware that if a Creature is slain or a Tower falls, all Items that were located on the Creature or Structure are placed into the discard pile (This includes Relics that are attached to a Structure). The exception to this is if the wounded creature is healed or regenerated at the time of injury.

Items work in conjunction with a Creature or Structure's Usable Items. If the creature's Usable Items corresponds with the Item Class of the Item card, then the recipient may utilize it. Some Items belong to more than one class. If there is any match when comparing the Usable Items and Item Class, it may be utilized (i.e. the Metal Bracers Item Class is IC: AM. This card is usable by any Creature that can equip Armor Items, Miscellaneous Items or those Creatures that can use any Item (Unlimited).

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Items come directly into play when purchased, and are placed under the card that can utilize them. An Item may be given to different Creatures in your army, as long as it is your turn and the other Creature is able to use it. Example: You have just purchased a new Battle-Axe for your Minion but it already has a Sword. You could give the Sword to another Creature in your Mage's army if they can use it. Items may not be brought into play if there are no cards that can utilize them. You may not give an Item to another creature if they have already used it on the turn. Example: A skeleton may not attack with an equipped sword and then give it to the hero on the same turn.

There are Item Limits. Mages may carry up to 6 usable Items. Minions and other Creature types excluding the Mage are limited to carrying 4 usable Items. Creatures are limited to gaining the benefits from one of each if allowable by their Usable Items and within their carrying limit (Note: this does not include other Item types):

- 1 Weapon (W)
- 1 Armor (A)
- 1 Shield (A)

Creatures can carry and potentially use multiple Items, such as Rings, Wands and Amulets but they cannot be the same. There will be an explanation on the card in question if there are limits on its use (Example: The creature may attack or use...). Your Minion may not possess 2 of the exact same Item such as 2 Rings of Strength or your Mage may not possess 2 Rings of Spell Casting, but a Mage may have a Ring of Spell Casting and an Amulet of Spell Casting and will gain the benefit of both.

Each Item belongs to one or more of the following Item Class (IC):

(W) Weapons

Weapons add to your Creature's Attack Level in melee combat and some can also add to other ability levels as well. Some weapons may be targeted against an opponent, while others have a set Innate Skill for attacking. Check card for details.

(A) Armor

Armor gives the wearer a Protection Level. By default, Creatures have a Protection Level of zero (PL0), unless otherwise noted on the card. Suits of Armor have a set (Base) Protection Level (PL). A Protection Level is a secondary defense from attacks and is used when a Defense or Resistance Level roll has failed. If your Mage, Minion or other Creature has a Protection Level and has been hit by an attack, it would roll against its Protection Level to see if it absorbs the strike. If successful, no damage is taken.

Helms, Shields and some Miscellaneous Items may be used as a stand alone Protection Level or added to an existing one. This is indicated by a +#PL (i.e. +20PL) on the card. All Minions are limited to wearing one suit of armor or bracers, accompanied by one helm and / or shield if applicable.

(M) Miscellaneous

This class has Items that require a certain amount of skill to use. The majority of these Items will only be usable by the Mage and a select few other creatures.

(O) Oddity

Oddities are versatile Items that are usable by any almost any Creature. The exception to this rule is a Minion or other Creature that cannot utilize Items (i.e. UI: X).

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(S) Structure

Structure 'S' Items can be used to improve or modify a structure's overall attributes. An example is to put a Gate on your Tower to increase its Defense Level. Once a Structure Item is placed, it cannot be moved to another structure. This is unlike the other Item classes, which can be moved from Creature to Creature on the Mage's turn. Structures have a limit of 4 usable Items.

