

Stronghold

GAME RULES



THE COURSE OF THE GAME - GENERAL INFORMATION

A Stronghold game is divided into **10 turns**. Each turn consists of **six subsequent phases**, after which an **Assault** commences.

Players take actions **alternately**: after each Invader's turn comes the Defender's turn.

Each Invader's phase represents a subsequent stage of the assault preparations. In the first phase, the Supplying phase, the Invader receives new Units and Resources. In the second phase, he uses the received Resources, he constructs war Machines: deadly ballistas, destructive catapults or huge trebuchets. In the third one he equips his Units, they receive shields, poisoned weapons or banners. In the next, fourth phase, the Invader conducts training. Drovers, quartermasters and other specialised characters appear at the Ramparts. In the fifth phase the shamans summon black magic powers. By sacrificing goblins, they provide the Invader's forces with additional combat advantages. Finally, in the sixth phase, the Invader orders his troops to move out and gives orders to units fighting on the walls. The **Assault** begins.

Invader's actions take a certain amount of time. This time is used by the Defender to prepare the castle defences. In Stronghold the passing of time is represented by **Hourglasses**. After each action the Invader gives the Defender a certain number of Hourglasses. After each Invader's phase, the Defender must spend all the gathered Hourglasses.

Inside the fortress there are various buildings, where the Defender may spend his Hourglasses to prepare the defences. In the forge the blacksmith prepares lethal cauldrons and cannons. In the workshop the carpenter makes platforms for additional Units, reinforces the walls and gates. In the barracks the Defender trains his troops. Scouts move out from their quarters to the Ramparts to set traps and sabotage siege engines.

After finishing the sixth phase, the Assault commences. First a ranged fight takes place: wall cannons rumble, projectiles from the Invader's machines rain on the fortress, marksmen pelt the opponent with a cloud of arrows. Then a melee combat starts: the cauldrons placed on the walls take a bloody harvest, the Invading troops execute their orders trying to outsmart the defenders.

If the Invader manages to break the defences on at least one segment of the wall, he enters the fortress. The game ends, the Glory Points are counted up for both players. If the Invader failed to enter the fortress, another turn begins.

GAME PIECES

The box contains the following pieces:

- 1 board
- 1 Glory board
- 29 Glory tiles
- 200 Invader's Units (60 goblins, 100 orcs, 40 trolls)
- 16 Resources
- 49 phase cards (23 for 2 people play, 26 for 3 and 4 people play)
- 11 Machine hit cards
- 25 Machine miss cards
- 5 Battering Ram tiles, 11 Invader's Machines tiles (4 ballistas, 4 catapults, 3 towers), 5 Training tiles, 12 Ritual tiles, 21 Equipment tiles, 2 altar influence tiles
- 4 Invader's Machines cards (2 altars, 2 trebuchets)
- 24 Hourglasses (in two colours)
- 41 Defender's Units (17 marksmen, 20 soldiers, 4 veterans)
- 28 wall components (23 stone and 5 wooden)
- 6 Defender hit cards
- 2 Heroes
- 9 cauldron markers (3 against goblins, 3 against orcs, 3 against trolls)
- 6 Trap tiles (3 for goblins, 3 for trolls), 3 platform tiles, 3 cover tiles, 6 Defender's machines tiles (3 cannons, 3 poles), 1 Haste tile, 1 Marksmen Blessing tile, 1 Unearthly Glare tile

If at any point it turns out that all free pieces of one type have been used, more such elements can not be used any more unless one that has been placed on the board becomes free.

EXAMPLE: *There are 3 cauldrons against trolls in the game. The defender can not build a fourth one as there are not enough resources in the fortress.*



BOARD DESCRIPTION



Board description

- 1 - west side of the stronghold
- 2 - east side of the stronghold
- 3 - barbican's rampart
- 4 - foregrounds
- 5 - ramparts
- 6 - towers
- 7 - wall sections
- 8 - gates
- 9 - paths
- 10 - no path

PATHS

Foregrounds and Ramparts are connected by paths, which are used by the Invading troops to move. The Invading troops can not move backwards, only forward, towards the walls. The paths are where the scouts set their traps and the Invader builds bridges.



Trap field

The Defender may place a goblin / troll trap tile here. The Invader may place a bridge tile here.

WALL SECTIONS

Stronghold walls are divided into sections. It's where the fight between Invader's and Defender's Units takes place.



Wall section

- 1 - Invader's Units fields
- 2 - siege Tower field
- 3 - Equipment tiles fields
- 4 - Defender's Units fields
- 5 - cauldron markers fields
- 6 - fields for stone and wooden wall blocks (note, pieces may be piled up)
- 7 - Hero marker field
- 8 - Platform tile field



TOWERS

Inside the Towers the defenders place cannons and poles. Marksmen can also be sent there to cover the troops gathered on the Ramparts with fire.

BARBICAN

In games where the Invader has a Battering Ram, there is also a Barbican. The stronghold's Barbican consists of three gates. Each gate has an initial toughness of 8. The current toughness value of an assaulted gate is marked on the toughness track.



Barbican and barbican's rampart

- 1 - battering ram components fields
- 2 - battering ram crew fields
- 3 - first gate
- 4 - second gate
- 5 - third gate
- 6 - gate toughness track

THE BOARD

FIELDS ON THE BOARD

There are fields on the board where tiles, cards and Units are placed. **Only one piece** (tile, Unit) may be placed on one field, unless the piece description specifies otherwise.

BOARD'S SIDES

The stronghold is divided into two sides: east and west. No Invader Unit or tile may be transferred to the other side of the stronghold during the game.



Rampart description

- 1 - machine field
- 2 - unit field
- 3 - Cover field
- 4 - Training tile field

FOREGROUNDS & RAMPARTS

Foregrounds and Ramparts are holding areas for troops on their way to the stronghold walls. Before the troops get to the walls, they need to stop at Foreground, then move to Rampart before finally arriving at the walls. Machines and fortifications are build in the Foreground, and Training tiles are placed there too.



Preparing a 2 player match

(the Invader uses the initial Phase Cards)

- 1 - Glory Board
- 2 - defender's Glory Tiles (light side)
- 3 - Hourglasses markers
- 4 - Defender's hit deck
- 5 - trap tiles (against goblins and trolls)
- 6 - defender machines tiles: Cannons and Poles
- 7 - Marksmen Blessing and Unearthly Glare tiles
- 8 - wooden wall components cubes
- 9 - defender's units cubes - soldiers
- 10 - defender's units cubes - veterans
- 11 - stone wall components cubes
- 12 - cauldron markers (against trolls, orcs and goblins)
- 13 - 10 Invader's Glory Tiles on the Glory Board
- 14 - invader's hit cards
- 15 - invader's Glory Tiles (dark side)
- 16 - Cover tiles
- 17 - Orders tiles
- 18 - Resources tiles
- 19 - pouch with cubes representing invader's units
- 20 - training tiles (saboteur, fire master), machines tiles (ballista, catapult), equipment tiles (bridge, banners, shields) and rituals tiles (blood stones, gale, specters)
- 21 - board
- 22 - invader's Phase Cards
- 23 - Platform tiles

BUILDINGS INSIDE THE STRONGHOLD

A Forge, a Workshop, a Scouts' Quarters, a Cathedral, a Hospital, a Barracks, a Guard of Honour and a Guards. These buildings have been described in detail in the Defender's Book.



