Siege & Conquest

Above: As the drawbridge drops, the Crusaders storm forward to engage the defenders.
Below: Samurai assault a warrior monk fortress monastery.

Welcome to Siege and Conquest

Part of the enjoyment of a game of *Warhammer Ancient Battles* is the visual spectacle of attractively painted wargames armies on fantastic looking terrain and yet, despite sieges forming an important part of history, wargamers often avoid them, viewing a siege as a slow and clumsy game.

However, a range of manufacturers and ambitious modellers create superb looking villages, walls and mighty castles for use in games, and it has to be said, it seems a shame to waste all that effort!

With these rules you can choose to assault the walls of a city, or raid a village. Either way, it will give you an opportunity to interact more fully with all the models and terrain on the table, and make that investment in buildings and siege engines worthwhile.

SIEGE & CONQUEST

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INTRODUCTION

"The first stones which were discharged from them broke the defenders' trebuchet and many were crushed under it. Fear of the quarrels from the crossbows overcame them so that they were in a complete panic and tried to make shields out of sheets. Some who were standing on towers crept in their terror like mice into holes or fled like lizards into the crannies of the rocks."

Ala'iddin Ata-ul-Mulk Juvayni on the destruction of Maymun Diz

History unfairly remembers the battles. Most English schoolchildren can quote the place Hastings and the date 1066, but what is sometimes forgotten is the history of the campaign behind such an epic battle and the campaigns for the control of England which followed it. It took many raids and sieges for Guillaume (or William I as we call him) to control the country he had conquered, one which had only been united as one kingdom for under a century. He built upon the same techniques he had used to establish control in Normandy, and although the Conqueror cannot be said to have been a great battlefield general (he fought so few), he was truly a great besieger.

Sieges throughout history have taken up a great deal of effort and were a vital part of a military campaign. If an army wants to hold a territory, it has to take the enemy's strongholds, either by reducing them to nothing or, more practically, by taking them and turning them into friendly strongholds. This provides a challenging objective for the besieging general – while a castle must be stormed at all costs, it would not be to his advantage if it was damaged too much in the process as he may soon be the one relying upon its defences…

When faced with a fortress, a commander had a number of options. His troops could go over the walls, dig under them or go through (with rams or catapults). If an assault was determined to be too costly, the besieger may simply wait until the fortress's inhabitants starved or if he is lucky, treachery might allow him access.

Siege and Conquest contains rules for sieges and raids. By their very nature the rules herein are better suited for friendly games and club campaigns. At all times, players are asked to use their common sense regarding anything the rules may not cover. While we have tried to cover all aspects, there is bound to be something which has been missed!

Sieges can be easily recreated on the tabletop and can be very entertaining. The rules herein are as close to the standard Warhammer Ancient Battles rules as is possible and should enable you to maintain the pace of your battle whilst adding an extra dimension of enjoyment to it. Most scenarios have minimum recommended table sizes; they can also be played on bigger tables, particularly useful for armies which work well on larger battlefields, such as Persians and Andalusians.

Not all the scenarios are siege related. But all are designed to let the player try something different and explore those aspects of warfare, the raid and the siege, which are not 'just' plain pitched battles. You may win the battle but can you take the fortress, conquer the territory and win the war?

Likewise there is no need to make an immediate investment in castle scenery. Many of the scenarios in this book require no castle scenery and where they do, there are a number of alternatives recommended. Although if you do want to continue playing siege battles, buying or making a set of fortress walls is well worth it.

So dust off those fortresses, get out that castle from the attic, Warhammer Ancient Battles Siege and Conquest is here!

HOW TO USE THIS BOOK

With a copy of the WAB rules and the additional rules in this book, you can mount raids deep into enemy territory, taking cattle and plunder, or lay siege to a fortress, battering down its walls and towers or even play the role of the defender, fighting off attackers in a valiant defence.

Rules for walls, towers, gates and siege equipment have been included, along with scenarios created specifically to deal with raids and siege warfare.

Inside this book you will find the following sections:

Rules for Settlements – Simple rules for handling units in the settlement environment.

Rules of Siege – This describes the special game rules for sieges, including siege towers, battering rams and scaling walls.

Sieges – Scenarios for assaulting fortresses.

Conquest – Raid scenarios for raiding villages, caravans and cattle.

Campaign Rules – Including pitched battle variants and ideas for multiplayer games.

For the main part, Siege and Conquest uses the basic Warhammer Ancient Battle rules. There are, however, some important differences and these are detailed from page 40 through to page 63. We suggest you read these through a few times before you play your first Siege and Conquest game.

There are three ways to play Siege and Conquest: as a raid scenario, a single game of assault, or as an entire campaign.

SIEGE GAME – THE ASSAULT

You can play the most exciting part of the siege – the assault, as a one-off game. This is equivalent to a standard pitched battle, except that one player is defending a castle and the other player is attacking it and should be an equal challenge to any army from different eras.

If you wish to play a Siege as a one-off game, you should first study the 'Cut to the Chase' special rules found in the Final Assault Scenario on page 98. These rules can be used as part of a larger ongoing campaign to quickly work out the result of a siege.

SIEGE CAMPAIGN

For the really ambitious general, this book includes an entire siege campaign. This enables you to experience the full thrill of siege warfare and its pitched battles, much as a historical campaign would have been. Rules for undermining the walls, sallying out and reinforcing the fortress are all included.

If you wish to play the siege as a campaign, from the first skirmishes to the final bitter assault, you will find the rules for creating a campaign on page 101. We suggest you play a few assaults with the siege rules first before attempting to play through an entire campaign.

RAIDS

The Raid scenarios can be incorporated into a campaign or simply played as one-off games. We have also included some variations on pitched battles, which are also stand-alone games or can be used in campaigns.

If you wish to play a Raid scenario, most do not require any special rules and can be played straight away. Some require the Settlement rules on page 40 or Border Skirmish rules on page 108. Most Raid scenarios are quick, fun games and require less than 1,000 points to play.

BRINGING IT ALL TOGETHER

Finally, starting on page 134, we've provided some suggestions to combine all of the above scenarios to form one large campaign and to create multiplayer battles.

THROUGH THE AGES

*"My name is Ozymandias, King of Kings,
Look upon my works, O prince, and despair!"*

Ozymandias – PB Shelley

The following pages contain a very much abridged history providing examples of events of interest from the many thousands of years of siege warfare. We will also briefly explore how Siege and Conquest can be adapted to the different periods of history. The categories the author uses to divide the periods are arbitrary and of his own invention, but based on popular schools of thought.

IN THE BEGINNING...

Since the dawn of humanity, communities have sought to defend themselves against the outside. Wherever humans settled, reverting from the nomadic hunter gatherer existence, defences were constructed. The lifestyle of early agriculture and the domestication of animals called for a community to stay in one place. These defences served to keep domesticated animals secure and to guard against other humans and predatory animals.

Even the earliest settlements, such as the city of Çatalhöyük in Turkey dating back to 6500 BC, were designed with defence in mind. Access was through the ceiling of the house, there were no doors or windows. Typically, the houses would be arranged to form the outer wall of the settlement, the central courtyard would have had no access to the outside of the settlement. This sort of structure is still seen in the Middle East today. Many old towns and villages there are built on mounds, which are the remains of earlier settlements, rebuilt again and again over time.

With the advent of the growing of crops, one man could grow surplus food and then trade that surplus for goods. This meant in turn that people could specialise and by trading they did not need to grow or capture their own food any more. As trading grew, the first towns and cities soon appeared, such as Jericho and Çatalhöyük. These early cities had populations in the several thousands and with the dawn of the town, the need to defend it meant the eventual creation of a warrior class and fortifications.

The first fortifications were designed to protect their inhabitants from the most prevalent and dangerous weapon of the time, the bow. While not as powerful as the later composite bow, the early simple bow could still kill at much greater ranges than the javelin. The natural response to this weapon seems to have been a barrier to hide behind and a logical step from that was making the barrier so tall that it could not be climbed without aid. Add a ditch, which accentuates the height of the barrier and makes it difficult to approach, and you have the three basics of any defensive wall.

THE BIBLICAL ERA
BEFORE 500 BC

*Only the trees of which thou know that they are
not trees for food, them thou may destroy and
cut down, that thou may build bulwarks against
the city that make war with thee, until it fall.*

Deuteronomy 20:20

Most armies would prefer to fight on open ground rather than conduct a siege. If an enemy army was outside the gates and the defenders had sufficient numbers, it was far better to engage in a pitched battle than to allow the enemy to rampage across the countryside. So normally it was enough for an enemy army to turn up to guarantee a force would choose to leave a city and fight. This theme is repeated on numerous occasions, notably in Greek and Japanese history.

FORTIFICATIONS

Fortifications were initially simple at best. However, simple wooden defences or the walls of houses were soon replaced or reinforced with thick walls of mud brick or stone. Common features, such as crenellations (the 'square saw tooth' effect on castle walls) for providing defending troops with cover and machicolations (an overhang to allow the dropping of rocks down the wall) appear in early bas-reliefs.

Throughout ancient literature, such as in the *Iliad* and the *Bible*, there are many tales of the conduct of siege warfare and the horrific fate of those who lost. These various tales of woe, of the devastation of cities and the subjugation or destruction of their populations after sieges, can be summed up as 'You really, really don't want to lose a siege!'

PRE SUMERIAN
AND SUMERIAN ARMIES

Some evidence of siege warfare survives from this early period. Archaeology suggests that heavy sling stones were used to batter a breach in the walls at Hamoukar in Syria, (dated to 3500 BC) before the city was destroyed by fire. Weapons were made of obsidian and early walls were made of primitive clay fired bricks. All of this evidence suggests that large scale organized warfare existed before the advent of writing or metal and could even have existed before the advent of full scale agriculture.

The Sumerian period was characterised by the rise of the first true cities, the first heroes and the first writing. Cities grew to incredible sizes; Uruk (the Biblical 'Erech') is estimated to have housed 80,000 people. While few records survive from this period, in the epic of Gilgamesh (circa 2600 BC), he is recorded to have ordered the creation of the great walled city Uruk, with walls capped with lapis lazuli. Weapons were shifting to forged bronze at this time, but the technique had not yet been perfected

and early bronze would have bent easily. Later refinements in bronze casting (as used by the later Greeks) would make it just as strong as iron but more durable. Iron itself was unknown until the later Biblical period where its value at first rivalled that of gold.

EGYPTIAN

Bas-reliefs from tombs reveal a siege dated to 2400 BC. This shows the Egyptians using scaling ladders and picks against the walls of a fortress. A mural from 1900 BC shows archers with large mantlets to shelter behind and a sheltered ram attacking at the middle of the walls (where the walls were less thick). Later murals show siege towers and shooting platforms.

From the evidence available, the Egyptians seem to have been very skilled in siege warfare. Axe men would attempt to break though the gates while archers cleared the walls of enemy. Even then, a siege would have been a measure of last resort and was acknowledged as a great drain on resources and men. Trickery was used as well, as is shown in the Taking of Joppa (see the Traitor scenario on page 96).

The Egyptians' own fortifications showed great insight; their outer gates would be sited so an enemy would have had to expose his unshielded right side if he managed to break through. This became a common concept in later fortification design.

ISRAELITE

According to the *Bible*, the Hebrew conquest of Palestine was severely restricted by a lack of siege ability. Most cities were taken by ruse or by battle, followed in quick succession by taking the (now undermanned) city. Jericho is the exception, with the 'walls tumbling down', possibly being due to a (divine?) earthquake, although the Jericho story is disputed by modern archaeologists.

Deuteronomy 20 shows the proper conduct of a siege, mercy for those who surrendered quickly and fairly bloody retribution for those who did not (enslavement or death for the male population). Even then, care is taken not to disrupt the economic worth of the city (don't cut down those Juniper bushes!).

The Israelite (and later Persian) experience seems to echo moderation and common sense for sieges – you want to capture cities and control their resources, not destroy them and their people. You cannot rule over ruins.

MYCENAEAN AND TROJANS

Homer and his work, the *Iliad*, gives us an insight into the Mycenaeans and their conduct at war. It seems they were raiders and pirates, looting settlements for women, cattle and treasure. These were not just raids but the organised destruction of settlements – burn what you can't carry. Many of the Greek heroes boast of being raiders, Achilles himself is proud of being the sacker of a strong fortress on Lesbos. Archaeological evidence might actually support this; Thermi on Lesbos was sacked and destroyed in or around 1250 BC.

Women are also the theme of the *Iliad*, the Trojan War starts with the kidnap of Helen, and Achilles refuses to fight beside Agamemnon after an argument over a slave girl called Briseis.

Mycenaean fortifications were generally basic in design, consisting of a wall without towers. They took advantage of natural defensive terrain, such as rocky outcrops, which consequentally left the fortification without adequate running water. However, the defences that do survive are constructed of huge stones and are very impressive, and would have required great effort to build. The walls of Troy in contrast do have many towers and show all the trappings of a rich metropolis. Troy's position on the mouth of the Hellespont made it an ideal trading port, particularly for early travellers who would have prefered to navigate along the coastline.

The experience of the Iliad echoes later Greek siege experience. Nowhere does Homer mention besieging the walls of Troy (with the possible exception of the Trojan horse), it is enough for the Greeks to turn up outside Troy to force the Trojans to fight on open ground, a theme we see continuing in later periods. In reality, it is probable that the Mycenaeans used similar siege equipment such as ladders and mantlets, with the Trojan horse being some form of early siege tortoise or tower.
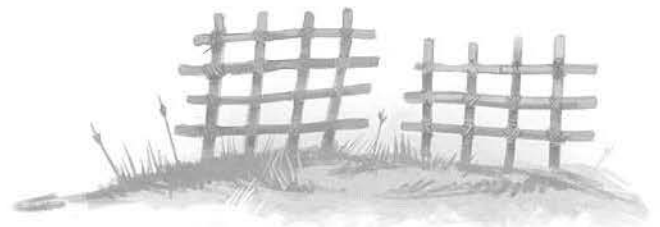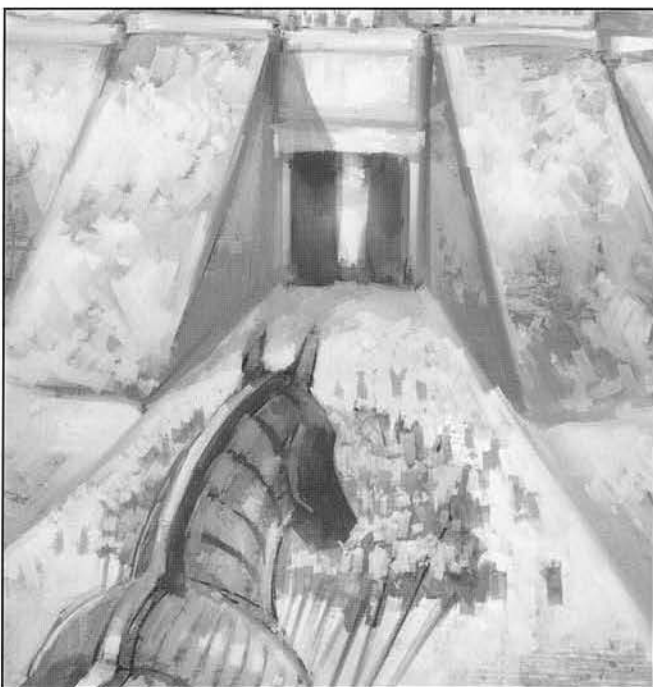
ASSYRIAN AND BABYLONIAN

The Assyrian reputation as the masters of terror was earned in sieges. Typically the Assyrian king would make an example of a few cities to cower the surrounding cities into surrender. Extreme examples include flaying the skin of enemy leaders and displaying it on the city walls, the building of a pyramid from the heads of fallen enemy and the impalement of prisoners. A careful enemy 'head count' (literally) was taken by Assyrian scribes. However, these barbaric practices served as a useful psychological weapon. The message was simple 'Don't mess with us, or else!'.

Their treatment of captured populations was much less severe. The Assyrians adopted a policy of taking captive populations and settling them in other parts of the empire – a similar policy seems to have been adopted by the Babylonians. This meant that the dangerous groups would be separated from each other but would still serve the empire as useful citizens (and notably not as slaves).

Assyrians may not have been the first to use rams or siege towers, but they certainly perfected them. Assyrian reliefs show sieges being undertaken with siege mantlets and mobile siege rams and also by undermining defences. With the Assyrian talent for organisation, they conducted sieges in a ruthless and methodical manner. This ability to organise and equip a large army for extended periods made sieges practical and feasible for the Assyrian state to conduct. Even then, they knew their own limitations regarding supplies. For example, they besieged and took Lachish but were unable to quickly take Jerusalem at that time and so withdrew.

Both the Assyrians and Babylonians made use of mercenaries, lured by the promise of plunder after a city fell.

The Assyrians won their empire by siege and they also lost it by siege. The Assyrian empire collapsed soon after their aborted siege of Jerusalem, Nineveh falling in 612 BC after a three month siege to the Medes. Babylon then became the dominant power and they returned to conquer the kingdom of Judah. What the Assyrians failed to do, the Babylonian king Nebuchadnezzar did, taking Jerusalem by force and sending the Jews into exile. The city only fell after a two year long siege, which shows something of Babylonian conviction!

There are some references to the Assyrians and Babylonians having 'instruments for projecting stones', possibly a stone thrower (assumed to be either referring to slings or a staff sling) but unfortunately no concrete evidence survives.

OTHER CULTURES

There is probably much more to sieges in the Biblical period than we currently know of as there undoubtedly remains a lot more evidence to be (literally) dug up. Evidence at the Hittite capital Hattusha in Anatolia, Turkey, shows that it had over four miles of interlocking mud brick walls reinforced with stone foundations. It does seem that the expertise of fortification siege warfare was spread fairly evenly throughout the ancient Middle East.

In Europe, hillforts and walled settlements became the predominant fortifications of the Bronze and Iron Age periods, with wood and earth being the primary materials used due to availability. Mud bricks were also used, as at Heuneberg in southern Germany, but probably not as much due to the wet climate (although wattle and daub saw much use). Stone was also used, as is evident in the Brochs of the Orkneys and the walled encampments such as Grimspound on Dartmoor. Sadly little evidence or history survives from this period apart from the forts themselves. We can only assume that sieges may have taken place or were effectively checked by the fortifications of the time.
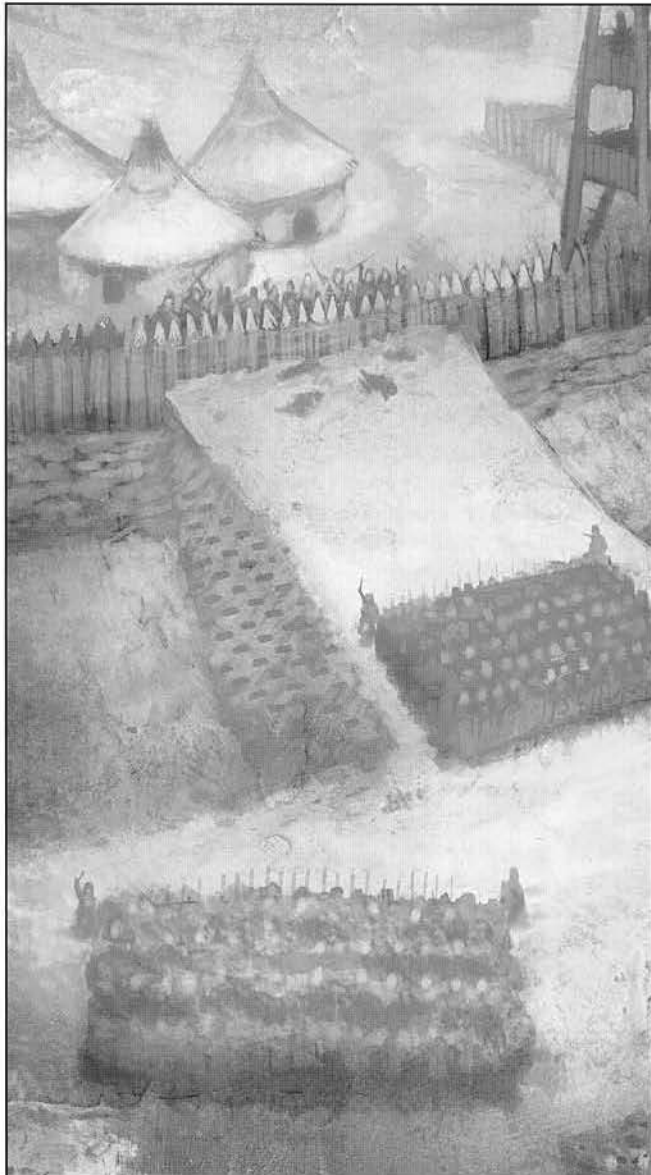
THE EARLY CLASSICAL ERA CIRCA 500 BC TO 350 BC

This is what Cyrus, king of Persia says:
'The LORD, the God of heaven, has given me
all the kingdoms of the earth and he has
appointed me to build a temple for him at
Jerusalem in Judah.'

Ezra 1:2

Praise for a heathen monarch in the Bible is praise indeed! Cyrus granted the Jews their freedom, as part of the greater Persian empire naturally...

FORTIFICATIONS

These remained primarily of wood and mud brick, with stone becoming more frequently used. While stone was far more durable, there was still little need for it as no device had been invented which could seriously damage walls. The main threat to walls was earthquake (primarily for stone) and flood (in the case of mud brick walls).

GREEK AND PERSIANS

As the Persians extended the borders of their empire, they began conquering Greek cities on the eastern edge of the Aegean. The Greeks however eventually proved to be an insurmountable obstacle to Persian expansion both into the Aegean and further into the Mediterranean. As the Persians made deep inroads, the Greeks would have had to learn about siege craft the hard way, through trial and error.

The Persians inherited a good knowledge of siege craft, probably the skills of the Assyrians before them, but with a new twist; the Persians used both the sword and the olive branch in equal measure. Cyrus the great and his successors captured many a city to build the great Persian empire. He even introduced limits to the plunder troops could take from cities which had been taken by assault, this was allegedly after a captured ruler pointed out that Cyrus's troops were looting a city which was now HIS. Likewise the native population was to be respected, for example, no women or children were to be carried off. Persians were also the master of the purse, like the Assyrians and Babylonians before them. They would pay Greek city states to fight one another (as occurred at the climax of the Peloponnesian Wars with the Spartan Persian peace treaties) or hire mercenaries including Greeks to fight for their cause – Greeks were highly prized as loyal and effective mercenaries.

