

Wargames Unlimited Presents

No Quarter: Siege

A Supplement For No Quarter



The Fantasy Battles Miniatures Wargame

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Siege For No Quarter™ Fantasy Wargames

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No Quarter: Siege

This supplement allows siege battles to be played using the No Quarter rules system.

These rules have been inspired by the Lord Of The Rings movies, in particular, The Return Of The King and the featured siege battle. Peter Jackson and New Line Cinema have created a trilogy of unsurpassable brilliance. Of course without the original works of J.R.R. Tolkien we would not have the fantasy world of Orcs, Goblins, Trolls, Elves and Dwarves. It is to all involved that these rules are dedicated.



Dark Dwarf image by Scrollmaster

Overview Of Siege Rules

In a siege battle, one side takes on the role of castle defender, whilst the other side takes the role of attacker.

Playing a siege battle requires some alterations to the standard No Quarter rules as well as the addition of a few new ones.

In summary, the new rules cover the following; each is explained in further detail later in this supplement.

- Free formation
- Castle components
- Siege machines
- Siege machine movement
- Siege weapons
- Push attacks

Points Allowance

The process of picking armies for a game of No Quarter Siege is very similar to that of a standard No Quarter battle. The main difference being the purchase of siege equipment and siege abilities as outlined below.

As in a normal No Quarter battle, the players agree a nominal points value for the attacking force. The defending force has 50% of this value. Troops are selected using the standard No Quarter rules.

After each player has selected their army, points are allocated for siege equipment and siege abilities. These points are not part of the total nominal points value agreed but are in addition to it. Both the attacker and defender are allowed to spend 10% of the agreed points value on siege equipment and siege abilities.

The points value used to calculate the spend on siege equipment and siege abilities is the points value of the attacking force. Therefore if the players agreed the attacking player can spend up to 2000 points on the attacking force then both players can spend 200 points on siege equipment and siege abilities (10% of 2000 = 200).

Example: Two players have agreed to play No Quarter Siege with a points value of 3000 points. The attacking player picks an army using the standard rules for selecting a force with a total value of up to 3000 points. The defending player picks an army using the standard rules for selecting a force with a total points value of 1500 points.

The attacking player can then spend an additional 300 points on siege abilities and siege equipment, and the defending player can also spend an additional 300 points on siege abilities and siege equipment.

Note: Siege Weapons, Siege Equipment and Siege Abilities are purely for Siege and do not affect the rules pertaining to the selection of Core or Elite models. Also only one Siege Ability can be given to any one unit or individual model (See Siege Abilities below)

The ideal points cost used will be dependant on the size of the fortification used. An attacking force of around 3000 points and a defending force of around 1500 points works well with four 10" castle walls, four to six castle towers and one gate house.

Too large a defending force will make the castle crowded and make it difficult to move within. Too small a defending force will potentially make the castle vulnerable to attack as many walls will be undefended.

Number of Player Turns

Siege is played over a number of game turns. Five game turns is a good number to play but the players can agree whatever number of game turns they like. Please bear in mind that it typically takes a minimum of two turns before the attacker is able to get into the castle.

For those of you who like to generate a random number of game turns the following table has been provided.

D10 Roll	Number Of Turns
1	4
2-5	5
6-9	6
10	7

It is important that a number of turns are specified. If no turn limit is placed on the game, the attacking player can sit back and use long range siege weapons to erode the defences before making a final assault.

Victory Conditions

The winner is the player with the most points inside the castle at the end of the last game turn. Troops are deemed to be inside the castle if they are within the perimeter of the castle or are on some part of the castle building.

Models in siege towers which are in contact with the castle walls do not count towards the victory points total although they count as being inside the castle for the purposes of applying the expanded formations rules. This is covered in more detail later.

Flying and ethereal troops offer a distinct advantage in No Quarter Siege, and therefore to keep the tactical qualities of the game intact, the following rule applies:

- Ethereal and flying troops points are halved when calculating victory points. This applies both to attacking and defending troops.

Play On, It Is Meant To Be Fun

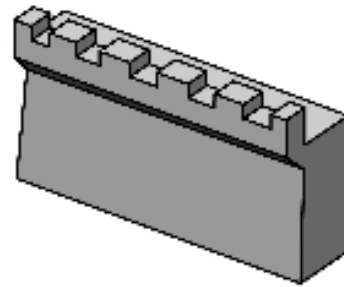
When the specified number of turns has been reached, the victor can be calculated as detailed, but there is nothing to stop the battle continuing to the bitter end!

Siege Terminology

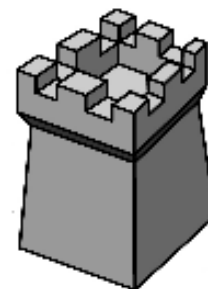
A number of new terms are introduced in No Quarter Siege. Some refer to a type of model whilst others refer to a model characteristic or ability.

Castle Component

The model representing the castle consists of the castle components. A castle will usually consist of several wall sections, several tower sections and at least one gate section.



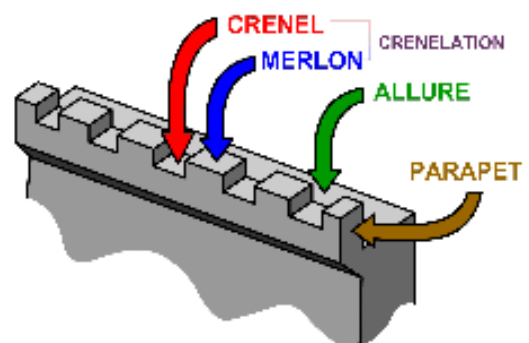
Castle Wall section



Castle Tower section

Battlements Terminology

The various battlement elements, such as the raised and recessed saw teeth, all have specific names.



Defensive Component

Defensive components include all the additional castle defences prepared by the castle forces. These will include additional barricades and positions such as murder holes.

Siege Machine

A siege machine is a large construction used to assault the castle walls. Usually these are massive siege towers or large covered battering rams. All siege machines count as large targets.

Siege Weapon

A siege weapon is the ability required by a model, weapon or siege machine for the model to damage other large models such as castle components or siege machines.

Siege Equipment

Ladders, grappling lines and small hand held battering rams come under the overall description of siege equipment.

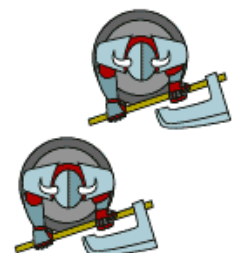
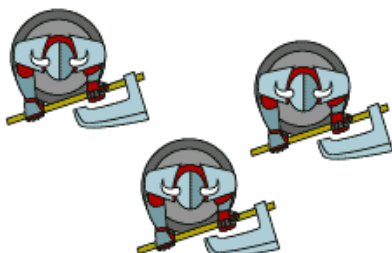
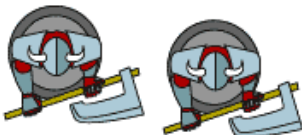
Very Large Target (VLT)

A very large target is generally much easier to hit with ranged attacks and close combat attacks. All castle components are very large targets (VLT).

Custom Siege Machines

A combination or custom siege machine is a construction that does not fit into the normal description of a siege machine.

A siege tower with a catapult on the top level or a battering ram on the lower level would be classed as a custom siege machine.



Free Formation, no minimum distance for unit coherency within castle walls

Unit Formations

When moving around complex structures such as castles, it is almost impossible to keep in the action and not have to change unit formation. In order to avoid unit formation changes from slowing the progress of the game, in No Quarter Siege, units can change formation freely i.e. at no action (AC) cost.

As an aid to movement in No Quarter Siege, an additional unit formation (Free Formation) has been created, allowing troops to move more freely within castle structures. This formation may only be used by units wholly inside the castle walls, i.e. Both attackers or defenders. See the definition of inside the castle walls below for more information.

Free Formation

When a model or unit enters a fortification it is not appropriate to use standard formations typically used in the open field.

When units are within a fortification, the unit may break from normal coherency and spread out. A free formation unit has no fixed formation. It is basically a dispersed formation with no coherency distance restriction.

As with a dispersed formation, all models in the unit are activated as normal, but the unit suffers a -1 modifier to Command (CO) tests and ranged attacks against a free formation suffer a RA -1 penalty to hit.

Keeping track of a free formation unit in a castle can prove to be difficult. If at all possible, models in the same unit should be easily identifiable.

A free formation can only be applied to models inside a castle. However, free formations can apply to only part of a unit. A unit assaulting a castle wall with ladders may have a number of models in free formation on the walls of the castle whilst other mill around at the bottom of the ladders waiting to gain entrance. Models outside of the castle will count as being in a dispersed formation.



Positioning Troops Around Siege Machines

Units pushing a siege tower or battering ram should be positioned equally along both its sides. Whilst in contact with the siege equipment the unit counts as being in closed formation and all the normal rules apply for this formation – think of the siege tower or battering ram as a model in the unit when applying coherency rules. If many models are assisting in pushing a piece of siege equipment then the player may position models around the back of the equipment or as appropriate.

Models may also be placed inside a siege tower. These models may be from the pushing unit if the attacking player wishes. Only models outside the siege tower count towards the wounds total when calculating the movement of a siege tower (covered in the movement section).

Models inside a siege tower may be from another unit. They may adopt any of the formations available to them but are typically deployed in dispersed formation.

Models Inside Siege Machines

Some siege tower and covered battering ram models are such that troops cannot be physically positioned inside the model. In such cases, determine the number of models that would be positioned inside the model and record it on paper or with counters. To calculate the maximum number of models permitted inside a siege tower, estimate the number of models that could actually fit on each of the siege tower levels.

Formations Inside The Castle Walls

As soon as a siege machine (battering ram, siege tower) or a piece of siege equipment (ladder, grapple) comes into contact with the castle, it becomes part of the castle for the purposes of applying the rules for No Quarter Siege formations.

A siege tower in contact with the castle walls is effectively an extension to the castle.

For a unit to be effectively inside a castle, all models must be either inside the castle and/or touching a piece of the castle and/or on a piece of siege equipment.

Specialist Equipment In Units

Some attacking units will carry assault equipment such as ladders and grappling lines.

Ladders In Units

A ladder is a piece of equipment in the unit it which it is deployed. The ladder moves with the models in the unit and is normally carried by at least two models.

If the models carrying the ladder are removed as casualties, the ladder is dropped at its last location. Other models may pick up the ladder by moving into contact with it.

Grappling Hooks In Units

As with ladders, grappling hooks are equipment carried by models in a unit.

Regardless of casualties removed from the unit, models are always assumed to have sufficient grappling hooks to assault an obstacle.

Siege Machines

There is a wide variety of siege machines used by both the defenders and the attackers.

Siege Tower

Attackers sometimes built a siege tower to scale castle walls. Soldiers would lay in wait inside the structure as others wheeled it to the castle. Once there, the soldiers lowered a drawbridge at the top of the tower onto the castle wall.

Siege towers are difficult and time-consuming to build, and castle defenders could burn them down with fire arrows or firepots (launched pots filled with flaming liquids such as tar). Sometimes defending cavalry from the castle would launch surprise raids on a tower to destroy it during construction. To protect their siege engine, attackers will often drape it with rawhides of mules or oxen.



