

B-SIEGED

SONS OF THE ABYS

RULEBOOK

A GAME BY

GORKA MATA - VÍCTOR FERNÁNDEZ - SERGI SOLÉ



THE SIEGE OF MODHELM

Under soil, under stone, lay Kor'agaam, the Abyss, stinking of molten iron and hot brimstone. Zorbo the Mölen sulked on a rock that glowed with heat, and stared out over a sea of magma, wishing for an excuse to rampage, to smash and destroy and hurl fire. A bubble of sulfurous gas encased in a shell of liquid obsidian squeezed up from the sluggish red waves, the face of Kor, spirit of the Abyss visible inside it.

"It is..." Kor said, and the bubble burst with a stench.

Zorbo danced heavily from one foot to another. "Say that it's time," he implored the sea of magma. "Please, oh please!"

Another bubble carrying Kor's visage emerged from the sea. "It is... oh, bother," and burst again.

"Just say it!" Zorbo bellowed through cupped hands.

Magma swirled, caught in a field of mystic energy, shaped itself, and then, to Zorbo's shock and awe, the vast head and broad shoulders of an Avatar of Kor'agaam rose from the liquid rock and metal, and a mouth wide enough to swallow Zorbo whole opened wide and roared, "IT IS TIME!" before the Avatar liquified and dissolved back into the sea.

Pumping his fists in the air, Zorbo capered in a circle. "Yes! Yes!" He sat back down on the rock, and pounded out a rhythm — right, right, left, right, left, left, right, left, repeating the beat over and over as he called his his people to gather.

It is time for war.



Kador paused for a moment outside a warehouse in the seedy section of the North Quarter. He had taken his warnings to the ruler of the Citadel of Modhelm, Duke Eivor. Now it was time to speak to the Citadel's other great power.

The office door of the warehouse opened, and a tall young woman with a pretty brown face leaned out. "Excuse me, but aren't you Kador the Sorcerer?"

"Well, yes." Kador was taken aback. "Have we met?"

"No, but I've heard about you. I hear about most people in Modhelm. You can call me Myrinia. So, what's a famous wonder-worker like you doing in a place like this?"

Kador looked one way, then the other. The alley was empty, but when he spoke, his voice was lowered. "I need to talk to the Ma—"

Before he could finish the word, Myrinia grabbed the bundled fabric at the front of his cloak, and with startling strength yanked him inside; a heavy spring slammed the door shut. She pursed her lips and stared at him coldly, and Kador noted jangling twin blades like halberd-heads attached to handles that hung from the sash knotted around her waist. "Never say that name in public." She gave him a cold, wry smile. "It is not a public name."

Straightening his cloak, Kador returned her sardonic smile. "I apologize. I thought my discretion adequate. From your reaction, I suspect I've found the right address."

"The one you wish to speak to is not with us at the moment. I'll take you to a place where you may wait for him. Come, follow me."

Myrinia led Kador through another door into the warehouse, a vast, dusty room dimly lit by rows of small windows running along the tops of the walls. A motionless, expressionless glowing face appeared, floating in midair, and a voice came from

behind its painted features. "So, sorcerer, you would parley with the Mask." The voice was deep, hollow, and artificial-sounding.

Kador bowed politely. "Sir, if I am not mistaken, the Abyss is preparing to attack, and we're in for a long siege. Someone needs to maintain peace in the poorer quarters, someone needs to keep the hungry fed — and whoever can do so, will reap long-term benefits regardless of which side of the law they're on."

The voice asked, "How do you know of this?"

Kador had heard such masks before used in ritual performances in the western desert. Behind the mask was a woman, and if Kador had been a gambling man, he would have wagered that woman was Myrinia. "First there were whispers in the night, and then I glimpsed red shadows in my crystal ball. Last week a farmer brought a two-headed five-legged goat to market last week, and when I examined it, the goat recited a poetic prognostication of doom; the poetry was dreadful, but the doom was convincing..."



Lugh the Blacksmith hammered at a broad, long blade. He wore a leather apron, and his beard had been tied in a net so the sparks that flew from his hammer didn't set it on fire. He mumbled an old song his mother used to sing as she worked the anvil.

Ringling from the iron of the anvil, up the hammer, coming from the rock floor under his feet, Lugh sensed a backbeat, and the rhythm of his song got funky...

But a man of Lugh's breeding feels uneasy with the funk. Hearing the rhythm in his voice, he dropped his hammer, quenched the blade he was working, set his hand on the anvil, then dropped to the ground and pressed his ear against the floor, an outcropping of solid bedrock. Boom-boom, boom, boom, boom-boom, boom, boom, on and on, steady as a heartbeat.

But this was no heartbeat. This was the sound of drums rising from deep below Tierra's surface. Drums of the underworld. War drums.



Eileen the Archer pulled her blindfold off, and looked across the meadow. Sure enough, a hare kicked feebly in the grass, impaled on an arrow that transfixed its chest. She pulled the headless arrow out of the poor wee beastie, and popped it into her game bag. Six hares, five woodcock, and eight squirrels.

Two weeks here, and she still knew no-one but Orobox. Still in a bad mood when she reached the wide swath of sun-blasted wild oats that surrounded Modhelm, Eileen spotted something as she neared the gate, motion in the grass on a windless afternoon. Then she saw what makes the grass wave.

Rats. Dozens of rats. Hundreds of rats. No, the dried blonde field all around the castle rippled as if in a spring rain. There must have been hundreds of thousands of rats. As Eileen crossed the drawbridge to the main gate, the now-dry moat looked filled with surging brown water as all the rats of Modhelm fled the Citadel.



Osvith stood in the courtyard where he conducted lessons in the use of arms, eyes closed as he silently prayed for guidance; there was an atmosphere of fear in Modhelm, and strange rumors were abroad. He opened his eyes when he heard heavy footsteps; it was his friend and sparring partner Lugh the blacksmith.

"My lord Sir Osvith, I have dire news," Lugh said.



Osvith said, "Lugh, thank Isherida you're here. Have you seen the rats?"

Lugh, who seemed distraught, froze for a moment. "There were rats in the street, yes. Strange to see them out in the day."

Osvith said, "Once when I was sailing the southern seas near Cryptonesia, one sunny afternoon — much like this one — and what was the ship's name? Oh, yes, it was the Bonney Bones..."

"Sir Osvith —"

"Lugh, you are not the only one with dire news, and what I say is of vital importance. Just give me a moment to finish, and then you can speak your piece."

Lugh groaned once, but he listened. Good man.

"So. On that long-ago afternoon, the ship's rats, who normally hid in the bilges, swarmed onto the deck in a furry wave, and each leapt overboard into the the ocean and swam away from the ship as fast as they could. And do you know what happened then?"

Lugh said, "You got to the point?"

Osvith smiled. "The point got to us, my friend."

Lugh bared his teeth in frustration. "Sir Osvith!"

"A great spiraling ivory tusk impaled the ship itself, plunging through the hull and splintering out through the deck. Never saw the brute it was attached to. Just a while ago I saw the Citadel's rats do exactly the same thing. The rats fled the Citadel in a wave. What do you suppose it means?"

Lugh's eyes widened in surprise. "That doesn't sound good. Sir Osvith, I came to you because when I was in my forge, I heard the sound of war-drums come up through the ground. That must be what frightened the rats."

Osvith nodded, his face grim. "Drums from underground? They must have come from the Abyss. I'd wager my honor that Kor'agaam is on the rise."



Orobox the mercenary was at his usual table in Ulthor's Tavern when Eileen burst through the door. Orobox gave her an evil grin, and leaned forward. "Let me guess, you've come to tell me about the drums, the rats, or the two-headed goat."

"The rats. Orobox, how did you know?"

Orobox jerked his thumb toward Damiana. "Our lovely proprietress hears all, and tells much. The rats have deserted

Modhelm, and that's one. A two-headed goat in the marketplace foretold war, doom, and fire in a series of appalling couplets, which brings us to two. And Damiana's husband, the blacksmith, heard war-drums beating when he listened to the stone flags on the floor of his forge, and that makes three. Do you remember that night when we heard drums from below?"

Eileen blanched, and bit her lip. She remembered indeed. She'd been traveling with Orobox and his merry crew of sell-swords north of Modhelm when the ground they walked on reverberated with drum-beats. Within minutes burning beasts that stank of brimstone had erupted from the soil, and slaughtered almost all their companions

Orobox said, "You have yet to serve in a real war, but I know your skills. Modhelm needs warriors, and there is an opportunity here. I need you, girl." Orobox reached across the table, and set a wide, hard, scar-covered hand on Eileen's smooth, strong arm. "If you'll be my first recruit, I promise you the chance to bring hell to the hell-spawn, death to those who killed the men and women who took you in when you were a hungry wanderer, alone in the wilderness. I promise you revenge."

The fear faded from Eileen's face, leaving only anger. She felt the seed of Orobox's promise take root in her heart, and bloom. She nodded again. Vengeance.



The Citadel of Modhelm was dark and silent at the fall of night. It would seem a city of the dead if not for the warriors, soldiers, knights, and guardsmen lining its ramparts. Standing out among the uniformed troops were the bold figures of Eileen and Orobox, Lugh and Osvith.

Within minutes, a red glow could be seen on the northern horizon. It grew, spread, and changed from a dull light to a swarm of particles in motion. Time passed until, very faint and very distant, came first the low, bone-felt pounding of war-drums, then cries, roars, and hoots. The tumult grew louder and louder, and the waiting defenders began to make out individual figures, great Mölens and Gargohs rising about the crowd of Krohns. The army of Kor'agaam, the Abyss, was on the march.

The siege had begun.

THE SIEGE OF MODHELM.....	2
COMPONENT LIST.....	5
GAME SETUP.....	6
GAME SEQUENCE.....	7
THE SETUP PHASE.....	7
EVENTS	
THE MESSENGER'S TURN	
ENEMY SPAWNING	
HEROES PHASE.....	9
ATTACK FROM THE WALLS	
REPAIR A DAMAGED BUILDING	
EXCHANGE RESOURCE CARDS WITH ANOTHER HERO	
USE THE CATAPULT	
OBTAIN RESOURCES AT THE CITADEL	
ENEMIES PHASE.....	8
TACTICS	
ATTACK	
MARCH	
END OF SEASON PHASE.....	9
CONSUME FOOD	
DETERMINE ENEMIES	
RENEW RESOURCES	
A STREET GUIDE TO MODHELM.....	10
RESOURCE CARDS	12
USING RESOURCE CARDS	
SORCERY CARDS	
MARKET CARDS	
TAVERN CARDS	
ARMORY CARDS	
MASSIVE ATTACKS	
HEROES.....	14
LEARNING SPECIAL ABILITIES	
INCREASING STRENGTH	
RESURRECTION	
THE HEROES	
THE HORDES OF THE ABYSS.....	16
KROHNS	
GARGOHS	
MÖLENS	
DISRUPTION : THE AVATAR OF THE ABYSS	
SPECIAL ABILITIES.....	19
SUMMARY.....	28

SUMMARY OF THE GAME

The hordes of the Abyss loom over the Citadel of Modhelm!