2 PLAYER GAME

Note The basic game rules have been presented for the two player scenario. You can find a description of a 3 and 4 player game towards the end of the manual.

GAME PREPARATION

The main board should be placed on a table, and the Glory board next to it. Glory tiles should be placed on the Glory board: 10 Glory tiles on the Invader's book, 1 Glory tile on four fields on the Defender's side. The remaining Glory tiles should be placed next to the Glory board.

The players should then pick their roles - Defender's and Invader's.

INVADER'S PREPARATIONS

The Invader puts all his Units in the pouch. He puts the Resources and tiles next to the board. He draws Phase 1 and Phase 6 cards, and one Camp card from the deck, and place them in front of him. Then he draws two out of five cards from each from the remaining Phases and picks himself one with the actions that suit him best.

It's of great significance, because at this point the Invader sets the general strategy outline for the rest of the game. The rejected Phase cards should be put back in the box as they won't be used in the game.

Note: The random Phase card draw serves the diversity of the games and demands a certain degree of experience from the Invader. In the first games a ready set of cards should be used, which enables the game to be started without the preparation stage. The cards from the ready set are marked with a star.

The Invader receives 5 Resources before the game.

DEFENDER'S PREPARATIONS

The defender positions his Units and places two stone wall Components per each wall Section. A dot in the Unit's colour specifies the Unit type that must be placed on a given field. The dots only mark the initial positioning of Units and take no further part in the game.

The Defender places two soldiers on the Guard of honour field, and one marksman in the Guards building. He places four marksmen and one soldier in the Barracks. The remaining Units are placed next to the board.

The Heroes are placed on their respective wall Sections.

All the remaining pieces are placed next to the board.

The Defender receives 4 Hourglasses before the game.



INVADER'S BOOK

INVADER'S GOAL

The Invader's goal is to break into the Stronghold and earn as much Glory Points as possible.

INVADER'S UNITS

During the game the Invader has at his disposal the following Units:

- Goblin - Strength 1
- Orc - Strength 2
- Troll - Strength 3

PHASES

The actions on the Phase cards represent actions available to the Invader during the game. Phases are laid in order and correspond to the following preparation stages for the wall assault:

- PHASE 1 - SUPPLIES
- PHASE 2 - MACHINES
- PHASE 3 - EQUIPMENT
- PHASE 4 - TRAINING
- PHASE 5 - RITUALS
- PHASE 6 - DISPATCH

Each Phase card has the available actions on it. The Invader may take any number of these actions - he may take all of them, some, or none. Each action may only be taken once in a turn.

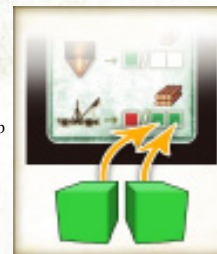
Each action has its cost - its the number of Units that have to be sent to do the work (these Units are then discarded).

Additionally, actions in Phases 2 and 3 require a certain amount of Resources to be spent on them.

Each Unit devoted to an action generates 1 Hourglass for the Defender. Most actions in game can be completed faster (delegating stronger Units) or slower (delegating more, but weaker Units).



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Example: The Invader can build a catapult by assigning 1 troll or 2 orcs to work. The Defender would receive 1 or 2 Hourglasses respectively.

When the Invader has taken all the actions he had intended in the given Phase, he declares the Phase finished. After the Invader's Phase, the Defender must spend all the Hourglasses he had received in that Phase (if he had received any). After he has done so, the Invader starts the next Phase.

After Phase 6 has finished and the Defender has spent the received Hourglasses, the assault commences.

Note: Phases need to be taken in order. After a phase is finished, you can not go back to it or to any previous phases in that turn.

Note: Some actions only cost Hourglasses.

Note: Actions may only be paid for with Units not currently on the board.



In phase 1 the Invader receives Units and Resources.

NEW UNITS

The Invader draws 14 Units from the pouch at random, they'll be used for taking actions in this turn.

RESOURCES

The Invader receives 5 Resource cubes.

Additionally, the Invader may take the action:

THE RESOURCE GAIN

Cost: any 1 Unit (1 Hourglass)

Effect:

- goblin - 1 additional Resource,
- orc - 2 additional Resources,
- troll - 3 additional Resources.

The Invader may not assign more than 1 Unit for gaining additional Resources.

Note: The Invader can only gain up to 8 Resources per turn (5 + 3 if he assigns a troll to Gain Resources).

Note: In the first turn, the Invader has at his disposal 5 additional Resources, according to the Invader's Preparation chapter.



The Invader may assign his Units to build war Machines. There are 7 different war Machines in game. They are:

**BALLISTA**

Cost: 6 Resources and 1 troll, or 2 orcs (1, or 2 Hourglasses for the Defender respectively)

Preparing a ballista: The Invader takes 2 hit cards, 5 miss cards, shuffles them and piles them up on the board.

Placement: The Invader puts the pile on a chosen Rampart and covers it with a ballista tile to specify the machine type.

Range: The ballista may only fire at those wall Sections, which are connected to the Rampart with paths.

Effect: The Invader points at the targeted wall Section and uncovers the top card from the pile.

If it's a miss card, the ballista misses. The miss card is then discarded.

If it's a hit card, the ballista hits. The ballista kills one Unit on the wall, chosen by the Invader. In case there are also Invader's Units on the same wall Section, the strongest of them is killed too.

The hit card is shuffled back into the ballista card pile.

Note: Scouts from the stronghold may target a ballista.



CATAPULT

Cost: 6 Resources and 1 troll, or 2 orcs (1, or 2 Hourglasses for the Defender respectively).

Preparing a catapult: The Invader takes 2 hit cards, 5 miss cards, shuffles them and piles them up on the board.

Placement: The Invader puts the pile on a chosen Rampart and covers it with a catapult tile to specify the machine type.

Range: The catapult may only fire at those wall Sections, which are connected to the Rampart it's on via paths.

Effect: The Invader points at the targeted wall Section and uncovers the top card from the pile.

If it's a miss card, the catapult misses. The miss card is then discarded.

If it's a hit card, the catapult hits. It destroys one stone wall component.

If there are also wooden components on the hit wall Section, they are all destroyed on that Stone Section of the wall. If there are no wall Components on the hit wall Section, the catapult destroys a cauldron placed on that wall Section, or a cannon/pole placed in the Tower opposite to the catapult's Rampart (see picture below). The hit card is shuffled back into the pile.



Uwaga: Scouts from the stronghold may target a catapult.



ALTAR

Cost: 4 Resources and 1 troll, or 2 orcs (1, or 2 Hourglasses for the Defender respectively)

Placement: The Altar tile is placed on a chosen Foreground field.

Range: the Altar affects any wall Section on its side of the stronghold.

Effect: Each turn, the Altar provides the Invader with +1 strength on the wall Section chosen by the Invader. Each turn it may affect a different wall Section! The wall Section is selected in the Order giving Phase.



Note: There are no Altar bonus fields on the board; the tile is placed by the wall Section it's supposed to affect to avoid doubts.



COVER

Cost: 4 Resources and 1 troll, or 2 orcs (1, or 2 Hourglasses for the Defender respectively).

Placement: The Cover tile is placed on a chosen Rampart.