Battering Ram

Before attacking the gate or the walls of a castle, the attackers will fashion an improvised Battering Ram. These are usually a large tree trunk fitted with heavy iron bands to cause as much damage as possible to their target.

The most basic of battering rams have handles on the sides and are carried by warriors who hurl themselves at their target.

Strung Battering Ram

A strung battering ram is a more complex construction with the main battering ram suspended in a wheeled frame attached by chains. This may then be advanced to the castle where teams of warriors would smash the battering ram backwards and forwards against the target.

Covered Battering Ram

To shield themselves from attack, a strung battering ram could be built up into a covered shed on wheels.

The slow forward movement as the battering ram was wheeled toward the castle wall earned it the nickname "tortoise." As warriors swung the hanging ram back and forth, the forward end of the ram moved in and out of the shed like a tortoise's head, battering its target.

Castle defenders tried to burn the shed down with flaming arrows, though attackers responded by covering the shed with animal pelts or earth to make it fireproof.

Siege Creatures

Some very large creatures can be pressed into service as living siege machines. Large prehistoric lizard like creatures may be fitted with howdas and boarding ramps and used to directly assault castle walls.

Trebuchet

During peacetime, castle commanders used trebuchets to launch roses at ladies during tournaments. But during a siege, these missile launchers were one of the most fearsome weapons of medieval times.

Early trebuchets were powered by muscle, but later versions relied on a huge counterweight that swung a long arm. When the counterweight was dropped, the device launched a missile from a sling at the end of the arm.

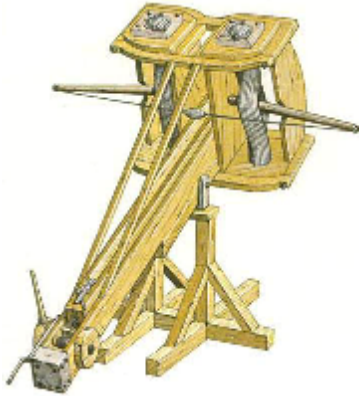
Trebuchets could launch missiles hundreds of yards in large, lobbing arcs at or even over a castle wall. The best trebuchets fired stone missiles weighing up to 400 pounds - big enough to do serious damage to a castle wall. Attackers also used them to launch dung or dead animals into the castle with the intention of spreading disease. Sometimes they even shot out the severed heads of enemy soldiers or even messengers who delivered unsatisfactory peace terms.

If a trebuchet was set up too close to a castle, archers would harass its builders with arrows shot from bows or bolts from crossbows. Castle defenders also would try to destroy rising trebuchets with catapults shot from the castle wall or with sneak attacks to burn it down.

Catapults And Cannons

Attackers and defenders also use a variety of support weapons to attack warriors and very large targets.

Support weapons detailed in the No Quarter rulebook may be used by either side in a siege battle.



Ballista Crossbow

In most cases, the attacker would favour catapults over heavy bolt throwers. The ability to inflict damage to the castle components and strike a larger number of castle defenders was generally preferred over a bolt thrower with its projectile travel capability.

A castle occupants would keep their support weapons in storage and would only deploy them in times of need. Castle assaults always took time to plan and the attackers could never hide the fact that an assault was about to happen.

The attacking force would employ huge numbers of carpenters and ironsmiths to construct the siege machines within sight of the castle walls. The defenders could easily determine from what direction the main siege machines would be deployed.

Defenders would position the versatile ballista crossbow at strategic points on the castle walls and towers. Although able to fire a number of different projectile types, massive bolts were favoured and able to skewer several warriors at once causing great panic in the enemy ranks.

Siege Machine Model Size

Siege machines such as siege towers and battering rams are divided into three sizes, small, medium and large.

The size of the siege machine determines the number of models required to move it, and for siege machines capable of damaging a target, the amount of damage it may inflict.

A small siege machine will tend to be approximately 3" to 4" in length. This will include a normal battering ram carried by four to six warriors.

Medium sized siege machines will include the wheeled battering rams (both open and covered) and will be around 6" in length.



The largest of the siege machines are the siege towers. These will be large enough to allow an assault on a castle wall. Typically, they will be around 10" in height.



Custom siege machines may be constructed and the profile created should reflect the appearance of the construction. A very large strung battering ram based on the Return Of The King "Grond" battering ram would be a sight to behold.

Deployment

The setup for a game of No Quarter Siege uses the following setup sequence.

Positioning The Castle

The defending player deploys the castle in the nominated area. The castle may be set up stretching across the table representing one side of the castle, or it may be set up further on consisting of two, three or all four sides. Players should decide the best layout and location for the castle to allow the attacking force a good sized deployment zone.

Any additional castle components such as hoarding structures are also deployed.

Attacking Forces Deployment

The attacking force is deployed in the attackers designated deployment zone (excluding any infiltrating units). No siege machines or units may be positioned within 12" from the castle at this stage.

Many siege weapons, such as catapults and trebuchet's are constructed in place and not moved during the siege. To represent this, the attacking player is allowed to measure the distance between all siege weapons and the castle walls when deploying his units.

Castle Defenders

The defender deploys the entire defending force (excluding any infiltrating troops) inside the castle.

Reserve Unit Deployment

Some defending units may be kept in reserve if required. These are deemed as being located inside the castle structure. Such units are placed to one side with a note detailing which structure they are positioned inside.

Positioning Defensive Weapons

As part of the defender's deployment, defensive weapons such as cannons, catapults, burning oil and piles of rocks are positioned at this stage.

Infiltrating Units

The players deploy infiltrating troops. When placing infiltrating troops in siege, ignore the D10 roll in the No Quarter rules to see who deploys first. In No Quarter Siege the attacking player always places infiltrating troops before the defending player.

A unit of infiltrating troops belonging to the attacking player may not be deployed with siege equipment within 12" of the castle (see siege equipment special rules for details). The attacking player may not place infiltrating troops inside the castle but may place them anywhere outside the castle even within 12" of the castle walls.

Once the attacking player has placed their infiltrating troops, the defender places their infiltrating troops anywhere on the table. If the defenders infiltrating troops are placed outside the castle then they must be placed at least 10" away from any of the attacking players troops.



Scenario Setup

If playing a specific scenario, then the standard setup may be ignored in favour of a set layout determined by the scenario creator.

In some cases, you may want to position a small town or village near to the castle. This could be used by the defender to mount a second defensive position, or by the attacker to organise his final assault on the castle.

Initiative And Activation

All the normal rules for activating units apply in a game of No Quarter Siege.

At the start of each game turn both players roll a D10 and the player with the lowest roll wins the initiative.

An additional rule applies to unit activation in No Quarter Siege. When playing Siege there is often the requirement for units or units and individuals to be activated simultaneously. To simulate this the following rule applies to siege battles.



Activating Multiple Units & Individuals

Units often work together in a game of No Quarter Siege. For example, units may combine to push a siege tower whilst others are positioned in the tower itself. To represent this combining of actions, in No Quarter Siege multiple units or individuals touching one piece of siege equipment may be activated together or independently as the controlling player wishes.

However, multiple units involved in the pushing of a siege machine such as a siege tower or a battering ram must be activated together.

Example: A unit of ogres and a unit of orcs are working together to push a siege tower towards a castle they are attacking. A unit of goblins with bows ride on the tower. In the attacking players activation phase, the attacking player can elect to activate the ogre and the orc units together and push the siege tower and then activate the goblins as a subsequent activation when they are closer to the castle.

The attacking player decides that he will activate the orcs and ogres together to move the siege tower closer to the castle. The siege tower advances 8" towards the castle walls. The attacking players end his activation and the defender activates a unit.

During the attacking players next activation phase, the goblins on the siege tower can be activated and shoot at the castle defenders.

Units activated together can select different actions. For example, one unit can shoot whilst the other moves. When units are activated together, it is up to the activating player to determine in what order the actions are taken.

Example: The attacking player has unit of orcs with 10 actions (AC) pushing a siege tower with a unit of goblins with 8 actions (AC) armed with bows riding inside the tower. The attacking player wants to activate both units at the same time and have the goblins fire their bows whilst the tower advances. The goblin bows require 4 actions (AC) to fire, so when the orcs have expended 4 actions (AC) to move the tower 4" towards the castle wall, the goblins can expend 4 of their actions to fire their bows. At this stage, the goblins have 4 actions (AC) remaining and the orcs have 6 actions (AC) remaining.

The orcs move the tower another 4" towards the castle.

The goblins could fire again if required and then the orcs could move the tower an additional 2" to complete the siege tower activation.

Alternatively, the goblins could decide hold their final actions until the end of the orcs movement to get closer to the castle. In this case the orcs would push the tower 6" towards the castle and then the goblins make their second and final ranged attack.

In the majority of cases, models riding in a siege tower would be activated after the models pushing the tower.

Movement

All movement outside the castle follows the normal movement rules.

The movement of siege machines and the movement of models within the castle have some additional rules.

Siege Machine Movement

Siege machines are large cumbersome constructions and it normally requires several models to move one.

Siege machines are divided into three sizes, small, medium and large.

The rate of movement depends on the size of the siege machine and the total number wounds of models in base to base contact with it.

The total number of wounds of the models pushing the siege machine will determine its rate of movement.

	Small		Medium		Large	
	4"		6"		>6"	
Siege Machine Size	Min	Max	Min	Max	Min	Max
Wounds Total	4	5-6	4-6	7-8	6-9	10+
Move per AC	1/2"	1"	1/2"	1"	1/2"	1"
Attack UC	6	4	6	4	6	4
Max Strength	6		8		10	

Example: A unit of skeletons is pushing a large siege tower towards a castle wall. There are four models on each side of the castle and four models to the rear. This gives a total of twelve models. As each skeleton has one wound each, there are a total of twelve wounds pushing the siege tower. The skeletons can move the siege tower 1" per action (AC) they expend. If the skeletons are reduced in number to between seven and nine, they may only move at 1/2" per action (AC) used. Once they are reduced five or less models, they may no longer move the siege tower until they are reinforced.

Deploying A Siege Tower Drawbridge

Siege towers are usually equipped with a drawbridge which is lowered onto the castle wall to allow the warriors to swarm onto the castle battlements.

When the siege tower is within drawbridge range, the drawbridge is automatically lowered for zero actions (AC).

Any defensive equipment under the drawbridge's impact point, such as screens or weapons, are automatically destroyed.

Movement Rules Inside A Castle

When moving within a castle many figures will line the walls. To ensure movement is not impeded, friendly models can move through each others space without penalty. However for obvious reasons, no two figures may occupy the same space.

Some castle models do not allow for the easy placement of figures. If a model of a gatehouse does not have opening doors then it will not be possible to place figures within it. There are two solutions to this:

- Moving through these structures is free and costs 0 AC. Also any opposing army figures either side of the feature will be able to attack each other in hand to hand combat – effectively they are in base to base contact.
- For those of you who like real detail, such spaces can be mapped out onto paper and used accordingly as figures move in and out of the structures.

Siege Follow Up Move

If a model defeats or pushes back an enemy in close combat, the model is allowed to move into the vacated space for free. This move can be made even if the model is still in close combat with other enemy. Other enemy models in base contact do not get any free attacks if this move takes the model out of combat.