The Greeks, however, did not develop any particular skill in siege craft as there was simply no need. Their stylised system of warfare involved heading out to war and goading the opposition with raids on the countryside. The opposition would be forced to leave their walled cities to protect their herds and harvest. There, both sides would fight an 'honourable' hoplite battle and the winner would demand tribute. Conquest by the taking of cities did not

enter the equation. So it comes as no surprise that when the Greeks did try to besiege a town, they were generally unsuccessful.

The Athenians developed the technique of circumvallation, blockading a town with their own fortifications and starving it into submission. This tactic itself was a bit of a hit and miss affair, but even so, the Athenians gained a reputation for siege craft. The weakness of the blockading tactic was shown at Syracuse in 415 BC when the Athenians tried to blockade the town by building an encircling wall, only to have the Syracusans build a number of counter walls to block the building of the Athenian wall. Far from home, the Athenians failed to blockade the city and found their own supply lines stretched too thin. Two years of failed siege led to desperation and utter defeat – wiping out a generation of Athenians. As a direct result, Athens was besieged and taken by Sparta in 404 BC.

It was not until the self destructive Peloponnesian Wars that Greek states attempted to dominate other Greek cities. The Peloponnesian era saw a shift in Greek warfare from the traditional system of tribute to the need to dominate strategic points. Thus the building of fortifications and subsequent techniques to breach enemy fortifications became of primary importance. At the siege of Plataea (429-427 BC), the Spartans are recorded as using rams and mobile towers for archers (it has been suggested that they learned such tactics from the Carthaginians). When these failed, they settled for the Athenian tactic of encircling the city with a wall. While the Greeks seem to have developed the iron shod rams for their galleys, they do not appear to have used battering rams until the siege of Plataea.

It would take a later dynasty of backward outsiders (from the Greek perspective) to tilt the balance, the Macedonian king Philip II and his son Alexander III.

CARTHAGE AND SYRACUSE

Persia and Greece drove each other into a stalemate in the Aegean. Meanwhile, the emerging power of the Phoenician city of Carthage threatened the Greek dominance of Sicily. Carthage soon showed that it had able knowledge of siege warfare, using siege towers, rams and many missile troops (slingers and archers). The Carthaginians preferred to send mercenaries into a breach rather than risk valuable Carthage citizens, after all dead mercenaries don't need paying!

The challenge of Carthage was met by Dionysius I of Syracuse, who fought them on land and sea in a series of engagements beginning in 409 BC. Dionysius, branded as a tyrant, encouraged inventiveness however and it was with the Syracusan forces that the first catapults are recorded. This was probably the Gastraphetes, or the 'belly bow', a form of early crossbow. In the end, he prevented complete Carthage domination of the island but failed to dislodge them.

THE MIDDLE CLASSICAL ERA CIRCA 350 BC TO 50 BC

"…the following saying was current concerning the wagon, that whosoever could loosen the cord of the yoke of this wagon was destined to gain the rule of Asia. The cord was made of cornel bark, and neither end nor beginning to it could be seen… he (Alexander) struck it with his sword and cutting it through, said that it had been loosened."

Arian

How to deal with troublesome 'puzzle boxes' and contemporary Rubik's cubes, Alexander style!

FORTIFICATIONS

The need for stronger fortifications came to the fore in this period with the invention of the stone throwing ballista. Siege warfare at this time also saw many innovations such as tortoises, siege towers and platforms.

PHILIP II AND ALEXANDER III

Most of the development of the Macedonian army and its siege tactics belongs to Philip II, Alexander the Great's father. He was able to forge a combination of siege techniques to apply maximum pressure on a fortification. Larger versions of the 'belly bow' were constructed making the first ballistae, and at this time the first stone throwing engines also emerged (probably ballistae adapted to throw stones). The prime task of such weapons was to clear the walls of a fortification of troops as they had insufficient power to break down walls.

Alexander took the techniques his father had given him and perfected them. He was involved in at least 20 sieges in his relatively short career and developed his own elite warriors, the hypaspists, who would operate as heavy or light infantry as needed. Alexander did not hesitate in using his elites to break a siege, leading them himself on numerous occasions. This led to disastrous consequences at Multan in India, where an arrow punctured his lung.

Undoubtedly, Alexander's greatest siege accomplishment was Tyre – an island fortress, half a mile away from land. With high walls and surrounded by sea, it was impregnable, so Alexander built a causeway from the land to the city and then used the causeway to move giant siege towers into position. When the Tyrians sallied forth with fire ships and destroyed his towers, he ordered the causeway to be widened and new towers built. When these failed to breach the walls, he used ship-borne rams to weaken the walls and led the assault through the harbour with his elite hypaspists personally.

There were many innovations under Alexander and the use of siege engines became common, such as the Tortoise or Sambuca (an early siege tower consisting of a hide covered ladder which could be tilted to match the level of the wall).

SUCCESSORS

The Successors followed in Alexander's footsteps, although predictably with the same weapons technology but lack of generalship they drove each other into stalemate. Even so, ballista stone throwing engines increased in size during this time.

The most notable siege of this period was Rhodes, which had become the new centre of trade for the Greek world after the decline of Athens. It would be a rich prize for any who could take her.

Rhodes was besieged by Demetrius the besieger, son of Antigonus One Eye, in 305 BC after Rhodes refused to assist Antigonus against the Ptolemy dynasty. Despite building the world's mightiest siege tower, the Helepolis (city taker), Demetrius failed to breach the city or starve it into submission, as he had also failed to control the seas. With help from Ptolemy (who the Rhodians naturally allied themselves with after being attacked) and after 18 months, Demetrius' forces were forced to retreat. It is said that with the loot gathered from left over siege equipment, the Rhodians had enough material to build the famous bronze Colossus, an impressive statue dedicated to the sun god Helios.

EARLY ROME

The early Romans started off slowly, expanding into Italy over time. Most central and northern Italian cities were not well fortified and could be taken by assault. However the Greek colony cities of southern Italy and Sicily were another matter. Well fortified, these had to be taken with passive siege tactics. The siege of the well-fortified Etruscan city of Veii is said to have lasted ten years.

Rome itself was partially sacked by Celts led by Brennus in 378 BC, which led to the 'Servian Wall', making Rome one of the best protected cities at that time.

The Romans became skilled in the construction of fortifications and in imitating their enemy. The use of testudo, the interlocking of shields to protect against missile fire, was developed as a counter to missile fire during sieges and their adoption of the pilum, curved large scutum and gladius had much to do with their contact with Iberian tribes, adopting their fighting technique. Likewise they learned about siege techniques from their foes. The main advantage of the Roman system was its use of professional soldiers and its supply system. A man was enlisted for a number of years, so it didn't matter if a siege took a week or a year, as the soldier would be in the field regardless. Added to the Roman efficiency in transport, the soldier could be fed and supplied in a siege almost indefinitely.

The First Punic war saw Roman tenacity against Carthage. Long sieges were a common feature, for example, Mytistratus which began in 259 BC lasted for three years. At the siege of Lilybaeum, the Romans employed siege towers, rams, ramps, and undermining. But once the wall was breached, the Carthaginians put up a second wall behind it. The Romans were then reduced to sitting the siege out, which only ended once the Carthaginians had been defeated at sea and had surrendered Sicily to the Romans.

The Second Punic War saw Roman sieges in Spain and Sicily. At the siege of Syracuse in 213 BC, the Romans were repelled seaward by catapults and hooks ensnaring their ships and repulsed landward by the city walls. The Roman commander Marcus Marcellus took advantage of the celebration of a local festival to break into the outer wall and eventually a revolt by Spanish mercenaries was taken advantage of by Marcellus when he enlisted their help to storm the city itself.

At Nova Carthage in 209 BC, the (soon to be famous) Scipio proved his worth by taking the city in a single day, an incredible feat!

Further sieges of this period are numerous as Rome expanded its power and notably they include the fall of Carthage in 146 BC and the siege of Numantia in 137 BC.
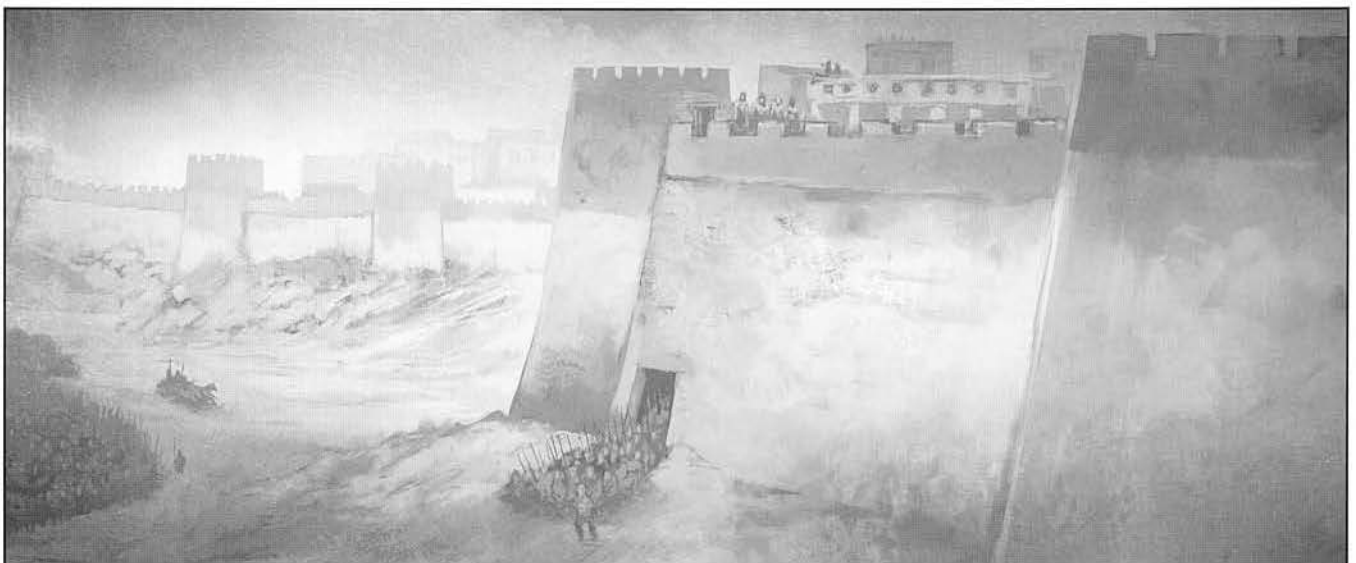
CARTHAGE AND HANNIBAL

Roman domination of the sea was the reason why Hannibal chose to invade Italy by a land route, across the Alps.

Despite Hannibal's successes on the battlefield, he was unable to repeat them in sieges. While successful against Saguntum in Spain, he failed to fully conquer Tarentum in Italy. This would have provided him with a port (which would have been of some use despite the Roman domination of the sea). He did manage to conquer the town but then failed to take the citadel, which the Romans held until Hannibal's evacuation of Italy.

A number of writers have been critical of Hannibal and have asked why he didn't just take Rome? The simple answer is he didn't have the resources or siege craft for such an undertaking. Hannibal could command the countryside but could not conquer Roman cities.

BARBARIANS

There are numerous barbarian armies which had little or no experience in sieges and were generally unsuccessful against 'civilised' defences. Most barbarian armies were not well organised enough to undertake a siege for any long period – they either won it in the initial assault or ended up retreating in disarray. That said, there were some notable successes, such as the Celtic sack of Rome in 390 BC.

THE LATE CLASSICAL ERA CIRCA 50 BC TO 400 AD

"I came, I saw, I conquered."

Gaius Julius Caesar on his return to the senate from the Battle of Zela having defeated Pompey, Ptolemy and Pontus, each in succession.

THE END OF REPUBLIC AND THE RISE TO EMPIRE (IMPERIAL ROME)

Rome rose to its grand heights based on a single brilliant concept, Roman citizenship. As people were subjugated by the Romans, they were made 'Roman'. The richest or most powerful ones would become citizens, the rest would be servants or slaves. Romans were no longer people from Rome but anyone who could afford to 'sign up' to the Roman idea of citizenship. Native peoples would keep their native language and learn the common language of the empire, Latin. Native customs and beliefs would be made parallel with Roman customs, native gods would be paired with their Roman equivalents. Roman merchants would provide excellent trade opportunities and exotic goods, and Roman planners would build Roman towns for the new Roman citizens to live in. This sense of 'ownership' in Roman ideals helped keep the Roman empire together. A Roman citizen could be a Spaniard, a Briton, a Gaul, a German, a Greek or a Numidian, truly multicultural!
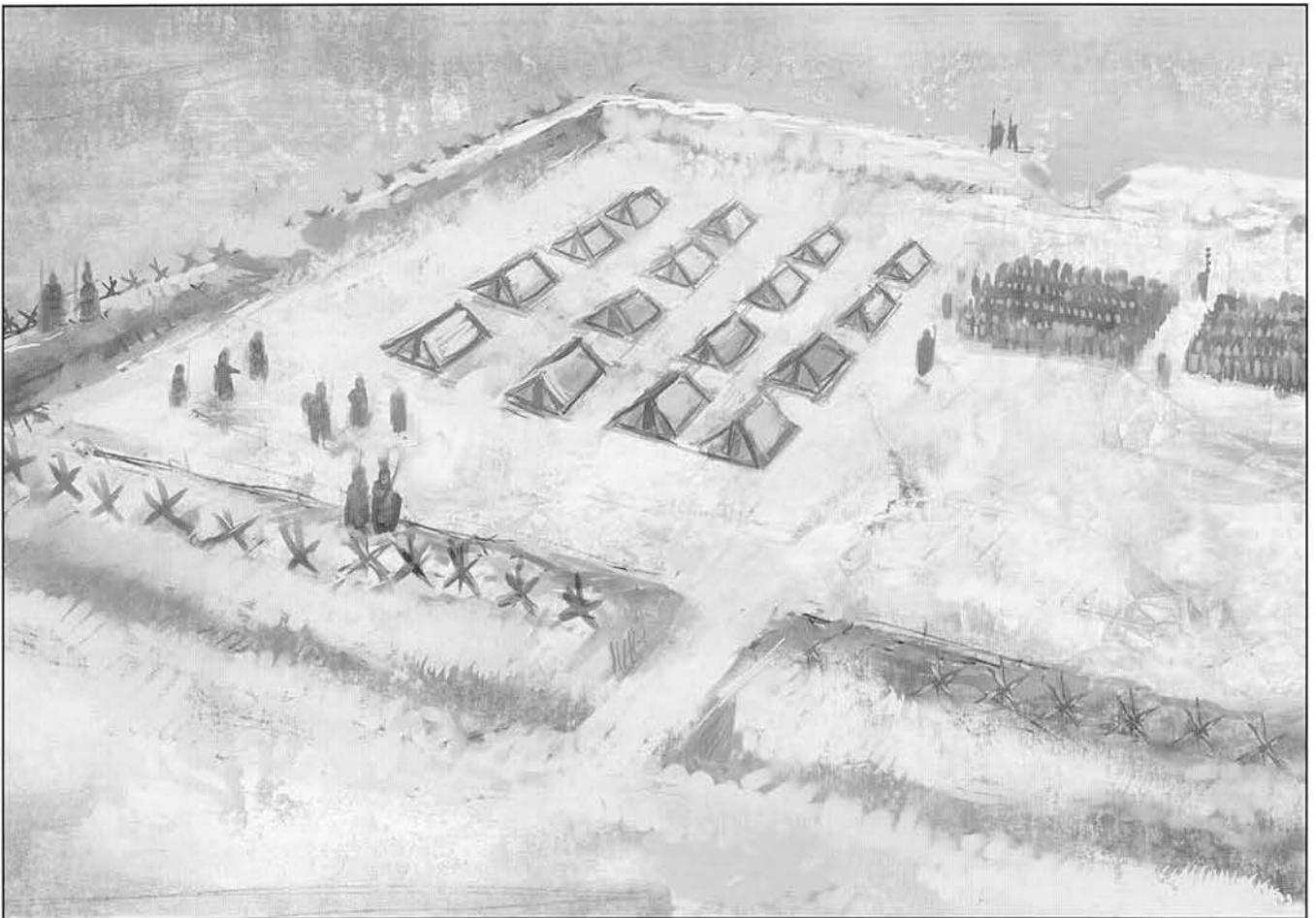
Romans became the masters of siege, for they had the mechanisms to provide food to troops and just sit it out. If a city was too strong to be taken by force, they would blockade the city. This technique would involve surrounding the enemy with their own siege fortifications, known as circumvallation. Effectively, this would be a palisade wall facing the besieged city. Usually a second wall would be built facing outwards, to prevent reinforcements coming into the city. This tactic was known as bicircumvallation, the Romans would then camp safely between the two walls. Such tactics were still a last resort, only to be used if a city was strong enough to resist a direct assault.

There were numerous sieges during this period, including many in the Roman civil wars:

Gaius Julius Caesar repeatedly showed his skill at siege craft. At Gomphi in Greece, he chose a rapid assault of the town to overcome the defences. However at Avaricum (today Bourges in France) and Alesia in 52 BC, seeing that an assault would be too costly, he chose fortification. Both cities were major keystones in the conquest of Gaul. Avaricum was surrounded by bicircumvallation and soon surrendered when its water supply was interdicted. After Avaricum, Caesar hunted Vercingetorix, chief of the Averni, who fled towards Gergovia. As Caesar was unable to capture this town easily, he could have decided upon making a strategic withdrawal. Instead he chose to besiege the far larger city of Alesia, capitol of the Averni, which would prove far more stubborn. Again the city was surrounded by the two tier system of walls and the Romans waited for the population to starve. Despite repeated sallies to break out and large relief forces attempts to break in, eventually the Gauls and Vercingetorix surrendered unconditionally to Caesar. But even the great Caesar was not always victorious at siege warfare. During the Civil war, Caesar tried to block Pompey's exit from Italy at Brundisium and tried to circumvallate Pompey's camp at Dyrrachium, both without success. Dyrrachium might be described as an early example of trench warfare, with each side digging in to defensive positions.

Another notable campaign which involved a number of sieges was the Jewish revolt (66 AD to 74 AD) which involved the leadership skills of the future emperor Vespasian. Jotapah fell in 67 AD after the Romans built a ramp, only to find the Jews had increased the height of the wall, so battering rams were used to breach the new heightened wall. At Jerusalem in 70 AD, the city only fell after a bitter struggle, the Romans having to take precinct after precinct until they finally assaulted the temple mount. The last of the Jewish rebels took shelter in Massada, a massive natural outcrop in the desert. In 74 AD, the Romans used circumvallation to surround the rebels and built a large siege embankment to breach the defences. With the Romans having taken the outer defences, the defenders chose suicide over enslavement by Rome.

ENEMIES OF ROME

Boudicca's success against the Romans was down to the new Roman cities of Camulodunum (Colchester) and Londinium (London) being largely unprotected. Presumably the Romans did not foresee trouble and simply did not build adequate defences or these defences were unfinished at the time of the attacks. Tacitus notes that the rebel forces bypassed forts and garrisons in their search for softer targets.

Against Persia, neither side could make any headway (the Parthians appeared to have the technologies of siege warfare but little luck with them). There is much evidence at Dura Europos of Persian sappers tunnelling under the walls which eventually caused the town to fall.

The Romans chose to build a massive series of frontier fortresses. Hadrian's Wall, the defences on the Persian frontier and the Rhine – Danube fortifications marked the limit of empire. In Africa there were deserts to the south, in Europe across the natural barriers of the Rhine and Danube, there were many vicious tribes and to the east there was Persia. For a number of centuries these fortifications guaranteed a stable empire.

Rome did try to expand beyond the Rhine and Danube into Germania and Dacia, but found itself checked by the strength of the barbarians.
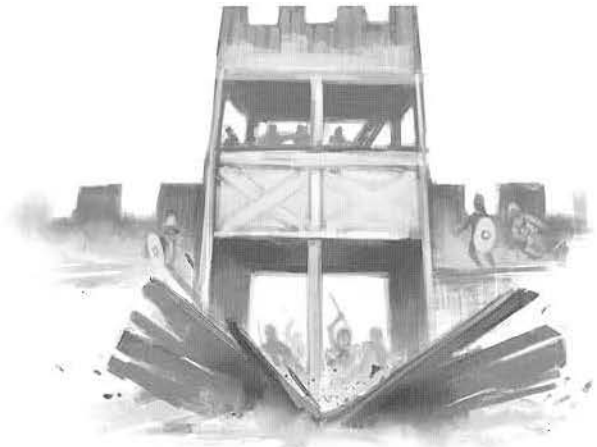
Salting a city
It seems to have been a popular classical myth that cities destroyed by the Romans were salted to prevent crops growing in the fields. However, evidence seems to suggest that this was never the case, Carthage and Jerusalem were both turned into productive Roman cities upon capture. Likewise salt was very expensive, worth its weight in gold, it was the staple of the Roman soldier's pay and the origin of the word 'salary'. Even so, the concept of salting the earth seems to have become fixed in the classical mind. It may perhaps reflect the amount of time and money the Romans would spend in taking a city and reducing its fortifications afterwards.

DECLINE AND FALL

Even with the decline of the empire, there is no evidence that knowledge and expertise of siege warfare declined.

With the Diocletian reforms, the quality of the Roman army declined, being split into a fast mobile cavalry force (comitatenses) and a part time auxiliary force (limitanei) or barbarian recruits (foderati). Many years later, the writer Vegetius in his book *De Re Militari,* written in 390 AD, lamented the state of the army and called for a return to the military ways of the republic and empire (following the roman adage that 'old is best').

To the Roman mind, nothing of value lay beyond the empire, only barbarians. These various uncivilized tribes would eventually push into the empire and the frontier fortifications would barely hold the limit of empire, until one very bitter winter in 406 AD when the Rhine froze and the Vandals crossed en masse. A mere 70 years would see Rome itself fall and a barbarian king crowned.

There is evidence that the numerous cities of Britannia were fortified with stone walls in the 3rd Century AD, along with the creation of the Saxon shore forts, repair of Hadrian's Wall and equipping of naval bases. This was presumably due to a threat from across the seas, namely Saxon and Irish raiders, who would have acted much like proto-Vikings.

