

Defender's Siege Equipment

BOILING OIL: 250 points per fortress section

A cauldron of boiling oil may be prepared on any fortress section. At the start of the battle put down a token on each section containing a cauldron. A unit that is defending that section may operate the cauldron. It can be used in the Shooting Phase just like any other missile weapon. You can declare a Stand & Shoot reaction with boiling oil against troops assaulting the wall. It requires two unengaged Infantry models to operate the cauldron and those models may not use any other missile weapons during the same Phase.

Cauldrons can only be used once per battle. Place the small round template at the base of the wall within 3" of the unit operating the cauldron. Any model beneath the template suffers a S4 hit with the Armour Piercing special rule.

Cauldrons cannot be moved around the fortress. If a unit flees it will abandon the cauldron, which is assumed to be knocked over in the process (becoming unusable). Enemy units can operate any unattended cauldrons in sections not held by defenders.

Boiling Blood: 50 points extra (Dark Elves only)

Dark Elves have a particularly nasty way of repelling attackers. Using slaves and captives as donors, the Naggarothi fill their cauldrons with blood mixed with corrosive poisons. These are then heated up, laced with even more poison and poured down the fortress walls.

All troops hit suffer a S4 hit with no Armour Save allowed and must make an immediate Panic test.

Molten Metal: 50 points extra (Dwarfs and Chaos Dwarfs only)

Dwarfs and Chaos Dwarfs use molten bronze, hot lead or other heavy metals instead of oil, as their mountain homes are rich with metal ore, whilst oil is harder to come by.

Troops hit by molten metal suffer a S5 Armour Piercing hit.

Alchemical Fire: 50 points extra (High Elves only)

High Elves have perfected an arcane formula for an extremely lethal substance called Deathfire, or *Ielthan* in the Elven tongue.

Alchemical fire causes S4 Flaming hits with no Armour Save allowed. Each it causes D3 wounds.

Tower Upgrade - Haunted Mansion: 500 points per tower

(Forces of Destruction only)

This tower was cursed by a powerful Necromancer many centuries ago, and the restless spirits bound to its walls haunt it even to this day. Any unit occupying this tower causes Fear. In addition, any enemy unit that comes into base contact with the tower suffers D6 S1 hits that ignore Armour Saves before Close Combat begins. These attacks still add towards combat resolution.

Note that only a single tower upgrade may be applied to each tower section.

Tower Upgrade - Dwarf Brewhouse: 500 points per tower

(Forces of Order only)

The smell of good ale is often all that is needed to inspire a warrior's flagging spirits. The master of the keep knows this well and has supplied this tower with several barrels of heady Dwarf ale. Any unit occupying this tower may drink the brew in the Magic Phase, restoring D3+1 Wounds as per the *Regrowth* spell. However, if a 3 is rolled the unit is subject to Stupidity for the rest of the battle. Note that only a single tower upgrade may be applied to each tower section.

Tower Upgrade - Wizard's Tower: 500 points per tower

A wizard keeps a repository of magical lore in this tower. Any Wizard who is in the tower at the start of the Magic Phase is treated as knowing all the spells from his chosen Lore(s) of Magic.

Note that only a single tower upgrade may be applied to each tower section.

Tower Upgrade - Tower of Blood: 500 points per tower (Forces of Destruction only)

Whether through dark artifice, fell sorcery or blood sacrifice, this tower oozes pulsing gore, inspiring those within to ever greater heights of violence and slaughter. Any unit occupying this tower benefits from both the Hatred and Frenzy special rules.

Note that only a single tower upgrade may be applied to each tower section.

Tower Upgrade - Sigmarite Shrine: 500 points per tower

(Forces of Order only)

A modest but highly revered shrine to Sigmar is housed within this tower's walls, and it is believed to house a relic that once belonged to the first and greatest Emperor. Any models struck by the unit occupying this tower must reroll successful Ward Saves. This applies to both shooting and close combat attacks.

Note that only a single tower upgrade may be applied to each tower section.

Witches Cauldron: 500 points per section

Any unit and/or character in the same section as the cauldron may drink from it at the start of each turn. Roll a D6. On a roll of 1 the imbiber suffers D6 S3 hits with no Armour Saves allowed.

