

Siege

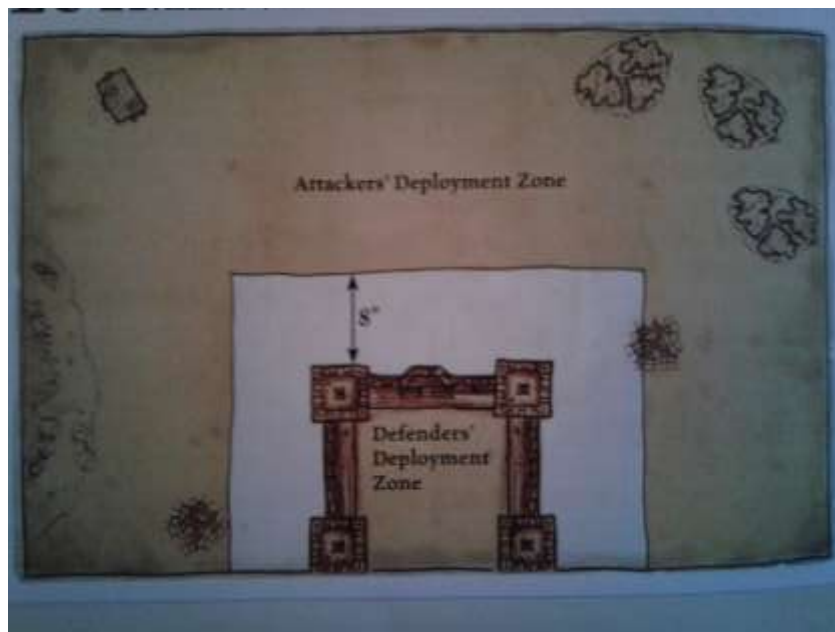
Points

100% equal, with the same number of points available as Siege Points (see below).

Siege Points

Siege points are spent on siege equipment (see the Siege Equipment section).

Table Layout



Splitting Units

The Defender can split up units to occupy more than one section of the fortress when deployed. Each part operates separately for the duration of the battle, but cannot gain experience. The unit cannot join back together during battle. Command groups can be put in either unit.

Starvation Roll

Before deployment, the Attacker rolls 1D6 for each Defender model in the fortress. They suffer 1 wound on a 1, with no armour saves allowed (ward saves are allowed). The Defender should temporarily adjust their roster to reflect these losses.

The Relief Force

Before deployment, the Defender must hold back a proportion of their Army, which will turn up during the battle as reinforcements. No starvation roll is made for these models. At the start of each turn, starting from Turn 2, roll 2D6. Add the turn number to the score. On a score of 10 or more, the relief force arrives.

The relief force enters play in the same manner as reinforcements described in the rulebook. Roll a D6. On a 1-2, the relief force arrives on the table edge to the left of the fortress. 3-4 on the table edge opposite the fortress. 5-6, on the table edge to the right of the fortress.

Deployment

While the table layout above shows that the Attacker may deploy a minimum of 8" from the walls, this should be 16".

At the start of the battle, place three objective markers on the fortress. The Attacker places the first, the Defender the second, and the Attacker the third. You cannot place two objectives on the same fortress section. The position of the objective within the section does not matter.

Once the objective markers have been placed, the Defender deploys their entire Army.

The Attacker then deploys their entire Army, anywhere more than 8" away from the fortress walls.

Pre-Battle

1. Defender Artillery Fire: Roll two dice for each defending stone-thrower or cannon in the fortress. Each roll of a 6 destroys one attacking war machine that is in range and sight of the defending war machine.
2. Attacker Artillery Fire: Roll two dice for each attacking stone-thrower, cannon, or bolt-thrower. Re-roll all rolls of 6. If the re-roll is 1-3, the attack destroys one defending war machine that is in range and sight of the attacking war machine. 4-6 causes a breach in a wall section that is in range and sight of the attacking war machine. Bolt-throwers cannot breach wall sections and will count re-rolls of 4-6 as misses.
3. Defensive Missile Fire: Defender troops that didn't already shoot in the Defender Artillery Fire phase may now shoot twice. Artillery that shoots in this phase and suffers a misfire may not be used in the first turn of the battle (but do not roll on the misfire table).

First Turn

The Attacker takes first turn.

Breached Sections

A breached fortress section no longer counts as a fortress section. It now follows the rules for a Ruin. Objective markers remain and are still objectives.

Moving Around the Fortress

Each wall, gate, and tower section is counted as a separate fortress section. Units in one section can move to an adjacent section as long as it is unoccupied, or can choose to attack connected sections in the combat phase. A unit assaulting another section still counts as being in the section from which they are assaulting. Friendly units in adjacent sections can swap places. Any unit can garrison a fortress section, though mounts cannot fight – use the rider's stats, and reduce armour etc. accordingly.

