SIEGE BATTLES

The Armies:

Each player chooses an army from a Warhammer Armies army list, to an equal points value agreed to before the game. Roll randomly to decide who will be defending the fortress after you've picked armies. The attacker has his full army. The defender must split his units into a defence force and a relief force. Both forces must have at least one non-character unit and the relief force must be at least 25% of the total points value of the defender's army.

Siege Points:

Each player gets a number of Siege Points equal to the points value of their army. Siege points may be spent to include siege equipment in an army, chosen from the attackers & defenders siege equipment lists later on. So if you were fighting in a siege with two 2000 points armies, each player would get an extra 2000 points to spend on siege equipment.

The Battlefield:

Set up the fortress as shown in the picture below. The defender sets up any terrain outside the fortress (the attacker is invading his lands after all) using any of the methods described in the main rulebook.

SIEGE DEPLOYMENT

The Battlefield
The defender can normally set up the fortress in any formation he wants, providing he has enough castle sections. One side of the table is always the defenders, so you don't have to form a compete perimeter. A Warhammer Fortress can be placed in the set-up shown on the right, to give a good defensive layout and ensure an exciting game.

The Relief Force
The Relief Force will arrive later in the battle. The table side it will arrive on will depend on a D6 roll: 1-2 on the left of the fortress; 3-4 opposite the fortress; 5-6 right of the fortress.

Attackers' Deployment Zone

8"

Defenders' Deployment Zone
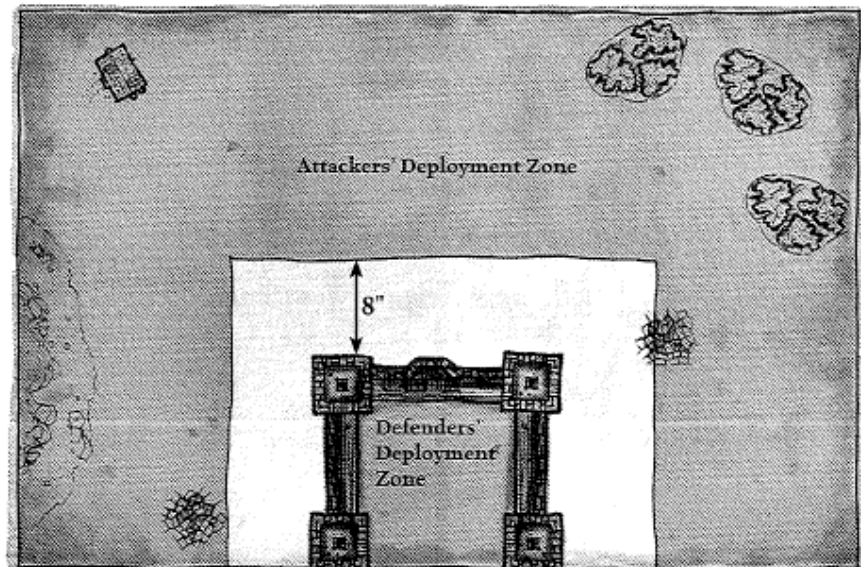
Deployment:

Objectives:
At the start of the battle place three objective markers on the fortress to represent strategic locations in the fortress (treasure rooms, armouries, …). Anything can be used as a marker - a small coin is ideal. The attackers places the first marker, the defender places the second marker and the attacker places the third marker. Markers must be placed on a wall, tower or gate section. You may not place two markers in the same section. The position of the marker within the section is not important.

The Starvation Roll:
The defence force has been besieged for some time, and so it will have suffered casualties to hunger and enemy bombardment. Before deployment the attacker rolls 1D6 for every model in the fortress. Each roll of 5+ causes a wound with no Armour Saves allowed. The defender should update their roster to reflect the losses suffered.

After the objectives have been placed and the Starvation Rolls have been made the defender deploys the part of his army that was designated as the Defence Force anywhere within the fortress. The attacker then deploys his full army outside the fortress more than 8" away from the walls.

Splitting Up:
Defending units may be split up to occupy mare than one section of the fortress when they deploy. Each part of the unit operates on its own (as a separate unit) for the rest of the battle. They may not join back up after having split. Command groups may be put in either unit and may be split up if desired.

