

FAN-MADE MAGAZINE DEDICATED TO THE WARMASTER GAME SYSTEMS

WARMASTER

e-zine

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Issue #2

Under Siege!!!

WARMASTER
PLAYTEST TEAM

Modelling
Siege Section
inside!

Editorial

G'day to you all! If you are reading this, Warmuster II has arrived. and yes, we know that our gestation period was a tad longer than expected, but I hope that will be forgiven after you have seen the content. Also I should point out that Warmuster is currently mostly the work of what the Dutch would name "anderhalve man en een paardekop" (and for those that run that phrase on a translation site, the paardekop would be yours truly). Nevertheless we are proud to present this second issue and are already on the move for issue #3.

For that 3rd issue, which is roughly planned towards the end of this year, we turn to the community for input. Our third issue will be all about Scenarios and Scenery. For the scenarios there will be a contest! And yes we will even provide some interesting prizes for the winners!!

More info on the Warmuster Scenario contest can be found on the Warmuster Website !

Happy reading, and good luck writing !

Lex van Rooy AKA Gray Sage

Author's Note

The following rules, are to a large extent, based upon the Siege rules in the original Warmaster rulebook and the official follow-ups like the Warmaster Annual 2002 and the Warmaster Annual 2003. But even more so, it was influenced by the effort and ideas some passionate Warmaster players put into this over the years (we want to especially highlight David Simpson's "Into the Breach" at this point).

We just tried to merge together all those preliminary works and playtested, changed and extended them. So here you see the result for the time being.

We would like to thank all our playing "ancestors" David Simpson, Lex van Rooy, Tristan Hoag and Wayne Rozier for building the foundations. We just tried to add some towers and flags!

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ADVANCED SIEGE RULES

Jan was cowering in a corner of the crowded courtyard, afraid to get trampled by the adults all running around and shouting. Some of the big soldiers that normally lived in the castle were shouting at, and shoving about, everyone that came in their way as they escorted a tussle of servants bearing great cauldrons of something to the foot of the stairs leading up to the wall and the gatehouse. Like the other villagers, taking refuge in the castle when word of the horde of Rat-things had spread along the countryside, the boy was bewildered by the going-ons in the castle, its denizens possibly as weird as the attackers were rumoured to be. There was more shouting as men-at-arms brought in a cart and began distributing weapons and shields to the villagers, now pressed to help defend their sanctuary.

After some minutes everybody was up on the walls and the courtyard silent except for the bleating of some of the goats tethered there. Jan ventured out from his hiding place and made his way to the cart. There were just a few items left in it, amongst the dregs was a long dirk, obviously too small to be of use on the walls. In the hands (and the eyes) of the boy it became a regular sword. He experimented swinging it around, as he had seen the soldiers practice their blocks, slashes and thrusts. He was so concentrated in his play that he failed to notice a grate opening near the bottom of one of the walls, and the lithe figures springing forth from it.

Was it pure chance that his playful swing deflected the silent thrusts at his heart? Who knows for sure what the Gods have in store for us mortals, but that slight hesitation allowed Jan to shout for alarm, and then had him fighting desperately against his Skaven foe, hoping his shout had been heard and help was on its way.

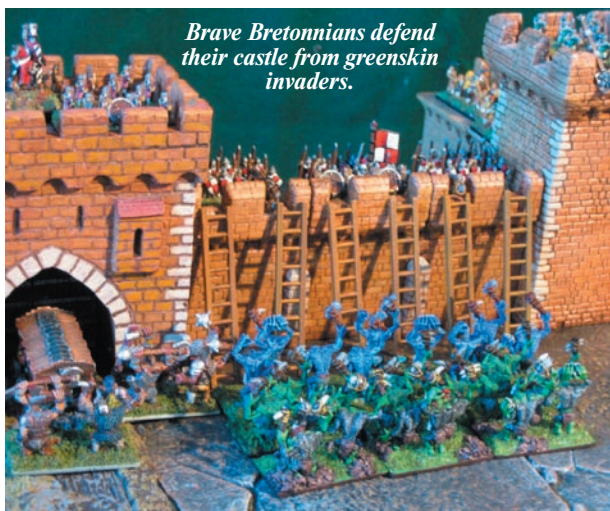
Sieges & Fortresses

INTRODUCTION

In the game of Warmaster it is possible to represent fortresses, walls, towers, castles and even entire cities on the tabletop by means of appropriately sized models. The scale of the game is ideally suited to fighting massive sieges with sweeping armies, mighty fortresses, lumbering war machines and towering engines of destruction.

In our Siege game system defenders and attackers will have to pay points for each part of fortification and Siege equipment and of course for their units, so that in the end it will be possible to play balanced Siege games with equal chances for all sides. Within those rules it should also be possible to play scenarios with only small fortifications (like a watchtower, a traveller's inn or a cemetery) without giving the defender too much of an advantage.

It is a fact that big Sieges usually lasted weeks or even years. But knowing that many players prefer single session, pickup games, we tried to include actions like bombardments etc. into one playing session. That does not mean that Siege Campaigns should not be supported by these rules. But we intended to make it possible to play easy, uncomplicated pick up Siege games (especially as we think Warmaster is the perfect scale for them). Special scenarios or campaigns might still follow.



MODEL FORTRESSES

Walls, castles and towers can be made from card, plastic, balsa or similar materials. The small scale of Warmaster models means that it is relatively easy to produce a fortress using readily obtainable items. For example, plaster of paris and plasticine can be used to create wall sections, towers and even gateways. However, the easiest material to use is thick card, such as the mounting card commonly sold for picture framing (see Modelling Section, p. 27).

When making walls or towers for a castle or fortress where troop stands will be deployed it is necessary to make sure that the walkways are sufficiently wide enough to take a stand (i.e., 20mm). Similarly, it is also a good idea to make sure that such things as bridges, gateways and roads between buildings are at least 20mm wide so that stands can move along them.

The following Siege rules very much depend on dividing the fortress in sections between 40 to 50mm, so building a castle you should consider either making sections of this width or at least think of a way of marking those sections.

GENERAL SIEGE RULES

Generally in siege scenarios the Breakpoint for both armies is ignored. The game will only end when either one of the generals dies or when the turn limit for the scenario expires. Occasionally a scenario will state otherwise, in this instance the specific scenario rules take precedence over this.

When deciding to play a siege game always let the defender pay the points for his units, fortifications and siege equipment first then the attacker may spend the same amount of points on his troops and/or equipment according to the scenario description.

Additionally, the defending army always rounds up its max level to the next highest level of min/max if it is not a round figure. For example, a 1500 points army would use the min levels for a 1000 points army, but the max

levels of a 2000 points army. This represents the higher number of well trained troops, artillery and equipment that you tend to find in most fortifications. This will again always be the case in any siege scenario, unless the specific scenario rules state otherwise.

When rules refer to a wall, it is referring to a wall section being between 40 and 50mm wide. When it refers to a tower, it generally includes the entirety of the tower as defined in the Warmaster rulebook as well as the rules that follow.

MOVEMENT

High walls, tall towers and substantial tall buildings are considered to block the movement of all but flying units. Troops are therefore obliged to use gateways, doors or gaps when moving into or out of fortresses.

Only infantry and artillery can man the ramparts of a fortress. Cavalry, chariots, monsters and machines cannot move onto ramparts.

Infantry and artillery stands can move up, onto, or off the defender's side of ramparts as normal. It is assumed there are sufficient internal stairs or ladders to enable them to do so regardless of what the fortress model may look like. Vertical distance is ignored as far as unit formation is concerned.

Wall sections or towers work like extensions of bases standing upon it. If more than half of a base is on a wall section its control area extends to the ends of this section as long as the area is not yet occupied. When it comes to shooting distances, those may be measured from the edge of the occupied section. This also means that enemy troops may attack or evade from occupied wall sections by initiative.

Up to four units being placed on wall-sections and/or towers directly next to each other may be moved as a brigade (even if the units themselves do not touch each other). That also includes units in the courtyard that touch the appropriate sections. The reason for this is that room inside a fortress can be quite packed, so with this rule it still should be possible to rearrange troops. This means i.e. that a unit inside a tower may change place with a unit standing on the neighbouring rampart with only one command (even if they are not touching each other - it is sufficient that the building sections touch). Keep in mind that units in fortified sections only have half movement.

Infantry stands that are from an attacking force can move over a wall and onto unoccupied ramparts as long as they are equipped with ladders or similar to

scale the walls. Infantry can also use a siege tower to move directly onto a rampart. From there they may be ordered to move on.

In most cases attackers will be forced to fight defending troops before they are able to move onto the ramparts. This is explained further under Assaults.

SHOOTING

Fortress walls, towers and gateways are pretty solid. Arrows and light shot will bounce harmlessly off. They can only be damaged by shots from cannons and stone throwing engines such as Rock Lobbers. The Empire Steam Tank, the Helblaster Cannon or Dwarf Gyrocopters which fire a hail of small calibre cannon balls are unsuitable for breaching walls. Undead Skull Chukkas are assumed to be able to throw stones in the same way as an Orc Rock Lobber.

To breach a wall or gateway or collapse a tower you must shoot at it with a unit of suitable artillery or machines. Each 40 to 50mm long section of wall counts as a separate target. A tower is considered a single target unless it is very large (more than 50mm base area), in which case it must be divided into a suitable number of sections in the same way as a castle wall.

When shooting at a wall, gate or tower it is not necessary to shoot at the closest target, as is normally the case with missile fire, as the besiegers will generally pick a vulnerable point beforehand and concentrate their fire at that. If a player wishes to shoot at fortifications he can ignore the normal targeting rules and may shoot where he wants to within the normal limitations of range and sight.

If you wish to shoot at troops on ramparts of walls or towers then the normal shooting rules apply and no account is made of damage on the wall or tower itself. Shots that are directed at the rampart can only cause harm to the troops and not to the fortification.

As fortresses are difficult to damage, a wall, gateway or tower counts as fortified (6 to hit) but has no armour.

STRUCTURE TESTS

To resolve the effect of hits on a wall, gate or tower first roll to hit as normal. At the end of the shooting phase take a D6 for every hit the building took this round, add all destruction dice from earlier rounds and make a Structure Test. If the result is higher than the Structure Resistance of the building it is destroyed (a bit similar to a drive back roll - without the movement of course). If the building was not destroyed the attacker

may add another Destruction Dice. So for every round of successful shooting a maximum of one destruction dice may be added. Those destruction dice stay until the fortification is destroyed or the game ends. If there are destruction dice on a building it has to make a structure test at the end of every opponent shooting phase even if it took no hits in the current round.

Example: Brognak, the orcish leader lets his two Rock lobbers shoot at the gateway of the city of Hundstadt he is besieging. The results are 1-3-4-6-6-6. As any piece of fortification counts as fortified, Brognak has hit three times. The gate has 12 structure points, so the Orc player makes a structure test with three dice and needs to roll a 13: 2-3-6! 11 is not enough for destroying the gate, so it is marked with one destruction dice for a round of successful shooting. Next round Brognak only rolls one 6, so even with the one destruction dice from the last round 2 D6 will not be enough to break the gate. After 5 rounds of shooting the gate still stands but there are 4 destruction dice on it. This round no 6 at all is rolled and Brognak already thinks of biting the gate open with his own teeth. No destruction dice is added for this round but still there are 4 destruction dice on the gate so a structure test has to be done before (this representing the serious structural damage the gate has already taken). 3-3-4-5: 15! The gate cracks at last and the orcish troops rush to the gap to take the city.

Once a wall is breached the entire 40 to 50mm long section is destroyed and collapses. Any stand on the rampart is destroyed. Where practical, the wall section can be removed and replaced by rubble or, if you wish, by a specially made section of a breached wall.

Once a gateway is breached, the gate is assumed to have been blown apart. A stand on a rampart above the gate is not affected as it is the gate that is the target rather than the surrounding stone.

As with walls, any stand on the rampart and inside a tower is destroyed when it collapses. Where practical, the tower should be replaced with model rubble to show that it has collapsed.



BATTERING

Walls, towers and gates can also be breached by means of Battering Rams or similar. First the battering unit "charges" the targeted part of fortification by initiative or order. The defending units on the battered and the directly adjacent sections then may use their missiles or boiling oil according the normal assault rules, which means that if the battering unit loses one stand the assault is failed and the assaulting unit has to retreat 1cm for each hit they have taken. If not the battering unit may ignore the defending troops to batter the structure. Each ram automatically inflicts one hit in the shooting phase. At the end of the shooting phase a structure test is made for the particular piece of fortification (see Structure Tests). Of course the particular wall may not be shot at when assaulted by a battering unit (as the own unit is in the way) but adjacent wall sections may be shot at.

If the wall or gate fails the test it collapses. So in the following combat phase the battering unit may proceed as if it had destroyed their first unit in combat and may fall back or advance. In case of an advance the battering unit may ignore fortified troops in this particular case as it storms into the courtyard. Touching units on ramparts are not taken in account during the following combat as this fight happens on different height levels.