Effect: Cover protects the Invader's Units on that Rampart from marksmen fire. Marksmen fire on that Rampart has **no effect** whatsoever.



BATTERING RAM

Cost: 3 Resources and 1 orc, or 2 goblins (1, or 2 Hourglasses for the Defender respectively)

Placement: the Battering Ram tile is placed in front of the gate. Each new ram element is placed on any next free field in front of the gate.

Effect: To use a battering ram, the Invader needs to assign his troops to it. There are spots for two Invader's Units at each of the ram components. Only those ram components which are manned by two Units may be used during the assault. For every one such component the Gate toughness is reduced by 1. When the Gate toughness has dropped to 0, the Invader receives:

- 1 Glory Point if it's the first gate, and moves all ram components and all Units assigned to them to the second gate,
- 1 Glory Point if it's the second gate, and moves all ram components and all Units assigned to them to the third gate,
- 3 Glory Points if it's the third gate. The destruction of the third gate is considered as breaking into the stronghold and ends the game.

Note: In the event of gate toughness dropping below 0, any negative values are subtracted from the toughness of the next gate.



TREBUCHET

Cost: 8 Resources and 1 troll, or 2 orcs (1, or 2 Hourglasses for the Defender respectively).

Preparing a trebuchet: The Invader takes 2 hit cards, 5 miss cards, shuffles them and piles them up on the board.

Placement: The Invader puts the pile on a chosen Foreground and covers it with a trebuchet tile to specify the machine type.

Range: The trebuchet may fire at any wall Section on its side of the stronghold

Effect: The Invader selects a wall Section to fire at and uncovers the first card from the pile.

If it's a miss card, the trebuchet misses. The miss card is then discarded.

If it's a hit card, the trebuchet hits. It destroys one stone wall component.

If there are also wooden components on the hit wall Section, they are all destroyed on that Stone Section of the wall. If there are no wall Components on the hit wall Section, the catapult destroys a cauldron placed on that wall Section.

The trebuchet may not destroy cannons/poles inside Towers.

Note: The trebuchet is too far from the castle to be targeted by the Defender's Scouts.



SIEGE TOWER

Cost: 8 Resources and 1 troll, or 2 orcs (1, or 2 Hourglasses for the Defender respectively).

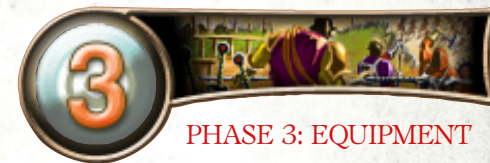
Placement: The tile is placed at the chosen wall Section. There are only four suitable wall Sections.

Effect: The Invader sends Units to the Siege Tower in Phase 6. The Units move to the Siege Tower directly from the Camp, bypassing the Foregrounds and Ramparts. The Siege Tower provides three additional spots for the Invader's Units at the given wall Section.

Note: After the end of turn, all Units from the Siege Tower should be moved to the wall (provided there is free space on that wall Section)

Note: Machines can not be destroyed.

Note: At no point of the game may there be more than 4 throwing machines (Ballista, Catapult, Trebuchet) on the board.



PHASE 3: EQUIPMENT

After having built the war Machines, the Invader can begin equipping his troops. He may assign two different types of equipment his troops will use at a given wall Section. There are 7 Equipment types in the game. They are:



BANNERS

Cost: 1 Resource and 1 orc, or 2 goblins (1 or 2 Hourglasses for the Defender respectively).

Placement: The Banner tile is placed at a chosen wall Section.

Effect: +1 to Invader's strength at the given wall Section.



LADDERS

Cost: 2 Resources and 1 orc, or 2 goblins (1 or 2 Hourglasses for the Defender respectively).

Placement: The Ladder tile is placed at a chosen wall Section.

Effect: Grants a spot for an additional Invader's Unit at the given wall Section.



ROPES

Cost: 2 Resources and 1 orc, or 2 goblins (1 or 2 Hourglasses for the Defender respectively).

Placement: The Rope tile is placed at a chosen wall Section.

Effect: During Phase 6, the Invader may move 1 Unit from a wall Section with ropes to a chosen adjacent wall Section.



SAP

Cost: 2 Resources and 1 orc, or 2 goblins (1 or 2 Hourglasses for the Defender respectively).

Placement: The Sap tile is placed at a chosen wall Section.

Effect: During Phase 6, the Invader may send one of his units directly to the given wall Section.

Note: If the Invader takes two Dispatch actions in a round, he may use Sap in both of them.



BRIDGE

Cost: 1 Resource and 1 orc, or 2 goblins (1 or 2 Hourglasses for the Defender respectively).

Placement: The Bridge tile is placed on a chosen path.

Effect: The Bridge tile prevents the Defender from setting traps on that field.



SHIELDS

Cost: 3 Resources and 1 orc, or 2 goblins (1 or 2 Hourglasses for the Defender respectively).

Placement: The Shield tile is placed at a chosen wall Section.

Effect: If the Invader's Units lose a fight at the wall section with Shields, the fight is reviewed, this time giving each participating Invader's Unit +1 to strength. If the Invader's strength is equal to or higher than the Defender's strength, nothing happens. If the Invader's strength is still lower than the Defender's strength, a number of Invader's troops resulting from the second strength confrontation is removed from the walls.



POISONS

Cost: 1 Resource and 1 orc, or 2 goblins (1 or 2 Hourglasses for the Defender respectively).

Placement: The Poison tile is placed at a chosen wall Section.

Effect: If the Invader has won a fight at the wall Section with Poisons, 1 marksman is killed even before the results of the fight are looked into.

Note: Equipment may not be destroyed in any way.



PHASE 4: TRAINING

After equipping the troops, the Invader may proceed with troop training. He may place two **different** Training tiles on each of the Ramparts (with the exception of Artilleryman and Saboteur training - details below). There are 7 types of Training in the game. They are:



ARTILLERYMAN

Cost: 2 orcs, or 3 goblins (2 or 3 Hourglasses for the Defender respectively).

Effect: The Invader puts an additional hit card to a card pile of a chosen Machine. The pile should be then reshuffled.

Note: There's nothing stopping the Invader from training additional Artillerymen for the same Machine in the following turns.



QUARTERMASTER

Cost: 2 orcs (2 Hourglasses for the Defender)

Effect: In Phase 6, the Invader may place on the given Rampart two more Units than the Order says. Moreover, the given Rampart can hold 9 instead of 7 Invader's Units.



TRENCH MASTER

Cost: 2 orcs (2 Hourglasses for the Defender)

Effect: Whenever considering Marksmen fire, the strength of the Units on this Rampart is multiplied by two.



FIRE MASTER

Cost: 1 orc, or 2 goblins (1, or 2 Hourglasses for the Defender).

Effect: Every goblin on this Rampart may take a shot at the walls (according to the directions of the paths) or at the tower opposite. One goblin may shoot one Marksman. If there's a fight on the walls, the goblins don't shoot.



DROVER

Cost: 2 orcs (2 Hourglasses for the Defender)

Effect: Units from this Rampart - in the Dispatch Phase - may move to any adjacent Rampart fields, or move back to Foreground.



SABOTEUR

Cost: 2 orcs, or 3 goblins (2, or 3 Hourglasses respectively).



FIRE

Cost: 1 goblin (1 Hourglass for the Defender)

Placement: The Fire tile is placed on one of the buildings inside the Stronghold.

