

Rules Reference





Contents

Game Components 1

SECTION I: CORE RULES

The Battlefield 3

Card Anatomy 4

Game Setup 5

How to Win (Duel Mode) 5

How to Play Cards 5

Turn Sequence 6

Storm, Hold Ground, Support 6

Allies, Enemies and Battle Zones 7

Actions, Reactions and
The Chain of Commands 8

Using Actions to Place and Deploy Creatures ... 9

Resolving Conflicts 9

Customizing Your Decks 9

SECTION II: ADDITIONAL GAME MODES

Solo Mode 11

Co-op Mode 16

Last Man Standing 17

Glossary of Keywords 18

Strategy Tips and Other Goodies 20

Credits 21

Quick Reference 22

What is *Siegestorm*?

Siegestorm is a card game of relentless assault for one to four players where armies rush forward and crash into each other's defenses, trying to deplete the enemy forces in a brutal war of attrition. You are a commander, forced to make difficult choices. Every card in your deck is a resource you can use in multiple ways — deciding which way will often be risky, painful, or both. There are no card types, counters, dice, numbers to remember, or complex rules to distract you from what matters most: bringing the pain to your enemy! To win the game, you must outlast your opponent by depleting his resources before he does the same to you.

A Word About Core Rules

With the addition of *Siegestorm: Siege Mode*, we have expanded the world of *Siegestorm* to include several new and exciting ways to play the game, including *Solo Mode*, *Co-op Mode*, and a multiplayer *Last Man Standing Mode*. Whether you're a veteran "Stormer" or new to *Siegestorm*, all players should start by reviewing the revised "core rules" for the original two-player *Duel Mode* presented in this rulebook. These rules have been updated and they provide the foundation for all the other new modes of play. After you understand the core rules and concepts, refer to "Section II: Additional Game Modes" for rule variations specific to each of the new game modes.



Game Components



Boss Cards x3
(Medium, Hard, Very Hard)

Boss Board x1
(alternate design on other side)



Life Meter x1
(alternate design on other side)



Battle Zone Boards x4
(two alternate designs)



Spirit Tokens x13



Gang Tokens x15



Reserve Token x1



Menace Token x1



Ysra x54
Player Faction Deck



Khung'lai x54
Player Faction Deck



Evil Goblins x24
Solo/Co-op Mode Deck



Spectral Shamans x24
Solo/Co-op Mode Deck

Section I: Core Rules

Welcome to *Siegestorm*! In this section, we present the core rules for a heads-up duel. Players who are new to *Siegestorm* should start here. A standard game of *Siegestorm* requires two players, each with a constructed deck of 34 cards. Pre-constructed Starter decks are available in each faction deck to guide you through your first few games.

The Battlefield: Duel Mode

Player 2 Casualties and Resources



PLAYER 2

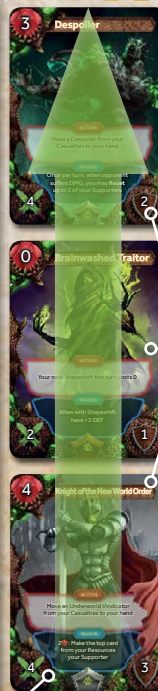
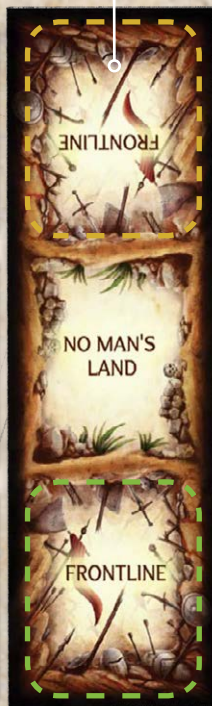
Battle Zone – Contains your Frontline, opponent's Frontline and No Man's Land



Player 2 Support Zone

Player 2 Deployment Zone

Player 2 War Track



Player 1 War Track – Every creature you play starts in the Deployment Zone and advances one space each turn. Creatures in a Deployment Zone are considered Defenders. When a creature exits the top of the War Track, you order it to Storm, Hold Ground or Support. Two creatures can never occupy the same War Track space!

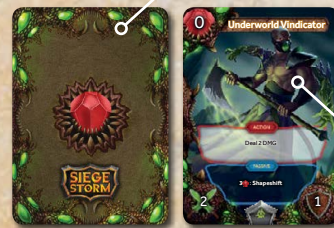
Player 1 Resource Deck – This deck contains your pool of available allies. Whenever you draw cards, draw them from this deck. When you suffer X points of damage, draw X cards from your Resource deck and place them on your Casualties pile. If at any point you don't have enough Resources to draw, you lose the game!

Player 1 Support Zone – Cards placed here help you pay costs of played cards and activated abilities.