In case of destroyed gateways the defending units above may not use their boiling or similar attacks against the battering unit anymore as they already have, but they may use them against following units that try to enter the gateway.

If the structure is not destroyed by the battering attack add another destruction dice and fall back 10 cm with the battering unit.

Giants can also batter a wall with their clubs but no other monster is sufficiently large to do so.

Example: One tower seems to be especially resistant. Although the orcish rock lobbers fired load after load at the solid stone building it still did not show any sign of weakness. So Brognak orders his strongest giant to batter the walls of the tower and to his surprise the giant follows the order. Of course the tower may not be shot at anymore as the giant is "in the way" but there are 8 destruction dice on it so at the end of the shooting phase a structure test has to be made. Results are 6-6-5-5-4-3-2-1 which is more than the 30 structure points the tower has. The tower collapses before the surprised giant and he is allowed to advance into the next enemy he can see.

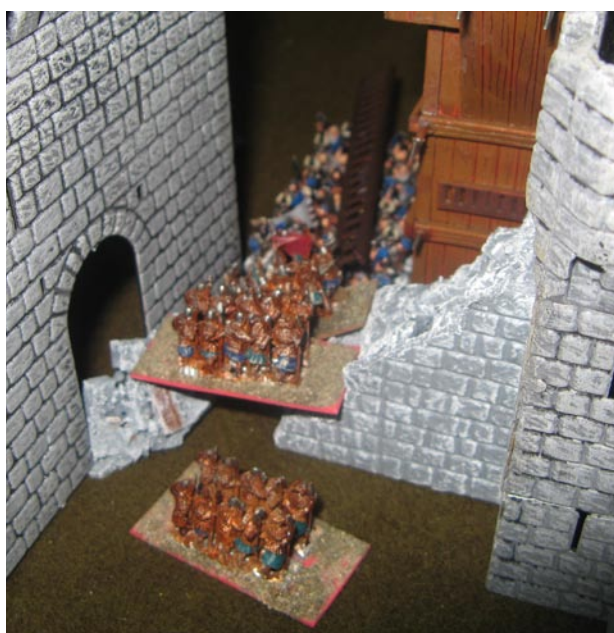
BREACHES

When a breach is caused, either by the destruction of a wall section, or that of a tower, you should remove the relevant part of the fortification that has been destroyed (if possible) and replace it with a suitable marker or model.

In certain cases you will find that a breach caused in a wall or tower will destroy stands from a unit, possibly even destroying a stand in the middle of the unit, which would normally not be possible due to the Removing Casualties rules.

In that case count the number of wounds the lost stand had and proceed as if the unit would have taken that many wounds by shooting. So a unit with three hits discounts two because of being fortified but the attacker may roll the last dice to determine driveback and the defender may still choose which stand he removes according to normal rules (even if that means that an intact wall section is left unguarded and a stand is put into the breach). The unit is driven back directly away from the wall no matter from where the shooting has been coming from.

Units attacking units in a breach are not drawn into combat with any units on adjacent standing wall sections. The reverse is also the case, in that troops assaulting a wall section do not count as attacking troops in adjoining breaches. This is one instance where corner-to-corner contact does not count. In addition, this means that units attacking breaches or wall sections in this way only have to spread out and maximise contact with adjacent troops that are on the same level as the attacked unit.



***Example:** The last wall section of three has been breached by Brognak's rock lobbers. The orc warriors charge the stand of halberdiers that is defending the breach. On the still intact walls a unit of crossbowmen tries to lure the orcs to fight with them too, but the orcs don't have to spread out as the crossbowmen are on another level. If the halberdiers would have been placed on the still intact walls too the orcs would have been obliged to spread out to them.*

You can, if you wish, attack or assault all of the wall sections in question if the charging stands have enough movement. But this is not compulsory, apart from in the sort of situations outlined above.

Gateways and Breaches

Walls can have entrances of two broadly different sizes: large gateways and smaller doors or gates, such as postern gates and sally ports. The chances are that a model gateway won't look wide enough for an infantry stand to move through - but we won't worry about that. Just as in real life, troops will file through a door or gate so we must assume our warriors can do the same.

Friendly units and characters can move through intact gateways without penalty. It is assumed that they have the wits to open it beforehand and close it behind them once they've gone through. Enemy cannot move through an intact closed gateway but must smash it down first. If a defending unit for whatever reason ends its movement directly in or has to retreat through the gateway while still fighting the gate counts as open. If this unit is destroyed in combat the victorious unit may advance through the gate into the next visible unit. Of course the gate may also be closed to block the retreating path of own units if all stands of the unit are outside. It is not allowed to close the gate if there are parts of the unit standing in or behind the gateway.

Once a gateway in a wall is destroyed remove the appropriate wall sector (for providing better playability). Any units being on that sector are not destroyed but placed directly behind the gate. It is assumed that they hurried down from the ramparts to defend the suddenly open entrance against any attackers.

Gateways in towers are treated differently. The attacker has to choose if he attacks/shoots at the gateway or the tower. If the gateway is destroyed, attackers may move through it to attack troops behind. Units still manning the tower above may use their shooting/rock/boiling oil attacks in the same way as if an adjacent wall section would have been attacked.

Any units from either side can move through it without any reduction to their movement. Giants are assumed to stoop if necessary!

Units moving through a small door or gate suffer no reduction in their movement but a maximum of three troop stands and any number of character stands can go through in any Command phase (i.e., a single unit in most cases). Enemy cannot move through small doors at all.

A breach in a wall or collapsed tower can be moved through by infantry, cavalry or monsters. Still any unit trying to cross the breach has to stop there; either to fight any defending units or to wait for another order to move through (the area there is too difficult to just march through). Machines, artillery and chariots, however, cannot move over the debris at all. The wreckage caused by a collapsing wall or tower counts as cover to defenders in the same way as a low wall or barricade. A breach can therefore be defended by troops on the other side once the wall or tower itself has been knocked down.

ASSAULTS

Infantry can also attack a rampart from siege towers as discussed later. In both cases this is called an assault. Only infantry can assault. Except for the odd examples discussed later, cavalry, chariots, monsters, artillery and machines cannot assault a fortress because they cannot attack fortified stands. Assaults are different from ordinary combat in several ways.

If a wall section is assaulted, the nearest units on adjacent wall sections may make stand and shoot attacks (even if the units on that section do not directly touch the attackers). And they count as being in cross contact with the attackers in the following combat.

Have a look at Illustration 1.



Illustration 1

If an assaulting unit loses a stand by shooting or boiling oil attacks, the assault has failed and the unit retreats 1cm for each hit taken.

During an assault, no account is made for the effect of supporting stands for either side. In the dangerous, cramped and confused melee of an assault it is impossible for troops to support each other as they do on the open battlefield.

Missile armed defenders can shoot at troops making an assault in the same way as at troops making a charge. Any hits inflicted are carried over and count as if struck in the assault.

If the attackers win the combat round, their assault has succeeded. Beaten defenders must retreat down from the ramparts and away from their enemy. Measure all retreat moves horizontally. No account is made of the distance moved up or down (otherwise a stand could end up halfway down a wall!). Artillery stands are automatically destroyed if forced to retreat.

Victorious units automatically move stands onto the empty ramparts. If the unit won't fit on the ramparts, some stands must be left at the base of the wall. Because combatants will be separated, the combat ends. No pursuit combat is fought during an assault.

In the event of a draw, assaulting units fall back in the usual way. The defenders remain in place.

If the defenders win the combat then the attackers are thrown back and must retreat in the usual manner. The defenders remain in place. Defenders will not (and cannot!) pursue over ramparts.

Counter attacks on ramparts

Once attackers have taken a fortress' walls it is likely that their enemies will counter charge. Stands holding the ramparts of walls against attacks from the inner side of the fortress do not count as being fortified. Because of the advantage of height they count as being defended.

Sometimes it may occur, the odd situation, that two opposing units are ending their movement side by side on adjacent ramparts with no line of sight to each other. It seems quite impossible in this special situation to ignore the enemy. So by way of exception it is allowed to charge an enemy unit that's placed directly upon the neighbouring rampart section by initiative even if no line of sight can be drawn. For the same reason it is allowed to evade out of initiative, though the evasive movement in this situation will be away from the outer wall not away from the enemy.

If a unit upon a rampart is charged from an adjacent tower or rampart section it is assumed that the attackers attack in the open and get a +1 attacking bonus as they

are coming from the same level. Still only one stand may come into combat contact and there is no support taken in account on neither side. Units fighting this way may be placed flank to flank to each other due to lack of space but this should not result in any attack deductions.

In this situation, a unit defending ramparts will be destroyed if it is defeated and obliged to retreat because it has nowhere to go (except over the fortress wall to its destruction). Victorious attackers automatically move up onto the recaptured ramparts but cannot pursue over walls. In case of a draw the defenders may hold their position and the attackers may fall back or just be placed one centimeter away of the defenders.

Example: Chaos Ogres managed to take three rampart sections. At the one end of the rampart there's a tower manned by Bowmen. At the other end there are further rampart sections with a unit of Spearmen guarding them. In the next round the Bowmen in the tower may charge the Ogres out of initiative (units in towers have 360 degrees sight). The Spearmen on the other flank also may charge out of initiative although they have no direct line of sight (this is an outspoken exception to the basic Warmaster rules and only affects combat on ramparts).

The Spearmen are placed flank edge to flank edge to the Ogres as there is no room to place them straight but note that all units attack with their full attacks as flanks are not taken into account on ramparts.

The results of the Bowmen's four attacks are 6-6-3-2, the Spearmen's 6-4-3-2, the ogres save none. The Ogres hit the Bowmen with 6-5-1-1 and the Spearmen with 6-4-3-3 (the Spearmen save none). The combat result is 4:4 and the Ogres (losing one stand) may hold their position while the Bretonnian troops may be placed one centimeter away from the Ogres.



GIANTS

Because they are so tall, Giants can attack troops on ramparts. However, they are too heavy and clumsy to scale the walls of a fortress and the people of the Warhammer world have sufficient sense to build their walls high! A Giant can just about reach sufficiently high enough to bash any enemy on the ramparts of the wall with his club (aka 'large tree trunk'). Towers and anything higher than a normal fortress wall are assumed to be out of his reach. If your model fortifications are such that there is doubt whether a Giant can reach them or not then the players should ideally agree beforehand which walls are out of reach.

A Giant can fight against a unit of enemy on the rampart of a fortress wall but can't pursue should the enemy retreat. Although he can clear the ramparts of foes, he can't take and hold ramparts as infantry can.

Giants can use their clubs to batter in the same way as a Battering Ram. A Giant can only do this if there are no troops on the ramparts that he can fight, otherwise he must fight the defenders instead. When attempting to batter walls, each Giant inflicts one automatic hit and damage is calculated in the same way as for Rams.



TOWERS

Towers are usually the most important element of any defensive structure. They are very tough to knock down and incredibly difficult to assault, whilst providing an ideal position to pour missile fire onto the attacking army. A tower may only be assaulted from either the courtyard or from the ramparts of adjacent wall sections. This is because a tower is generally much too high to assault with even the longest ladders or tallest siege towers, so the only way in is through the doors.

The number of stands that a tower can hold is determined by its base area. The standard tower as defined in the defenders fortification list has around 40-50mm edge length and may hold up to three stands or at least one unit of troops (but not more than two units). Towers with more edge length cost double points and may hold up to 3 units but no more than 6 stands. This represents units not only being positioned on the roof of the tower, but all throughout its height, probably stationed at gun ports or arrow slits.

Free-standing lone towers only have one facing that can be attacked in this way. Whichever facing this is must be declared by the defender before the start of the battle. This facing is assumed to be the one with the door in, whether it is on ground level, high up with a removable ladder.



Towers that are part of bigger fortifications are assumed to have an entrance at every facing and level linked to another fortress section. So towers always have an entrance to the courtyard and to each rampart that touches them no matter if the actual model has one displayed.

Missile units in towers count as having a 360° fire arc. This means that they will all have to target the closest eligible enemy unit to the tower if they wish to fire their missile weapons. Distances are measured from the edges of the tower. In addition to this, all missile units in a tower may stand and shoot at units that attack any facing of the tower they occupy as long as the shooting stand is not yet in combat. They may also shoot if they are not taking the assault themselves. The only stands that cannot do this are those that are already engaged in combat with another unit that has charged the tower.

When assaulting a tower in this way only one stand may attack each facing of the tower (usually only one or two are eligible in this way). These must be from different units and the defender may also only defend with one stand per facing (although they must defend with one stand on multiple facings if there are insufficient defending stands). Defending stands never count as being flanked.