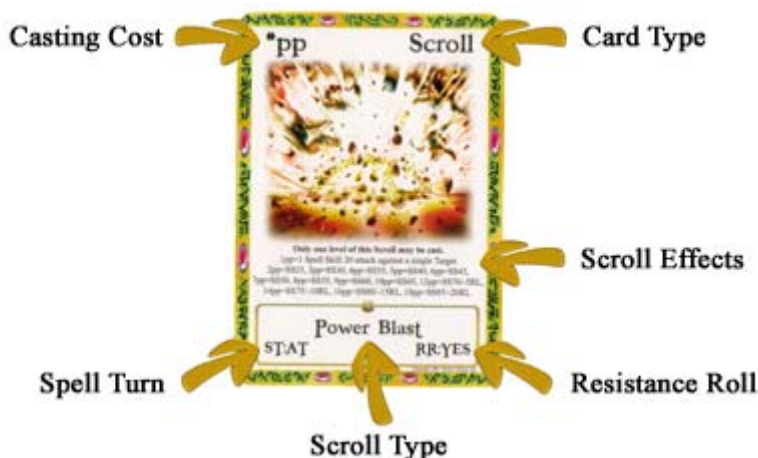
All Items have a set Resistance Level that is rolled when negating destructive or disabling effects. If an Item fails its Resistance Roll, it is placed in the discard pile unless other circumstances apply. An Item that increases a Creature Resistance Level will not add to an Item's own Resistance Level unless specifically noted.



Here's an example of how Items work:

The Skeleton (SL25) equipped with a Sword (+10AL and +5DL) and Shield (+15PL and +5DL) would now have an Attack Level of 35 (AL35), a Defense Level of 35 (DL35) and a Protection Level 15 (PL15).

Scrolls



Scrolls

Scrolls are used to wreak havoc upon your enemies and aid in your defense. A typical targeted Spell or Scroll will do only 1 point of damage per target unless otherwise specified. A Scroll like Fire and Brimstone will hit all opponent targets (Creatures and structures) on the battlefield (this includes Relics) and a resistance roll is required for each Life Point of a Creature and each Integrity Point from a structure. A Fortify will add an

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Integrity Point to your Tower or other structure or it can be used to repair your Tower or a damaged Relic. Anti-magic may cause your opponents magical attack to fizzle, if you roll below the specified Spell Skill.

Every Scroll has a base casting cost, which is located in the upper left corner of the Scroll card. Other cards have a star (*); this Scroll type has a base casting cost plus additional costs if you want to affect multiple targets or increase its effects.

Scrolls are kept in the player's hand until they are utilized. Once a Scroll is used, it is placed in the discard pile. The precise details for the use of individual Scrolls are located on the card. Using the Power Blast Scroll as an example, the lower portion of the card indicates the Spell Turn (ST). There are two types, either On Turn (OT), or Any Turn (AT). A Scroll listed as On Turn, may only be cast on your Mage's turn after you have drawn from the Market Place.

Scrolls listed as Any Turn can be cast on any player's turn after the current player has completed their upkeep phase. However, any Scroll(s) that will be cast by the player whose turn it is will have initiative over the non-turn player's Any Turn Scroll.

Notable Usage - Spell interaction with Any Turn Scrolls

On the current player's turn an Any Turn Scroll cast by an opponent will always get initiative over an On Turn Spell, but an Any Turn Spell cast by the current player whose turn it is will get initiative over an Any Turn Scroll (i.e. a Shield Spell can be cast before the effects of the opponents Power Blast Scroll occur).

If you intend to use an Any Turn Scroll during an opponent's turn, you must declare your intention before dice are rolled. Any Turn Scrolls can have several different interactions when played. For example, if a Black Plague Scroll is cast and then their opponent casts Anti-Magic, the Anti-Magic may counter the Black Plague because no dice have been rolled. A player must always declare his attacks to give his opponent time to determine if they can counter the attack before any dice are rolled.

Notable Usage – Timing

An action must be resolved once started before another action can take place. A countering action must be declared before any dice are rolled and the attacker should allow time for the defender to determine if they have a response before rolling the dice. Example: A Shield must be cast before your opponent makes his attack roll. You cannot cast the Shield after the attack roll has been made.

