

Warhammer Siege - Old World Edition



Attacking a Fortress is a challenge that no sane footsoldier envies. The Besieger will need to decide if they will storm the walls, or destroy them first and enter via a breach. Meanwhile, the Besieged player will need to make sure they have enough troops to garrison the sections, as well as a reserve force to fend off any enemies that breach the defenses.

The Fortress

Fortresses are composed of four elements: Walls, Towers, the Gate and the Courtyard.

Walls

- Wall sections should be between 100-250 mm in length.
- Wall sections should be deep enough to line up two ranks of infantry
- Any infantry on the walls are considered to be in hard cover when shot from below
- Infantry on a wall may only be placed in a single rank (to allow space for attacking models)
- Units on a Wall count as being on a hill, but only those on the Wall may shoot.

Towers

- You may place one infantry unit (up to unit strength 20) inside a Tower (not monstrous infantry)
- You may place one infantry unit (not monstrous infantry), warmachine or flying unit on top of the Tower (provided they fit)
- Units inside or on a Tower Top have a 360 degree vision arc and count as being on a hill
- Up to 10 models can fire out of a Tower
- Units on a Tower Top are considered to be in hard cover
- Units inside a Tower may not be targeted by shooting attacks

Gate

- One of the Fortress sections should contain a Gate
- In the Besieged player's start of turn phase, they may decide if the Gate is open or closed until their next start of turn phase
- If the Gate is open, a single unit may move through the Gate in its movement phase. It may end up with some ranks inside the fortress and some outside, this is ok (though the Gate may not be closed if this happens).

Moving between Fortress Sections

Instead of moving normally, units may use a movement phase to move between Fortress sections as described below (provided there are no enemies in the section)

- Any unit can move (not march) into a Wall or Tower section from the Courtyard, provided it can touch the section as part of its move.
- Any unit may move from a Wall or Tower section into the Courtyard. Place it anywhere, fully within its Movement characteristic from the internal edge of the Wall.
- A unit may move between a Wall and a Tower
- A unit may move between a Tower and the Tower Top
- Two units from the same side may 'swap' their positions, ie a unit inside a Tower may swap places with a unit on an adjacent Wall
- If a unit does not fit on a Fortress section, leave the remaining models in the previous section. Ie, ranked up inside the Courtyard in base contact with the Wall, or partially inside the Tower if moving onto the Tower Top. If a unit is charged whilst partially in the Courtyard while split in this way, it may not claim a rank bonus and only models in the section that was charged may fight.
- Flying models may move on to unoccupied Tower Tops or Wall Sections.
- Ethereal units interact with Fortress Sections as though they were not ethereal, due to magical wards.

Magic and the Fortress

The Fortress is protected against magic by potent wards. Magic Missiles cannot target the fortress itself. Units occupying intact Fortress Sections cannot be the target of Magic Missiles. If a Magical Vortex touches a Fortress section it is immediately removed from play. Movement due to Conveyance spells may not end on or cross a Fortress Section.



Siege Equipment

All infantry units (not swarms) in the Besieging Force may select one of the following options. Lone characters on foot and skirmishers have Grappling Hooks.

Battering Rams

Carried by 6 infantry, 4 heavy infantry, or 2 monstrous infantry (you may wish to model 6 orcs or two trolls lugging a big old tree). The Ram will be dropped in place if there are not enough models to carry it. Another unit may pick it up by moving over it. A unit with a Ram may make a single S8, MW(D3+1) automatic hit against a Fortress Section that it has engaged in combat.

Ladders

Infantry units may include 1 ladder per 6 models. Place Ladders on or next to the unit. Ladders will be destroyed immediately if there are not enough remaining models to carry them.

Siege Towers (0-1 per army)

Counts as a light chariot that must be embedded in a unit, with a base size between 50x75mm and 120x180mm. Siege Towers can be targeted by shooting, they have 6 Wounds, a Toughness of 5 and a 3+ armour save. If destroyed, the parent unit suffers 3+D3 S5 hits. The unit may then immediately make a free reform. A unit with a Siege Tower gains the Vanguard special rule to represent their increased protection.

Attacking the Fortress!

Besieging units may declare a charge against a Fortress Section as if it were an enemy model. If the unit is equipped with Ladders, Grappling Hooks or a Siege Tower then they may 'Assault the Ramparts'. Otherwise they may make attacks against the Fortress Section itself.