Suffering the first charge the defending stands in a tower count as fortified. If the attacker wins the first round of combat it is assumed that the troops could make their way into the tower. Still attacker and defender only fight with one stand but the attacker will get the normal pursuit bonus. The defender still keeps on being defended in the following rounds of combat. Defenders of a tower can never be driven out of a tower. To put it quite simply, you have to wipe out all the units in a tower before you can occupy it.

In the case of a tower that holds more than one unit, the defender chooses which unit takes the attack. Only this unit takes all attacks until it is wiped out or the attackers are driven off. If the tower is attacked by more than one unit the defender may choose which unengaged defending stand or unit takes this attack. However the following combat will count as one big combat.

If the attacker manages to wipe out the first defending unit he may once advance into the next defending unit and the whole assault begins anew with the defender being fortified.

If the attackers lose a round of combat they are placed outside the towers' wall as if it would have been the front edge of the attacked unit. So a unit losing by 2 is placed 2cm away of the attacked wall.

Other than this, all the normal rules regarding attacking fortifications stand. For example, if by some miracle the attacking troops do manage to wipe out all the defenders in a tower, then they do not receive any advance charge move. The only option available to them is to consolidate their position and occupy the tower.

Example: *Manfred von Hornberg, commander of a lonely watchtower at the sylvanian border is attacked by a Vampire horde. The tower is defended by a unit of cannons and a hellblaster cannon.*

First a unit of grave guards attacks the entrance of the tower. They are welcomed by 8 shooting attacks from the hellblaster and another 4 shots by the cannon. The grave guards however only take 2 hits (one more and the assault would have failed as the guards would have lost a stand). Hornberg decides that a stand of the cannons has to counter the attack. At the same time a unit of vampire bats attacks the roof of the tower. They are shot at 8 times by the hellblaster, 2 times by the one free cannon stand and get 3 wounds. The second stand of the cannon counters the bats.

The grave guards attack 3 times and roll a total of three 6s, the bats roll another 6. The cannon wounds the guards and the bats once. The grave guards lose one stand and so do the bats but the cannons are destroyed. The bats have to retreat as they are flyers so only the guards try to go on charging the remaining hellblaster. Another round of stand and shoot follows but the guards only lose one wound. They attack 3 times but no 6 is rolled so the hellblaster survives and the guards have to retreat 1 cm out of the tower.

Manfred von Hornberg sighs relieved, but knowing that the worst was yet to come.

Gateway towers are exactly like all other towers with the one exception that a gate leads through it. The gate may be attacked by its own and defenders manning the gateway tower are not taking part in the combat that follows but they may use boiling oil or stand and shoot against the attackers.



FLYERS ATTACKING FORTIFICATIONS

Flyers may attack fortified targets in the same way as infantry, hitting on 6s with no charge bonus. They may never occupy fortifications and thus if they win a round of combat against troops in fortifications, they may not pursue them for a second round of combat and may either stand their ground, or fall back. The defenders, however, do still have to retreat.

Flyers are unique in that they are the only units that can actually attack units stationed in a tower without having to do so from the courtyard or adjoining ramparts. The normal rules for attacking towers still apply though, so the defenders will not retreat and all the missile troops will be able to stand and fire at the attacking flyers.

Walls, ramparts and towers are difficult terrain for flying creatures so if they are attacked and lose a round of combat or if they are pushed back they are destroyed.

Of course if flyers try to assault fortifications, boiling oil attacks cannot be used against them.



CHARACTER MOVEMENT

As commanders are too valuable to risk their lives uselessly it is not allowed for them to enter fortress sections unless they are part of a unit. They are also allowed to be placed on unoccupied fortress sections or onto sections that are occupied by own troops. If a character unit on a fortress section is touched by enemy units it has to join any friendly unit within 30cm. The buildings or the height of the walls do not restrict the movement of the character no matter if it has a flying mount or not.

MAGIC

In the process of building a fortress in fantasy worlds magic grounding incantations are integrated, anti-magic runes are carved in the walls and magic absorbing gems are used. So it is not possible to use magic that crosses the ramparts or walls of a fortress.

However, it is allowed to use magic spells on units that are assaulting a wall as well as at a combat that takes action there. So for example an assaulting unit may get extra attacks by “Rage of Chaos” and these extra attacks will stay as explained in the rules even if the unit crosses the ramparts. “Raise Dead” will also work on or even behind the walls of the fortress as long there is enough room to place the raised unit and the raised unit touches any units in combat.



SIEGE MACHINES

No besieging army would be complete without siege towers and rams with which to pound the enemy's fortress to pieces. Some races have developed their own versions of these devices but all function in more or less the same fashion and have equal effectiveness.

Concerning Victory Points, destroyed or lost Siege Machines immediately give the opponent their victory points no matter if the unit carrying them is destroyed or not.

Siege Machines like Siege Towers, Battering Rams or Sows may use initiative to attack the nearest wall section (towers may be ignored).

Siege Towers

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max
Siege Tower	M	0	3	3+	-	1	20	-/-

A Siege Tower is a massive wooden tower that rolls forward on huge wheels. It is pushed to the enemy's fortress by troops who are protected by its stout timbers. Once the tower reaches its target, a ramp descends allowing the sheltering troops to swarm over the walls.

A Siege Tower is a unique kind of machine. Its sole purpose is to deliver troops onto the enemy's walls. A Siege Tower must be assigned to a unit of infantry. To represent the fact that they are really inside the Siege Tower, the unit is arranged directly behind in column.



As Siege Towers are such huge constructions the same shooting rules apply to them as to wall sections. All shooting enemy units within reach of Siege Towers may choose which Tower they want to shoot at (but if they choose to shoot at units without Siege Towers they still have to shoot at the next visible unit).

All enemy shots against the unit are assumed to hit the Siege Tower because the troops are actually inside it. A Siege Tower and the unit inside it cannot be driven back by missile fire.

Should a Siege Tower be destroyed by shooting, its accompanying infantry will abandon it and may continue to fight normally.

The Siege Tower has no value in close combat. If the unit is attacked, the Tower is simply ignored. If the unit is forced to retreat, the Siege Tower is destroyed. Units in Siege Towers may pursue or advance in combat leaving their machine behind which effectively means the Siege Tower is destroyed.

The Siege Tower can be pushed forward at a speed of 15cm. As it is an incredible effort to move a massive construction like a Siege Tower, command rolls get an extra -1 from second command on (so the second command would work at a -3 instead of -2).

A unit accompanying a Siege Tower cannot make way for other units. If all its accompanying infantry are killed in combat before it reaches the walls, the Siege Tower is considered to have been immobilized or destroyed.

Once the Siege Tower reaches the enemy's walls it has effectively done its job. As soon as the walls are reached, the accompanying infantry can assault the defenders or, if there are no defenders, they can occupy the wall as described below.

A Siege Tower is usually not tall enough to reach a tower. However, if there is doubt because a tower is especially low, the players should agree before the game whether it can be assaulted like this.

Troops making an assault from a Siege Tower cancel out the advantage of fortifications. Both sides count as being in the open (4+ to hit) and the assaulting stand gets the usual +1 bonus for charging.

The assaulting unit fights with only one stand (the warriors at the top of the Siege Tower) whilst the defenders fight with all stands that would theoretically be touching were it possible to move all the stands properly into place!

As stands touching corner-to-corner would normally fight, defending stands adjacent to the stand directly facing the Siege Tower will fight, assuming they are otherwise free to do so.

Once a Siege Tower has reached the walls and is not destroyed, up to three stands of infantry can move up it and onto the walls in subsequent turns, assuming that there is room for them to spread out whilst remaining in physical contact with each other. (Once stands have moved onto the ramparts they cannot move further that turn, even if unopposed).

A Siege Tower is automatically destroyed if the wall section it faces is subsequently occupied by the enemy. They push it over! Troops defending walls from a counter attack cannot retreat down a Siege Tower and enemy cannot pursue or advance using a Siege Tower.

If the unit pushing the Siege Tower consists of missile armed troops, all stands can shoot as if they were positioned on top of the tower. This brings them up to the same height as the walls. Targets on the ramparts of walls count as being defended from a Siege Tower rather than being fortified. Targets in higher towers still count as being fortified.

Battering Rams

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max
Ram	M	0	3	3+	-	1	10	-/-

Battering Rams are mounted on a wheeled chassis and protected by a wooden roof so that troops inside can push the ram forward under cover. A Battering Ram can be incorporated into a Siege Tower in which case it simply combines the attributes of both.



A Battering Ram's purpose is to affect a breach in the enemy's gate or walls.

A Battering Ram must be assigned to a unit of infantry. To represent the fact that they are inside the covered frame the unit is arranged directly behind in column.

All enemy shots against the unit are assumed to hit the Battering Ram because the troops are actually inside it. A Battering Ram and the unit inside it cannot be driven back by missile fire.

Should a Battering Ram be destroyed by shooting, its accompanying infantry will abandon it and may continue to fight normally.

The Battering Ram has no value in close combat. If the unit is attacked, the Ram is simply ignored. If the unit is forced to retreat, the Ram is destroyed. If units with Battering Rams pursue or advance in combat they leave their machine behind which effectively means it is destroyed.

The Battering Ram can be pushed forward at 15cm. A unit accompanying a Battering Ram cannot make way for other units. If all its accompanying infantry stands are killed before it reaches the walls, the Ram is abandoned and is considered to have been immobilized or destroyed.

Once the Ram reaches the enemy's walls it can begin to batter! The rules for battering are described above. The Ram must be accompanied by a unit of infantry of at least one stand in order for it to batter (they provide the muscle). A unit may not batter and assault at the same time.

Sows

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max
Sows	M	0	3	3+	-	1	5	-/-

These are roofed and wheeled structures that offer protection to troops as they advance towards a castle. A Sow is very much like a big shed on wheels or, to put it another way, a Battering Ram without a ram. A Sow is represented by the same rules as a Battering Ram except that it cannot batter.

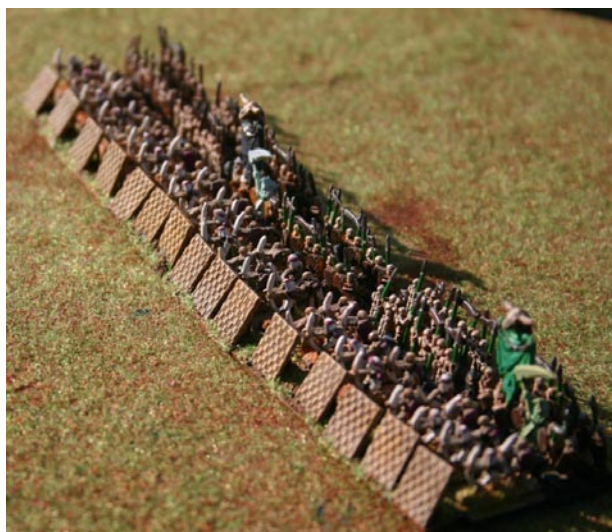
Sows have no value in close combat. If the unit is attacked it is simply ignored. If the unit is forced to retreat, the Sow is destroyed. Units with Sows may pursue or advance in combat leaving their machine behind which effectively means the Sow counts as destroyed.

Mantlets

These are large mobile shields made from stout wood. They offer protection to troops behind them and can gradually be shuffled forward without exposing the sheltering troops to enemy fire. They are used by infantry units and are provided with arrow slits through which missile armed units can shoot.

In a siege game, units of infantry can have Mantlets for +10 points per unit. This is enough to cover the unit's frontage and the unit is considered to be in a defended position. If it charges, it must abandon its Mantlets. If the unit suffers casualties, it automatically abandons any unnecessary Mantlets (these cannot be used by other troops). If retreating or pursuing in combat its Mantlets are abandoned if they haven't been already.

If a unit equipped with Mantlets is driven back by shooting it will carry its Mantlets with it. However, if driven back more than its half pace move (10cm for standard infantry), the unit automatically abandons its Mantlets as it moves. As units carrying Mantlets count as occupying defended positions, they deduct one dice from their drive back distance.



A unit can abandon its Mantlets at any time during the Command phase, in which case it is not restricted to one move that Command phase. In this case, the Mantlets are overturned or cast aside and removed from the battle.

Boiling Oil or Rock Droppers

Defenders are liable to throw anything they can get their hands on at enemies trying to scale the castle walls. Well prepared defenders will have amassed numerous large rocks, prodigious amounts of garbage, masonry, furniture, statuary, dead horses, stone sinks, anvils and

the like. Of course, the professional choice is boiling oil but scalding water and hot sand are also used to good effect. We won't worry much about the exact type of missile. For our purposes it's enough to assume that the defenders have something appropriate to hand. For the sake of explanation, we'll assume that Boiling Oil is our preferred option.



A 40 to 50mm wide section of wall may be provisioned with Boiling oil or Rock Droppers. This may be used by any unit of troops manning that section.