The Relief Force:
At the start of the battle the defender must hold back a proportion of his army (at least 25%), which will turn up later during the battle as a Relief Force. No Starvation Roll is made for models in the Relief Force.
Starting with turn 2, roll 2D6 at the beginning of each of the defender's turns and add the turn number to the score. If the result is 10 or more the entire Relief Force arrives.
Roll a die: on a 1-2 it arrives on the table edge to the left of the fortress, on a roll of 3-4 it arrives on the table edge opposite the fortress and on a roll of 5-6 is arrives on the table edge on the right of the fortress.
The Relief Force enters the battle in the same manner as Reinforcements (described on page 27 of the main rulebook).

Units from the Relief Force cannot enter or attack fortress sections from the outside (they don't have siege equipment) unless through an open gate section.

Pre-Battle Phase:

The following 'pre-battle' phase takes place after both sides have been deployed but before the first turn of the battle begins.

1. **Defensive Artillery Fire:**
   Roll 2D6 for each defending canon or stone thrower in the fortress. Each roll of 6 destroys one attacking war machine that is in range and Line of Sight of the defending war machine.

2. **Attacking Artillery Fire:**
   Roll 2D6 for each attacking canon, stone thrower or bolt thrower outside the fortress. Re-roll all rolls of 6. Each re-roll result of 1-3 destroys one defending war machine that is in range and Line of Sight of the attacking war machine. Each re-roll of 4-6 causes a Breach in a wall section that is within range and Line of Sight of the attacking war machine. Bolt throwers cannot breach wall sections and treat a re-roll of 4+ as a miss.

3. **Defensive Missile Fire:**
   Defending troops that didn't get to fire in step 1 may now shoot twice (yes really!). Artillery that shoots in this phase and suffers a Misfire may not shoot in the first turn of battle. Do not roll on the Misfire table.

4. **Assault:**
   The battle commences with the attacker's first turn.
   Bless your weapons and or call to your dark gods for the siege will be bloody!

The Fortress:

BREACHED DEFENCES:

After some particularly heavy punishment a fortress section can become Breached. Keep a note of which sections have been Breached or put a marker on them (pebbles are ideal).
Breached sections are much harder to defend as ramparts collapse and walls crack. When a unit occupying a Breached section is defeated, it is forced out even if they don't lose their Break test (or are Unbreakable). Place the defeated unit outside the fortress section following the normal rules for abandoning buildings. The defeated unit is allowed to retreat to an adjacent, unoccupied fortress section if they want. If it is impossible for the unit to abandon the fortress section it is destroyed. Either way, the victorious unit will occupy the fortress section.
Breached sections also offer less protection against enemy missile fire, providing only Soft Cover.

Note that a fortress section may never be destroyed or removed, only Breached. If a spell, magic item or special rule requires you to remove a building (or in this case a fortress section), it is instead Breached.

WALLS:

A length of wall between two towers is called a wall section and is considered a separate target for the purpose of the rules. One unit of Infantry, Monstrous Infantry or a Monster is allowed to occupy a wall section.

Unless they are Flyers or have the Ethereal special rule, models assaulting the walls must halve their Weapon Skill and Initiative (rounding down). This penalty does not apply when a wall is assaulted from a Siege Tower or an adjoining fortress section. Breached walls do not impose these penalties when assaulted.

Cavalry, Monstrous Cavalry and Chariots cannot assault walls unless specifically permitted by a special rule (such as the Creeping Assault and Wall Crawlers rules for Goblin Spider Riders).

Firing at troops on wall:
Walls provide Hard Cover to the troops garrisoning them when they're being shot at from outside the castle. Breached walls only provide Soft Cover.

Firing from a wall:
When firing from a wall, troops follow the normal shooting rules that apply to them.

TOWERS:

One unit of Infantry or Monstrous Infantry is allowed to garrison the inside of a tower like a normal building. Additionally, a unit of Infantry, Monstrous Infantry or a War Machine can be placed on top of the tower.

Due to a tower's height, models cannot assault it directly unless specifically permitted by a special rule (such as the Creeping Assault and Wall Crawlers rules for Goblin Spider Riders). Even in that case the attackers assaulting the tower must halve their Weapon Skill and Initiative (rounding down). Flyers and Ethereal units can assault towers as if they were walls and ignore the Weapon Skill and Initiative penalty. Towers can be assaulted as normal from an adjoining fortress section without any additional penalties.