Player 1 Deployment Zone

PLAYER 1

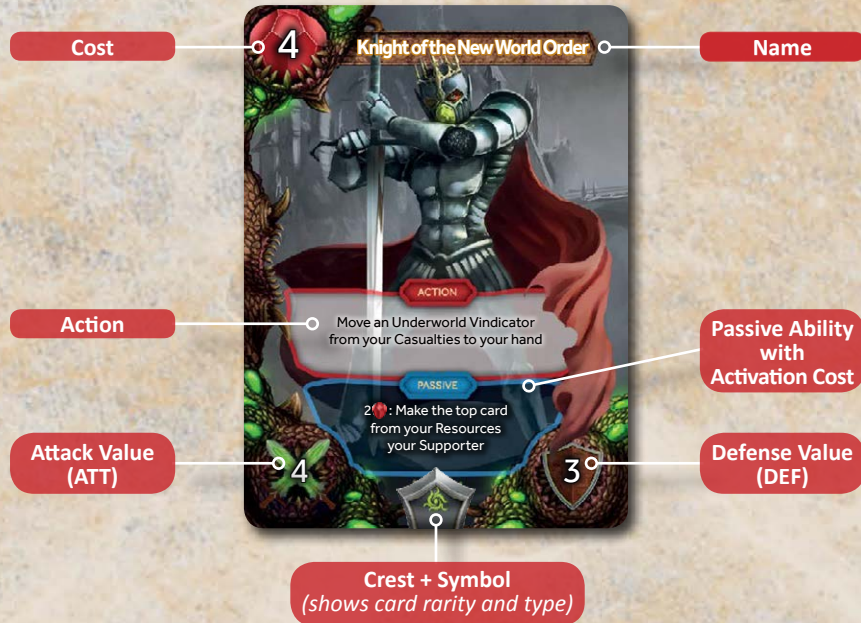


Casualties – Spent cards and killed creatures are placed here, always face up.

4

Card Anatomy

All cards in *Siegestorm* use the following structure and terminology:



Soldier



Veteran



Elite



Champion



Starter Deck
Card



Base Deck
Card



Expansion
Booster Card




Card Backs

Cards in *Siegestorm* have unique backs that serve to identify their factions. Because it is possible to “steal” cards from your opponent’s hand and use them against him, you will find it necessary to use printed card sleeves to conceal card backs that can be seen in your hand, Resources or Support Zone.



Game Setup

1. **Place a Battle Zone in the center of the Battlefield.** *(Only difference between Battle Zones is their design.)*
2. **Prepare your Resource deck.** Players construct a deck of 34 cards from any one of the *Siegestorm* player faction decks (e.g., Ysra, Khung'lai, Seraphia or Styxia). Each deck may contain no more than four copies of the same Soldier and Veteran cards, and no more than two copies of the same Elite and Champion cards. Return unused cards to the box.
3. **Players shuffle their decks and draw two cards each to make their starting hand.** If you aren't happy with your starting cards, you may return one or both to the bottom of your Resource deck and draw new cards until you have two cards in your starting hand. You can only replace your starting hand once!
4. **Decide who goes first with a coin toss or die roll.** You are now ready to begin the battle!

Players new to Siegestorm should use one of the pre-constructed Starter decks for Seraphia or Styxia. Starter decks are comprised of cards with a green symbol  in the crest on the bottom edge of the card. Cards with a white base deck symbol  or booster symbol  are cards you can use to customize your decks once you're comfortable with the core rules.

How to Win (Duel Mode)

Siegestorm is a game of attrition where opponents battle to deplete each other's Resources. The winner is the first player to force his opponent to not have enough cards in his Resource deck when he is required to draw.

How to Play Cards

To play a card from your hand, you must first pay its cost. To pay, discard a number of cards equal to its cost and put them on your Casualties pile. You may also use cards in your Support Zone to help pay the cost (See "Support" on page 7). If you don't have enough cards to pay the cost, you cannot play that card. When the cost is paid, you then announce if you will play your card as an "action" or as a "creature":

Playing an Action – Play the card from your hand announcing that you are playing an action. Resolve the ability described on the Action section of the card and then put the card face up on your Casualties pile. You may then play additional actions during your turn as long as you have enough cards to pay the cost for each action.

Playing a Creature – This is the primary way to deploy a creature to your war track. Play the card announcing it as a creature and put it in your Deployment Zone.

- » You can deploy a creature only on your turn, and only if your Deployment Zone is currently empty.
- » You may deploy only one creature per turn. The only exception to this rule is when an action or ability allows you to deploy. (See "Using Actions to Place and to Deploy Creatures" on page 9.)
- » As long as a creature remains on your war track, its Passive Ability remains enabled.
- » If you have multiple cards on your war track with the same Passive Ability (e.g., +1 ATT or -1 DEF), their Passive Abilities stack.
- » If a creature's Passive Ability has an **activation cost** (which you can pay with additional cards and/or Supporters), you may activate it at any time, and any number of times, as long as you have the cards and/or Supporters to pay for each activation.

Turn Sequence

Players take alternating turns with each player performing this sequence of steps during his turn:

1. **Prepare**
 2. **Draw**
 3. **Advance War Track**
 4. **Deploy**
 5. **Extra Turn**
 6. **End Turn**
1. **Prepare** – Reset any committed cards in your Support Zone. They can now be used again.
 2. **Draw** – Draw two cards from your Resource deck. (NOTE: On his first turn, *the first player draws only one card instead of two during his Draw step.*) If you don't have enough Resources to draw your two cards, you lose the game! You can have a maximum of 10 cards in your hand. After you reach 10 cards, whenever you draw another card you must put it directly on your Casualties pile.
 3. **Advance War Track** – Move all creatures in your war track up one space. If any creature moves out of the top slot, you must immediately order it to Storm, Hold Ground or Support.
 4. **Deploy** – If your Deployment Zone is empty, you may play a creature and put it there. If your Deployment Zone is already occupied, you cannot deploy any more creatures until you advance your war track and clear your Deployment Zone. You may perform only one deploy action per turn. However, certain card actions can override this rule (see “Using Actions to Deploy Creatures” on page 9). You cannot deploy a creature during your opponent's turn.
 5. **Extra Turn** – Once per turn, you may take an extra turn if you played a card that allows you to do so.
 6. **End Turn**

Storm, Hold Ground, Support

When a creature reaches the top slot of your war track, it becomes ready to take part in the battle. On your next turn, when you advance your war track and push the creature out of the top slot, take the creature and immediately issue one of three orders: Storm, Hold Ground, or Support.