Barbarians were generally unfamiliar with or undisciplined in sieges, the classic example being Hadrianople in 376 AD and 378 AD. However, they could still succeed such as the Goths under Alaric sacking Rome in 410 AD and the Vandals doing the same in 455 AD.
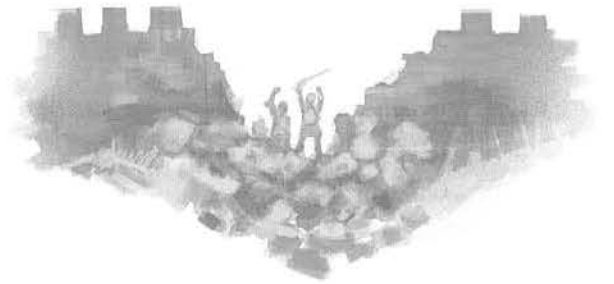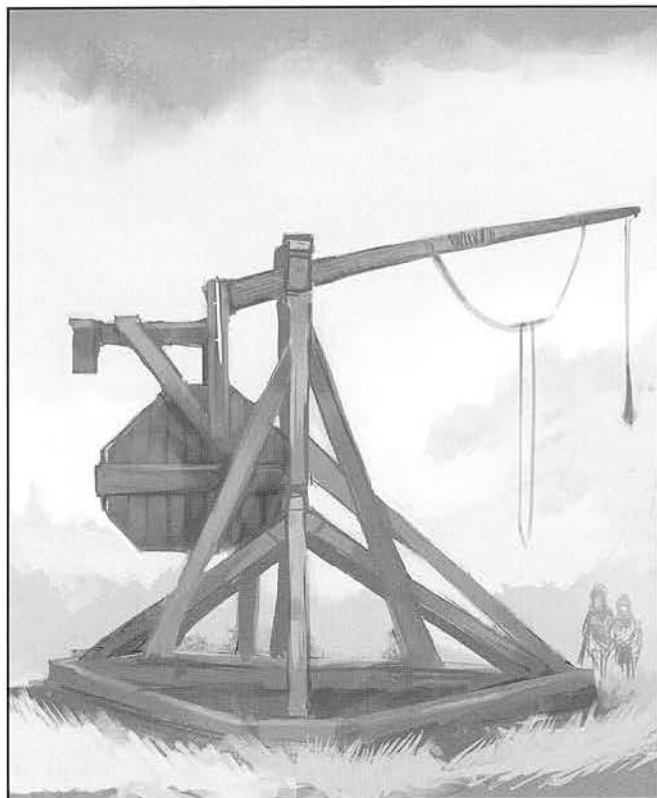
THE DARK AGE ERA CIRCA 400 AD TO 1100

"So that all the columns were levelled with the ground by the frequent strokes of the battering-ram, all the husbandmen routed, together with their bishops, priests, and people, whilst the sword gleamed, and the flames crackled around them on every side. Lamentable to behold, in the midst of the streets lay the tops of lofty towers, tumbled to the ground, stones of high walls, holy altars, fragments of human bodies, covered with livid clots of coagulated blood, looking as if they had been squeezed together in a press; and with no chance of being buried, save in the ruins of the houses, or in the ravening bellies of wild beasts and birds..."

Gildas, *On the Ruin of Britain*

FORTIFICATIONS

Most fortifications of this period were either the remnants of former Roman fortifications or of timber construction or occasionally timber reinforced with stone. Roman fortifications would be reinforced and rebuilt time and again up to well into the Renaissance period.

The fragmentation of authority with the collapse of Roman order and the division of the empire into petty kingdoms meant there were simply not the finances available to undertake the massive building projects on the scale the Romans were oft to undertake. As a consequence, buildings tended to be of wood or wattle and daub rather than stone. Likewise, the technology of siege was not forgotten, it was for the most part simply not needed.

Building projects could still be impressive, as shown with the various dyke fortifications and refortification of old Iron Age hill forts, such as the Cadbury forts, Solsbury Hill and similar reoccupied sites. This refortification was done on a truly massive scale, presumably as a reaction to the Anglo Saxon conquest. There is also evidence of the deliberate destruction of cities. Apart from Gildas' contemporary writings, mentioning battering rams and deliberate destruction, there is archaeology available to give us some idea of what happened. Sites such as Calleva (Silchester in England) and Viroconium (Wroxeter) were abandoned and have the marks of deliberate destruction (the filling in of wells, slighting of fortifications, etc). Whether this destruction was done by the retreating Britons or by the 'invaders' is as yet an unanswered question.

BARBARIANS AND SIEGE

Attila had some success with sieges, the Huns wisely choose to bypass well fortified towns and attack weaker ones. In their march to Chalons in 451 AD, they marched past well defended Trier, put Metz to the flame once the walls had been breached with battering rams and raided Rheims. They besieged Orleans but with Aesitus' army approaching, the Huns retreated, seeking better ground to fight upon.

In the Frankish assault on Avignon in 501 AD, Roman style devices are recorded, although this is probably due to the Merovingian Franks becoming romanised. There is in fact good evidence that the Franks based their famous Angon and Francisca on late Roman designs. While good seafarers, there is little evidence that the Angles and Saxons had great siege technology, yet they slowly took over Britain's fortified Roman cities and shore forts. According to the Anglo Saxon chronicle, in 490 AD, they took the city of Andred (Pevensey) and slew everyone within, not a Briton was left alive.

Saxon England invested great effort in fortifications, even to the lengths of building great fortified ditches or dykes, such as Devil's Dyke and Offa's Dyke. These served not only as boundaries between rival peoples and kingdoms but as a practical barrier against attack and cattle rustling. There is some evidence that these were used as early as the Arthurian period by Britons, such as the Wansdyke near Silchester. Saxon efforts were redoubled with the arrival of the Vikings and a series of fortified towns or Burhs were set up under the instruction of Alfred the Great. No siege engines or war machines in the Anglo Saxon period are mentioned, apart from the staff sling.

The Vikings were the scourge of the late Dark Ages. Their conquests extended as far as Ireland, the Danelaw in Britain, Iceland, into Russia and with deep raids into the low lands, France, the Iberian peninsula and deep into the Mediterranean. They were mainly raiders but occasionally they were involved in sieges, such as the Siege of Paris in 885 AD - 886 AD. The Vikings had previously attacked

Paris unsuccessfully in 860 AD. When the city refused tribute, the Danes attacked and laid siege. Despite using catapults, belfries, undermining and river borne attacks, the Ille-de-la-Cite held strong under the leadership of Count Odo. Eventually the Vikings left for easier pickings, although the Vikings were forced to drag their boats over land as the Parisians refused to let them pass up river!

The Vikings themselves tended to use fortified camps protected by ditches and stockades. These could be built deep into enemy territory and would act as a moot point for marauders. Trelleborg in Denmark gives a good example of a Viking fort. Another is the Hague-Dyke in the north-west of the Cotentin peninsula near the town of La Hague in France. The so-called Hague-Dyke was erected by the Vikings and consisted of an earth wall with stockade protected by a ditch. Both York and Danebury fort in England show the Vikings weren't above simply taking over an existing fortification.

Some Vikings settled in northern France and in turn gave their name to the region, Normandy. The Normans themselves would soon gain a strong military reputation, partly through their cavalry but also through their expertise in fortification and siege. The relative ease of William's conquest in Normandy and Britain was in part due to his expertise at siege.

It cannot really be said he was a great warrior on the battlefield, as he personally fought so few battles in his career, but in the area of siege craft he excelled.

After Hastings, William mounted a campaign of subjugation with notable sieges at Exeter (1068) and York (1069) which had been besieged and captured by Saxon rebels. On its recapture, William realised it was in danger of being captured by a roving Viking army, so to prevent this from happening, the city of York was burned down.

In the east, the power of the Romanoi (or as we know them, Byzantines) waxed and waned in various battles and sieges against their enemies. It is here that siege expertise and knowledge of masonry was undiminished from Roman times, but unfortunately for the Romanoi, their enemies were good at learning too, as is well

demonstrated by the Arab conquest and the fall of Damascus. While elsewhere in Europe fortifications could be said to have been less than impressive (the Carolingians relying on refortified Roman sites or simple wooden forts), while Byzantium was still expanding. The walls laid by Constantine had increased the size of the city three fold. Under Anthemius in the name of the child emperor Theodosius II, the walls were extended an additional one and a half miles westward, becoming almost double the size of Constantine's city, the building work being completed in 423 AD. These walls, known as the Theodosius walls, were soon upgraded a second time with a second wall in response to the threat of the Huns.

SIEGE KNOWLEDGE

The Byzantines and their Arab neighbours kept a high level of siege knowledge and so may be treated as the late Classical period. By this time however, the building of ramps became obsolete as the Romans and subsequent wall builders could build walls high enough to make ramp building impractical.

SIEGE ENGINES

There is good evidence that siege engines were used by the Carolingians and even by the Vikings (at the siege of Paris 885 AD - 886 AD). However this seems to be the exception, so such weapons are best introduced with your opponent's permission if you wish to use them – effectively either both sides will have them or neither will.
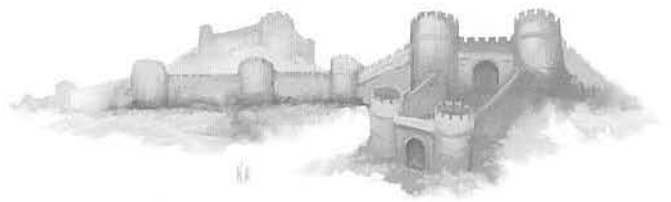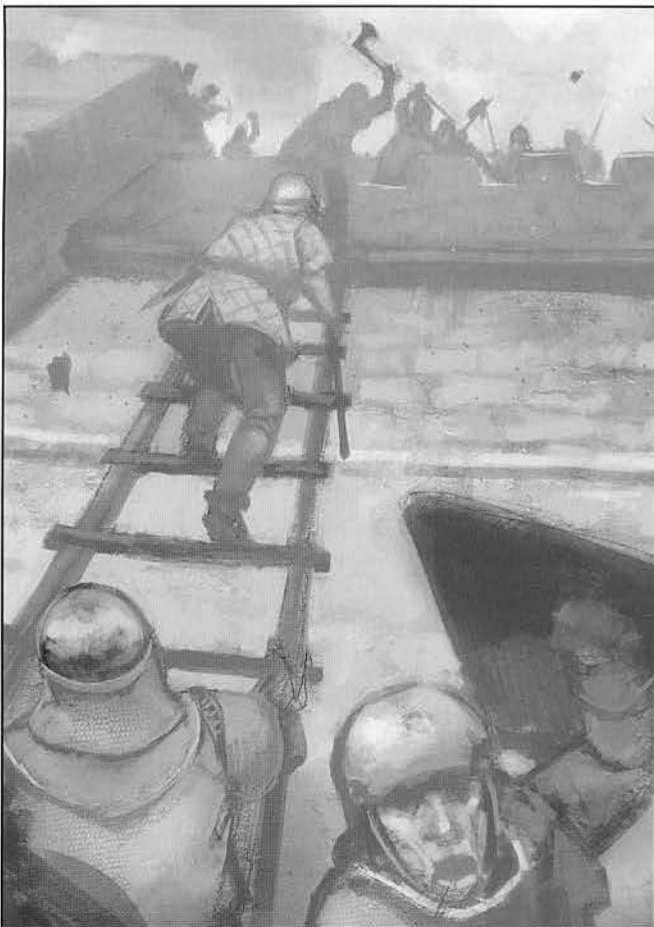
THE EARLY MEDIEVAL ERA CIRCA 1100 TO 1400

*"Turn aside before he who carries
the death of Kings in his hands"*

*The Crier of Rashid ad Din,
Leader of the Assassins*

FORTIFICATIONS

It is in the feudal era that the age of castle building as we understand it truly began. The centralisation of authority under this system meant that far more resources could be spent on fortifications. Even so, fortifications of the 11th and 12th centuries would have typically been of wood. With the growing power of the Church, the first massive cathedrals were built, which improved the knowledge and art of good stonework.

The most common castle of the early period was the motte and bailey. This design was seen mostly in Britain, but similar designs appeared in Germany and France.

SIEGE WARFARE

The invention of the trebuchet was a huge influence on the progress of sieges. Even so, lighter engines such as the perrier, onager and 'great crossbow' (bolt throwers) saw plenty of service. Most of these lighter weapons saw use primarily to clear defenders from the walls.

Again there were many wars and sieges throughout this period so we shall touch on them very briefly to give players a taste of what was occuring.

In the Reconquista, numerous campaigns of siege were fought. In the campaigns running up to the Battle of Las Navas de Tolosa in 1212, the Spanish Christians first attacked the Almohad fortress of Malagon, where they broke in and massacred the Muslim defenders. Subsequently Calatrava, recently captured by Almohads, surrendered in return for safe passage (probably because the walls were not in a defendable position, the Almohads having done a bit too much damage taking the fortress).

In the Welsh wars against the English, the Welsh relied on ambushing tactics and raids – not having the forces for a stand-up fight. They preferred to predict the course of their enemy and ambush them. In response, the English built the Welsh Marches castles. The Welsh tried to match the castle building of the English but lacked the resources. After the death of Llywelyn ap Gruffydd in 1282, Edward I systematically conquered Wales and built a series of mighty castles to control the area he had seized. This led

to such mighty examples of castles in north Wales as Harlech, Conwy, Caernarfon and Beaumaris.

In the Baltic, the crusading Germans had similar challenges with the pagan Baltic states as the English did with the Welsh borders, so they developed a sophisticated network of blockhouses and forts to control the land they conquered. Typically these Bergfried or fortified watchtowers were made of wood and served as a defence against raiding Lithuanians and the like.

The Emperor Frederick Barbarossa fought a number of bloody sieges in Italy, notably at Crema (1159), Milan (1162) and Alessandria (1174).

CRUSADES

The First Crusade saw many sieges, the major ones at Nicea (1097), Antioch a year later and Jerusalem the year after that. The Second Crusade saw the siege of Damascus (1148) which turned into a fiasco as crusaders were driven off by local reinforcements.

After Hattin (1187) Saladin mounted a campaign to take over the crusader kingdom fortifications. With the castle garrisons weakened, they fell one by one to Saladin. He then took the city of Acre soon after, but as he did not control the seas, the majority of the crusader forces were able to retreat to Tyre. Castrum Cresson had only two defenders when the Ayyubids took it. Kerak surrendered a year later but only after the garrison ate every last dog and horse. Beaufort was starved out in 1190. However, the reinforcements from Acre to Tyre made it impregnable to Saladin's forces. With this failure, the forces of the Third Crusade were able to gather in this last foothold of the kingdom of Jerusalem.

In 1191, Richard I arrived in the Holy Land after taking a diversion to capture Cyprus. The Crusading forces had repeatedly tried to retake Acre in 1189 and 1190, but with the Lionheart's help they finally retook the city. After the Battle of Arsuf in the following year, both sides, fearing internal political infighting, agreed a truce.

It would take another century to see the destruction of the Crusader states. The 'impregnable' Kirak surrendered in 1271 when an outer tower was mined and the garrison surrendered in return for safe conduct. When Acre was besieged again in 1291, the Mamluk army had sufficient naval forces to block the crusaders' retreat and Tyre fell soon after, ending the kingdom of Jerusalem.

The Venetian-backed Fourth Crusade of 1204 ignored the Holy Land and instead attacked the Byzantine Empire, Venice's old enemy. Constantinople itself was sacked and the empire divided.

The Cathar Crusades of 1214 in southern France saw bloody sieges at Morlhon, Cassenuil and Toulouse which only stopped when the leader of the Crusade, Simon de Montefort was killed by splinters from a defending siege catapult missile.

THE LATE MEDIEVAL AND RENAISSANCE 1400 ONWARDS

*"Did Alexander have sappers
or King Arthur use siege engines?"*

Guiot de Provins

This quote was aimed at an un-named lord of the Provins region (Provins being about 50 miles south-east of Paris). He had refused to go to war because he hadn't any material for laying a siege to the enemy's castle. Guiot is inferring the lowliness of the knights of his time in comparison with the great heroes Alexander and Arthur (no doubt he used the example of Arthur as a reference to Chretien de Troyes's writings).

Guiot was a monk of the Benedictine order, born in Provins (a very renowned medieval city in France) at the beginning of the 12th Century. He wrote a Bible known as the Guiot Bible, we only have a few manuscripts surviving, the name 'Bible' came from the fact that it was believed to only have truths written within. It was a bloody pamphlet against the nobility of his time.

The answer to Guiot's question with modern hindsight is definitely for Alexander and probably for Arthur!

FORTIFICATIONS

The technology of the traditional castle was reaching its evolutionary peak. Walls could be built so high that ladders could not be practically made to reach their top. However, a new innovation was about to appear and change the face of siege warfare plus spell the death knell for the traditional castle. What was once an impregnable fortress could be levelled by siege cannon in a few weeks or less. The developments in siege artillery were decisive in the closing stages of the Hundred Years War, the Siege of Constantinople (1453) and in the Reconquista in Spain (the fall of Granada in 1492).

SIEGE WARFARE

In 1494, Charles VIII's Italian expedition featured a large siege train with cannon which fired iron cannon balls rather than stone as had been attempted previously. The effectiveness of this artillery terrified the Italians, but it was also the French policy of slaughtering garrisons that so shocked and appalled them. Within a generation of Charles' invasion, architects and engineers realised that artillery could also be of great importance for the defence of a castle.

The winning sides in these conflicts had mastered the new technology and the science of fortifications would have to catch up. However, while becoming the decisive siege weapon, the use of cannon was not an automatic guarantee of success. At Vienna (1529), Nice (1543) and Malta (1565), Ottoman forces were repelled despite repeatedly breaching walls with cannon. This proved that determined defenders could win over even cannons.

The balance between attack and defence would not be redressed until the emergence of a new style of fortress, one not of tall but of short, very thick walls. These, reinforced with earth which would absorb the fire of cannon, were more like man made hills akin to hillforts of old than the castle of a few decades earlier.

The attacker needed to set up siege cannon to batter the walls but the defender would already be using his cannon to disrupt the invader and an artillery duel would ensue. This style of warfare would eventually lead to the abandonment of the traditional castle design and the creation of the star fort with multiple arcs and interlocking fields of fire. Deep ditches would disrupt incoming infantry while the cannon would be used to repulse assaults and destroy enemy artillery. Leonardo da Vinci was reemployed by the Duke of Milan for the very purpose of designing such fortifications.

Such Vauban style fortifications would become the standard until the mid 19th Century when more powerful explosives and indirect fire made such forts obsolete.

Of note is the fact that the new style of warfare, the duel of cannons, actually lengthened sieges not shortened them.

AZTECS

The Aztecs are a good example of a highly advanced society with near Neolithic weapon technology. They had access to copper smithing but even so they employed weapons of obsidian and hardened wood, such as the Maquahuiti. Likewise while their knowledge of siege was limited, they still had the forethought to site their capital, Tenochtitlan, in the middle of a lake with only a few causeways giving access by land.

Hernan Cortez suffered a great defeat in his retreat from Tenochtitlan in the La Noche Triste (1420), proving that the Aztecs were more than a match for the Spanish even with Tlaxan allies. The Aztecs however would be defeated by smallpox, brought by the Conquistadores.

THE ORIENTAL EXPERIENCE

"Thus the highest form of generalship is to balk the enemy's plans; the next best is to prevent the junction of the enemy's forces; the next in order is to attack the enemy's army in the field; and the worst policy of all is to besiege walled cities.

The rule is, not to besiege walled cities if it can possibly be avoided."

Sun Tzu – The Art of War

CHINA AND KOREA

Chinese siege inventions mirrored developments in the West so much that the two can be almost said to run parallel, within a century or two. For example, the crossbow was invented in China around 500 BC while the earliest recorded use in the Mediterranean was 399 BC. Such ideas may be parallel inventions (as is likely with the crossbow) or ideas which were transported from one culture to the other within a few hundred years. The traction trebuchet seems most likely a Chinese invention while the counterweight trebuchet was a Mediterranean invention.

Chinese towns were the source of much wealth and were the natural target of brigands and invading armies, so stone walls were a natural development. The ultimate in siege defence has to be the Great Wall. The Chinese did use wooden fortifications however.

The development of the crossbow soon led to larger versions being used for sieges. There were some unusual ideas for crossbows, firing multiple bolts with one thrower. Another invention was the perrier or traction trebuchet, effectively a dozen men pulling ropes on one end of a lever. Various missiles were developed, from stones to (in later dynasties) fire bombs, explosive fragmenting iron vessels and canisters filled with lime or poisons.

In the assault, the use of tortoises to protect troops and siege towers was common. In one instance, a siege tortoise was combined with a cannon. A common form of siege tower was the 'cloud ladder', effectively, a large folding ladder on wheels which could be adjusted to the height of the wall. In some cases, Chinese cities had walls of immense height and so an attacker needed a very tall ladder to reach the ramparts!

It was not until the 13th Century and the Mongol invasion that the Mongols introduced the counterweight trebuchet from Persia. This weapon, first seen at Hangzhou in 1275, would revolutionise Chinese warfare and sign the death knell for the Southern Song dynasty.

The Chinese made great use of incendiaries either using naptha or gunpowder. Of interest was their use of animal delivered incendiaries, including fire birds, fire monkeys

and fire oxen, the intent being to set these beasts alight and have them flee into the enemy. Another invention was similar to the Greek Fire projector used by the Byzantines and the Fire Lance (a spear mounting a roman candle firework) which developed into the first hand cannons. Another development were racks of rocket-propelled arrows that could be fired into an enemy charge, similar in design to a modern multiple rocket launcher.

In 1368, the Yuan dynasty was overthrown and replaced by the Ming dynasty. This was in part due to a new invention, the cannon. Soon, other inventions were being tried, such as the mortar and delayed explosion ammunition. Another invention was the use of primitive rockets.

The Koreans excelled in fortification, with their *sansong* 'mountain fortresses'. Even the Mongols with the expertise gathered from the Chinese would be forced to make an alliance with the Korean kingdom, as trying to take it by force failed. Korea remained an independent entity (at times as a vassal state) resisting successive Chinese and Japanese incursions down to the present day.

THE MONGOLS

The Mongols at first had great difficulty with sieges but soon learned the value of the siege technology and manpower of their subjugated allies such as the counterweight trebuchet at Hangzhou mentioned earlier.

