

Attacker's Siege Equipment

SIEGE TOWER: 1000 points

Siege towers are jury-built, rickety assault platforms that counts as Chariots using the following profile:

M	WS	BS	S	T	W	I	A	Ld	Armour Save	Rules
1D6+2	-	-	-	6	6	-	-	-	3+	Flammable

They can be pushed by a unit of at least 10 Infantry or 6 Monstrous Infantry. If a unit pushing a siege tower is reduced below this number the tower can no longer move (though the unit may abandon the tower and go on by itself). When a unit pushing a siege tower flees for any reason, it will abandon the tower.

Mobile Cover: When shooting at a siege tower with weapons that use Ballistic Skill, distribute hits between the tower and the unit. On a D6 roll of 1-4 the tower has been hit and on a roll of 5-6 the unit has been hit. Once either the tower or the unit has been destroyed (or fled) it is no longer necessary to randomize.

Assault: Siege towers may not March or Charge but are allowed to move into contact with wall and gate sections of the fortress. If they do so the unit pushing the siege tower can make an assault as if they had charged the fortress. Troops attacking from a siege tower suffer no penalties when attacking troops occupying walls or gates.

Defenders may still Stand & Shoot against charges from a siege tower but cannot use boiling oil or rocks.

Mobile Building: When a siege tower connects with the fortress it essentially becomes a connected fortress section for the remainder of the battle, following the rules for Buildings. It cannot be detached unless destroyed, and can be captured by the defenders.

Battering Ram: 500 points

Battering rams are log rams suspended on a wheeled frame and covered by a wooden roof for extra protection. They count as Chariots using the following profile:

M	WS	BS	S	T	W	I	A	Ld	Armour Save	Rules
1D6+2	-	-	-	6	5	-	-	-	4+	Flammable

Battering rams can be pushed by a unit of at least 5 Infantry or 3 Monstrous Infantry. If a unit pushing a battering ram is reduced below this number the ram can no longer move (though the unit may abandon the ram and go on by itself). When a unit pushing a battering ram flees for any reason, it will abandon the ram.

Mobile Cover: Thanks to their wooden roof, battering rams have a 4+ Armour Save against missile fire and a 4+ Ward Save against boiling oil or any of its variants. This Ward Save is negated if a battering ram is hit with alchemical fire.

When shooting at a battering ram with weapons that use Ballistic Skill, distribute hits between the ram and the unit. On a D6 roll of 1-5 the ram has been hit and on a roll of 6 the unit has been it. Once either the ram or the unit has been destroyed (or fled) it is no longer necessary to randomize.

Batter: Battering rams may not March or Charge but are allowed to move into contact with sections of the fortress. Once in contact it can start battering down the walls. At the start of each Close Combat phase in which the battering ram is in contact with a fortress section roll a D6. The ram will make a Breach on a 5+. Add +1 to the result if it is a gate section.

Steam Tank Battering Ram: 250 points (Empire only)

An Imperial Steam Tank may be fitted with a battering ram for 250 points.

If a Steam tank fitted with a ram is within 1" of the fortress it can start battering down the walls. At the start of each Close Combat phase in roll a D6. The ram will make a Breach on a 5+. Add +1 to the result if it is a gate section.

Monstrous Battering Weapons: 250 points per unit

Any unit of Monstrous Infantry or Monsters can be given heavy equipment to batter down the walls (large clubs, metal plates for claws, ...)

If a unit with battering weapons charges the fortress it can start battering down the walls instead of attacking. At the start of each Close Combat phase in roll a D6. The unit will make a Breach on a 5+. Add +1 to the result if it is a gate section.

Siege Ammunition: 100 points per unit

Stone throwers and cannons loaded with siege ammunition will cause a Breach a the roll of a 6+ if they hit a fortress section in the Shooting Phase during the battle. Siege ammunition has no additional effect in the Pre-Battle Phase.

Hasty Assault: half total siege points

If the attacker makes a hasty assault then the defender may not start rolling for the arrival of the Relief Force until turn 4 and the force suffers -1 penalty to its arrival roll. However, all Starvation Rolls suffer a +1 modifier.