Reserve Unit Activation

The defending player may activate a reserve unit in place of a unit already in play. The reserve unit is activated from its reserve location specified during deployment.

The unit is activated from the doorway or entrance of the reserve location with its full number of actions.

Example: A unit of swordsmen with 8 actions (AC) are activated from a courtyard building. All models may move using their full actions from the doorway of the building. They move 8" towards the main gate to help defend!

Using Ladders

Ladders are used by models to assault the walls of a castle.

Ladders will normally be between 5" and 7" in length to allow them to be positioned up against most castle models.

A ladder may be placed up against a wall by the leading model carrying the ladder moving to within 2" of the wall base. It does not cost any additional actions (AC) to position the ladder.

At least two models are required to raise a ladder.

Ladders allow models to climb walls at the rate of 1" per action (AC) spent.

It is possible for several models to end their activation part way up a ladder. To represent this, counters are used to record how many models are on the ladder and how many inches up the ladder they are positioned.



Ladder counters

One model will occupy 2" of ladder length.

Example: A unit of orcs are attacking a castle with 5" ladders. It is possible for one model to be 4" up the ladder and another allowed to move 2" up behind his comrade. Other orcs in the unit would be positioned at the base of the ladder waiting their turn. A 4" counter and a 2" counter would be positioned next to the ladder and the two models put to one side.

Example: In a similar example to the one above, a unit of orcs are attacking a castle with 7" ladders. It is possible for one model to be at the top of the ladder, 7" up, with other orcs positioned behind him at 5", 3" and 1".

If enemy models are positioned at the top of the ladder then the climbing model must defeat or push back the enemy to make a space on the battlements.



Reaching The Top

When models reach the top of a ladder they can step out onto the merlons (the raised crenelation) or onto battlements if a space exists. This initial move costs no actions.

The "Ladder Lift"

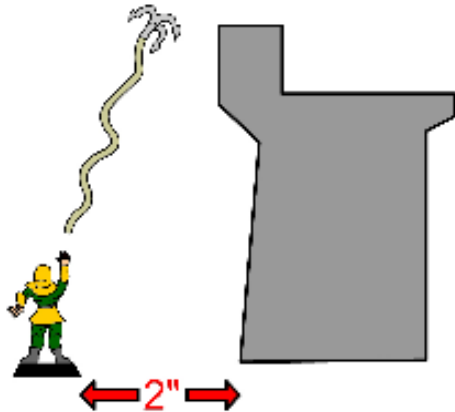
A special move exists when the ladder is first raised up to the castle wall. One model may be "positioned" at the top of the ladder as it is raised by other models in the unit. The model at the top of the ladder may then be activated with half of its normal actions (rounded down). The model at the top of the ladder always gets half of its actions (rounded down) regardless of how many actions were used by the model or unit prior to the "ladder lift".

If there are defenders on the castle wall within attack range, the raised model counts as charging and gains the 3 actions (AC) for a momentum attack.

Example: A unit of orcs with 8 actions (AC) each are assaulting a castle wall defended by elves. The orcs raise a ladder with a single orc at the top of the ladder. There is an elf archer in position where the top of the ladder raises the orc. The orc has half of its 8 actions (AC) plus a momentum charge bonus of 3 actions (AC). The orc is able to make one 4 action (AC) attack with 3 remaining for a follow up attack or for movement onto the battlements if he wins the combat on the first attempt.

Using Grappling Hooks

Models with grappling hooks may deploy their lines by moving to within 2" of the castle base. The model must expend one action (AC) to attempt to hook the battlements. The model must roll a 9 or less on a D10. If successful, the line is secured and models may start to ascend.



Tip: String may be used to represent the deployment of grappling hooks. A loop tied in one end can be hooked over the castle merlon.

Once a grappling line has been deployed, models may begin to climb. They ascend in the same way that ladders are used except no more than two models may be on a grappling line at any time.

Special Climbing Abilities

Some creatures are naturally able to scale vertical surfaces. Spiders and other similar multi-limbed creatures, would have no difficulty in climbing a castle wall. The ability to climb is a trait and is inherent to specific models.

Climb (Trait)

Models with the climb trait may move straight up vertical surfaces. The distance travelled up still requires that 1 action be used for every inch or part thereof.

Only "spider-like" multi-limbed models may have this ability.

4 points per model

Using The Double Time Ability

The double time ability may be used by models when assaulting the castle walls. In other words, a model may climb a ladder at the rate of 3" for every two actions (AC) used.

Using The Leap Ability

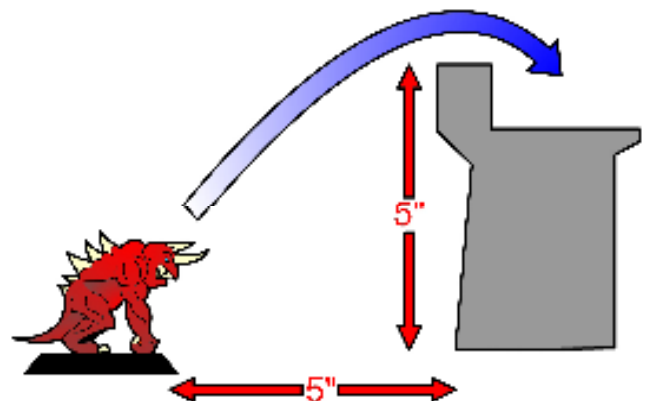
The leap ability may be used to leap onto the castle battlements. A model may not leap over the wall and into the courtyard.

To attempt a leap, the model must be a number of inches from the castle base equal to the height of the castle component.

The leap roll is made as normal but only to calculate the height of the leap. In other words, the leaping model will always achieve the distance, it is the height that is being attempted.

If the resulting leap height $((D10+5) \div 2)$ is greater than or equal to the height of the castle component, the leap is successful and the model may be placed on the battlements. If there was no free space for the model, it automatically wins a push attack against a single model of same base size or smaller (friend or foe) to occupy its position.

If insufficient height is attained when attempting the leap, the model will crash into the side of the castle and fall to the ground. Calculate the maximum height attained and work out a fall to the ground from that height.



Leap

A model with this ability may launch into the air using its great strength. Models must have a strength (ST) value of at least 6 to use the leap ability.

Before rolling for the distance travelled, a direction must be selected. The distance travelled is $D10+5"$ and requires that 5 actions (AC) be used. The full distance must be travelled.

The leap may cross any intervening obstacles as long as they are no more than half the distance travelled in height $((D10+5) \div 2)$.

If the leaping model lands on another model, the victim will take a hit at the leaping model's basic strength (ST) value. If the victim survives, place the model at the edge of the leaping model's base.

Flying Movement

Models able to fly may use the normal flying rules to enter the castle. They must move the appropriate distance to clear the height of the castle walls.

Flying (Trait)

Models with the flying ability may spend 2 actions (AC) to move 5". No restrictions for crossing terrain features will apply to models using the flying ability. Models in flight are assumed to have an altitude equal to half the distance they move for the purposes of holding unit acquiring line of sight (LOS).

8 points per model

Example : A model with the flying ability uses 6 actions (AC) to move 15". The model reaches a height of half the movement distance, in this case 7 1/2", and any holding units with ranged weapons can elect to shoot if the flying model presents itself in line of sight.

However, flying models may also fly at a steeper angle up to a castle component or any other elevated position, but at the cost of more actions (AC). For a model to make an ascending move, it will gain 1" of altitude for every 1" of forward movement.

A model making such a move may also count as charging and benefit from the three momentum attack bonus actions (AC).

Example : A griffin wishes to fly up to a castle battlements to attack the defending warriors. As the castle wall is 5" high, the griffin must start its ascending move at least 5" from the wall. As the griffin moves 5" towards the castle wall, it gains a total of 5" in altitude.

Falling Models

Any model which either gets pushed off the battlements or actually falls off the scenery (this is to stop players balancing very large models on small walls) takes an automatic hit with a strength equivalent to the distance fell in inches rounded up. All armour saves apply as normal.

Example : A model is pushed from the castle battlements and falls 3 1/2" to the ground. The falling model takes a strength 4 hit when it hits the ground. The model may make an armour save attempt if it has armour.

Charging the Castle

Models equipped with the siege weapon ability can declare the castle itself as a target for a charge. The unit gains the momentum attack with the +3 actions (AC) for charging.

When attacking a very large target (VLT), all attacks will hit on a D10 roll of 9 or less regardless of the models CC value. Only a fumble will miss.



Ranged Combat

Any siege battle generally relies very heavily on ranged attacks both from the attacker and the defender.

In most cases it is simply a case of trying to obtain a models eye view of the line of sight.

Attacking The Castle & Siege Machines

As castles are massive and resilient structures, attacking them with arrows and crossbow bolts will have no effect.

Siege machines such as siege towers and covered battering rams are very tough and are also unaffected by such ranged attacks.

To represent this resilience, no ranged attacks can harm a castle component or siege machine unless it uses a template or has the siege weapon ability. Essentially a ranged weapon with a template automatically gets the siege weapon ability for free. This means that cannons and catapults can damage a castle wall whilst a bolt thrower cannot.

Very Large Target

Any model deemed a very large target (VLT) will be hit on a roll of 9 or less. Only a fumble will miss. The model must still be within maximum range and line of sight of the weapon being used.

If any part of a template from a ranged weapon touches a very large target (VLT) then the model is automatically hit (there is no need to roll a D10 to see if the model is hit).

The Castle Gate

The profile for the castle gate refers to the wooden gate itself. The surrounding stonework has a profile the same as a wall section.

Targeting The Castle Gate

The castle gate may only be directly targeted from short range. If firing from medium and long range, the surrounding stonework is hit.

From short range, the firing player may choose which element is struck.

Armour Saves & Damage

Once hit by an attack, armour saves and damage rolls are made as normal.

Very large targets only take one hit from each template.

Targeting

Targeting a very large target (VLT) with a template weapon will not automatically mean that warriors in or on the target are hit.

If the attacking player elects to shoot at a very large target (VLT), the shot is assumed to hit the vertical surface of the structure. No models on or in the target are hit.

Example: A catapult elects to fire at a castle wall within maximum range and line of sight. Regardless of the catapult crew's ranged attack (RA) value or the range distance to the target the attacker needs to roll a 9 or less to hit the target. The shot is assumed to hit the front facing of the wall and so no models on the battlements are struck.

If the attacking player wants to target models on or in a very large target (VLT), then normal rules ranged combat will apply. The firing model will use its ranged attack (RA) value to resolve the attack. All range and cover modifiers cover will apply. If the attack is successful, the very large target will also be struck by the template and will take a hit as normal.

Example: A catapult elects to fire at some pesky archers on a castles battlements. The catapult crew have a ranged attack (RA) value of 6. The target archers are at the catapults medium range and so have a +0 to hit modifier. The target archers also benefit from hard cover and so a -2 modifier is applied. The attacker needs to roll a 4 or less (6+0-2) to hit the archers. If the attack is successful, all model under the catapult 2" template are hit. In addition, the castle wall also takes a single hit. If the attack is a miss, the template will deviate according to the normal No Quarter deviation rules.

If a template weapon hits a model standing on a castle component then the castle component then the castle component is also hit.