Ladders

As soon as a unit is within base contact of a Wall Section it may erect any ladders it may have (Towers are too high to Assault). One model per ladder may move onto the Wall at the start of the Combat Phase, these models are placed directly above the point where they were on the ground. You may choose any model from the unit to scale the ladder. When making attacks, these models gain the Strikes Last special rule, suffer -2 to hit and count as making a Disordered charge.

Grappling Hooks

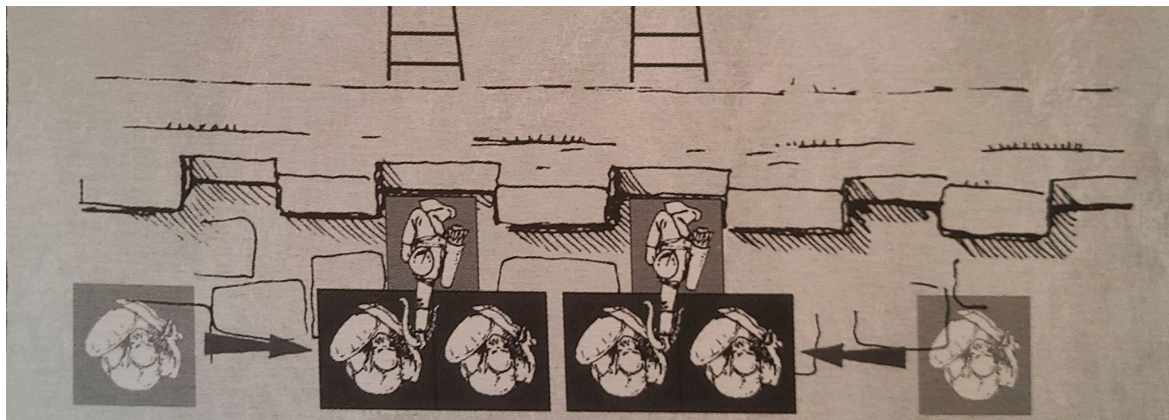
When a unit with Grappling Hooks makes contact with an occupied Wall section as part of a charge move, roll a D3 and add the lowest Initiative characteristic from the unit. Then, subtract the lowest Initiative value of the occupying unit. This is how many Grappling Hooks have been attached. E.g. skirmishing Orc arrier boyz (Initiative 3) roll a D3 and get a 1. They are fighting Empire state troops (Initiative 3), and so are able to attach only $3+1-3 = 1$ Grapple Hook. Choose and fight with this number of models from the unit as if they had climbed a ladder.

Siege Towers

Once a Siege Tower is in base contact with a Wall Section, up to two models chosen from its unit may assault a unit on the Wall. Place these models on the drawbridge of the Siege Tower (or on the Wall if there is no drawbridge). These models count as charging 3" and suffer no negative penalties for attacking troops on the Wall, but do make a Disordered charge.

Man the Walls!

A unit on a Wall that is assaulted may make a “Man the Walls!” Charge Reaction. Models in the unit may be moved 2” to bring them closer to their attackers.



Fighting on the Walls

Only models in base contact may fight on the Walls (no supporting attacks may be made). When calculating combat resolution, only count wounds inflicted, other sources of combat resolution have no effect.

Assaulting the Ramparts

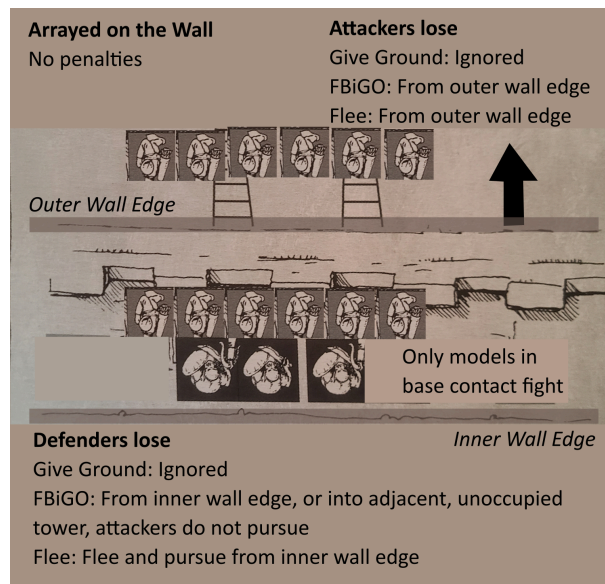
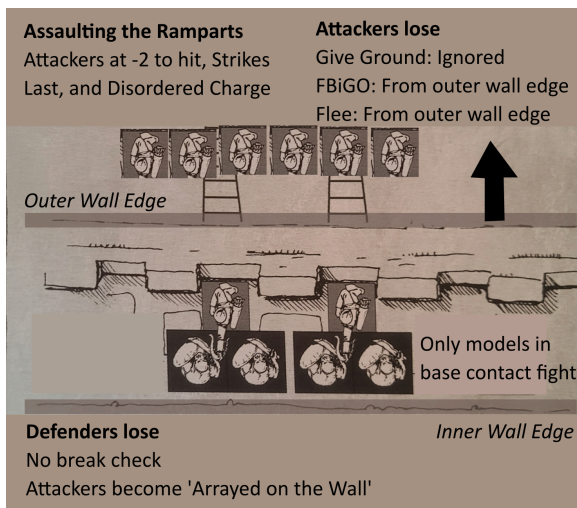
A unit that has attacked the Wall via Ladders, Grappling Hooks or Siege Towers is ‘Assaulting the Ramparts’. While ‘Assaulting the Ramparts’ they gain the Strike’s Last rule and suffer a -2 penalty to hit (unless attacking from a Siege Tower). If they lose a round of combat, they will Fall back in Good Order or Flee as normal, measuring from the outer edge of the wall. Give Ground is ignored. The Defenders will not pursue.