If an assault is launched against a fortress section which is provisioned with Boiling Oil or Rock Droppers units on this section and/or any adjacent sections may use their equipment against the assaulting enemy. Boiling Oil or Rock Droppers can also be used against units making an assault via Siege Tower or Sow but the attackers may use the 3+ armour roll of their Siege equipment instead their own.

Notice that a unit may only use one Stand and Shoot attack. So units equipped with bows or similar have to choose if they use Boiling Oil or their bows when they are assaulted. They may never use both.

Boiling Oil or Rock Dropper attacks are worked out immediately before normal combat at the same time, as shots at chargers. A unit can pour oil or shoot with its own weapons at the same time. Any hits inflicted are carried over into the combat and count as having been struck in the first round. Roll a dice and consult the chart below.

D6	Result
1	No effect, you miss or the enemy successfully protect themselves from your barrage.
2-3	The enemy unit suffers 1 attack with a -1 on armour rolls.
4-5	The enemy unit suffers 2 attacks with a -1 on armour rolls.
6	The enemy unit suffers 3 attacks with a -1 on armour rolls.

Tribock (trial rules)



When helping a Bretonnian army in the Border Princes two empire engineers encountered a massive Bretonnian machine called “Trebuchet”. It was used to reoccupy a fortress treacherous greenlings had taken and proved very useful there.

Otto Ressel and his assistant Fritz Hobel further developed the concept of this siege machine, made it bigger and even more effective and gave it the Reikspiel name “Tribock”.

Most Empire generals despise this “woodwork” and prefer massive cannons when it comes to sieges. But in the Border Princes black powder is expensive and good iron hard to get and so Warlords there often choose the Tribock at Sieges. Some even say it is more effective than the bombard.

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max
Tribock	Art	1/6	4	0	-	1	120	-/1

Range	Attack
	Close Combat Shooting
20-120cm	1 6

As the Tribock is such a giant machine it has to be placed on a special stand with a front edge of 40mm and flank edges of 60mm.

For siege use only! May not move once it is deployed. Must be deployed before any other unit.

Shooting straight ahead: Other than normal shooting units the Tribock has a very restricted view. It only may draw line of sight to targets that lie in the corridor that extends straight ahead from the front edge. So the Tribock only has a 4cm wide corridor of sight. For targets outside this corridor it must be ordered to turn. If the order is failed it does not fire that turn.

Any Hits caused by the Tribock allow no save.

Because of its immense size the Tribock has a range of 120cm but a minimum range of 20cm as the slingshot like nature of the weapon makes it impossible to shoot at closer targets. This obviously makes units that are under 20cm ineligible as potential targets; thus they are ignored as far as the rules for firing at the closest target are concerned. The Tribock may not shoot at enemy units that charge it.

Bombard

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max
Bombard	Art	0/4 + bounce	3	0	-	1	130	-/1

Range	Attack
	Close Combat Shooting
90cm	0 4 + bounce

For siege use only! May not move once it is deployed. Must be deployed before any other unit.

Shooting straight ahead: Other than normal shooting units the bombard has a very restricted view. It only may draw line of sight to targets that lie in the corridor that extends straight ahead from the front edge. So the bombard only has a 2cm wide corridor of sight. For targets outside this corridor it must be ordered to turn. If the order is failed it does not fire that turn.

Any Hits caused by the Bombard allow no save. In addition, fortified targets only count as being defended (5+ to hit) and defended targets count as being in the open (4+ to hit).

The Bombards shot bounce like a normal cannon's. This does not apply when shooting at walls/towers as the stonework will obviously stop the cannon ball and prevent it bouncing. Bombards cannot shoot at charging enemy units.

Bombards may not be used by Elves or Bretonnians.



Mangonel



Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max
Mangonel	Art	0/4	3	0	-	1	80	-/1

Range	Attack	
	Close Combat	Shooting
20-90cm	0	4

For siege use only! Mangonels must be deployed before any other unit and cannot move once it is deployed.

If firing it fires “straight ahead”. This means it only may draw a line of sight to targets that lie in the corridor that extends straight ahead from the front edge. So the Mangonel only has a 2cm wide corridor of sight. For targets outside this corridor it must be ordered to turn. If the order is failed it does not fire that turn.

Any Hits caused by the Mangonel allow no save. The Mangonel has a minimum range of 20cm as it is impossible to adjust its mechanism to shoot at closer target. Mangonels can’t shoot at charging enemy units.

Earthworks

These are defensive works built by both defending and attacking forces in a siege and sometimes in other

situations as well. These are usually hastily constructed out of earth, log barricades, upturned carts, barrels and whatever else comes to hand.

Each section of earthworks purchased is 40mm long and 10mm wide, half the size of a standard Warmaster base.

Unless otherwise specified in a particular scenario, earthworks are always deployed before the armies set up in the relevant deployment zones, starting with the defender deploying all his earthworks first, or dice off to decide if for some reason there is no defined attacker or defender. Earthworks can be arranged together in whatever formation is desired by the purchasing player.



Earthworks count as a linear feature that confers fortified status against missile fire and defended status against any close combat attacks.

To remove earthworks to make way for your siege towers and battering rams, a unit of infantry (and only infantry) must be adjacent to the earthworks. If the unit is not in combat at the beginning of the combat phase each stand in contact with an earthwork section gets its basic attacks against it (no charge bonuses, as what the troops are doing is getting their entrenching tools out). Any 6’s that are rolled will destroy the earthwork that is attacked in this way. It is important that you declare exactly which earthwork sections each stand is attacking, as each 40x10mm section is effectively counted as a separate unit for these purposes.



Log Rams

Log rams are effectively Battering rams but without the added protection of an armoured covering to shield the battering unit. Log rams can be brought to bear much more rapidly than a Battering ram can be. The main disadvantage is, of course, the lack of protection, especially against boiling oil poured on the battering unit by troops on the ramparts above or stand and fire from these units.

Attacking infantry units may be equipped with Log rams. A unit that is equipped with Log rams may abandon its Log rams at any point and is then unrestricted by this. Also, when equipped with Log rams a unit may not cross or move through any terrain which is classed as difficult for movement purposes, such as forests or earthworks.

If a unit equipped with Log rams is driven back by enemy shooting or magic and is forced to enter difficult terrain it loses its log rams and moves on.

When a unit with a Log ram makes contact with a fortress wall it will commence battering in much the same way as a Battering ram. However, if as a result of a boiling oil attack or stand and fire from units on the walls enough hits are inflicted to remove a whole stand then the battering attempt fails. For every wound the unit has to retreat 1cm.



Ladders

Infantry units may only assault the walls of a fortress with a siege tower or by using ladders. It costs +5 points to equip all stands of a unit with ladders.



SIEGE EQUIPMENT LISTS

There are three distinct siege equipment lists; the fortification list, the siege equipment list and the siege artillery equipment list. These lists work in the same way, but access to them is dependant upon the specific restrictions of a particular scenario. The scenario special rules will specify exactly which lists may be used by which side.

Earthworks are available to both the attacker and the defender, as are siege engines.

All equipment is available to all armies of all races in Warmaster for siege battles unless stated otherwise. No army may ever have more than two wall-breaching artillery per 1000 points. Remember that also cannons and rock lobbers count as wall breaching!

FORTIFICATION LIST

Troop	Type	Attack	Structure points	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Gateway	Building	-	12	Special	-	40mm	40	1/-	*1
Gateway Tower	Building	-	12/25	Special	-	40mm	150	-/-	*1,*2
Wall	Building	-	20	Special	-	40mm	55	-/-	*1
Sally Gate	Building	-	-	Special	-	20mm	+10	-/1	*3
Tower	Building	-	30	Special	-	40x40mm	200	-/-	*1
Palisade Tower	Building	-	25	Special	-	40mm	165	-/-	*1,*2
Palisade Wall	Building	-	15	Special	-	40mm	45	-/-	*1
Earthwork	Fieldwork	-	-	Special	-	40x10mm	15	-/-	*3,*4

Special Rules

***1** Only defenders are allowed to invest points into fortification with the exception of earthworks.

***2** The gateway may be destroyed independently with a Structure Point value of 12. If the tower is destroyed the gateway is destroyed with it.

***3** Sally Gates may secretly be placed at any piece of wall and are not revealed to the attacker until used. They may not be targeted separately by the attacker and do not weaken the structure of the wall (unless they are open). One defending unit may cross the sally gate per round either on order or initiative. For that purpose

a defending unit directly touching the Sally gate may draw a line of sight as if it were invisible. Whenever a unit leaves or returns by the sally gate the defenders need to open and close the gates. Roll 3 dice. If the result is equal to or more than the distance of the nearest enemy the sally gate counts as open and has to be closed by a successful command. An open sally-gate counts as defended.

***4** Gives fortified status when shot at, defended status if in combat. May be removed by troops being in contact and throwing a 6 with their attacks.



SIEGE EQUIPMENT LIST

Troop	Type	Attack	Structure points	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Boiling Oil or Rock Dropper	Machine	-	-	Special	-	1	5	-/-	*1
Log Rams	Machine	-	-	Special	-	1	5	-/-	*2, *3, *5
Ladders	Machine	-	-	Special	-	-	5	-/-	*2
Sow	Machine	-	3	3+	-	1	5	-/-	*2, *3
Mantlets	Machine	-	-	Special	-	-	10	-/-	*2, *4
Siege Towers	Machine	-	3	3+	-	1	20	-/-	*2, *3
Battering Ram	Machine	1	3	3+	-	1	10	-/-	*2, *3, *5

Special Rules

***1 Defenders Only** - Only defenders in a siege scenario may use these.

***2 Attackers Only** - Only attackers in a siege scenario may use these.

***3** Have a move of 15. Are not driven back by shooting.

***4** Give defended status. Are lost if carrying units are charging or are driven back more than half their move.

***5** Rams always make one automatic hit when battering.

SIEGE ARTILLERY LIST

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Mangonel	Artillery	0/4	3	0	-	1	80	-/1	*2, *3
Bombard	Artillery	0/4	3	0	-	1	130	-/1	*1, *2, *3
Tribock	Artillery	1/6	4	0	-	1	120	-/1	*2, *3

Special Rules

***1 Cannon like** - Shots from a Bombard bounce like cannons and get +1 when shooting at defended or fortified targets. May not be used by Elves of any kindred, or Bretonnians.

***2 Wall Breaching artillery** - No army may ever have more than two wall breaching artillery per 1000 points.

Mangonels, Bombards, Tribocks, count as wall-breaching, but also cannons, skull-chukkas, trebuchets and rock lobbers.

***3 Shooting straight ahead** - may only draw line of sight in the corridor that extends straight forward in the width of the front edge.



SCENARIO SECTION

In the relative comfort of their shelter, in the nook between the keep and the outer wall, Bertram and Rogier were resting after their meal. Veteran archers in the company Thibolt, they had seen their share of action on the castles walls over the last weeks. Now, after being relieved from duty in the early hours of the morning, there was time for rest.

A short foray into the kitchens had been less than successful. There had been guards posted at the pantry doors, with food being rationed out and when spotted sneaking about, they had been chased out with force. Some wrong turns in the maze of the keep had found them on the uppermost floor of the castle. There, under the eaves, they had stumbled on what must have been the private stash of some noble. In their haste to catch the beast they had accidentally released it from its cage and it had taken considerable effort to catch their prey scurrying around the attic. Eventually Rogier's thrown knife had taken it out. Boiled with the scattering of grain they found in the cage it had made for a hearty stew.

Bertram had nodded off and was snoring away; Rogier took out the tally-stick he had been keeping. Reading the marks on the stick he noticed the siege was going into its third month. The notch for the day the opponents siege engine had breached the south wall was still fresh. That day the archers had been in reserve in the courtyard and it was their fire that had stopped the attackers gaining a foothold. The day after, while he and others had been shoring up the breach, the horse boys had ridden out in full dress and taken down the trebuchet. Since then the attacks had slackened off. Fat Charles had been telling the farmhands that they had been fighting along side with for the last weeks, that the lull in the battle probably meant the attackers were waiting for reinforcements, or maybe even for more siege engines. Privately Rogier expected that the attacker was starting to look for the expected signs of a relief force, wondering if it was worthwhile to stay on.

His attention was drawn to the main door of the keep, there was a ruckus going on involving the high-and-mighty lord of the keep. He poked Bertram's side to make the snoring stop and listened intently. It always did well to know what the big shots were up to.

The agitated servant spoke again "... but Sir, I am sure that we had one pigeon left from the coop at the palace. I kept it separate, as you requested, to send message to your liege, the King, of our need..."

SCENARIOS

by Gerald Denk

Into the breach

The defenders seem to be weakened, supplies have been used up, the walls are damaged by the ongoing bombardment. The besiegers are just about to lose their patience. So it is "All or Nothing!".