JAPAN

Primarily, Japanese forces used wooden fortresses. Normally armies would meet and fight outside a fortress, much in the style of the Greeks. When sieges did occur, they were generally decided by infantry assault. There is a lack of specific siege weapons apart from the use of fire. However, siege platforms (used to fire into the enemy camp), tortoises, mantlets and 'cloud ladders' are well documented in the Sengoku Jidai era (1467-1615).

There is mention of a form of siege crossbow (the oyumi and the stone throwing ishiyumi) in early Japanese history (600 AD-1200) but this soon lost favour. Likewise there is the occasional mention of stone throwers, such as the perrier, but like the siege crossbow, they were always used as antipersonnel weapons. The counterweight trebuchet never seems to have been used by the Japanese and the cannon only saw limited use at the very end of the Samurai era, at the siege of Osaka.

Japan never developed fortified towns until the Sengoku Jidai era, which led to the development of 'Castle towns' and 'Monastery towns'. Fortresses were likewise built by the Sohei (warrior monks) and the Ikko-ikki religious order.

During the Sengoku Jidai, the Japanese developed the yamashiro (mountain castle), effectively earthen ramparts capped with stone. This was coincidentally ideal defence against cannon fire and very similar in design to the most modern fortifications in Europe at the time.

The Japanese invasion of Korea in the late 16th Century was primarily a failure due to the Samurai contempt for or ignorance of siege weapons, their tactics prefered the direct assault. However it taught the Japanese to make ever stronger castles, such as Kumamoto castle. Thanks to the peace of the Tokugawa shogunate, this castle would not see a siege until 1877, where it successfully resisted the modern firearms of the Satsuma rebels.

ADAPTING SIEGE TO THE SUPPLEMENTS

"There is nothing of which barbarians are so ignorant as military engines and the skilful management of sieges, while that is a branch of military science which we (Romans) especially understand."

Tacitus, Annals 12:45

The following is a list of the various historical periods and what siege equipment can be applied to each period. Details of this equipment follows later. Players should be able to use this list to determine which siege equipment is available to the many different army lists in the Warhammer Ancient Battles supplements and source books by the dates shown.

For example, the Roman army list in the Warhammer Ancient Battles rule book covers the time period 100 BC through to 250 AD and therefore would use equipment from the Late Classical Period unless your army was modelled on a 100 BC to 50 BC Roman army in which case it would be Middle Classical Period equipment.

The Biblical Period – Before 500 BC
Allowable Siege Equipment: *Ladders, Fascines, Rams, Grapples, Mantlets and Fire for the Early period.*
Later part of the period: *Tortoise, Siege Towers and Platforms, Rams and Siege Ramps.*
No Ballistae or Stone Throwers.
Walls: *Mud Brick Walls or Wooden Walls. Some Stone Walls. Ditches.*
Gates: *Not reinforced.*
War Machines: *None.*

Siege knowledge was shared pretty widely throughout the ancient Middle East. For this reason, all Biblical armies may use the above list.

Early Classical Period – 500 to 350 BC
Allowable Siege Equipment: *Ladders, Fascines, Grapples, Mantlets, Fire, Boiling Liquid, Burning Pitch, Circumvallation and Siege Ramps.*
No Rams until end of period. No Iron Shod Rams.
Walls: *Stone, Mud Brick or Wooden Walls. Ditches.*
Gates: *Not Reinforced.*
War Machines: *None.*

While the Greeks seem to have developed iron shod rams for their galleys, they do not seem to have used battering rams and siege towers until quite late during the siege of Plataea (427 BC). Such equipment may only be taken by the Greek players with their opponent's permission.

Middle Classical Period – 350 to 50 BC
Allowable Siege Equipment: *Ladders, Fascines, Grapples, Mantlets, Fire, Boiling Liquid, Burning Pitch, Iron Shod Rams, Reinforced Tortoises, Siege Towers and Platforms. Double Circumvallation, Siege Ramps.*
Walls: *Stone, Mud Brick or Wooden Walls, Ditches.*
Gates: *May be Reinforced.*
War Machines: *Gastraphetes, Ballista and Light Stone Thrower (S6) under Alexander, more powerful stone throwers were used by the Successors.*

It was not until the Successors of Alexander that more powerful war machines were developed.

Late Classical Period – 50 BC to 400 AD
Allowable Siege Equipment: *Ladders, Fascines, Grapples, Mantlets, Fire, Boiling Liquid, Burning Pitch, Iron Shod Rams, Ramps, Reinforced Tortoises, Siege Towers and Platforms. Double Circumvallation, Siege Ramps.*
Walls: *Stone. Mud Brick or Wooden Walls, Ditches.*
Gates: *May be Reinforced.*
War Machines: *Ballistae and Onagers.*

Rome had the experience of siege fortifications and siege warfare to build a mighty empire. Most of Rome's foes were barbarians and as such defeatable. However, where Rome met an equally skilled rival, such as Persia, a stalemate generally ensued.

The Dark Ages – 400 AD to 1100
Allowable Siege Equipment: *Ladders, Fascines, Rams, Grapples, Fire and Burning Pitch.*
Walls: *Wooden with some Roman Stone Walls (possibly damaged or decayed). Ditches.*
Gates: *Not reinforced.*
War Machines: *Usually none. Onagers and lighter engines such as the Perrier may only be purchased with opponent's permission.*

The Byzantines and their Arab neighbours kept a high level of siege knowledge and so may be treated as the late Classical period (except they may use Greek Fire). By this time however, the building of ramps became obsolete, as the Romans and subsequent wall builders could build walls high enough to make ramps impractical. Likewise, circumvallation declined as a tactic, as few states had the resources.

There is evidence that war machines were used by the Carolingians and even by the Vikings (at the siege of Paris in 885 AD). However this seems to be the exception, so such weapons are okay with your opponent's permission – effectively either both sides have them or neither does.

Early and middle Medieval Era – 1100 to 1350
Allowable Siege Equipment: *Ladders, Fascines, Grapples, Mantlets, Fire, Boiling Liquid, Greek Fire, Iron Shod Rams, Ramps, Reinforced Tortoises, Greek Fire, Siege Towers and Platforms.*
Walls: *Stone or Wooden Walls, Ditches.*
Gates: *May be Reinforced.*
War Machines: *Perriers, 'Great Crossbow' (Bolt shooting Ballista) and Trebuchet.*

Even with the introduction of the Trebuchet, the 'Great Crossbow', Onager and Perrier still saw use to clear walls.

Late Medieval and Renaissance Era – Post 1400
Allowable Siege Equipment: *Ladders, Fascines, Grapples, Mantlets, Fire, Boiling Liquid, Greek Fire, Iron Shod Rams, Ramps, Reinforced Tortoises, Siege Towers and Platforms.*
Walls: *Stone, Ditches .*
Gates: *May be Reinforced.*
War Machines: *Cannon.*

Cannons became the primary weapon of siege warfare and would spell a revolution in siege defences. Even so, trebuchets and other siege engines were still used for a good century after the introduction of the cannon so can still be used with an opponent's permission.

The Orient – to 1638
Allowable Siege Equipment: *Ladders, Fascines, Grapples, Mantlets, Fire, Boiling Liquid, Burning Pitch, Iron Shod Rams, Ramps, Reinforced Tortoises, Incendiaries, Siege Towers and Platforms.*
Walls: *Stone, Mud Brick or Wooden Walls. Ditches.*
Gates: *May be Reinforced.*
War Machines: *All Ballistae and Stone Throwers, Lime Bombs and cannon.*

In the Orient, technologies generally moved in parallel with Europe.

Barbarians - Any era
Allowable siege equipment: *Ladders, Fascines, Rams, Grapples and Fire.*
No Ballistae or Stone Throwers.
Walls: *None usually – Fortified Camps (treat as a prepared obstacle) or Wooden Walled. Ditches.*
War Machines: *None.*
Gates: *Not reinforced.*

Throughout every period there were tribal and nomadic peoples who had no experience, knowledge of or access to siege equipment. By Roman standards, these peoples would be seen as simple barbarians, despite the complexity and ingenuity of these cultures. Even in late Medieval times, there were still 'barbarians'. However, once these 'barbarians' conquered more 'civilized' cultures, they readily adopted the siege tactics of that era from conquered peoples.

In game terms, some nomadic and 'barbarian' armies can adopt the siege expertise of their period either by their allies' resources or with their opponent's permission. Certain cultures, such as the Celts and ancient Germans never seemed to have adopted more civilized (Roman) siege methods while others, like the Goths, were at first very unskilled in siege warfare but must have improved as they later sacked Rome (no mean feat!). The Mongols, Franks and Avars readily adopted new ideas. As always, let history be your guide.

Dismounting – Cavalry Armies and Siege
Mounted troops do have their uses in sieges, the defender may find a mounted force useful for sorties and to send as messengers, while the attacker will find cavalry a useful force to interdict the fortress.

In a campaign, cavalry armies retain their superior manoeuvrability at a cost to their utility in sieges. It is recommended that troops can dismount for a siege but at no benefit in their points cost. The troops fight dismounted, leaving their horse to the rear. Naturally, the player will need suitable dismounted models to represent this.

For specific one-off siege games, most army lists will have the option to dismount for mounted troops or allow the player to choose infantry instead. However, there are a few lists where this is not possible. In these lists, cavalry without a dismount option may dismount substituting two dismounted models for every mounted model. While dismounted, cavalry lose all special abilities relevant to mounted troops: therefore, dismounted nomads cannot perform a Parthian Shot move, and dismounted knights do not retain the Ferocious Charge ability should they have it. The dismounted Move value is consistent with that of the majority of the army, typically this will be 4".

SIEGE

The medieval term 'siege' was used to mean the conquest of territory, for without taking or reducing enemy strongholds, captured lands could not be controlled. Through siege came conquest, thus the title of this book.

This section explains all the rules you will need for fighting around a settlement and launching assaults upon a fortification. There are a fair few rules and examples in this section and players are advised to read these carefully.

Some of these rules replace existing rules in Warhammer Ancient Battles for the purpose of playing Siege and Conquest games. Players may wish to use these changes in their regular games and where we feel this is particularly relevant, it has been noted.

SIEGE EQUIPMENT

Some equipment, such as war machines can be used by both sides. Other types, such as siege towers will only apply to the besieger while equipment such as reinforced gates will only apply to the besieged.

Siege and Conquest does not lay down set limits for specific types of siege equipment that an army may take, apart from points cost. It will be for supplement authors to perform that task. However, bear in mind that points spent here are points not spent elsewhere.

USING SIEGE EQUIPMENT

Siege engines can be used where permitted by the scenario. There are some scenarios or historical settings such as Rapid Assault where some siege equipment types will be limited or unavailable altogther.

PURCHASING SIEGE EQUIPMENT

In a siege, both the besiegers and the besieged may spend up to 25% of the army's points value on siege engines (this is increased to 33% when playing the 'Cut to the Chase' Final Assault scenario). These are chosen from the list that follows.

WAR ENGINES

These are covered in the rules on pages 64 to 68 of the WAB rulebook with the following inclusions. It is also useful to recall that war machines count as being formed units.

War Machine Batteries

Batteries make all tests as if they were one unit, so Panic tests are worked out on the number of models in the battery, not that of the individual engine.

Movement

In order for some war machines to be moved, a unit with a rank bonus is required. In these instances, the rank bonus is not limited to the close combat rank bonus
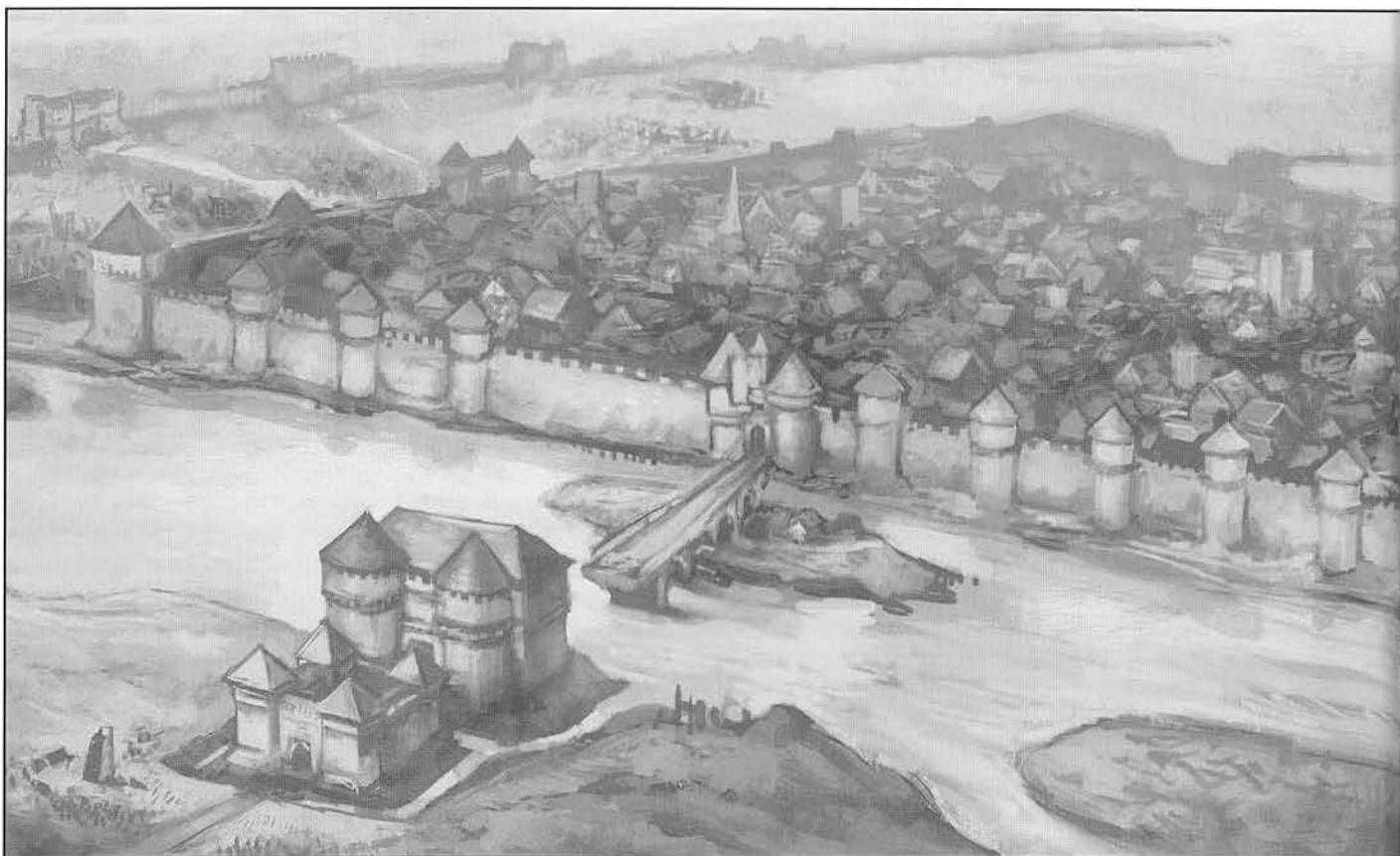
normally associated with the unit, but for the purposes of simply moving the war machine, you may count up to three ranks providing sufficient models are in the unit to make up the ranks. Therefore, a unit of light infantry with a close combat rank bonus of two may count up to three ranks for carrying a ram or pushing a siege tower.

Firing and Profiles

War engines use the rules for bolt throwers or stone throwers with the following notes:

Perriers, Onagers, Trebuchets and Siege Cannon may only fire directly forwards, and so once positioned on the tabletop may not be moved.

Rules for cannon are found in the relevant supplement. A war machine attacked in combat is assumed to have a WS of 0 and is therefore hit automatically.

Some war machines will affect both the walls and any troops on them. For others, such as bolt throwers, you will need to indicate if you are firing at the walls or models on them.

War machines (such as a Ballista) that require use of crew's Ballistic Skill to shoot may count any walls and towers as a large target.

Stone Throwers, Cannon and Castle or Fortified Walls

There is no need to guess range for a stone thrower or cannon firing at a castle wall section. The siege crew probably already have a good idea of the range. It will
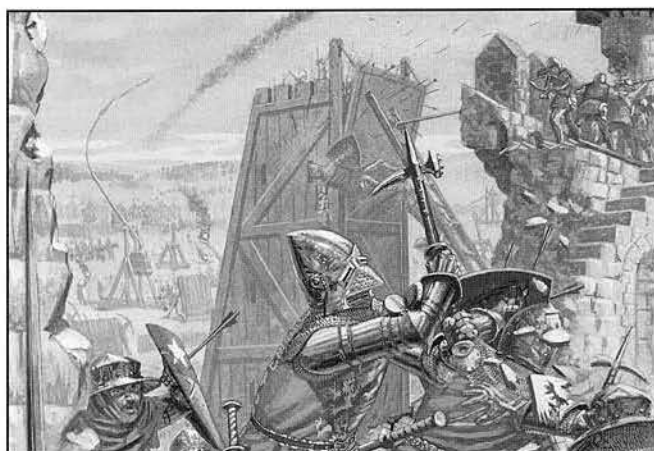
however, still be necessary to roll any relevant dice, just in case of a misfire or other mishap!

Most artillery of the ancient period fired in relatively shallow arcs. When a missile aimed at a castle wall scatters, it will never scatter beyond the wall into the courtyard behind. Any scatters into these areas are treated as hitting the target.

Although it is permissible to fire at structures and visible targets behind the castle walls, units or models behind a wall out of sight cannot be targeted.

When firing at more basic walls and structures, these additional rules do not apply, and in most cases the differences between types of wall should be visually obvious, but if there are any doubts agree with your opponent in advance how the walls will be treated.

Wounding buildings and structures with war machines

Templates are not used with structures. If the structure is hit, it takes damage. A large war engine will do full damage (typically D6 wounds/damage) to any structure whose Toughness is less than half its Strength. All war machines will do D3 wounds/damage to any structure with a Toughness less than or equal to its Strength and only one point of damage to any structure with a Toughness over its Strength.

For example: A Toughness 7 house is hit and damaged by a Perrier (Strength 6). It will only acquire one point of damage. The same house hit by a Trebuchet will acquire D3 damage, potentially demolishing it in one hit.

Note this applies to structures, not creatures. An Elephant hit by an Onager will still take D6 damage.

How many crew?

Only the minimum crew are listed for war machines. Should a machine go under the minimum crew, it is subject to the 'Effect of Damage of Crew Loss' on page 64 of the WAB rulebook. Should a player wish to buy more crew, they may do so. Common sense should prevail however. A Trebuchet with 20 crew may be impressive, but as all the 20 crew can do is fire the machine, quite a few will be redundant. It is recommended that war engines should only be over-crewed by one or two models.

TYPES OF WAR ENGINE

The names for different war engines varied incredibly. The same word, such as the 'mangonel', was used by different ancient chroniclers to describe several types of engines. From this maze of meanings, we've attempted to categorise such missile throwing engines. For simplicity's sake, the Swivel Perrier and all Ballista have a Toughness of 6 and 2 Wounds while the Perriers, Onager, Trebuchet and Siege Cannon have a Toughness of 7 and 3 wounds.

Different supplements will have differing stats for war engines. Players may choose to use the ones from here or the stats from those supplements. Just ensure your opponent knows which you are using. All obey the rules under War Engines above if used in siege battles.

Engines noted as 'Slow Firing' may only fire every other turn.

Perrier (Mangonel)
25 Points plus 8 points per crew
The Perrier is a simple beam slinging stone thrower which relies on human muscle power pulling on ropes, much like ringing church bells requires. Developed by the Chinese in the 3rd Century BC, it was introduced to Europe by the Avars during the siege of Thessaloniki in 597 AD and was readily adopted by European and Middle Eastern armies. It requires a minimum of six crew to fire.

Range	Str	Damage
Guess up to 48"	6	D3

Special Rules: Stone Thrower

Swivel Perrier
20 Points plus 8 points per crew
The Swivel Perrier is a lightweight version of the Perrier; the beam sits on a central pivot which allows the engine to be turned quickly to face any direction. However, its light construction means it can only fire small missiles. It requires a minimum of four crew to fire.

Range	Str	Damage
Guess up to 36"	5	D3

Special Rules: Stone Thrower

Ballista
The ballista is a generic term for a number of torsion powered catapults which could fire either bolts or stones. The earliest stone throwing ballista is the Lithobolos (stone-thrower) throwing a 10lb (4.5kg) stone. Ballistae (apart from the Oxybeles and Scorpion) may fire either a bolt or a stone missile. Heavier ballistae were built including the one Talent (25kg) and the huge three Talent (75kg) machine.
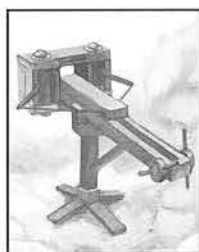
	Range	Str	Min	Crew	Damage	Cost
Scorpion	36"	4	2		D3	20 plus crew
Oxybeles	48"	5	2		D4	30 plus crew
Lithobolos	48"	6	3		D6	40 plus crew
1 Talent Wt	48"	7	4		D6	50 plus crew

Special Rules: Bolt Thrower

Onager
50 points plus 8 points per crew
The onager (ass) is a simple torsion engine. While limited in aim, it is very simple in its construction and maintenance. The earlier three Talent weight ballista was probably of the same power and is treated as being identical to the onager for all purposes. The onager was developed by the Romans as a more reliable version of the heavy weight ballista. It requires a minimum of four crew. There are two ranges, depending upon weight of shot. Only one weight of shot can be chosen.
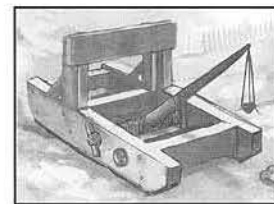
Range	Str	Damage
Guess up to 60"	7	D6
Guess up to 36"	8	D6

Special Rules: Stone Thrower

Trebuchet
60 points plus 8 points per crew
The trebuchet is a large counterweight traction engine. Derived from the Perrier, instead of using human muscle power, it used a heavy counterweight (usually of several tons) to propel the missile forward. However, its great power was counterbalanced by the fact it was slow to reload, some taking up to half an hour to do so. The trebuchet was introduced in the 10th Century where it was used to great effect. While said to be a Muslim invention, they called it the 'Frank', suggesting that no-one wished to take the credit, but preferred to shift the blame for its invention.
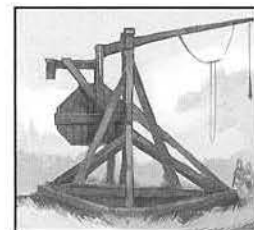
A Trebuchet requires a minimum of four crew.