Once the Attackers win a round of combat, do not roll a break check for the Defenders. Instead, move as many of the Attackers onto the Wall as may fit in a single rank. They no longer suffer penalties for assaulting the Wall. Both sides are now ‘Arrayed on the Wall’

Arrayed on the Wall

Once both sides are fully arrayed in a single rank on the Wall, or if a unit is charged on the Wall from inside the Courtyard, use the following table.

Give Ground	Ignore this result, both sides remain ‘Arrayed on the Wall’.
Fall Back in Good Order	The losers Fall Back in Good Order, measuring from the edge of the Wall to their backs. Alternatively, they may move into an adjacent, unoccupied Tower. The winners remain on the Wall in a single rank.
Flee	Resolve a Flee move as normal, measuring from the edge of the Wall to the backs of the losers. The winners can pursue into the Courtyard (measuring from the internal edge of the Wall), but not over the Ramparts.



Odds and Ends

- Impact Hits and Stomp attacks may not be made whilst attacking a unit in a Fortress Section.
- If a unit charges from a Tower into a unit on the Wall, they rank up against the charged unit on the interior side of the wall. They may even charge into an ongoing combat, provided there is space to fit on top of the Wall.
- Detachments in adjacent Fortress Sections count as being within 3" of their parent units for the purposes of charge reactions.

Undefended Walls

If a Wall Section is undefended, a unit with Ladders, Grappling Hooks or a Siege Tower may move onto the Wall freely in the same way they would move onto the Wall from the Courtyard. As many models as may fit in a single rank may be positioned on the wall, the remaining models are left behind outside the Wall (until their next move).

Flyers

Fortresses are built to provide multiple overlapping defensive lines of fire. This discourages flyers from assaulting the Fortress lest they risk being attacked from above by nets, weights, burning oil, or other jetsam.

Flying units may only attack a unit on a Wall Section if there are no enemy units in or on top of the adjacent Towers. They may not use Stomp or Impact attacks when attacking units on Fortress Sections. When attacking walls, they immediately proceed to the 'Arrayed on the Wall'

position. They gain the Strikes Last special rule and suffer -2 to hit in every turn of combat when attacking a Wall or Tower Top.

Monsters

Monsters may attack units on the Walls, but may never cross them. To do this, they should declare a charge against the Wall itself. Once in base contact, the Monster may choose to either attack the Wall itself, or a unit on top of the Wall. They attack with no penalties (to represent them reaching over the top of the ramparts), but may never cross the Wall itself. Any wounds inflicted contribute to the combat result of any ongoing combats on top of the Wall.

Assaulting a Tower

- A unit on a Wall or in the Courtyard may charge a unit inside a Tower by moving into contact with the Tower.
- A unit inside a Tower may charge a unit on an adjacent Wall Section or on top of a Tower with no need to roll charge distance.
- A unit on top of a Tower may charge a unit inside a Tower with no need to roll charge distance.
- A unit on a Wall or in a Tower may charge a unit in the Courtyard. Measure from the closest inner edge of the Tower or Wall section.
- A flying unit may attack a unit on a Tower Top.