B-SIEGED is a cooperative game for 1 to 6 players in which the Heroes will have to endure the siege of the abyssal troops while protecting the Messenger tasked with retrieving the Grand Ritual of Salled which is Modhelm's only hope against the Abyss!

VICTORY! OR DEFEAT...

The players win the game as a team if the Messenger manages to leave the board, return to the Citadel before the end of round 12, and there is at least one hero alive at the end of the round the Messenger returns.

On the other hand, the Abyss will claim victory for itself if any of the following conditions are met :

- The Messenger has not returned to the Citadel by the end of round 12.
- An Assault unit or an Avatar reaches the Citadel.
- The second Messenger dies.
- All heroes are dead at the same time.
- There are five or more Destroyed buildings in the Citadel.

DIFFICULTY SETTINGS

You can fine-tune the difficulty of your **B-SIEGED** game following these rules.

FOOTMAN

- When a Disruption occurs, the Avatar **does not** appear.
- Enemies **do not** pursue the Messenger during the return stretch as explained in page 8.

Optional: Use only 1-3 Level Events.

KNIGHT

- When a Disruption occurs, the Avatar appears per the rules.
- Enemies **do not** pursue the Messenger during the return stretch as explained in page 8.

Optional: Use only 1-5 Level Events.

DEFENDER

- When a Disruption occurs, the Avatar appears per the rules.
- Enemies pursue the Messenger during the return stretch, per the rules.

Optional: You can use all 1-10 Level Events, per the rules.

Optional: You can decide players do not start with any Divine Grace tokens.

COMPONENT LIST

6 hero dashboards



1 Citadel Board



4 double-sided Enemy Fields



1 Seasons Sheet



1 Card Sheet



1 Catapult tile



A pair of plastic connectors



120 Resource cards



48 Enemy cards



30 Event cards



4 Compass cards



32 Krohns
(24 standard and
8 elite)



24 Gargohs
(16 standard and 8
elite)



8 Mölen



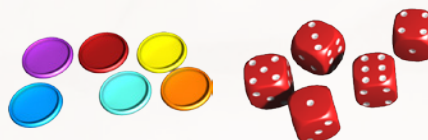
6 heroes



6 Heroes bases



5 Red dice



1 Yellow die



1 Catapult die



1 Spawn die



48 Special Ability tokens



1 Messenger
token



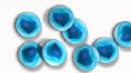
1 Avatar of
the Abyss
token (plus
plastic stand)



18 Divine
Grace
tokens



8 Morale
tokens



8 Gold
tokens



8 Food
tokens



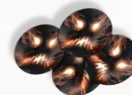
8 Damaged/
Destroyed Building
tokens



8 Reinforced tokens



4 Cursed Ground
tokens



1 Vinculum token



1 First Hero token



1 Time token




GAME SETUP



Before starting your first game of **B-SIEGED**, carefully punch out all board tiles and tokens from the cardboard frames. Then, attach the Avatar of the Abyss token to its plastic stand and attach the Catapult token to the center of the Citadel tile using the plastic connectors.

In **B-SIEGED**, the game board is composed of several tiles. The Citadel tile always goes in the center.

Follow these steps to prepare the game:

- Assemble the tiles and boards as shown in the image. To decide which side of the two-sided Enemy Field tiles goes face up, players must take into account the number of **Spawning Points**  on each tile and the number of participating heroes. For a standard difficulty game, it is recommended to have one Spawning Point per hero.

Optional: More experienced players may decide to play using Enemy Fields with more Spawning Points than heroes.





Example: In a 4-hero game, the four Enemy Field tiles will be placed with the 1 Spawning Point side face up. In a 6-hero game, two of the Enemy Fields would be placed with the 2-Spawning Point side face up.

- Rotate the **Catapult** so that it faces North (N).
- Divide the 120 **Resource cards** into four decks according to their class (Armory, Market, Tavern and Sorcery) and shuffle them. Then, place the decks face-down on the corresponding slots in the “Resources” slots of the Card Sheet.
- Build a deck with the 30 **Event cards**, shuffle them and place the deck face-down on the “Event” slot of the Card Sheet.
- Build a deck with the 48 **Enemy cards**, shuffle them and place the deck face-down on the “Enemies” slot of the Card Sheet.

- Put aside the following components: Compass cards, Cursed Ground tokens, Damaged/Destroyed Building tokens, Special Ability tokens, Reinforced tokens and the Vinculum token.

Note: The Special Ability tokens must be sorted into four piles, with their names face-down, according to their **Level** (1-4).

- Choose an Enemy Field. Draw 3 cards from the Enemies deck one at a time and place one on each of the three Spawning slots. Repeat this process for the other three Enemy Fields.
- Draw from each Resource Pool deck as many cards as heroes will play and place them face-down on the “Season Resources” slots section of the Card Sheet.
- Place the **Time token** on the first round of Spring on the Seasons Board.
- Each player picks one or two heroes, depending on the number of players and takes the corresponding figure(s). The **table** on page 7 shows the suggested number of heroes according to the number of players. Players with two heroes must choose in which order their heroes will act during the Heroes phase.
- Take 1 Morale token, 1 Gold token and 1 Food token per Hero. In each Hero dashboard, place the Morale, Gold and Food tokens on the following values of the corresponding tracks:

 **Morale: 5**
 **Food: 3**
 **Gold: 1**
- Take 3 Divine Grace tokens per Hero. 
- Decide to which Hero you wish to assign the **First Hero token**. The chosen Hero will be the **first hero** during the first round of Spring.

NUMBER OF PLAYERS	1	2	3	4	5	6
NUMBER OF HEROES	4	4 (2 HEROES EACH)	6 (2 HEROES EACH)	4	5	6
NUMBER OF SPAWNING POINTS	4	4	6	4	5	6

THE GOLDEN RULE

If the effect of a card or game component contradicts the rules presented in this Rulebook, the card or component effect has precedence.

GAME SEQUENCE

A game of **B-SIEGED** is made up of four **Seasons**, and each Season comprises three **rounds**. The passing of time is tracked in the Seasons Board.

THE SEASONS BOARD

The Seasons Board is used to keep track of the round and Season being played, and is divided in four sections, one per Season. Each circle represents a round. The rounds in which the End of Season phase must be played are marked.



ROUNDS

Each round is made up of 3 phases, plus an extra phase which takes place at the end of the third round of a Season:

- The Setup phase
- The Heroes phase
- The Enemies phase
- (End of Season phase)

Important: During the third round of a Season, you will have to follow the steps of the End of Season phase immediately after the Enemies phase is over.

THE SETUP PHASE

This Phase is divided in 3 steps:

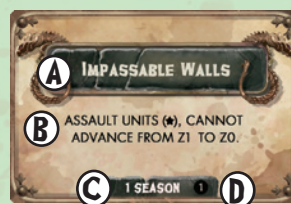
- Events
- The Messenger's turn
- Enemy spawning

1) EVENTS

Advance the Time token to the next square of the Seasons Board. Then, discard the active Event card from the Card Sheet, if there is one. Finally, draw a card from the Events deck and place it on the "Active Event" slot. **Note:** do not advance the Time token or draw an Event card if this is the first round of the game.

Optional: Before starting the game, players may customize the Events deck by picking only low or high **Value** Event cards to decrease or increase difficulty. In any case, the Events deck must contain at least 12 cards.

EVENT CARD



- (A) NAME OF THE EVENT**
- (B) EFFECT OF THE EVENT**
- (C) DURATION**
The effect of an Event card may last one round or persist until the end of the Season. In the latter case, leave the card on the Card Sheet instead of discarding it when a new Event is drawn.

- (D) VALUE**
This number (1-10) determines the potency of the effect. The higher the Value, the more powerful the effect.

2) THE MESSENGER'S TURN

In the first game round, players decide the Enemy Field through which the Messenger will travel towards the Outskirts, and place its token on Zone 1 of that Enemy Field.

During this step, the Messenger **must** advance one Zone provided there are no enemy units either in the Zone he currently is nor in the Zone he must advance to. The Messenger **does not** advance the round in which he enters the game. If at the beginning of the Enemies Phase there is at least one enemy unit in the Zone where the Messenger is, the enemy unit attacks the Messenger, killing him. The enemy units in that Zone do not take any other attack or march actions during that round.

Note: If the Messenger hasn't managed to leave an Enemy Field by the end of round 7, he won't have sufficient time to return to the Citadel by the end of round 12 and the game will be lost.

The Messenger's journey is made up of two **stretches**: departure and return.

During departure, the Messenger's path is: Zone 1 > Zone 2 > Zone 3 > Outskirts (leaves the board)



The round after the Messenger leaves the board, draw one Compass card at random. The card will indicate the Enemy Field on whose Zone 3 the Messenger will reappear to start the return stretch. If there are any enemy units on that Zone 3, the Messenger cannot reappear during that round, and players will have to wait until the next one (no new Compass card is drawn though).

During return, the Messenger's path is: Zone 3 > Zone 2 > Zone 1 > The Citadel.

The round in which the Messenger returns, spawn 2 Standard Assault units ★ in his Zone 3. Those are his **pursuing enemies**. From now on, as long as the Messenger is alive, spawn 2 Standard Assault units ★ in that Zone 3. These pursuing units are added in addition to the normal Spawn in that Zone 3.

When the Messenger advances from Zone 1 into the Citadel, the game does not end immediately during this step. Instead, the Messenger is placed on the wall, **and he can be hit, just as the heroes**. The Messenger only has one "hit point", but if there are heroes on that side of the wall with him, players can assign the hits from Gargohs and Krohns to them. In the case of Mölens however, since their attack affects an entire Quarter, the Messenger will die (unless an effect prevents it somehow of course).

Note: If there are Krohns in a Zone 1 and the Messenger is alone on the adjacent wall, the Krohns advance to the Citadel, since the Messenger is not a hero.

Players must still finish the round normally. At the end of the round the Messenger advances from to the Citadel itself, and players win the game if there is at least one hero alive on the board.

- If the Messenger dies, all heroes lose 1 point of Morale.

Note: If that loss would kill a hero, the hero is left with 1 Morale point.

- If during the departure stretch the Messenger manages to leave the Enemy Field, all heroes earn 2 Morale points.

WHO'S NEXT?

If the Messenger meets an untimely demise, players have a chance to send another daring volunteer. During "The Messenger's turn" step of the following round, **if the Messenger died during the departure stretch**, place the Messenger's token on Zone 1 of an Enemy Field in which there are no enemy units. If there are enemy units on all Zones 1, you won't be able to place the Messenger's token, and players will have to wait for the next round. **If the Messenger died during the return stretch**, draw a Compass card at random and place the token on Zone 3 of the corresponding Enemy Field as long as there are no enemy units on that Zone. Otherwise, you will have to wait until the next round (no new Compass card is drawn though). The new Messenger does not advance the round when he reenters the game.

3) ENEMY SPAWNING

Choose a Enemy Field. Make a **Summoning roll** with the Spawn die for each Spawning Point 🎲 on Zone 3. The symbol rolled will match that one of the symbols next to the three slots. Check the card on that slot. It will tell you the type and amount of enemy units that will spawn in Zone 3 depending on the Season. Then, if there are two Spawning Points, make a second roll. Then, place the required figures on Zone 3. Repeat these steps for the other three Enemy Fields.