Storm

Your creature assaults your opponent, dealing damage **and** performing its action. If your opponent has a card in his Deployment Zone (i.e., a Defender), subtract its Defense Value from your Attack Value to determine your final Attack Strength. Once you determine the Attack Strength of the storming card, you may select a target:

Target a Creature – You may target any opponent's card on his Frontline and No Man's Land. *Storming creatures cannot target creatures on an opponent's war track!* If your Attack Strength is greater than the target creature's Defense Value, the target creature is killed. Any leftover damage is lost.

OR

Target Opponent – You may target your opponent directly. Your opponent discards from his Resources a number of cards equal to your Attack Strength.

After storming and resolving any triggered actions or abilities, put your spent creature on your Casualties pile.

NOTE: A storming creature is considered to be on your war track until it is placed on the Casualties pile.

Hold Ground

Place the creature on your Frontline or No Man's Land — as long as the chosen slot is empty. If your Frontline is already occupied, you may replace the occupying card and move it to the Casualties pile. Creatures in No Man's Land cannot be replaced by a Hold Ground order. As long as your creature remains on the Frontline or No Man's Land, its Passive Ability remains in effect.

Support

Place the creature face down in your Support Zone. Your creature is now a Supporter. From now on, you may “commit” the Supporter once per turn to help you pay the cost of any card or Passive Ability. To commit a Supporter, rotate the card 90 degrees and subtract 1 from the cost of the card or ability that you are playing. You may have an unlimited number of Supporters in your Support Zone, though each Supporter can be committed only once per turn.

NOTE: You may commit a Supporter as soon as it is placed in your Support Zone.

Allies and Enemies

Many cards in *Siegestorm* have effects and abilities that target Allies or Enemies. **A creature is not considered an Ally when resolving its own action or ability.** And, depending on where creatures are currently placed on the Battlefield, they may or may not be considered Allies or Enemies.

Creatures in War Tracks

Any creature in *your* war track is considered an Ally. Any card in your *opponent's* war track is considered an Enemy.

Creatures on Battle Zones

Creatures placed on a Frontline or No Man's Land are never considered Allies or Enemies and can therefore not be targeted by actions and abilities that affect Allies and Enemies. Creatures on a Frontline or No Man's Land can only be targeted by *storming* creatures.



Actions, Reactions and the Chain of Commands

During your turn, you may play one or more actions from cards in your hand, or Passive Abilities from cards on your war track, at any time, at which point your opponent has an opportunity to **react** with his own action or ability. Conversely, during your opponent's turn, you may play actions and Passive Abilities only as a reaction to your opponent's actions and Passive Abilities.

Immediately after playing a card as a reaction, you must pay the card's cost. You can play only one reaction per every action or ability played by the active player. Provided they can pay the cost, players can always react to a reaction.

When multiple actions and abilities are played as reactions to each other, they form the **chain of commands**. When the chain of commands is complete, resolve it in last-in, first out order. When resolution begins, players can no longer change, or react to, the actions and abilities in the chain.

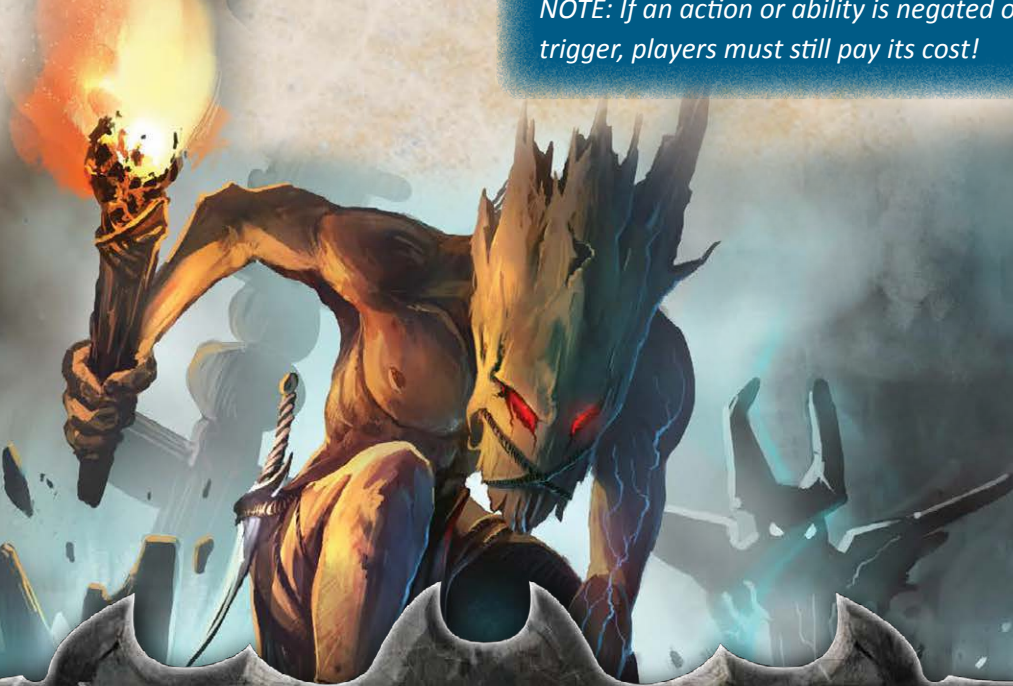
EXAMPLE OF CHAIN OF COMMANDS:

Player A plays an action that allows him to place a creature on his Frontline. Player B reacts by playing an action: "Destroy target Creature." Player A reacts to this action by activating a Passive Ability from another creature on his war track: "Until the end of turn, your cards can't be targeted by actions or abilities." Player B indicates he has no more reactions to play, so the chain is now complete.