When fighting in or on top of Towers, only 5 models from each side may fight. Models charging into a Tower or up to a Tower Top gain the Strikes Last Special Rule and suffer -2 to hit in the first turn of combat. Only Wounds inflicted are counted when calculating combat results.

- Units fighting inside Towers or on Tower Tops ignore Give Ground results.
- Units that Fall Back in Good Order from a Tower or Tower Top must retreat into an adjacent unoccupied Castle Section, or from the Tower to the Courtyard. The Attackers do not pursue, they now occupy the contested section.
- Units that Flee from a Tower must Flee into the Courtyard and are pursued as normal. Measure from the interior edge of the Tower.
- Units that Flee from a Tower Top Flee into the Tower.
- When making a Fall Back In Good Order or a Flee move, if all adjacent sections are occupied by allies, the unit will 'pop through' into the next section.
- If all adjacent Fortress sections are occupied by enemies (ie they are trapped on a Tower Top), units ignore Fallback in Good Order results and are destroyed if they flee.



Damaging the Fortress

The Gates have 10 Wounds and a Toughness of 6. They are constructed inside defensive alcoves, and so can only be targeted in combat. It is hit automatically in combat. Units in contact with a Gate fight in each player's combat phase, but can still be targeted by shooting. Once they are destroyed the defender may no longer close them. They are immune to poison.

Instead of rolling to wound a Fortress Section, add the Strength of the attack to the number of wounds caused (ie a Cannon is $S8 + MW D3 = 8 + D3$), as well as any modifiers from the table and any Bombardment Tokens allocated to that Section (see later).

Templates hit a Fortress Section if the small hole lies over it and does not cover an enemy model. Cannon shots stop when they contact a Fortress Section.

2-11	No Effect - The defenders laugh heartily from their fortifications and mock you.
12-13	Shaken - Add +1 to any further rolls on this chart for this Fortress section.
14-15	Severely Shaken - Add +1 to any further rolls on this chart for this Fortress section. Troops on the section suffer a -2 to hit in their next shooting phase.
16-17	Rampart Destroyed - Add +1 to any further rolls on this chart for this Fortress section. Any unit on the Fortress section suffers D6 S4 hits. The Fortress section no longer provides cover.
18	Partial Collapse! - Add +1 to any further rolls on this chart for this Fortress section. All models on the section must pass an Initiative test or suffer a S5 hit.
19+	Collapse! - The section is destroyed! All models on the section suffer a single S5 hit. All models within 4" of the section suffer a S3 hit. The rubble counts as hard cover and a low linear obstacle.

Skirmish Rules

Not all fights are between mighty armies, sometimes desperate bands of warriors will fight it out in isolated engagements. Often these fights go unmentioned by the chroniclers, but if the timing is right, these combats can sway the tide of larger engagements and move the needle of history.



Rules Alterations

- All models are treated as single characters
- No -1 to hit for shooting lone targets
- No break checks, just fight on in place
- Line of sight is needed to declare charges.

Force Composition

- You may include (0-1) characters, though they may not have more than two wounds.
- Select the rest of the models individually from any unit entry in your list. One model may be upgraded to a champion.
- You may not take Monstrous Cavalry, Monsters, War Machines, or Flyers of any kind.

Taking Injuries

When Warband models would be removed as casualties, instead roll a D6

- 1-4 Knocked Down: lay the model on its back. They may not fight while Knocked Down. At the start of their next turn, they stand up and may act as normal (but may not charge)
- 5-6 Killed: remove the model as a casualty.

If a model receives a Knocked Down result while they are already Knocked Down, they are Killed

Siege Scenarios

During the scenarios the Besiegers will have the opportunity to build up a pool of Bombardment Tokens which are used in the final scenario to represent the initial damage to the Fortress.

Meanwhile, the Besieged faction must manage their supplies, lest their troops succumb to starvation and disease.

Send for Help!

As the besieging army moves into place, the defenders attempt to send one final, desperate request for aid. The besiegers are on the look out for such a ploy, and their hunting parties will be merciless should they catch these messengers.

Forces - Besieged 150 / Besieger 200 (must include 1 character, max 20 models, no siege equipment).

Skirmish - Use the Skirmish rules from earlier in this pack.

Setup - 6'x4' - Place 10 terrain features across the board.

Deployment - The Besieged player deploys within 12" of one long edge. The Besieging player then deploys their force anywhere within 24" of the opposite edge.

First turn - The Besieged player takes the first turn.

