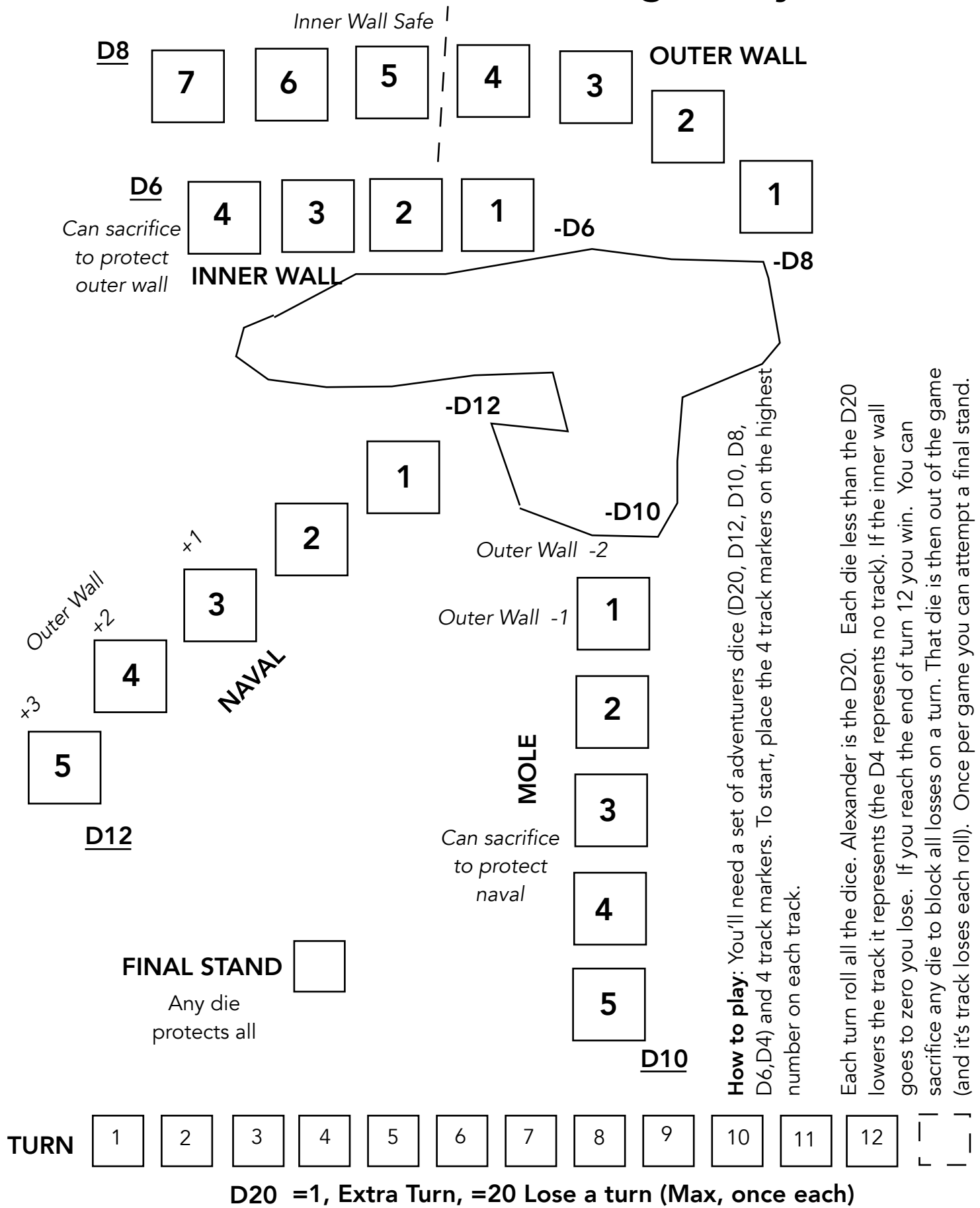


332 BC, Alexander's Siege of Tyre



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You play as Tyre, trying to save the elite of the city from Alexander.

How to play:

You'll need a set of adventurers dice (D20, D12, D10, D8, D6, D4) and 4 track markers. To start, place the 4 track markers on the highest number on each track.

Each turn roll all the dice. Alexander is the D20. Each die less than the D20 lowers the track it represents (the D4 represents no track). If the inner wall goes to zero you lose. If you reach the end of turn 12 you win (the D20 1 and 20 rolls can change the game length). You can sacrifice any die to block all losses on a turn. That die is then out of the game (and it's track loses each roll). Once per game you can attempt a final stand; you must choose that before the rolling the dice.

Note that some positions, like Naval at 5, effect other tracks.

When a track reaches the end, you lose that die.

You can take a loss on the Mole track to block a naval loss.

When the outer wall is greater than 4, the inner wall takes no losses.

However, you can take a loss on the inner wall track to block an outer wall loss.

Winning means the elite of Tyre escaped Alexander's wrath and a record of their civilization survives. Alexander still takes the city!

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