

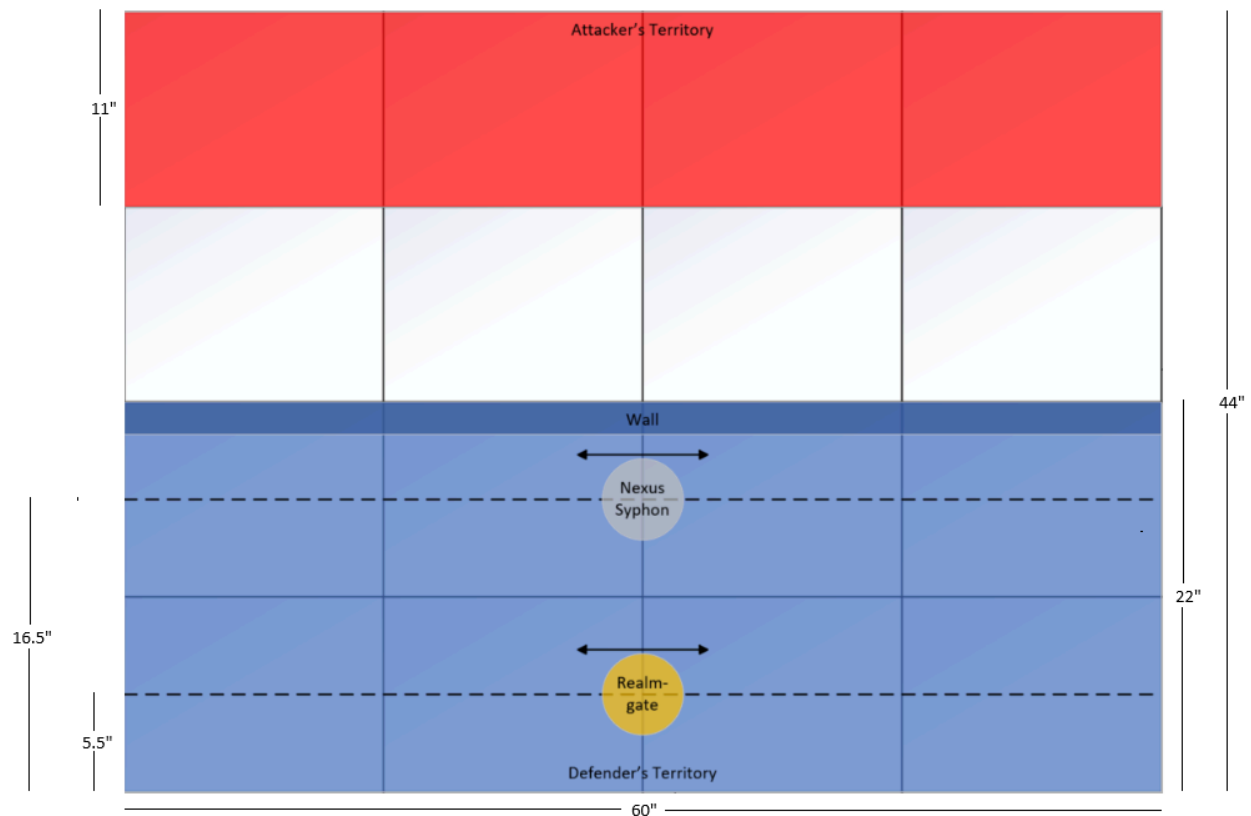
ASSAULT ON RUSTGARD AOS 3.0

SIEGE EVENT CHEAT SHEET

MODIFIED RULES

1. All Commands will “come from above” such that restrictions on who can Issue commands and what range they need to be within will be ignored. However restrictions on who can Receive Commands will still be respected. This means that you do NOT need to ensure that the “correct” Hero is available and near a unit in order to issue a Command that unit (so long as the Unit is able to Receive the Command).

BEFORE THE GAME



OBJECTIVE

The game will last 5 rounds. At the conclusion of the 5th round:

- a. If the Defender controls the Realmgate Objective & the Nexus Syphon still stand, they win a **major victory**.
- b. If the Defender controls the Realmgate Objective & the Nexus Syphon still has been destroyed, they win a **major victory**.
- c. If the Attacker controls the Realmgate Objective & the Nexus Syphon still stands, they win a **minor victory**.
- d. If the Attacker controls the Realmgate Objective & the Nexus Syphon has been destroyed, they win a **major victory**.