Range	Str	Damage
Guess up to 48"	9	D6

Special Rules: Stone Thrower, Slow Firing

Siege Cannon
80 points plus 8 points per crew
First appearing around 1350 and invented almost in parallel in China and Europe, the siege cannon signalled the death knell of the traditional castle. The cannon requires a minimum of four crew.

Range	Str	Damage
Guess up to 48"	10	D6

Special Rules: Cannon, Slow Firing

Gastraphetes and Staff Slings
5 points plus 8 points for one crewmen
The Gastraphetes, or 'belly bow', is a primitive and heavy form of crossbow which appeared in 399 BC. A precursor to the Perrier, the staff sling is basically a long staff with a loop at one end for holding the ammunition. Both weapons are treated as a crossbow. Fire (thrown incendiaries) can be used with either.

The Crow

15 points plus 8 points per crew

This was an interesting war machine used by both defenders and attackers. It was basically a hook or spear on the end of a pivoted pole, designed to pluck people off the walls. Each turn it makes a single mêlée attack at WS2, ignoring the cover of the walls.

The Crow can be moved at normal movement rate but cannot march. The Crow may deploy 6" closer to the walls. The Crow requires three crew.

Range   *Strength*
4"   4

Special Rules: No Save

Crows were typically a medieval war engine and may only be used in that period. However, Archimedes invented a similar device at the Roman siege of Syracuse to overturn Roman ships!

All war machines need crew:

WAR ENGINE CREWMAN
8 Points

	M	WS	BS	S	T	W	I	A	LD
Crew	4	2	3	3	3	1	3	1	7

Equipment: Armed with a hand weapon.

Options: May have light armour +2 pts. If part of a war machine crew, may be Stubborn (+2 pts). If not part of a war machine crew, may have a crossbow or staff sling (+5 pts).

Note: Barbarians, Biblical and Early Classical armies cannot take war machines and thus cannot have crossbows or staff slings. Other periods may use them as appropriate. Some require your opponent's permission. For example, Saxons are recorded as using staff slings, but as war machines are only useable with your opponent's permission in the Dark Ages, check first.

RAMS

These were fashioned from massive tree trunks and were used to knock down fortifications and gates. The most basic log ram was easy to produce and is first recorded in warfare circa 1800 BC. Note: These rules apply to similar mechanisms such as the bore and the sow.

Log Rams in Units

A formed unit of at least eight models are required to carry a log ram. A single log ram may be purchased for each infantry unit in your army. Units with log rams move as normal, their movement is unaffected by carrying the ram and so they may march, wheel and turn, etc.

Fig 25.1
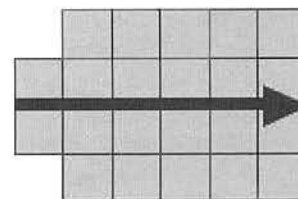
The log ram is placed in a unit as shown in diagram 25.1. Despite the log dividing the unit, all models are assumed to be in coherency. The unit still counts its rank bonus as normal. Any number of models are permitted in the unit that is carrying the ram, although at least eight models are needed to carry the ram.

A unit carrying a log ram may charge against a gate, wall or a tower. The ram gets D3 automatic hits during each Hand-to-hand Combat phase at the ram's Strength plus any attacks from the unit which are also automatic hits. The Strength of the attack is equal to the Strength of the ram plus the rank bonus of the unit.

- Simple log rams have a Strength of 4 plus the rank bonus (maximum +3 to give S7).
- An iron shod ram has a Strength of 5 plus the rank bonus (maximum +3 to give S8)
- Only one ram at a time may attack a gate, more against other structures.

Units carrying log rams fight normally in close combat, although the actual log ram itself cannot be used in mêlées at all. A unit can abandon a log ram any time they wish (if they manage to break down the gate for example). Place the ram on the ground or remove it.

Psychology

A unit with a log ram will abandon it if thay are reduced to less than eight models or flee because of panic, terror, a failed Break test, etc. Leave the log ram where the unit failed their test. A unit may pick up the abandoned log ram by moving into base contact with it, with no movement penalty. Place the ram in the middle of the unit as normal.

Points Cost: 10 points for each log ram.
                      15 points for each iron shod ram (Classical and Medieval only)

TORTOISE

The Tortoise (otherwise known as a Testudo or Vinea) is a large wheeled or carried structure designed to allow troops to approach a castle and be protected from incoming missile fire. They were covered with a wooden and leather roof to give protection against missile fire from the castle. The earliest examples were Assyrian, although Egyptian reliefs show a similar device but with no wheels. Alexander made great use of the tortoise to fill in enemy ditches and destroy their gates and walls. The Romans made good use of them too, to approach and undermine walls.

The Tortoise in Units

It is not always practical to place models inside the Tortoise, so a unit with a Tortoise is placed behind it, as if they were pushing it. Any number of models are permitted in the unit 'pushing' the Tortoise, although at least eight models will be needed to move it.

The Tortoise moves at 1" plus the rank bonus of the unit pushing it. This will typically give a maximum speed of 4". Tortoises cannot march or double their move when they charge. In addition, the Tortoise halves its movement if it turns (although why it should need to turn is another matter!).

Any casualties suffered by the unit pushing it will reduce the movement of the Tortoise by -1" per rank bonus lost. Therefore, 16 men may push it at 4"; 10 men pushing a Tortoise may move it up to 2" per turn. If the unit pushing the Tortoise suffers enough casualties to reduce it to less than eight models, the Tortoise cannot be moved at all.

Setting Up

After deployment, but before the beginning of the battle, the Tortoise may move 6" towards the castle. This represents how easy it is for it to advance under a hail of missiles compared to normal troops.

Shooting

The Tortoise's mantlet has been especially designed to protect the unit pushing it from missiles (be it arrows, crossbow bolts, boiling water, etc). All missile fire against a unit with a Tortoise is randomised using the following table. This represents the troops huddling behind the Tortoise's frame. The Tortoise is counted as a large target.

D6	Result
1-4	Tortoise
5-6	Unit

Hand-to-Hand Combat

In most circumstances models will be placed behind or by the side of the Tortoise for convenience sake. For the purpose of combat and shooting, the front of the Tortoise model is assumed to be the front of the unit 'pushing' it. Attackers can choose to attack the Tortoise or attack the unit in close combat normally. If attacking the unit, they are treated as having an improvised obstacle.

A Tortoise has the following profile.

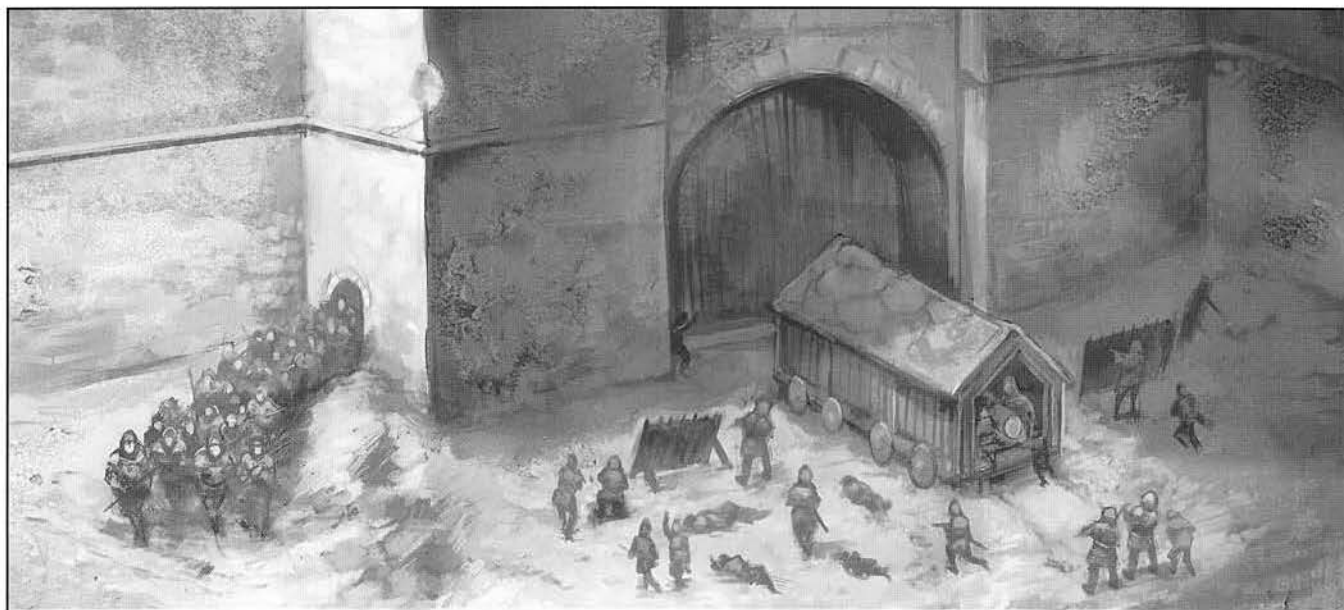|	M	WS	BS	S	T	W	I	A	Ld
Tortoise	*	-	-	-	7	5	-	-	-

* Equal to rank bonus +1 of pushing unit.

Points cost: 40
Points cost: 50 points for a reinforced Tortoise (Toughness 8, Classical and Medieval only).

Some versions of the tortoise housed a battering ram, so a ram may be added to a Tortoise at an additional cost. The ram uses the profile of the unit pushing or carrying the Tortoise.

LADDERS

Ladders are the universal tool down the ages for scaling walls. Whether they were simple tree trunks with crude steps cut into them or properly crafted ladders, they were used in all time periods. Besiegers would take care to survey the walls of a fortification (counting the bricks if necessary) to ensure that the ladders they built would be high enough to scale them. There are some historical cases of ladders being too short, but this would be a cruel rule to impose on attackers.

Ladders are used for assaulting the walls. See the rules for this on page 55. The maximum practical number of ladders for a unit is half its width in models.

Carrying Ladders

Any formed unit may carry any number of ladders with the following restrictions: Troops carrying them may move at full speed unless there are less than five models per ladder, in which case they move at half speed. At least two models are required to carry a ladder, so if the unit suffers casualties, it must abandon any ladders it is incapable of carrying. Place the ladders on the ground at the spot where they were abandoned.

The unit may also drop ladders voluntarily. Skirmishing units may not carry ladders.

If a unit carrying a ladder flees for any reason (failed Break tests, panic, etc) they have to abandon the ladder at the point where they fled. Any unit may pick up the ladder simply by moving any model so that it is in contact with it.

Points cost: Free. Who comes to a siege without bringing a ladder!

GRAPPLING HOOKS

Grappling hooks with ropes are again pretty universal. With the invention of rope, the addition of a hook at one end became the easy way to attach a secure rope to a castle wall or a sailing vessel. The rope used for a grapple is often wound with a metal wire cord to prevent it from being cut whilst the attacker is climbing up it.

Skirmishers made great use of grappling hooks. They are particularly suitable for smaller units for whom heavy and clumsy ladders would be impractical.

Carrying Grappling Hooks

Any infantry model that can skirmish may carry a grappling hook and rope, with every model in the unit assumed to be so equipped. All models are restricted to one grappling hook and rope each. This does not affect their movement in any way. In the case of Light Infantry, in order to use grappling hooks, the unit must be in skirmish formation.

Scaling Walls

Only one model may climb up the rope to the battlements per grappling hook. See the special rules for grapples assaulting ramparts on page 58 for details. Remember that assaulting an occupied battlement can be very risky.

Points cost: Free. Like Ladders, it would be foolish to go to a siege without being equipped with them. Light Infantry may only take Ladders or Grappling Hooks, they may not take both.

MANTLETS

Mantlets or pavises were wooden or cane barriers, about the height of a man, which were often used by besiegers to shield them from missile fire. Some examples would protect several men and were mounted on wheels. The first examples are noted in use by the Egyptians and the Assyrians made great use of them. The Persian Spara is believed to be a form of mantlet.
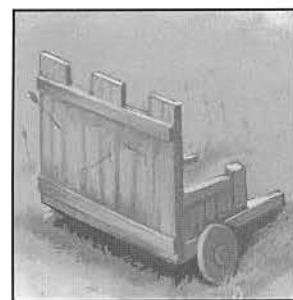
By and large, mantlets were too cumbersome to be used by marching armies, so they were generally not used in open battle. They are, however, extensively used in siege warfare and are excellent for giving cover to archers so that they could pin down any missile troops on fortress walls.

Only infantry units which are equipped with missile weapons may use mantlets. You must buy them for all the models in a unit, you cannot choose to give them to part of a unit.

Moving With Mantlets

Troops carrying mantlets may not march, charge, or move and fire. However a unit with mantlets may be deployed an extra 6" closer to the enemy lines or wall. This represents the ability of missile troops to advance with mantlets because enemy fire is ineffective against them at long range or the troops have set up under the cover of darkness. This can allow archers to get relatively close to the castle at the start of the battle.

Troops do not abandon mantlets voluntarily (wisely putting their safety above other things), but if they flee for some reason (such as when they have failed a Panic test or Break test), the mantlets are thrown aside and abandoned. Remove the mantlets from the table.

Shooting

Troops protected by a mantlet are considered to be in hard cover and are -2 to hit with missile weapons. Note that mantlets are fairly flimsy and troops may only claim the improvised defended obstacle bonus when fighting from behind a mantlet.

Artillery crews protected by mantlets add +2 to their armour save. Mantlets can offer no protection to the war machine.

Points cost: 1 point per model in the unit. A unit may not take mantlets and ladders or grapnels.

SIEGE TOWERS
(BELFRIES)

Siege towers or Belfries (to give them their common Medieval name) were the most effective way of assaulting the walls of a castle. The siege tower itself gave protection against enemy missile fire while it approached the castle, and saved the troops from the dangerous prospect of assaulting the walls with ladders. The towers themselves were typically made of wood covered with dampened leather, to protect the wood from fire.

During the siege of Crema in 1159, Frederick Barbarossa decided to tie living hostages to his siege tower to terrify the defenders and to make them reluctant to shoot at the tower.

Saladin used siege towers at Kerak in 1184, and at Jerusalem and Tyre in 1187. The Muslims called them Burj or Dubbaba.
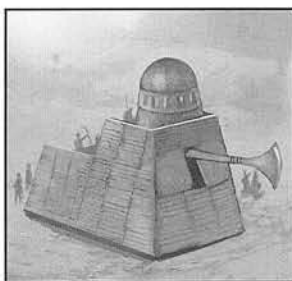
Richard 'Coeur de Lion' brought his own siege tower, nicknamed 'Mattegriffun' on crusade. It was used at Sicily in 1190 and Acre in 1191.

The earliest siege towers appear in Egyptian tomb reliefs. There are many types of siege tower, including the Sambuca, a ladder protected by a hide cover which can be tilted to match the height of the wall or the Chinese 'cloud ladder'. For simplicity, any similar device to get soldiers on the wall is considered to fall under the heading of a siege tower.

The use of siege towers finally declined with the introduction of artillery which would tend to destroy a tower in short order.

Siege Towers and Troops

Any infantry unit with at least eight models can push a siege tower. Unlike the Tortoise, the unit pushing the siege tower is behind the tower, not in it. The pushing unit gains soft cover from the tower.

A second unit may be placed on the siege tower (the number depends upon the tower model but up to a maximum of 9 may shoot). Troops in the siege tower can use their missile weapons in the Shooting phase even if the tower has moved (including crossbows and handguns) and shooting to hit modifiers apply as normal. Any models on the tower do not count towards the minimum number of models needed to push the tower. The unit inside the tower can only be targeted by shots at the tower.

Movement

The unit pushing the tower is placed behind the tower as they try to push and drag it forward. If engaged in a mêlée, only the troops in base contact with an enemy model may fight and the tower may not move.

After deployment, but before the beginning of the battle, the tower may move 6" towards the castle. This represents how easy it is for a siege tower to advance under a hail of missiles compared to normal troops.

The siege tower moves at 1" plus the rank bonus of the unit pushing it, but only if the unit has rank bonus. This will give a maximum speed of 4" typically. A siege tower cannot march, or double its move when it charges. In addition, the siege tower halves its movement if it turns (although why it should need to turn is another matter!).

The minimum crew needed to move a siege tower at speed is eight, enough for a +1 rank bonus. Any casualties suffered by the unit pushing it will reduce the movement of the siege tower by -1" per rank bonus lost. Therefore, 16 men may push it at 4"; 10 men pushing a siege tower may move it up to 2" per turn. If the unit pushing the tower suffers enough casualties to reduce it to less than eight models, the siege tower cannot be moved at all.

Shooting from the Siege Tower and Siege Platforms

A siege tower or platform allows a maximum of nine models to shoot. Alternatively, it may hold one heavy war machine or two light machines.

Shooting onto the battlements of a castle or fortification is at a -1 to hit, rather than -2 as the shooter is at the same height as the wall or greater.

Some civilizations used siege platforms (effectively immobile siege towers) to shoot into fortifications. A siege platform is set up in the same manner as a mantlet and is deployed an extra 6" closer to the enemy lines or castle wall. Platforms are immobile and cannot be moved.

Their use is noted in the Biblical and Classical periods and by the Japanese. In the early age of gunpowder some platforms housed artillery, such as those used at the siege of Kazan in 1552.

Shooting at the Tower

Because the siege tower is so much larger than the unit surrounding it, it can be singled out as a target by troops firing missile weapons. The siege tower and any models on board are considered to be a single target when working out missile fire. Any troops shooting at the tower also gain the standard +1 bonus for shooting at a large target. Randomise any hits according to the following chart.

D6	Result
1-4	Siege Tower
5-6	Crew

If the tower is destroyed, all models on board must roll a 4+ to escape or suffer one S5 hit. Survivors should be placed where the siege tower was destroyed. The unit pushing the tower is unaffected.

Attacking the Siege Tower

Models in base contact with the siege tower may attack it if they wish. Any close combat attacks against the tower hit automatically. Resolve damage as normal.

War Machines & the Siege Tower

When you are firing at the siege tower with a weapon or making an attack that uses a template, it is possible to hit the tower and the crew depending on where the template is placed. Position the template normally. Each part of the crew and the tower are treated as a separate target. Weapons such as cannons and bolt throwers will only strike the tower.

War machines on siege towers

Alexander and Demetruis the Besieger used towers with bolt throwers incorporated into them. A light bolt thrower will not slow the tower but a catapult or two bolt throwers will reduce its movement by 1".

Flee and Pursuit

If the unit pushing a siege tower flees, the tower will be abandoned until another unit turns up to push it. A unit pushing a siege tower may never pursue.

Assault

This is covered in more detail on page 59.

A siege tower has the following profile.

	M	WS	BS	S	T	W	I	A	Ld
Siege Tower	*	0	–	–	7	5	–	–	–

* Equal to rank bonus +1 of pushing unit.

Points cost: 80 points per siege tower, 100 points for a reinforced Siege Tower (raise Toughness to 8, Classical and Medieval only).

Some siege towers may have housed a battering ram, so a ram may be added to a siege tower at an additional cost. The ram uses the profile of the unit pushing the siege tower.

A siege platform has the following profile.

	M	WS	BS	S	T	W	I	A	Ld
Siege Platform	0	0	–	–	7	5	–	–	–

Points cost: 40 points per siege platform, 50 points for a reinforced Siege platform (raise Toughness to 8, Classical and Medieval only).

Demetrius the Besieger created a monster siege engine to assault Rhodes. The Helepolis, or 'taker of cities' allegedly mounted nine stories of bolt throwers. If players want to recreate this monster or similar ones, they are free to combine the attributes of two (or more) siege towers into one. Note that these monsters will require more models or units to push them! A double sized siege tower will require a minimum of 16 men with +1 rank bonus to move and an additional eight men per rank bonus to move forward at 1" higher speed.
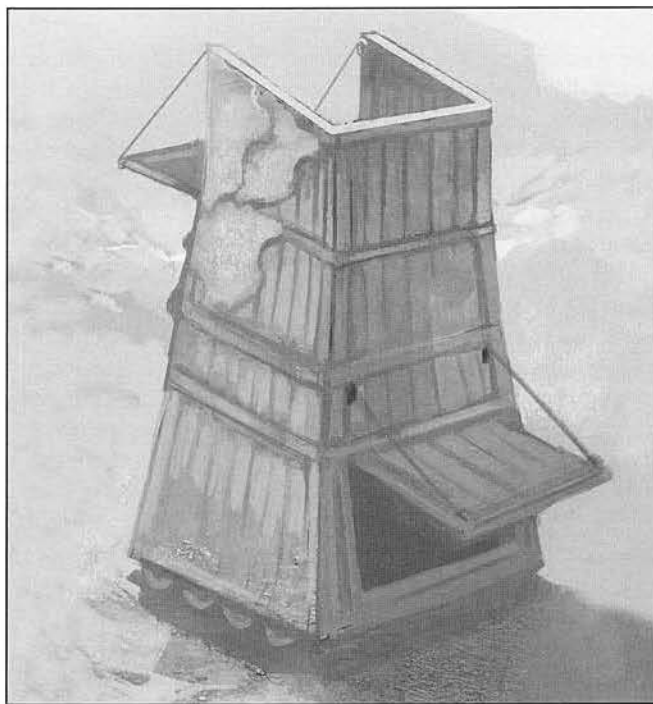
FASCINES

A fascine is a bundle of wood secured by rope. Normally, the besieger would take time to fill in defensive ditches around a fortification (sometimes using Tortoises as cover for troops as they moved in). However there are occasions when they were simply rolled in as part of an assault.

Any formed unit may have a fascine. The fascine fills a section of ditch or moat (typically 4" across), removing the difficult terrain penalty for the ditch. Fascines were also used as 'firey rollers' as recorded in medieval Russia, to be rolled against wooden forts to burn down walls.

Any fire armed troops may light the fascine which will cause fire damage to any wooden wall or gate it is in contact with every turn until it burns out.

Points cost: 5 points.

RAMPS

Ramps require an extreme effort on the part of the besiegers, piling up tons of earth, wood and stone to make a ramp to reach the height of a fortification. While common in Ancient and Classical times, later walls were built higher and stronger, making ramps impractical.