On a roll of 2+ one randomly selected characteristic is increased by 1 until the start of the imbiber's following turn.

Flaming Ammunition: 100 points per unit

Defending missile troops (including war machines) can be equipped with flaming ammunition.

Once per battle, instead of making a normal attack, the unit can unleash a fiery volley against an enemy war machine (including siege towers and battering rams) that is in range. Roll a single D6 for the entire attack, no matter how many models are in the unit. On a roll of 5+ the target catches fire and is destroyed.

Warded Tower: 250 points per tower

A tower can be given arcane wards. Any unit occupying the tower has Magic Resistance 2.

Hell Gate: 250 points per gates section

A hell gate is enchanted to unleash a gout of flame against enemy troops attempting to break it down. The gate has a Breath Weapon with a Strength of 4.

Sally Forth: 250 points

The defending troops can attempt a sally to destroy one of the attacker's war machines (including siege towers and battering rams). For each sally that is purchased the defender can roll an additional 2D6 in the Defensive Artillery Fire Pre-Battle Phase.

Fortified Gate: 250 points per gate section

As any fortress commander will tell you, the weakest point of a fortress is its gate. For this reason many races will build their gates from the strongest and most enduring materials available to them. Fortifying a gate can mean replacing the wooden doors with iron ones, building several gates within a gateway or constructing a portcullis. The section with the fortified gate ignores the first Breach result it suffers.

Additional War Machines: 250/500 points per piece

Both the attacker and the defender may construct Stone Throwers and Bolt Throwers even if these aren't normally available to them. Each machine will be crewed by three Core troopers that seem most appropriate for the army in question (such as Clanrats for Skaven, Skeletons for Vampire Counts, etc.).

Buying these war machines has the following cost:

Bolt Thrower: 250 points

Stone Thrower: 500 points

For profiles of the war machines see the rulebook page 483.

Additional Black Powder War Machines: 750 points per piece

(Dwarfs, Chaos Dwarfs, Empire and Chaos Armies only)

Both the attacker and the defender may commandeer extra black powder artillery such as cannons and mortars (but not steam tanks) as allowed by their armylists.

Wooden Fortifications: free downgrade

A stronghold made entirely out of wood is not as sturdy as one made predominately of stone. During the Pre-Battle Artillery Fire, roll two dice for each attacking stone thrower or cannon as normal. All rolls of 6 automatically cause a Breach. Reroll the 6's to attempt to destroy war machines as normal. Bolt Throwers gain no additional benefit against wooden fortifications.

Subsequent attacks during the siege gain a +1 bonus when attempting to Breach wooden fortifications. Flaming attacks directed at the wooden fortifications may reroll their Breaching die. Wooden fortifications provide Soft Cover to the troops garrisoning them when they're being shot at from outside the castle. When Breached, they don't provide cover from shooting anymore.

Wooden fortifications are much cheaper to build however, and any defender who chooses all wooden fortifications may spend 1.5 times his army cost in siege equipment.

Timber Additions: 100 points per tower

Timber additions provide a rickety wooden platform space for additional archers or a second war machine. The platform can house 10 extra regular Infantry models, 3 Monstrous Infantry or 1 War Machine. Timber additions provide Soft Cover to the troops garrisoning them and are destroyed when Breached by a war machine. When this happens any remaining troops occupying it fall to their death when platform is destroyed, unless they have the Fly or Ethereal special rule (in that case place them at the base of the tower). Characters may take a Look Out Sir roll to leap to the tower while the platforms falls away under them.

The timber additions counts as part of the tower, and as such units occupying it can take part in the defence of the tower and have to take a Break Test if troops assaulting the tower win combat.

Hidden Sally Ports: 250 points per port

A hidden sally port is a door or sliding panel that looks like immobile stone but instead can be opened by the defenders to send out a hard-hitting attack of their own. Dwarfs are especially renowned for their secret doors that are cut seamlessly into ordinary rock.

At the start of the game the defender makes a sketch of the fortress, marking the exact location of hidden sally ports. These ports allow troops in a tower to march or even charge out of the section at ground level. Fleeing units cannot get back into the castle through the sally ports as they can't be opened from outside. The attacker cannot use sally ports to gain entrance to the castle.