Firing at troops on tower:
Towers provide Hard Cover to the troops garrisoning them when they're being shot at. This also applies to the troops on top of the tower. Breached towers only provide Soft Cover. If two units are garrisoning a tower, enemy missile units have to declare which of the two they are targeting.

When a tower is hit by a weapon or spell that uses a template, work out damage to the unit on top of the tower only if they are hit by the template directly – otherwise they are safe. The unit inside the tower suffers D6 hits at the strength of the weapon or spell (as per the normal rules for buildings).

Firing from a tower:
When firing from the top of a Tower, troops follow the normal shooting rules that apply to them. Up to five models from the troops inside a tower can shoot from the arrow slits. Both units may fire at a different target and are considered to have a 360° Line of Sight.

GATE SECTIONS:

A length of wall with a gate between two towers is called a gate section and is considered a separate target for the purpose of the rules. One unit of Infantry, Monstrous Infantry or a Monster is allowed to garrison a gate section. Additionally, a War Machine may be deployed next to the defending unit as well.

Unless they are Flyers or have the Ethereal special rule, models assaulting the gate section must halve their Weapon Skill and Initiative (rounding down). This penalty does not apply when a gate section is assaulted from a Siege Tower or an adjoining fortress section.
Breached gate sections only provide Soft Cover and do not impose these penalties when assaulted.

The unit garrisoning the gate section can open or close the gate before charges are declared in the Movement Phase, provided the garrison consists of at least two infantry models (or one Monstrous Infantry model or one Monster model). An Open gate will make the section count as Breached in the Close Combat Phase (but not in the Shooting Phase).

Units can move through a gate section held by their own side as if it were open ground and may declare charges at enemy units on the other side of a gate (provided the gate is open and they can see the enemy unit).

Cavalry, Monstrous Cavalry and Chariots cannot assault gate sections unless specifically permitted by a special rule (such as the Creeping Assault and Wall Crawlers rules for Goblin Spider Riders), but they can move through the gate if it is open.

Firing at troops on a gate section:
Gate sections provide Hard Cover to the troops garrisoning them when they're being shot at from outside the castle. Breached gate sections only provide Soft Cover. If a war machine is present next to a regular garrison on the gate section, enemy missile units have to declare which of the two they are targeting.

Firing from a gate section:
When firing from a gate section, troops follow the normal shooting rules that apply to them. The garrison and the war machine (if present) may fire at different targets.

MOVING AROUND THE FORTRESS:

When it comes to Movement, each wall, gate and tower section of the fortress is considered a separate building and follows the rules for garrisoning buildings (page 126 of the main rulebook). Units in one section can move to a connected section that is unoccupied, or can assault connected sections in the Close Combat Phase (if they win they take the section they attacked, if they lose they stay where they are).
Friendly units in adjacent sections can swap places.

ATTACKING THE FORTRESS:

All units in the attacker's army are assumed to have ladders or grappling hooks that allow them to assault walls and gate sections. When declaring charges on garrisoned sections of the fortress, measure the distance from the attacking unit to the section of the fortress just like you would for a regular building. Up to two units can charge a single fortress section.

Stand & shoot reactions:

Just like all attacking units are assumed to have climbing gear, so are all defending units assumed to have access to heavy rocks in addition to the weapons they carry. Rocks may always be used to Stand & Shoot against attackers, unless the attacker has the Flyer special rule or the assault is made from an adjoining fortress section. Rocks always hit on a 5+ regardless of modifiers.
Even units that are not normally allowed to make a Stand & Shoot reaction such as war machine crews or undead may do so with rocks.

| Type	Range	Strength	Special
Rocks	1"	3	Quick to Fire

Close combat inside the fortress:

In the Close Combat Phase a fortress section can be assaulted by two units that are outside the fortress, plus one extra enemy unit from each connected fortress section. In theory this could mean that a section could be assaulted by up to four separate enemy units (two outside and one from the connected sections on either side). However the due to the cramped space on the walls and the tower corridors, the maximum number of models that can take part in the assault remains at 10 Infantry models per side (or 3 Monstrous Infantry) as per the normal building assault rules. If the attacker assaults from several sections he may choose the 10 models from any of the units that are assaulting.

Likewise, if there is more than one unit defending the section (as can be the case for towers and gate sections), the defender can choose which 10 models of either unit will face the assault party.