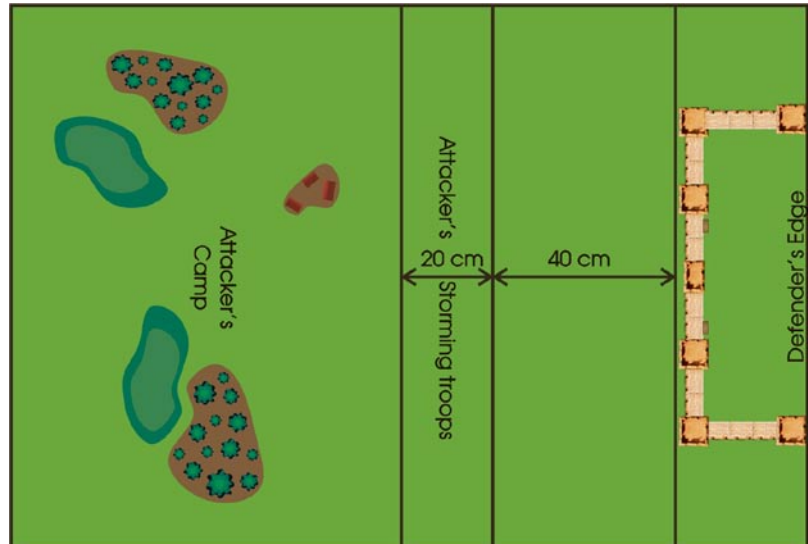
"Into the breach" can be played on a 1.2x1.2m(4x4') table.

In this scenario the defender should invest about half of his points in fortifications, but only has to pay for the front side of the fortress i.e. the one facing the enemy. The other sides are of no relevance.

Set-up

Note that the defender's side of the table should be essentially bare; for variety one could put up some ruins outside the castle gate, or the remainders of a farm towards the table center. On the attacker's side of the table there should be several pieces of whatever scenery is at hand.

The defender sets up first inside the defender's zone on the castle's walls, on and inside the towers and gatehouse or even outside the castle.



Attackers may set up outside 40cm of the wall, ready to storm the castle.

There is no breakpoint for the defender, as he has nothing to lose.

The game lasts for 6+D6 rounds (determine at the beginning of the game)

The attacker has the first move.



Victory conditions

The attacker immediately wins if he orders one of his units (not flyers) to move off the defender's edge between the two shorter castle walls. Note that the attacker can NOT win by breaking the defender NOR by killing the defenders general.

The defender wins if he breaks the attacker's army or kills the attacker's general.

In all other cases the player with the most victory points wins.

Example

A typical castle for example (see picture) consists of 1 gateway tower, 4 towers, 8 section of walls, 2 sally gates and 13x boiling oil, to equip all sections and costs 1475 points. This would be enough for a 3000 points game. The defender still would have 1525 points for his troops.

The attacker could set up 2 tribocks, 1 mangonel, equip 16 units with ladders, 4 units with siege towers and another 4 units with mantlets. All this for a cost of 520 points. This leaves another 2480 points for troops.

Assault at Fort Rotzdreck

The sergeant of the scouts sprang to attention.

"Relax. You spent long enough time in the border princes that you should know we do not give a damn about useless military rituals!" Baron von Hundstedt tapped the man on the shoulder.

"What did you find out?"

The sergeant smiled: "We found them! Brognak's greenlings moved into a small wooden fortress in the valley just beyond those hills! My men watch every step they take and will report immediately!"

"That's it!" Von Hundstedt pressed his lips together in determination, "Call together all my officers! Now we will wipe this green brood off this plain once and for all!"

If it is true what they say, that history is written by the winners, the conflict between the mighty orcish chieftain Brognak and his fierce opponent Baron von Hundstedt seems to have ended quite undecided. There are some that say von Hundstedt first attacked



the orcish fort Rotzdreck others say that Brognak first assaulted the city of Hundstedt. We will never know as both settlements are long lying in ruins and ample proofs are lost in the mist of time.

This is a variant to the "Into the Breach" scenario. All the rules for setting up are the same but the defender may only buy a Palisade Fort and the attacker may not take any siege artillery like mangonels, bombards or tribocks. Instead the attacker may use burning arrows.

Only infantry with shooting may be equipped with burning arrows, cavalry may not use them as they are too delicate to use on a horse (units with black powder weapons are assumed to use special ammunition or just exchange their weapons with bows). Burning arrows cost an extra 10 points and are able to damage wooden structures. On a hit of 6 with a burning arrow, the hit structure catches fire. The defenders may still try to extinguish the fire on a roll of 4+ (a bit like an armour roll). If this fails add one Destruction Dice at the end of the shooting phase (see section "Structure Tests" in the Siege Rules).

..."Pwahhgg", Nutmeg Klang, the senior Nailboss of the Crooked Fang tribe spat out the nails he had in his mouth. With audible thuds they stuck in the dirt just in front of the cobbled feet of one of the tribes lesser warbosses. "Zod, man, yer can see yerself, da ting aint done!" Pointing the hammer in his hand at a load of buckets his attendants where hauling up the side of the siege tower, "zers all them nails still to be ammerd in, and all da gubbinz and nuginz. I say yer now, itsa no good to use".

Godlog, the boss that had drawn the short tooth when they had decided to get another siege tower from Nutmeg's construction site, was wearily eyeing the hammer that Nutmeg was swinging around to emphasis the points he was trying to make. Everyone knew Nutmeg was a wiz when it came to make the toolz for a siege, but when left to his own strange devices, would never actually finish one, always claiming that they needed more nails and extra bitz.

He desperately needed to draw Nutmeg's attention elsewhere, so his boyz that were already sneaking up on the tower could take it out and use it for their attack on the distant castle.

Troop	Structure points	Pts
Earthwork	spec	15
Boiling Oil	-	5
Palisade Tower	25	165
Palisade Gateway	12	40
Palisade Gate Tower	12/20	120
Palisade Wall	15	45
Sally Gate	10	10
Burning Arrows	-	10

The Watchtower

The Watch Tower can be played on a 1.8x1.2m(6x4') table with the Attackers and Relief coming on to the table.

This scenario is played with 2000 points or less on both sides.

The defender may use up to one quarter of his points to defend the watchtower. At least one character has to be part of this contingent. Up to two units may be placed in the watchtower itself – but these units cost three times their normal points. Any other units have to be placed within 20cm of the watchtower. The watchtower is for free but it may be equipped with boiling oil for an extra cost. Watchtower troops cannot be broken and do not count towards the defenders breakpoint. The rest of the defending troops are the relief force.

The attacker may only buy sows or mantlets.

Set-up

The watchtower is placed in the middle of the table with the gate directed towards one narrow edge of the table. The troops defending the watchtower are then placed in or around the watchtower but no more than 20cm away.

The attacker places his troops at a line at least 60cm away of the watchtower's gate. The attacker has the first turn.

In his first round the defender may declare any unit he can spare as dispatch units. Those units may not be brigaded but can be sent towards his (the) own table edge to get help. Any dispatch unit that reaches the entering edge of the relief force gives a +1 towards the roll to determine if the relief force arrives...

At the start of the second and subsequent turn on the defender may roll a D6. On a result of 5+ the relief force arrives. All characters of the relief force may be placed at a line at least 70cm away of the watchtower opposite the attacker. Draw a line across the table at least 90cm away of the watchtower. The relief force may be placed behind this line (if the table is not big enough – play as if the units were placed just outside the table edge). The relief force may be ordered immediately.



Special situations

Characters may not join units defending the tower. Nevertheless they may enter the tower if they are forced to join a unit within 30cm and count as if they had joined a unit. However they cannot add their attacks to any units defending the tower.

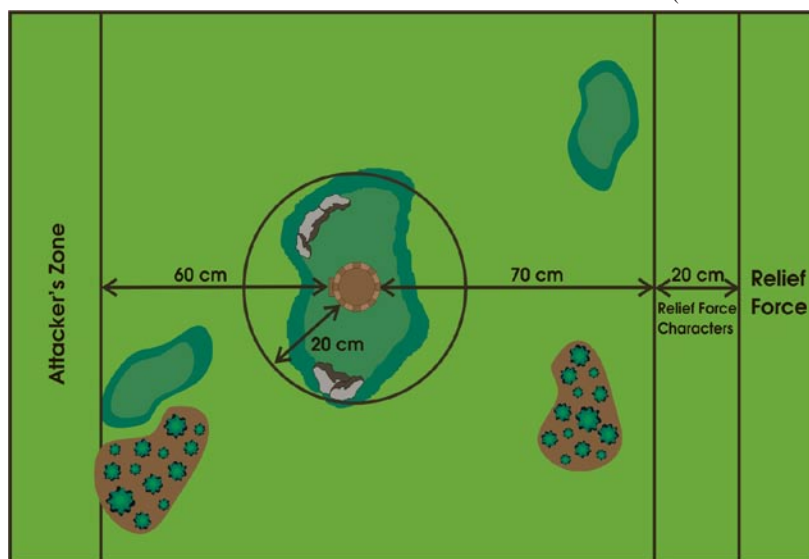
Be aware that cannons shooting at troops manning the tower have no bounce-through effect. Also remember that troops within the tower do not roll for drive back and are never confused. If more than one unit mans the tower, the defender may choose which unit gets hit by enemy shooting this turn (declare before shooting dice are rolled). If one unit is fighting against assaulting troops the other unit is automatically the target. During the game units defending the tower may not leave it nor may any defending units enter the tower to restock the troops in there (even if the gate would be accessible).

Victory conditions

The game ends after 8 turns.

At the very moment the Watchtower is conquered the attacker wins. If the attacker destroys enough units to break the defending troops the game is a draw.

If the defender breaks the attacking force he wins. If there is still one stand defending the watchtower at the end of the game the defender wins.



The Toll Bridge

"Our people were crossing this river with trading goods when those manlings still carved their tools out of stone. They have no right to steal us out of house and home!"

The white hair of his impressive beard ruffled as Bringast Rhunstok clenched his fist.

"And if I remember correctly even their bridge has been built with dwarven help! It's them that will pay tonight!"

The Toll Bridge can be played on a 1.2x1.2m(4x4') table.

The defenders have 1500 points to spend, ideally 1/3 points on Fortifications. (i.e. 500 points of fortification 1000 points of troops).

The attacker has 2000 pts but may not use any artillery (as there was no time to transport them). All infantry units are equipped with ladders for no extra points. Other Siege equipment may be bought as usual.

Set-Up

From beginning of the game, the defender has only one brigade of 250 points at most guarding the fortification. All other troops are still sleeping (nominate one building at least 30cm away as their sleeping quarters).

The attacker has to place his troops at least 80cm away from the walls of the fortification. The attacker goes first.

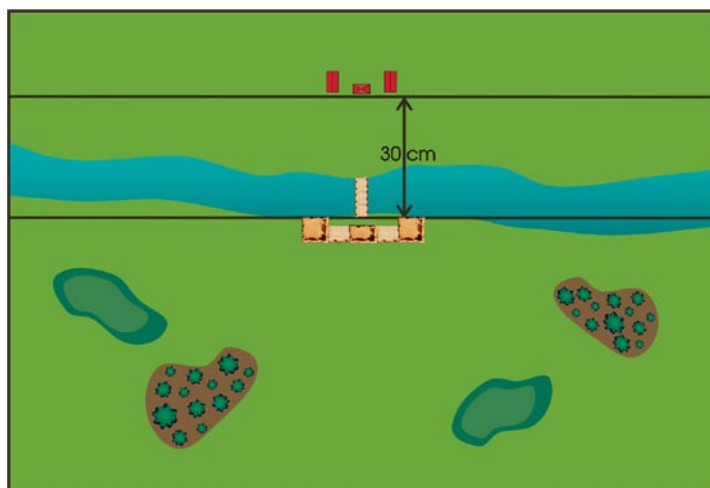
At the beginning of every defender's round a D6 is rolled:

1-4	"What a silent and pleasant night!" The defenders are totally unaware of the danger that comes near.
5	"Did you hear something?" Something draws the attention of the guards. From now on they get a +1 on this roll. This bonus is cumulative.
6	"Alarm!" The attackers are noticed. Brigades may be formed as the defending player wishes at their sleeping quarters (at least 30cm away of the toll bridge defences). The defending forces may be commanded into their positions.
+1	If the attacker rolled a blunder in this round.

At the very moment the first fortress section is attacked, the alarm is sounded anyway.

Victory Conditions

The game lasts for 5+D3 turns (roll at the beginning of the game). The attacker wins the very moment he has occupied more than half of the fortress (in points), The defender wins if this did not happen until the end of the game, if the attacker's general is destroyed or if the attacker lost more than half of his troops.



The Cemetery

Trude, the maid of Burgermeister Bornemann pulled open the curtain to take a closer look. There was someone hiding in the crown of the old oak visible from her master's house. She ran to the chamber of Caroline the 17 year old daughter of the Burgermeister.

"Who does he think he is? - Karl! Look at this! Go and get together your men. I will tell Mr Bornemann about the unwelcomed observer!"