Movement from the Fortress

A unit occupying a fortress section cannot move from the outward facing side of the section unless it is a gateway section.

A unit occupying a fortress section can move from the inward facing side of the section, and may also declare a charge in this direction. The unit draws Line of Sight as if its front is the entire length of the section.

Towers and Gateways

Towers and Gateways can be occupied by a unit and a war machine. Place the war machine on the tower or gateway, and measure attacks from its location, not the fortress section. If the section is assaulted, both the unit and war machine crew may take part in the combat.

Units can move through gateway sections if they are held by their own units. They can move as if the gateway were open ground. Charges can be declared on Enemy units on the other side of the gateway. As long as a player is in control of the gateway section, it does not block line of sight for the purposes of charging.

Shooting from the Fortress

Up to ten models, plus a war machine, are allowed to shoot from each fortress section.

A unit occupying a section can see 360 degrees and measures range from any point on the section.

Shooting at the Fortress

Models occupying a fortress section or gateway section count as being in Soft Cover.

Models occupying a tower section count as being in Hard Cover.

Assaulting the Fortress

A single section can only be assaulted by one unit at a time.

The normal rules for fighting close combat apply with the following exceptions:

Units attacking from the outside of the fortress are assumed to have ladders or grappling hooks that allow them to assault fortress sections. Unless they have the Fly special rule, models attacking this way must halve I, rounding down, and have -1 to hit in close combat.

Mounts other than those with the Fly special rule cannot take part in these attacks, unless the wall is breached. This also means that bonuses for being mounted are ignored (Lances, Mounts Protection etc). Note that if the mount has the Fly special rule, it may also join in the attack and grant it's mount the normal rules.

Models in a fortress section are Stubborn.

The following special attacks do not apply in the assault, even from a model with the Fly special rule: Impact Hits, Grinding Attacks, Stomps, Thunderstomps.

Resolve combat resolution as normal with the following changes:

A unit in a fortress section adds +1 to combat resolution for each connected section occupied by a friendly unit.

Ranks are not counted.

Losing a Section

A unit occupying a section that is defeated in combat has two choices:

Retreat into an adjacent unoccupied section if it wishes. If the defending unit cannot abandon the section.

Flee directly away from the section into the fortress courtyard.

The attacking unit must occupy the vacated section.

Rocks

Units occupying a fortress section count as being armed with heavy rocks with the following profile:

Range: 1". S: 3. Special: Quick to Fire.

Rock can be used to Stand and Shoot as a charge reaction.

These rocks cannot be used against models with the Fly special rule, unless that model is assaulting from another fortress section or siege tower.

Rocks always hit on a 5+. Even units that are normally unable to Stand and Shoot may do so.

Victory Conditions

The game ends at the end of Turn 5. The Attacker wins if they have captured all three objectives. The Defender wins if the Attacker only has one objective (or none), or if they are relieved (see below). If the Attacker controls two objectives, then use normal victory points.

Relieved!

The Defender wins immediately if a unit of 5 or more models from the relief force enters the fortress through a gateway before the end of Turn 5. The models must enter through the gateway. Flying or tunnelling or any other sort of movement doesn't count. Also note that in order to move through the gateway, it must be occupied by a friendly unit.

Conquest Points

Loss – 0 Conquest Points.

Draw – 0 Conquest Points.

Win – 7 Conquest Points.

Siege Equipment

The following is a list of equipment that can be used for the Siege scenario.

Attacker

Pavises

400 Points per unit

Can only be used by units equipped with the following weapons: Bows of any sort, handguns of any sort, crossbows.

Unit counts as being in light cover.

Siege Ammunition

175 Points per unit

Stone throwers and cannons equipped with siege ammunition that hit a fortress section in the shooting phase will breach it on a D6 roll of a 6+.

Hasty Assault

½ total Points

If the Attacker makes a Hasty Assault, all Defender Starvation Rolls may be re-rolled. However, the Defender cannot start rolling for their Relief Force until Turn 4, and the force suffers a -1 penalty to its arrival roll.

Siege Tower

1750 Points

A siege tower counts a building that can move. Siege towers can be occupied in the same way as a fortress section.

Name	M	WS	BS	S	T	W	I	A	Ld
Siege Tower	*	-	-	-	8	7	-	-	-

Movement

Roll a D6 before moving the siege tower:

1: Wheel falls off! May not move this turn.

2-6: Move 5".

Siege towers cannot charge, wheel, or reform. They always move in a straight line forward, but can move into contact with a fortress section. If they do, the siege tower is essentially now a part of the fortress.

Special Rules

1+ Armour Save

Enemies may elect to target the tower or the unit within for both ranged and close combat attacks.