Indirect Attacks

If an indirect attack is being attempted against a very large target, the attack must be resolved as normal using the models ranged attack (RA) value. A very large target also counts as a large target and so the firing models gains +1 to hit for an indirect attack.

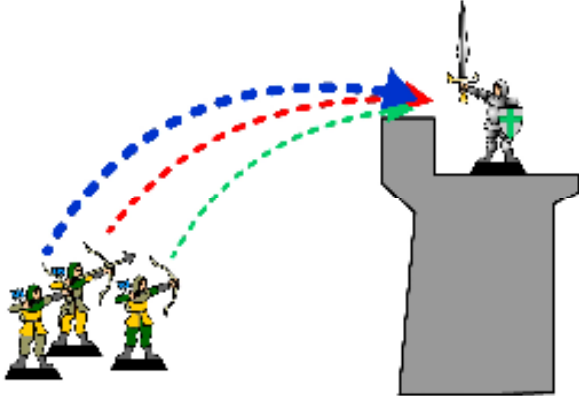
Units With Standard Ranged Weapons

When playing No Quarter Siege, units can become widely spread out, especially when using the free formation rule.

Models in units with ranged attacks are allowed to attack different targets as long as the targets apply to the standard No Quarter targeting rules.

Firing Over Models

Ranked or closed formation units with ranged weapons such as bows may freely attack defenders on the castle walls. As the models on the castle walls are on higher ground, firing models in the second and subsequent ranks can easily see over the model in front to target the enemy.



Attacking Castle Defenders With Spells

As some spells can be devastating – especially when defending troops are bunched together in confined spaces, the following rules apply to spells in No Quarter Siege.

- Any spell which affects a target unit will only affect troops on one castle component i.e. A wall section, a tower etc. The castle component affected is chosen by the casting player. Only models from one unit on the chosen castle component are affected.
- The Summon Fallen spell does not function inside the walls of a castle i.e. The spell automatically fails when the fallen warriors are raised within the confines of the castle.

Attacking Very Large Targets With Spells

Castle components can also be attacked using spells. Any spell with a template can damage a castle component. Spells without templates cannot damage a castle.

If any part of a template from a spell touches a castle component then the component is automatically hit – there is no need to roll a D10 to see if the component is hit.

Saves and to wound rolls are rolled as normal unless the spell allows no save or wounds automatically.

Castle components only take one hit from each template.

Ranged Attack Modifiers

In addition to the standard No Quarter ranged attack modifiers, some new modifiers are introduced to reflect models being positioned inside siege machines and inside castle structures.

The standard No Quarter ranged modifiers are detailed here for convenience.

- +1 for large target (including ranked & closed units)
- -1 for dispersed unit
- +1 aiming at target
- -1 soft cover
- -2 hard cover
- -1 second and third ranks
- -1 indirect fire

The siege specific ranged modifiers are as follows:

- -1 for free formation (as dispersed)
- -2 for crenelations, mantlets and siege machines (as hard cover)
- -3 for extreme cover (models inside siege machines and behind windows)
- -4 for total cover. (models behind an arrow slots or with a small portion of the model visible)

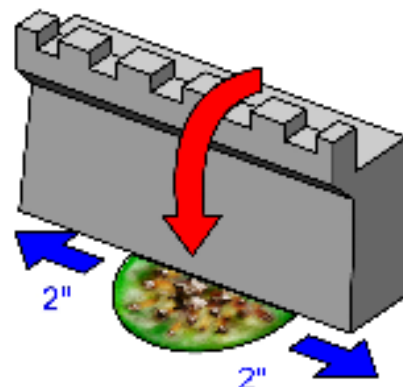
The firing model must have line of sight to at least a part of the target model. If the firing model cannot see any of the target model, then it cannot fire. However, models declared as inside a castle structure and firing from windows or arrow slots may be targeted with the extreme cover penalty.

Drop Attacks

Defenders may make drop attacks from the castle walls against enemy models at the base of the wall.

Models with access to rocks and burning oil may make a drop attack for 6 actions (AC).

The drop template is positioned below the defensive weapon position within 2" to each side.



A drop attack always hits targets completely covered by the template. Models partially covered are hit on a D10 roll of 5 or less.

Close Combat

All close combat rules apply as normal with the exception that very large targets (VLT) may only be damaged by models with the siege weapon ability.

Attacking Troops Inside Fortifications

To attack a figure on a castle wall the unit must declare a charge and the model must have enough actions to reach its opponent and a means of climbing the walls if necessary.

There are three ways to climb walls to attack defenders:

- Ladders
- Attacking from a siege tower

When attacking models using any one of these methods, the attacker must declare a charge. The charging model receives the +1 to hit modifier and the bonus 3 actions (AC) for charging as outlined in the No Quarter rules. For more information on who can charge see the rules for movement above.

Models On Hold

All the normal rules for models on hold apply to Siege – the standard No Quarter rules e.g. defending models on hold on the castle walls may make a single close combat attack against attacking enemy at the point that they are engaged by an enemy model. This attack can be a push back attack if the player wishes.

Push Attack

When fighting a siege, it is important to control the space on the castle walls as this will enable players to move models into and around the castle. A push attack represents two models battling to push one another over or push an enemy off a wall or ladder.

A push attack is a 3 action (AC) attack. The enemy model must be adjacent to the attacking model and all rules for determining close combat target eligibility are used.

When a model makes a push attack, a single enemy model is selected as the target. Both models roll a D10 and add the models base strength. The player with the highest score wins the contest. In the event of a tie, it is a stand off and nothing happens.

The following modifiers apply when making a push attack:

- +1 for charging
- -1 if attacking from a ladder
- No model holding a ladder -1 (no models in the unit at the bottom of the wall to support the ladder).

Example: A Vampire Peon charges up a ladder and makes a push attack against the beastman warrior that is defending the castle. The Vampire Peon has a strength of 6 and the player rolls 4 on a D10 and adds +1 for charging, but has a -1 penalty because he attacking from a ladder. This produces a total score of (6+4+1-1) 10 for the Vampire Peon. The beastman has a strength of 4 and the defending player rolls a 8 on a D10 giving a score of 12 for the beastman warrior. As the beastmans score was highest, the beastman pushes back the vampire. The vampire falls from the walls which are 5" high and takes a single strength 5 hit and lands prone on the floor. The vampire survives the fall and spends 3 actions (AC) to get back up and ends it actions for the turn.

Pushing Back

The player who fails the test is pushed away from the winning model – enough to allow the winning model to take the space where the defending model once stood. The direction of the push back is chosen by the winning player and may result in the losing model falling from a wall or tower. Once the losing model has been moved, the winning model is allowed to move into the space created – this is an out of sequence move and does not affect the models remaining action (AC) points.

Example: Following on from the previous example, the next attacking model in the undead unit charges up the ladder to attack the defending beastman warrior. In this case an armoured skeleton warrior with a strength of 4 makes the push attack. The undead player rolls a 7 on a D10 giving an overall total of (4+7+1-1) 11. The strength 4 beastman rolls a 5 giving a total score of 9. The skeleton warrior wins the push attack and forces the beastman back so the skeleton may occupy the space the beastman was in. The skeleton has enough actions to make another push attack or make a normal close combat attack.

Other models from the skeleton unit may now climb the ladder and move onto the battlements if space exists.

Casting Down A Ladder

Defenders may attempt to dislodge a ladder to prevent enemy models from attacking the ramparts.

The defending player may not attempt to cast down a ladder if he is engaged in close combat.

Once per model activation a model may make a cast down attack for 3 actions (AC). The defending player rolls a D10 and adds his base strength value.

The player controlling the ladder makes a D10 roll and adds +1 for each model on the ladder. In addition, up to three models at the foot of the ladder may be deemed as holding the ladder and add +1 for each assisting model.



No other modifiers are included in a cast down attack.

If the defending player's cast down attack total is greater than the attackers score, the ladder is cast down. All models on the ladder take a strength hit equal to the distance they fall in inches.

If the defenders score is less than or equal to the attackers score, he is unable to cast down the ladder and nothing happens.

A model may only make a single cast down attack per activation.

Example: A strength 4 defender attempts to cast down a ladder. He rolls a 8 on a D10 giving a total push attack value of 12 (4+7). The attacking player has two models on the ladder (+2) and one model holding the ladder base (+1). The attacking player rolls a D10 and adds +1 for each model. He rolls a 6 giving a total of 9 (2+1+6). The defending player wins the contest and the ladder falls inflicting a hit on all the falling models.

Destroying A Grappling Line

Defenders may attempt cut a grappling line that is attached to a castle component.

The defending player may not attempt to cut a grappling line if he is engaged in close combat.

Once per model activation a model may make a cut attack for 3 actions (AC) against the grappling line. The attacking player makes the close combat attack with a +2 modifier. If the attack hits the grappling line, the line is cut.

If the grappling line is cut, all models on the line will fall and take a strength hit equal to the distance they fall in inches.

Example: A defender with a close combat (CC) value of 5 attempts to cut a grappling line. He gains a +2 to hit bonus against the static target. He needs to roll a 7 or less on a D10 to hit and destroy the grappling line. Any models on the grappling line fall to the ground inflicting a hit.

Once a grappling line has been cut, it may not be reused.

Attacking Very Large Targets

A model with the siege weapon ability can attack a very large target (VLT) using its close combat attacks.

All close combat attacks against a very large target will hit on a D10 roll of 9 or less. Only a fumble will miss.

Armour saves and rolls to wound are calculated normally.

Close Combat Modifiers

The following modifier apply in addition to the normal combat modifiers.

- +1 for charging, counts for all attacks made by a model on the turn it charges into combat.
 - +1 if enemy model is panicked
 - +2 if enemy model is terrified
 - +1 if target is prone
 - +1 for large target
 - +1 attacker on higher ground
 - -1 enemy on higher ground
 - -1 fighting over an terrain barrier (wall etc....)
 - +1 combat assistance (not cumulative)
- -1 if attacking from a ladder or grapple line
 - -1 if attacking a model on a ladder or grapple
 - +2 attacking a grappling line

Extra Rules For Defenders

The defenders of a castle gain some additional benefits.

Defenders Command Bonus

Troops defending a castle against a hostile force have resigned themselves to a bitter and hard fought battle. To represent this additional resolution of the defending troops and to help balance the odds between attacking and defending forces, when playing games of No Quarter Siege, all defending troops benefit from a +1 command (CO) bonus whilst inside the castle. This modifier applies to all command (CO) checks made by the defending models.

Army General Deferral's

Because of the points differences between attacking and defending forces, it is quite likely that the defending player will have fewer units to activate in a turn than the attacking player. This can result in the attacking player gaining an advantage in leaving critical unit activation's unit the end of the turn when the defending player completed all of their activation's.

To help balance this situation, in games of No Quarter Siege, whilst the defending players Army General is still on the battlefield, the defending player can make one deferrals per turn for each 1000 points (round up) in the attacking force e.g. If the attacking force is 2500 points then the defending player can make 3 deferrals each turn.

When a defending player makes a deferral, play passes back to the attacking player without any defending unit being activated. The attacking player must then chose one of their units to activate.

Deferrals can only be made whilst the defending players Army General is still present on the battlefield.



Steam Tank © Ground Zero Games

Castle Components

When fighting games of No Quarter Siege, there are a number of large structures that are tactically important such as the castle and siege towers.