Examining the Power Blast Scroll

The casting cost (*pp) of the Power Blast Scroll is the amount of power points that must be paid at the time the card is used. Reading the information on the card, we see that the more power you put into this scroll, the greater the Spell Skill chance of affecting the target. Most Spells and Scrolls require the Target(s) to make a successful Resistance Roll (RR) to negate the effects. The Resistance Roll (RR:YES or RR:NO is located in the lower right of the card) indicates whether the Target of the Scroll has a chance to resist its damaging effects. In general a Target is the Mage, Minion, Tower or a Relic located on the battlefield, unless otherwise specified. Some Scrolls and Spells such as Shatter allow destructive attacks against Items or Relics, which will put the affected card in the discard pile.

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Let's look at the Power Blast in use:

The card says 1pp = 1 SS20, 2pp = 1 SS25... Attack vs. a single Target. This attack could only be made against Creatures (Mage and Minions) or structures (Towers and Relics that are located on the battlefield), and is discarded after use. Any protection, such as Shield or Anti-Magic against a Scroll's effects must be utilized before the dice are rolled. Mages and Minions DO NOT slide to a Defend position from the effects of Spells or Scrolls, unless specified on the card.

A player's Mage may cast as many Spells and or Scrolls per round as his resources will allow and attack or use an Item as well. Some Scrolls stay in play for more than 1 round.

The number of rounds is known as the Scroll Duration. The Scroll card counts as 1 round and markers are placed on the card to indicate any additional rounds. Upon completion of a Scroll's duration, the card is placed in the discard pile.

Spells

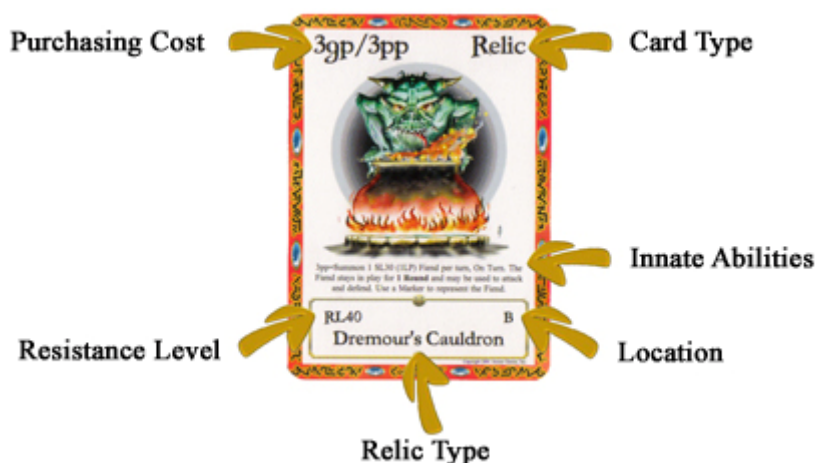


Spells

Spells are available in the expansion packs and can be purchased from the Market Place. Spells will remain with the Mage until the end of the game. The Mage may cast any of these Spells as many times as its resources will allow from the safety of their Tower or other structure that can be occupied by the Mage.

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Relics



Relics

Relics are powerful arcane objects. They have special abilities that are superior to standard Item abilities. Dramour's Cauldron allows you to summon a fiend every round to aid in your conquest. The Tower Shield surrounds your Tower and offers additional protection for your Mage. The Obelisk doubles all Base Powerstone production.

Relics require both gold and power to be brought into play and some Relics may need power or gold to use their Innate Skill.

Relics are either located within a Structure (S), on the Battlefield (B) or are among a Creature's (C) possessions. Their location is indicated by the appropriate abbreviation in the lower right corner of the Relic card. As with Items, Relics also have a Resistance Level that can be used to negate the effects of damaging or destructive forces.

Notable Usage – Damaging and Destroying Relics

A Relic is considered a Structure and typically has only 1 Integrity Point unless otherwise noted. This means that Relics located on the battlefield are subject to magical (Spell or Scroll based) Targeted attacks. If a Relic is damaged, it is not discarded. Damaging Spells (i.e. Powerbolt) and Scrolls (i.e. Waste) may render a Relic structure, such as an Obelisk useless. The fallen Relic is placed off to the side, until it can be repaired by a Stone Mason (Minion), a Fortify Scroll or by some other means. Any Relic hit by a successful Shatter Spell is completely destroyed and is immediately removed from play (Discarded). Any Relic that has multiple Integrity Points (these will be listed on the Relic card) such as a Tower Shield is the only type of Relic that is subject to Melee and Directed Attacks.