A ramp allows the besieger to assault a wall section without ladders. Assaults on the defenders are assumed to be the same as those against an improvised defended obstacle, so the attackers can get straight into combat with the defenders. Any ramp will be set up prior to the deployment phase ready for the attackers to advance towards it. No doubt it will be stiffly defended!

Points cost: 500 points to raise a bank 6" wide Biblical and Classical only.

DOORS AND GATES

The weakest part of any fortress is its gate although gates would have been designed to maximise the defender's firepower. Egyptian and Hittite fortresses were built so that the enemy had to expose his right unshielded side after he broke through. Japanese castles were built with a series of gates, each with a long path which would expose the attacker to hostile fire.

Gates were built from the strongest and most enduring materials available to that age. This can include replacing wooden gates with iron reinforcements, building several gates within the gateway, or constructing a portcullis. You can represent this with suitable modelling or simply tell your opponent before battle commences that the gate is reinforced. A standard gate is free and Toughness 7 and has 5 wounds. If the fortress gate is reinforced, its Toughness increases to 8.

Points cost: 20 points for a reinforced gate.
Not Biblical or Dark Ages.

Domestic and internal doors are not sufficiently substantial to withstand a determined attack and so offer no resistance or impediment to movement or combat.

Doors into towers and other significant buildings may be reinforced to Toughness 6 and 1 wound.

Points cost: 50 points to reinforce all external doors in the structure or complex.

DOUBLE GATE

Most later castles would consist of not one gate but a series of defensive gates in a single gate house. Effectively, the defender can buy another gate. The attacker must smash through the first gate and then the second. A defending unit in contact with the rear gate is assumed to be able to brace both gates.

Points cost: 30 Points (plus Reinforcement at 20 points)
Medieval only.
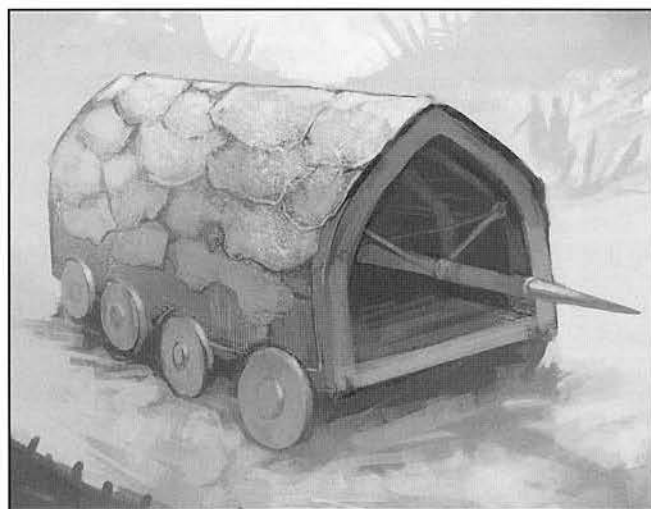
BOILING LIQUID

One of the most effective ways of deterring persistent attackers from scaling fortress walls was to drop nasty and unpleasant things onto them. Contrary to popular fiction, boiling oil was not used to drop on attackers, it was simply too valuable a resource to be wasted in such a manner. However, the idea is deeply rooted in the popular concept of sieges, so we make some allowances for it here.

Boiling water scalds unprotected flesh, soaks through armour and clothing and causes excruciating wounds. Another version which had the same effect was heated sand.

Cauldrons and Units
You may only buy one cauldron per formed infantry unit in your army. One cauldron has enough hot water to be used throughout the battle. Cauldrons can be moved around the ramparts at half the normal speed of the unit moving it. You may not move a cauldron and pour the boiling liquid down the wall during the same turn.

If a unit panics and flees, they will abandon the cauldron, which is probably knocked over in the process. In this case remove the cauldron model.

Using Boiling Liquid
Boiling liquid may be used in two ways:

The defender may pour the entire contents of the cauldron as a stand & shoot reaction. Place a small 3" template on the unit. All under the template will be hit on a 4+. Each model hit will suffer a single strength 4 wound with no save. This uses up the cauldron and it is removed. Panic tests are resolved as shooting.

Alternatively, the defender may slowly pour the contents down on attackers directly below the model. This gives the defending unit a single additional attack at Strength 4 and no armour save. Roll to hit as normal. This free attack can be done in every combat round until the defenders lose a round of combat.

Points cost: 25 points per cauldron.
Classical and Medieval only.

FIRE

Fire was a useful weapon against fortifications, particularly against wooden ones.

Fire (as a torch) gives Strength 4 attacks against wooden structures, added to a missile weapon it does +1 Strength damage to wooden structures - both do no additional damage to troops. If wounded, the structure catches fire and is marked by a fire marker (cotton wool should suffice for this). Every turn, the fire does a Strength 7 attack to the structure, however if the fire effect results in a 1 to wound being rolled, it goes out and the fire marker is removed.

A fire may be put out by any unit in contact with it (it is assumed they stay at a safe distance while fighting the fire!) on a roll of 6+ during the Close Combat phase. Units in mêlée may not fight fires. Players may allow a unit to add its rank bonus to the roll if there is a well or fresh water supply within 8".

Any unit in a burning structure will have to make a Panic test every turn it chooses to remain. Remember that a unit will take casualties if it is in a collapsing structure. See Troops in a Collapsing Building on page 47.

Fire: 1 point per model for a torch (hand weapon) or 2 points per missile weapon (for enough incendiaries for the battle). War machines may add fire to their missiles for 10 points per machine. They do no extra damage but if they wound a wooden target, it starts a fire.

GREEK FIRE

The use of incendiary missiles is as old as history. Earlier cultures used burning pitch, palm oil and even human fat for their incendiaries. Natural petroleum deposits near the surface led to the refinement of the raw 'naptha' into what was called Greek Fire. Palm oil and burning pitch, etc, do not burn as well as naptha. Both sorts may be hurled by a war engine or thrown.

Burning Pitch and Oil counts as Strength 4 and causes D3 wounds with no armour save. If fired by a catapult, it uses the rock template effect. Against wooden structures Burning Pitch and Oil is Strength 7.

Alchemical Greek Fire is Strength 5 and causes D3 wounds with no save. If fired by a catapult, it uses the rock template effect. Against wooden structures Greek Fire is Strength 8.

Both weapons cause *terror* when first used against any units that suffer casualties and cause fires as outlined above to any wounded wooden structures. It may be thrown like a javelin or used in a war machine.

Burning Pitch: 10 points per pot. Each pot is usable only once.

Classical and Dark Ages only.

Alchemical Greek Fire: 15 points per pot or as per army list. Each pot is useable once.

Chinese, Byzantines, Arabs and Medieval only.

Greek Fire Projector

Certain armies had access to Greek Fire, one of the most volatile and hardest to use substances in the medieval world.

Greek Fire is treated in the same way as javelins (range 8", no long range modifier) thrown at BS4 with a Strength of 5, causing D3 wounds in each model hit. No armour saves.

Wooden structures are wounded at Strength 8 with D3 wounds.

The Projector may be used a total of D6+2 times during each battle. In each Shooting phase, it may be discharged a number of times equal to the number of crewmen at the time of the discharge. As soon as the Greek Fire causes its first wound on a unit, the Projector causes *terror*.

A unit that receives a wound from Greek Fire must take an immediate Panic test. If the unit panics, it will flee an extra D6" to remove itself from the terrifying artificial fire!

Points cost: 40 points per Projector plus crew. Between two and four crew are required, bought from the War Machine Crew list. The Projector does not count as a large target and is Toughness 6 with 2 wounds.

Byzantine, Arabs and Chinese only.

LIME

The Chinese are recorded as using chemicals such as lime or jars filled with poisons. These may be hurled by engines or thrown like a javelin (scatter the pot D6" as you would a stone throwing projectile). Place a small 3" template on the unit. All models under the template will be hit on a 4+. Each model hit will suffer a single Strength 4 wound with no save.

Points cost: 8 points per pot, one use. Chinese only.

CLAY MISSILES

Clay missiles were used as an alternative to stone missiles in war engines. While useless against fortifications, on impact, they fragment better and have the advantage that they cannot be fired back. Everyone under the template is automatically hit with half the strength of the missile. Armour saves are made as normal.

Points cost: No additional cost. Chinese only.

ROCKS

These are stones small enough for men to pick up and throw. They are only useful for units who do not have javelins or similar missile weapons. A rock is treated as a javelin with a range of 4". It costs one point per model to equip a unit with rocks. If you are choosing to arm a unit with rocks then all the models in the unit must be equipped with them, otherwise you cannot include any rocks in that unit at all.

A unit without rocks or a similar missile weapon cannot repel attackers assaulting the walls in the opening combat round (see Contact with the Walls on page 55).

Points cost: 1 point per model.

BOULDERS

Some inventive defences include the use of large rocks and boulders to drop on the head of an enemy. Some ancient defenders designed ingenious chutes while others just had barrows of rocks to drop upon the enemy.

Strength 4 hits against attackers in the first round of combat (See Contact with the Walls, page 55), Strength 5 versus Elephants (elephants were used to ram gates).

Points cost: 2 points per model in the unit.

Classical & Medieval only.

SIEGE TROOPS

Extra or specialist troops may be bought out of the Siege equipment allowance. Most of these represent the household of the castle or impressed local peasants who are taking up arms either out of desperate need or because they are being pressed into service. Both the besieger and besieged can purchase these troops out of their Siege equipment allowance if they so wish.

0-1 SAPPERS

	M	WS	BS	S	T	W	I	A	LD
Sapper	4	3	3	3	3	1	3	1	7

Points cost: 8 points

Equipment: Armed with a double-handed weapon.

Options: May have light armour (+2 pts). May be Stubborn at (+3 pts).

Special Rules: The unit may damage stone or mud brick fortifications with an automatic Strength 8 hit every turn until it is reduced to less than five models, plus an additional automatic S8 hit for every rank the unit has (up to a maximum of three ranks) for as long as the unit has rank bonus. Although armed with a double-handed weapon, this is counted as a normal hand weapon when fighting against enemy troops.

Sappers are armed with double-handed picks or axes to damage stone fortifications or back through a gate.

COMMONER

	M	WS	BS	S	T	W	I	A	LD
Commoner	4	3	3	3	3	1	3	1	6

Points cost: 5 points

Equipment: Armed with a hand weapon.

Options: May have rocks (+1 pt).

Commoners represent the cooks and wardens of a castle or fortification. They probably have some experience at warfare, being retired warriors. They will generally be well dressed, certainly better dressed than peasants!

PEASANT/SERF

	M	WS	BS	S	T	W	I	A	LD
Serf	4	2	2	3	3	1	3	1	5

Points cost: 3 points

Equipment: Armed with an improvised hand weapon.

Options: May have rocks (+1 pt). May have hand weapon (+1 pt).

Special Rules: Skirmishers.

Peasants represent local farmers and serfs who were forced to serve in the front line of a siege out of desperation. Alternatively, they may represent women who were eager to defend their homes from invaders. Peasants will typically be in the poorest attire and improvised weaponry, so are easily distinguished from Commoners.

For the attacking forces, it was not uncommon to impress a levy for extra forces. The Mongols weren't above rounding up populations and using them as fodder in assaults.

In the defence of Beauvais in 1472, the citizens of the town, aided by their women, defended it from the Burgundians. In one famous incident, Jean Layne (also known as Jean Hachette) wrestled with a Burgundian standard bearer and captured his standard.

At Nice in 1543, one Caterina Segurana, a washerwoman fought valiantly on the walls. When confronted by a Turkish standard bearer, she battered him with her paddle stick and tore the standard from his hands. This inspired her fellow defenders to expel the invaders from the breach.

These examples nicely represent poor quality troops on the walls who turn after turn hold on and push back a far superior enemy with luck. The lessons from these are that everyone can play their part in sieges and that army standard bearers should avoid washerwomen at all costs!
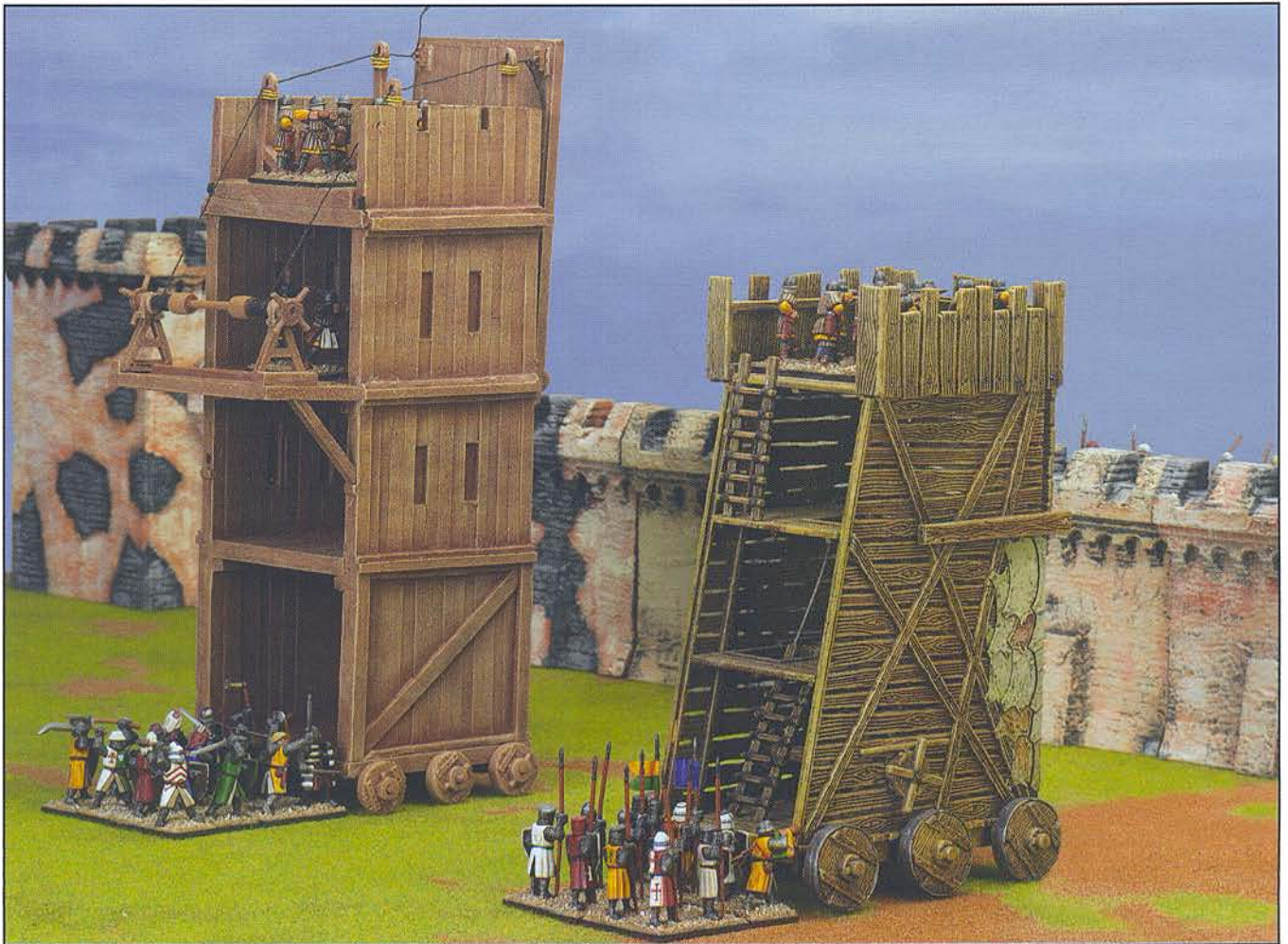
Two mighty siege towers lumber toward the walls of a Saracen fortress.

The defenders prepare to make a stand against the more heavily armoured Crusading knights.

*With the walls breached and ladders raised,
the Assyrian army of Ashurbanipal
launches the final massed assault.*

*Having undermined the wall, Mongol and Chinese troops use tortoises
to close the distance while arrows and crossbow bolts rain down.*

An example of a unit with a ram, in this case, Samurai retainers.
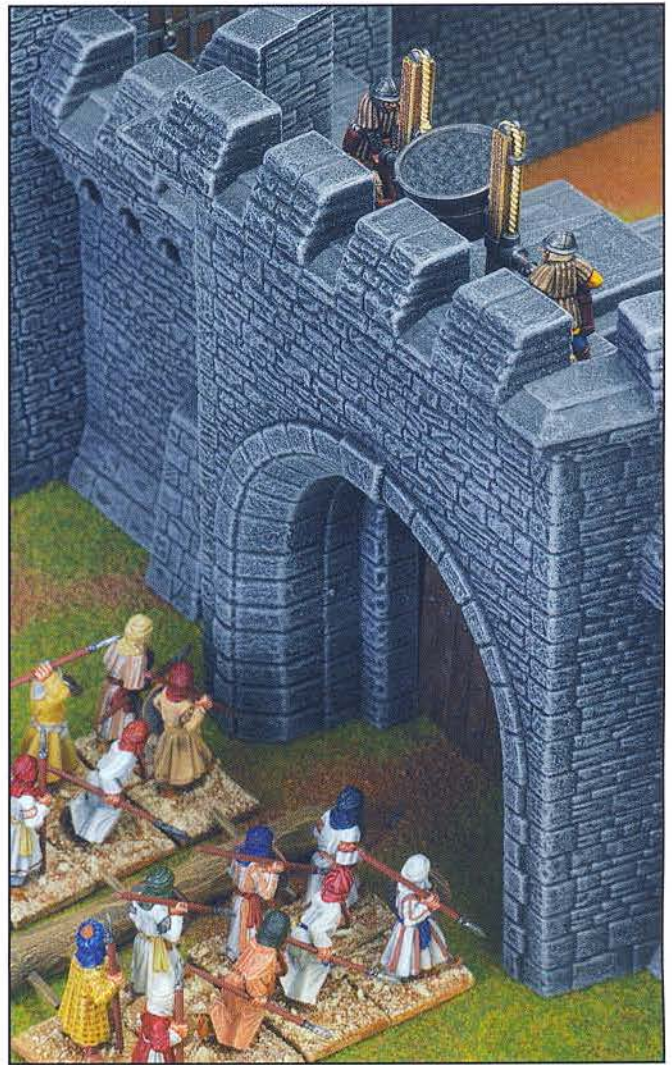
As the attackers batter at the gate, the defenders prepare to warm up proceedings with some boiling water!

Well protected artillery prepares to unleash another salvo at the enemy position.

An example of a Tortoise with a ram shown next to a 28mm model.

A Roman Tribune commands a battery of Scorpio.

Saracens use a Tortoise complete with ram to assault a gate. This particular Tortoise and ram model is ahistorical and feel free to make use of whatever siege equipment you can in your games.

Mongol cavalry wait and watch patiently for the walls to fall or the gates to open, perhaps at the hands of a traitor.

A massive example of a trebuchet, the crewman shown is 28mm tall. Models like this and the Tortoise opposite look very impressive on the battlefield and add to the visual enjoyment of siege games.

SETTLEMENTS

The following rules are not just applicable for Siege and Conquest, they can be used in any game of Warhammer Ancient Battles where the terrain or scenario is suitable and players have agreed to use them.

Settlements are a defined area on the tabletop with buildings or similar structures. This could be a small village or farm, maybe a temple compound or the castle courtyard. Settlements can range from small to the size of a city (if you are fortunate to have that much terrain).

Fences or similar features can be used to mark the edges of the settlement area. It would be common for most settlements to have some form of defensive wall and ditch against natural predators although this isn't always the case. Alternatively, a piece of cloth differently coloured to your tabletop will be sufficient to mark the boundary. Agree with your opponent how far the settlement extends on the tabletop. It is quite possible to envisage a citadel in a city surrounded by houses and to say that the entire area counts as settlement terrain.

Settlements may have additional terrain features as well as buildings within them. If your settlement represents a small village, there may be a garden or orchard. The normal rules apply to these additional pieces of terrain. This enables players to place a few buildings and additional terrain pieces such as hedges and a wood on the tabletop and still classify the entire area as a settlement.

Settlements have special rules to allow units to move around them, simply because formed units don't tend to 'fit' very well in them from a tactical point of view and to give players an opportunity to make use of the fantastic buildings and terrain that are available.

Formed Troops in Settlements

Formed troops may operate as normal with full rank bonus along roads or in open areas of the settlement, as long as they are wide enough to accommodate a unit at least four models wide.

Units which are one model wide (such as those on a wall) may adopt a 'snaking column' movement (see page 20 of the *Warhammer Ancient Battles* rulebook).

Formed units may not fast march as they are in a potentially hostile area. An ambush could lurk around every corner!

SUB UNITS

Once a unit enters a settlement, it may choose to detach sub units during any of its Movement phases – see diagrams 41.1 to 41.3. There is no movement penalty for doing this.

Any Leader, Standard and Musician remain with the main unit. If no such models are included, use some other means to identify the main unit.

Before detaching a sub unit, you may rearrange and swap the position of the models within the unit (as long as the unit keeps its formation). This is especially useful for moving any characters and the Leader, Standard and Musician so they can remain with the main unit, or in the case of characters, join the sub unit.

For combined formations and other units where models are armed or equipped differently there is no need to follow any specific requirements (such as 25% archers must be in a unit) when you rearrange the position of the models and detach sub units. It is acceptable to completely detach any archers or models armed in a particular way into a sub unit. The rules are designed to be flexible.

There is no movement penalty for rearranging the unit in this way and detaching the sub unit.

A sub unit must be a minimum of five models and may not out number the main unit they have detached from although they may be of the same size.

A unit which commences the game in a settlement may detach and deploy any sub units as it is placed on the tabletop.

Units cannot detach sub units if they are in combat or they declare a charge. The same rules apply should a sub unit wish to rejoin its main unit, as noted later.


A peaceful settlement, somewhere in northern England, unaware of approaching raiders from across the sea.

Diagram 41.1
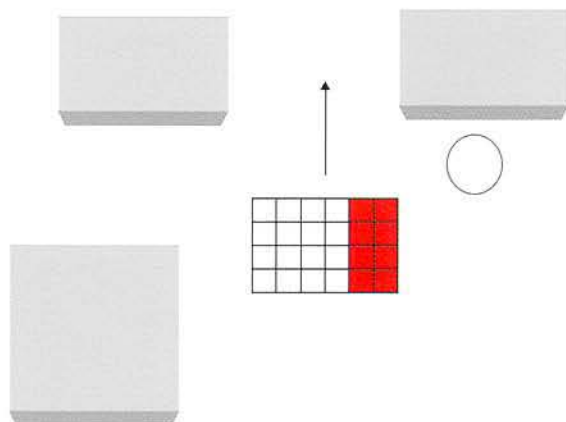
A unit of 24 models arranged in four ranks and six models wide moves through a settlement.