When the defensive player deploys the castle, components such as walls and towers should be easily identifiable.

At first castle walls were wooden, making them cheap and quick to build, but they were vulnerable to arson. Stone walls followed, and with each generation they grew thicker and taller.

Corner towers stood out from the walls, giving defenders a better perspective on enemy movements. Windows were rare; instead, slits called loopholes were built for archers. Sometimes builders thickened walls low to the ground to protect them from battering rams. Often, these walls sloped away at the base to redirect objects dropped from the top of the castle wall, ricocheting them out at soldiers on the ground.

Because they had walls to protect them, castle defenders would sometimes hunker down and try to wait out their attackers. Those inside made sure they could be self-sufficient when cut off from the outside world by a siege. They built wells and kept livestock inside their walls, guaranteeing fresh water and fresh meat during a siege. They also salted foods such as bacon and fish and stored grains and beans by the barrel-full.

Castle garrisons also stockpiled weapons, for reinforcements often could not get through. If a siege continued into winter, castle dwellers had more protection from the elements than attackers, and if their rations held up, also more food to sustain them.

Calculating Castle Damage

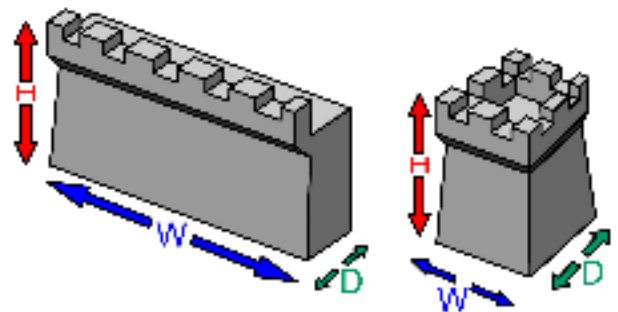
Castle models will vary in size from one manufacturer to another, you may even have built your own castle.

The number of wounds allocated to a castle component depend on the size of the component piece.

To calculate the number of wounds multiply the width by the height by the depth of the model piece in inches.

- All measurements are taken at the widest point of the model.
- Round all measurements up.
- The depth of the castle component always has a minimum value of 3.
- Divide the result by 20 (rounding up).

This will produce the number of wounds allocated to the castle component.



$$(\text{width} \times \text{height} \times \text{depth}) \div 20$$

Example: A castle wall section is 9¾" wide, 4¾" tall and 3" thick at the base. The three measurements (rounded up) when multiplied together give a result of 10 x 5 x 3 = 150. This total is divided by 20, giving 7½ and rounded up to give 8 as the number of wounds.

Example: A castle tower section is 4½" wide, 7" high and 4½" deep. The three measurements multiplied together give a result of 5 x 7 x 5 = 175. This total is divided by 20, giving 8¾ and rounded up to give 9 as the number of wounds.

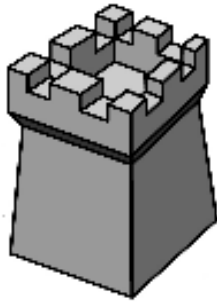
Any models in or on the castle component when it is destroyed take a strength 7 hit from falling debris.

Castle Tower

Castle Component

A castle tower may be positioned between each wall section of the castle perimeter.

Name	T	W	AR
Castle Tower	8	9	9
Special Rules	<ul style="list-style-type: none"> • Castle component • Very large target (VLT) • Wounds based on a 5x7x5 tower 		
Points Cost	Free		

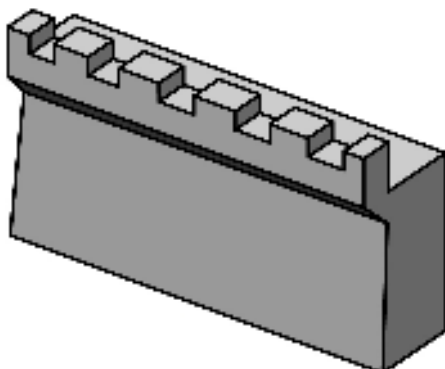


Castle Wall

Castle Component

Castle wall sections will vary in size. There will be sufficient space on the wall section for the defenders to position defensive equipment.

Name	T	W	AR
Castle Wall	8	8	9
Special Rules	<ul style="list-style-type: none"> • Castle component • Very large target (VLT) • Wounds based on a 10x5x3 wall 		
Points Cost	Free		



Castle Gate

Castle Component

The castle gate, the castle's entrance, was the early castle's most vulnerable point. Later, military engineers bolstered it with impressive defences. A drawbridge could be pulled back, lifted, or pivoted like a see saw, while portcullises - iron-covered wooden grills that moved up and down in front of the gatehouse door - provided additional protection. Castle dwellers could also slide wooden beams behind the doors to reinforce them.

If attackers broke down the outer door and entered the gate's passageway, they ran the risk of being trapped. Sometimes defenders would drop a portcullis behind them. Roofs above gate passages often had so-called "murder holes" through which castle soldiers could drop burning oil onto enemy soldiers. Loopholes in the walls of the gate passage also gave defending archers - only feet away from trapped attackers - a deadly advantage.

Name	T	W	AR
Castle Gate	6	4	7
Special Rules	<ul style="list-style-type: none"> • Castle component. • Castle gates can be opened by 2 figures inside the castle at a cost of 2 actions (AC) for each figure. If an enemy model is standing next to the interior of the gates then the gates cannot be opened. • When the gates are opened by defending models, the gates are assumed to automatically close once troops have passed through them. • If the castle wall section containing the gate is destroyed, the castle gate is automatically destroyed. 		
Points Cost	Free		

Defensive Components

The castle defenders may enhance their position by adding some defensive components.

Hoarding

Defensive Component

Prior to a battle, defenders may build a temporary wooden balcony on castle walls to allow the positioning of defensive weapons. Hoardings usually overhang the walls of the castle to allow accurate firing at enemy soldiers at the base of the wall.

Name	T	W	AR
Hoarding	-	+2	-
Special Rules	<ul style="list-style-type: none"> Defensive component Provides hard cover Add +2 wounds to the castle component the hoarding is built on to. 		
Points Cost	35 points		

Parapet Screen

Defensive Component

A parapet screen is a wooden mantlet style shield designed to be fitted into the crenels of the castle walls. Some are constructed so they can be tilted upwards to allow soldiers behind to make ranged attacks.

Name	T	W	AR
Parapet Screen	5	2	5
Special Rules	<ul style="list-style-type: none"> Defensive component Provides extreme cover 		
Points Cost	5 points		

Barricade

Defensive Component

The defending player may deploy a barricade inside the castle once both sides have deployed all troops.

Two models may move the barricade at a cost of 2 actions (AC) per 1".

Name	T	W	AR
Movable Barricade	4	2	4
Special Rules	<ul style="list-style-type: none"> Defensive component Up to 4" long and 1" high Provides hard cover Requires 1 action to cross 		
Points Cost	15 points		

Murder Holes

Defensive Component

Murder holes allow defending models above the castle gate to attack enemy models as they pass below. When a castle is equipped with murder holes, up to 3 figures above the gate can attack models passing through the gate. If there are more than 3 figures above the gate, then the defending player chooses which models make the attacks.

Murder holes can only be used once per player turn and each model using murder holes can only make a single attack. This attack is for free and occurs out of the normal sequence of play as the enemy passes through the castle gate.

Each attacker makes a single close combat attack with a -1 to hit modifier. Hits are resolved at the models normal strength.

Name	UC	CR	MR	LR	ST
Murder Holes	Special				
Special Rules	Up to 3 figures may make a free hold action attack				
Cost	15 points				

Defensive Weapons

The castle defenders have access to a number of defensive weapons for the castle walls. These are positioned during the deployment phase and some can be moved.

Burning Oil

Burning oil is hot sticky tar which is poured onto the attackers from a cauldron as they assault the walls. This is a short range weapon but highly effective.

Burning oil can be activated by one model. Burning oil uses the 3" semi-circular burning oil template.

The burning oil cauldron can be moved by two models working together. Two actions (AC) are spent by each model for each inch of movement.

Name	UC	CR	MR	LR	ST
Burning Oil	7	Special			5
Special Rules	<ul style="list-style-type: none">• Drop attack (see drop attack rules)• 3" Semi Circle• Penetration Modifier -2				
Cost	25 points				

Improvised Missiles

A unit with improvised missiles has gathered stones, rubble and bits and pieces to throw down at the attacking force.

Improvised missiles can be activated by one model.

An improvised missile attack uses the 3" semi circular rocks template.

Name	UC	CR	MR	LR	ST
Missiles	6	Special			4
Special Rules	<ul style="list-style-type: none">• Drop attack (see drop attack rules)• 3" semi circle rock template				
Cost	8 points				

Rock Dropper

A rock dropper is a simple wooden construction allowing rocks to be loaded onto a shovel arm attached to a vertical pole. The arm may then be swivelled around to allow the rocks to be dropped over the castle wall. The advantage of the rock dropper is that the rocks may be dropped further away from the castle wall.

The rock dropper uses the 3" circular rocks template and must be positioned with one edge of the template touching the base of the castle wall.

Name	UC	CR	MR	LR	ST
Rocks	6	Special			4
Special Rules	<ul style="list-style-type: none">• Drop attack (see drop attack rules)• Rock template may be positioned up to 2" laterally.• 3" circle template.				
Cost	14 points				

Fire Arrows

Siege machines are nearly always made from wood. Attackers will use material located near to the castle to construct any siege towers, battering rams and catapults. Defenders may well attempt to use fire arrows to set siege machines alight as they approach the walls.

Four models may attempt a single fire arrow attack. The models must fire at the same time and at the same target. It requires additional actions to light the arrows before they may be fired. The use cost (UC) detailed is in addition to the bow's normal use cost.



Name	UC	CR	MR	LR	ST
Fire Arrows	+2	As bow			
Special Rules	<ul style="list-style-type: none">• Equipment in addition to bow.• 1" template per four firing models.• If the target is hit, the model takes no immediate damage, but it does take one "on fire" counter. Refer to the Fire Table during the compulsory effects phase.• Will only affect wooden / flammable targets!				
Cost	4 points per model				

Example: Four models with RA 6 in a unit armed with standard bow's (UC4, 10/+1, 20/+0, 30/-1, ST4), elect to use their fire arrows against a siege tower. The bow normally requires 4 actions (AC) to use, but as the models are using fire arrows, two additional actions are required to light the arrow tips. The siege tower is 24" away from the firing unit and so has a -1 range penalty. However, the target is also a large target and so the unit gains +1 to hit. This gives an overall value to hit of (6-1+1) 6. The models fire a single 1" fire arrow attack at the target and successfully hit. No damage roll is made at this time, but a single fire counter is placed alongside the siege tower. During the compulsory effects phase, a D10 roll is made for the fire counter which results in a 4. This inflicts a single wound on the siege tower and the tower continues to burn.

Fire Table

During the compulsory effects phase, roll a D10 for each fire counter on the target.

D10	Result
1	The fire inflicts 1 damage on the target and the model takes another fire counter.
2 - 5	Inflicts 1 damage on the target.
6 - 8	The fire continues to burn but inflicts no damage.
9 - 10	The fire goes out, remove a single fire counter from the target model.