To calculate combat result, only take into account unsaved wounds caused just like when assaulting a building. The defender gets an additional +1 bonus for each connected section occupied by a friendly unit of at least 5 Infantry models, 3 Monstrous Infantry models or one Monster model. This is called the Fortress Defence Bonus.

If more than one unit is occupying the same fortress section, each of those units is subject to a Break Test if the assault party wins the combat.
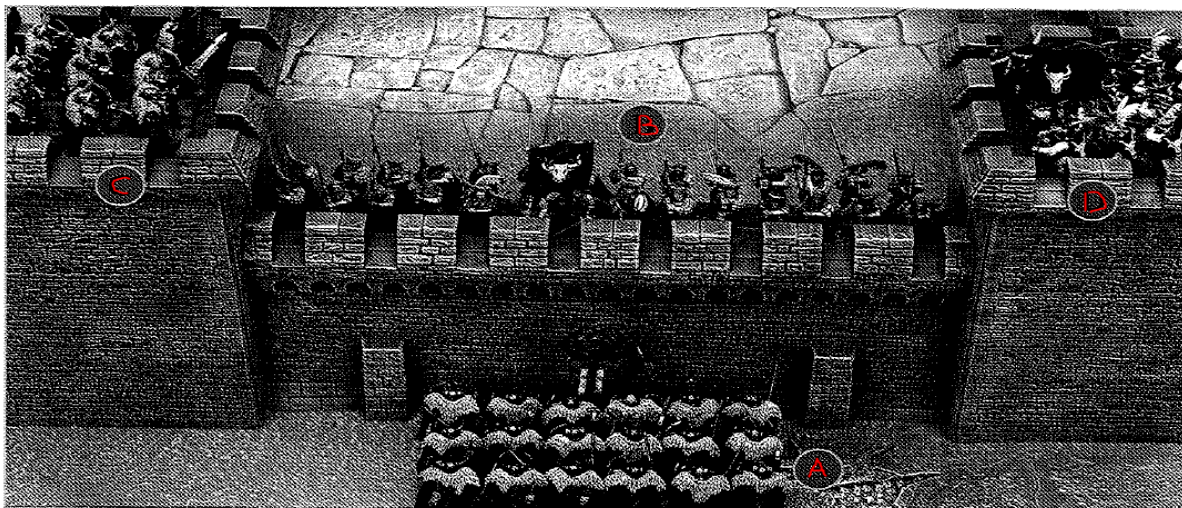
Complicated Combats

The Chaos Warriors (A) are assaulting the wall section held by the Greatswords (B). Before the attack begins in earnest the Greatswords got to stand and shoot by throwing rocks.

In the assault, the Chaos player makes his 'assault party' from both units (A & C) by taking both champions and the remaining eight from unit C (as these will not suffer from WS and I penalties). The Empire player could do the same with the Swordsmen (D) but stays with ten Greatswords, rather than mixing it up. In the fight the Chaos Warriors slay seven. The Greatswords strike back, killing an impressive eight with their double-handed swords. The Chaos player's total remains at seven, but the Empire player gets a +1 for being a defender with an occupied connected tower (D) so his total is nine. Both Chaos Warrior units must take a Break test at -2.

Winning the Siege:

The game ends at the end of turn 5:

- The attacker wins if they have captured all 3 objectives.
- The defender wins if the attacker only controls 1 of the objectives (or none at all!)
- Victory points are used to determine the winner in any other situation

Relieved:
The defender wins immediately if a unit of five or more models from the Relief Force makes it into the fortress. Do not take into account flying or ethereal units for this (these units aren't bulky enough to help in holding the fortress).

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.

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 it. 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.

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 Wounds as per the *Regrowth* spell. However, if a 3 is rolled the unit is subject to Stupidity for the rest if 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.

NEW OPTIONS:

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.

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).

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'es 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 the 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 structure at ground level. Fleeing units cannot get back into the castle trough 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 wall 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 20" 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 scaling the wall 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 Initiate 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, 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 models. Cavalry models count as two: they can feed ten Wounds worth of models, but also need to be fed as two separate models.

For example: a 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.

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. The represent this, roll a D6 for each model in the Relief Force at the start of the battle. On a roll of 6 some mishap has befallen this model and it suffers a wound with no armour saves allowed.

Night Assault: 1000 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 Roll is made before the battle, the defender has to reroll all rolls 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 roll 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.

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 bribe).

Due to lack of free will or 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 checks 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 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 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.