

CITY SIEGE: FINAL ASSAULT

Player Rules Handout

Your job: hold the city together long enough to **survive until relief arrives** or **defeat the enemy leader**. The attackers are effectively endless. You are not expected to kill them all.

1) Visible Tracks

Track	What It Means
Doom 0-10	How close the city is to collapse. At 10, the city falls unless you immediately turn the tide.
Relief 0-6	How close allied help is. At 6, help arrives and the city is saved.

2) Each Siege Round

Round Order	What Happens
1	A siege event happens.
2	Reinforcements arrive for both sides.
3	Players move hero tokens.
4	Defenders reposition, reinforce, or counterattack.
5	Battles are resolved with Risk-style dice.
6	Heroic actions may happen. Then Doom / Relief are checked.

3) Your Hero Token

- **Movement:** move up to **2 connected defender-controlled territories**. Entering a contested territory usually ends movement.
- **Support:** if your token is in a territory under attack, your presence improves the defense there.
- **Heroic Action:** instead of just support, take a direct action: hold a gate, stop a fire, rally defenders, rescue civilians, etc.

4) Risk-Style Combat

Core Risk Combat	Hero Bonus
<ul style="list-style-type: none">• Attacker rolls up to 3 dice.• Defender rolls up to 2 dice.• Compare highest vs highest, then second-highest vs second-highest.• Defender wins ties.• Each lost comparison removes 1 army.• A territory needs at least 2 armies to attack.	<ul style="list-style-type: none">• If a player character is present in the defending territory, defenders roll 3 defense dice and keep the best 2.• Army tokens represent total pressure on the map; exact creature types are visual shorthand.

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5) What You Can Usually Do

- Move your hero token to a threatened area.
- Help decide where defender reinforcements go.
- Support a defense where your token is present.
- Help launch a counterattack.
- Take a heroic action to solve a crisis.

6) Heroic Actions

When a crisis is too important to leave to simple dice, resolve it as a fast spotlight scene. These scenes can change the state of the siege.

Heroic Action	What Success Might Do
Hold a gate	Stop or blunt an enemy breakthrough.
Put out a fire	Prevent it from spreading or increasing Doom.
Rally militia	Add new defenders to a district.
Rescue civilians	Prevent panic or a worsening situation.
Light / protect a signal beacon	Help advance Relief.
Destroy a siege engine	Reduce enemy pressure.
Duel an enemy lieutenant	Remove a dangerous threat.
Clear a road or chokepoint	Restore movement and flexibility.

7) Important Places

Location	Why It Matters
Gates & Breaches	Enemy entry points. If they fall, pressure increases fast.
Walls	Strong defensive ground for slowing assaults.
Palace / Citadel	The city heart. If threatened late, things are dire.
Temple	A morale anchor and place of refuge.
Barracks	Strong point for organizing defenders.
Market / District Centers	Civilian areas vulnerable to fire and panic.
Signal Tower / Beacon	Critical if you want relief to arrive in time.

8) Victory & Loss

How You Win	How You Lose
<ul style="list-style-type: none">• Relief arrives before collapse.• You reach and defeat the enemy leader.• Both may happen, leading to a stronger victory.	<ul style="list-style-type: none">• Doom reaches 10 and the city collapses.• Defenses break beyond recovery.• The enemy leader wins before help arrives.

9) Quick Reminder

Every round, ask: **Where is the crisis?** You cannot be everywhere. The heart of the siege is choosing where to go, what to save, and what you are willing to sacrifice.

You are the city's fire brigade, command staff, and legendary heroes all at once.