Two 6s must be rolled to destroy a Siege Tower in the Defensive Artillery Phase.

Flammable

Units inside the tower count as being in Hard Cover.

If the tower is destroyed, all units within it suffer a S5 hit with Multiple Wounds (D3).

Immune to Poisoned Attacks and Lethal Strike.

The Siege Tower may be deployed as close as 10" from the fortress, rather than the normal 16".

Battering Ram

750 Points (plus further Upgrades)

A battering ram counts as a Chariot.

Name	M	WS	BS	S	T	W	I	A	Ld
Battering Ram	1D6 +2	-	-	-	6	6	-	-	-
6 Crew	-	3	3	3	-	-	3	5	7

A battering ram has a 1+ Armour Save and is immune to Toxic Attacks.

Special Rules

Unbreakable, Flammable

Fixed Axle – Battering rams cannot charge, wheel, or reform. They always move in a straight line forward, but can move into contact with a fortress section.

Batter – Once in contact with a fortress section, roll a D6 at the start of each combat phase in which it is in contact. The section will be breached on a 5+. If the section is a gateway, it is breached on a 4+.

Immune to Poisoned Attacks and Lethal Strike.

The Battering Ram may be deployed as close as 10" from the fortress, rather than the normal 16".

Upgrades – Only one upgrade can be taken per Battering Ram

Steel tip – **200 Points** – Fortress Section and Tower Breach rolls +1.

Flaming ram – **200 Points** – Gateway Breach Rolls +1.

Dampened Hides – **100 Points** – No longer Flammable

Steam Tank Battering Ram

400 Points. Empire of Sonnstahl only.

Upgrades a Steam Tank so that it can Batter any section of fortress within 1", as described under Battering Ram.

Monstrous Battering Clubs

400 Points per unit

Any Monster or unit of Monstrous Infantry can be given battering clubs. These can be used to Batter any section of fortress within 1", as described under Battering Ram.

Undermines

400 Points

For each undermine taken the Attacker can roll an additional two D6 in the Attacker Artillery Fire phase. However, undermines cannot destroy war machines, only breach fortress sections. Therefore, ignore rolls of 1-3.

A Dwarven Holds or The Vermin Swarm army that chooses this option roll an additional three D6 rather than two.

Restless Dead

1750 Points. Vampire Covenant only.

Before Starvation Rolls, the Attacker selects a Defender unit. Any wounds caused by starvation on that unit provide a wound to a new Phantom Host that can be deployed anywhere, even within the fortress. Note that this means the new unit starts with 1-4 wounds. If more than 4 wounds are caused to the unit, a second Phantom Host will be created.

Warp-Doom Magma-Cannon

3000 Points. The Vermin Swarm only.

The Warp-Doom Magma-Cannon counts as a War Machine.

Name	M	WS	BS	S	T	W	I	A	Ld
Cannon	-	-	-	-	7	6	-	-	-
3 Crew	5	3	3	3	3	-	4	1	5

Special Rules

In order to destroy the cannon in the Pre-Battle phase, the Defender must roll a total of four 6s.

The cannon cannot fire in the Pre-Battle phase.

Firing the cannon – The cannon may be fired in the shooting phase. It fires an artillery dice x5 in a straight line. Anything hit suffers a S6 hit with Armour Piercing (6) and Multiple Wounds (D3).

If a Misfire is rolled, roll a D6.

1-3: Meltdown – the cannon explodes. All models within 3D6” of the cannon’s base take a hit at the Strength of an artillery dice roll. If a second Misfire is rolled, the explosion grows another 3D6”. Repeat until the strength is determined.

4-6: Overload – roll the scatter dice. This is the direction that the cannon fires. Roll for the shot again as normal.

Explodin' Scrap Wagon

400 Points. Orcs and Goblins only.

Upgrades a Scrap Wagon to explode on impact with a fortress section. If the wagon makes contact with a fortress section in the Movement phase, it explodes. This destroys the scrap wagon, but breaches a fortress section on a 2+ and a gateway section on a 2+.

Mad Bomberz

75 Points. Ogre Khans and Orc and Goblins only. Up to 3 allowed.

A Mad Bomber should be on a 20-25mm square base, or a 25mm round base.

A Mad Bomber counts as Infantry with the following profile:

Name	M	WS	BS	S	T	W	I	A	Ld
Mad Bomber	2D6	-	-	-	3	1	-	-	10

Special Rules

Immune to Psychology. Unbreakable.

Totally Mad

A Mad Bomber moves in a straight line in a direction of the controlling player's choice in their first Movement Phase. However, from the second Turn onwards, the Mad Bomber moves in a random direction (use a scatter dice) on a D6 roll of 1-3. On a 4-6 that player may again choose which direction. A Hit! on the scatter dice means the Mad Bomber has had a sudden spike in adrenaline. Roll direction again but move 3D6. If a second Hit! is rolled, the Mad Bomber explodes as if slain (see below).