Undermines: 250 points

The attacker can dig tunnels underneath the fortress and deliberately collapse them to attempt to Breach the fortifications. For each undermine that is taken the attacker can roll an additional 2D6 in the Attacking Artillery Fire Pre-Battle Phase. However, undermining won't destroy enemy war machines (ignore further rolls of 1-3).

Restless Dead: 1000 points (Vampire Counts only)

The attacker binds the departed souls of those that have starved within the castle walls during the siege, and unleashes them upon the survivors as a ghastly, spectral host.

Before Starvation Rolls are made, the attacker selects a single enemy unit. Any Starvation Rolls of 6 on the chosen unit contribute Wounds to a new Spirit Host that can be placed anywhere on the tabletop (even inside the castle).

Rezziquek's Warp-Doom Magma-Cannon: 2000 points (Skaven only)

The Warp-Doom Magma-Cannon uses the same profile as a Warp Lightning Cannon but has 6 Wounds instead of 4. To destroy the cannon in the Pre-Battle Phase, the opposing player must roll 4 combined 6's rather than just one. The Warp-Doom Magma-Cannon cannot fire in the Pre-Battle Phase.

To fire the weapon in the Shooting Phase, roll the Artillery Die and multiply the result by 5. This is how many inches in a straight line the cannon fires. Anything under the line is treated as if it had been struck by the *Cracks Call* spell.

If a Misfire! is rolled, roll a D6 and see below:

1-3 Meltdown: The cannon self-destructs in an explosion with a radius of 3D6" of its base. All models in this area take an Artillery Die Strength hit. If another Misfire! is rolled the radius grows with a further 3D6". Keep rolling until you don't roll a Misfire! to determine the final Strength and area of effect of the meltdown.

4-6 Overload: Roll the Scatter Die. This is now the direction the cannon shot will go. Roll the Artillery Die again to determine the range and resolve damage as normal.

Mantlets: 100 points per unit (missile troops only)

Mantlets are wooden barriers, about the height of a man, which are often used by besiegers to shield them from missile fire. Troops protected by mantlets cannot march or move-and-fire but are considered to be in Hard Cover when attacked with missile weapons.

The mantlets can be dropped voluntarily, but if this is done they are lost for the rest of the battle.

Exceptionally Long Siege Ladders: 100 points per unit

These ladders are so long they can be used to assault towers directly. Treat towers like walls when assaulting them. Troops carrying exceptionally long siege ladders cannot march or move-and-fire.

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.

Night Assault: 750 points

Instead of awaiting the daylight, the attacker can choose to risk an assault under the cover of darkness. This limits all missile fire of both the attacker and the defender. Missile units and war machines can choose a target as normal. However, before the unit can fire it needs to check if it can see its target. Divide the maximum range of the missile weapon by 6 (rounding down) and roll

that many dice. This is the maximum range for the weapon this turn. If the unit has selected a target beyond this range they have lost their chance to fire as they search the darkness in vain for a target that never appears.

Additionally all Dangerous Terrain tests become one step more difficult due to limited visibility. Test that would fail on a 1 now fail on a 1 and 2 and so on.

Night fighting has no effect on creatures with night vision (Dwarfs, Elves, Skaven, Orcs & Goblins of any kind) or creatures that have no need for eyesight (undead, daemons).

Rain: 1500 points

By using arcane rituals to influence the weather or with just plain patience, the attacker has elected a day with a torrential rainstorm to commence the assault. This affects all missile fire of both the attacker and the defender. Any missile weapon that uses the Ballistic Skill statistic suffers a -1 penalty in addition to any other modifiers that apply. This penalty is increased to -2 for missile weapons with the Armour Piercing or Flaming Weapon rule.

War machines can only fire on a D6 roll of 4+. Failure means the crew slipping in puddles or desperately trying to get the black powder to ignite.

Troops attempting to use Flaming Weapons in close combat can only do so on a D6 roll of +4. Roll once for each unit at the start of the Close Combat Phase.

Rain has no effect on troops with the Marsh Strider or River Strider special rule, as these warriors are used to operating in damp conditions.

Disease: 75% of siege points (army lists with stone throwers or trebuchets only)

The attacker has used the loathsome tactic of flinging diseased corpses into the enemy fortress. Plague now spreads among the troops. When the Starvation Rolls are made before the battle, the attacker can reroll all results of 1.