SETUP

The Defender will setup first and

1. Setup a wall along the centerline (22") of the board with 1 Gate. Each element of this wall will count as a [Stronghold terrain feature](#).
2. Setup a Realmgate Objective anywhere along a line 1/8th (5.5") of the board from their long edge. The team that holds the Realmgate after turn 5 is the victor.
3. Setup a Nexus Syphon [Strongpoint terrain feature](#) anywhere along a line 3/8th (16.5") of the board from the long edge. If the Attacker destroys the Nexus Syphon, all other Strongpoint terrain feature effects are disabled for the rest of the game. For this game the Nexus Syphon cannot be damaged by ranged attacks or spells.
4. Setup 1 Shattered Temple, 1 Cleansing Aqualith, and 4 Guardian Idol [Strongpoint terrain features](#). Guardian Idols may be placed on the Wall (that wall section gains the Ward save from the Guardian Idol). If the Wall below it is destroyed then the Guardian Idol is destroyed as well.
 - Baleful Realmgates & Domicile Shells [Strongpoint terrain features](#) will not be used in this game.
5. Setup their units entirely.

The Attacker will setup second entirely in their deployment zone which occupies ¼ (11") of the board.

After the Siege Phase the Warlords will roll off for the first turn. After that all turns will be alternating (no double turn)

SIEGE PHASE

SIEGE ROLL

Both the attacker and defender secretly pick a number by hiding a dice behind one hand. The attacker must pick a number from 1 to 3, and the defender a number from 4 to 6 based on their preferred Siege Tactic from the chart below. Once both players have chosen their numbers, the dice are revealed, and the numbers cross-referenced on the siege table below, which will tell you what modifiers (if any) apply to the effects of the siege.

Defender's Siege Tactic	Attacker's Siege Tactic		
	1 – Cut Off Supplies	2 – Demolish	3 – Mine
4 – Gather Supplies	-1 Starve	+1 Batter -1 Starve	+2 Tunnel -1 Starve
5 – Rebuild	+1 Starve -1 Batter	-1 Batter	+2 Tunnel -1 Batter
6 – Counter-mine	+1 Starve -2 Tunnel	+1 Batter -2 Tunnel	-2 Tunnel

SIEGE EFFECTS

Next, the Attacker rolls to determine the effect of their siege methods on the Defender. Make all of the Starve rolls first, then the Batter rolls, and then finally the Tunnel rolls. Be sure to include the effects of any relevant Siege Allegiance Abilities.

Starve: The attacker rolls a dice for each unit in the defender's army, subtracting 1 from the roll if the unit is a HERO and applying the modifier from the Siege table (if there is one). On a 5+, that unit suffers D3 mortal wounds.

Batter: The attacker rolls a dice for each terrain feature wholly within the defender's territory, applying the modifier from the Siege table (if there is one). On a 5+, the terrain feature takes 2D6 Mortal Wounds if it is a Stronghold or Strongpoint terrain feature.

Tunnel: The attacker and the defender each roll a dice. The attacker applies the modifier from the Siege table to their roll (if there is one). If the attacker's roll is higher, they have completed a tunnel. They can then pick up to 1 HERO that does not have a mount and is not a MONSTER or WAR MACHINE, and up to 2 other units that do not have mounts and are not MONSTERS or WAR MACHINES, to send into the tunnel.

Units sent into the tunnel are removed from the battlefield. At the start of any of the attacker's movement phases, all of the units sent into the tunnel can be set up on the battlefield. They must be set up more than 3" from all enemy units and within 3" of each other. This counts as their move for that movement phase.

SIEGE EQUIPMENT

For up to every 500 pts in their army, The Attacker receives 1 Siege Equipment point. Siege Equipment is assigned to a unit at the end of the Siege Phase and costs the listed number of points unless otherwise noted.

WAR MACHINES, MONSTERS, Artillery, Behemoths, & units with Mounts may not be equipped with, pickup, drop, use, or benefit from Siege Equipment.

Siege Equipment may be dropped by a unit. If the unit is destroyed, its Siege Equipment is dropped. If a piece of Siege Equipment is dropped, place a token within 1" of the unit that dropped it. A dropped piece of Siege Equipment can be picked up by another unit (including a unit from the opposing team) if a model from the unit passes within 1" of the Siege Equipment token during their movement.