Putting Out Fires

Models in or around the burning model may attempt to put the fire out. Two models working together must spend 5 actions (AC) to attempt to put out one fire. The models must make an extinguish roll of 3 or less to put out a single fire.

- +1 to the extinguish roll number for each additional model helping to put out the fire.

Example: A model on the top level of a siege tower attempts to put out a fire. He is assisted by three other models on the top level of the siege tower. The model needs to roll a six or less on a D10 to remove a single fire counter. All of the models count as having expended 5 actions (AC). If the models have sufficient actions remaining they may make another attempt at extinguishing a fire counter.

Siege Machines

Some siege equipment is very large and heavily constructed. Siege Towers and Covered Battering Rams are normally built by the attacker using materials found close to the castle.

Such items of equipment are grouped together as Siege Machines.

Each Siege Machine has its own profile in terms of toughness and wounds.

Siege Machine Movement Summary

Siege Machines are moved by models pushing the construction.

A siege machine has two levels of crew. Maximum crew and minimum crew. At maximum crew level, the siege machine may move at 1" per action (AC) expended. At minimum crew level, the siege machine may move at ½" per action (AC) expended.

	Small		Medium		Large	
Siege Machine Size	4"		6"		>6"	
	Min	Max	Min	Max	Min	Max
Wounds Total	4	5-6	4-6	7-8	6-9	10+
Move per AC	½"	1"	½"	1"	½"	1"
Attack UC	6	4	6	4	6	4
Max Strength	6		8		10	

The rate of movement depends on the total number of wounds of the models pushing the siege machine.



Siege Machine Attacks

When a siege machine attacks a target, the use cost (UC) of the siege machine attack is dependant on the number of models crewing the siege machine. If at maximum crew, each attack costs 4 actions (AC). If the machine is at minimum crew, each attack costs 6 actions (AC).

All models pushing the siege machine effectively attack the target at the same time.

Siege Machine Strength

When a siege machine attacks another target in close combat, the strength of the attack is based on the number of models pushing the siege machine.

For each model activating the ram, a cumulative strength 1 hit is taken by the target model.

The strength of an attack may never exceed 10. More than 10 wounds of models may take part in an attack, the additional strength does not count to the total.

Weapon Strength	Armour Modifier
4	0
5	-1
6	-2
7	-3
8	-4
9	-5
10	-6

The castle components may attempt a saving roll as normal.

Example: Six models using a battering ram will inflict a strength 6 hit against the target castle component. The castle's armour save has a -2 modifier. Seven models would inflict a strength 7 hit with a -3 save modifier.

Models Inside Siege Machines

Models inside the siege tower have cover and are difficult to hit with ranged weapons.

Depending on the type of siege tower model being used, models inside will benefit from hard cover or extreme cover.

As a general rule, models that are in 25% cover count as soft cover (-1 to hit), models in 50% cover count as hard cover (-2 to hit) and models in 75% cover count as extreme cover (-3 to hit).

Destroyed Siege Machines

Any models in or on the siege tower when it is destroyed takes a strength 7 hit from falling debris. Models in base to base contact with the siege tower are also struck by debris.

Small Battering Ram

Siege Machine

A small battering ram is simply a large log with a reinforced tip and some carry handles.

Up to three warriors will be positioned on each side of the battering ram.

Name	T	W	AR
Small Battering Ram	6	2	4
Special Rules	<ul style="list-style-type: none"> Siege Weapon <p><u>Siege Machine Movement (SMALL)</u></p> <ul style="list-style-type: none"> 5-6 wounds, 1 AC for 1" 4 wounds, 1 AC for ½" <p><u>Siege Machine Attacks</u></p> <ul style="list-style-type: none"> ST * wounds (Max 6) 1 damage 		
Points Cost	20 points		

Example: If five models activate a small battering ram, then a single strength 5 hit is taken by the castle component attacked. Each damaging hit causes 1 wound against the castle component.

Medium Battering Ram

Siege Machine

A medium battering ram is a large version of the small battering ram, more warriors are able to carry the ram and so inflict a greater hit.

Name	T	W	AR
Medium Ram	6	3	4
Special Rules	<ul style="list-style-type: none"> Large model Siege Weapon <p><u>Siege Machine Movement (LARGE)</u></p> <ul style="list-style-type: none"> 7-8 wounds, 1 AC for 1" 4-6 wounds, 1 AC for ½" <p><u>Siege Machine Attacks</u></p> <ul style="list-style-type: none"> ST * wounds (Max 8) 1 damage 		
Points Cost	35 points		

**Strung Battering Ram**

Siege Machine

A strung battering ram consists of a wheeled frame supporting a large battering ram suspended on chains or thick rope.

Name	T	W	AR
Strung Ram	7	4	5
Special Rules	<ul style="list-style-type: none"> Large model Siege Weapon <p><u>Siege Machine Movement (LARGE)</u></p> <ul style="list-style-type: none"> 10+ wounds, 1 AC for 1" 6-9 wounds, 1 AC for ½" <p><u>Siege Machine Attacks</u></p> <ul style="list-style-type: none"> ST * wounds (Max 10) 1 damage 		
Points Cost	55 points		

Example: If seven models activate the strung battering ram, then a single strength 7 hit is taken by the castle component attacked. Each wounding hit causes 1 wound against the castle component.



© Zvezda Covered Battering Ram

Covered Battering Ram

Siege Machine

A covered battering ram is a strung battering ram with a heavy wooden roof for added resilience.

Name	T	W	AR
Covered Ram	7	5	6
Special Rules	<ul style="list-style-type: none"> Large model Siege Weapon <p><u>Siege Machine Movement (LARGE)</u></p> <ul style="list-style-type: none"> 10+ wounds, 1 AC for 1" 6 to 9 wounds, 1 AC for ½" <p><u>Siege Machine Attacks</u></p> <ul style="list-style-type: none"> ST * wounds (Max 10) 1 damage 		
Points Cost	70 points		

“Wolfs Head” Ram

Siege Machine

The “Wolfs Head” battering ram is a massive wooden construction. The battering ram is tipped with a giant iron head, usually that of a wolf or a skull. The ram is suspended in a huge frame allowing a devastating back and forth pounding motion once close enough to the castle.

Name	T	W	AR
Wolf's Head Ram	7	8	7
Special Rules	<ul style="list-style-type: none"> Large model Siege Weapon <p><u>Siege Machine Movement (LARGE)</u></p> <ul style="list-style-type: none"> 16+ wounds, 1 AC for 1" 10-15 wounds, 1 AC for 1/2" <p><u>Siege Machine Attacks</u></p> <ul style="list-style-type: none"> ST * wounds (Max 10) 2 damage 		
Points Cost	90 points		

Siege Tower

Siege Machine

A siege tower does not follow a standard construction pattern. The number of levels within a siege tower will depend on the overall height.

Some siege towers may have a battering ram or catapult incorporated into the construction. In such cases, add the points value of the catapult and/or battering ram to the points cost of the siege tower.

Name	T	W	AR
Siege Tower	7	6	7
Special Rules	<ul style="list-style-type: none"> Large model <p><u>Siege Machine Movement (LARGE)</u></p> <ul style="list-style-type: none"> 10+ wounds, 1 AC for 1" 6 to 9 wounds, 1 AC for 1/2" 		
Points Cost	75 points		

Giant Siege Tower

Siege Machine

Attackers will construct a siege tower specifically to assault the castle under siege. If the attacker wishes to deploy a siege tower against a castle tower, a giant siege tower may be required.

A siege tower may have more than one drawbridge as castle towers tend to be much higher than the castle walls.

Name	T	W	AR
Giant Siege Tower	7	8	7
Special Rules	<ul style="list-style-type: none"> Large model <p><u>Siege Machine Movement (LARGE)</u></p> <ul style="list-style-type: none"> 16+ wounds, 1 AC for 1" 10-15 wounds, 1 AC for 1/2" 		
Points Cost	95 points		

Trebuchet

The trebuchet is a massive siege weapon built in place. Its huge range makes it a very devastating weapon against castles.

Name	AC	RA	CC	ST	T	W	CO
Trebuchet	-	-	-	-	7	5	-

Name	UC	CR	MR	LR	ST
Trebuchet	8	20/+0	40/+1	60/+0	8
Special Rules	Siege weapon Indirect 2" Blast Knock Prone Penetration Modifier (PM) -2 Large model				
Cost	52 points				



© Zvezda Siege Tower

Siege Equipment

The attackers have access to additional siege equipment

Mantlet

3 points

Mantlets can only be used by troops on foot. Mantlets provide hard cover (-2 modifier to enemy ranged attacks).

Two models working together may move a mantlet at normal speed. A single model may only move a mantlet at half speed.



Ladders

5 points

Ladders can only be carried by foot troops. You cannot have more ladders than half the number of troops in a unit (round down). It requires at least two models to carry each ladder.

Dropped ladders can be picked up and used by other attacking units.

Grappling Lines

3 points

Up to half the models in a unit (round down) may be equipped with grappling lines.

Refer to the rules on using grappling lines.

Doomsday Mine

Between weaponsmiths, alchemists and wizards, powerful explosives can be concocted to breach a castle wall.

The Doomsday Mine is a large explosive device capable to tremendous damage. The explosive material is packed into a large container with carrying handles on each side.

Two warriors will slowly carry the device up to the castle wall where it will explode with terrifying force.

If one model is killed, the device cannot be moved until another model moves into base to base contact with it. If both carrying models are killed, the device will explode on a D10 roll of 5 or less. The resulting explosion uses the 4" blast template and inflicts a strength 10 hit on any models covered by the template. If the device does not explode, it may be picked up by two new models.

If the device makes it to the castle wall, the carrying models can immediately move 4" away from the castle wall regardless of how many actions they have remaining. The device will then explode on a D10 roll of 9 or less. On a roll of 10, the device fails to explode and is removed from play.

An exploding Doomsday Mine will inflict a single strength 10 hit. Roll for armour save and damage as normal. On a successful damaging roll, the mine will inflict D5+4 wounds against the castle component. The blast is specially directed at the castle wall and no other models will be damaged. However, all models within 4" of the blast must roll under their base strength (ST) value or be knocked prone.

Name	UC	CR	MR	LR	ST
Doomsday Mine	See special rules				10
Special Rules	<ul style="list-style-type: none"> Must be carried by 2 models at half movement rate (1 action (AC) per 1/2") Inflicts a strength 10 hit D5+4 Wounds One bomb per army or per 1000 points 				
Cost	65 points plus carrying models				

The Doomsday Mine may not be fired from a support weapon as the inherent instability of the device will cause it to explode when fired.

Attackers Encampment

Attackers may often have an encampment from which to organise their troops and mount their offensive. Such encampments may have some defensive protection to resist raids by castle cavalry or infiltrating units.

Tents

Some attacking forces will bivouac in tents within their encampment.

The attacker may position any number of tents in his encampment area for no points cost.

They have no effect on gameplay, they just add to the ambience of the battlefield.

Triage Tents

Wounded models may also be treated at the encampment and they may be returned to combat.