Loading plague victims into war machines is not without its own risk though. The attacker must make a Starvation Roll for its stone thrower and trebuchet crews. If any of them fail the test, the disease has spread among the attacker as well. In this case the defender rolls a normal Starvation Roll for the rest of the attacker's army.

Disease has no effect on (and thus is favoured by) daemons, undead, Skaven Plague Rats, Skaven Plague Priests and units with the Mark of Nurgle.

Traitors: 750 points per gatehouse section

The attacker has bribed some enemies to open the gates for his troops as they reach the walls. When troops charge the gatehouse section during the Movement phase, two regular infantry models of the defending party will open the gates. This makes the gatehouse section count as Breached for the following Close Combat phase. Additionally, the troopers will turn on their former allies and fight for the attacker this round (in addition to the 10 models of the assault party - giving the attacker 12 models at his disposal).

If the attackers win the combat and drive off the defenders, the turncloaks will flee the castle through the opened gates, never to be seen again. They take no further part in the battle. If the defenders win, the traitors will be cut down where they stand.

Units consisting entirely out of Monstrous Infantry, Monsters or Characters can't turn traitor (being too intimidating, too loyal or just too dim to be approached with a bribe).

Due to lack of free will or the unshakable loyalty of their troops, undead, Lizardmen and Dwarfs cannot be bribed. Troops of these armies can never turn traitor.

Torturing prisoners: 1000 points

The attacking army has captured some enemy troops and smallfolk and brutally tortures them within earshot and full sight of the defending army (though well out of bow range).

After both armies have deployed, each defending unit that can draw Line of Sight to an enemy unit must roll a Leadership test. It can use the general's Inspiring Presence and the battle standard's Hold Your Ground bonus if they are in range.

If the test is failed, the unit's Leadership will be reduced by 1 for the coming battle due to the horrors it has seen and heard. Torturing prisoners has no effect on units that are Immune to Psychology.

Torturing prisoners is not honourable and thus cannot be chosen by Dwarfs or High Elves. If it is used *against* Dwarfs, the entire Dwarf army will gain the Hatred(attacking army) rule.

Infiltrators: Half total siege points

The attacking army has sent infiltrators to kill or disable enemy leaders.

Before the Starvation Rolls are made, roll a D6:

- 1: The infiltrator finds his way into the fortress but the enemy leaders are too well guarded for him to make a move. Instead, the infiltrator spies on a random character. All items (including magical ones) of that character are revealed.
- 2: The infiltrator manages to sneak into the quarters of a random defending hero. Unfortunately the hero is not present so the infiltrator steals one of his magic items instead (roll a die to determine which one in case the hero has more than one item). This item cannot be used in the coming battle.
- 3: The infiltrator manages to sneak into the quarters of a random defending hero. After delivering a quick stab in the back he leaves the hero for dead. Fortunately for the hero he is quickly discovered by a faithful servant and taken to the healer. The hero will start the battle with one unhealed wound, but thanks to the good cares of the healer he does not have to take a Starvation check.
- 4: The infiltrator manages to sneak into the quarters of a random defending lord. Unfortunately the lord is not present so the infiltrator steals one of his magic items instead (roll a die to determine which one in case the lord has more than one item). This item cannot be used in the coming battle. If no lord-level characters are present treat this result the same as number 2 above.
- 5: The infiltrator manages to sneak into the quarters of a random defending lord. After delivering a quick stab in the back he leaves the lord for dead. Fortunately for the lord he is quickly discovered by a faithful servant and taken to the healer. The lord will start the battle with one unhealed wound, but thanks to the good cares of the healer he does not have to take a Starvation check. If no lord-level characters are present treat this result the same as number 3 above.
- 6: The infiltrator manages to sneak into the quarters of a random defending lord. After delivering a quick stab in the back he leaves the lord for dead. Fortunately for the lord he is quickly discovered by a faithful servant and taken to the healer. The lord will start the battle with one unhealed wound, but he will have to make a Starvation check as normal. If no lord-level characters are present treat this result the same as a combination of number 1 and number 3 above.