*We now resolve the chain of commands starting from the **last** command in the chain:*

First, player A protects all of his cards with his Passive Ability. Then, player B's Destroy action is triggered, but fizzles without a valid target! Player B puts his card on his Casualties pile. Player A places his creature on his Frontline.

NOTE: If an action or ability is negated or fails to trigger, players must still pay its cost!



Using Actions to Place and to Deploy Creatures

There are several card actions that allow you to place creatures on the Battlefield, or to deploy creatures outside of the normal Deploy step. As long as your Deployment Zone remains unoccupied and you can pay the costs, you may place or deploy an unlimited number of creatures using these card-based actions.

EXAMPLES OF PLACE/DEPLOY ACTIONS:

Grand Overlord Ikee's Action allows you to place any card in your hand on your Frontline. *Ancient Dragon's Passive Ability* allows you to deploy your top Casualty.



Customizing your Decks

After a few matches with the Starter decks, advanced players may prefer to construct their own decks. To do this, construct a deck of 34 cards from any one of the *Siegestorm* player faction decks. Each deck may contain no more than four copies of the same Soldier and Veteran cards, and no more than two copies of the same Champion and Elite cards.

Resolving Conflicts

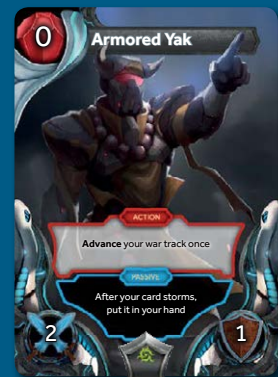
Occasionally, card text may contradict a rule in the manual. In these cases, the **card text always takes precedence**. Also, numerous actions, abilities and other game effects can be triggered at the same time, which sometimes creates timing conflicts. When in doubt, resolve conflicts in the following order of priority:

ACTIONS > PASSIVE ABILITIES > CORE RULES

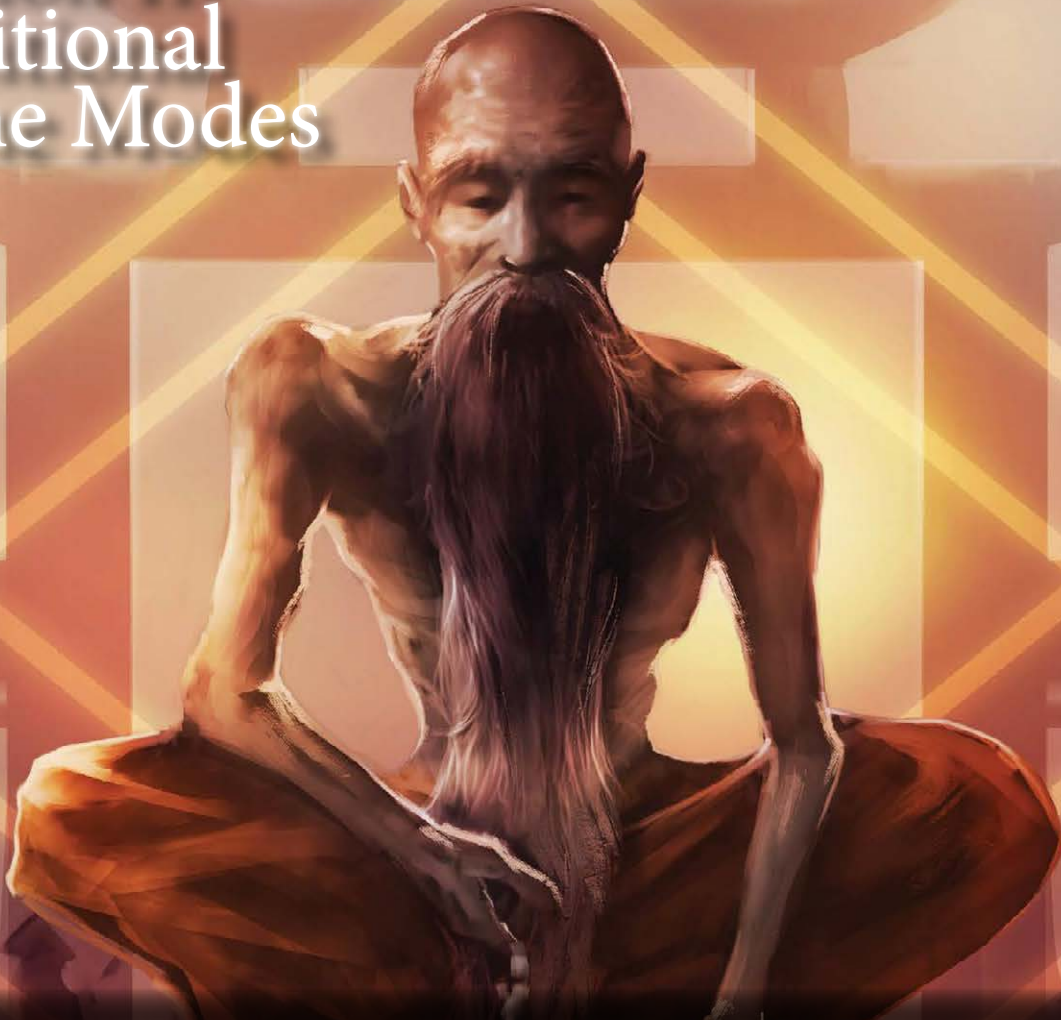
EXAMPLE OF CARD TEXT CONFLICTS:

Your Retired Master storms. Its **Passive Ability** instructs you to make it your Supporter after it storms. But you also have *Armored Yak* in your war track, and its **Passive Ability** instructs you to put cards back in your hand after they storm.