In the Movement phase, it splits into two units, a 16 model main unit and an eight model sub unit. The Leader, Standard and Musician stay with the larger main unit.

Diagram 41.2
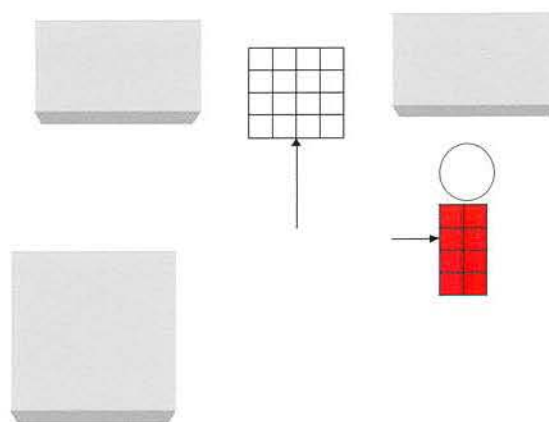
The main unit moves off, leaving the sub unit behind.

The sub unit then turns 90° and moves off in a direction of its choosing. From now on it is treated as a separate unit.

Diagram 41.3
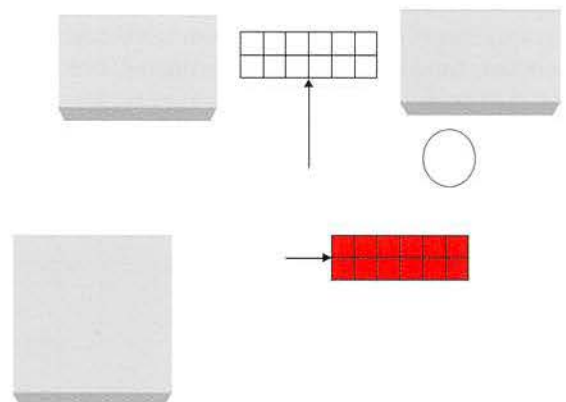
Alternatively, the unit chooses to split down the middle.

It splits into two 12 model units, the lead main unit marching forward and the sub unit turning 90° and moving. The Leader, Standard and Musician stay with the main unit.

Once detached, a sub unit is treated as a separate independent unit and follows all the normal rules for that type of unit. It cannot divide into further sub units.

Sub units may rejoin the main unit providing the main unit has a Musician in it. The sub unit may rejoin the main unit by moving at least one model into base contact with it. The main unit may not move in the turn that this contact is made, but once the sub unit has made contact with the main unit, they may reform in the same turn into one unit centred on any Leader, Standard or Musician. If more than one sub unit is rejoining in the same turn, move all the sub units into contact before the reform manoeuvre is made.

A sub unit of light troops may break into skirmish formation, however, they will only be able to reform when rejoining the main unit, assuming this has a musician (see *Warhammer Ancient Battles* Page 56).

Skirmisher units can also detach sub units, and these may rejoin the main unit (provided it has a Musician and has not moved) by moving within 2" of one of its models. No reform move may be made as skirmishers do not fight in a conventional formation.

A sub unit follows all the normal rules for morale tests such as Break and Panic tests (and remember that units reduced to less than five models automatically break if they lose a round of combat).

Sub units cannot be used outside the settlement area except to rejoin the main unit. The main unit may leave sub units behind in the settlement but only the main unit with the Leader, Standard and Musician may be used to claim objectives such as table quarters unless you have agreed differently with your opponent, or are playing a particular scenario.

A sub unit counts separately for Victory points.

Remember, when playing a siege game, all troops (both attacker and defender) inside the fortress and courtyard may detach sub units onto ramparts and into towers and buildings.

Generally you will find sub units of between five and 12 models are the most convenient, especially if splitting down units of missile troops to man the castle walls as a siege defender.
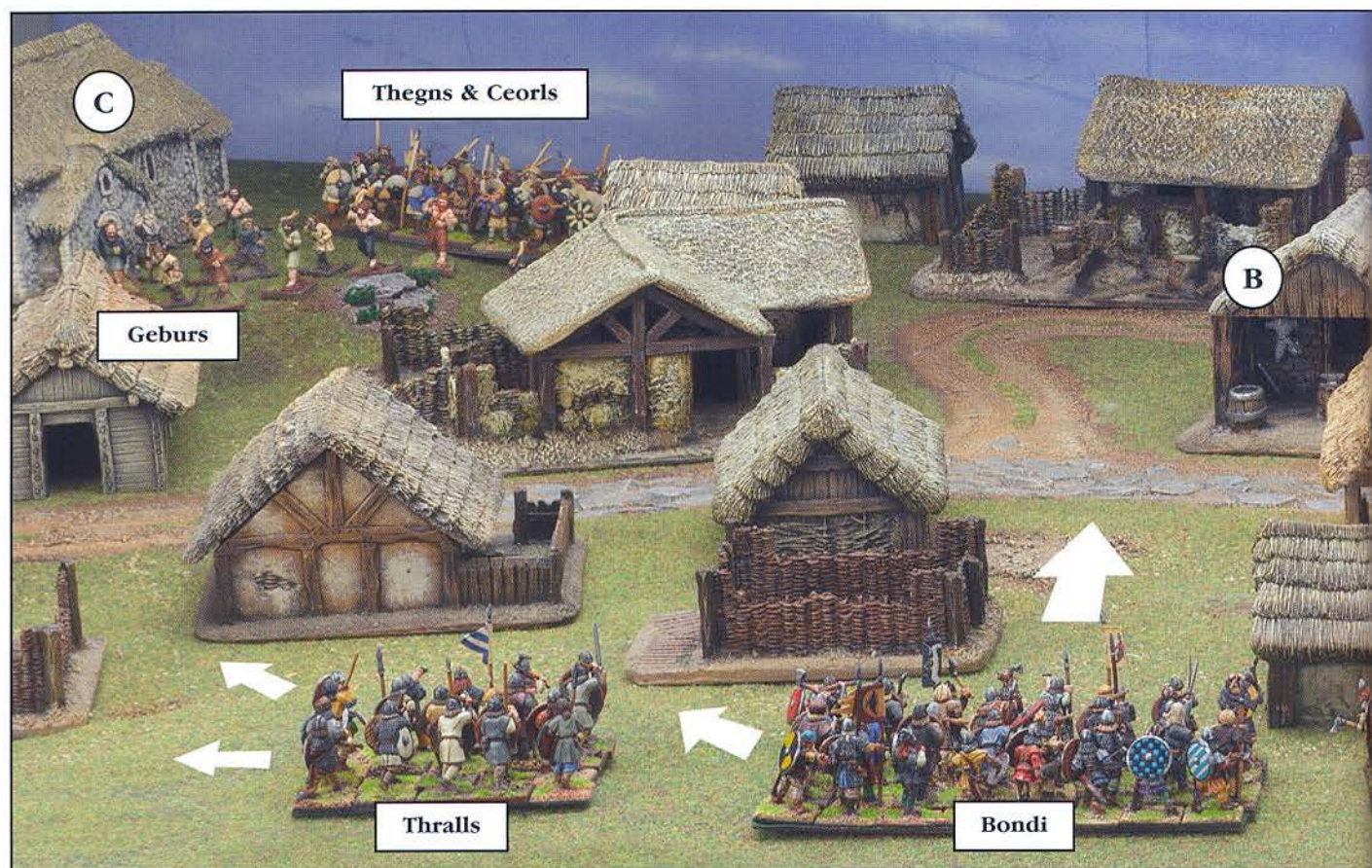
Players will find the rules for settlements and sub units extremely useful for creating scenarios and games based around raids and attacks on villages. In this example, Vikings are raiding a Saxon settlement to reclaim a valuable sword. Although the Vikings outnumbered the Saxons they had to raid the village and retire within seven turns, before more Saxon forces returned.
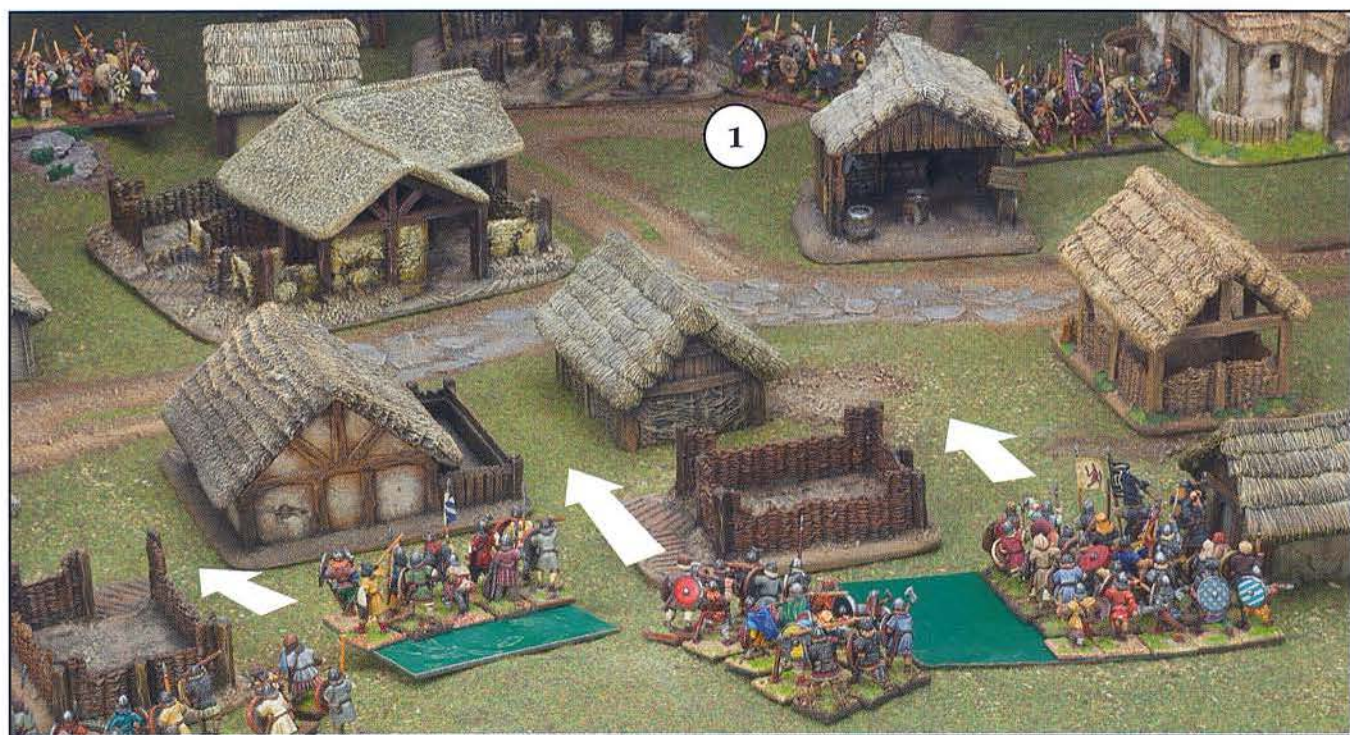
On the left, the Thralls detached a sub unit which broke into skirmish order to cover the extreme flank, and next to them the Bondi also detached a sub unit to move up one of the narrow side streets to protect their flank while the main unit approached the blacksmiths up the widest street. You can see where these models were originally positioned by the presence of the movement trays. To the top of the picture you can see where the Saxon King has detached a sub unit (1).
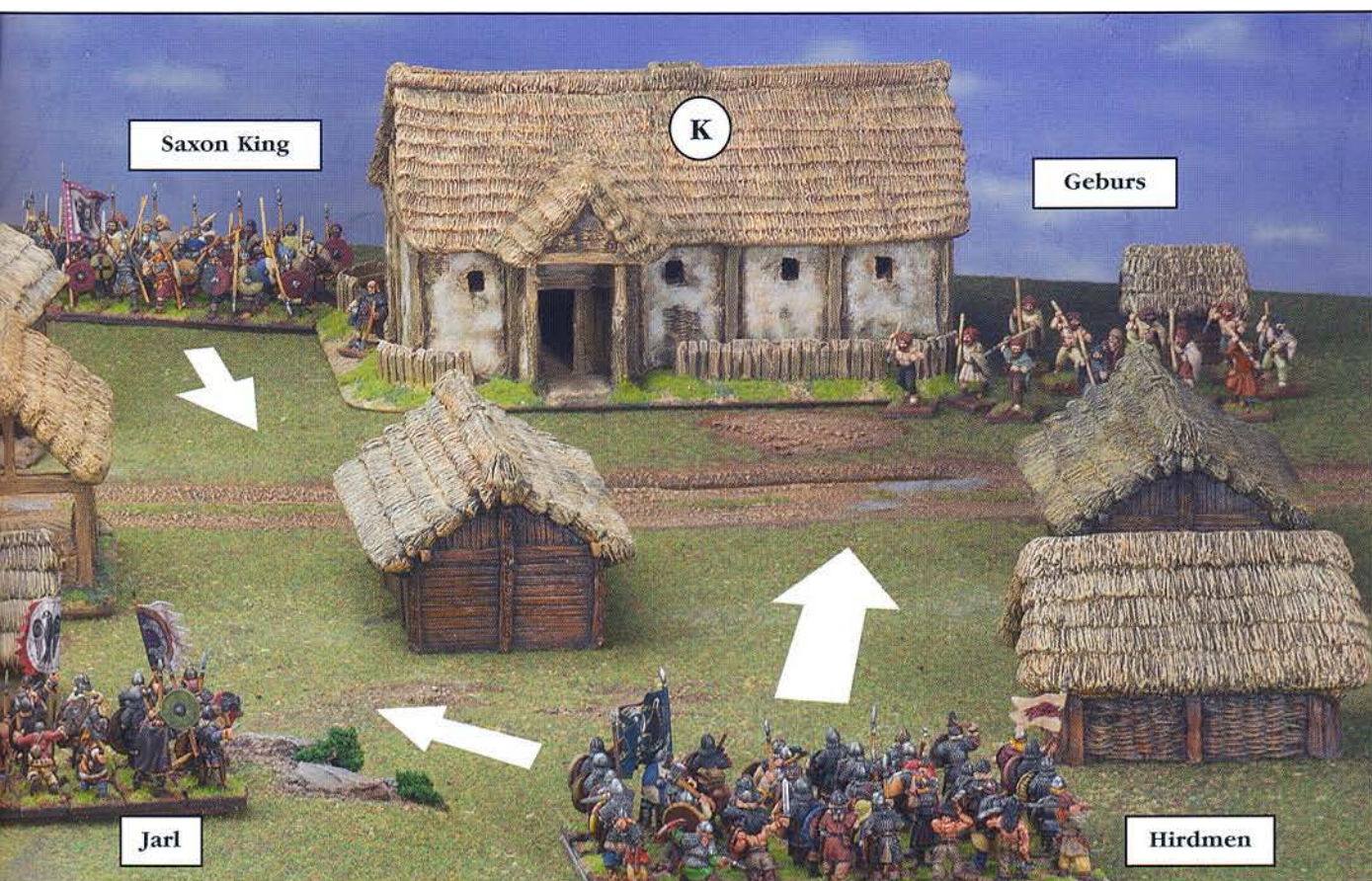
The sword would be located in either the church (C), blacksmiths (B) or Kings hall (K). This would be determined after both armies deployed by the roll of a D3 representing a spy reporting back with the information. This forced both sides to deploy evenly. The spy revealed the sword was located in the blacksmiths for repair and the Vikings surged forward as the Saxons prepared to sell their lives dearly.
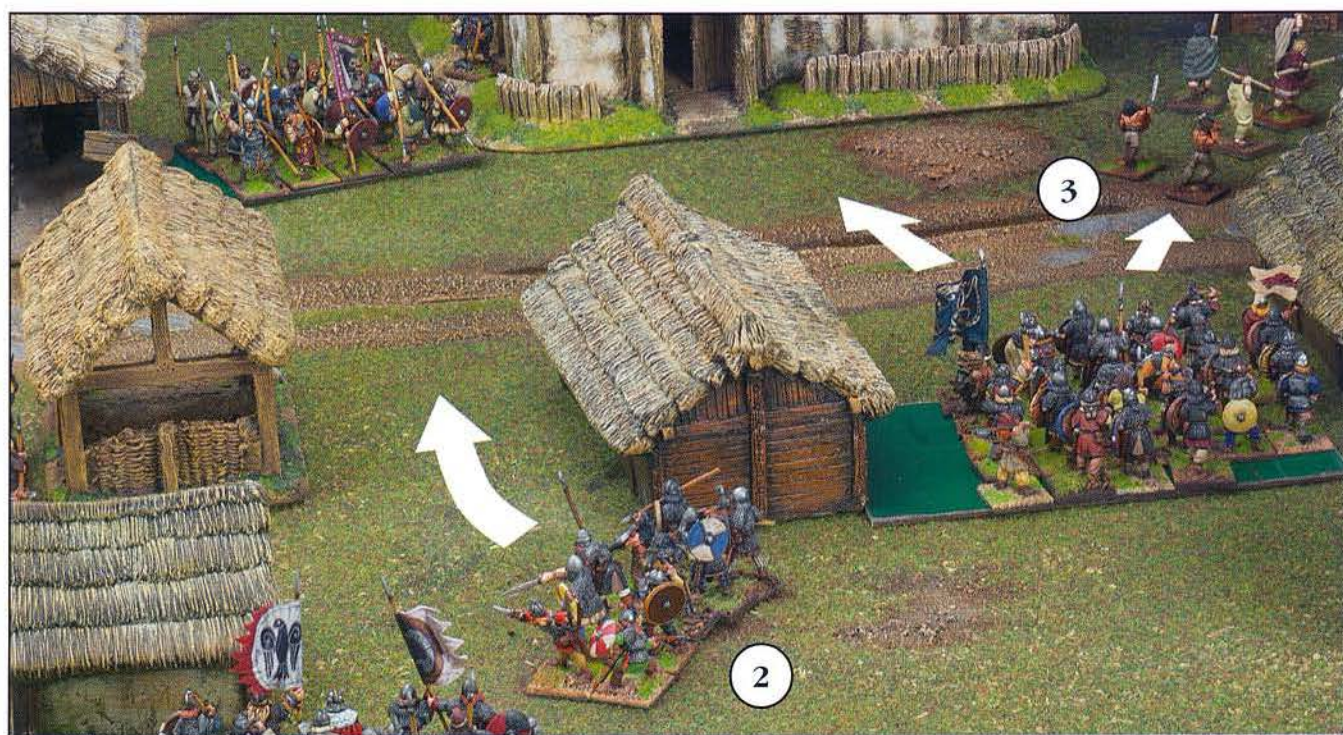
The Jarl held position and sent forward the large unit of Hirdmen on the far right. These detached a sub unit with one Berserker (2) to advance in front of the Jarl's personal guard while the main unit pushed forward to flank round to the blacksmiths from the right. At the start of the second turn, the Beserkers in this unit were released and attacked the Saxon Geburs (3), driving them away.
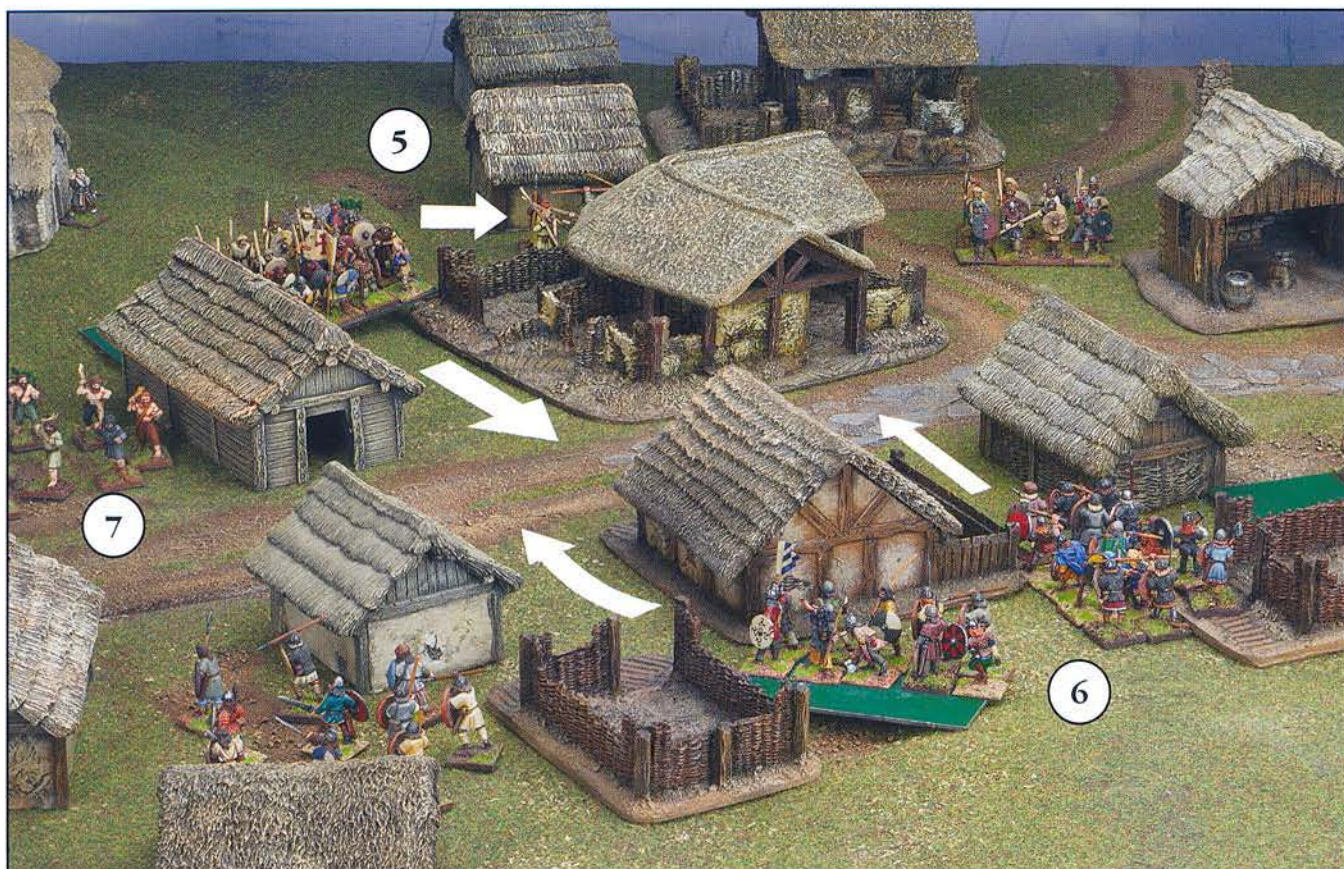
The second Saxon unit has detached a sub unit of Thegns and Ceorls (5) as the Vikings advance between the buildings (6) – making the decision when to detach sub units can be decisive. The Geburs engaged the Thralls with slingshot (7).
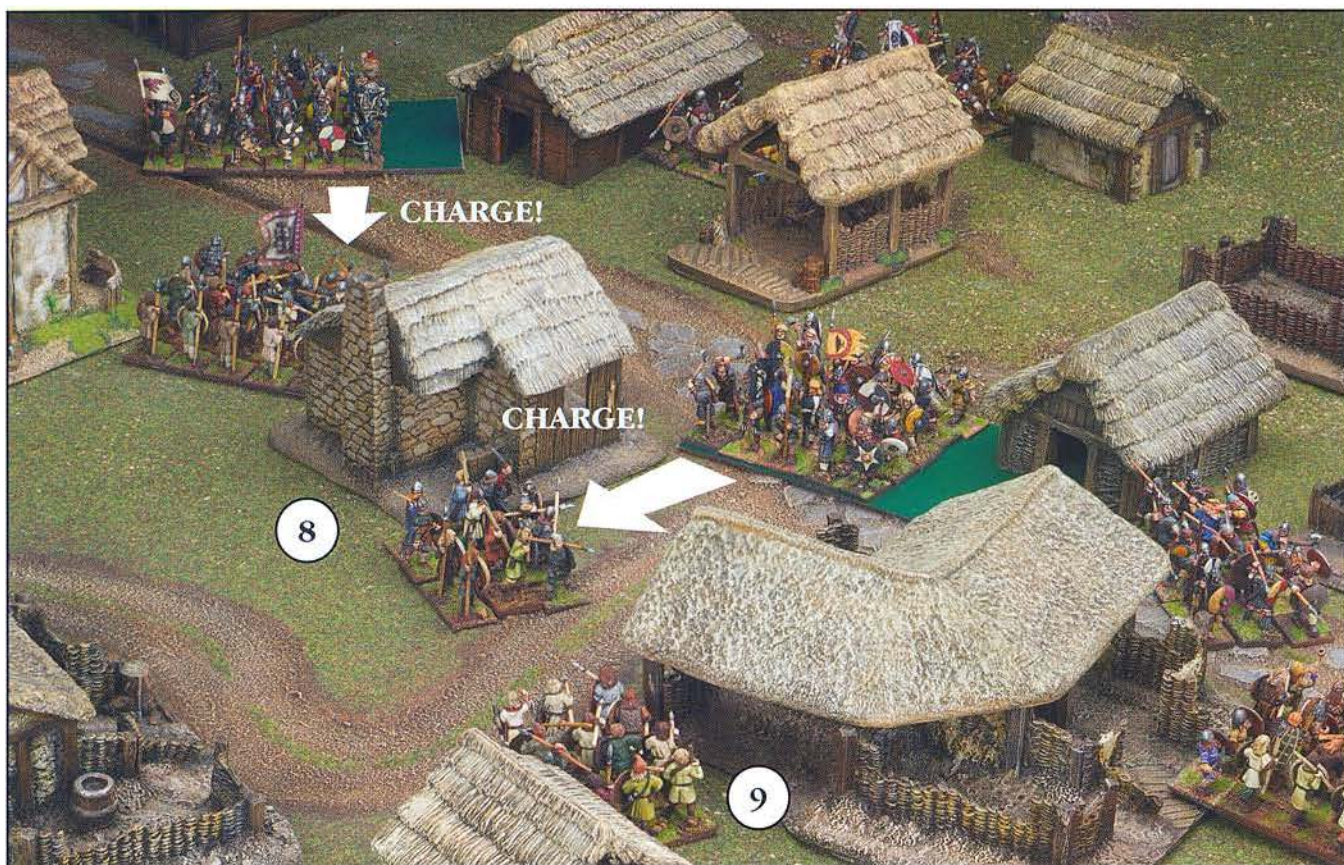
Here the Vikings were showing their weight of numbers and were preparing to launch charges on either side of the blacksmiths against the King and his sub unit (8). The Saxon sub unit at the bottom of the picture was joined by an Abbod (9).
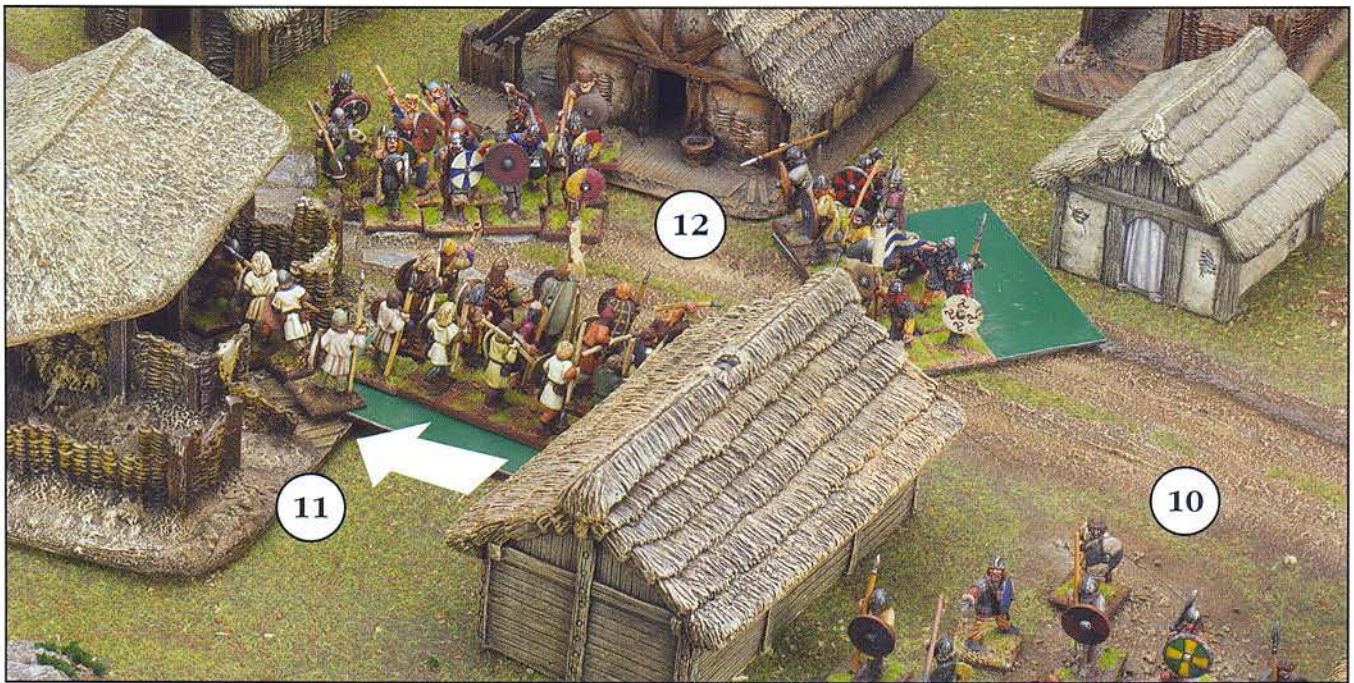
On the Saxon right the Viking thralls chased off the Gebur Slingers (10) as the Saxon Thegn and Ceorl unit detaches a five man sub unit to sneak into the property and threaten the flank of the Vikings (11). Remember five strong formed units charging into flanks remove rank bonus and are good at flushing out any hidden enemy! The main Saxon unit squares up to face the Bondi and Thrall main units but positions itsself carefully to not leave an exposed flank (12).

