

Warhammer Siege Rules

These are slightly modified rules from those found in Blood in the Badlands. I found the Blood in the Badlands rules to be a much improved compared to the older siege rules, but they still needed a few small changes after playing some games.

The armies

Both players can use a “normal” army list – there is no need to spend points on specialist siege equipment or units out of your normal points allowance. The defender must split their army between a defence force and a relief force, each of which must have at least one non-character unit.

Each player also gets a number of siege points equal to the points value of their army. These can be spent on the siege upgrades detailed at the end of this document.

The battlefield

The defender sets up their castle however they choose. One board edge is theirs (so there is no need to place castle sections along this edge). The attacker then places terrain outside the castle any way they wish. The defender then places an objective marker, the attacker places a second, and then the defender places the last. Objective markers must be placed on a castle wall, gate section or tower. Only one objective can be placed in each section.

Deployment

Starvation

For every model in the defender’s defence force roll a d6. On a result of a 5+ that model suffers 1 wound with no armour save allowed.

Splitting up

The defender may split up any of their units into smaller units during deployment so that they may better defend their castle. These units will act independently throughout the battle. Command groups may be split up however the defender wishes. Units that are split up cannot re-join together later in the battle.

Deployment

The defender’s defence force is deployed anywhere within the castle, in its towers or on its walls or gate sections. The defender’s relief force does not make starvation rolls and begins the game in reserve. The attacker deploys their army anywhere outside the castle, at least 8” from the walls, once the defenders have finished deploying.

Relief force

Starting from turn 2, the defender rolls 2d6 and adds the current turn number. If this totals 10 or more the entire relief force arrives. Roll a d6. On a 1-2 the relief force enters play on the board edge

to the left of the castle, on a 3-4 they arrive on the board edge opposite the castle, and on a 5-6 they arrive to the right of the castle. The relief force enters play in the same manner as reinforcements (p27 of the Warhammer Rulebook). Units in the relief force lack any siege equipments and so cannot assault wall, tower, or gate sections from outside the castle.

Pre-battle phase

1. Defensive artillery fire: Roll two dice for each defending cannon or stone thrower (or weapon that fires like either of these) in the fortress. Each roll of a 6 destroys one attacking war machine that is in range and line of sight of the defending war machine.
2. Attacking artillery fire: Roll two dice for each attacking cannon, stone thrower, or bolt thrower (or weapon that fires like either of these). Re-roll all 6's. If the re-roll is a 1-3 then one defending war machine within range and line of sight of the attacking weapon is destroyed. On a 4-6 a wall section that is in range and line of sight is breached. Bolt throwers cannot breach walls and treat 4+'s as a miss.
3. Defensive missile fire: Defending units that did not fire in the defensive artillery fire step get to shoot twice as if they had two normal shooting phases. Any misfires simply prevent the unit from firing in turn 1. Do not roll on the misfires table.

First turn

The attacker automatically goes first.

Special rules

Moving in the fortress

Each fortress section counts as a separate building. Units can move to an adjacent unoccupied section or friendly units can swap places with each other in adjacent sections. Units can assault units in adjacent sections. Units can freely move from a fortress section into the castle, but they cannot freely move from a fortress section to outside of the castle.

The castle gates are controlled by whoever has a unit garrisoning that section. All units from that player's side count the entire gate section as open ground and as if it does not block line of sight. This allows them to freely move and charge through the gate section without worrying about the unit fitting through the gate.

The garrison capacity of fortress sections are given in the table below.

Fortress section	Unit one	Unit two
Wall	Infantry, Monstrous Infantry, Cavalry, Monstrous Cavalry, Swarms, War Beasts, Monstrous Beasts that sensibly fit on the wall	None
Gate	Infantry, Monstrous Infantry, Cavalry, Monstrous Cavalry, Swarms, War Beasts, or Monstrous Beasts that sensibly fit on the gate wall	One war machine or monster
Tower	20 Infantry, 6 Monstrous Infantry , 10 Cavalry, 4	One war machine or monster

	Monstrous Cavalry, 20 Swarms, 20 War Beasts, or 6 Monstrous Beasts	
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Shooting from the fortress

All models in a fortress section can shoot normally. Any unit shooting at models in a fortress section count as shooting a unit in a building (hard cover and templates only do d6 hits).

Attacking the fortress

With the exceptions listed below, fortress combat uses the building combat rules.

Declaring charges

Units from the attacker army all have suitable assault equipment (ladders, grappling hooks, etc.) to allow them to assault the walls and gate sections. The only way to charge towers is to either fly or assault them from an adjacent wall or gate section or from within the castle itself.

Each section can be assaulted from outside the castle (except towers), inside the castle, and from all adjacent fortress sections. However the total number of models that can fight is limited to 20 infantry models (or equivalent). Monstrous Infantry count as 3 infantry, Cavalry count as 2, Monstrous Cavalry count as 5, Swarms count as 1, War Beasts count as 1, Monstrous Beasts count as 3, war machine crew count as their “normal” type (usually infantry) and monsters count as 10.

Charge reactions

Units occupying a fortress section are equipped with rocks which they can use as a “stand and fire” reaction on any unit charging them from outside the castle that is not a flier. Thrown rocks always hit on a 5+ and ignore all to hit modifiers. Even units that are not allowed to stand and fire (such as Undead or war machine crew) may throw rocks.