STANDARD AND ELITE UNITS

The number below a Season's icon in an Enemy card indicates the number of enemy figures of that type that appear in that Season. If an Enemy card features the "Standard" and "Elite" words below the unit's name, one of the enemy figures spawned will always be an "elite unit." Thus, a "3" under the Autumn icon in a Krohn card means players must place 1 elite Krohn figure and 2 standard Krohn figures in Zone 3 of the Enemy Field if it is Autumn.

Example: It is Summer. On the Summoning Board adjacent to the Western Enemy Field there is a Mölen card on the A slot, a Krohn card on the B slot and a Gargoh card on the C slot. The players make a Summoning roll and get a "C" result. Players consult the season symbols of the Enemy card on the C slot (the Gargoh). Under the Summer icon there is a "5". Thus, they must place 5 Gargoh figures (4 standard and 1 elite) on Zone 3 of the Western Enemy Board. If there were two Spawning Points on that Zone 3, a second roll would be made.



RUNNING OUT OF MINIATURES

If during the Enemy Spawning step you need to place an enemy unit on the board, but there are no figures left of that type, you'll need to follow the replacement procedure:

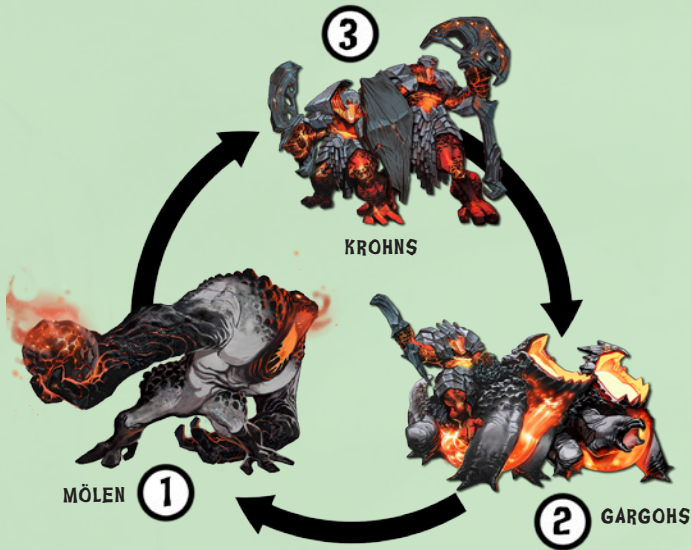
First place all of the figures required by the spawn card that might be available. **Then, no matter the number of figures that were missing, you will add extra miniatures according to the chart below.**

Basically:

- If you need 1 or more Krohns, place 2 Gargohs instead (1 elite + 1 standard).
- If you need 1 or more Gargohs, place 1 Mölen instead.
- If you need 1 or more Mölens, place 3 Krohns instead (1 elite + 2 standard).

Also, remember that if you need an Elite unit and you only have Standard units left, you have to use a Standard unit figure instead, and vice versa.

If at any point, all enemy units are on the board and another enemy unit must be spawned, a Disruption takes place (see "DISRUPTION : THE AVATAR OF THE ABYSS", on page 25).



Example: 2 Mölens are summoned, but there are no more Mölen figures left, so 3 Krohns are spawned instead (1 Elite + 2 Standard). If you don't have any Elite Krohn figure, you would place 3 Standard Krohn figures. The reverse would be true as well: if you only had Elite Krohns available, you would place 2 of them.

Example: 4 Krohns are summoned, and there are only 3 Krohn figures available (2 Elite and 1 Standard). All 3 Krohns are spawned, plus 2 Gargohs (1 Elite + 1 Standard). Again, if there are not enough Elite or Standard Gargohs, place 2 of the same category.

HEROES PHASE

During this phase, each Hero has **3 actions** that they must perform consecutively when their **turn** comes. The Hero taking actions at a given time is the **active hero**.

The **first hero** performs all their actions during their turn. Then, if the player with the First Hero token controls two heroes, his or her second Hero becomes the active Hero and performs their actions. Next, it will be the turn of the Hero (or heroes) belonging to the player to the left of the player who controls the first hero, and so forth.


Once all heroes have performed their actions, the player who has the First Hero token assigns the token to his or her other Hero (if he or she controls two) or passes it to the player to their left.

Example: Peter controls the Sorcerer and the Smuggler; Natalie, to his left, the Archer and the Blacksmith; and Charles, to her left, the Mercenary and the Paladin. Each player's heroes act in that order. During game setup, players decide to assign the First Hero token to Charles' Mercenary, who becomes the first hero of the first round of Spring. Thus, the heroes will act in the following order: Mercenary, Paladin, Sorcerer, Smuggler, Archer and Blacksmith. At the end of the Heroes phase, Charles will assign the First Hero token to the Paladin, his other hero, which will become the first hero for the second round of Spring. The order will then be: Paladin, Sorcerer, Smuggler, Archer, Blacksmith and Mercenary. For the third round of Spring, the First Hero token will pass to the player to Charles' left (Peter), and hence the order will be: Sorcerer, Smuggler, Archer, Blacksmith, Mercenary and Paladin.

ACTIONS

During their turn, the active hero can perform 3 of the following actions:

- **Attack from the walls**
- **Repair a damaged building**
- **Exchange Resource cards with another hero**
- **Use the Catapult**
- **Obtain resources at the Citadel**

In addition, the active hero may use as many stored Resource cards as they want. **This is not considered an action** except in the case of cards with a highlighted Class icon (e.g., ). Check the details in the "USING RESOURCE CARDS" section.


ATTACK FROM THE WALLS

Heroes must annihilate the abyssal hordes attacking from the Citadel's walls. Each Quarter has a side of the wall; thus, the "Western wall" is the side of the wall belonging to the West Quarter.

As opposed to buildings, more than one hero can occupy the same side of the wall, and heroes may spend one or more consecutive actions to attack.

In order to perform an attack action from a side of the wall against the adjacent Enemy Field, a player places their active hero on that side and makes an **attack roll**.

Example: Last round, the Archer ended her turn at the Tavern (North Quarter). When her turn comes again during the current round, her player decides he wants to attack twice in a row from the wall, so he can place the Archer on any side of the wall and spend two actions to perform two attack rolls. Both rolls can be made from the same side of the wall or one from a different side of the wall. Thus, the player could place the Archer on the Southern wall and attack twice from here, or once from that side and then from either the Eastern, Western or Northern wall.


All heroes can attack without needing any weapon or card stored in their hero dashboard. By default, heroes roll **one red attack die** (unless a Starting Ability allows them to roll more, such as the Paladin's Refined Swordsmanship) so they will end up fetching Armory cards rather sooner than later. All Armory cards with the  icon allow making attacks only against the adjacent Enemy Field, unless the text of the card states otherwise.


In order to **hit** an enemy unit, the player makes an attack roll for their active hero with one or more red dice (the number of dice will vary depending on their Special Abilities and Resource cards.) The required **base target number** depends on the Zone the player is attacking:

Zone 1: Base target number: 4+ (hits with 4, 5 or 6).

Zone 2: Base target number: 5+ (hits with 5 or 6).

Zone 3: Base target number: 6 (hits with 6).

However, dexterity and proficiency are not enough: the hero also has to inflict damage! Each hero has a base **Strength value**  (e.g., the Archer has Strength 1 and the Mercenary has Strength 2.) This value can increase by using certain Resource cards and Special Abilities which grant **Strength bonuses**. A hero's **total Strength** equals the sum of their Strength value plus all Strength bonuses used.

If an enemy unit's **Resistance**  is higher than the hero's total Strength, the enemy ignores the attack. If the hero's total Strength is equal to or greater than the enemy's Resistance, that enemy is **destroyed**.

When attacking from the wall, a hero **earns 1 Morale point** for each attack action he or she performs in which at least one enemy unit is destroyed or at least one Vinculum point is removed from the Avatar.

Note: Armory cards with the "**Massive Attack**" trait may affect more than one enemy unit (even in different Zones) with a single action. These cards grant the hero as many Morale points as the printed icon indicates. The rules for Massive Attack cards can be found in the "Massive Attacks" paragraph of the "USING RESOURCE CARDS" section, on page ??.

Example: The Archer (Morale 5, Strength 1) performs an attack against a standard Krohn (Resistance 1) and an elite Krohn (Resistance 2) in Zone 2. The heroine is equipped with the Armory card "Bow of the Grey Guard" (+1 Strength bonus), so the player rolls the two red attack dice granted by the Bow and scores 5 and 6, two successes. The Archer hits both enemy units and destroys them. The player moves the Morale token from 5 to 6 on the Morale track.

REPAIR A DAMAGED BUILDING

Some enemy attacks and card effects may damage or destroy buildings. Whenever an attack or effect damages a building, place a Damaged/Destroyed Building token on it with the "Damaged" side face up. Until it is repaired, a **damaged** building cannot be used.

If a damaged building gets another hit, the building is **destroyed**. Flip the Damaged/Destroyed building token so that the "Destroyed" side is face up. A destroyed building cannot be used and it can only be repaired by means of Resource cards or Special Abilities.

The active hero may spend an action and 2 Gold pieces to repair a damaged building. Place the hero figure on the building and remove the Damaged/Destroyed Building token. Then, the hero earns 2 Morale points. If the player wants and the hero has available actions, the hero may spend an action to use the building.

DEFENDING BUILDINGS

When a hero figure is on a building, that building is **protected**. If the building receives a hit (such as a Mölen attack) the hero takes the hit and the building is not damaged (or destroyed if it was damaged already).

Some Resource cards allow players to place a **Reinforced token** on a building. When a building with one or more of these tokens receives a hit, you may discard a token to cancel one hit. If a building has a Reinforced token and is protected by a hero, the player decides whether to discard the token or to have the hero take the hit.

A building can have more than one Reinforced token on it.

Each Reinforced token discarded from it cancels one hit. It is possible to place Reinforced tokens on a damaged building to prevent further hits, and a damaged building with Reinforced tokens on it can be repaired as usual.

EXCHANGE RESOURCE CARDS WITH ANOTHER HERO

A hero may give Resource cards stored in their hero dashboard to another hero and/or receive Resource cards another hero has stored spending one action.



THE CITADEL

The Citadel is divided into four Quarters: the North Quarter, the East Quarter, the South Quarter and the West Quarter. Each Quarter comprises a side of the wall and two buildings. Heroes may use any building spending an action no matter where they are. The number printed next to each building serves as a reminder of the resource a hero obtains when rolling on the Smuggling Table (See “The Smugglers Hideout”).

At the center of the Citadel lies the Catapult. The Catapult does not belong to any Quarter. A hero can access the Catapult from anywhere in the Citadel to orient it and/or shoot with it.

A NORTH QUARTER
(Wall + Tavern + Smugglers hideout)

C SOUTH QUARTER
(Wall + Market + Sanctuary)

B EAST QUARTER
(Wall + Barn + Armory)




D WEST QUARTER
(Wall + Palace + Sorcery tower)


E CATAPULT

USE THE CATAPULT

At the very center of the Citadel stands the Catapult, a fearsome mechanical weapon capable of wrecking havoc among the enemy lines. To use this destructive device, one must have the skills, and must aim correctly!