Game length - 10 turns

The Messengers - The Besieged player's hero is carrying the message. In addition, nominate 3 other models and identify these to the Besieger. One of these 3 is secretly also carrying a backup message.

Victory - If a model with the message can move off the opposite long board edge, then the Besieged player is the winner and gains one Supply token. Otherwise the message has been stopped, no help will be arriving, and the Besieger gains one Bombardment Token.

Starve Out

The besieging force are attempting to cut the supply lines of the fortress ahead of the main siege. Meanwhile, a daring supply wagon attempts to break through the lines to bring provisions to the beleaguered defenders.

Forces - Besieged 1000 / Besieger 1000 (no siege equipment)

Setup - 6'x4' - Place a 6" wide road running from the centre of one long board edge to the centre of the other. The players then take turns to place 6 other terrain features anywhere else on the board.

Deployment - The Besieged player deploys within 6" of the road and within 12" of their long board edge. The Besieger then deploys their entire force, anywhere within 9" of a short board edge.

First turn - The Besieger has the first turn.

The Wagon - In addition to their force, the Besieged player gains an Imperial War Wagon, but with only one crew member (they may choose which, though coachmen are traditionally armed with a blunderbuss).

Game length - 5 turns

Victory - If the Besieged player is able to move their Wagon off the **road** on the opposite board edge, they are the winner (the Wagon must exit via the road since if it heads into the wilds it will quickly become bogged down and overrun). They gain one Supply token. If the Besiegers win, they remove one of the Besieged players' Supply Tokens.

Forlorn Hope

As the besiegers tighten the noose, the defenders desperately try to finalise their preparations, bringing in supplies, preparing the defenses and manning the walls. A scouting patrol dispatched by the fortress acts as a forlorn hope to delay the besieging army for a few crucial hours while the garrison prepares.

Forces - Besieged 1000 / Besieger 1500 (no siege equipment)

Setup - 6'x4' - The Besieged player places a Tower in the centre of the board (see the rules for Towers earlier in this pack, although consider it to be surrounded by 'Courtyard'). Deploy 4 other terrain pieces across the board.

Deployment - The Besieged player deploys within 12" of one long edge. They must place one unit within 6" of the key terrain feature. The Besieging player then deploys their force within 12" of the opposite long edge.

First turn - The Besieged player chooses who has the first turn.

Game length - 4 turns

Victory - If the Besieged player has at least one, non-fleeing unit with Unit Strength 5+ at least partially within 6" of the table centre, they win and may remove one of the Besiegers' Bombardment Tokens. Otherwise the Besieging player wins and they gain one Bombardment Token.



Testing the Defenses

The siege is now in place. The besieging commander has been tempted to probe the fort's defenses while the defenders are still unprepared, anything that may result in the capture of the fortress as soon as possible should be attempted.

Forces - Besieged 1000 / Besieger 1500 (ladders, grappling hooks and rams, no siege towers)

Setup - 4'x4' - The Besieged player places their Fortress within 15" of their table edge. The Besieging player then places 4 terrain pieces at least 12" away from the Fortress' outer walls.

Deployment - The Besieged player deploys in an area within their Fortress, including on the walls and towers. The Besieging player then deploys their force anywhere within 12" of their table edge.

First turn - The Besieged player has the first turn.

Game length - 5 turns

Hemmed in - Only the Besieging player may use Scouts. Ambush may not be used.

Victory - If the Besiegers break down the Gate or there are no defenders in the walls at the end of the game, they win and gain two Bombardment Tokens.

Sally Out!

This scenario re-creates a sudden attack by the defenders of the fortress. They are planning to strike against a vital target in the besieging army such as the siege engines, heavy artillery, or supplies. It is vital that the troops who rush out of the fortress for the attack are courageous and powerful warriors who are willing to take great risks to succeed. The timing of such an attack is equally important. The foe must be caught off balance and be unable to bring its massed forces to bear. Early morning is a particularly good time, as the sentries will be weary and lax.

Forces - Besieged 1000 / Besieger 1500 (no siege equipment)

Setup - 4'x4' - The Besieged player places their Fortress within 15" of their table edge, with the Gate open. The Besieging player then places 4 terrain pieces at least 12" away from the Fortress' outer walls, and places a suitable model (100x100mm) to mark their valuable supplies 6" away from the centre of their board edge.

Deployment - Starting with the Besieged player, the players take turns to place units from the Besieging player's force 15" from the Besieger's board edge (The Besieging player may still deploy their characters). The Besieged player then deploys in an area within their Fortress, on any Fortress section, or within 6" of the Gates.