Name	T	W	AR
Triage Tent	4	1	0
Special Rules	<ul style="list-style-type: none"> During the compulsory effects phase, D10 models may be returned from casualties suffered. Recovered models are placed anywhere in the attackers encampment. Only single wound models on foot may be returned. Recovered models may only be taken from casualties suffered. If insufficient models exist as casualties, no models may be recovered. 		
Points Cost	60 points for 5 tents		

Tents may not be used by any “evil” forces, such as the Living Dead, Demonic, Chaos etc.

Stakes

Logs are fashioned into pointed stakes and buried in the ground at an angle. These obstruct movement and make for an effective barrier to attacking warriors. These are often positioned around support weapons to further protect them from surprise attacks.

Attackers may deploy stakes within their own deployment zone.

Name	T	W	AR
Stakes	4	2	3
Special Rules	<ul style="list-style-type: none"> Infantry take 3 actions (AC) to get past Cavalry may not pass May not be moved 		
Points Cost	1 point per 1”		

Supply Wagons

Substantial supply lines are required to keep the attacking forces armed, fed and watered.

One supply wagon per support weapon may be purchased.

Supply wagons may be sacrificed (removed) to reinforce a support weapon’s crew or re-roll a failed ranged attack.

Name	T	W	AR
Supply Wagons	5	2	4
Special Rules	<ul style="list-style-type: none"> Sacrifice a supply wagon to re-roll a missed ranged attack. The second result will stand and may not be re-rolled again. Sacrifice a supply wagon to replace a killed crewman. Up to one supply wagon may be purchased per support weapon. 		
Points Cost	10 points each		

Siege Abilities And Traits

Any unit or character may only be given one siege ability.

As described in the points section above, points spent on siege abilities are not part of the original the army points allocation.

Beast Of Burden (Trait)

12 points

Some very large models are capable of pushing a siege machine by itself. A model with this trait can push a siege machine with no assistance regardless of the number of wounds the model possesses.

This trait may only be used by a large model with a strength of 7 or more.



Games Workshop Troll painted by Scrollmaster

Climb (Trait)

4 points

Models with the climb trait may move straight up vertical surfaces. The distance travelled up still requires that 1 action (AC) be used for every inch or part thereof.

Only "spider-like" multi-limbed models may have this ability.

Dismount

Free

Mounted cavalry models with this ability are able to dismount in order to enter the castle by climbing ladders or siege towers. The player must have appropriate figures to represent the dismounted models. Once dismounted, mounts and specialist mounted weapons (such as lances) are lost.

Forlorn Hope

2 points

The first unit to assault a breach in the castle defences is often known as the forlorn hope, as it often overrun by the defenders. A unit with this ability automatically counts as rolling a 1 on the panic table ("panicked and stand firm") when failing a command (CO) test as long as any of the models in the unit are inside the castle.

Hold The Gate

Free

Defending models may be positioned behind the gate in an attempt to keep the attackers at bay. The models may be arranged in a ranked formation. Whilst at least six wounds worth of models are in contact with the gate, add two wounds to the wounds total of the gate. If the models move away from the gate or their total number is reduced to below six wounds worth, the gate will lose its extra wounds bonus. If the gate is destroyed, four wounds are automatically inflicted on the models holding the gate. No armour save is allowed and there is no need to roll to wound. Those models closest to the gate suffer the wounds.

Man The Walls

2 points

Models with this ability are adept at moving about the castle walls. When moving within a castle these troops can pay 2 actions (AC) to move 3 inches. This ability is similar the double time ability but restricted to castle defenders inside the castle. This ability may not be used if outside the castle.

Marksmen

6 points

Units trained with this skill have been trained to pick out troops in cover. A model with this ability may spend 3 actions (AC) to add +2 to their ranged attack (RA) value. The marksmen ability may not be combined with the bonus for normal aiming.

Sally Forth

8 points

Models with this ability are trained in performing counter strikes. When this unit sally's forth from the castle they get an extra D10" movement. This movement bonus only applies when the unit is moving from within the castle to area outside the castle walls.

This ability cannot be combined with the sound charge ability.

Sappers

4 points

When a unit with this ability is in base contact with the castle it can spend 7 actions (AC) to undermine a part of the castle.

Each model using the sappers ability adds a cumulative strength hit against the castle component, five models will inflict a strength 5 hit, six models will inflict a strength 6 hit and so on.

Every round the unit undermines the castle, a cumulative single hit per round is taken by the castle.

Example: Eight models are attempting to undermine a castle wall. During their first activation in base to base contact with the castle wall they may expend 7 actions (AC) to make a single strength 8 attack. If successful, it will inflict a single wound on the castle wall.

Before their next activation, the unit suffers two casualties reducing the unit to six models. During their next activation, the unit may make a two strength 6 attacks against the castle for 7 actions (AC). If successful, roll for damage for each attack.

Armour saves for the castle apply as normal.

If the castle component is destroyed, the sappers will immediately move 2" away from the castle to avoid falling debris. This is a free move and may be taken out of their normal activation sequence if necessary.

Siege Weapon (Trait)

Free

Castle walls and other very large targets (VLT) are very tough structures built to withstand considerable damage. However, some support weapons and large models are powerful enough to damage such structures with their ranged or close combat attacks.

A model with this trait is able to damage very large targets. Any ranged attacks against a very large target that is within maximum range and line of sight will hit on a D10 roll of 9 or less. Roll saves and to wound rolls as normal.

Particularly large models, such as giant beasts and mechanical walkers may also be able to attack and damage structures in close combat.

Models with this trait must be large models.

Models armed with ranged template weapons or spells with template effects receive this trait for free.

Stand Firm

7 points

Some troops are very heroic and can stand to the last man when holding an important position.

Troops with this ability can ignore their first failed morale test when defending the castle.

Unstoppable (Trait)

7 points

Large powerful models are very difficult to hold in close combat. Many large models can simply move away from combat when they are activated, smaller models fighting against them are unable to stop them.

A model with the unstoppable trait may move out of close combat during its activation. The model may turn as it starts to move. Models with legs may turn up to 90° whilst wheeled or tracked models are more limited and may only turn up to 45°. Once the model has turned (if required) the model may move directly ahead. If the path is blocked by models which are smaller than the unstoppable model, they are moved to either side of the moving model - they leap out of the way! Models leaping out of the way do not get a close combat attack. If the path is blocked by a larger or equal sized model, the unstoppable model may not move.

If a model wishes to turn around (i.e. make a turn of more than that detailed above) and then move out of combat, it is deemed retreating from combat and the normal "Voluntarily Retreating From Combat" rules will apply.

Models with this trait must be large models.



Veteran by Heresy Miniatures

Glossary Of Terms

Allure - Wall-walk, passage behind the parapet of a castle wall.

Arrow Loop - A narrow vertical slit cut into a wall through which arrows could be fired.

Bailey - Courtyard.

Ballista - Engine resembling a crossbow, used in hurling missiles or large arrows.

Barbican - An outwork or forward extension of a castle gateway.

Bastille - Redoubt or outwork.

Bastion - A small tower at the end of a curtain wall or in the middle of the outside wall.

Batter - A sloping part of a curtain wall. The sharp angle at the base of all walls and towers along their exterior surface.

Battlement - Narrow wall built along the outer edge of the wall walk.

Bay - A constituent portion or compartment of a building, complete in itself and corresponding to other portions.

Berm - Flat space between the base of the curtain wall and the inner edge of the moat.

Cat - Assault tower.

Catapult - Stone-throwing engine, usually employing torsion.

Chemise - Inner walled enclosure of a castle.

Corbel - A stone or timber bracket supporting a projection from a wall.

Crenelation - A notched battlement made up of alternate crenels (openings) and merlons (square saw-teeth).

Curtain - Those portions of a fortified wall which connect adjacent flanking-towers.

Daub - A mud of clay mixture applied over wattle to strengthen and seal it.

Dead angle - An angle, the ground contained by which cannot be seen by the defenders, and is therefore indefensible.

Drawbridge - A heavy timber platform built to span a moat between a gate house and surrounding land that could be raised when required to block an entrance.

Embrasure - The low segment of the alternating high and low segments of a battlement.

Escalade - Scaling of a castle wall.

Finial - A slender piece of stone used to decorate the tops of the merlons.

Forebuilding - A projection in front of a keep or donjon, containing the stairs to the main entrance.

Garderobe - Small latrine or toilet, either built into the thickness of the wall or projected out from it.

Gate House - The complex of towers, bridges, and barriers built to protect each entrance through a castle or town wall.

Great Hall - The building in the inner ward that housed the main meeting and dining area for the castle's residents.

Groining - The angular edges formed by the intersection of vaults in a ceiling.

Half-timber - The common form of medieval construction in which walls were made of a wooden frame structure filled with wattle and daub.

Hall - Principal living quarters of a medieval castle or house.

Hall for hynds - Servants' hall.

Hoarding - A temporary wooden balcony suspended from the tops of walls and towers before a battle, from which missiles and arrows could be dropped or fired accurately toward the base of the wall.

Inner Curtain - High wall that surrounds the inner ward.

Inner Ward - The open area in the center of a castle.

Keep - The inner stronghold of a castle, usually found in one of the towers.

Lantern or louvre - A small open turret placed on a roof as an outlet for smoke.

Lights - The spaces between the mullions of a window.

Machicolation - A projection in the battlements of a wall with openings through which missiles can be dropped on besiegers.

Mangonel - A form of catapult.

Merlon - The high part of the square "sawtooth" between crenels in a battlement.

Meurtriere - Arrow loop, slit in battlement or wall to permit firing of arrows, or for observation.

Moat - A deep trench dug around a castle to prevent access from the surrounding land. It could be either left dry or filled with water.

Motte - An earthwork mound on which a castle was built.

Mullions - The vertical divisions of stone or wood between the lights of windows.

Oriel - Projecting room on an upper floor.

Outer Curtain - The wall which enclosed the outer ward.

Outer Ward - The area around the outside of and adjacent to the inner curtain.

Palisade - A sturdy wooden fence usually built to enclose a site until a permanent stone wall could be erected.

Parapet - Protective wall at the top of a fortification, around the outer side of the wall-walk.

Pier - The mass of masonry between arches and other openings.

Pilaster - A square or rectangular pillar, engaged in, and projecting slightly from, a wall.

Portcullis - Vertical sliding wooden grille shod with iron suspended in front of a gateway, let down to protect the gate.

Postern or sally-port - Secondary gate or door.

Putlog Hole - A hole intentionally left in the surface of a wall for insertion of a horizontal pole.

Quoins - Dressed corner-stones.

Ram - Battering-ram.

Rubble - A random mixture of rocks and mortar.

Sapping - Undermining, as of a castle wall.

Scaffolding - The temporary wooden framework built next to a wall to support both workers and materials.

Screens - Wooden partition at the kitchen end of a hall, protecting a passage leading to the buttery, pantry, and kitchen.

Springald - War engine of the catapult type.

Steward - The man responsible for running the day-to-day affairs of the castle in the absence of the lord.

Trebuchet - War engine developed in the Middle Ages employing counterpoise.










Truss - One of the timber frames built to support the roof over the Great Hall.

Turret - A small tower rising above and resting on one of the main towers, usually used as a lookout point.

Ward - Courtyard or bailey.

