

TOWER SIEGE -LANDWARS-

Final Release



**Landwars takes Tower Siege to a whole new level.
This expansion adds an exciting campaign setting to the game!**

TOWER SIEGE

LANDWARS

Background and Rules

When the world was young, creatures of the land knew very little of each other. Over time, the realm's population grew. Slowly, diplomatic ties were formed between the dominant races. As time passed, alliances were forged. This led to the formation of the Council of Magic; known as the Harrizah. The members of the Harrizah are determined by the outcome of magical and brute force combat. Mages throughout the realm gather to test their skills and compete for one of several seats on the council. Each Mage hopes of gaining a controlling stake within this circle of power. That was 300 years ago! Now with the Harrizah in shambles, it's every Mage for them selves in this struggle to rule the realm of Kenan.

Land Wars takes the Siege to a whole new level. This expansion adds a campaign setting to the new non-collectable customizable card and dice game Tower Siege. Tower Siege is required for Land Wars play. Land Wars is for 2-4 players or 2-4 teams. Play time is determined by the number of games needed to acquire the most kingdoms by a player or team.

Components

Map - Realm map of all the kingdoms.

Kingdom Cards - Each kingdom has attributes which are transferred to the controlling player or team.

Tokens - Each player or team will choose a color to represent their army and their controlled kingdoms.

Challenge Cards - Each player or team will receive one of these cards. You only get one so use it wisely. A challenge card is used to force another player or team to put one of their controlled kingdoms up for the prize kingdom instead of a randomly drawn one (the player or team that issued the challenge may choose the opponent's kingdom that will be used as the prize). The controller of the kingdom that is challenged still receives the bonuses from that kingdom until control has changed to a different player or team.

How to play

Cut out the cards and tokens.

1. Each player or team will pick their token color and take 1 challenge card.
2. The kingdom cards must be shuffled and placed face down on the playing area.
3. Each player will roll a die; the highest roll will choose the first kingdom card. This card represents the player or team's kingdom of origin.
4. The drawing will continue counter clockwise until all players or teams have selected a homeland. Mark the Realm map with your token to show which player or team controls which kingdoms.
5. The player with the highest die roll will now flip over 1 of the remaining kingdom cards. Set the remaining Kingdom cards off to the side for now. This is the prize kingdom for the winner of the next game of Tower Siege. The winner will add this kingdom to their conquered lands and will gain any benefits from it on all following games.
6. A challenge card can be played before the start of any game in the Land Wars series. Multiple players or teams can play their Challenge cards at the same time. Winner takes all!
7. Commence play of Tower Siege. Determine winner and use token(s) to show kingdom ownership on the map.
8. Repeat steps 5-7 until the Land Wars winner has been determined by the player or team that has the most kingdoms after all of the kingdom cards have been battled over and all challenge cards have been played.

TOWER SIEGE



LANDWARS

TOWER SIEGE

KINGDOMS



TOWER SIEGE

The Realm of Kenan

Cercer homeland of the Gnomes

Gnomes are the eldest of all the races. Their skills at mining and power use are unequaled. Gnomes have formed their own kingdom called Cercer. If the Gnome people do not recognize you, you may have a hard time reaching their cities alive. They treat trespassing as an act of war. Over the centuries, they have amassed great knowledge and will stop at nothing to protect it.

Thersul homeland of the Weefolk

Weefolk are remarkably adept at mining and power use. They make their homes in the foothills of the kingdom Thersul. Often, people speak of the Weefolk's hospitality as being similar to that of a king's court. Although they are non-violent, the Weefolk have an ongoing war with the Orcs. In the ancient times, Weefolk were easy prey for Orc warriors. They were enslaved and forced to work in the Orcish mines until they died. With the Weefolk and Human alliance solidly forged, the Orcs are on the run. This leaves the Weefolk to live in relative peace.

Skygate homeland of the Dwarves

Dwarves have over the ages, honed their mining skills to near perfection. Living in the mountainous regions of the realm, they tunnel out huge underground cities and amass great treasures. Dwarves are constantly training Mages and Warriors to protect their wealth. Dwarves trade freely with the elves. In exchange for gold and jewels, the elves give the dwarves wine and other precious items.

Ackar homeland of the Galwan

Galwan are a decidedly solitary people. The Galwan have formed the kingdom of Ackar and even to this day not much is known of their race except that they prefer the depths of lakes and oceans to dwelling on land. To other races, being taken to a Galwan city is one of the highest honors that may be bestowed upon another. Galwans have not changed their stance and still prefer to stay out of the affairs of the other races.

Fayhorn homeland of the Elves

Elves have a strong bond with nature; it is said they are born of the trees themselves. They live a nomadic way of life, choosing to inhabit the forests of Fayhorn. Elves remain in constant contact with the Dwarven people and can trust them as allies should any conflict arise. Elves are excellent craftsman, and produce the majority of the magical items that are in the realm today.

Garusk homeland of the Humans

Humans are strong and extremely adaptable. Although they are the youngest of the races, they number many. Choosing to band together, they have built huge cities on the plains of Garusk from which to expand their civilization. Still allied with the Weefolk people against the Orcs, the Humans have all but mastered the knowledge of mining and the art of power use.

Kalech homeland of the Goblins

Goblins live in suspended cities, deep within the realm's swamplands. Although their environment is dangerous, it offers the clans protection from the other races. Goblin youths are usually put to work in the gold mines. A select few will be chosen to master the art of magic and power use. When the goblin miners reach a certain age, they are released from their duties and are anointed as warriors of the clan. This cycle ensures that there will always be warriors, mages and a good supply of gold.

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Marak homeland of the Orcs

Orcs dwell in the areas between the swamps and wastelands of the realm. Although they are fierce warriors, they have taken heavy losses from the Weefolk and Human alliance. In an attempt to regain their sovereignty, the Orcs lie in wait, preparing their armies to retake what is rightfully theirs. Orcs often raid small villages for slaves to work in their gold mines. Orc mages are held in high regard, which allows them to train new apprentices without interruption.

Strydyn homeland of the Ogres

Ogres have recently expanded their horizons beyond the wastelands from which they dwell. Upon encountering the Orc and goblin races, a strong alliance is formed. Looking to establish the Ogre's dominance in the realm, they frantically train warriors and mages. Ogres buy slaves from the Orcs to mine their gold, and though they number few, they are by far the strongest race in the realm.