LADDER (1 point) - Units equipped with Ladders ignore the -1 To Hit penalty for attacking units inside a GARRISON. Units that can FLY naturally ignore the -1 To Hit penalty during a Siege Battle and thus, do not benefit from Ladders (though they can transport them).

Ladders may be placed against terrain and they allow the unit to traverse the vertical distance of the terrain for 1" of movement. Ladders also cause the vertical distance of the terrain is also ignored for Coherency purposes.

**Designer's Note: a unit may abandon a ladder on a wall and another unit can use it by "picking it up" at the bottom of the wall and then "dropping it" at the top of the wall.*

BATTERING RAM (1 point) - Units equipped with Battering Rams are considered MONSTERS for the purpose of attacking enemy Defensive Fortifications (i.e. they will be able to use the rend of their weapons).

SIEGE TOWER (2 points) - A siege tower counts as 2 pieces of siege equipment when being selected by a Siege Attacker. A Siege Tower is a Terrain Feature that may be garrisoned by a single unit that does not contain any MONSTERS, WAR MACHINES, Artillery, Behemoths, or units with Mounts.

- Units inside a Siege Tower are considered to have both Ladders and Battering Rams
- Additionally, one Hero may Garrison with a unit inside a Siege Tower, so long as it meets the same requirements.
- When a Siege Tower is garrisoned, it gains a movement speed equal to the movement speed of the unit (not Hero) garrisoned inside of it.
- A Siege Tower may be attacked and destroyed by the Siege Defender.
 - Siege Towers have 15 Wounds and a 4+ Save.
 - In addition, roll a dice each time you allocate a mortal wound to this unit. On a 5+ that mortal wound is negated.

PHASE MODIFICATIONS

HERO PHASE

- Each army/player generates 1 Command Point if their general is on the battlefield
- All restrictions on the number of times a Command may be used are on a per-player-basis
- All restrictions on the number of times a Spell may be used are on a per-player-basis
- Each Wizard can cast only 1 spell
- If a Wizard could cast/dispel/unbind more than 1 spell, each spell after the first grants +2 to the cast/dispel/unbind roll

MOVEMENT PHASE

- Normal

SHOOTING PHASE

- Ranged attacks can be executed at 2x their normal range with a -1 To Hit penalty. HEROES cannot be targeted in this way unless they are MONSTER HEROES.

COMBAT PHASE

- All pile-ins are executed for the side whose turn it is, then for the opposing side
- All combat is resolved simultaneous (regardless of who rolls first, all models eligible to fight at the beginning of combat get to fight)
- Strike-First & Strike-Last confer a +1 To Hit and -1 To Hit effect, respectively, instead of their normal effects
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BATTLESHOCK PHASE

The Battleshock phase is not used

SELECT RULES AND TABLES

RUSTGARD RULES

- Nexus Syphon
 - The Nexus Syphone cannot be damaged by ranged attacks or spells

- If the Nexus Syphon is destroyed, all Strongpoint Terrain Features lose their special rules

UNIT STATS

UNIT	WOUNDS	SAVE	MW WARD	SPECIAL RULES
Stronghold Terrain Wall	20	3+	4+	Can be Garrisoned
Stronghold Terrain Gate	15	4+	5+	
Strongpoint Guardian Idol	15	4+		Friendly models within 3" get a 6+ Ward
Strongpoint Nexus Syphon	20	4+		Guardian Idols within 24" grant a 5+ Ward
Strongpoint Cleansing Aqualith	30	4+		At the start of your Hero Phase, Heal D3 Wounds to friendly units wholly within 12" (roll only once for Siege for speed)
Strongpoint Shattered Temple	30	4+		- Defensible (30 models). - 1+ chanting rolls for friendly Priests wholly within 12". - 5+ Rally for friendly units wholly within 12".
Siege Equipment Siege Tower	15	4+	5+	Can be Garrisoned by 1 non-mount Hero & 1 non MONSTER/WAR MACHINE/Artillery/Behemoth/Mount unit

- Stronghold Terrain Walls: 20W, 3+ Save, 4+ MW Ward
- Stronghold Terrain Gates are 15W, 4+ Save, 5+ MW Ward
- Guardian Idols are 15W, 4+ Save

TABLES

SIEGE ALLEGIANCE ABILITIES

CHAOS

BEASTS OF CHAOS

Attacker: If you have a Beasts of Chaos army, add 1 to Starve rolls in the siege phase.

Defender: If you have a Beasts of Chaos army, once per battle, you can use the Sally Forth Defender's command ability without spending any command points.