Wattle - A mat of woven sticks and weeds

Castle Damage Tracker

Wall	Tower	Wall	Tower	Gate Section	Tower	Wall	Tower	Wall
								
	⑨		⑨		⑨		⑨	
⑧	⑧	⑧	⑧	⑧	⑧	⑧	⑧	⑧
⑦	⑦	⑦	⑦	⑦	⑦	⑦	⑦	⑦
⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥	⑥
⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤	⑤
④	④	④	④	④	④	④	④	④
③	③	③	③	③	③	③	③	③
②	②	②	②	②	②	②	②	②
①	①	①	①	①	①	①	①	①

Gate
④
③
②
①

Toughness And Armour

Name	T	W	AR
Castle Tower	8	9	9
Castle Wall	8	8	9
Castle Gate	6	4	7

Armour Modifiers

Weapon Strength	Armour Modifier
4	0
5	-1
6	-2
7	-3
8	-4
9	-5
10	-6

Damage Table

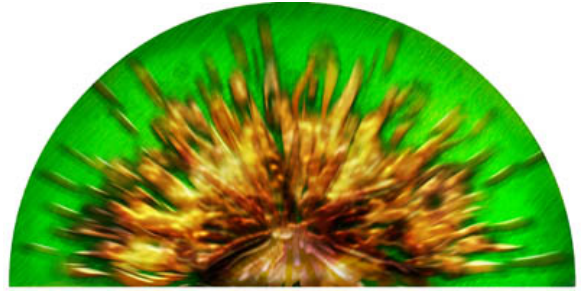
ST	Target Toughness									
	1	2	3	4	5	6	7	8	9	10
1	5	4	3	2	1	1	1	1	1	1
2	6	5	4	3	2	1	1	1	1	1
3	7	6	5	4	3	2	1	1	1	1
4	8	7	6	5	4	3	2	1	1	1
5	9	8	7	6	5	4	3	2	1	1
6	9	9	8	7	6	5	4	3	2	1
7	9	9	9	8	7	6	5	4	3	2
8	9	9	9	9	8	7	6	5	4	3
9	9	9	9	9	9	8	7	6	5	4
10	9	9	9	9	9	9	8	7	6	5

Templates and Counters

3" Rocks Drop Semi Circle Template



3" Oil Drop Semi Circle Template



3" Rocks Drop Round Template



3" Oil Drop Round Template



Gate Open



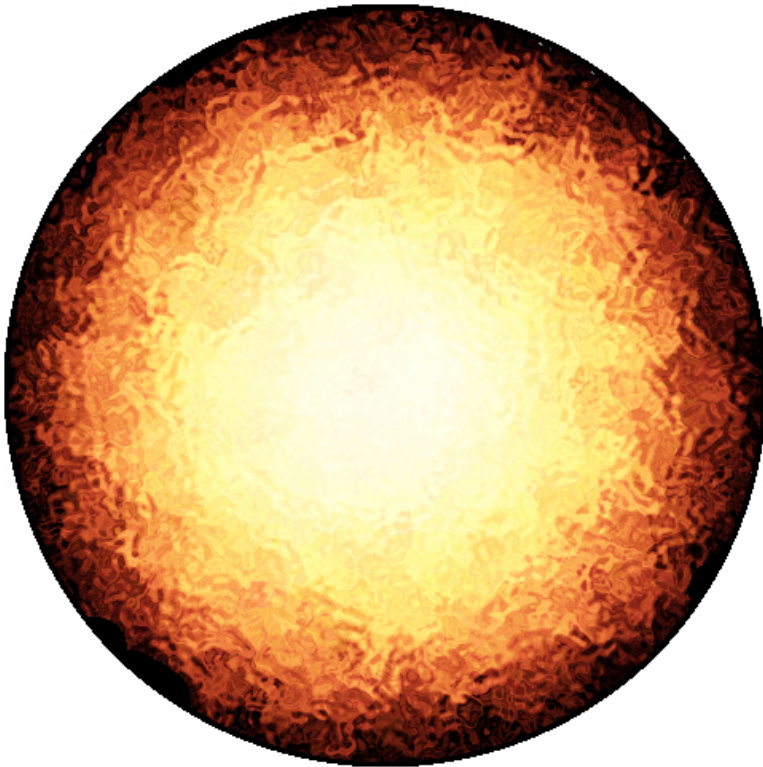
Gate Closed



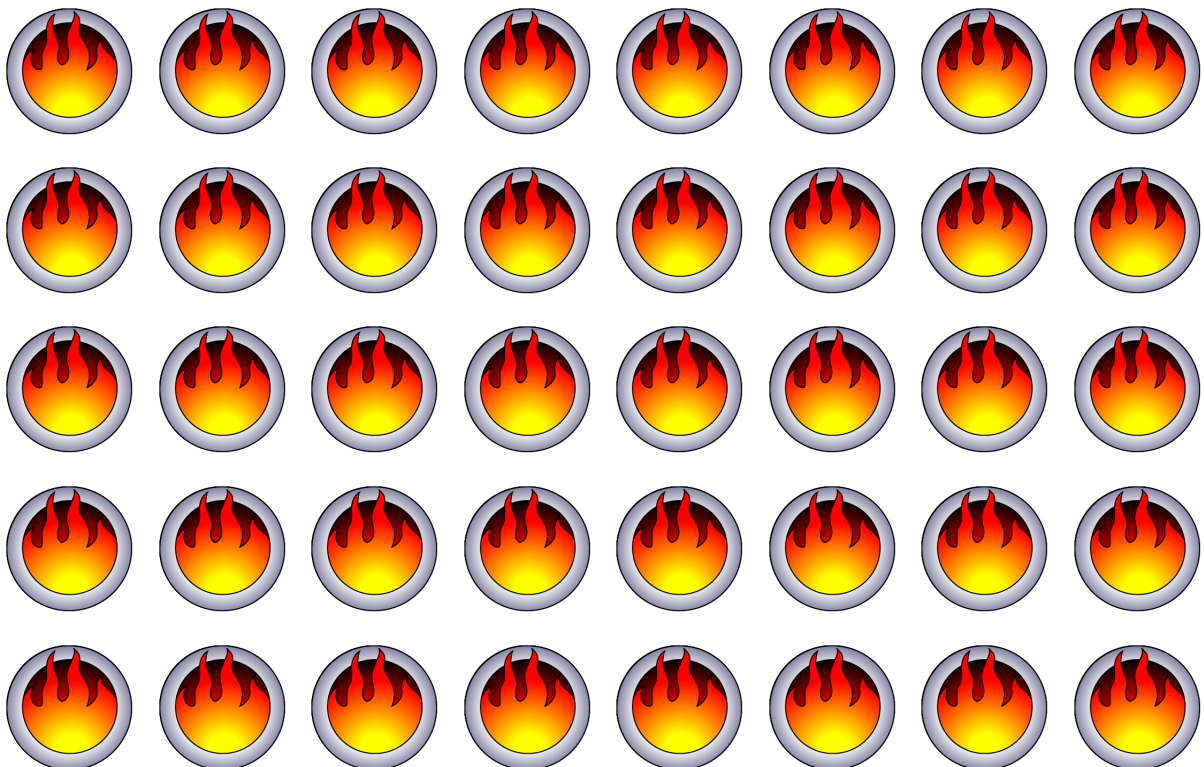
Support Weapon Loaded Counters



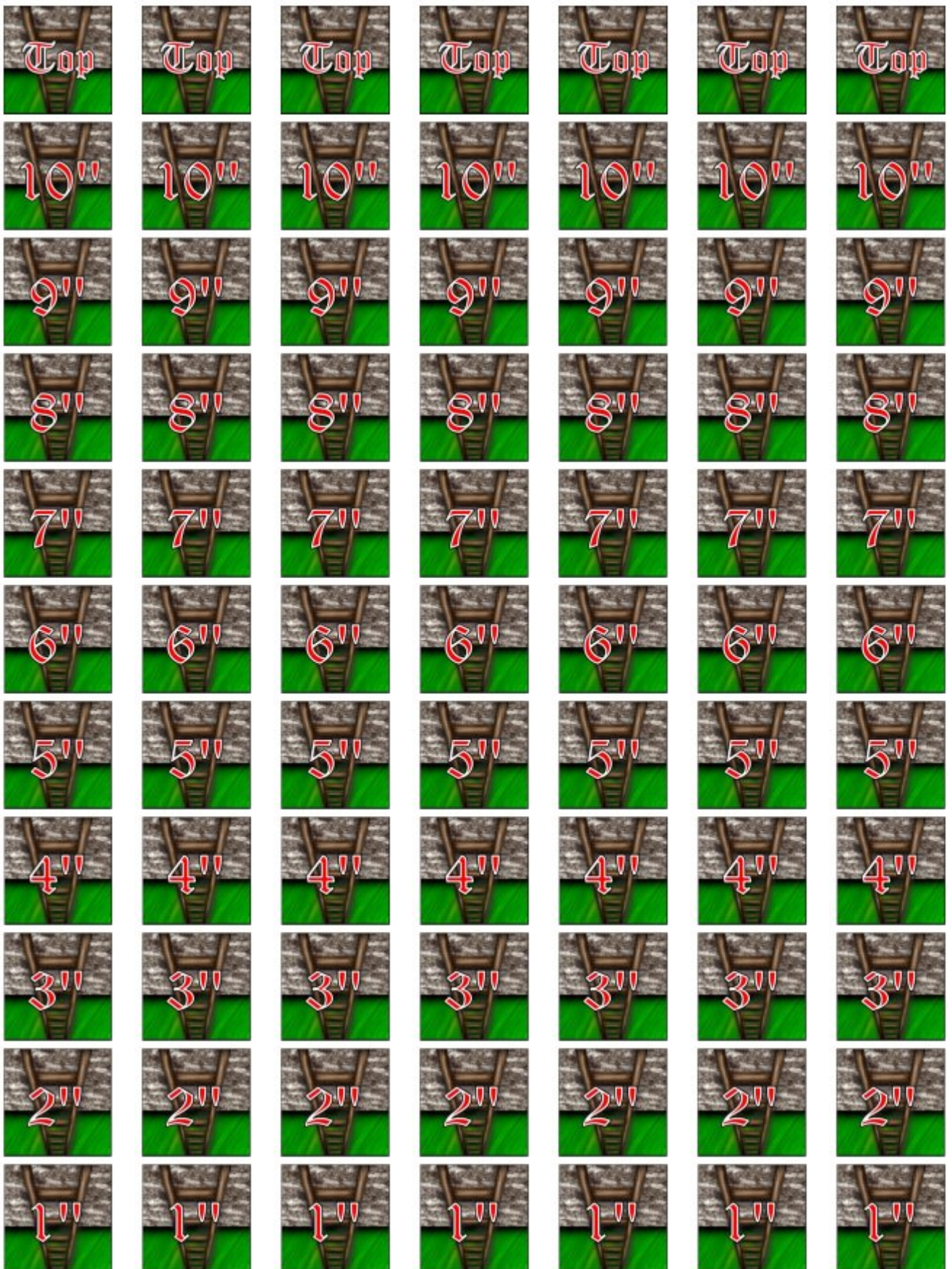
4" Blast



"On Fire" Counters



Models On Ladders



Turn Tracker



Turn Counter