Type	Range	Strength	Special
Rocks	1”	3	Quick To Fire

Fighting combat

Units attacking a wall or gate section from outside the castle halve their Weapons Skill and Initiative, rounding down, unless they are fliers. Note that units attacking from siege towers or into a breached section do so normally.

Resolving combat

A defending unit in a fortress adds +1 to its combat resolution for each adjacent fortress section that is held by a friendly unit. No other combat result modifiers apply.

A breached fortress section is much harder to defend. If the unit defending the wall loses combat then they automatically fail their break test. Unbreakable units still stay in position. The retreating unit can either move into the castle or an empty adjacent fortress section. If there is nowhere for them to go then they are wiped out.

Victory conditions

The game ends at the end of turn five. The attacker wins if they control all three objectives. The defender wins if the attacker only controls one or no objectives. If the attacker controls two objectives then use victory points to determine who wins.

Additionally, the game will end immediately if the defender can get a unit of 5 or more models from the relief force into the fortress. They must enter through the gate and do so using their normal movement (i.e. not by flying, using a spell, tunnelling, etc.). Also note that to pass through the gate the gate must be garrisoned by a defending unit.

Siege upgrades

Attacker

Siege Tower (1000 points): Place 8" away from a wall or gate section. Counts as a tower and may be garrisoned as such. At the start of each of your turns on a 2+ it will move directly forwards 8" and then count as an adjacent wall section to the wall or gate section it comes into contact with. When this happens units in the siege tower can assault the wall or gate section they came into contact with. The tower can be attacked and is Toughness 8 with 6 Wounds. It has the flammable special rule. It his hit automatically in combat.

Battering Ram (500 points): A chariot that cannot charge, wheel or reform, but can move into contact with wall or gate sections. When in contact with a wall or gate it can make one roll at the start of each combat phase to try and breach the section. This will succeed on a 5+ against walls or 4+ against gates. A section can be battered by a battering ram while another unit launches an assault on it.

	M	WS	BS	S	T	W	I	A	LD
Battering Ram	1d6+2	-	-	-	6	5	-	-	-
5 Crew	-	3	3	3	-	-	3	1	7
Special rules: Unbreakable, flammable									

Undermines (250 points): Gain an extra two dice rolls in the attacking artillery fire pre-battle phase. These ignore results that destroy defending war machines.

Monstrous Battering Clubs (250 points per unit): Any monster or unit of monstrous infantry within 1" of a wall or gate section may forsake their close combat attacks in a turn to try and breach the walls. This will succeed on a 5+ against walls or 4+ against a gate.

Siege Ammunition (100 points per unit): Stone throwers or cannons with siege ammunition and that hit the fortress walls or gate will breach the section on a 6+. Note that this happens during normal play, not in the pre-battle phase.

Hasty Assault (half your siege points): All starvation rolls taken by the player suffer a -1 modifier but the defender cannot roll to see if their relief force turns up until turn 4 and they suffer a -1 penalty on their arrival rolls.

Defender (each tower can have up to one tower upgrade)

Tower Upgrade: Haunted Mansion – Forces of Destruction only (500 points): Units in the tower cause fear. Any enemy units in base contact with the tower suffer d6 strength 1 hits at the start of the combat phase. These wounds ignore armour saves and count towards combat resolution.

Witches Cauldron (500 points): Any unit and/or character in the same fortress section as the cauldron can drink from the cauldron at the start of their turn. Roll a d6. On a 1 the unit suffers d6 S3 hits with no armour saves allowed. On a 2+ a randomly determined characteristic is increased by +1 until the start of the unit's next turn.

Flaming Ammunition (100 points per unit): Any unit with a missile weapon (including a war machine) can be equipped with flaming ammunition. The unit gains the flaming attacks special rule on their ranged attacks.

Cauldron of Boiling Oil (250 points per unit): May be used once per battle. Place the small round template within 3" of the unit with the boiling oil. Any model under the template suffers a Strength 4 hit with the Armour Piercing special rule. This may be used as a "Stand and Fire" charge reaction. If so, move the charging unit into position first and then place the template. If the charge fails boiling oil is not used.

Tower Upgrade: Dwarf Brewhouse – Forces of Order only (500 points): At the start of each magic phase a unit in the tower can regain 1d3 wounds as per the *Regrowth* spell. However if they roll a 3 on the 1d3 the unit has the Stupidity rule for the rest of the game.

Tower Upgrade: Warded Tower (250 points): Any unit garrisoning the tower has Magic Resistance 2.

Hell Gate (250 points): Can only be bought for gate sections. The gate has a Breath Weapon with a Strength of 4. This can be used in the combat phase against a unit assaulting the gate section or the unit garrisoning it.

Sally Forth! (250 points): Gain an additional two dice in the defensive artillery fire pre-battle step.

Tower Upgrade: Wizard's Tower (500 points): Any wizard in the tower at the start of the magic phase gains the Loremaster special rule for all the spell lore(s) they know.

Tower Upgrade: Tower of Blood – Forces of Destruction only (500 points): Any unit in this tower gains the Hatred and Frenzy special rules.

Tower Upgrade: Sigmarite Shrine – Forces of Order only (500 points): Any enemy models struck by models in this tower must re-roll successful ward saves. This applies to both shooting and close combat attacks.