A hero can use the Catapult to attack enemy units in Zone 3 of the Enemy Field the Catapult is oriented towards. There can only be one hero on the Catapult, and they can perform two types of actions: orient and shoot.

- **Orient the Catapult:** If the Catapult is not facing the Enemy Field you want to attack, the hero on the Catapult must spend an action to orient it during their turn. Roll the Catapult die. If you get a , the Catapult gets stuck and will not be oriented. The action is spent anyway.
- **Shoot the Catapult:** Roll the Catapult die. The number you get is the number of enemy units destroyed. If the attacked unit is an Avatar, the number is the amount of Vinculum points it loses. A  or  result counts as “miss”.

Note:  result cannot be changed by the use of a Divine Grace token.

If a hero shoots the Catapult and the Messenger is on the chosen Zone 3, much caution is required: a roll result higher than the number of enemies on that Zone 3 will **kill the Messenger!**

Catapult attacks have a fixed **Strength value of 4**, independently of the hero's own Strength. Successful Catapult attacks only grant 1 Morale point to the hero who shot, regardless of how many enemies were destroyed (as long as at least one enemy was destroyed).

The Catapult can be accessed from anywhere in the Citadel, and it does not belong to any Quarter. Furthermore, **the Catapult is not a building**. Accordingly, it cannot be hit by Mölen attacks, players may not place Reinforced tokens on it, it cannot be destroyed, etc. **Any effect that affects buildings does not affect the Catapult unless it specifically says so.** A hero can use it more than once in a row during their turn, spending as many actions as he or she can or want to orient and/or shoot.

Example: The Catapult is currently aiming to the West. The player decides the Blacksmith (Morale 3) will shoot against Zone 3 of the Western Enemy Field. This is a risky maneuver, since the Messenger is there, alongside 1 Gargoh and 1 Krohn. The player rolls the die nevertheless and scores a 2. The two enemy units are destroyed, and the Messenger survived! The Blacksmith's player moves the Morale token from 3 to 4 on the Morale track.

ASSIGNING DAMAGE

If there are different types of enemy units in one Zone, successful hits (from heroes attacking from the walls or the Catapult) **must** be assigned following this order: Avatar, Heavy units (Mölen), Support units (Gargohs) and Assault units (Krohns). If there are both standard and elite units of the same type, hits are first assigned to standard units and then to the elite units of the same type. The targeting priority works for attacks made from the walls and attacks made with the catapult.

OBTAIN RESOURCES AT THE CITADEL

In order to obtain a resource or use the capacity of a building, the player places the figure of the active hero on the building and spends an action. A hero may not use the same building two times in a row during their turn. There may not be more than one miniature on the same building at any given time.


Note: Whenever there is a hero miniature on a building, that building is considered to be **protected**.


Example: The Smuggler wouldn't mind visiting the Palace as she could use some Gold, so the player decides to spend an action, place the figure on the Palace and make the corresponding roll. Unfortunately, she only gets 1 Gold piece. Her player would like to make another roll, but a hero cannot spend two actions in a row at the same building. Thus, the player spends the Smuggler's second action to pay a visit to the Armory and draw an Armory card. Finally, the player uses the hero's third action to return to the Palace and try her luck again.

ENEMIES PHASE

During the Enemies phase, each enemy unit must perform a single action: **attack or march**. If an enemy unit manages to advance from a Zone 1 to the Citadel, Modhelm will be laid waste to!


ENEMY FIELDS


The Enemy Fields are the four big double-sided boards adjacent to the Citadel piece. They are split into two areas: the Summoning Board and the Enemy Field itself. Each Enemy Field is divided in three Zones, labeled **Z3**, **Z2** and **Z1**. Zone 3 may have one or two Spawning Points . Enemy units are always spawned in Zone 3.

At the right side of each Zone there is a space reserved for placing Resource cards with the “Tactics” icon .

At the left side of each Zone there is a series of icons. These indicate the actions different enemy units on that Zone must perform during the Enemies phase as well as the base target number heroes must score with their attack rolls to hit enemy units in that Zone (some cards and Abilities may lower those numbers.)

The stars ★, ★★, ★★★ represent the type of enemy unit.

The cross-hairs  indicates the enemy unit must attack if it began the Enemies phase in that Zone.


The arrow  indicates the enemy unit must advance one Zone if it started the Enemies phase in that Zone.



Example: In Zone 2, Support units ★★ must attack, and Assault units ★ must advance. The number “5” is the base minimum result (base target number) heroes must score in their attack rolls to hit enemies in this Zone.

This phase is made up of 3 steps:

1) TACTICS

Resource cards with the  icon placed on the Enemy Fields are triggered in the order chosen by the players. Once their effects are resolved, they are discarded.

2) ATTACK

Choose an Enemy Field. Starting with enemy units in Zone 1, each unit performs an attack against the corresponding adjacent Quarter (only if the unit is in the Zone from which that type of unit must attack, as indicated by the icons printed on the Enemy Field). Then, units in Zone 2 attack, and, finally, units in Zone 3.

As opposed to hero attacks, enemy unit attacks hit automatically.

Once all enemy units in the chosen Enemy Field able to attack have attacked, enemy units in the Enemy Field to the left make their attacks, and so forth until all enemy units in all Enemy Fields which must and can attack have done so.

The attacks the different types of enemy units perform affect heroes and buildings differently. See “The Hordes of the Abyss” section to get more information.

In general:

- A hero loses 1 Morale point per hit received
- A building becomes damaged if it gets hit. If it was already damaged, it is destroyed.

EPIC SACRIFICE

When there are one or more Krohns in a Zone 1 and there is at least a hero on the adjacent side of the wall, all the Krohns must attack; they cannot advance to the Citadel, even if they kill the hero.

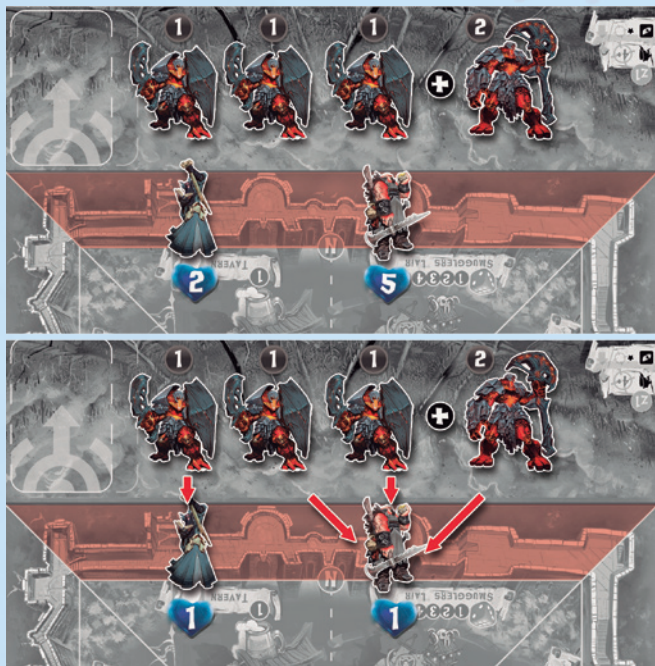
Thus, it doesn't matter how many heroes are on a side of the wall or how many Krohns are attacking it: **if after assigning all the hits** to the hero or heroes there are unassigned hits left, it is assumed the heroes sacrifice themselves taking all the hits. Thus, it is possible to have a single hero with 1 Morale point left contain 10 or 20 Krohns!

Example: 4 standard Krohns and 3 elite Krohns are in Zone 1 of the Western Enemy Field. On the West side of the wall stand Eileen, with 3 Morale points, and Osvith, with 2. Since there are heroes on the wall, all the Krohns must attack. They inflict 10 hits in total, more than enough to kill our heroes no matter how they are assigned, so Eileen and Osvith die as expected, but the Citadel can stand one more round.

STANDING YOUR GROUND

Enemy units attack one by one and hit automatically, so dividing damage among target heroes is crucial to avoid losses. If there is more than one hero in a Quarter affected by an attack, players decide how hits are split among the heroes.

Example: The Mercenary (Morale 5) and the Sorcerer (Morale 2) are both on the Northern wall. In Zone 1 of the Northern Enemy Field there are 3 standard Krohns and 1 elite Krohn. Krohns are Assault units, and thus their attacks only affect heroes on the wall. During the Enemies phase, Krohns attack one after the other, for a total of 5 hits. If all 5 hits were assigned to the Mercenary, he would lose all his Morale and die, so the already weakened Sorcerer must take one hit. The only way both heroes can survive is to assign the 2 hits from the elite Krohn and 2 hits from 2 standard Krohns to the Mercenary and the hit from the remaining standard Krohn to the Sorcerer. The heroes have managed to escape death by the skin of their teeth and now each of them has only 1 Morale point left.



If this is the third round of a Season, proceed to the End of Season phase. Otherwise, the current round ends and a new one begins with the Setup phase.

END OF SEASON PHASE

At the end of the third round of a Season players must perform three additional steps. In the case of the round in which the Messenger arrives at the Citadel or the third round of Winter, only the “Consume Food” step is necessary.

1) CONSUME FOOD

Every hero must pay 2 Food. If a hero cannot pay the necessary amount of Food, they die.

2) DETERMINE ENEMIES

Remove the three Enemy cards from each Summoning Board and replace them with three new Enemy cards drawn from the Enemies deck.

3) RENEW RESOURCES

Discard from the game any Resource cards left on the “Season Resources” section and draw as many cards from each of the Resources decks as heroes are in play, placing them face-down on the corresponding slots of the “Resources” section of the Card Sheet. If there are no cards left of a given class, shuffle the discarded cards of that class to build a new Resource Pool deck from which to draw.

A STREET GUIDE TO MODHELM

Before the siege, Modhelm was a reasonably calm and remarkably prosperous city; a small but shiny pearl of the Elmidair Empire, famous for its well-attended Market Fairs and its steel craftsmanship, always properly supplied thanks to two great commercial routes (and a myriad of secret pathways through which more “exotic” merchandise traveled and still travels). Even now, in the midst of war, locals may obtain most of what they need at Modhelm’s landmark establishments. At least while the walls hold.

3) MARCH

Choose an Enemy Field. Starting with enemy units in Zone 1, each unit that has not yet attacked this turn advances (as indicated by the icons printed on the Enemy Field). Then, units in Zone 2 advance, and, finally, units in Zone 3.

The only units which may advance from Zone 1 to the Citadel are Assault units (Krohns) and the Avatar. If during the Enemies phase there is an Assault unit on a Zone 1 that hasn’t attacked this turn and there are no heroes on the adjacent side of the wall, the Assault unit advances during its turn and goes over the wall. The Avatar also follows this rule, but it advances even if there are heroes on the adjacent wall. **If an Assault unit or the Avatar reaches the Citadel the players lose the game!**

THE NORTH QUARTER

THE TAVERN

When times are desperate, more than a few souls abandon their faith on the gods and leave it on the bottom of a bottle. Damiana's Tavern is a meeting point for Modhelm's locals, a place where one can drink a tasty pint of ale... or discreetly deal with mercenaries and assassins who would sell their services for a handful of coins. But be warned: it wouldn't be that odd to end up with a dagger stabbed on one's back.

