

Dice Siege

Dice Siege is a fantasy themed solitaire roll & write where you attempt to prepare the best defenses and choose the right attacks for the approaching horde. To play you need 8 six-sided dice, a pencil and these play sheets. Can you survive the onslaught and emerge victorious or will your stronghold be overrun?

Dice Siege is played in a series of rounds. More attackers come into play every round. At the start of each round, circle the next line of attackers, showing which ones have started to attack. Previous round attackers that have not been destroyed continue to attack.

Now roll for your attack. Roll 6 dice up to three times, keeping or re-rolling any of the dice each time (2 more dice can be added for this roll later in the game). Use any of the attacker abilities based on the resulting dice. Note that you can only damage attackers that have entered the battle (with the exception of the Summon the Dead special ability).

Next, check off one damage to your stronghold for any attackers still alive, applying one damage for each unchecked attacker checkbox (except for the Trolls, which do 5 damage until killed regardless of checkboxes remaining). Apply this damage in order, from the Outer Walls to the Courtyard.

You win If you destroy all of the attackers before your stronghold is fully destroyed.

FAQ

- Are the special attacks normal rounds? No, do not roll for abilities or apply any normal attacker damage when resolving the special attacks.
- What happens after all of the attackers have entered the battle? Continue to play more rounds as normal until either all attackers are destroyed or your stronghold is reduced to zero, but no new attackers enter play.
- When is a level of the stronghold destroyed? All of the checkboxes must be checked for a level to be considered destroyed and for the next one to start taking damage. The Outer Walls are breached only when all of its checkboxes are checked off.
- Does 'Call to Arms' affect Rider damage? Yes, 'Call to Arms' doubles the damage from Riders as well, so each 3 rolled could possibly be worth up to four damage.
- Do Halflings count towards 'x of a kind' if used with other dice? Yes, but both 1's only count as one dice of a different number.

Your Abilities

- Archers - 2's rolled each do one damage.
- Warriors - 3's rolled each do one damage, but can only be used after the attackers have breached the Outer Walls or the Riders have arrived (see below).
- Trebuchets - 4's do 2 damage each, but you must have at least three 4's. The trebuchets cannot be used after the Outer Walls have been breached.
- Reinforcements - 6's rolled help unlock up to two extra dice or call for the Elves or Riders. 6's can be applied to any of the checkboxes below (they don't have to be unlocked in any order or in a single round).
 - Elves - Once the Elven archers and warriors arrive, 5's deal one damage if the Outer Walls have not been breached or two if they have.
 - Riders - Once the Riders arrive, 3's deal two damage. If the Outer Walls have not been breached or there are War Elephants attacking, 3's only do one damage.
 - Extra dice
 - Extra dice
- Halflings - Two 1's can be counted as one dice of any number

'x of a kind' unlocks special abilities. Each special ability can only be used once per game and cannot be used the round it is unlocked. Circle the checkbox when it is unlocked and check it off when used. Dice used for special abilities can be used for other abilities as well.

- 3 of a kind - Wizard's Light - Deal 6 damage
- 3 of a kind - Repurpose Rubble - Double trebuchet damage for one round
- 4 of a kind - Targeted Attack - Double the damage from 2's for one round
- 4 of a kind - Call to Arms - Double the damage from 3's for one round
- 5 of a kind - Heroic Deeds - Destroy 1 round of attackers
- 5 of a kind - War Horn - Do not apply damage from the attackers for one round
- 6 of a kind - Shieldmaiden - Destroy the Greater Wyvern
- 6 of a kind - Summon the Dead - Deal 15 damage. Can be applied to attackers that have not entered the battle

Stronghold

Epic difficulty: Don't use the lighter checkboxes (10 OuterWalls, 10 Inner Walls, 5 Courtyard)

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|---|---|
| Outer Walls | <pre style="text-align: center;"> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></pre> |
| Inner Walls (<i>Warriors may now attack and trebuchets can no longer be used</i>) | <pre style="text-align: center;"> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></pre> |
| Courtyard (<i>Roll the dice up to 4 times instead of just 3</i>) | <pre style="text-align: center;"> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></pre> |

Round Summary

- 1 - Circle the next line of attackers
- 2 - Roll for abilities (remember to check for special ability unlocks)
- 3 - Apply attacker damage