Effect: Any action inside this building costs 1 Hourglass more.



SPECTRES

Cost: 1 goblin (1 Hourglass for the Defender)

Placement: The Spectre tile is placed in the Hospital.

Effect: Those Defender's Units, that couldn't be saved in the Hospital, end up on the Foreground, feeding the Invader's ranks. (marksmen become goblins, soldiers become orcs, veterans become trolls).



PANIC

Cost: 1 goblin (1 Hourglass for the Defender)

Effect: If there are more than 1 Defender's Unit on the courtyard, the weakest one is killed. If the Units have the same strength, one of them is killed.



GALE

Cost: 1 goblin (1 Hourglass for the Defender)

Placement: The Gale tile is placed on a chosen wall Section.

Effect: The cost of sending a Unit or Hero to this wall Section increases by 1 Hourglass.



ACCIDENT

Cost: 3 goblins (3 Hourglasses for the Defender)

Placement: The Accident tile is placed on a chosen cauldron.

Effect: The cauldron does not kill any Invader's Units. Moreover, If there is a Defender's Unit with strength equal to the strength of the Invader's Units about to be affected by the cauldron, that Defender's Unit is killed (a Cauldron against trolls kills a Veteran, a Cauldron against orcs kills a Soldier, a cauldron against goblins kills all Marksmen).



TRAINER

Cost: 2 orcs, or 2 goblins (2 Hourglasses for the Defender)

Effect: The Invader receives two Units: 2 orcs, if he assigns goblins, or 2 trolls, if he assigns orcs. New Units arrive in the camp.



PHASE 5: RITUALS

The last piece of the preparations takes place in the fifth Phase - Shaman's magic rituals will help the Invader capture the Stronghold. Contrary to earlier actions, rituals' effect is only temporary. After the turn is finished, all Ritual tiles are removed from the board.

Note: Goblins used for the Rituals should be placed on the Blood Rituals field on the Glory Board - see the Glory chapter.

There are 7 rituals in the game. They are:



BLOOD STONES

Cost: 2 goblins (2 Hourglasses for the Defender)

Placement: The Blood stone tile is placed on a chosen catapult.

Effect: If the catapult hits the wall, apart from destroying a wall Component, it also kills a Defender's Unit chosen by the Invader.



POSSESSION

Cost: 1 goblin (1 Hourglass for the Defender)

Placement: The Possession tile is placed on a chosen Hero.

Effect: The Hero can not use his action, which means:

- The Officer can not make his speech,
- The Warrior can not attack Invader's troops.

Note: Possession does not affect characters' attributes, e.g. the Warrior still adds +2 to the wall strength.

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PHASE 6: DISPATCH

All Units, not used by the Invader in previous Phases, end up in the Camp, from where they can be sent to the Walls in Phase 6. Troops fighting on the walls receive their orders. Troops not taking part in the assault stay in the Camp.

UNITS' MOVEMENT

The Invader has two actions at his disposal: Minor dispatch and Major dispatch. They enable him to send his Units from the Camp to the board, and move the ones already on the board. The troops move along the paths.

THE DISPATCH ACTION ENABLES:

- troops to be moved from any Rampart to a chosen wall Section, then...
- troops to be moved from any Foreground to a chosen Rampart, then...
- troops to be moved from the Camp to any Foreground and the Barbican's Rampart.

Note: The dispatch action enables a move out from **all** Foreground, Ramparts and from the Camp, not just from one of these at a time.

Note: The player may not withdraw troops fighting on the walls.

Note: Every wall Section has a limit to the number of Units allowed to be placed on it. Similarly, there must not be more than 10 Units on Foreground, or more than 7 Units on Rampart.

Note: The above rules may be modified by certain actions available on the Phase cards.

Note: Sending Units to a Siege Tower, or through a Sap, does count towards the number of units in a given dispatch (example: Small Dispatch allows for sending 3 Units from the Camp to the Tower and 2 Units from the Camp to Foreground I, that's 5 Units in total).

Note: Inside the Barbican, there may not be more than two Invader's Units per one battering ram Component.



MINOR DISPATCH

Cost: 3 Hourglasses

Effect: The Invader may move up to 5 Units.

MAJOR DISPATCH

Cost: 5 Hourglasses

Effect: The Invader may move up to 7 Units.



THE CAMP

All Units not placed on the board during dispatch stay in the Camp. The Camp has a certain capacity, the more Units it contains, the higher its upkeep.

Cost: Up to 3 Units in the Camp generate no Hourglasses.

4-7 Units in the Camp generate 1 Hourglass

8-11 Units in the Camp generate 3 Hourglasses

12 and more Units in the Camp generate 6 Hourglasses

Effect: Units remaining in the Camp may not be used in the subsequent turns for any other action than Dispatch (meaning, all they may do is march out to the board).



Example of a Minor Dispatch

The Invader has played the Minor Dispatch action (a), generating 3 Hourglasses for the Defender and deployed the maximum allowed (for the Minor Dispatch) unit number on both foregrounds (c, d) – that is 5 units per foreground.

4 units had to remain in the Camp, thus generating 1 Hourglass for the Defender.

During the same Minor Dispatch action, the player moved 4 units from the west foreground (c): 1 to the rampart (e), 3 to the rampart (f).

The player could not move more than 1 unit to the rampart (e), as there were 6 units there already, and the maximum allowed number of units on the rampart is 7.

The player moved a maximum allowed (for the Minor Dispatch) number of units, that is 5 units, from the east foreground: 2 units to the rampart (g), 1 unit to the rampart (h), and 2 units to the rampart (i).

The player moved 3 units from the rampart (f) to the wall section (j).

He could not move more units there, as the maximum allowed number of units on that wall section is 3.

The player moved 2 units from the rampart (g): 1 unit to the wall section (k), and 1 unit to the wall section (l).

This whole move has generated 3 Hourglasses for the Defender, plus 1 Hourglass from the Camp.



ORDERS

In Phase 6, the Invader can give orders to Units currently fighting. At least one Unit has to carry out the given order.

Note: The board has not dedicated order fields; the order tiles should be placed at the chosen wall Section in such a way, that there are no doubts which wall Section they affect.

Note: If the Defender manages to kill all Units which have received an order, before the order could come in effect, this order should be taken off the board.

There are two ways the Invader can give out orders:

OPEN ORDER

Cost: none

Effect: The Invader places one **uncovered** order tile at a chosen wall Section.

CLASSIFIED ORDERS

Cost: 1 Hourglass

Effect: The Invader places any number of order tiles. These are put upside down and become uncovered during the Assault. There may only be one order tile at any one wall Section.

There are four order types in the game. They are:



GOBLINS' FURY

Effect: Goblins fly into a fury. A furious goblin has strength 3. After the clash, regardless of the result, all goblins in fury die and are removed from the board.

Note: If the goblins in fury have enough strength to win the clash and breach into the castle, they do it, even if there is no other Invader's unit at this wall Section.

Note: In a Clash where the Defender has the Advantage on the walls, the goblins in fury are removed from the board before Invader's losses are counted.



ORCS' DETONATION

Effect: Orcs blow up themselves. The Invader takes the detonated orcs off the board. For every detonated orc one stone wall Component and all wooden wall Components on that wall section are removed. A detonated orc is removed from the board before losses are counted.