Tavern cards help you destroy enemies and hinder their advance via all sorts of traps and unlikely allies of dubious moral quality.

Spend an action to place the active hero on The Tavern and draw one Tavern Resource card.



THE SMUGGLER'S HIDEOUT

Even though the Tavern may be dangerous occasionally, the Silver Militia manages to keep the peace. That is not the case with the Smuggler's Hideout. Everybody knows where it is, but only a precious few have the guts to even come near it. Yet, much to the chagrin of the most honest citizens, it cannot be denied that the The Mask and her minions manage to put their hands on all sorts of goods, legal and illegal alike, which one would not find anywhere else.

Luck will determine what resource a hero obtains when they dare visit the Hideout.

Spend an action to place the active hero on The Smuggler's Hideout and make a roll with a red die. Check the Smuggling Table to find out what the hero gets:



- 1 Draw a Tavern Resource card
- 2 Roll a yellow die and earn that number of Gold pieces
- 3 Draw a Sorcery Resource card
- 4 Draw a Market Resource card
- 5 Draw an Armory Resource card
- 6 Roll a yellow die and earn that number of Food

Note: Any Armory, Market, Sorcery or Tavern card a player obtains when rolling in the Smuggling Table must be drawn from the corresponding Resource Pool decks, not from the Season Resources decks as usual.

THE EAST QUARTER

THE BARN

During a siege, food gets ever more and more scarce, and at some inevitable point rationing becomes a painful necessity. Modhelm's farmers and cattle breeders have agreed to store most of the food in the barn so that all citizens may access their food in an organized fashion.

Visiting this building is the safest way to obtaining Food.

Spend an action to place the active hero on the Barn and roll the yellow die. The number rolled is the amount of Food the hero earns.



THE ARMORY

Modhelm's forged steel has enjoyed a well-deserved fame across the kingdom for generations, and no one makes the steel sing as well as Lugh Anvilcrusher. That's what Lugh says, at least. Although the Anvilcrusher brand guarantees quality, all heroes will eventually end up wielding the weapons forged at "The Thundering Anvil".

Armory cards include weapons of different types, shields and armor and massive attacks which will be essential to finish off the toughest adversaries.

Spend an action to place the active hero on The Armory and draw one Armory Resource card.



THE SOUTH QUARTER

THE SANCTUARY

Faith is at least as scarce as food, but the number of devoted (or desperate) believers who flock to Isherida's Sanctuary looking for solace steadily grows day after day. The mendicant monks accept offerings in exchange for food or access to the Library, and perform sacred rites which appear to rival the perilous Magical Arts. In the last weeks, the number of visitors has increased substantially after the goddess revealed herself during a ceremony and performed the greatest miracle of them all: resurrecting a deceased. Or so rumors have it, anyway.

Spend an action to place the active hero on The Sanctuary and:

- Obtain a Food and a Divine Grace token or
- Learn a Special Ability or increase their Strength: Spend a variable amount of Food (as shown in the Special Ability slots of the hero's dashboard) to draw two Special Ability tokens of the required Level. Pick one of them; the player may choose to either have the hero learn that Special Ability or permanently increase their **Strength Value by 1**. In the latter case, flip the token when placing it on the hero's dashboard.

For more information, see "LEARNING SPECIAL ABILITIES" and "INCREASING STRENGTH" in the "HEROES" section, below.



THE MARKET


Famous throughout the kingdom for its annual fairs, Modhelm's market is now but a shadow of its former self. Nevertheless, the hustle and bustle never seems to stop, projecting a false sensation of daily routine during the few peaceful periods the town hardly gets. It's worth noting that a hero might leave a market stall empty-handed and with less Gold in their pockets, if you know what I mean...

Heroes may visit the Market to obtain different goods, from Gold pieces and Food to Resource cards. Many Market cards require the players to make rolls to obtain a random amount of resources.

Spend an action to place the active hero on The Market and draw one Market Resource card.



THE POWER OF FAITH

Faith in Isherida manifests quite dramatically in Modhelm. The heroes may call upon the goddess to help them in times of need. The active hero may spend 1 Divine Grace token to get a +1 or -1 modifier to the result of any roll he or she performs after making it. Divine Grace tokens **do not allow to modify Tactics rolls**. The hero may spend as many tokens as the player wants to improve the result of a roll. If you get the  icon when rolling the Catapult die, you cannot use a Divine Grace token to modify the roll, since this die does not have numeric values and Divine Grace tokens may only be used to raise or reduce by one the result of a roll.

THE WEST QUARTER

THE SORCERY TOWER

If there is one place Modhelm locals avoid like the plague that would be the Sorcery Tower. According to the dust-covered historical records buried in the Sanctuary, this twisted structure was erected by the mighty Arch-Conjurer Entinedes more than four hundred years ago, and the Citadel of Modhelm actually developed around it to guard its arcane secrets after its owner's mysterious demise.

Even though it's been decades since a sorcerer last visited Modhelm, the place still hoards many spell scrolls and potions which lure the most daring adventurers.

And yet there are those who whisper the faint glow of candles dances again through the rickety, stained-glass windows...

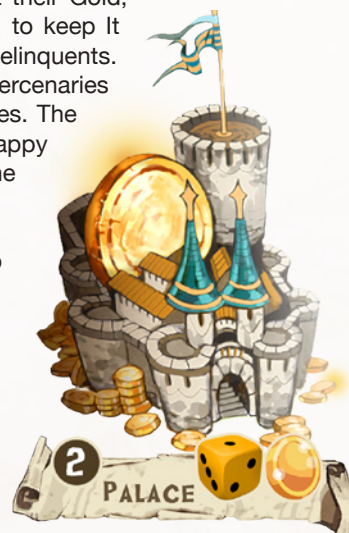


Spend an action to place the active hero on The Sorcery Tower and draw one Sorcery Resource card.

THE PALACE

What once stood as the Ambassador's Palace has been transformed into a great strongbox on the Mayor's orders. Both townspeople and visitors deposit their Gold, as much or as little they possess, to keep it safe from thieves and other delinquents. Strong spells and tough mercenaries watch over the building at all times. The Smuggler's Guild is far from happy with this municipal edict, since the new mercenary company does not bow to them, and for the time being have proven impervious to any tempting offers to look the other way.

Spend an action to place the active hero on the Palace and roll the yellow die. The number rolled is the amount of Gold pieces the hero earns.



RESOURCE CARDS

In **B-SIEGED**, players may benefit from a wide variety of resources by drawing cards from the Resources decks. The 120 Resource cards are divided in four **classes** (30 cards each): Armory, Market, Sorcery and Tavern.

RESOURCE CARD

A NAME OF THE CARD

B CARD EFFECT
This text describes the effect or effects of the card.

C EFFECT ICONS
These icons visually sum up the effects of the card.



CLASS ICON
Armory, Tavern, Sorcery and Market.



MORALE
Amount of Morale points the hero earns or loses after using the card.



COST
Amount of Gold pieces the hero must spend to use the card.



"TACTICS" ICON
Cards with this icon are placed on Enemy Fields.



STRENGTH VALUE
Cards with this icon have their own Strength value which is used when the card is triggered. This value does not affect (nor is affected by) the Strength value of the hero using the card.



STRENGTH BONUS
The Strength bonus is added to the hero's Strength value when the hero uses the card.



TYPE
The type of card (permanent, discard or instant) indicates when and how a card is used and/or triggered.



TARGET ZONES
Zones highlighted in red are the Zones which may be affected by that card's effects.



Resource cards also belong to one of three **types**:



Permanent:

- These cards are not discarded after they are used.
- A permanent card may be stored in the hero sheet if there is an empty slot of the adequate class and type.



Discard:

- These cards are discarded after they are used.
- There are two variants of discard cards: red and orange. They may be stored in the hero sheet if there is an empty slot of the adequate class and color.
- If a hero obtains a discard card and cannot store it in his or her hero sheet, the player must either use the card immediately, if able, or discard it with no effect.
- If a hero obtains a discard card and cannot store it in his or her hero sheet and cannot use it immediately either, that card is discarded with no effect.







Instant:

- An instant card **must** be used immediately when it is obtained. Then, it is discarded.


Note: During their turn, the active hero may discard any permanent and/or discard cards stored in the hero sheet without triggering their effect(s). This is **not** considered an action.


STOPPING THE ABYSS

Resource cards with the “**Tactics**” icon  are placed on the Enemy Fields during the Heroes phase, but their effects are not triggered until the Enemies phase. Players may place as many  cards as they want on the same Zone to provoke more devastating effects. Unless a card states otherwise,  cards only affect the Zone they are placed on. If before the Enemies phase begins there are no enemies in a Zone in which  cards are placed, those cards are discarded with no effect.

USING RESOURCE CARDS

Players may obtain Resource cards in various ways during the game, and they draw them from the Resources decks. If at any moment a player must draw a card and there are no cards in the required Resource deck, that player does not draw any card.

Resource cards stored in a hero's sheet may only be used during the Heroes phase, paying any Gold cost, where applicable. Normally, the effects of a card are triggered as the card is used, but cards with the “Tactics” icon  are used during the Heroes phase and triggered during the Enemies phase.

The active hero may use as many Armory, Market, Sorcery and Tavern cards stored in their hero sheet as they want during their turn. Using Resource cards is **never** considered an action unless the Class icon of a card is highlighted (e.g., ) , in which case the card is **always** associated with an action.

Whenever a player draws a Market card which allows him or her to draw a Resource card (such as “**Bribes**” or “**Warlock's Backroom**”), he or she must draw that card from the corresponding Resource Pool deck, not from the Season Resource deck.

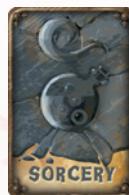
If a card effect damages a building and that building is already damaged, the building is not destroyed, the card is discarded and the effect does not trigger.

If an instant card forces a hero to lose Morale points and that loss would kill the hero, the hero is left with 1 Morale point.

Example: A player draws the Market Resource card “Plague of Kor’aggam”, which forces all heroes to lose 3 Morale points. Eileen had 5 Morale points before the action; Orobox had 3, and Kador, just 1. After applying the effect, Eileen has 2 Morale points left, Orobox one, and Kador keeps his only one point.

Discarding

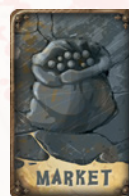
In order to keep the play area organized, players should make room for four **discard piles**, one for each class of Resource cards, in which they will put their discarded cards during the game.



SORCERY CARDS

The effects of Sorcery cards are as disparate as the Magic Schools of the Empire: blasts, shields, gold... you name it. But calling upon the Great Arts may turn out to be a dangerous prospect!

When using a Sorcery card which affects one or more Zones, the player may choose the Zone or Zones of **any** Enemy Terrain or Terrains, unless the card limits this choice.



MARKET CARDS

Market cards provide heroes with a wealth of basic resources, from Morale boosts to additional Resource cards.




TAVERN CARDS

The effects of most Tavern cards focus on hindering enemy unit movement and attacks, and some even allow players to destroy specific units.