Impressive Heraldry: 750 points

A mighty flag, banner, trophy or heirloom is hung from the defender's stronghold. So powerful is this imagery that all defending units in the section of the fortress may add +1 to their Leadership value. If the attacker occupies this part of the fortress at the end of the siege, it's worth 100 Victory Points.

Only one section in the fortress may have this upgrade.

Bolted Doors: 500 points per tower

Normally all doors leading to and from the ramparts into towers aren't obstacles to enemy troops. Players who buy this upgrade make their towers more difficult to capture. A bolted door must be destroyed before enemy troops can gain access to it. It takes a full round of Close Combat to break down a bolted door. If an attacking unit enters a tower, it can destroy all remaining bolted doors in the tower in the next round of Close Combat provided it can attack each door with at least two regular Infantry models or one Monstrous Infantry model.

Hoarding: 100 points per section

A hoarding is an enclosed timber structure that is added to a castle wall or tower top for further protection. It has arrow slits for archers and offers an additional -1 To Hit penalty for enemy missile fire. If hit by a war machine template the hoarding is destroyed.

Spikes and Blades: 100 points per section

The section is festooned with spikes, sharpened stakes and blades. Any enemy troops in the assault party scaling the wall must pass a Dangerous Terrain test.

Imbued with Magical Powers: 750 points (Elves, Lizardmen and Chaos armies of Tzeentch only)

The fortification has either been built on a magical ley line (basically a jet stream for the Winds of Magic) or it has been constructed out of magical materials. In the Magic Phase, the defender may attempt to channel an extra die gained from the Winds of Magic flowing through the fortress.

Ironclad: 250 points per section (Dwarfs, Chaos Dwarfs and Chaos armies of Khorne only)

It is possible to use metal to reinforce the already strong structure of a tower, wall or even an entire fortress. Dwarfs have been known to affix iron plates over vulnerable areas, particularly those that experience repeated attacks. The additional fortifications means the section ignores the first Breach it suffers. This upgrade can be combined with a fortified gate to ignore the first two breach results on a gatehouse section.

Fearsome Appearance: 1000 points (Chaos armies, Vampire Counts and Dark Elves only)

Many Warhammer races make special efforts to ensure that their fortresses are loathsome for others to gaze upon. For instance, Dark Elves display the flayed skins of their foes from the walls, and many of their tortured victims still swing from gibbets high atop towers. Horrific stone gargoyles are favoured by many Vampire Counts and the walls that protect Chaos armies have been known to drop blood, sprout writhing contorted faces and pulsate as if made from living flesh. Defending units in a castle with a fearsome appearance cause Fear. If the unit already caused Fear by itself it causes Terror instead.

Camouflage: 1000 points (Tomb Kings and Wood Elves only)

Until troops are within 18" of the castle, they cannot see or target it. This camouflage is accomplished either by powerful illusionary magics or by crafting the fortress in such a way that it blends perfectly into the surrounding terrain.

The Wood Elves have been known to build elaborate defenses atop the boughs of Athel Loren forest, while the Tomb Kings use ancient and powerful enchantments to cause their entire strongholds to vanish in the shimmering heat of the desert, only to spring up like a mirage when trespassers close.

Squig Pits: 350 points (Orcs & Goblins only)

At the start of the game the defender makes a sketch of the fortress, marking the exact location of the Squig pits on a section of the fortress. The ground in front of this structure are pock-marked with pits and fissures. The very walls themselves may have small gaps or tunnels bored into them. This is where the Greenskins keep their Squigs. The first enemy unit to come within 6" of this section is set on by a horde of angry Cave Squigs. The Squigs will bite and gore the unit for 2D6 S5 hits and then disperse. For the remainder of the battle, any enemy troops in the assault party attacking the section containing Squig pits must pass a Dangerous Terrain test as they are beset by the remaining Squigs. This can be combined with the spikes and blades upgrade to make the Dangerous Terrain test fail on a 1 and 2.

A fortress can only have one set of Squig pits.

Traps: 100 points per section (Skaven, Lizardmen and Beast of Chaos only)

This upgrade may take many forms: pits, hidden dart-firing mechanisms, spring-loaded spikes, crude land mines and worse. They are cunningly concealed by sod, debris, false doors or other ingenious devices. At the start of the game the defender makes a sketch of the fortress, marking the sections concealing traps. When a unit assaults this section the trap is sprung.

