

City Siege: Final Assault Rules

A compressed Risk-style siege procedure for defending players against an endless attacking army.

Core Idea

The attackers are endless. The defenders cannot win by killing everyone. The defenders win by surviving until relief arrives, defeating the enemy leader, or preventing total city collapse.

Each Siege Round

Step	Action
1	Doom +1
2	Roll 1 random event
3	Attackers place reinforcements
4	Defenders place reinforcements
5	Players move their character tokens
6	Defenders spend Command Points
7	Attackers make attacks
8	Resolve Risk combat
9	Run 1 heroic scene if needed
10	Check victory/loss conditions

Tracks

Track	Rules
Doom Clock: 0-10	Starts at 0. Goes up by 1 each round. Also increases when major gates/districts fall. At 10, the city is lost unless the enemy leader is defeated immediately.
Relief Clock: 0-6	Represents the Queen's army / dwarven skyship arriving. Advances when players hold signal points or complete objectives. At 6, relief arrives and the city is saved.

Reinforcements

Side	Base	Bonuses	Cap
Attackers	10 units/round	Captured gate +2; active breach +2; captured full district +1; Doom 7+ gives +3	15 before final phase
Defenders	5 units/round	Palace/Citadel +2; Barracks +2; Temple +1; Market/Merchant Quarter +1; each held gate +1	10

Player Tokens

Rule	Effect
Movement	Each PC token moves 2 connected defender-controlled territories. Entering a contested territory is allowed, but ends movement.
Battle Bonus	If a PC token is in a defending territory, defenders roll 3 defense dice and keep the best 2.
Heroic Scene	Once per round, instead of only giving a battle bonus, a PC can trigger a heroic scene: 3 successes before 2 failures.

Basic Risk Combat

Rule	Procedure
Attacker dice	Roll up to 3 dice. Territory must have at least 2 units to attack.
Defender dice	Roll up to 2 dice, or 3 dice keep best 2 if a PC is present.
Compare	Highest vs highest; second-highest vs second-highest. Defender wins ties. Loser removes 1 unit per lost comparison.

Command Points

Defenders get **3 + number of players** Command Points per round.

Cost	Action
1	Move units from one territory to an adjacent friendly territory
1	Attack from one territory
1	Fortify a territory
1	Clear fire, panic, rubble, or refugees
2	Move reserves across the city
2	Launch coordinated counterattack
2	Attempt major objective

Attacker Attacks

Situation	Attacks per round
Early siege	3
One gate captured	4
Two gates captured	5
Doom 7+	6

Heroic Scenes

Difficulty	DC
Manageable	13
Dangerous	15
Desperate	17
Nearly impossible	20

Heroic Scene	Success
Hold the Gate	Cancel one enemy attack there
Extinguish Fire	Remove Burning
Rally Militia	Add 2 defender units
Rescue Civilians	Prevent Doom increase
Slay Lieutenant	Doom -1
Light Beacon	Relief +1
Break Siege Engine	Reduce attacker reinforcements by 2 next round

Important Territory Rules

Location	Rule
Gate	If captured, attackers can reinforce there
Wall	Defenders get +1 to highest defense die
Palace/Citadel	If lost, Doom +2
Temple	Helps morale/healing
Barracks	Gives defender reinforcements
Market	Gives resources, but vulnerable to fire
Signal Tower	If held, Relief +1 each round
Breach	Attackers can reinforce there

Random Event Table

Roll 1d12 each round.

d12	Event	Effect
1	Fire in the Market	One district becomes Burning. If ignored, Doom +1 next round.
2	Gate Buckles	One gate loses its defense bonus this round.
3	Refugee Surge	One road/territory is blocked until cleared.
4	Enemy Sappers	Place a wall breach. Attackers reinforce there next round.
5	Temple Bells	If defenders hold temple, gain +2 units. If not, Doom +1.
6	Rooftop Ambush	Defenders remove 1 attacker unit from one city territory.
7	Sewer Attack	Place 2 attacker units in an inner district.
8	Militia Rally	Add 2 defender units to a PC-occupied territory.
9	Panic Spreads	If no PC nearby, defenders retreat or lose 1 unit.
10	Enemy War Beast	Place 1 monster token. It attacks with +1 die.
11	Dark Ritual	Doom +1 unless disrupted this round.
12	Turning Point	Players choose: Relief +1, Doom -1, add 3 defenders, or remove 3 attackers.

Victory / Loss

Result	Condition
Total Loss	Doom reaches 10, or Palace/Citadel falls while Doom is 7+.
Relief Victory	Relief reaches 6 before Doom reaches 10.
Heroic Victory	The players defeat the enemy leader.

Enemy Leader

Trigger	Result
Doom reaches 7	Leader enters the city
Relief reaches 5	Leader rushes forward to finish the battle
Two lieutenants die	Leader intervenes personally
Palace approach is attacked	Leader appears near the palace

DM Operating Rule

Every round should answer: What is the worst thing happening in the city right now, and where do the players choose to be?