When using a Tavern card which affects one or more Zones, the player may choose the Zone or Zones of **any** Enemy Terrain or Terrains, unless the card limits this choice.




ARMORY CARDS


Armory cards include all sorts of weapons, protections and special attacks. Some Armory cards are **permanent** . If a permanent Armory card allows the hero to roll two or more red dice in an attack roll, the hero earns one Morale point per each attack action he or she performs in which at least one enemy unit is destroyed or a Vinculum point is removed from the Avatar.

If a hero can store more than one permanent Armory card in his or her sheet, he or she **can only use one** of the stored permanent Armory cards in each attack action, and must declare which one is using before making the attack roll.

Example: Lugh the Blacksmith can store up to two permanent Armory cards in his hero sheet. He happens to be equipped with a “**Bow of the Grey Guard**” and a “**Repeating Crossbow**”. His player wants to attack some pesky Krohns in a Zone 2 from the wall, and both Armory cards have effects that help the hero when attacking against a Zone 2. However, Lugh can only use one when performing an attack action: he can't add the two dice provided by the Bow to the 3 dice granted by the crossbow, so he chooses to use the crossbow and roll three red dice. If he spends another action to attack, he could use again the crossbow or switch to the bow.

MASSIVE ATTACKS

Some discard Amory cards  such as “Avalanche!” affect several enemies, and even more than one Zone. These cards feature the “**Massive Attack**” trait under their name. When using a Massive Attack card, make an attack roll with as many red dice as the card indicates against each affected Zone. If a Massive attack affects an Avatar, the creature loses one Vinculum point per each successful hit. Massive Attack cards do not confer Strength bonuses. Each has its own Strength value.

When using these cards, the active hero earns Morale points equal to the Morale value  on the card.

A player must be careful when using a Massive Attack card against the Zone in which the Messenger is. If after rolling the attack dice against that Zone all enemies are destroyed and there are any unassigned hits left, the Messenger dies!

Example 1: The Sorcerer (Strength 1) is on the Northern wall. A dangerously growing horde of enemies looms in Zone 2: 1 standard Krohn, 1 elite Krohn, 2 standard Gargohs and 2 elite Gargohs. If the player were to attack without using any cards, he or she would roll a single red die and would hit with a score of 5 or 6. If successful, a standard Gargoh (Resistance 1) would be destroyed, since according to the damage assignment order it is the first enemy unit the Sorcerer can destroy with his Strength value of 1.

However, the Sorcerer had saved the Armory card “Barrage!” for such a scenario. This is a Massive Attack card which grants the attacker five red dice against enemies in Zone 2, and hits with a score of 3 or more on the attack roll. The card also has a Strength value of 2, so it can destroy elite units (Resistance 2.) The player spends an action and 1 Gold piece to roll the 5 dice, getting 3, 4, 4, 5 and 6. The five successes must be assigned to the enemies as explained in the “**ASSIGNING DAMAGE**” text box. Accordingly, the first 2 hits destroy the 2 standard Gargohs; the next 2 hits finish off the 2 elite Gargohs, and the remaining hit kills the standard Krohn. Only the elite Krohn has survived the attack. The Sorcerer earns Morale points equal to the printed value on the card (+1) and then the card is discarded.

Example 2: The Archer (Strength 1) is on the Western wall. In Zone 1 there are 2 standard Krohns and 1 elite Krohn. In Zone 2, there are 2 standard Gargohs, 1 elite Gargoh and the Avatar of the Abyss (3 Vinculum points remaining.) The Archer has both the “Avalanche!” and “Barrage!” Armory cards stored in her hero sheet. Her player considers using “Barrage!” to try and wipe out Zone 2, but the Avatar of the Abyss has a Resistance value of 4, so “Barrage!” (Strength value 2) would not have any effect on it even if it hit. “Avalanche!”, however, is a more powerful Massive Attack: besides reducing to 3 the target number to hit, it grants 5 attack dice against Zone 1 plus another 5 attack dice against Zone 2, both with a Strength value of 4. The player decides to play “Avalanche!” spending an action and paying the 4 Gold pieces it costs. For Zone 1, the results are 2, 4, 5, 5 and 6; that’s four successes, enough to destroy the three enemy units. For Zone 2, the results are 3, 3, 4, 5 and 5; five successes! First, hits must be assigned to the Avatar until its vinculum is broken (3 in this case.) The 2 remaining hits destroy the 2 standard Gargohs, since damage is assigned first to standard units and then to elite units of the same type. The Archer earns Morale points equal to the printed value on the card (+1) and then the card is discarded.

Massive attack cards which affect several Zones always affect Zones of the same Enemy Field (the one adjacent to the side of the wall from which the hero is attacking) unless they specifically state otherwise.

Example: Osvith the Paladin is on the Southern wall and decides to spend the “Logs!” Massive Attack card he has stored, so he rolls 4 dice against Zone 1 and another 4 dice against Zone 2 of the Southern Enemy Field. He may not roll 4 dice against Zone 1 in the Southern Enemy territory and 4 dice against the Western Enemy Field, for example.



I CURSE THEE!

The Sorcery Resource card “Cursed Ground” follows some special rules, since it remains in play for three rounds. Instead of discarding it during the Enemies phase, place a Cursed Ground token on the “1” square. At the end of the next Enemies phase move the token to square “2”. At the end of the third Enemies phase after “Cursed Ground” entered play, move the token to square “3” and discard “Cursed Ground”.

HEROES

Heroes are the absolute stars in **B-SIEGED**. But despite their powers and extraordinary gifts, heroes can die if they lose all their Morale or if they cannot pay 2 Food during the End of Season phase. Nevertheless, the divine power of goddess Isherida resonates within the sacred walls of the Sanctuary, and she may return to life those valiant souls who stand against the hordes of Kor'aggam.

Each hero has one or more **Starting Abilities**, printed on their hero sheet, which they can use from the beginning of the game. Plus, they can learn **Special Abilities** and/or increase their Strength value.

HERO SHEET

STARTING ABILITIES

These icons are a graphic representation of the hero's Starting Ability or Abilities.

STRENGTH

This is the base Strength value of the hero.

GOLD TRACK

Gold pieces are used to pay the cost of some Resource cards or actions. A hero cannot have more than 4 Gold pieces stored. Additional Gold pieces earned are ignored.

FOOD TRACK

Food is vital for survival. If a hero does not have enough Food during the End of Season phase, they die of starvation. A hero cannot have more than 6 Food stored. Additional Food earned are ignored.

DIVINE GRACE POOL

A hero can store up to 3 Divine Grace tokens.

SPECIAL ABILITY SLOTS

Heroes may learn up to four Special Abilities during play. The number at the right on a Special Ability slot is the amount of Food the hero must pay to draw Special Abilities of that Level at the Sanctuary.

RESOURCE SLOTS

The hero may store one Resource card in each of these slots provided the card matches the class, type and color on the slot. Some slots allows the hero to store more than one class of Resource (e.g., Market/Sorcery), but they can store one card only. A hero can rearrange their stored cards as they want during their turn, as long as all cards end up in slots of the correct class, type and color. This is **not** considered an action.

MORALE TRACK

Morale serves as a hero's health. If a hero runs out of Morale, the hero dies and leaves play. A hero cannot have more than 10 Morale points. Additional Morale points earned are ignored.

THE HEROES



OSVITH, THE PALADIN

Strength value: 1
Starting Abilities: Martial Mastery and
Refined Swordsmanship



EILEEN, THE ARCHER

Strength value: 1
Starting Abilities: Falcon's Sight and
Precise Shot



MYRINIA, THE SMUGGLER

Strength value: 1
Starting Ability: Web of contacts



LUGH, THE BLACKSMITH

Strength: 1
Starting Abilities: Legendary Armorer
and Master Armorer



KADOR, THE SORCERER

Strength: 1
Starting Ability: Archmastery



OROBX, THE MERCENARY

Strength: 2
Starting Ability: Intimidation

LEARNING SPECIAL ABILITIES

Heroes may visit the Sanctuary and spend Food to learn up to **4** Special Abilities. Special Abilities are split into **Levels**, and they are drawn randomly in pairs: the hero may learn one Ability and the other token is discarded. In order to draw Special Ability tokens of a given Level, there must be a token on the previous Level slot of the hero dashboard (except for Level 1.) A hero can only learn one Special Ability of a given Level (Starting Abilities do not count.)

A detailed description of Special Abilities can be found in **Annex 1**.

Note: The effects of the different Starting Abilities and Special Abilities a hero has may stack. There may be Special Ability tokens with the same name of the same Level or different Levels.

INCREASING STRENGTH

Instead of learning a new Special Ability, the hero may place the chosen Special Ability token with its name face down on the corresponding Level slot to get a permanent +1 Strength Bonus.

RESURRECTION

At the beginning of a turn, before the Events step, if there are one or more dead heroes, players may choose and resurrect one of them. Only one hero can be resurrected this way each turn (i.e., one hero in total, not one hero per player.) The chosen hero is placed on The Sanctuary stripped of all Resource cards, Special Ability tokens and Divine Grace tokens. The Morale, Food and Gold tracks are reset to the starting values (5, 3 and 1 respectively). Then, the First Hero token is assigned to the resurrected hero.

When a hero is brought back from the dead, the dark forces fight against Isherida's will. **Make a Summoning roll on every Enemy Field immediately after the hero resurrects.**

Note: A hero cannot resurrect if there is another hero on The Sanctuary.

MY SATCHEL IS FULL!

If all Resource slots on the hero card have a card stored, the hero may not store any new cards. The active hero may use, exchange or discard a card to free a slot.



If a hero obtains a card and all the slots of that class and type are full, it is possible to use (or discard) one of the stored cards in that moment and leave an empty slot for the new card.

Example: The Archer has a Market slot and a Market/Sorcery slot. In her Market slot she has stored a Market card which grants a Food roll, and in her Market/Sorcery slot there is a Market card that allows her to roll for Gold pieces. In one of her actions, the Archer visits the Sorcery Tower and draws a Sorcery card. At that moment, her player may decide to use or discard one of the stored Market cards to rearrange the slots and store the Sorcery card in the Market/Sorcery slot or use the Sorcery card just drawn and keep the two Market cards.

THE HORDES OF THE ABYSS

Both sages and less studious folks throughout the Elmidair Empire have spent the past few centuries discussing about the nature of the Abyss, or Kor'aggam, as it is called in the obscure language of wizards and warlocks. How was it created? What is it? Why does it provoke so much destruction? Unfortunately, these edifying scholarly conversations are but a luxury nowadays: all that matters is how to close the portals and the Great Rift.

Traveling between cities is a feat only a few attempt, yet observations and stories shared by the few surviving pilgrims have allowed the people of Modhelm to distinguish between four kinds of abyssal creatures.

All enemy units are spawned in Zone 3 of the four Enemy Fields during the **Enemy Spawning** step of the Setup phase. During the Enemies phase, they must either advance or attack, depending on the icons printed on the Zone the units are ( ).

ENEMY CARDS



UNIT NAME



ENEMY TYPE

Assault, Support or Heavy

STANDARD

STANDARD TROOP

Number of hits and resistance of standard troops of this unit.

