AGE OF SIGMAR SIEGE WARFARE
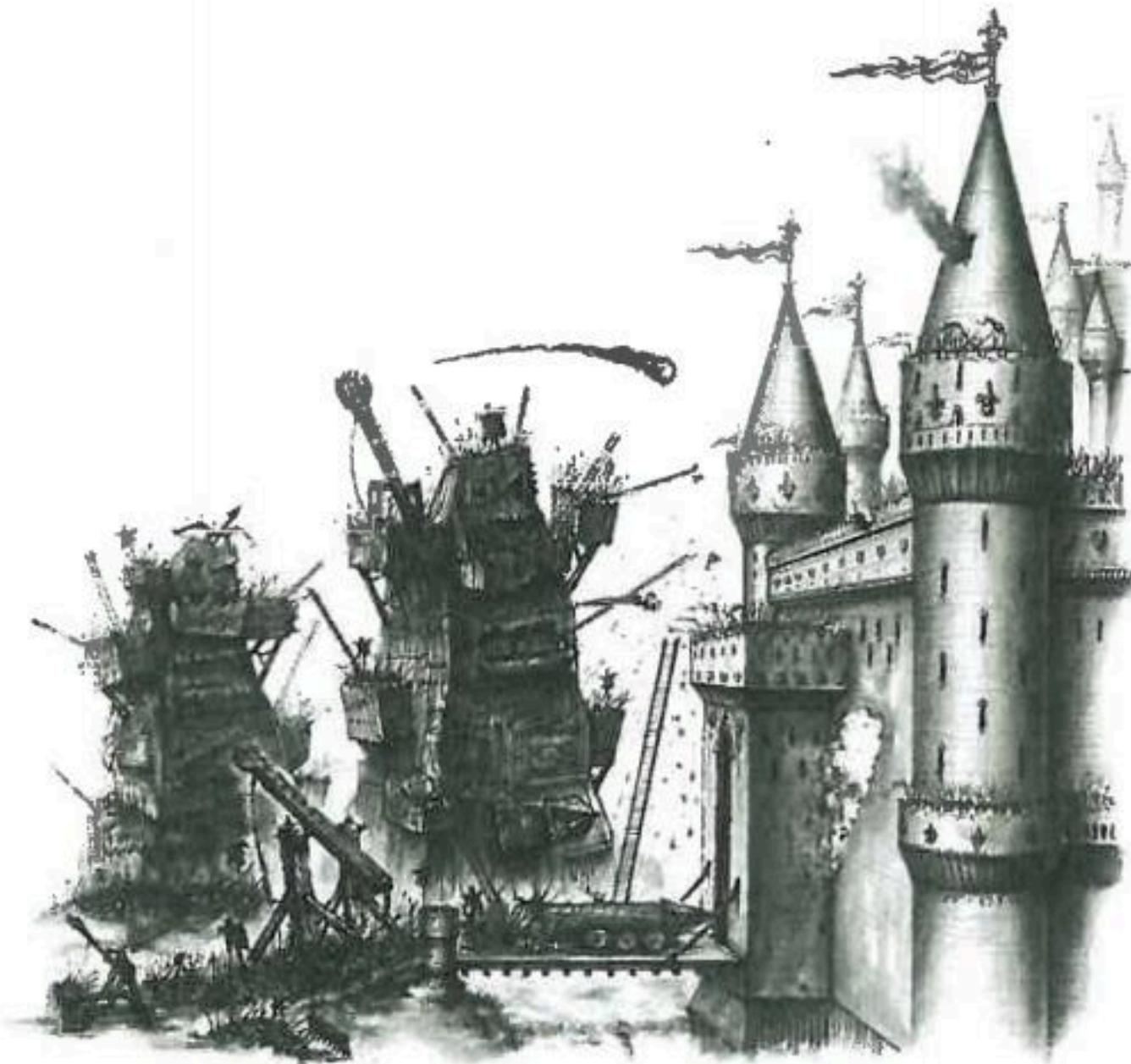
Across the Mortal Realms, battles are fought in all manner of unusual environments or circumstances. Some of the largest battles ever fought have been for control of the cities that stud the realms...

THE SIEGE PHASE

The siege phase takes place after the stronghold has been built and the armies have been set up but before the first battle round begins. It represents the siege tactics that the Stronghold Attacker will use before the final assault to wear down the Defender and the counter-tactics that the Defender will use to ensure they can hold out as long as possible.

SIEGE TACTICS

There are 3 main tactics that a besieging army will employ before the battle starts, each of which has a corresponding counter-tactic that the Defender will use against it.

Starve/Gather Supplies: The Attacker attempts to isolate the stronghold so that the Defender's army starves to Death once their supplies begin to run out. The Defender counters this by gathering as many supplies as possible either before or during the siege.

Batter/Rebuild: The Attacker batters away at the Defender's Stronghold. With luck, one or more sections of the stronghold will be breached, making it easier to attack. The Defender counters this by organizing working parties to repair as much of the damage as possible.

Tunnel/Counter-Tunnel: The Attacker builds underground tunnels that will allow at least part of their army to emerge inside the Defender's Stronghold. The defender counters this by building tunnels that intercept the Attackers army while they are still underground.

SIEGE FOCUS

Both the Attacker and the Defender must choose 1 of the 3 siege tactics on which to concentrate their efforts. To do so, each player secretly picks a number by hiding a dice behind their hand. The attacker must pick a number from 1 to 3, and the Defender must pick a number from 4 to 6. Once both players have chosen their numbers, the dice are revealed and cross-referenced on the siege table. The siege table will say what modifiers, if any, will apply to the effects of the siege.