Years and years later a full Morrslieb Moon shone upon the dug up earth of the old forgotten cemetery. Jakob Blasslicht stood there and gave some last orders to his apprentices while he thought back to this one night he was caught admiring Caroline. It was not only the two broken ribs and the headache it was the grave humiliation that cut far deeper, that drove Jakob out of his hometown and brought him here. That helped him to invest every spare minute he had into gruesome studies and bear the endless fears he has seen just for this one goal: Burgermeister Bornemann would pay!

Now what would they say when realising that their own ancestors would soon stand before them to tear them down to their graves!

The Cemetery can be played on a 1.2x1.2m(4x4') table with Attacker Deployment Zones being 10cm each.

Set-Up

The Defender plays Vampire Counts or Tomb Kings and has 1000 points. He has to place his army into the cemetery in the middle of the table that is 30x20cm. A small chapel is placed in the middle of the cemetery. The cemetery is surrounded by solid walls which count as fortified and include one gateway. All wall sections are equipped with rock droppers (as the defenders have prepared tombstones and similar). Walls, gate and equipment are free. Furthermore the spell "Raise Dead" may be used to awaken undead units within the walls of the cemetery even if no combat takes place there.

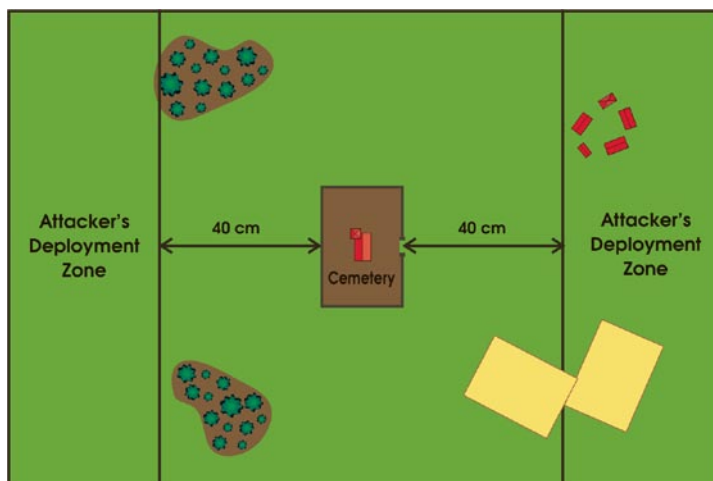
The Attacker has 2000 points but has to buy all siege equipment out of this. He may not buy Mangonels, Bombards, Triblocks or Siege Towers.

The Defender places his army first. The attacker must place his army at least 40 cm away of the cemetery walls at the smaller edge of the table. The attacker moves first.

Victory conditions

In this scenario only the breakpoint of the attackers counts. The attacker immediately wins if he manages with a unit to touch the chapel in the middle of the cemetery at the end of any defender's round (flyers do not count in this respect). The Defender wins if no enemy unit ever touched the unholy earth of the cemetery during the game.

In all other situations the Defender wins except if the Attacker managed to get more victory points than the Defender in which case the game is a draw.

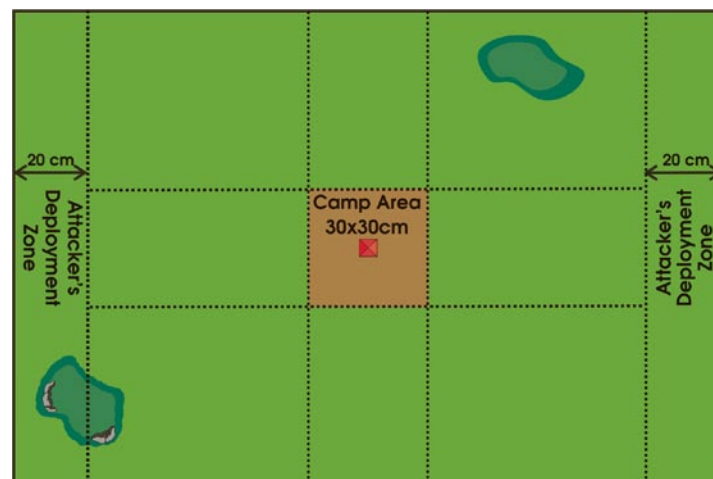


Attack at Dawn

"Guillaume! We have an honourable task for you and your men. Go and bring us as many heads of those abhorrent greenlings as possible! We know that the number of your men is inferior but this will only inspire the troubadours!"

Your camp is ambushed at the crack of dawn with enemy troops coming from all sides. Can you hold your position?

Attack at Dawn can be played on a 1.8x1.2m(6x4') table. Attacker's army is 1600 points (1200 + 400) and Defender's army is 2000 points (1200+400+400). The forces can be plus or minus 20 points as long as they add up to 1600 and 2000 points respectfully.



Set-Up

This battle is played over the long side of the table!

The Defender has a 30x30cm area in the middle of the table to set-up. Inside this he should place a fixed feature, control of which yields VP. Around the whole camp area entrenchments may be placed. Troops behind those entrenchments count as defended.



The defender sets up his 1200 points first in the Area around the Camp (no more than 20cm away of the camp). The Attacker then sets up his 1200 points in one of the Attacker's set-up-zones. The Defender may then place his two 400 pts contingents anywhere on table (except in the Attacker's set up zones – the troops of one contingent may never be further away than 40cm of each other). At last the Attacker may set his 400 pts contingent anywhere outside the camp area but at least 20cm away of opponent's troops.

The Attacker has first move.

Any defending unit within 10 cm of the central objective cannot be driven back by missile fire.

Control of the central objective is established by having a non-confused unit in base-contact with it. Flyers may not claim control over the objective.

Victory Conditions

The attacker always wins if he gets more Victory points than the defending player at the end of the game (regardless of how the game ended).

MODELLING SIEGE SECTION

Old Arn, scarred veteran of many battles both in the warrens and against surface dwellers, stood in his usual position of command, several tail-lengths behind his troops. "Stay-stay put, hold gate-gate against man-things", he ordered them, while frantically looking over his shoulder to see if his route to the safety of the sewer entrance was still free. He could smell the fear-musk his troops were spreading as they jostled for the best position (out of the way of the onslaught that was sure to follow when the door collapsed under the tireless pounding of the log-ram the man-things were using to get in).

When the door started to splinter he took on his fearsome pose and yelled "fight-fight", to make sure the last rank of his troops would rather face the unknown foe, then to confront their leader. Then, with the door breaking up and the first volley of arrows taking out most of the front-rank, he made a mad dash to the grate. Standing over his exit, he defiantly shook his sword at the oncoming manlings that were making short work of his minions and yelled "I will-be back !!", before diving into the safe refuge of the sewers, where they, for now, would not follow.

MODEL FORTRESS TUTORIAL

by Vincent Bourdaraud

A few months ago I got interested in playing a Warmaster Fantasy siege and decided to have models to represent the fortification. I first had a look at the existing fortification models from 10mm suppliers only to find that they are scarce, not suitable for either Fantasy or Ancient rules, and pretty expensive for something you will play with twice a year.

Well, I could either give up or scratch build my own. Guess what I did?

You are right. I went with the scratch-build option.

This article is all about this project.

I started with my requirements:

- It must use Warmaster Ancient rules (12cm wall sections e.g.)
- It must be composed of about 12 walls, 6 towers, 3 gateways and 6 ruined sections
- It must be cheap, no more than 50 euros (as a comparison, a castle of the same size, bought from a well known 10mm supplier would cost about 250 euros)
- It must be relatively easy to mass-produce

My second thought was about using a technique I had thought of years ago and never really used: polystyrene engraving. Extruded polystyrene foam is inexpensive, easy to sculpt and quite durable if properly used. When pressed with a negative texture, the foam gets textured permanently. This even improves the foam's durability since it increases its surface density.

Hence, the first step of my project was to build a negative stone-wall-texture from some hard material. I could later use this negative to engrave foam easily and fast.

1st step: building a negative stone-wall-texture

Sculpt a large wall section with polystyrene to your liking.

Make sure the final result is not too regular. I pressed some stones to ensure the wall surface is not regular as an example. Do not hesitate to exaggerate sculpting as with any positive mold.

Apply lubricant to the wall so that the milliput will not stick to the original.

Make sure NOT to use oil-based lubricant since that would cause a chemical reaction with the polystyrene, ruining it.

Get a wood surface and cut into it several times with a modeling knife; this will help milliput to adhere to the wood.



Prepare your milliput so that it is very flexible (use water!). Apply a layer of milliput over the wood and press it hard to achieve a 3mm-thick regular surface.

Now press your milliput onto the positive wall VERY hard (about 60-70kg pressure) and wait an hour for the milliput to start curing.



Gently separate the positive texture from the milliput. If you used lubricant properly that should be fairly easy and the milliput should not remain adhered to the original.

Wait a day for the milliput to fully cure.

With a modeling knife remove any excess milliput to create a clean negative texture.



2nd Step: building walls

Cut walls from foam to the desired dimension.

I'm using 12.5x4cm sections. Warmaster Ancient rules uses 12cm sections. I add 3mm to ensure easy stands manipulation.

Press the wall sections into your negative texture. Press **HARD**. I mean **VERY HARD**. My method: sandwich the wall section with a wood support and the negative texture, and jump several times on it. Whatever your technique, make sure to apply even pressure on the foam, since uneven pressure will warp it forever. Do the same on the other side of the foam.



For a perfect result you could use two negative textures to impress both sides at the same time. If using a single negative, the 1st engraved side will loose some of its depth when working the second side since it is then pressed on a flat surface.

Please mind that this pressure will cause the foam to thin from 10% to 30%. Do some test with your own foam.



Now use the same technique to engrave the wall top. Do that gently and make sure not to press as hard as for the wall sides since that would warp your wall forever.

Use the same technique again with thinner and smaller foam sections that will be used to build crenellations. When engraved, cut and bevel them to crenellated shape.

Finally, use your favourite foam-friendly glue to finish your wall section.



Now you should have your walls ready for painting and basing.

Make sure **NOT** to prime them using aerosol-based primer since that would dissolve your foam...

With this technique I built a single wall section every 10 minutes.



3rd step: building square towers and gateways

Towers are built essentially like walls. The single major difference is that they cannot be built from a single foam piece.

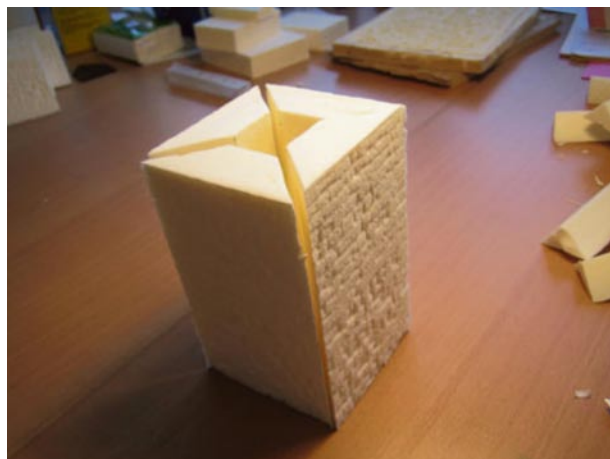
First cut 4 wall sections. I use 6x10-12cm sections for 6x6x12-12cm towers.



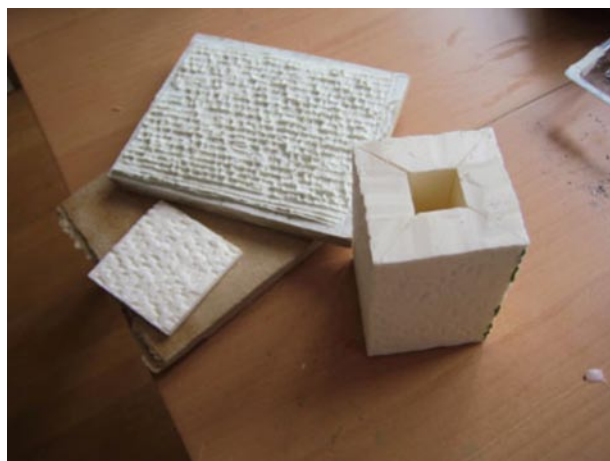
Then engrave a single face of each section.



Cut the back of the foam sections so that you could use them to build a square tower.



Glue the section in a tower.