Here you have two conflicting **Passive Abilities**. Since they both have the same resolution priority (Actions>Passive Abilities>Core Rules), you may choose to resolve either one: Put *Retired Master* in your hand or make him your Supporter.



Section II: Additional Game Modes



In *Siegestorm: Siege Mode*, we have introduced special “A.I.” decks and rules that make playing solo possible. You can now practice your skills and have a lot of fun trying to defeat various bosses — each with different abilities and decks that will challenge even the most battle-hardened Stormer! Additionally, we have developed variants for a two-player *Co-op Mode* and a *Last Man Standing Mode* for three or four players!

The rules and concepts presented in *Section I: Core Rules* apply to all of the new modes... with some notable exceptions. Even if you are familiar with the original *Siegestorm*, you should review *Section I* because many of the core rules and game terms have changed. For the sake of brevity, in the following pages we explain only how the new modes are *different* from the core rules. Unless stated otherwise, assume all core rules still apply.

The Battlefield: Solo Mode

BOSS

Boss Card

BOSS
The Goblin King

VICTORY CONDITIONS
Byloss's Life Points are reduced to zero OR
Byloss's Resources are depleted.

MENACE LEVEL EFFECTS
When any of Byloss's Allies deploy, increase the Menace Level by one.

HARD

Menace Level Token

Menace Level

1 2 3 4 5+

BOSS TURN

1. Discard to Reserves
2. Advance War Track
3. Draw
4. Actions
 - + Deploy
 - + Leader
 - + Special
 - + Actions
5. Extra Turn

PLAYER'S TURN

1. Prepare
2. Draw
3. Advance War Track
4. Deploy
5. Extra Turn
6. End Turn

Seal of Nova (3)

Goblin Leader (0)

Restoration Totem (2)

Boss's Hand

SIEGE STORM

Shaman Berserker (2)

BOSS'S RESOURCES AND CASUALTIES

BOSS'S DEPLOYMENT ZONE

Goblin Killer (0)

Shaman Berserker (2)

Goblin Tank (0)

BOSS'S WAR TRACK

FRONTLINE

NO MAN'S LAND

FRONTLINE

PLAYER'S DEPLOYMENT ZONE

Tengu (4)

Druuk School Adept (1)

Warrior of Shambala (0)

PLAYER'S WAR TRACK

Transmuted Goblin (8)

BOSS'S RESERVE PILE

RESERVE TOKEN

SIEGE STORM

LIFE METER

SIEGE STORM

PLAYER'S SUPPORT ZONE

SIEGE STORM

Retired Master (1)

PLAYER'S RESOURCES AND CASUALTIES

PLAYER

Card Anatomy (Boss Cards)

In *Siegestorm: Siege Mode*, you square off against a powerful and villainous boss and his horde of minions. Bosses are preset to one of three difficulty levels: Medium, Hard and Very Hard. Each boss brings a unique level of challenge to the game. Refer to the icons and stats on the *back* of each Boss Card to set up the boss at the beginning of your game.

FRONT



Difficulty Level –
Medium, Hard,
and Very Hard

Victory Conditions –
Here's what you must
do to defeat the boss
and win the game!

Menace Level Effects –
Tells you how and when to
increase the Menace Level

Boss's Hand – The
number of cards the
boss draws each turn

BACK



Starting Menace Level

Basic cards in boss's
Resource deck



Advanced cards in boss's
Resource deck

Boss's starting Life Points

Use this column
for Solo Mode

Use this column
for Co-op Mode

Game Setup

1. **Select a Boss Card** based on the game difficulty desired and place it face down on the Boss Board. Refer to the icons and stats on the back of the Boss Card for steps 2-4 below.
2. **Place the Menace Level token on the corresponding starting Menace Level space** on the Boss Board.
3. **Set the boss's starting Life Points** on the Life Meter.
4. **Prepare the boss's Resource deck** by selecting one Basic solo/co-op faction deck  (e.g., Evil Goblins) and one Advanced solo/co-op faction deck  (e.g., Spectral Shamans). Shuffle each deck separately and draw cards per the numbers shown on the back of the Boss Card. Once you have drawn all required cards from both decks, shuffle them together and place the deck next to the Boss Board. Leave some space for the boss's hand, Casualties pile and Reserve pile.
5. **Place the Reserve token (red side up) next to the Reserve pile area.** You will use the Reserve token to remind you when the boss has used his Reserves.
6. **Place one Battle Zone in the middle of the Battlefield.**
7. **Prepare your Resource deck.** Construct a deck of 34 cards from any one of the *Siegestorm* player faction decks. Shuffle the deck and place it on your side of the Battle Zone. Leave some space for your Casualties pile and for your Support Zone.
8. **Draw two cards to create your starting hand.** If you aren't happy with your starting two cards, you may return one or both cards to the bottom of your Resource deck and draw new cards until you have two cards in your hand. You can only replace your starting hand once!
9. **Flip the Boss Card face up.** The boss always takes the first turn. You are now ready to begin the game!

How to Win (Solo Mode)

During the game, you and the boss take alternating turns until one of the following end game conditions is met:

- » If the boss cannot draw the required number of cards from his Resource deck and/or Reserve pile, you immediately win.
- » If you do not have enough cards in your Resource deck when you are required to draw, the boss wins.
- » If you fulfill any other specific Victory Condition listed on the Boss Card, such as reducing his Life Points to zero, you win.

How to Play Cards

In *Siegestorm: Siege Mode*, players follow the standard core rules of paying costs and playing cards as either actions or creatures.

How to Play the Boss's Hand

The boss can only play cards in his hand with a cost **equal to or lower** than the current Menace Level. The boss never pays for cards, and never “passes” on a card that is playable. When the boss has one or more cards he can play, he will play as many actions as he can, but *he will always play the card with the highest cost possible.*

Increasing the Menace Level

If the boss cannot play any card in his hand after his Draw step (because each card's cost exceeds the current Menace Level), you must increase the Menace Level by one.