BLADES OF KHORNE

Attacker: If you have a Khorne army, once per battle, you can use the Cry Havoc! Attacker's command ability without spending any command points.

Defender: If you have a Khorne army, subtract 1 from Starve rolls in the siege phase.

DISCIPLES OF TZEENTCH

Attacker: If you have a Tzeentch army, at the start of the first battle round, after determining who has the first turn, you can remove 1 friendly TZEENTCH unit from the battlefield and set it up again (any restrictions in the set-up instructions for the battleplan being used still apply).

Defender: If you have a Tzeentch army, subtract 1 from Batter rolls in the siege phase.



HEDONITES OF SLAANESH

Attacker: If you have a Slaanesh army, after armies have been set up but before the first battle round begins, friendly SLAANESH units can move up to 4".

Defender: If you have a Slaanesh army, once per battle, you can use the Boiling Oil Defender's command ability without spending any command points.

MAGGOTKIN OF NURGLE

Attacker: If you have a Nurgle army, in the first battle round, subtract 1 from hit rolls for attacks made with missile weapons that target friendly NURGLE units.

Defender: If you have a Nurgle army, at the end of each battle round, roll a dice for each enemy unit garrisoning any terrain features. On a 5+, that unit suffers D3 mortal wounds.

SKAVENTIDE

Attacker: If you have a Skaventide army, add 1 to your Tunnel rolls in the siege phase.

Defender: If you have a Skaventide army, once per battle, you can use the Take Cover Defender's command ability without spending any command points.

SLAVES TO DARKNESS

Attacker: If you have a Slaves to Darkness army, once per battle, you can use the Reinforcements Attacker's command ability without spending any command points.

Defender: If you have a Slaves to Darkness army, subtract 1 from Starve rolls in the siege phase.

DEATH

FLESH-EATER COURTS

Attacker: If you have a Flesh-eater Courts army, in the first battle round, you can re-roll run rolls for friendly FLESH-EATER COURTS units.

Defender: If you have a Flesh-eater Courts army, ignore the effects of any Starve rolls in the siege phase.

LEGIONS OF NAGASH

Attacker: If you have a Legions of Nagash army, add 1 to the roll made for the Reinforcements Attacker's command ability.

Defender: If you have a Legions of Nagash army, ignore the effects of any Starve rolls in the siege phase.

NIGHTHAUNT

Attacker: If you have a Nighthaunt army, ignore the effects of the Boiling Oil Defender's command ability on any friendly NIGHTHAUNT units.

Defender: If you have a Nighthaunt army, ignore the effects of any Starve rolls in the siege phase.

OSSIARCH BONEREAPERS

Attacker: If you have an Ossiarch Bonereapers army, in the first battle round, add 1 to save rolls for attacks that target friendly OSSIARCH BONEREAPERS units.

Defender: If you have an Ossiarch Bonereapers army, ignore the effects of any Starve rolls in the siege phase.

DESTRUCTION

GLOOMSPITE GITZ

Attacker: If you have a Gloomspite Gitz army, once per battle, you can use the Demolition Charges Attacker's command ability without spending any command points.

Defender: If you have a Gloomspite Gitz army, subtract 1 from Tunnel rolls made by the Attacker in the siege phase.



OGOR MAWTRIBES

Attacker: If you have an Ogor Mawtribes army, add 1 to Batter rolls in the siege phase.

Defender: If you have an Ogor Mawtribes army, subtract 1 from the number of mortal wounds inflicted on friendly **OGOR MAWTRIBES** units as a result of any Starve rolls in the siege phase.



ORRUK WARCLANS

Attacker: If you have an Orruk Warclans army, once per battle, you can use the Cry Havoc! Attacker's command ability without spending any command points.

Defender: If you have an Orruk Warclans army, subtract 1 from Batter rolls in the siege phase.



ORDER

CITIES OF SIGMAR

Attacker: If you have a Cities of Sigmar army, in the first battle round, add 1 to hit rolls for attacks made with missile weapons by **CITIES OF SIGMAR WAR MACHINE** units.

Defender: If you have a Cities of Sigmar army, once per turn, you can use any Defender's command ability without spending any command points.



DAUGHTERS OF KHAINE

Attacker: If you have a Daughters of Khaine army, after armies have been set up but before the first battle round begins, friendly **DAUGHTERS OF KHAINE** units can move up to D6".