All Relics come into the game via the Caravan. This represents the travel time from the Market Place to the Battlefield. Only one Relic of a specific type can be in play at any one time. Example: There may not be 2 obelisks in play at the same time. Even if one has been damage, it is till considered in play. It must be shattered before bringing in another one of the same type or the damaged one repaired to make it usable again.

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Game Play

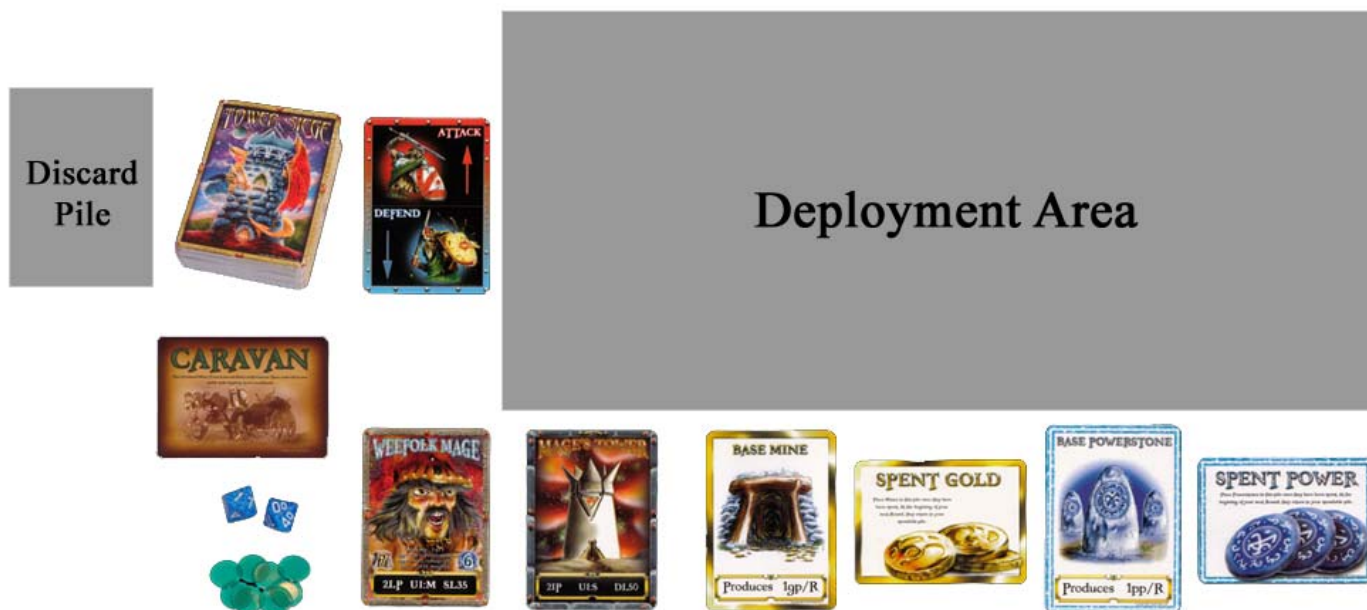
The object of the game is to destroy your opponent's Tower(s) and defeat their Mage(s). A Mage must be out of their Tower or other protective structure before they may be attacked. There is one exception to this rule: Critical Attack against a Structure (see QRT 2 in the combat section).

Quick Start Rules

These steps will guide you through a player's typical turn of game play. You should finish reading the rest of the rulebook to familiarize yourself with all aspects of the game before actually trying to play.

1. Selecting a Mage and Tower card: This may be as simple as "Oh, this one looks cool!"

2. Setting up the Battlefield: Place one Marker on the lower left corner of both the Mage and Tower cards to indicate 2 Life Points and 2 Integrity Points. Also, make sure you have the appropriate number of Base Mines and Base Powerstones for your Mage.