NOTE: When the Menace Level reaches 5+, the boss can play all cards in his Resource deck including cards with a cost of 7 or greater.

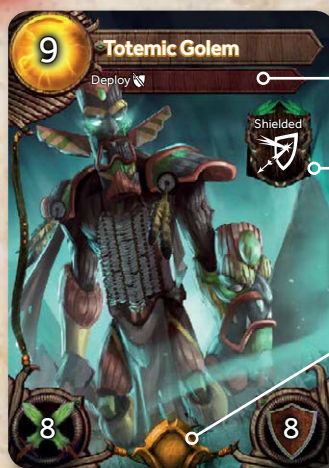
Command and Special Actions

The boss's **Command Actions**, such as *Deploy* or *Leader*, are listed below the name of each card in his deck. Starting with the highest cost card that the boss can play, resolve the Command Action(s) in the following priority order:

DEPLOY > LEADER > SPECIAL ACTIONS > ACTIONS

When multiple cards with the same Command Action(s) are in the boss's hand, always play the card with the highest cost. If two or more cards have the same cost and priority, then the active player chooses which card to play.

Special Actions, such as *Shielded* or *Spirit*, are depicted as large icons on the face of the card to remind you of special effects that apply to this creature during the game.



Command Actions – Tell you how to play this card.

Special Actions – Remind you of ongoing special effects that apply to this card while it's in play.

Crests – Indicate if deck is Basic or Advanced.






Basic Deck







Advanced Deck

Command Actions

ICON	NAME	ACTION
	Deploy	Deploy to boss's Deployment Zone.
	Leader	Deploy to Frontline or No Man's Land.
	Action	Play as an Action only. Card cannot be deployed.

Special Actions

ICON	NAME	SPECIAL EFFECTS
	Shielded	Creature is immune from all enemy actions and abilities.
	Spirit	Place one Spirit token on each Totem card on the Battlefield and immediately activate the Totem's Passive Ability.
	Gang	Place a single Gang token on all Allies and discard this card. Each Gang token grants +1 ATT.
	Totem	Whenever a Spirit token is placed on this card, activate its Passive Ability.

EXAMPLE OF HOW TO PLAY A BOSS HAND:

With the Menace Level at 3, the boss has drawn *Goblin Leader*, *Goblin Archer*, *Seal of Haste*, *Shaman Berserker* and *Spiritual Shaman*. The first card he must play is *Shaman Berserker* (Cost: 2) because it is the highest cost card he can play. He resolves the *Deploy* Command Action and places *Shaman Berserker* in his Deployment Zone. He then plays *Goblin Leader* because its *Leader* Command Action is next in priority, and places it on his Frontline or No Man's Land. Next, he plays *Goblin Archer* using the *Gang* Special Action. He puts a +1 ATT *Gang* token on *Shaman Berserker* and then discards *Goblin Archer*. Next, he plays *Seal of Haste* as an action and advances his war track by one slot. Because *Seal of Haste* also has a *Spirit* icon, the boss will place a *Spirit* token on any Allies with the *Totem* icon and activate them now. Finally, his *Spiritual Shaman* (Cost: 4) cannot be played because its cost exceeds the Menace Level of 3. At the beginning of his next turn, he will discard *Spiritual Shaman* to his Reserve pile and draw new cards.

The Boss's Turn Sequence

1. **Discard to Reserves**
 2. **Advance War Track**
 3. **Draw**
 4. **Play Actions:**
 - » 1st - Deploy
 - » 2nd - Leader
 - » 3rd - Special Actions
 - » 4th - Actions
 5. **Extra Turn**
1. **Discard to Reserve pile all unused cards from previous turn.** (*Skip this step on the boss's first turn.*)
 2. **Advance the war track.** If a boss's card advances off the last space of his war track, it storms you! If you have a Defender on your war track, determine the storming card's final Attack Strength and then select a target. A storming card first targets the most expensive card it can kill on your Frontline or No Man's Land. If there are no targets it can kill on your Frontline or No Man's Land, it targets your Resources and you must discard from your Resource deck a number of cards equal to the Attack Strength of the storming card. After resolving any triggered actions or abilities, discard the storming card to the boss's Casualties pile.
 3. **Draw cards.** Draw from the boss's Resources the number of cards shown on the front of the boss's card and place them face up in the boss's Hand area.
 4. **Play actions in priority order** starting with the highest cost card per action. The cost of any card played must be equal to or lower than the current Menace Level.
 5. **Take an extra turn** if the boss has played a card granting him an extra turn.

Key Rule Changes (Solo Mode)

In *Solo Mode*, all standard core rules apply with the following exceptions:


Cards that affect Supporters – In *Solo Mode* the boss does not have Supporters. When a player plays an action or ability that affects an opponent's Supporters, substitute "Menace Level" for "Supporter" to resolve it.

EXAMPLES OF HOW TO RESOLVE CARDS THAT AFFECT SUPPORTERS:

The Assassin's Passive Ability "Kill one opponent's Supporter" reduces the Menace Level by 1.

Purge Doctor's Action "Deal 2 DMG for each of your opponent's Supporters" deals 2 DMG per Menace Level — up to 10 DMG if the Menace Level is at 5!

Boss's Menace Effects – The "Menace Level Effects" section on the front of the Boss Card explains additional ways the boss can change the Menace Level during the game.

Reserve pile - If the boss's Resource deck is empty, take all cards from the Reserve pile and shuffle them to create a new Resource deck. The boss may use the Reserve pile to replenish his Resources *only once per game*. Remove the Reserve token  from the game to remind you that the boss has already used his Reserves.