Defender: If you have a Daughters of Khaine army, once per battle, you can use the Sally Forth Defender's command ability without spending any command points.



FYRESLAYERS

Attacker: If you have a Fyreslayers army, add 1 to your Tunnel rolls in the siege phase.

Defender: If you have a Fyreslayers army, subtract 1 from Batter rolls in the siege phase.



IDONETH DEEPKIN

Attacker: If you have an Idoneth Deepkin army, in the first battle round, subtract 1 from hit rolls for attacks made with missile weapons that target friendly **IDONETH DEEPKIN** units.

Defender: If you have an Idoneth Deepkin army, once per battle, you can use the Take Cover Defender's command ability without spending any command points.

KHARADRON OVERLORDS

Attacker: If you have a Kharadron Overlords army, after armies have been set up but before the siege phase begins, you can remove D3 friendly **KHARADRON OVERLORDS** units from the battlefield and set them up again (any restrictions in the set-up instructions for the battleplan being used still apply).

Defender: If you have a Kharadron Overlords army, in the first battle round, add 1 to hit rolls for attacks made with missile weapons by friendly **KHARADRON OVERLORDS** units garrisoning any terrain features.



SERAPHON

Attacker: If you have a Seraphon army, friendly units returned to the battlefield by the Reinforcements Attacker's command ability can be set up anywhere on the battlefield more than 9" from any enemy models, instead of wholly within 6" of the battlefield edge.

Defender: If you have a Seraphon army, subtract 1 from Tunnel rolls made by the Attacker in the siege phase.



STORMCAST ETERNALS

Attacker: If you have a Stormcast Eternals army, do not take battleshock tests for friendly **STORMCAST ETERNALS** units in the first battle round.

Defender: If you have a Stormcast Eternals army, once per battle, you can use the Sally Forth Defender's command ability without spending any command points.



SYLVANETH

Attacker: If you have a Sylvaneth army, add 1 to Batter rolls in the siege phase.

Defender: If you have a Sylvaneth army, once per battle, you can use the Take Cover Defender's command ability without spending any command points.

LUMINETH REALM-LORDS

Attacker: If you have a Lumineth Realm-Lords army, once per battle, you may reroll a failed casting roll.

Defender: If you have a Lumineth Realm-Lords army, once per battle, one of your wizards may cast Mystic Shield without making a casting roll or using a spell attempt.

SIEGE COMMAND ABILITIES

ATTACKER'S COMMAND ABILITIES

Cry Havoc!: *Warriors are ordered to attack no matter the cost.*

You can use this command ability in the combat phase. If you do so, pick a friendly unit within 6" of a friendly **HERO** or 12" of your general. For the rest of that combat phase, add 1 to hit rolls and subtract 1 from save rolls for that unit.

Demolition Charges: *Explosives are used to shatter enemy fortifications.*

You can use this command ability in your hero phase. If you do so, pick a terrain feature that is within 3" of a friendly unit, and within 6" of a friendly **HERO** or 12" of your general. Roll a dice for each enemy unit garrisoning that terrain feature. On a 4+ that enemy unit suffers D3 mortal wounds.

Reinforcements: *Fresh troops arrive to join the battle.*

You can use this command ability in your hero phase. If you do so, roll a dice. On a 4+, pick a friendly unit from which all the models have been slain. You can set up the unit again, wholly within 6" of the edge of the battlefield and more than 9" from any enemy models. This counts as the unit's move for the following movement phase.

DEFENDER'S COMMAND ABILITIES

Boiling Oil: *Sizzling hot oil is poured upon attacking troops.*

You can use this command ability in your hero phase. If you do so, pick a terrain feature that is garrisoned by a friendly **HERO** and at least five other friendly models. Roll a dice for each enemy unit within 3" of that terrain feature. On a 4+, that enemy unit suffers D3 mortal wounds.

Sally Forth: *A hidden gateway is opened, allowing the defenders to mount a counter-attack.*

You can use this command ability in your hero phase. If you do so, pick a terrain feature that is garrisoned by a friendly **HERO**. You can re-roll charge rolls in the following charge phase for any units that exit that terrain feature this turn.

Take Cover: *Troops are ordered to make the maximum use of any cover.*

You can use this command ability in the combat phase. If you do so, pick a friendly unit within 6" of a friendly **HERO** or 12" of your general. For the rest of that combat phase, add 1 to save rolls and subtract 1 from hit rolls for that unit.