Roll a D6. If the result is equal to or under the unit's lowest Initiative value the trap was avoided and does no damage. If the result was higher, the unit suffers D6 S4 hits. Skaven and Lizardmen can coat their traps in lethal poison (giving it the Killing Blow rule) for an additional 50 points.

Once a trap is sprung it has no further effect on the battle.

Poisoned Gas Trap: 350 points (Skaven and Chaos armies of Nurgle only)

A poisoned gas trap is a particularly sinister device. At the start of the game the defender makes a sketch of the fortress, marking the exact location of the poisoned gas trap on a section of the fortress. On the defending player's command, secret vents open and dispel noxious fumes either as a Stand and Shoot reaction or during the Shooting Phase. Place the flame template with the small end touching the location of the trap. Any model touched takes a S3 hit with no Armour Save allowed. Once a trap is sprung it has no further effect on the battle.

Only one poisoned gas trap may be taken.

Swivel Gun: 500 points per gun (Dwarfs, Chaos Dwarfs and Empire only)

A swivel gun is no more than a large and somewhat unsophisticated blunderbuss, which, due to its size, is mounted on a castle wall. It is filled with broken glass, rusty nails and other sharp bits of

metal and fired at troops scaling the structure. The gun may be fired by any model not in combat in either the Shooting Phase or as a Stand & Shoot reaction, but the model cannot fire any other missile weapons during the same phase.

The swivel guns works exactly the same way as a grape shot from a cannon. It has the same range and Misfire Chart, but hits are resolved at Strength 3 due to its smaller size. When suffering a Misfire only the model operating the gun is affected, not the unit he belongs to.

Moat: 1500 points

The fortress is surrounded by a deep ditch, extending 4" from the walls. Mark this on the table before the battle starts. When charging into, out of or across a moat, roll three dice for the charge distance and discard the highest. Units with Swift Stride lose this ability in a moat. Additionally, units in a moat cannot march.

The moat can be filled with spikes for an additional 250 points. This has the added effect that all troops passing into, out of or across it must make a Dangerous Terrain test.

The moat can be filled with water for an additional 500 points. A water-filled moat counts as a river for all intents and purposes (see rulebook p120).

Troops passing into, out of or across a moat must make a Dangerous Terrain test unless they have the River-Strider special rule. Troops with an Armour Save of 4+ or better (do not take into account Scaly Skin for this) fail the test on a 1 or 2 result due to the weight of their armour.

A water filled moat can be combined with the spikes upgrade to make the Dangerous Terrain test fail on a 1 and 2 for all troop types.

The gate section of the fortress has a drawbridge that can be raised and lowered in the Movement Phase before charges are declared, provided the unit holding the section consists of at least two Infantry models (or one Monstrous Infantry model or one Monster model). A lowered drawbridge allows units to cross the moat without penalties.

Cannibalism: 1000 points (Skaven, Beastmen, Ogre Kingdoms and Orcs & Goblins only)

The troops inside the castle won't starve as long as they can prey on the weak. When rolling for Starvation before the battle, you can sacrifice models to feed others. The corpse of every killed model can feed five times its Wound statistic worth of Wounds. In case of cavalry both the rider and the steed will provide food.

For example: a single dead Skaven Slave can feed five Skaven Clanrats, or two Clanrats and one Rat Ogre. A five-wound Wyvern needs a Goblin corpse all for himself in order to prevent rolling for starvation.

Characters require food as per their troop type: 1 for Infantry, 3 for Monstrous Infantry and 5 for Monsters.

Note that the model needs to be dead before others can feed. No eating the living!

Forced March: Half total siege points

The commander of the Relief Force keeps to a breakneck speed in order to make it to the fortress in time. The defender can start rolling for the arrival of the Relief Force on his first turn and gets a +1 bonus to each roll.

However, keeping up the high speed of this forced march puts a heavy strain on the troops as mounts get injured and troopers collapse exhausted on the side of the road. To represent this, roll a D6 for each model in the Relief Force at the start of the battle. On a roll of 1 some mishap has befallen this model and it suffers a wound with no armour saves allowed.