ELITE

ELITE TROOP

Number of hits and resistance of elite troops of this unit.



NUMBER OF ATTACKS

Number of automatic hits the unit inflicts when attacking.



RESISTANCE

The Strength of a card or a hero's attack must be equal to or greater than this value to destroy the enemy unit.



NUMBER OF UNITS SPAWNED EACH SEASON

If the card shows the illustration of another unit instead of a number, one of those units is spawned instead.

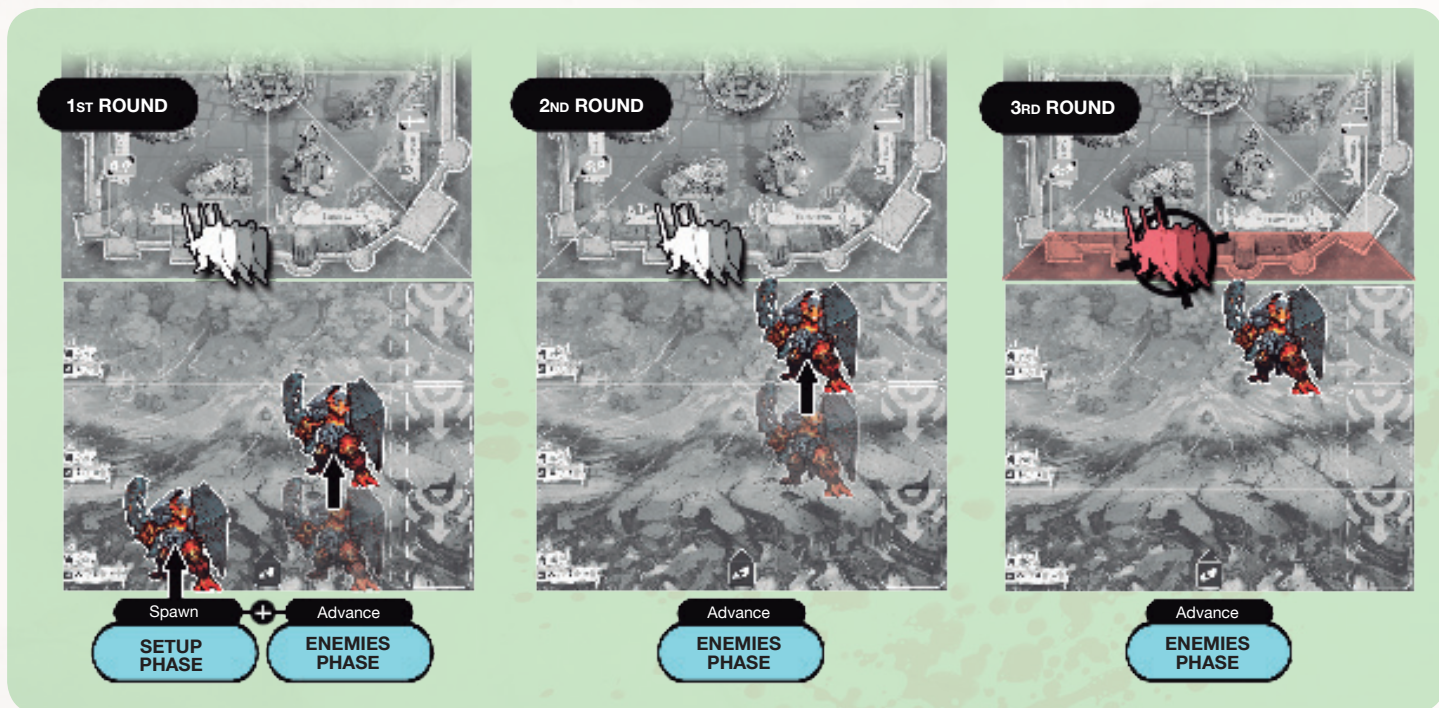
KROHNS

Krohns make the bulk of the abyssal armies. Fast and deadly, their mission is the most crucial to ensure the victory of the Abyss: to conquer cities, putting everyone to the sword in their path of destruction. These monsters are the most similar to humans in both appearance and fighting techniques, for they wield rudimentary but lethal swords made of a strange mineral. The most skillful Krohns even carry heavy stone shields, making them formidable foes.

The Krohn is an **Assault unit** ★ and follows these rules:


- Whenever Krohns are spawned in a Summoning roll, one will always be an elite Krohn, and the rest standard Krohns.
- A Krohn must advance one Zone each round until it reaches Zone 1.
- A standard Krohn performs one attack and has Resistance 1.
- An elite Krohn performs two attacks and has Resistance 2.
- Once a Krohn is in a Zone 1, if there are heroes on the adjacent side of the wall, the Krohn must attack. If there are no heroes, the Krohn must advance from Zone 1 to the Citadel. **If this happens, the players immediately lose the game!**
- Krohn attacks only hit heroes on the adjacent wall. Players must split the hits among the heroes on that side of the wall.





GARGOHS

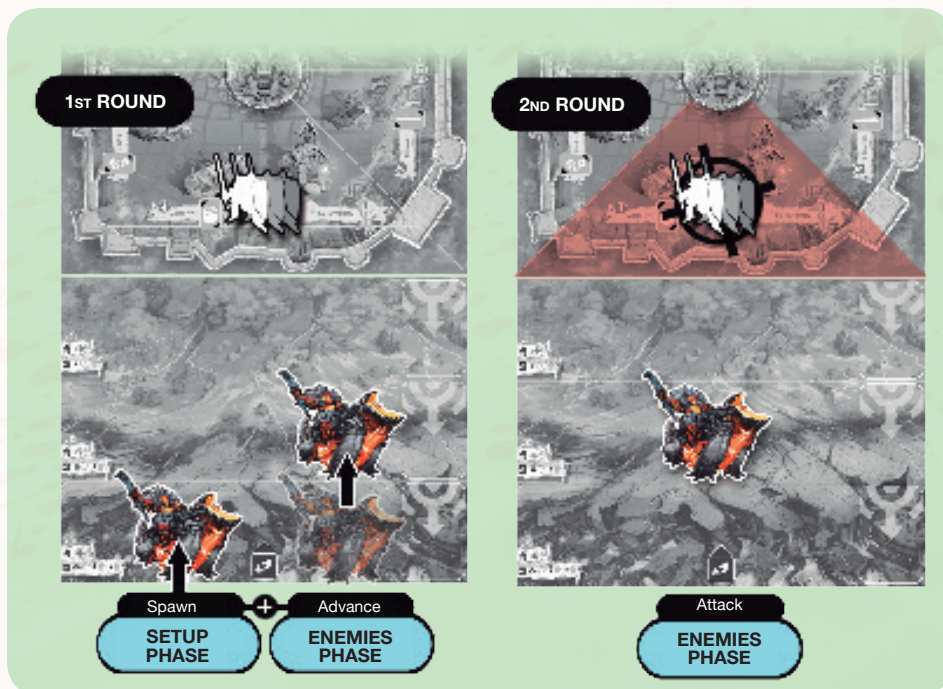
Gargohs are savage quadruped creatures which spit out potent lava bursts. They were created centuries ago by means of unknown magics in gigantic underground caves. Fortunately, these beasts rarely ventured outside the depths of the mountains, and spent decades hibernating. Now, stoked by the will of the Abyss, packs of Gargohs have left their lairs to wreak havoc. elite Gargohs are especially fearsome enemies, for they serve as bizarre steeds to particularly small and clever Krohns able to coerce them into preying on their wretched victims.

The Gargoh is a **Support unit**  and follows these rules:

- Whenever Gargohs are spawned in a Summoning roll, one will always be an elite Gargoh, and the rest standard Gargohs.
- A Gargoh must advance one Zone each round until it reaches Zone 2.
- A standard Gargoh performs 1 attack and has Resistance 1.
- An elite Gargoh performs 2 attacks and has Resistance 2.
- Once a Gargoh is in a Zone 2, it must attack.
- Gargoh attacks hit all heroes in the adjacent Quarter, i.e., the side of the wall and the two buildings in that Quarter. Players must split the hits among all the heroes in that Quarter. If there are no heroes in a Quarter, the attack has no effect whatsoever.
- If the Messenger is on the corresponding side of the wall during the return stretch, he can also be hit by a Gargoh attack as if he was a hero.



Example: Kador the Sorcerer is in the Sorcery Tower (West Quarter) and Osvith the Paladin and the Messenger sit atop the Western side of the wall. In the adjacent Enemy Field there are 4 Gargohs (1 elite, 3 standard). When their turn comes, the Gargohs attack. Per the rules, they can hit every hero on the adjacent Quarter. In this case, they inflict 5 hits (the elite Gargoh performs 2 attacks) which must be divided among the heroes and the Messenger, since he happens to be on the wall. Fortunately for him, Osvith has 5 Morale and Kador 3 Morale. Players decide to assign 3 hits to Osvith and 2 to Kador, and the Messenger is spared.



MÖLENS

While Krohns and Gargohs pose a lethal challenge to the valiant souls who dare fight them in combat, Mölens are a threat to the entire Citadel. These bulky beings of fire and granite were the first monsters the Royal Magicians confronted during the Battle for Mänhaler's Cross; they exhibited minimal intelligence, but now that they have learned to stay in the rearguard Mölens are far more dangerous. Thanks to their colossal strength, these creatures hurl huge projectiles made of magma and rock which obliterate buildings and heroes alike.

The Mölen is a **Heavy unit** ★★, and follows these rules:

- A Mölen does not advance; it must attack from Zone 3.
- A Mölen has Resistance 3.
- Each hit from a Mölen subtracts one Morale point from **ALL** heroes in the adjacent Quarter AND the Catapult. If the Messenger is on the corresponding side of the Wall during the return stretch, he is also hit by a Mölen attack.

In addition, all buildings in that Quarter not protected by a hero becomes damaged (or destroyed if they were already damaged). Reinforced tokens placed on buildings can be used to prevent the hits, as normal.

Example: Two Mölens attack the North Quarter. This means TWO hits to EACH hero and EACH building. Orobox the Mercenary is in the Northern wall, Lugh the Blacksmith is at the Tavern, Myrinia the Smuggler is on the Catapult, and the Smuggler's Hideout has a Reinforced token. After the attack, Orobox loses 2 Morale points, Lugh loses 2 Morale points and Myrinia loses 2 Morale points as well. Since Lugh was at the Tavern, the building was protected, and does not get any hit. The Smuggler's Hideout receives two hits. One is cancelled by spending the Reinforced token, and the second one damages the building. The Catapult is NOT a building, so it is not affected.

Note that if the Messenger had been on the Northern wall, he would have also received two hits, and thus he would have died (one hit would have been enough, as explained in "The Messenger" section above).



DISRUPTION: THE AVATAR OF THE ABYSS

A growing number of occult scholars are of the opinion that Kor'aggam, commonly referred to as "the Abyss", is not just an abstract and chaotic force, nor a mere portal to perilous otherworldly realms. Based on the more and more sophisticated behavior the abyssal hosts exhibit, erudites espouse that the Abyss is in fact a sentient entity; an ancient god perhaps, a fallen or banished deity with an actual unspeakable agenda. Fortunately for the Elmdair Empire, the Abyss must rely on its troops, which are the instruments of its will in the physical realm. Thus, despite the size of the abyssal armies, they can be defeated in the battlefield.