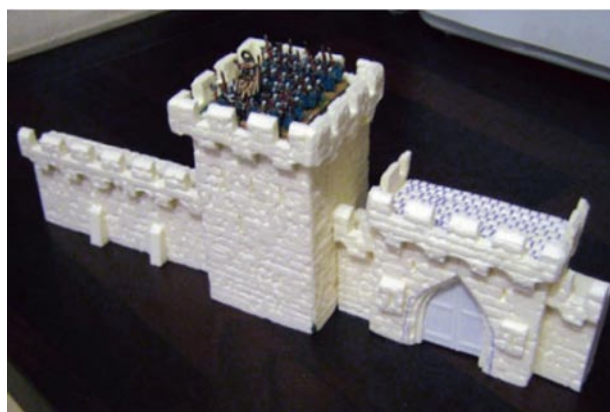
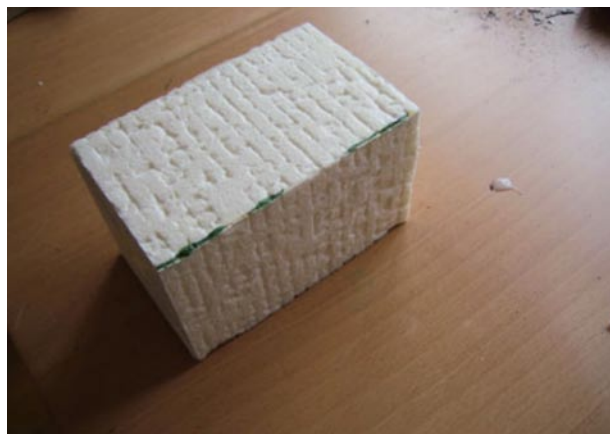
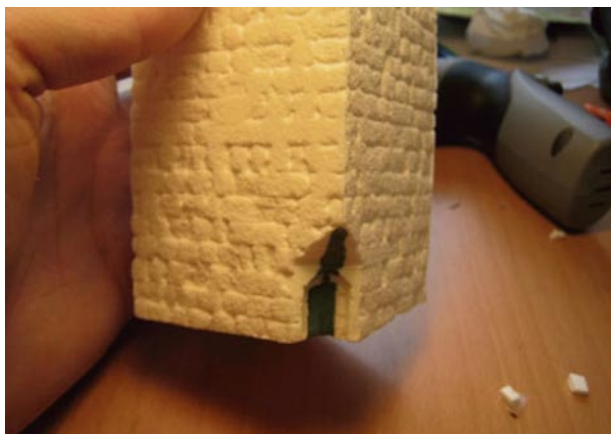


Cut a 60x60x5mm floor, engrave it and glue it atop the tower.



Sculpt a door, arrow slit and whatever accessories you might want.





Use greenstuff to close any gap on edges or to sculpt a door.

Use the exact same technique as for walls to add crenellation.

You can do the same with different sizes to build gateways as well.

Gateway doors are built from plasticard.

Final step: paint and enjoy

Painting is pretty easy: 1/2 black + 1/2 stone-grey basecoat, stone-grey heavy brush, 1/2 stone-grey + 1/2 white brush, 3/4 stone-grey 1/4 white light brush. Paint details like doors, base, flock, you are done!

Vincent



CREATING SIEGE EQUIPMENT

by Alexey Belianin

The article below provides you with a step-by-step guideline how to create your own siege equipment to include in your Warmaster games. Lets start off with looking at some basics.

1. Gather the materials and tools needed for the project.

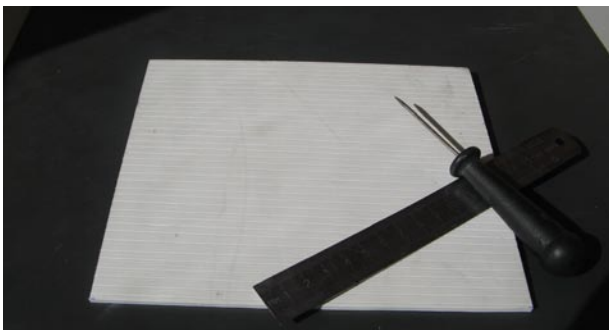
For material I used sheets of PVC plastic, 2-3mm thick, plastic GW round shields and plastic round sticks from my bitzbox as well as staples. As far as tools go you will need a ruler, a sharp knife, awl, drill with drill bits and cyano-acrylate glue.

Remember your safety requirements when working with sharp instruments! The use of cutting mat is optimal, as it does provide a stable surface (and your won't be carving into the family dining table in case you slip).



2. Texturing the "boards".

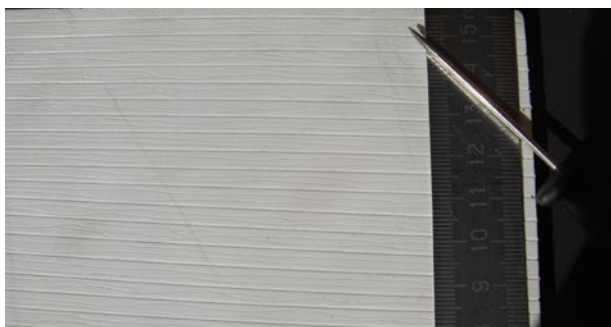
The main objective at this phase of the project is to make the plastic sheet's texture as the wooden panel, made of boards. We take a ruler and an awl and line the plastic sheet by the strips with a pressure (making more or less deep lines). Lines have to be parallel and spaced about 5 mm apart.



3. Knock of wood.

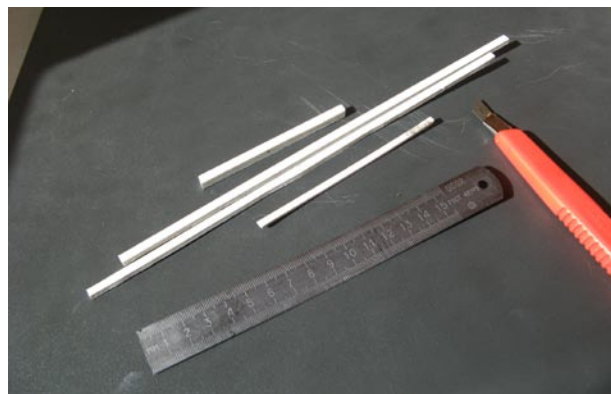
Then we repeat the procedure, but without the ruler and without much pressure, holding an awl, creating jagged line along the boards (3-4 lines per board). This provides us with

a rather nice wooden texture. The sheets of prepared material will be used in the making of basic components. If desired, you can make such texture on both sides of the plastic sheets - although more time-consuming it will definitely improve the appearance of the final product!



4. Bars

In addition to the sections of planking, we also need an imitation of wooden bars. These will be used to strengthen and finish of the towers or make frames for other pieces of equipment. They can be made quite simply - just cut some already marked strips from the ready plastic sheets with a sharp knife, and then work along the fresh surface with an awl, giving the appropriate texture.

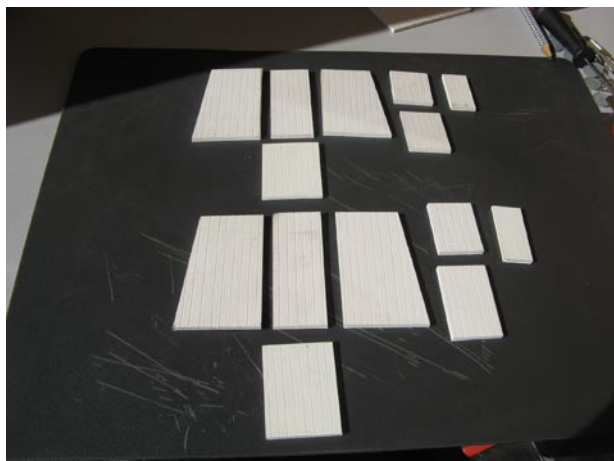


SIEGE TOWERS

1. Basic construction

With the basic material ready we proceed to the next step, cutting of the components needed for your build. I purposely did not quote here the exact size of models, because everything there depends solely on your creative abilities and point of view as to how your finished tower should look. In the picture below you do however find an overview of all components that go in the towers I have created.

The basics of each tower's construction consist of a foundation, front wall, two side walls, ceilings of the second and third floors and an assault bridge. In addition, we need to make a top floor, but this will be described later. The marking and cutting is done in accordance with the plan - with a sharp knife to trim by a few notches along the marked lines. Be careful and keep your fingers safe.



Right are the global measurements used in the Siege towers shown in the example.

2. Making your “delivery mechanism”

Depending on the “size” of the fortifications you expect to attack you should determine the location of the assault bridge, and then cut it in the front wall of the tower - in my case the base of the assault bridge aligns with the third floor of the tower.



3. Putting it together

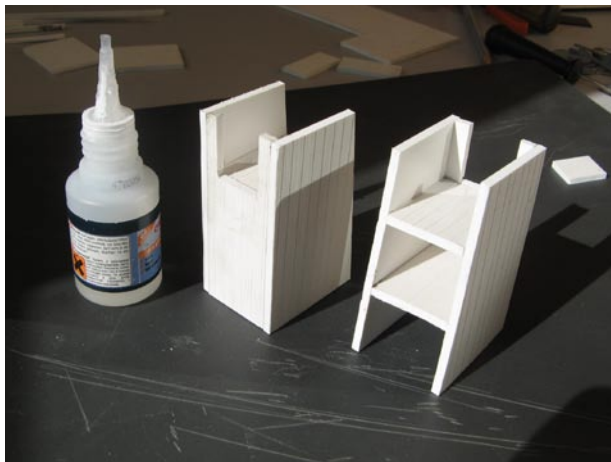
Next comes the time to assemble the tower using cyanoacrylate glue.



THE FOLLOWING MEASUREMENTS ARE MADE FOR PVC PLASTIC 3mm THICKNESS



4. The bases of Towers: front and rear



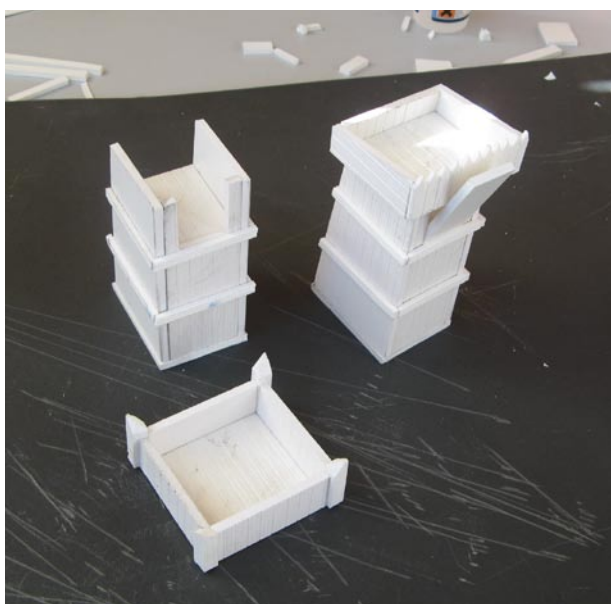
5. Defining structure

Using previously made “wooden” bars and glue, we begin the structural strengthening of towers on the perimeter of each floor. Then, if desired, we establish the diagonal strengthening for the each of side walls.



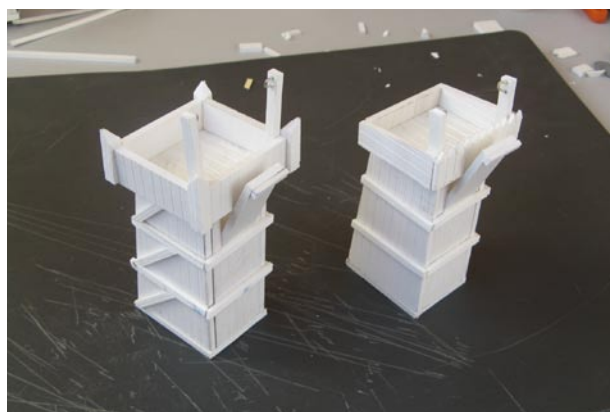
6. On top

Along the way we produce the top floor of the towers, which also consists of the base and sides. The tops of the towers may be of different designs - as far as you allow your imagination and background of your army.



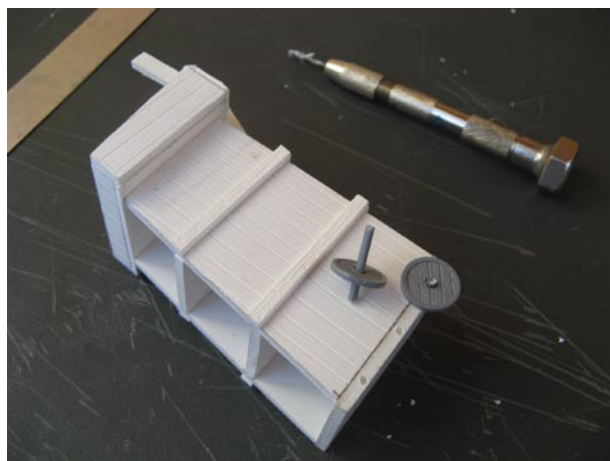
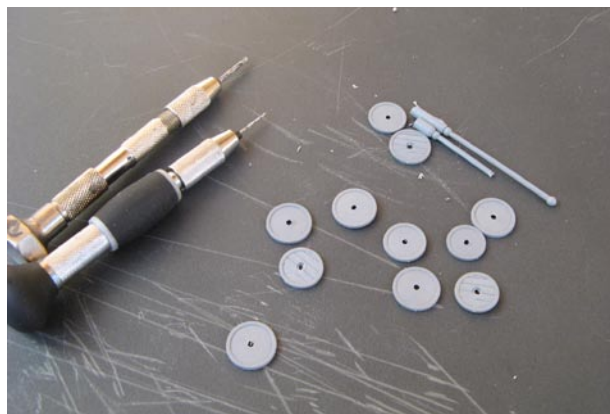
7. A bridge to far

Then, having the upper floors glued on the top of towers, we set the assaulting bridge (strengthened with a front crossbar) into the place and the vertical bars with blocks representing the lifting mechanism of the bridge. You can detail this with rope/chain should you wish and the creative amongst you could even create a working bridge, whilst the more lazy majority should consider to fix the bridge in a “down” or assault position !