TROLLS' CALL

Effect: The Invader moves one troll, which has to move towards the wall Section where the order was given.

Note: A trap for trolls does affect a troll answering the trolls' call.

BLUFF TILE

Effect: The bluff tile's purpose is to fool the Defender, and has no effect on Units.

END OF PHASE 6

When the Invader has finished Phase 6 and the Defender has spent all available Hourglasses, the Assault commences (see the Assault chapter).



Example of a Goblin Fury order



Example 1) There are 2 orcs, 1 goblin and the Banner Equipment tile on a wall section on the **invader's** side. There are 2 soldiers, 1 veteran and 4 stone wall components on the **defender's** side.

The Invader issues the **Goblin Fury** order on that wall section increasing the goblin's strength from 1 to 3. Determining Strength looks as follows: Invader - 2+2+3+1 = 8; Defender - 2+2+3+4 = 11.

The Defender wins the clash with a 3 point advantage. As the invader has lost the clash, the goblin is removed from the board **BEFORE** losses are counted. It means the Invader has 5 points and the Defender has 11 points on the losses count, both orcs are killed.

The Defender wins the clash with a 3 point advantage. As the invader has lost the clash, the goblin is removed from the board **BEFORE** losses are counted. It means the Invader has 5 points and the Defender has 11 points on the losses count, both orcs are killed.



Example 2) There are 2 orcs, 1 goblin and the Banner Equipment tile on a wall section on the **invader's** side. There are 2 soldiers and 3 stone wall components on the **defender's** side. The Invader issues the **Goblin Fury** order on that wall section increasing the goblin's strength from 1 to 3. Determining Strength looks as follows: Invader - 2+2+3+1 = 8; Defender - 2+2+3 = 7.

The Invader wins the clash with a 1 point advantage. As the invader has won the clash, the goblin is removed from the board **AFTER** losses are counted. It means the Invader has 8 points and the Defender has 7 points on the losses count, one soldier ends up in the Hospital.

The Invader wins the clash with a 1 point advantage. As the invader has won the clash, the goblin is removed from the board **AFTER** losses are counted. It means the Invader has 8 points and the Defender has 7 points on the losses count, one soldier ends up in the Hospital.

PHASE CARDS' REVERSE - SPECIAL ACTIONS

At the start of a turn the Invader may decide not to take advantage of the actions available on any of the Phase cards. In such case he may flip such a card and gain access to a given Phase's special action. A special action may be taken during a certain Phase. Once a Phase card has been turned over it has to stay this way. There are five actions available in the game. They are:



ALL CHARGE!

Phase 1 - Supplies

Cost: none

Effect: The Invader no longer collects Resources, and concentrates on assaulting the Stronghold. He receives 2 extra Units in each turn, but doesn't receive any Resources.



ACCURATE SHOT

Phase 2 - Machines

Cost: 1 Hourglass

Effect: During Catapult, Ballista or Trebuchet fire, the Invader draws not one, but two cards from the given Machine pile, and chooses one that suits him best. The other card is then put back into the Machine pile. The Invader declares this action in

Phase 2 and gives the Defender 2 Hourglasses immediately.



EQUIPMENT TRANSFER

Phase 3 - Equipment

Cost: 1 Hourglass

Effect: The Invader can move a chosen Equipment tile to another place on the same side of the Stronghold.



TRAINING TRANSFER

Phase 4 - Training

Cost: 1 Hourglass

Effect: The Invader may move:

- a chosen Training tile to another Rampart field on the same side of the Stronghold, or
- a chosen saboteur tile to another building



ESCAPE THE KNIFE

Phase 5 - Rituals

Cost: 1 Hourglass

Effect: The Invader takes 3 goblins from the pile of killed Units (except the ones on the Glory Board) and places them on the Foreground fields.

Note: Only works if killed goblins are available.

DEFENDER'S BOOK

DEFENDER'S GOAL

The goal of the Defender is to stop the Invader from breaking into the Stronghold and to earn as many Glory Points as possible.

DEFENDER'S UNITS

The Defender has the following Units at his disposal:



Marksman - strength 1



Soldiers - strength 2



Veterans - strength 3 (not available at the start of the game)

HOURGLASSES AND ACTIONS

Invader's actions take time thus providing the Defender with a certain number of Hourglass points. Each of the Defender's Actions also takes time and has a certain cost - a number of Hourglasses that need to be spent for that action. The Defender can spend the Hourglasses to move his troops around the castle and to take Actions.

The Invader's Turn is divided into Phases. After each of those the Defender takes his actions. The Defender must spend **all** Hourglasses earned in that Phase. After he's done so another Invader's turn begins. If the Defender receives no Hourglass, the Invader starts the next Phase.

At the start of **every turn**, the Defender receives 1 Stone wall Component and 2 hourglasses to use after Phase 1 - Invader's Supplies.

MOVING AROUND THE STRONGHOLD

MOVING UNITS AND HEROES

Cost: 1 Hourglass

Effect: Any Unit or Hero can be moved to a free spot:

- from a wall Section to an adjacent wall Section
- from a wall Section to a Building or the Courtyard
- from a Building to the Courtyard or a wall Section
- from a wall Section to an adjacent Tower
- from a Building or the Courtyard to a Tower
- from a Tower to an adjacent wall Section
- from a Tower to a Building or the Courtyard

Barracks, Courtyard, Guards and Guards of honour buildings are considered as adjacent to any wall Sections and any Tower. They are also adjacent to one another.

The Defender can not move Units to the Forge, the Workshop, the Cathedral and the Scouts Quarters. The Defender can not move Units to Towers containing cannon or pole tiles either.

The Heroes may only move alongside wall Sections and to/from the Courtyard.

Note: The Courtyard can contain an unlimited number of Units.

SWAPPING PLACES

Cost: 1 Hourglass

Effect: Instead of taking a free spot, a Unit may take another Unit's spot. They can swap places.

ACTIONS

The Defender spends Hourglasses to take actions available in the different buildings. He doesn't have to have all the necessary Hourglass points, he can keep collecting them for a few turns, placing them at his chosen actions on the board until he's got the required number of them, at which point he's allowed to take that action. This way the player can see how cannons, cauldrons or traps are gradually built inside the buildings.

Each action available in the Stronghold may only be taken once per turn. After the action has been taken, an Hourglass should be placed next to the action's field to mark its unavailability in that turn. The rest of the Hourglasses spent on that action are removed from the board.

Special example: *The Defender has spent 4 Hourglasses for the Cannon action, but due to a saboteur, its cost rose to 5. The cannon is built as soon as the saboteur is removed, since the required cost has been paid.*

The Defender may take actions available in one of the 8 buildings inside the stronghold. They are:



FORGE



CANNON

Cost: 4 Hourglasses

Placement: The cannon tile is placed in a chosen Tower.

Effect: During the Assault, the cannon fires at the Invader's Units which are placed in the following areas:

- on the Foreground on the same side of the Stronghold, or
- on the Ramparts opposite or adjacent to the cannon's Tower, or
- in an Invader's Siege Tower standing at a wall Section with the cannon's tower.

To determine if a cannon hit or missed, the Defender's hit deck is used.

The Defender specifies a spot for the cannon to fire at and uncovers one card. If there are more than one Cannon firing, the Defender uncovers one card per Cannon. After the volley, all Cannons' cards are reshuffled.