3. Building the Market Place: Now that the Battlefield is set up, shuffle your Market Place deck until you're comfortable with the randomization. Pass your deck to the player on your left to allow a cut.

4. Rolling Initiative: All players must roll their percentile dice. The highest roll determines which player starts the game.

Steps 1-4 in this section are only for the beginning turn of game play. Game play will resume with steps 5-11 for future turns.

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5. On Guard: At the beginning of a player's turn, the Caravan is unloaded. These cards (Mines, Powerstones and Relics) are brought into play and are fully usable this turn. The entire player's spent Mines and Powerstones are removed from the Spent Gold / Power cards and placed into their spendable piles. Minions return to the ON GUARD position (Adjacent to the Action Status Card - ASC) and are utilizable this turn.

6. Upkeep: Some cards in play may require an Upkeep cost, which is located on the card. If Upkeep is required, the player should pay it at this time. If a player fails to pay it by the end of his turn, the card must be removed from play at the beginning of the player's next turn.

Notable Usage – Any Turn Scrolls

Scrolls listed as Any Turn can be cast on any player's turn after the current player has completed their upkeep phase. However, any Scroll(s) that will be cast by the player whose turn it is will have initiative over the non-turn player's Any Turn Scroll.

7. Replenishing the Market Place: At the beginning of the first turn each player draws 7 cards into his hand, representing your Market Place. On consecutive turns, before drawing, the player may choose to discard one card. This allows a chance to get a card that is needed sooner rather than later. If your Market Place already contains 7 cards, one must be discarded. You may never have more than 7 cards in your Market Place unless special circumstances apply. The player must then draw enough cards from his deck to bring the Market Place back to 7 cards. If you run out of cards in your Market Place deck, you must finish the game with the resources you have left. If you wish to play an extended game, players may choose to reshuffle their discard piles and continue play until a winner has been determined.

8. Purchasing: The player may now purchase as many Minions, Items, Scrolls, Relics, Mines, Powerstones and other card types from the Market Place as his resources will allow.

Notable Usage – Items

Items must be placed on a Creature, Structure or Relic that can utilize them or they may not be purchased until usable. Another thing to be aware of is that if a Creature is slain or a Tower falls, all Items that were located on the Creature or structure are placed into the discard pile (See Items Section).

9. Casting Spells and Scrolls: Spells and Scrolls may be utilized at different times during the game. The player has discretion to determine the appropriate time to cast them (see Scroll section on Any Turn use).

Notable Usage – Unused Resources

Unused Power Points and Gold Pieces cannot be accumulated from round to round.

10. Combat: During this phase, any Creature, Item or Relic that is able to make an attack, can be utilized in combat. Any Innate Skill based attacks can be utilized at this time, but not all Innate Skills are combat based. Some have other appropriate times and places for use as specified on the card.

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11. Ending your Turn: The player must say out loud: “My turn is complete!” This statement indicates you have accomplished all you can during your turn and are passing it to the next player. Ended turns may not be recanted.

This cycle of game play continues until only one Mage is left undefeated, leaving him the victor.

Combat

Here is a brief overview of the Attack, Defense and Riposte actions in combat. Attacking is when a physical or magical strike is made against an opponent in the hope of doing damage. Usually the damage dealt is either 1 life point or 1 integrity point. The defense from a melee attack or resistance from a magical attack is the attempt to evade or negate its effects. A successful defense or resistance happens if an attacking Creature fails its attack or if the defender was struck by an opponent’s attack, but made a successful Defense or Resistance Level roll.

A Riposte occurs when a Creature fails a Melee or Directed Attack (Attack Level) roll and the defending opponent makes a successful Defense Level roll. In this case, the defender may now attack its opponent. Combat between the two opponents will stop after the initial Riposte and will only continue if an Exceptional Defense (a roll of 01 or 02) is made by the new defender (see QRT 2.). Both creatures are placed in the DEFEND position.