If while making the Summoning rolls you obtain the same symbol **three times in a row**, a **Disruption** occurs, through which an Avatar joins the battle.

- Draw a Compass card to determine the Enemy Field in which the Avatar appears. Place the Avatar on the corresponding Zone 3. Enemy units in the Enemy Field for which the third roll was made are spawned as normal.
- Once the Avatar is in a Zone 1 and its turn comes, it must advance to the Citadel, destroying everything in its wake, no matter whether there are heroes on that side of the wall or not. **If this happens, the players immediately lose the game!**
- The Avatar has Resistance 4.
- The Avatar must advance one Zone each round.
- The Avatar is not considered a unit.

Example: Your group is playing with a 4 Spawning points board. You decide to start the Enemy Spawning step in the Northern Enemy Field. You make the Summoning roll with the Spawn die and get a "B" symbol. After placing the miniatures, you continue with the Western Enemy Field, and you get another "B" in that Summoning roll. Next, comes the Southern Enemy Field. If you roll another "B" symbol, a Disruption will occur, and you will need to follow the instructions in page 22. After that, you would make the last Summoning roll, for the Eastern Enemy Field. Obviously, the result does not matter anymore for Disruption purposes.

Example: Your group is playing with a 5 Spawning points board (the Southern Enemy Field has 2). Following the same order as in **Example above**, you start the Enemy Spawning step in the Northern Enemy Field and roll a "B" in the first Summoning Roll. Then, you roll an "A" for the Western Enemy Field. Next comes the Southern Enemy Field. For the first Spawning point, you roll a "C", and for the second one, you happen to roll another "C". Thus, if you roll yet another "C" for the Eastern Enemy Field, a Disruption will occur.

Unlike enemy units proper, the Avatar can resist more than one hit. Due to its magical high-indestructible nature, the creature has a **Vinculum** rating instead which represents its bond to physical reality. On the Summoning Boards there is a Vinculum track with scores from "10" to "1". When a Disruption takes place, put the Vinculum token on the "10" of the Board adjacent to the Enemy Field in which the Avatar appeared. Each hit the Avatar receives reduces this value by 1. When the Vinculum falls below 1, the foul being returns to the Eldritch realm from whence it came...for a while.

Note: If a Disruption occurs while the Avatar is already in play, increase the Avatar's Vinculum rating by 5 points, to a maximum of 10 Vinculum points.

The hero who destroys the Avatar earns 2 Morale points, in addition to any other points earned by the attack.



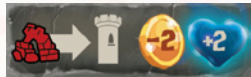
ANNEX 1 – SPECIAL ABILITIES



ALCHEMIST

You may double the effects of Sorcery cards you play.

Note: This Special Ability works as if the card was played twice. If the Ability is used during an action, only 1 action is consumed.



ARCHITECT

Spend a Repair building action and pay 2 Gold pieces to remove a Destroyed Building token from a building. You earn 2 Morale points



ARCHER'S DISCIPLINE

You hit with 4+ when attacking Zone 2.



ARCHMASTERY

Whenever you spend an action to draw a Resource card at the Sorcery Tower, you may draw an additional card.



BLESSED

At the beginning of your turn, you earn a Divine Grace token (max. 3).



BLOODTHIRST

After you successfully perform an action attack against Zone 1 in which at least one enemy unit is destroyed or at least one Vinculum point is removed from the Avatar, you may perform a free extra attack against the same Zone 1 rolling one red die. This extra attack has a Strength value of 3 and is not affected by any other Starting Abilities, Special Abilities, card effects or bonuses.



CHICANERY

Once per round, at the beginning of your turn, you may draw a card from any Season Resource deck.



COOK EXTRAORDINAIRE

Add 1 to the result of any roll you make to earn Food.



COMMON TOUCH

At the beginning of you turn, before performing any action, you may draw 1 Tavern Resource card from the corresponding Resource Pool deck.



COWARDICE

During the last action you perform in your turn, you may end on a space in which there is another miniature (even buildings or the Catapult) and perform the action as normal. If you end your turn on a space in which there is not another miniature, you lose 2 Morale point.

Note: If a hero starts their turn sharing a space with the hero with Cowardice on a building or the Catapult, that hero cannot use that building or the Catapult and must spend their first action somewhere else in the Citadel.



DEADLY STRIKE

You get a permanent +2 Strength Bonus.



DIAMANTINE ARROW

Whenever you perform an attack action from the wall against Zone 2, roll two additional red dice.



EPIC VIGOR

Ignore up to 1 hit received each round.



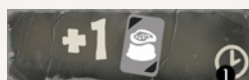
EYE OF ISHERIDA

Once per round, at the beginning of your turn, you may put face up the top card of any Resource deck or the Events deck.



FALCON'S SIGHT

You hit with 5+ when attacking Zone 3.



FILCH

At the beginning of you turn, before performing any action, you may draw 1 Market Resource card from the corresponding Resource Pool deck.



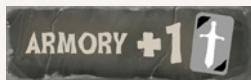
GIANT'S STRENGTH

Whenever you perform an attack action from the wall against Zone 1, roll three red dice.

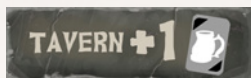


GIFTED AND SKILLED

You get an additional action each round.

**HAMMER AND FORGE**

Whenever you spend an action to draw a card at the Armory, you may draw an additional card.

**INTIMIDATION**

Whenever you spend an action to draw a card at the Tavern, you may draw an additional card.

**LEGENDARY ARMORER**

Whenever you use a Massive Attack Armory card, roll an additional red die against each target Zone affected by the card.

**LEGENDARY VIGOR**

Ignore up to 2 hits received each round.

**MARTIAL MASTERY**

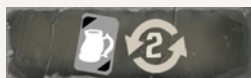
You hit with 3+ when attacking Zone 1.

**MASTER ARMORER**

You do not pay the costs to play Armory cards.

**MEDICAL KNOWLEDGE**

Once per turn, you may recover 2 Morale points or restore 2 Morale points to another hero.

**MERCENARY CAPTAIN**

You may double the effects of Tavern cards you play.

***Note:** This Special Ability works as if the card was played twice. If the Ability is used during an action, only 1 action is consumed.*

**PERFECT AIM**

You hit with 4+ when attacking Zone 3.

**PERSUASION**

Add 1 to the result of any roll you make to earn Gold.

**PRECISE SHOT**

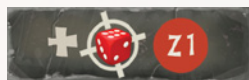
You hit with 3+ when attacking Zone 2.

**SUPERNATURAL VIGOR**

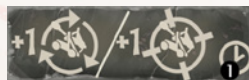
Ignore up to 3 hits received each round.

**RAIN OF STEEL**

Whenever you perform an attack action from the wall against Zone 2, roll an additional red die.

**REFINED SWORDSMANSHIP**

Whenever you perform an attack action from the wall against Zone 1, roll an additional red die.

**ROYAL ARTILLERYMAN**

You get an additional action each round to orient the Catapult or to shoot the Catapult.

**STOICISM**

You do not pay Food during the End of Season phase.

**STORM OF STEEL**

Whenever you perform an attack action from the wall against Zone 3, roll an additional red die.

**STRATEGIST**

You may store red discard Tavern cards in orange slots in which you can store Market cards.

**UNCONTROLLED WRATH**

Whenever you perform an attack action from the wall against Zone 1, roll two red dice.

**WARLOCK GRIMMOIRE**

You can store red discard Sorcery cards in any slot in which you can store Sorcery cards.

**WEB OF CONTACTS**

Once per round, at the beginning of your turn, you may make a free roll in the Smuggling Table as if you were at the Smuggler's Hideout.

***Note:** Any Special Abilities which reduce the target number of attack rolls, increase Strength and/or allow the hero to roll additional dice during attack rolls do not apply to "Massive Attack" Armory cards unless the Ability specifically states so.*

ROUND SUMMARY

THE SETUP PHASE

EVENTS

- The Time token advances one square in the Seasons Board.
- The player with First player token passes it to the player to his or her left.
- Discard current Event.
- Reveal new Event from Events deck.

THE MESSENGER'S TURN

- The Messenger advances one zone, if able.

ENEMY SPAWNING

- Choose an Enemy Field.
- Make a Summoning roll for each Spawning point.
- Place the spawned miniatures on Zone 3.
- Repeat the above steps for the other three Enemy Fields.

HEROES PHASE

Each hero must perform 3 of following actions:

- Attack from the walls.
- Repair a damaged building.
- Obtain Resources at the Citadel.
- Use the Catapult.
- Exchange Resources cards with another hero.

THE ENEMIES PHASE

TACTICS

- Resource cards with the Tactics icon are triggered.

ATTACK

- Choose an Enemy Field.
- Enemy units that must attack, attack in order (Z1, Z2, Z3).
- Repeat in the Enemy Field to the left.

MARCH

- Choose an Enemy Field.
- Enemy units that must advance, advance in order (Z1, Z2, Z3).
- Repeat in the Enemy Field to the left.

END OF SEASON PHASE

CONSUME FOOD

- Each hero must pay 2 Food or die.

DETERMINE ENEMIES

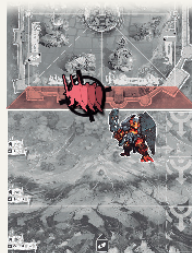
- Discard all Enemy cards and replace them.

RENEW RESOURCES

- Discard all remaining Resource cards on the Season Resource slots.
- Draw as many cards as heroes remain in play from each Resource Pool deck.

THE ABYSS ATTACK

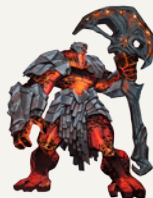
KROHNS



STANDARD TROOPS



ELITE TROOPS



GARGOHS



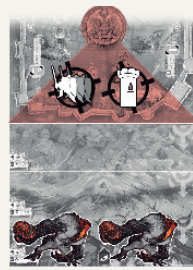
STANDARD TROOPS



ELITE TROOPS



MÖLEN



STANDARD TROOPS



TARGET PREFERENCE



Avatar of the Abyss



Mölen



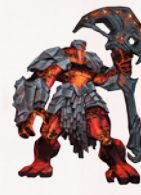
Standard Gargoh



Elite Gargoh



Standard Krohn



Elite Krohn

CREDITS

Game Design

Gorka Mata
Victor Fernández
Sergi Solé

Art

Enrique Fernández

Sculpting

Bigchild Products and Design

Rules Development

Marino Santirso

Writing

Sean Craven
Eric Kelley

Producer

Guilherme Goulart

Publisher

David Preti

Second Gate Entertainment would like to thank Jose Rey, Juanjo Peña (Kaburi), Alberto Puertas (Firefly), and everyone who playtested B-Sieged.

© 2015 Second Gate Entertainment, all rights reserved. B-Sieged and Second Gate Entertainment logo are trademarks of Dracma 3D SL.

CoolMiniOrNot, and the CoolMiniOrNot logo are trademarks of CMON Productions Limited. No part of this product may be reproduced without specific permission.

Actual components may vary from those shown. Made in China.

THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