Reactions and Chain of Commands – On your turn, you may play any actions or abilities you choose, but the boss cannot react to those actions or abilities. During the boss's turn, when the boss plays an action, the only reaction you may play is "Negate action or ability".

Discard actions – Players can play a Discard action to discard cards from boss's hand if there are any left.

Damage – For every point of damage (DMG) inflicted on the boss, lower his Life Points by 1 on the Life Meter.

The Battlefield: Co-op Mode

BOSS

Boss's Resources and Casualties

Boss's Reserve Pile

Boss's Hand



Boss's Deployment Zone

Player A War Track

Boss's War Track

Player B War Track

Player B War Track

Support Zone

Resources and Casualties

Support Zone

Resources and Casualties

PLAYER A

PLAYER B

Key Rule Changes (Co-op Mode)

In *Co-op Mode*, all core rules and *Solo Mode* rules apply with the following exceptions/changes:

Player Turn Order – Both players play at the same time. They may play cards in any order and move their war tracks in any order during the same turn.

Allies – An “Ally” is any card on your *and your partner’s* war track.

Actions and Passive Abilities – Passive Abilities on either track affect both players. Both players can pay to use Passive Abilities from each other’s Allies. An action, however, can only be activated by the player who played it.

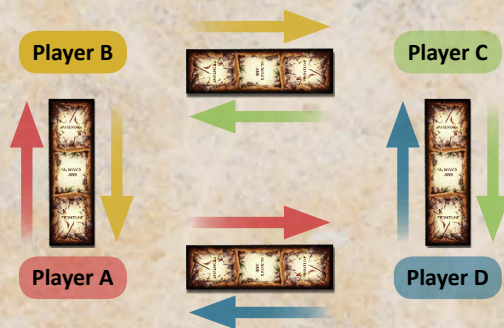
Extra Turn – An extra turn is awarded only to the player who played it.

Battle Zones – You cannot play, deploy or put any of your cards on your partner’s No Man’s Land or Frontline.

Targeting and Defending – Storming cards played by the boss target BOTH players simultaneously and at full Attack Value for each player. Each player defends against the storming creature using their own Defender (if any).

Damage – If the boss plays an action that inflicts damage directly to an opponent, players decide which one of them will absorb the damage. If the boss plays an action that says “Each player receives X damage”, then both players take X damage.

Last Man Standing (3/4-Player Mode)



Game Setup

Place one Battle Zone between you and your opponent on the left and right. Each player will now have an inner and outer war track that will advance creatures toward his opponent on the left and right.

Key Rule Changes

In *Last Man Standing*, all core rules apply with the following exceptions/changes:

Prepare Step – Each player (including first player) draws two cards to create their starting hand.

Draw Step – Players draw **three** cards during the Draw step of their turns.

Actions and Passive Abilities – Actions and Passive Abilities only affect the war track in which they are played. They do not work in your other war track. Cards with Passive Abilities that affect the *player*, such as “During your **Draw** step, **Draw** 1 more card”, can be activated from either war track.

Player Elimination – Whenever a player is defeated, remove all of the eliminated player’s cards from the game and put all his opponents’ cards on their owners’ Casualty piles. Remove one empty Battle Zone and play continues with the remaining players. To win, simply outlast all of your opponents and be the last player standing!

Glossary of Keywords

Action – The effect described in the red upper section of a card. Actions are declared and resolved immediately after a player plays the card and pays its cost.

Activation Cost – An additional cost (usually more cards) required to activate a Passive Ability while the card is on your war track or Battle Zone

Advance – Move all cards on your war track forward by one slot.

Ally – Any card on your war track

Attack Strength – The final strength of a storming creature after subtracting the Defender's Defense Value

Attack Value (ATT) – The number in the lower left corner of a card representing its base Attack Strength before modifiers

Battlefield – The play area for a game of *Siegestorm*

Battle Zone – The board showing Frontlines and No Man's Land. Cards placed on the Battle Zone are not considered Enemies or Allies.

Boss Board – The board for tracking the boss's stats and Menace Level

Casualties – Cards that have been spent by a player or killed by your opponent

Chain of Commands – A stack of actions and abilities played in response to one another and resolved in last-in, first-out order

Command Action – A boss action, such as *Deploy* or *Leader*, listed under the card name of a boss deck card that directs how and when to play that card

Commit – Use a Supporter to help pay the cost of a played card or action. A committed Supporter is rotated 90 degrees.

Cost – The number in the upper left corner of a card representing the number of cards a player must discard in order to play that card

Defender – The card currently in a Deployment Zone that defends against attacks targeting the player and his creatures on the Battle Zone

Defense Value (DEF) – The number in the lower right corner of a card representing its defensive strength

Deploy – Place a creature in your Deployment Zone.

Deployment Zone – The first slot on any war track. When a creature is deployed, place it here.


Destroy – Remove a card permanently from the game.

Discard – Put a card from your hand on top of your Casualties pile, always face up.

Damage (DMG) – Damage dealt directly to your opponent resulting in discarding cards from his Resources to his Casualties

Draw – Take the top card from your Resources and put it in your hand.

Enemy – Any creature on your opponent’s war track

Expansion – Card with a white  symbol in its crest used for creating a customized Resource deck

Heal X – Put X cards from your Casualties onto a new Heal pile. Whenever you receive damage, discard from the Heal pile *first* before discarding from your Resources.

Hold Ground – Advance a card off the last war track slot and then place it on your Frontline or No Man’s Land to keep its Passive Ability in play

Kill – Move a creature to its owner’s Casualties.