Combat Actions

A Skeleton makes an attack against the Hero and fails its Attack Level roll. The Hero then makes a successful Defense Level roll and returns the Skeleton’s attack with a miss. The Skeleton must still defend and rolls a 01. This is an Exceptional Defense and the Riposte continues (Skeleton attacks) for one additional melee.

There are times throughout the game when a player may not have any Creatures except the Mage. The player may choose not to attack or utilize its Creature’s abilities at this or any time. Although a Mage may leave the Tower to attack or defend, this would leave them open to attacks by their opponents. If any Creature leaves the protection of a Structure, it may not re-enter one until the beginning of their next turn, unless certain circumstances apply (as mentioned previously).

Most Creatures can both attack and defend in the same round unless some circumstance does not permit it. Minions, Elementals and other Creature types that defend against melee attacks from other Creatures, must be placed into the DEFEND position (See Action Status Card - ASC) until the beginning of their controlling Mage’s next turn. The exception to this rule is when they are subjected to a Targeted Attack such as Powerbolts or arrows from a Bowman. A Creature that is in DEFEND may not attack, but can defend against multiple Targeted or Directed attacks made upon them.

Mages and Structures (i.e. Tower, Shelter and a Tower Shield) can defend against multiple melee attacks and do not slide to the DEFEND position. The two exceptions to this rule are:

1. The Mage fumbles an attack or defense.
2. The Tower falls and is placed off to the side, no longer to be used to defend against attacks until it has been repaired.

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Combat Phases

Spells and Scrolls may be cast at anytime throughout the combat phase and some even during other phases of game play. Once a successful casting is made, the target must make a successful Resistance Level roll to negate the effects if applicable. An Anti-Magic Scroll or some other special circumstances may counter Spell and Scroll effects if it is available at the right time.

1. Declare which of your Creatures will be attacking this turn.
2. Specify your Creature's attack. You must state which opponent's army will be attacked. If the attacking Creature has Targeted or Directed Attack ability, the specific target must be stated at this time.
3. For Creatures that do not have Targeted or Directed Attack ability, the defending player must now pick which Creature or structure will be used to defend against the attack.
4. The player's attacking Creature, rolls the dice against its Attack Level. The defending player's Creature or structure rolls the dice against its Defense or Resistance Level depending on the nature of the attack. A roll that is equal to or less than the skill number of the card(s) determines the success (no effect). A roll that is over the determined skill number indicates a failure (full effect).

Notable Usage - Critical Hits, Exceptional Defense and Fumbles

A roll of 01 or 02 is considered a Critical Attack or Exceptional Defense depending on the player's position (attacking or defending) in the round. A roll of 99 or 100 is considered a Fumbled Attack, Defense or Resistance. See QRT 2 (Quick Reference Table).

5. Repeat the process outlined in steps 2-4 until all attacking Creatures have completed their actions. If a defending Mage is slain while being attacked, its army disbands and is removed from the Battlefield. If a Mage is killed while its army is attacking, its army also disbands and no further attacks are made.
 6. Return to Step 11 in the Quick Start Rules (below); Game play continues from that point.
- In Tower Siege, there are many outcomes to combat. Below are Quick Reference Tables 1 and 2 which, describes these outcomes. Critical Attacks, Exceptional Defenses and Fumbles add a hint of realism to combat. As with all situations in life there is complete perfection, utter failure and everything in between.

QRT 1: The 6 Combat Resolutions

1. Successful attack vs. failed defense or resistance = Defender takes 1 point of damage.
2. Successful attack vs. successful defense or resistance = Opponents disengage (no effect)
3. Successful attack vs. failed defense or resistance with a successful Protection Level = Opponents disengage (no effect)
4. Successful attack vs. failed defense or resistance with a failed Protection Level = Defender takes 1 Life or Integrity Point of damage.