If the card specifies a few types of hit Units, the Defender picks 1 Unit from the ones being hit - that Unit is killed.

The 'miss' card means no Unit has been hit.

Note: The Cannon may be destroyed by the Invader's catapult.



CAULDRON AGAINST TROLLS

Cost: 3 Hourglasses

Placement: A cauldron marker is placed on a chosen wall Section.

Effect: During the Assault, the Cauldron kills 1 troll on this wall Section.

Note: Not every wall Sections may accommodate a cauldron.



CAULDRON AGAINST ORCS

Cost: 3 Hourglasses

Placement: A cauldron marker is placed on a chosen wall Section.

Effect: During the Assault, the Cauldron kills 1 orc on this wall Section.

Note: Not every wall Sections may accommodate a cauldron.



CAULDRON AGAINST GOBLINS

Cost: 2 Hourglasses

Placement: A cauldron marker is placed on a chosen wall Section.

Effect: During the Assault, the Cauldron kills **all** goblins on this wall Section.

Note: Not every wall Sections may accommodate a cauldron.



WORKSHOP



POLES

Cost: 4 Hourglasses

Placement: A Pole tile is placed in a chosen Tower.

Effect: The Defender picks one wall Section adjacent to the tower equipped with Poles, uncovers a hit card and kills the weakest Unit specified by the card. This procedure is repeated for every Pole. After all the Poles have attacked, the cards are reshuffled and put on the side.

A 'miss' card means no Unit has been hit.



PLATFORM

Cost: 2 Hourglasses

Placement: A Platform tile is placed at a chosen wall Section.

Effect: A Platform grants an additional spot for a Defender's Unit. There may only be 1 platform at any given wall Section.



GATE REINFORCEMENT

Cost: 1 Hourglass

Effect: Gate reinforcement increases the gate toughness by 1 point.

Note: The maximum toughness of a gate is 8.



WALL REINFORCEMENT

Cost: 2 Hourglasses

Placement: A wooden wall component marker is placed on any wall Section. If there are stone components already, the wooden wall component is placed on top of them.

Effect: A wooden wall component adds 1 to the Defender's strength at that wall Section.

Note: Every wall Section may contain max 5 wooden reinforcements.

Note: As a result of a catapult hit or a Detonation order, beside any removed stone wall components, all wooden wall components are immediately removed.



SCOUT HEADQUARTERS



GOBLIN TRAP

Cost: 2 Hourglasses

Placement: A goblin trap tile is placed on a chosen path.

Effect: A goblin trap kills all goblins using that path.

Note: A trap tile may not be placed on a field secured with a bridge.



TROLL TRAP

Cost: 2 Hourglasses

Placement: A troll trap tile is placed on a chosen path.

Effect: During every dispatch a troll trap kills 1 troll using that path.

Note: A trap tile may not be placed on a field secured with a bridge.



MACHINE DAMAGE

Cost: 2 Hourglasses

Effect: The Defender takes one miss card from the ones laying next to the board and shuffles it into a chosen catapult or ballista card tile.

Note: Does not affect a Trebuchet.



SIEGE TOWER EXCURSION

Cost: 1 Hourglass

Effect: The excursion kills 1 Unit inside the siege tower. The Unit is chosen by the Defender.



CATHEDRAL



MARKSMEN BLESSING

Cost: 2 Hourglasses

Placement: a marksmen blessing tile is placed on a chosen side of the Stronghold.

Effect: All marksmen not participating in a fight may fire at any Rampart. Lasts **only** in the turn the Action was bought.



UNEARTHLY GLARE

Cost: 4 Hourglasses

Placement: A chosen wall Section

Effect: No Assault is determined at a wall Section with the Unearthly glare. Lasts **only** in the turn the Action was bought.



SHARPSHOOTER IN THE TOWER

Cost: 2 Hourglasses

Effect: The Defender removes a chosen Invader's Unit from the board.



ORDERS MIX-UP

Cost: 2 Hourglasses

Effect: The Defender picks one of the orders issued by the Invader and discards it without uncovering it.



BARRACKS

Training actions may be taken more than once per turn.



TRAINING A MARKSMAN INTO A SOLDIER

Cost: 2 Hourglasses

Effect: The Defender removes one Marksman from the Barracks, and puts a Soldier in his place.



TRAINING A SOLDIER INTO A VETERAN

Cost: 2 Hourglasses

Effect: The Defender removes one Soldier from the Barracks, and puts a Veteran in his place.

Note: At no point can there be more than 4 Marksmen, 2 Soldiers and 1 Veteran in the Barracks.



GUARDS

Thanks to the Guards the Defender may remove Invader's saboteurs from the Stronghold.

TRACKING SABOTEURS

Cost: 3 Hourglasses and 1 Unit

Effect: If there are Saboteurs inside the Stronghold, the Defender may assign a Unit from the Guards, to remove all Saboteurs from the Stronghold.

Note: There has to be a Unit in the Guards building for this action to be possible.



HOSPITAL

All Defender's Units killed in melee combat end up in the Hospital. At the end of turn, two of the chosen ones go back into the Courtyard. The remaining Units die and are removed from the board.



GUARD OF HONOUR

At the start of the game, there are two soldiers acting as Guard of honour in the Courtyard. The Defender may move each of them to any selected wall Section according to the Stronghold movement rules.

If they are still in the Courtyard by the sixth turn, starting with that turn the Defender receives 1 Glory Point at the end of each following turn they remain there (See - Glory).

HEROES

Two Heroes assist with the Stronghold defences. The Officer and the Warrior. Each of them affect the wall Sections they're at in a different way. Moreover, each of them may take one special action per turn that will help the Defender in the fight against the Invader.



OFFICER

Attribute: Each Defender's Unit receives +1 to Strength, due to the fact that they're fighting under the Officer's command.

Action: Speech

- **Cost:** 1-4 Hourglasses

- **Effect:** For every spent Hourglass the Officer adds +1 to Defender's Strength at his wall Section.



WARRIOR

Attribute: +2 Defender's Strength at a wall Section where the Warrior fights.

Action: Excursion

- **Cost:** The number of Hourglasses depends on the target's strength.

- **Effect:** The Warrior can kill 1 Invader's Unit at the same wall Section. He kills a goblin for 1 Hourglass, an orc for 2 Hourglasses or a troll for 3 Hourglasses.

ASSAULT

After Phase 6 is finished, and the Defender has spent all the received Hourglasses, an Assault commences. First comes the Ranged attack, then Melee combat starts on the walls. The whole lot is determined in subsequent stages:

- I - Ranged
 - Stage 1 - Cannons
 - Stage 2 - Siege Machines
 - Stage 3 - Marksmen
 - Stage 4 - Goblins
- II - Melee
 - Stage 1 - Cauldrons
 - Stage 2 - Poles
 - Stage 3 - Orders
 - Stage 4 - Strength examination
 - Stage 5 - Hospital
- III - Barbican

I RANGED

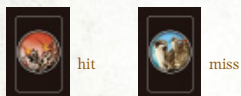
1. DEFENDER'S CANNONS' FIRE

The Defender points at the Foregrounds and Ramparts at which each of his Cannons Fire. He then uncovers one card per Cannon, removing killed Invader's Units. After the volley, the player reshuffles the deck and puts it next to the board.