BOOM!

When a Mad Bomber makes contact with a fortress section, it explodes. Place the small template centred on the Mad Bomber. Any model touched by the template is hit by a S6 hit. A fortress section touched by the template is breached on a 3+. A gateway is breached on a 2+. Remove the Mad Bomber.

When a Mad Bomber makes contact with any unit, it explodes. Place the small template centred on the Mad Bomber. Any model touched by the template suffer a S6 hit. A fortress section touched by the template is breached on a 3+. A gateway is breached on a 2+. Remove the Mad Bomber.

If a Mad Bomber touches any other terrain piece, it explodes. Place the small template centred on the Mad Bomber. Any model touched by the template suffer a S6 hit. A fortress section touched by the template is breached on a 3+. A gateway is breached on a 2+. Remove the Mad Bomber.

If a Mad Bomber is slain before hitting anything, it explodes. Place the small template centred on the Mad Bomber. Any model touched by the template suffer a S6 hit. A fortress section touched by the template is breached on a 3+. A gateway is breached on a 2+. Remove the Mad Bomber.

Defender

Note that any upgrade to or inside of a fortress section is lost if the section becomes a Ruin.

Moat

4500 Points

Place a 4" Moat around the fortress. This counts as a Lake for terrain purposes and should begin 1" from the walls and end 3" from the walls.

Tower Upgrade: Cursed Fane

750 Points. Beast Herds, Daemon Legions, Dread Elves, Infernal Dwarves, The Vermin Swam, Undying Dynasties, Vampire Covenant, Warriors of the Dark Gods only.

Any unit occupying this tower causes Fear. In addition, any enemy unit in base contact with the tower suffers D6 S1 hits that ignore armour saves. These occur before combat begins but do not apply to combat resolution.

Witch's Cauldron

750 Points

Any unit and/or character in the same section as the cauldron can drink from it at the start of any of their Turns. Roll a D6.

On a 1, the unit suffers D6 S3 hits with no armour saves allowed.

On a 2+, one randomly selected characteristic is increased by 1 until the start of their next turn.

Flaming Ammunition

400 Points per unit

A Defender unit that has a missile weapon (including War Machines) can be equipped with flaming ammunition. Once per battle, instead of making a normal shooting attack, the unit can attack a war machine (including siege towers and battering rams) that is in range. Roll a D6 for the entire attack, no matter how many models there are in the unit. On a 6+, the target is destroyed.

Cauldron of Boiling Oil

400 Points per unit

One use only. Any unit in this section has a Breath Weapon (S1, AP6) that can only be used in close combat. This can only be used against an enemy assaulting the wall from the ground.

Tower Upgrade: Warded Tower

400 Points

Any unit occupying this tower has Magic Resistance (2).

Gateway Upgrade: Hell Gate

400 Points

The gateway equipped with this has a S4 Breath Weapon with the Flaming Attacks special rule. Can be used in the combat phase against enemies who are assaulting the gateway.

Sally Forth!

400 Points

The Defender can attempt a sally to destroy one of the Attacker's war machines (including siege towers or battering rams). For each Sally Forth! purchased, the Defender can roll an additional 2 dice in the Defensive Artillery Fire phase.

Tower Upgrade: Brewhouse

750 Points. Beast Herds, Dwarven Holds, Empire of Sonnstahl, Infernal Dwarves, Kingdom of Equitaine, Ogre Khans, Orcs and Goblins, Warriors of the Dark Gods only.

Any unit occupying this tower may drink the brew in any of their Magic phases, restoring D3 Wounds. However, if a 6 is rolled, the unit is subject to stupidity for the rest of the game.

Tower Upgrade: Wizard's Tower

750 Points

Any Wizard who is in the tower at the start of the Magic phase gains the Pathmaster special rule for one of their chosen Paths of Magic.

Tower Upgrade: Tower of Blood

750 Points. Beast Herds, Daemon Legions, Dread Elves, Infernal Dwarves, The Vermin Swam, Vampire Covenant, Warriors of the Dark Gods only.

Any unit occupying this tower has the Hatred and Frenzy special rules.

Tower Upgrade: Holy Shrine

750 Points. Dwarven Holds, Empire of Sonnstahl, Highborn Elves, Kingdom of Equitaine, Saurian Ancients, Sylvan Elves, Undying Dynasties only.

Any unit occupying this tower has the Divine Attacks special rule for both close combat and shooting attacks.

Dimensional Portal

750 Points. Daemon Legions only.

The Defender can choose which table edge the Relief Force arrives on, rather than rolling.