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5. Failed attack vs. failed defense or resistance = Opponents disengage (no effect)
6. Failed attack vs. successful defense = Riposte (exception: a Riposte is not available on Targeted Attacks)

QRT 2: Critical Attacks, Fumbles, Exceptional Defense and Resistance

Critical Attack against a Creature: If the skill roll is 01-02, this is considered a perfect strike against the opponent, and the defender automatically loses one Life Point. The exceptions to this rule are if an Exceptional Defense is rolled (01 or 02) or a successfully rolled Protection Level aids a Creature.

Critical Attack against a Structure: If the skill roll is 01 or 02, this indicates a perfect strike has been made against the structure. The structure automatically loses 1 Integrity Point unless an Exceptional defense (01 or 02) is made. Any Creature occupying the structure must defend against a continued attack or potentially lose 1 Life Point (the attacker rolls again vs. the defender in a continued attack). In the case of a Tower Shield, the second roll would be against an occupying creature if applicable and then the Mage's Tower, if standing.

Exceptional Defense against a Creature's attack: If a Defense Level roll is 01 or 02, this indicates the defending Creature was prepared for the attack and automatically gains a Riposte against the attacker. If the attacking creature's AL roll missed, then the riposte automatically hits. If the attacking creature made a successful AL roll, then the defending creature must roll on its AL to see if the riposte is successful. This includes Directed Attacks but not Targeted Attacks. The defending Creature does not move to a DEFEND position (with regards to the Action Status Card – ASC) in this case.

Exceptional Defense by a structure: If a Defense Level roll is 01 or 02, this indicates the defending Creature occupying the structure was prepared for the melee attack and gains a Riposte against its opponent. The occupying Creature does not leave the structure for a riposte of this nature. This includes Directed Attacks but not Targeted Attacks.

Fumbled Attack: If a skill roll is 99 or 100, this indicates the attacker has fumbled his strike against the opponent. If the attack is against a Structure, the attacker may no longer be utilized for defense (Creature is placed in the Defend position with regards to the Action Status Card – ASC) until the controlling Mage's next turn. If the attack is against a Creature, the defending Creature automatically gains a Riposte against the attacker unless it was a Targeted Attack. If the attacking Creature survives it may no longer be utilized for defense (Creature is placed in the Defend position with regards to the Action Status Card – ASC) until the controlling Mage's next turn. If a Mage fumbles, it may not cast any attack based Spells, Scrolls or Riposte against any attack until his next turn.

Fumbled Defense: If the Defense Level roll is 99 or 100, the attacker gains one additional melee attack against the defender. This does not apply with Targeted Attacks, unless made against a Tower or other structure that has an occupying creature. If a Tower or other structure fumbles its defense, the Targeted Attack continues against the occupying creature. If another successful attack roll is made, the occupying creature must defend or take 1 point of damage.

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Exceptional Defense against a Targeted Attack (a Bowman's arrows, Spells or Scrolls): A Defense Level roll of 01 or 02, results in no special action against this type of attack. Optional: The defending creature may redirect the attack back at the attacker if a successful Attack Level (Based on defending creature's AL) roll is made.

Critical Spell and Scroll Attacks against a Creature: If a Spell Skill roll is 01-02, the caster has gained the optimum effect against his opponent. The defender is automatically affected by the Spell unless aided by a successful Protection Level roll or an Exceptional Resistance roll (if applicable).

Critical Attack against an Exceptional Defense: The opponents disengage and no Riposte is made. The defender does not slide to the DEFEND position.

Optional Rules

Starting Resources for Mages

With this rule, all Mages start the game with 7 Mines and 7 Powerstones.

Here's how this works:

This will not affect the Gnome Mage as he already starts with 7/7.

The Human Mage starts the game with 6 Base Mines and 5 Base Power Stones. You will add 1 Market Place Mine and 2 Market Place Powerstones to your starting resource piles, bringing his total to 7 Mines and 7 Powerstones to start the game with. Do the same for the other races until they have 7/7.

This gives the Mage's an even start and still leaves the Mage's non-base resources open to attack (i.e. Ruin Scroll or Raze Spell). Also, the Obelisk Relic cannot double the Market Place Powerstone production. So it comes down to whether you want a stronger Mage once on the battlefield or more economic power.



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