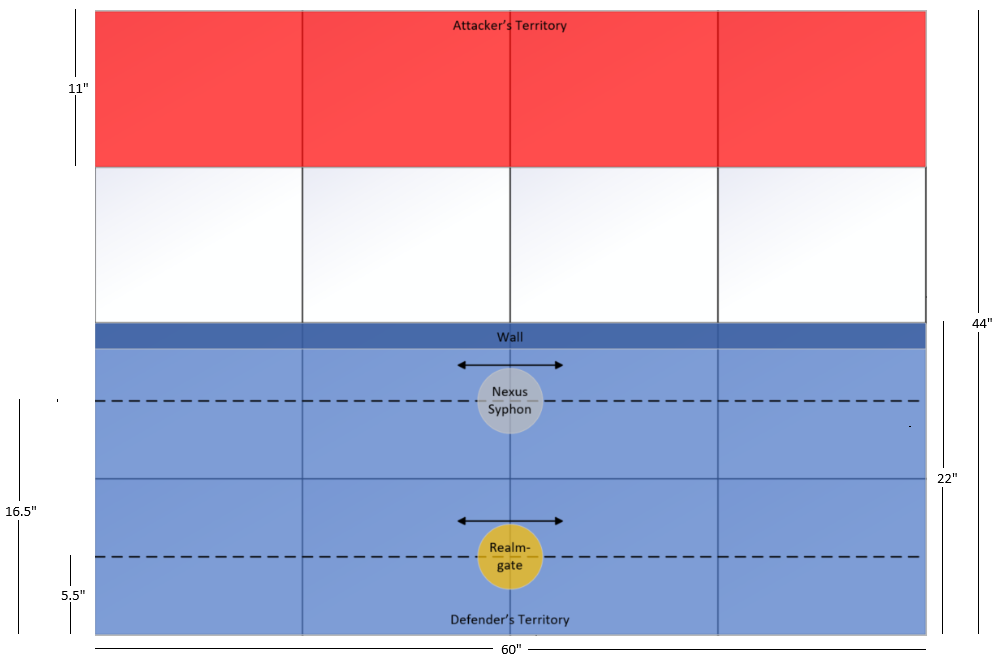
ASSAULT ON RUSTGARD AOS 3.0 SIEGE EVENT CHEAT SHEET

# 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:

* 1. If the Defender controls the Realmgate Objective & the Nexus Syphon still stand, they win a **major victory**.
  2. If the Defender controls the Realmgate Objective & the Nexus Syphon still has been destroyed, they win a **major victory**.
  3. If the Attacker controls the Realmgate Objective & the Nexus Syphone still stands, they win a **minor victory.**
  4. 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](https://docs.google.com/document/d/1bypd1b8tNyUDDITCttNoUK2hcMUs8GCzaGqxxqZ_3l4/edit?pli=1#heading=h.o63idk92fmzx).
2. Setup a Realmgate Objective anywhere along a line 1/8th (5.5”) of the board from their long edge. The team the holds the Realmgate after turn 5 is the victor.
3. Setup a Nexus Syphon [Strongpoint terrain feature](https://docs.google.com/document/d/1bypd1b8tNyUDDITCttNoUK2hcMUs8GCzaGqxxqZ_3l4/edit?pli=1#heading=h.604nc6bhx3ne) 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](https://docs.google.com/document/d/1bypd1b8tNyUDDITCttNoUK2hcMUs8GCzaGqxxqZ_3l4/edit?pli=1#heading=h.604nc6bhx3ne). 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](https://docs.google.com/document/d/1bypd1b8tNyUDDITCttNoUK2hcMUs8GCzaGqxxqZ_3l4/edit?pli=1#heading=h.604nc6bhx3ne) will not be used in this game.
5. Setup their units entirely.

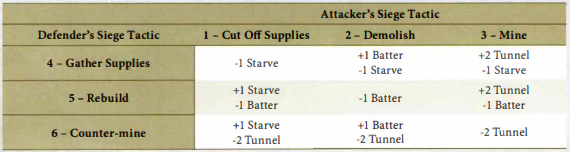
The Attacker will setup second entirely in their deployment zone which occupies ¼ (11”) of the board.

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.



### 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

## 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

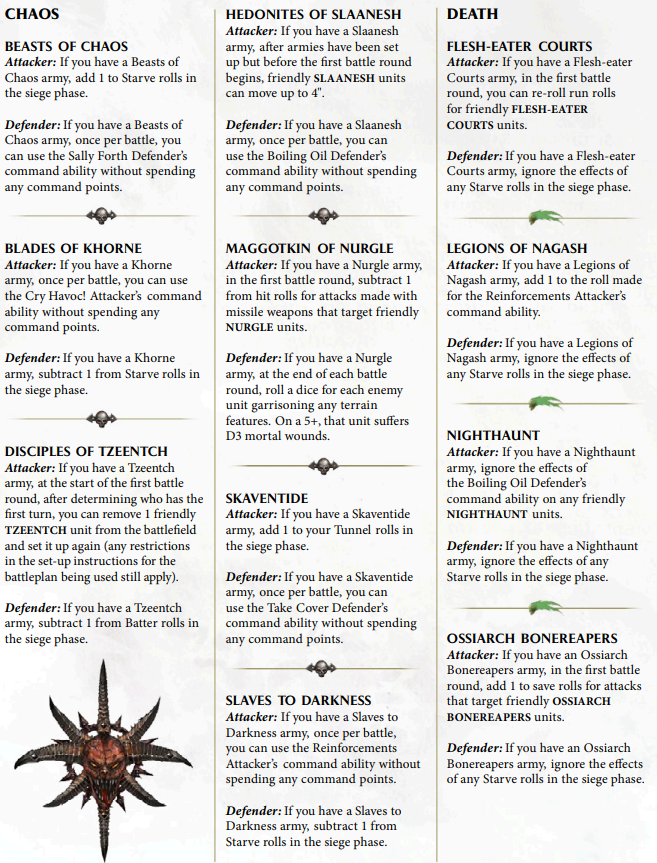
## UNIT STATS

| **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





**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