First turn - The Besieged player has the first turn.

Game length - 5 turns

The Objective - The supplies can only be damaged in combat, where it is hit automatically, has Toughness 5 and 5 Wounds.

Victory - If the Besieged player destroys the supplies, they win. They may remove one Bombardment Token from the Besieger's pool. If the Besieger wins, they gain one Bombardment Token.

Infiltrate

This scenario is an encounter between the spies who have managed to get inside the fortress and the sentries of the besieged army who are guarding the siege rations and ammunition stores. Should the spies be able to destroy these stores then the defenders will be greatly weakened and demoralised during the coming assault.

Forces - Besieged 150/ Besieger 150. Max 15 models, must include 1 character, only infantry models may be used.

Skirmish - Use the Skirmish rules from earlier in this pack.

Setup - 2'x4' - This battle takes place inside the Fortress. Place many buildings and walls to create streets. The Besieged player then nominates one building to be the Warehouse, and one long edge to be the Wall.

Deployment - The Besieged player deploys their force in pairs anywhere on the board. However, there must be at least one pair in each square foot if possible. The Besieging player's models are then placed within 6" of one point on the Wall table edge.

First turn - The Besieging player has the first turn

Darkness - Range weapons suffer an additional -2 to hit penalty

The Warehouse - Any unengaged Besieging model in base contact with the Warehouse may attempt to set it alight; roll a D6 in their own Combat phase, on a 6 the Warehouse is set alight. Any unengaged Besieged model in base contact with the Warehouse may attempt to quench the flames in their own Combat phase; roll a D6, on a 6 the flames are quenched.

Game length - 10 turns

Victory - If the Warehouse is on fire at the end of the game, the Besieging player wins. Remove two Supply Tokens from the Besieged player's pool.

Undermine

This scenario is an encounter between besieging sappers, who are attempting to undermine the fortress walls, and shock troops of the besieged side who have broken into the sappers' tunnel by means of a countermine.

Forces - Besieged 150/ Besieger 150. Max 15 models, must include 1 character, only infantry models may be used.

Skirmish - Use the Skirmish rules from earlier in this pack.

Setup - 2'x4' - Place many pieces of rocky impassable terrain to act as the earth, the space between counts as tunnels. Alternatively, place a network of narrow tiles to represent the tunnels

Deployment - The Besieging player deploys their force in their table half. The Besieged player then places their forces on their table half and at least 12" away from an enemy model.

First turn - The Besieged player has the first turn

Darkness - Range weapons suffer an additional -2 to hit penalty

Scrambling - The entire board counts as difficult terrain. Dwarves, Night Goblin, Chaos Dwarves and Skaven count it as open terrain.

Game length - 6 turns

Victory - The player with the most Victory points of models remaining at the end of the game wins. If the Besieging player wins they gain two Bombardment Tokens. If the Besieged player wins, they may remove one Bombardment Token from the Besieger's pool.

Final Assault

This scenario is a fight to the death between the besieged force in the fortress and their besiegers. This battle will decide the fate of the fortress once and for all. The besieger will muster all his available forces for this final attempt, and the besieged army will have to repel them or die. The besieger's objective is to knock down the fortress walls, slay all the defenders, and conquer the fortress! The besieged player's objective is to hold the fortress at any cost and fend off the assault.

Forces - Besieged 2000 / Besieger 3000 + Siege Equipment (2x1000 vs 2x1500 for doubles)

Setup - 6'x4' - The Besieged player places their Fortress within 15" of their long table edge. The Besieging player then places 6 terrain pieces at least 12" away from the Fortress' outer walls.

Deployment - The Besieged player deploys in an area within their Fortress, or on any Fortress section. The Besieging player then deploys their force anywhere within 12" of their table edge.

First turn - The Besieged player has the first turn.

Game length - 7 turns

Final Showdown - Scouts and Ambushers may not be used.

Bombardment Tokens - The Besieger may allocate any number of Bombardment Tokens to any Wall or Tower Sections on the Fortress. Each Bombardment Token adds plus one when determining damage to that Section.

Supply Tokens - If the Besieged player has no Supply tokens at the start of the game, they must roll 2D3 and suffer this many unsaved wounds, distributed amongst their force as they see fit.

Victory - The Besieging player wins if they can move a (non-flying) infantry unit of Unit Strength 5 or more from inside the Fortress Courtyard off the Besieged player's table edge. Otherwise the defense has held and the Besieged player is the winner.