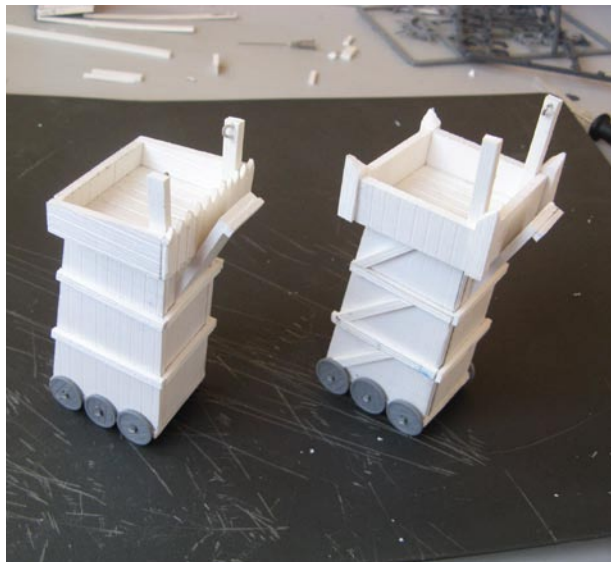
8. Move them out!

Now the basic structure of the tower is ready. But it can not move anywhere without wheel. Carefully drill a hole in the exact center of an every round shield ...



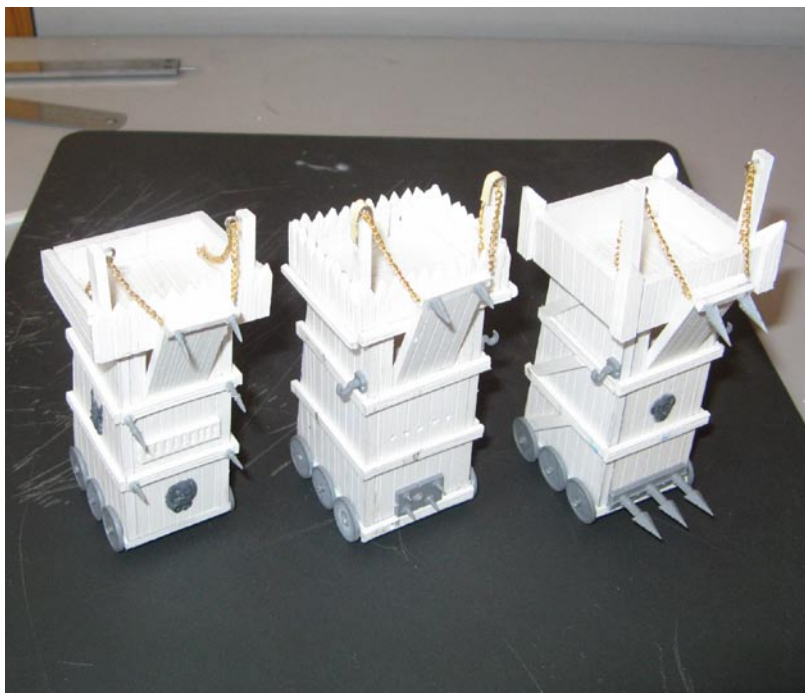
... As well as at the base of the tower. Then, using metal or plastic rods (eg. spare poles of Fantasy Battle spears), stick the wheels in place with the help of a little glue.

Align the wheels carefully or your tower will be unstable on level ground! If you want to add a bit of stability to the tower, consider gluing a coin or washer underneath the bottom of the tower. This will lower the center of gravity and will definitely make the tower less prone to being toppled!



9. Pimping our ride

With the basic tower essentially ready for priming and painting we could go overboard on detailing, finishing and embellishment. Assault bridge can be fixed with the chains (cheap jewelry) and glue, the walls are decorated with various elements from your bitzbox. Creating highly individualized models that will fit the theme of your army!



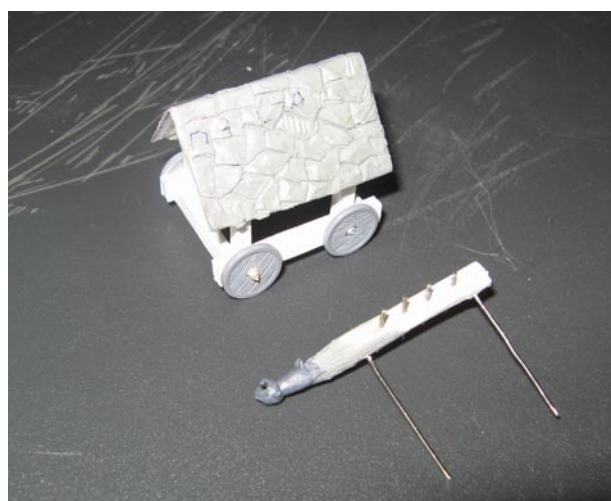
BATTERING RAMS

Our second project will be the creation of a battering ram. Using the same technique (and trim “wooden” bars), it is easy to make a battering ram.

1. Basic structure

The frame is made of bars, you can opt for several configurations here, but the lower base, which has the wheels, again made of round plastic Fantasy battle shields, attached, would normally be a rectangle. On that frame you could opt to erect an A frame, or (as shown in the pictures) to create a little open cabin like structure.

2. Roof



The roof is made of cardboard or thin plastic. As with the siege tower you could simply use wooden boards for you roof. I went one step beyond that here, and modeled the texture on the roof, sculpted of epoxy putty, to represent hides that are stretched over the wooden upper-structure. These hides were soaked in water to diminish the risk of the ram being set on fire by the defenders flaming arrows (or oil-showers).

3. Ram

The ram itself is a plastic round stick, the battering part can be made of something suitable from your bitzbox, some pens and cables. The levers are made of a paper clip.





Thus, having a bit of experience and luck, we can produce the required number of siege equipment for your army in quite short terms.



OTHER SIEGE EQUIPMENT

There are various other pieces of siege equipment that derive from the examples above. For example you could incorporate a ram as part of your siege tower. If you create the basic structure for the ram, without actually incorporating the ram itself you now have a **Sow**, which is like a small portable shed that was used to place over a mine-head, or even against a wall or gate to allow some protection for people that were working in that area.

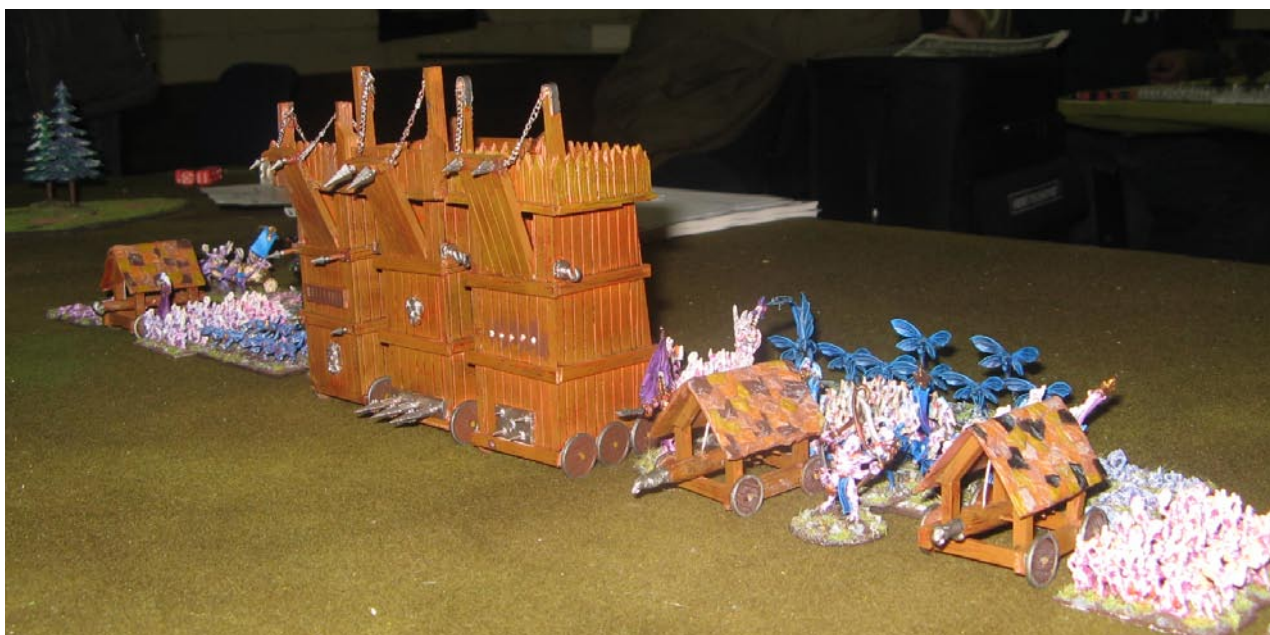
You could also use the ram, without its protective housing as a "simple" **log-ram**.

Using the basic "wood" panels and beams created in the first part of the article you could also create **siege mantlets**, which are essentially a portable fence, possibly crenelated, which can be pushed forward like a wheelbarrow. These would be used by missile troops to get within shooting distance of the walls with a little protection of their own.

So why don't you give it a go and create some of your own, so that next time you are faced with storming a castle you can bring along the tools needed for the job!



Siege machines painted and ready to assault!



SIEGE SHOWCASE

This galley shows how players design and make their own siege stuff.



Siege stuff by Vincent Bourdaraud



*Siege Models by Jorge
AKA jchaos79*



Heavy bombardment by Chaos Tribocks has destroyed some Empire wall sections. Now the Chaos infantry goes for the kill.



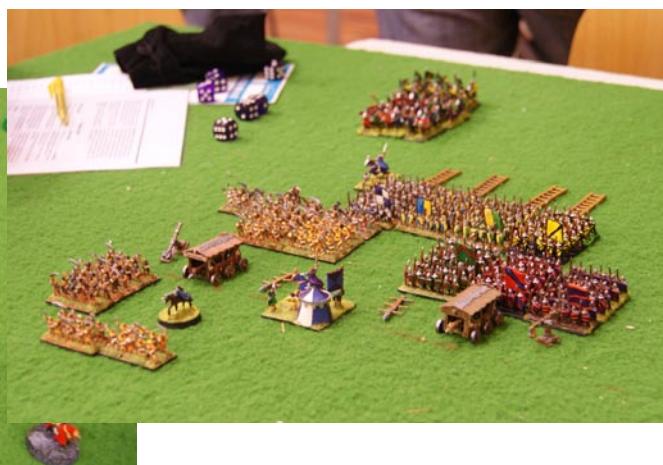
It was a tough one to teach Trolls how to use ladders. Now they have to stand the test!



Fierce Beastmen trying to ravage the Empire fortress in a game by Mick Marriott



*The playtesting of Cemetery scenario
by Austrian Playtest Team*



Right: The Siege game Lex van Rooy played at the 2003 EuroGT. After breaching the walls the attackers are now fighting inside the walls as well as outside! The objective in this game was for the attacker to get units of the nearest board-edge via the roads you see indicated or the area between them. This represented troops going after the fleeing commander.

Instead of actually placing houses, the cities build-up areas are represented by the rubble strewn sections, which also had the outlines of buildings drawn on.



*Mighty Daemons besieging lonely
enclave of Vampire Counts
in a cold wastelands of Siberia
during Icemaster Tournament.*





FAN-MADE MAGAZINE DEDICATED TO THE WARMMASTER GAME SYSTEMS

WARMUSTER TEAM

Lex van Rooy, Alexey Belianin, Gerald Denk, Mick Marriott.

MANY THANKS TO

all the other Warmaster believers out there who added their tribute: Paul Doninger, Steve Duke, Stefan Glatz, Claus Lampl, Takhir Muminov, Alexey Rogalev, Stefan Schindler, Harald Steiner, Vlad Tsygankov, Christoph Weinberger, Yuri Yermolayev, Vincent Bourdaraud, Jorge AKA jchaos79, Peter Riedl and all other members of the Playtest Team for their great efforts and enthusiasm in finishing this project.



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