SIEGE TABLE	Attacker's Main Siege Method		
Defender's Counter-tactic	Starve (1)	Batter (2)	Tunnel (3)
Gather Supplies (4)	-1 Starve	+1 Batter -1 Starve	+2 Tunnel -1 Starve
Rebuild (5)	+1 Starve -1 Batter	-1 Batter	+2 Tunnel -1 Batter
Counter-tunnel (6)	+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.

Starve: The Attacker rolls a dice for each unit in the Defenders army, subtracting 1 from the roll if that unit is a Hero, and applying any relevant modifiers from the siege table. On a 5+, that unit suffers D3 mortal wounds.

Batter: The Attacker rolls a dice for each terrain feature in the Defender's territory, applying any relevant modifiers from the siege table. On a 5+, that terrain feature has been compromised, and loses any terrain traits it may have.

Tunnel: The Attacker and the Defender each roll a dice and the Attacker applies any of the relevant modifiers from the siege table to their roll (the Defender's dice roll is never modified). If the Attackers roll is higher than the Defender's roll, they have successfully completed their tunnels and can pick 1 friendly Hero and 2 other Friendly units to enter them (none of the units can contain Monsters or War Machines that have a Wounds Characteristic of 8 or more)

Any unit sent into the tunnels are removed from the battlefield and placed to one side. At the start of any of their movement phases, the Attacker can say that the units will emerge from the tunnels. The Attacker must pick a point within the Defender's territory to be the tunnel exit. The units using the tunnels must then be set up wholly within 6" of this point and more than 3" from any enemy units. This counts as their move for that movement phase.

THE DEFENDERS

All Warhammer Age of Sigmar Siege Battles require a stronghold for the Defender to occupy. The exact nature of a stronghold varies a great deal throughout the Mortal Realms; it might be a massive Awakened Wyldwood or an ancient set of ruins. Because of this, the Defender is given free rein to create their stronghold using any terrain features that they have available.

Scenery is set up in the attackers territory and any neutral areas of the battlefield as normal.

Then, the Defender must set up at least 5 Stronghold Terrain Features wholly within their territory to represent their stronghold.

There is no limit to the number of Stronghold Terrain Features the Defender can use for their stronghold, provided that all the scenery fits wholly within their territory.

STRONGHOLD TERRAIN FEATURES

Fortifications take many forms in the mortal realms. These rules are meant to represent a basic form of siege defence, typically made up of walls, towers and/or a gatehouse. Players should feel free to adjust these values as appropriate for the scenario and setting they might be playing.

- All Stronghold Terrain Features are Defensible Terrain Features that can garrison 21 models. .
- Stronghold Terrain Features are considered units/models that are part of the Defenders Army
- These Terrain Features are treated as a single model, each having 20 wounds and a 3+ save.
- In addition, roll a dice each time you allocate a mortal wound to this unit. On a 4+ that mortal wound is negated.
- If you resolve the "Smash to Rubble" Monstrous action against a Stronghold Terrain Feature, instead of being demolished, the feature immediately suffers 3d6 Mortal Wounds.
- Stronghold Terrain Features ignores the rend characteristic of incoming attacks
    - This rule is ignored for attacks made by units with the WAR MACHINE or MONSTER keyword

FRAGILE HOPE: Units in the Defending Force treat this terrain feature as having the *Inspiring* scenery rule (see below). Other units treat this terrain feature as having the *Sinister* scenery rule (see below).

However, when this terrain model is reduced to 0 wounds, the effects are flipped, and defending units will treat the terrain feature as Sinister, while attacking units will treat it as Inspiring.

Inspiring: Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

Sinister: Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.

THE ATTACKERS

A siege wouldn't be much of a siege without a besieging force! The attackers of a fortified position face a difficult challenge, as they are by definition within enemy territory, at the furthest extent of their supply lines, and matched against an enemy with mighty stronghold walls to protect them. However, so much the challenge; so much more the glory.

Stronghold Attacker may bring up to 25% more points in models than the Defender.

Stronghold Attackers may not deploy any faction terrain.

SIEGE EQUIPMENT

When an attacking force besieges a fortress, they employ all manner of siege equipment to help in storming walls, battering down gates, and delivering invaders inside the walls. These are represented by the different types of siege equipment detailed below.

Additionally, Legends Warscrolls may provide other siege weapons to be used, such as ballista, cannons or trebuchets. Players are encouraged to check relevant resources, and the WAR MACHINE Keyword may be applied as needed, alongside any relevant army Keywords.

For up to every 1000 pts in their army, The Attacker may take D3 pieces of Siege Equipment.
Siege Equipment is assigned to a unit at the end of the Siege Phase unless otherwise noted.
If the unit is destroyed, any siege equipment assigned to them is also considered destroyed.

> **LADDERS-** Units equipped with Ladders ignore the -1 To Hit penalty for attacking units inside a GARRISON. Units that can FLY are always considered to have been equipped with ladders for the purpose of a Siege Battle

> **BATTERING RAMS** - 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** - 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, ARTILLERY or WARMACHINES, nor can the unit have a Mount.

> 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 garrisoned inside of it.

> A Siege Tower may be attacked and destroyed by the Siege Defender.
> > Siege Towers have 15 Wounds and a 3+ Save.
> > In addition, roll a dice each time you allocate a mortal wound to this unit. On a 5+ that mortal wound is negated.