2. SIEGE TOWERS' FIRE

The Invader picks wall Sections at which his siege Machines fire, uncovers the top card from each participating Siege Machine's deck and determines the effects.



Firing at Invader's Units' at the Barbican and the Barbican rampart
In this area the Invader's Units can only be fired at by Marksmen and Cannons in towers and wall sections adjacent to the Barbican.

3. MARKSMEN FIRE

Marksmen on the walls and in the Towers not currently in Melee may fire at the Invader's troops. The Invaders may fire at the Ramparts connected to the given wall Section via paths, or, if they're in a Tower, at the Ramparts opposite or adjacent to that Tower. Every firing marksman adds +1 to the Fire Strength. The total Strength of the Fire hitting the given Rampart determines the total Strength of the Invader's killed Units (killed Units are chosen by the Invader).

Note: To kill any Invader's Units, the Defender's Volley's Strength has to be equal or higher than the Invader's Units' Strength.

Note: If there are Invader's Units on a given wall Section, those Marksmen are tied in Melee and can not fire.

4. GOBLINS' FIRE

Goblins on a Ramparts which are accompanied by a Fire master, may fire at the Stronghold's walls (following the Paths). If there are Defender's Marksmen at that wall Section, they are killed. One goblin kills one Marksman. Goblins don't fire at a wall Section which has troops currently fighting in melee.

II MELEE

1. CAULDRONS

The Defenders pour the lethal content of the Cauldrons onto the Invader's troops. The Invader removes the Units killed by a Cauldron.

2. POLES

The Defender declares which wall Section adjacent to the Towers containing Poles is attacked by them. He then uncovers from the hit card deck one card per attack. The Invader removes the weakest Unit from that wall Section, but only if its symbol is on that card!

3. ORDERS

The Invader uncovers the Order tiles (if they were covered) and determines their effects.

4. STRENGTH EXAMINATION

The Strength of the fighting forces is compared on each of the wall Sections. Each of the players sums up the total Strength of their respective troops on a given wall Section.

INVADER'S STRENGTH:

- each goblin = 1 strength point (or 3, if the Goblins' Fury order was used)
- each orc = 2 strength points
- each troll = 3 strength points
- banner = 1 strength point
- altar influence tile = 1 strength point

DEFENDER'S STRENGTH:

- each marksman = 1 strength point
- each soldier = 2 strength points
- each veteran = 3 strength points

- each wall Component (stone or wooden) = 1 strength point
- Officer = +1 to Strength of every Unit, plus opt. Speech action
- Warrior = 2 strength points

STRENGTH ADVANTAGE

The clash is won by the player with the higher strength. The losing player's Strength is detracted from the winning player's Strength. The result is called the Advantage.

The player losing a clash loses the number of participating Units (in Strength points) equal to the Advantage. Those Units are killed and are removed from the board (the Invader), or are placed in the Hospital (the Defender). The player losing the clash decides which Units are removed as a result of the Advantage.

Example: The Defender has two soldiers and one marksman on the wall. The wall has two stone components. The Defender's total Strength is $2+2+1+2=7$. The Invader has 2 trolls and an orc on the wall. $3+3+2=8$. The Invader has a Strength Advantage of 1. The number of Units that have to be removed from the board by the Defender equals 1 Strength. A Marksman is killed.

The Advantage is always rounded up to the losing player's disadvantage, meaning the losing player's Unit is killed even if the Strength Advantage is lower than the Unit's Strength.

Example: The Defender has two soldiers and one marksman on the wall. The wall has two stone components. The Defender's total Strength on that wall section is $2+2+1+2=7$. The Invader has 3 orcs on that wall. $2+2+2=6$. The Defender has a Strength Advantage of 1. The Invader has to remove the number of Units equal to Strength 1. An orc has a Strength of 2, but it is killed nevertheless due to the above rule.

III BARBICAN

If the Invader has constructed the Battering Ram, then it hits a gate in every turn. See the Battering Ram rules.

BREAKING INTO THE STRONGHOLD

If the Invader's Advantage is so big, that he still has the Advantage after removing all Defender's Units from a given wall Section (meaning his Advantage is higher than the Defender's Strength), he manages to break through the wall. The Invader captures the Stronghold. Situation on the remaining wall Sections is determined, then the game finishes and Glory Points are counted.

Example: The Defender has two warriors. The wall has two stone components. The total Strength of the Defender is $2+2+2=6$. The Invader has 3 trolls and two orcs on the wall. $3+3+3+2+2=13$. The Invader's Advantage is 7. The Defender's Units, with total Strength amounting to 6, die. The remaining Advantage point means that the Invader has broken into the Stronghold! It's game over and Glory Points are counted.

If the Invader fails to break into the Stronghold at all the wall Sections, the turn ends and another one begins.

END OF TURN

Before the next turn begins:

- Players remove all tiles which expire with the end of turn.
- The Invader removes all Units from the phase cards, with the exception of Units remaining in the Camp.
- The Defender removes all Hourglasses marking actions taken in that round from the board. (Note: Hourglasses marking partially bought actions remain on the board)
- The Invader gives the Defender one Glory Point.

The Invader then begins a new turn with the Phase 1 - Supplies

Examples of fire



Example 1) Two marksmen on the wall Section (b) may fire at all units on the rampart (e). Their combined strength of fire is 2, not enough to kill a troll (they would need 3 points). They can kill a goblin though, all they need is 1 point of strength. The marksmen from the wall section (b) can't fire at the orc on the rampart (d), because these two places are not connected by paths.

The marksmen on the wall section (a) can't fire, as they're tied in a melee fight with the orc (c).



Example 2) Two marksmen on the wall Section (b) may fire at all units on the rampart (e). Their combined strength of fire is 2, it means they can kill the orc (all they need is 2 points of strength), or the goblin (1 point). 3 points of fire strength are needed to kill the troll - to achieve this,

the defender may assign one additional marksman from the tower (c).

The marksmen from the wall section (a) can fire at the units on the rampart (d) and/or the rampart (e).

The goblin from the rampart (e) will be able to fire at the marksmen on the wall section (a), the wall section (b), or the tower (c), provided he is not killed by marksmen before that.

The goblin from the rampart (d) can't fire because on that rampart there is no Fire Master Training tile.

GLORY

The Glory Points represent the chronicles, which will contain the testimony of the course of the battle. The players make the effort to have as many chronicles bearing proof of their actions and heroism as possible. The Glory board and the Glory Point tiles are used to mark the players' Glory Points. There are three ways Glory Points can be earned or lost in the game. They are:



POINTS AWARDED

FOR THE PASSAGE OF TIME

At the start of the game the Invader has 10 Glory Points. He gives 1 Glory Point to the Defender at the end of each turn, provided he failed to break into the Stronghold. The sooner the Invader captures the Stronghold, the more Glory Points he retains.

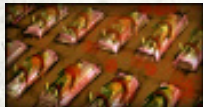
POINTS EARNED FOR GLORIOUS DEEDS (INVADER)

The Invader can earn Glory Points by achieving Glorious Deeds. Each Glorious Deed can earn him 1 Glory Point. The following Glorious Deeds are available in the game:



TROLL ATTACK

Condition: 4 trolls at one wall Section at any point in the game.



BLOOD RITUALS

Condition: The Invader has sacrificed at least 12 goblins in the rituals.



