

Siege by Number

A game for the piecepack by Matt Worden

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2 to 4 players, 30 to 90 minutes

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Introduction

“Siege by Number” is a game designed to make use of the components of the standard “piecepack”, as designed by James Kyle (see www.piecepack.org for more information on the piecepack). It is a tactical battle game for up to four players, using tiles to form the gameboard, and coins and pawns as playing pieces. Dice are used to determine how far pieces can move, while the coin values determine the outcome of the one-on-one battles that take place in the game.

Setting/Theme

A very simple one: Four kingdoms go to war with each other. The commanders for each faction send out their armies in an attempt to conquer another’s home. If any commander can set foot within their enemy’s home, they are sure to win the day.

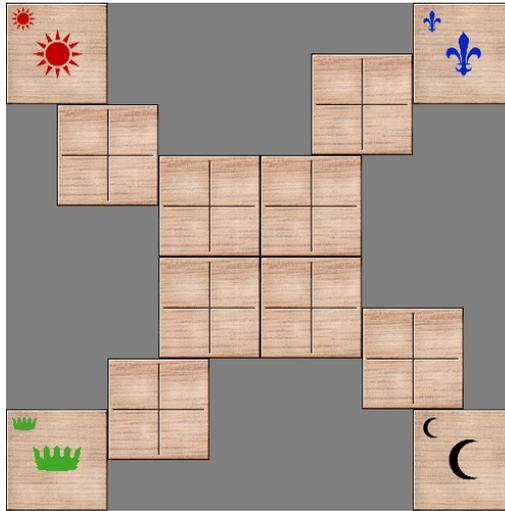
Setup

The game consists of a board, the four players’ pieces (coins and pawn of their color), and four dice (used by all players in the game).

Gameboard

The gameboard consists of a special arrangement of tiles – eight facedown tiles (showing the grid of quarter-tile-sized squares), and the four Ace tiles face-up. Start by forming a square from four of the facedown tiles. From each corner of this 2x2 tile square, line up a single facedown tile so that only one half of its edge aligns with half of an existing tile’s edge (this produces a match-up of the quarter-tile-sized squares between the new tile and the existing one). Finally, line up each of the face-up Aces against the newest tiles in the same fashion.

When finished, you should have a board that resembles this:



For games with less than four players, remove the Ace tile and the tile adjacent to that Ace for each color that won't be used.

Each Ace tile will be considered a single square. Otherwise, movement in the game is made between the quarter-tile-sized squares shown on the facedown tiles.

Players' Pieces

Each player picks the color they will be playing and gets all of the coins ("Armies") and the pawn ("Commander") for that color. Each player shuffles their coins facedown and puts them into a vertical stack. The stack of Armies and Commander are placed off-board near the player's Ace tile ("Home Base").

Starting Player

To determine which player starts, each player rolls the die of his or her color. The player who rolls the largest number (consider Null as 0, and Ace as 1) goes first, and play moves clockwise around the board. If two or more players tie with the largest number, all players re-roll.

Objective

The objective of the game is to move your Commander onto another player's Home Base tile. The first player who achieves the objective wins the game.

Turns

Each turn consists of three phases. Each player carries out all three phases of their turn, then control is passed clockwise to the next player. Turns continue until one player is able to move their Commander onto another player's Home Base tile. The three phases of a turn are:

1. Add to Home Base

If the player's Home Base tile is empty, they must add the top-most Army (coin) from their stack to that tile (coins are always kept facedown on the board, except when resolving a battle). If all Armies are already out on the board, then the Commander (pawn) must be added to that tile. If all Armies and the Commander are already out on the board, then the Home Base tile will remain empty for the turn.

2. Roll Dice

The player rolls 1 die for each piece (Armies + Commander) that is currently on the board, up to the maximum of 4 dice.

3. Move Pieces and Carry Out Attacks

For each die that is rolled, the player can move a piece and determine if he or she would like to carry out an attack with it, if it is an Army (Commanders cannot initiate attacks).

Movement is carried out only in the 4 major compass directions (no diagonal movement). The number on the die indicates the maximum number of squares the player can move that piece (Nulls are considered 0, and Aces are considered 1). The player can choose to move the piece none, some, or all of the squares shown on the die. Armies cannot jump or walk over any other pieces in the game. Commanders can walk over their own Armies during their move as long as they end up on an empty square or an empty Home Base tile.

Once the movement is completed, the player removes that die from play and can decide whether to use the piece that was just moved in an attack.

Attacks can be carried out on any opponent's piece (Army or Commander) that is adjacent to the current piece in any of the 4 major compass directions (no diagonal attacks). The involved Armies are flipped over to reveal their value and the battle is resolved accordingly (see "Resolving Battles" below). If an Army loses a battle, it is removed from the board by its owner and placed at the bottom of the Army stack. If a Commander loses a battle, it is removed from the board by its owner and placed off-board near that player's Home Base tile again. The winning Army is flipped back over to be facedown on its own square (it does not take over the square of the losing Army or Commander).

A piece can only be moved once per turn. After all rolled dice have been used, the dice are passed to the next player and the current player's turn is over.

Resolving Battles

Battles Between Armies

Both Army coins are flipped over to reveal their values. For the most part, the higher valued coin (consider nulls as 0 and aces as 1) wins the battle. The only

exception is that a Null coin defeats a 5. The losing Army is removed from the board by its owner and returned to the bottom of their stack. The winning Army is flipped back over to be facedown on its own square on the board (it does not takeover the losing Army's square).

<i>Coin Value</i>	<i>Defeats</i>	<i>Loses To</i>
Null	5	Ace, 2, 3, 4
Ace	Null	2, 3, 4, 5
2	Null, Ace	3, 4, 5
3	Null, Ace, 2	4, 5
4	Null, Ace, 2, 3	5
5	Ace, 2, 3, 4	Null

If both coins have the same value, the battle ends in a draw and both Armies remain on the board, facedown on their own squares.

Battles Between an Army and a Commander

The attacking Army coin is flipped over to reveal its value. If the coin is a **Null** or an **Ace**, it **wins** and the Commander is removed from the board. The winning Army is flipped over to be facedown on its own square on the board (it does not take over the losing Commander's square). A coin of **any other value** (besides Null or Ace) **loses** the battle and is removed from the board and returned to the bottom of its stack. The winning Commander remains on his own square on the board.

<i>Coin Value</i>	<i>Winner</i>
Null	Army
Ace	Army
2	Commander
3	Commander
4	Commander
5	Commander