Menace Level – Indicates which cards in the boss’s hand are playable. The boss can only play cards with a cost equal to or lower than the Menace Level.

Negate – Cancel the effect of an action or ability. The cost of the negated action or ability still must be paid.

Passive Ability – The effect described in the blue lower portion of a card that is always active while the card is on your war track or Battle Zone

Raise – Put the top card from your opponent’s Casualties in your hand.

Reaction – Playing an action or ability in response to an opponent’s action or ability. Multiple reactions form the Chain of Commands.

Recover – Replenish the boss’s Life Points up to his starting value.

Reserves – Cards in the boss’s hand that he cannot play because their cost exceeds the current Menace Level. During the first step of the boss’s turn, Reserves are discarded to a separate Reserve pile.

Reset – Return a Supporter to its “ready” state by rotating its card upright again.

Resources – A 34-card deck representing a player’s available cards to draw

Sacrifice – Select a creature on your war track and kill it.

Shapeshift – Pay the Shapeshift activation cost and return the card with Shapeshift to your hand. Replace it with any other card in your hand for free.

Life Meter – Used to track damage (DMG) dealt directly to the boss

Special Action – A boss action, such as *Shielded* or *Spirit*, denoted by a large or small icon on the front of a boss deck card to remind you of ongoing special effects that apply to this card while it’s in play.

Steal – Take a random card from opponent’s hand into your own hand.

Storm – Advance a card off the last war track slot to trigger its action and attack opponent’s Resources or creatures on his Frontline or No Man’s Land.

Support— Advance a card off the last war track slot and then place it in your Support Zone.

Supporters – Cards placed in your Support Zone that help pay the cost of any played cards or activated abilities

Vision X – Draw X number of cards. Keep 1 in your hand and put the rest on the top or bottom of your Resource deck in any order you wish.

War Track (or “Track”) – Designated lanes adjacent to a Battle Zone for placing and advancing cards. Opponents have their own war tracks that move in opposite directions.

Strategy Tips and Other Goodies

Any strategies for dominating *Siegestorm*?

- » **Don't overextend yourself** by drawing and playing too many cards. You will quickly drain your Resources.
- » **Don't be greedy.** If you have a strong but very expensive card in your opening hand, it might be a better idea to let it go and populate the Battlefield with cheaper cards.
- » **Every bit of damage counts.** Damaging the enemy for two cards might not sound like much when he has 30 Resources left; but *Siegestorm* is like a Tug-of-War. Being two cards ahead early in the game may ensure you a victory later on!
- » **Make plans to seize the Frontline and No Man's Land soon.** Having more Passive Abilities on the Battlefield can snowball into a large advantage.
- » **Build up your Supporters early** to get more value out of them. There are many powerful Action + Passive combos. Watch out for them!
- » When in doubt, **keeping the pressure on your opponent** is often the right answer. Outside of fringe cases, your war track should never be empty!

BONUS: Free-for-All Game Mode

For advanced Stormers who want to take their game to a whole new level, try building a Resource deck from ALL cards in the game using any player factions you want!

- » Deck must still contain only 34 cards
- » Limit of 2 Champion/Elite + 4 Soldier/Veteran cards
- » For tournament play, use custom printed sleeves to hide card backs.

Specialty and Promotional Cards

Cards with the **\$** rarity symbol, and Kickstarter Exclusive "Easter Egg" cards are promotional cards and cannot be used in official tournaments or ranked games. They can, however, be used in friendly games... provided your opponent allows you to play them!



Join the *Siegestorm* community!

Fans of *Siegestorm* unite! For the latest updates on new card releases, FAQs, rules and card errata, matchmaking, tourneys, player rankings, and even more strategies to crush your opponents, visit us at:

www.siegestorm.com

For a comprehensive listing of all official player faction cards currently in print, check out the *Siegestorm* Wiki:

<http://siegestorm.wikia.com/wiki/>



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Players' Turn Sequence

1. Prepare
2. Draw
3. Advance War Track
4. Deploy
5. Extra Turn
6. End Turn




The Boss's Turn Sequence

1. Discard to Reserves
2. Advance War Track
3. Draw
4. Play Actions:
 - » 1st - Deploy
 - » 2nd - Leader
 - » 3rd - Special Actions
 - » 4th - Actions
5. Extra Turn





Command Actions

DEPLOY > LEADER > SPECIAL ACTIONS > ACTIONS

Command Actions

ICON	NAME	ACTION
	Deploy	Deploy to boss's Deployment Zone.
	Leader	Deploy to Frontline or No Man's Land.
	Action	Play as an Action only. Card cannot be deployed.

Special Actions

ICON	NAME	SPECIAL EFFECTS
	Shielded	Creature is immune from all enemy actions and abilities.
	Spirit	Place one Spirit token on each Totem card on the Battlefield and immediately activate the Totem's Passive Ability.
	Gang	Place a single Gang token on all Allies and discard this card. Each Gang token grants +1 ATT.
	Totem	Whenever a Spirit token is placed on this card, activate its Passive Ability.

Key Rules

- » You can only replace your starting hand once!
- » Players can have a maximum of 10 cards in their hand.
- » During your turn, you may play one or more actions from cards in your hand, or Passive Abilities from cards on your war track, at any time.
- » As long as a creature remains on your war track, its Passive Ability remains enabled.
- » When a creature storms, it deals damage AND performs its action.
- » Creatures on a Frontline or No Man's Land are never considered Allies or Enemies and can only be targeted by storming creatures.
- » Creatures in No Man's Land cannot be replaced by a Hold Ground order.
- » You may commit a Supporter as soon as it is placed in your Support Zone.
- » The boss never "passes" on a playable card and will always play the card with the highest cost possible.