GREAT SIEGE

Condition: The Invader's Units are on at least 7 wall Sections at any point in the game.



RUINED WALLS

Condition: The Invader managed to leave a wall Section with no wall Components twice during the game. This condition can be fulfilled at one or two different wall Sections.

Note: The first case of such situation is marked by placing a ruined wall Component at the Ruined walls field.

POINTS EARNED FOR STEADFASTNESS (DEFENDER)

The Defender starts the game with 4 Glory Points on four different fields of the Glory board. Starting with the fifth turn, the Defender can discard one of those points in exchange for various dishonourable deeds and use a special action associated with that field. Each special action may be taken only once per game. Only one Glory Point may be discarded in one turn. There are 4 special actions in the game. They are:



BARRICADES

Effect: +4 Hourglasses to use in the Workshop. Those Hourglasses may be used to take the same action twice in one turn



SHAMEFUL NEGOTIATIONS

Effect: +3 Hourglasses for the Defender



ON LAST LEGS

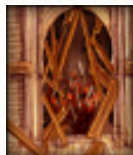
Effect: The Defender removes all Hourglasses which mark taken actions in a chosen Building. The cost of actions available in that building is lowered by 1 Hourglass. The minimal cost of an action is 1 Hourglass.



OPEN THE DUNGEONS

Effect: Prisoners freed from the dungeons appear in the Courtyard. The Defender receives one Veteran and one Soldier.

INCREASING POINTS



POINTS EARNED FOR DESTROYING THE GATES (INVADER)

+1 G. P. for the destruction of the first gate
+1 G. P. for the destruction of the second gate
+3 G. P. for the destruction of the third gate



BREAKING INTO THE STRONGHOLD
+3 G. P. for breaking into the Stronghold, 1 G. P. for every additional wall Section, where a breach occurred.



POINTS FOR THE GUARD OF HONOUR (DEFENDER)

Starting with the sixth turn, the Defender receives 1 Glory Point for every completed turn with two soldiers remaining in the Guard of honour.

APPOINTING THE WINNER

After the game has finished (after the turn in which the Invader broke into the Stronghold), earned and retained Glory Points are counted. The winner is the player with the most Glory Points.

If the Invader fails to break into the Stronghold in 10 turns, the Defender wins by default.

A DRAW

In the case of a draw, another Assault phase should be played on the wall sections where the invader didn't break into the castle. If, during this additional Assault, the invader breaks into the stronghold at any of those wall sections, he wins the game by 1 Glory Point. If he fails, the game is won by the defender by 1 Glory Point.

3 PLAYER GAME

In a 3 player game one player is the Defender, and the remaining two are the Invaders. Each of the Invaders attacks one side of the Stronghold. The goal of the game remains the same: If the invading side wins, both Invaders are the winners. The game is the same as the two player match, with the exception of the following:

CHOOSING THE STRONGHOLD'S SIDE

The Invaders take one side of the Stronghold each. Troops' Dispatch and all actions' effects of each Invader stay on their respective sides.

INVADERS' PREPARATIONS

The Invaders decide on the Phase cards they will have at their disposal in the game. They use the 3-4 players deck, divided into separate piles depending on the phase.

The Invaders automatically receive phase 1 cards - Supplies, phase 6 - Dispatch cards and Camp cards. Then they need to pick the cards for phases 2-5 together. They randomly draw 3 out of 5 cards per phase and select one, each of them deciding on the actions that suit them both best. The third card is removed from the game.

Note: It's worth considering the choice of the phase cards so that the Invaders' actions complement each other.

Note: The cost of some actions in a 3-4 player game is different from the 2 player game, which is represented on the phase cards.

Note: At the beginning of the game both Invaders get **additional** 3 Resources.

PHASES

The Invaders act simultaneously in each phase.

USING THE OTHER INVADER'S ACTION

Cost: 1 (additional) Hourglass

If needed one Invader may make his phase card actions available to the other. All according to the rule of taking an action once per turn, meaning, if one invader made an action available to the other, he can't use that action himself.

The Defender receives the additional Hourglass from the player taking the action.

PHASE 1 - SUPPLIES

Each Invader draws 10 random units from the pouch and receives 5 Resource cubes.

TROOP TRANSFER

Cost: 1 Hourglass

Effect: A player can give his ally up to 3 units of one type.

PHASE 6 - DISPATCH

UNIT MOVEMENT

Each of the Invaders may carry out the dispatch to the Foreground on their respective sides of the Stronghold. Both of them may carry out the dispatch to man the battering ram.

ORDERS

Both Invaders together decide on how to use the orders.

THE ESSENCE OF A 3 PLAYER GAME

A 3 player game rewards good cooperation of the Invaders. They should coordinate their actions, otherwise the Defender will be able to easily respond to the threat from one Invader, while using the lack of threat from the other. Only coordinated actions - consistent machine production and simultaneous assaults - will diminish this Defender's advantage.

The Invaders shouldn't fret from using the other's actions when necessary. Local status often justifies additional cost in Hourglasses, bringing gains which exceed those costs.

4 PLAYER GAME

In a 4 player game, two players become the Invaders and the other two take the roles of the Defenders. The Victory is collective - either both Invaders or both Defenders win.

This mode has all the 2 player game rules modified for a 3 player game, with the following changes:

CHOOSING THE SIDE OF THE STRONGHOLD

The Defenders also pick one side of the Stronghold each. All actions taken by one of the Defenders have their effect only on his side of the Stronghold. Each Defender commands Units and Heroes on the walls on their side of the Stronghold.

The Defender may decide to send Units or heroes from his side of the Stronghold to help his partner - he does it by sending them to the Courtyard, where his partner can take them to his side of the Stronghold.

Units and heroes inside buildings are at the disposal of both Defenders.

SUPPLIES

At the start of every turn the Defenders receive 1 Stone wall Component, and each of them receive 1 Hourglass.

HOURLASSES

In a 4 player game each of the Invaders has a different Hourglass colour.

Each Defender receives Hourglasses of one colour, for actions taken by the Invader playing on the same side of the Stronghold.

The Defenders may use the Hourglasses in a normal way. The only difference is , an action can only be bought by using Hourglasses of one kind. It is not possible to start an action with one colour, and finish it with another colour of the Hourglass. Placing even one Hourglass of one colour blocks this action for the other Defender.

Component allocation at the start of every turn, depending on the number of players:

Number of players:	Invader:		Defender:	
	Resources	Units	Wall components	Hourglasses
2	5	14	1	2
3	5	10	1	2
4	5	10	1 common	1



HASTE TILE

Each turn the Defenders have 1 Haste tile at their disposal.

Cost: 0

Effect: The Haste tile can be used to remove a partner's Hourglass marking a used action in that turn. This enables the other player to use that action in that turn.

THE ESSENCE OF A 4 PLAYER GAME

The 4 player game is more demanding for the Defenders. Using an action by one Defender means it becomes unavailable for the other. Hence constant dialogue regarding upcoming actions becomes necessary, so the Stronghold has a solid, coherent defence despite having two commanders. The worst that can happen to the Defenders, is mutually blocking of defence options leading to a complete paralysis.

The challenge for the Defenders is the right assessment of the situation on their respective parts of the wall and, if necessary, supporting that player, who is currently worse off. There's no gain in having one untouched side, if the other falls prematurely.

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