The Vikings have charged, beaten and successfully driven off the King's unit which then rallied (13). The King's sub unit to the right of the blacksmiths was also beaten and destroyed in pursuit. However, the Vikings have left their flank exposed having failed the Leadership test to restrain and have now been charged by the sub unit led by the Abbod (14). This led to the destruction of both Viking units over the next complete turn. On the right (out of picture), a Saxon charge on the Bondi also brought success, and the Thralls also panicked and fled. Despite this, the sword was within the Jarl's grasp as he had a clear route to the blacksmiths (15), but he chose to withdraw in order to return another day, rather than risk being surrounded by the now jubilant Saxons.

DEFENDED OBSTACLE

This rule replaces the defended obstacle rule in the WAB rulebook (page 30) for siege games. Where both sides agree, this can be used in any game.

Defended obstacle is divided into two types:
Improvised and Prepared

Attacking a defended obstacle incurs a minus 'to hit' to the attacker's Weapon Skill; this penalty no longer applies to troops crossing the barrier as a result of the attacker winning a round of close combat, the attacker moves troops over the barrier to replace defender casualties. No rank bonuses may be applied to the combat resolution to either side for a fight over a defended obstacle nor may a unit claim charge bonuses either (there can be no shock of impact so autobreaks and Strength bonuses on the charge do not apply).

Defenders gain no additional advantage from being in a shieldwall or phalanx, the bonuses for defence from shieldwall or phalanx do not stack with a defended obstacle.

Improvised

An improvised obstacle offers soft cover. Good examples are a fence, a low wall, an improvised barricade or a house. This is the typical obstacle found on a standard battlefield.

All enemy attacks (shooting and hand-to-hand) suffer a **-1** to hit modifier.

Two ranks may fight over an improvised obstacle if they are armed with the appropriate weapon (such as formed infantry with throwing spears in the first round of combat).

Prepared

A prepared obstacle offers hard cover and should offer a significant height advantage to the defender. Good examples include a prepared camp rampart, fortified house, palisade or castle wall. These will typically not be found on the standard battlefield and should only be found in specific siege scenarios. All enemy attacks (shooting and hand-to-hand) suffer a -2 to hit modifier. Only the front rank may fight over a prepared obstacle, attacks from the second rank (such as spear and pikes) are ignored. As noted later on, Standards and Musicians do not apply to either side fighting over a castle wall.

7+ to hit

Superior troops should have the advantage in a siege, but can still be overcome by lesser troops. For example, WS 2 Peasants attacking elite defenders with WS 5 would have a modified 7 to hit (they would need 5+ modified by 2 to 7+). This is treated as the same as shooting on page 24 of the *Warhammer Ancient Battles* rulebook; a 7 to hit will result in -1 Strength off the wound.

Pursuit

Pursuit is treated as normal, remembering that any pursuit moves over obstacles are reduced by half while they are crossing it (see Fleeing Troops, page 34 of the main rulebook). Defending troops may always choose not to pursue over a prepared defended obstacle.

Cavalry can only pursue over improvised obstacles. They may attack prepared obstacles such as pallisades and walls but cannot move or pursue over them unless there is a breach they may move through. Naturally, cavalry can never assault castle walls while mounted.

Prior to an expected assault, a Norman Dux inspects his defences. During a Siege game, sections of wall will be breached, and whilst markers can be used to indicate damage, or the section can be removed, some manufacturers make damaged sections, or you can make your own. These make games so much more visually appealing.

FORTIFICATIONS

Historically, sieges took a long time. Siege and Conquest has been designed to cut through the waiting and get to the action. Players are not expected to calculate every last blow against a castle wall, there are two quicker methods used in Siege. Players may either choose the campaign system (where each player works out Siege turns quickly) or 'cut to the chase' and play the Final Assault scenario, where two players can play a siege happily in an evening.

Here is a list of fortifications with their Toughness and Damage points. This is the expanded list from page 70 of the WAB rulebook.

Type of Building	Toughness	Damage points
Mud or Straw huts	7	2
Timber, Brick or log houses	8	5
A heavily reinforced door	6	1
A wooden fortress gate	7	5
A reinforced fortress gate	8	5
Stone House	9	5
Stone Tower or Fortification	10	10
Mud brick huts or houses	7	5
Wooden Palisade Wall	8	10
Stone Castle Wall	10	10

DAMAGING FORTIFICATIONS

Buildings are simply destroyed when they have taken their total points in damage. Any wall or tower which takes 10 or more points of damage due to a war machine or undermining rolls on the following table:

D6	Result	
0	Stands still	- The wall fails to fall!
1	Minor Collapse	- The breach counts as a prepared defended obstacle.
2	Partial Collapse	- The breach counts as an improvised defended obstacle.
3-5	Breach	- A full breach is created.
6	Major Collapse	- A full breach is created and adjacent structures (tower and wall) suffer 2D6 damage points.

Modifiers

+1	Undermining
+1	Per 5 points over the original 10 points of damage
-1	If the wall took exactly 10 points of damage.
-1	If damage is to an adjacent wall or tower due to a Major Collapse.

Breaches

Any breach should be at least 4" wide, although this will depend upon the breach model used. A unit may pass and fight through a breach in the same way as a gate (see page 52 and 62) except due to the rubble the breached area counts as difficult terrain.

Troops in collapsing buildings

If a building or fortification is destroyed during a battle, any troops inside are likely to be crushed. Roll a 4+ for each model to escape, otherwise they are removed as the structure collapses.

In this example, the Norman outer wall shown opposite has now been breached, and the defenders commence some hasty repairs during a lull in the fighting. They have already taken the opportunity to install some stakes to deter would-be attackers. In game terms these can represent a Minor Collapse on the Damage table above.
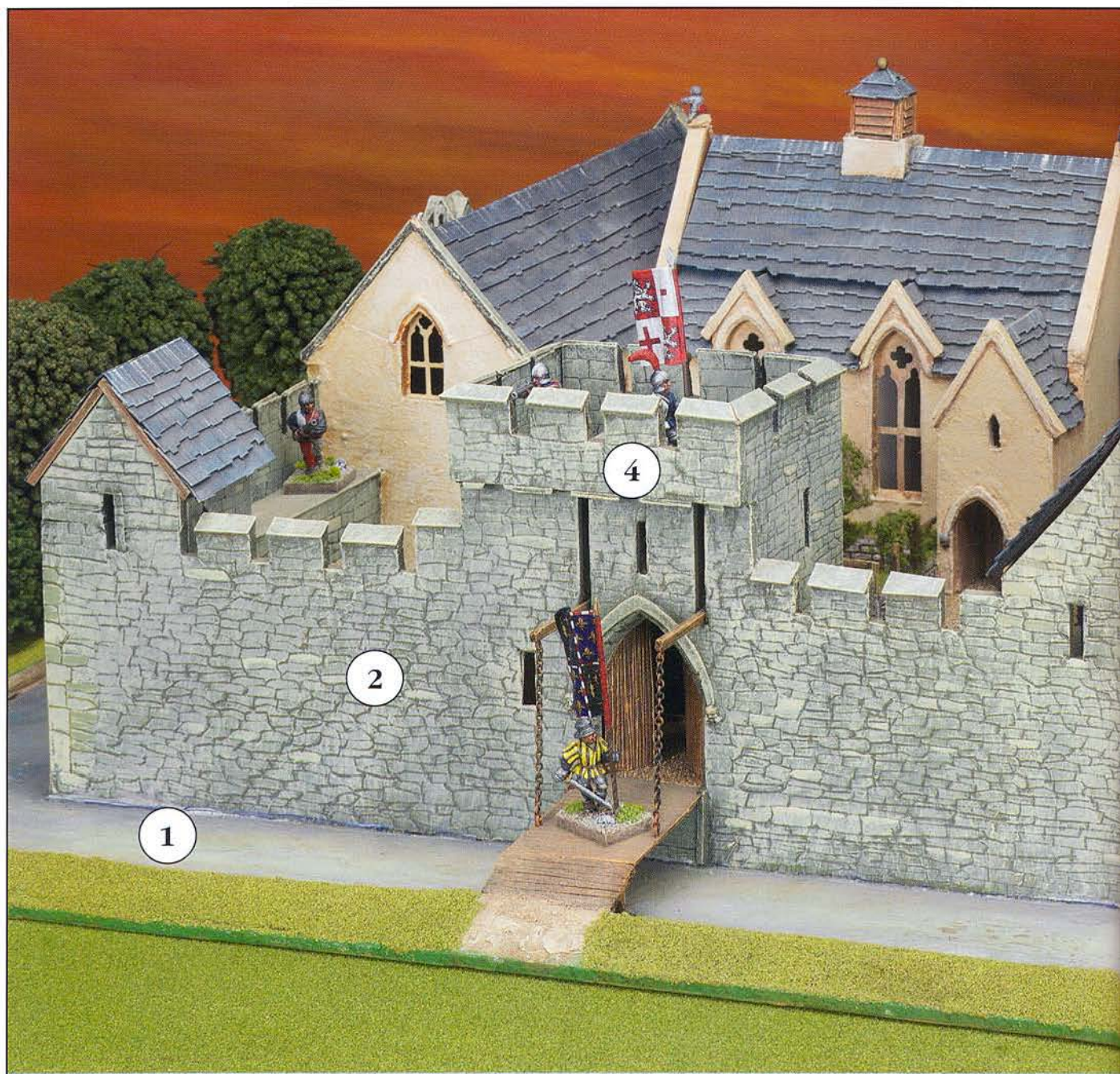
THE ANATOMY OF A FORTIFICATION

There are four main parts that can make up a fortification or castle: the ditch, walls, towers and the gate.

1. THE DITCH

A ditch is a simple obstacle which disrupts enemy units as they attempt to attack a fortress. In game terms, it is counted as difficult terrain. A ditch filled with water is known as a moat and is counted as impassable terrain. Either can be countered by fascines or by filling the ditch with debris.

2. THE CASTLE WALLS

Tall walls (also referred to as battlements) form the main defence of the castle, a wall being effectively a large vertical obstacle for any attacker. Such walls may be built of wood, mud brick or more solidly of stone (typically with a rubble core). Castle walls are treated as impassable terrain – unless the attacker has suitable equipment; they require ladders or similar siege equipment to get over them.

A length of wall, usually between two towers, is called a wall section. Each section is considered to be a separate target for the purposes of the rules. Very long walls will obviously consist of more than one section. In a siege game, wall sections are divided into segments roughly 12" (30cm) long. Fortunately, most fortification models are made of conveniently sized wall sections. The exact length of a wall section isn't too vital, suffice to say an attacker will concentrate an attack on one

3. TOWERS AND BUILDINGS

Towers are the strongest point of a castle. They can be easily defended even if the walls of the castle have been demolished, and because they command a view over the entire tabletop they make ideal positions for archers and war machines.

You can normally place as many models on a tower as will fit on the top level of it. As many models again may be placed inside the tower. The tower could also be a lone Roman signal tower or a Norman keep. It is usually practical with solid tower models to remove the models from the table and make a note of how many are in there. Troops inside a tower are safe from harm except, obviously, if the entire tower collapses or if they are charged by an enemy unit through a doorway.

War machines along with their crew may only be placed on the top level of the tower. Once placed, the machine cannot be moved, unless it is able to turn to face in the direction it is going to fire.

Buildings are treated in the same way as towers for most purposes. The number of models that any building can contain is equal to its footprint or area, so a 2" x 6" building could only hold 14 models (on 20mm x 20mm bases) inside, much in the same way as a tower. If the building has a flat roof or has more than one floor and a lift-off roof, it may be able to hold more depending on the number of floors. Go by what the model can reasonably hold.

Players will find the rules for sub units valuable when deploying troops in buildings and towers.

4. THE MAIN GATE

Gates are the natural weakest link in the chain of a fortification. Though made of wood reinforced with iron and anchored by massive bastions, it is still far easier to break through a gate than to batter down the walls of a fortress. To combat this, most gates will normally be well protected by a gatehouse and guarded by the best troops available to the defender.

At least two models are required to open or close the gates of the fortress from the inside. This can be done in their Movement phase, and the models opening or closing the gate suffer no penalties to their movement. Gates cannot be opened or closed from the outside, so a unit moving out of the fortress cannot shut a gate behind them. Likewise besieging forces outside cannot open a gate, they must break in with a battering ram.

In most scenarios, friendly units outside a castle will flee towards the gate. Enemy units will pursue in the same direction, following them. Should the gate be open, friendly units may pass through, making an immediate free Rally test at the end of their flee movement assuming they have not been caught by any pursuing enemy. However, should the gate be closed, the fleeing unit is destroyed when it contacts the gate. An open gate is very dangerous as it can allow the enemy to charge in or pursue through it.

section of wall and when it is breached, there will be enough room for a single formed unit to cross, that is 4" (10cm) wide.

Most, if not all, fortification walls will have a rampart (or similar, such as the 'fighting step' with some palisades) that is approximately 25mm (1") wide, to allow the placing of troops on the walls. Troops must be placed in single file on the wall. Formed units should be arranged in a line, moving like a snaking column (see *Warhammer Ancient Battles* page 20). You may place as many models as you can fit on a wall section in single file. Units on the battlements do not have flanks.

Castle walls are treated as a special form of prepared obstacle with the following rule addition: Standards and Musicians are ignored for combat resolution.

MOVEMENT

Units in a fortification move as normal, as outlined in the 'Settlements and Sub-units' section with the following notes:

Movement onto or off the Walls

Movement to and from the wall or rampart is at normal movement rate, with no march or 'double pace' moves. It is assumed that there are plenty of stairs and ladders for the unit to climb on in the inside of the walls. Individual players are free to agree, however, that the walls can only be accessed from a certain point, where a stairs or ladder is, if sufficient numbers of these models are available.

Remember that there is room for only one rank of troops on each wall section. So, if the rampart is already completely occupied, then there will be no room for any extra models. Additional models have to be placed in the courtyard behind the front of the unit. Naturally, cavalry cannot move onto a rampart for obvious reasons!

Movement along the walls

Units that are entirely on the wall may move along the walls at normal movement rates and may march move but may not fast march. The presence of enemy within 8" that are outside the walls are ignored for the purpose of marching along walls. Units with supporting ranks in the courtyard may move along the wall at half their normal rate.

Friendly units in single file or skirmish may pass through other friendly units during the Movement phase, as long as all troops who are on the wall have room to complete their move past the unit.
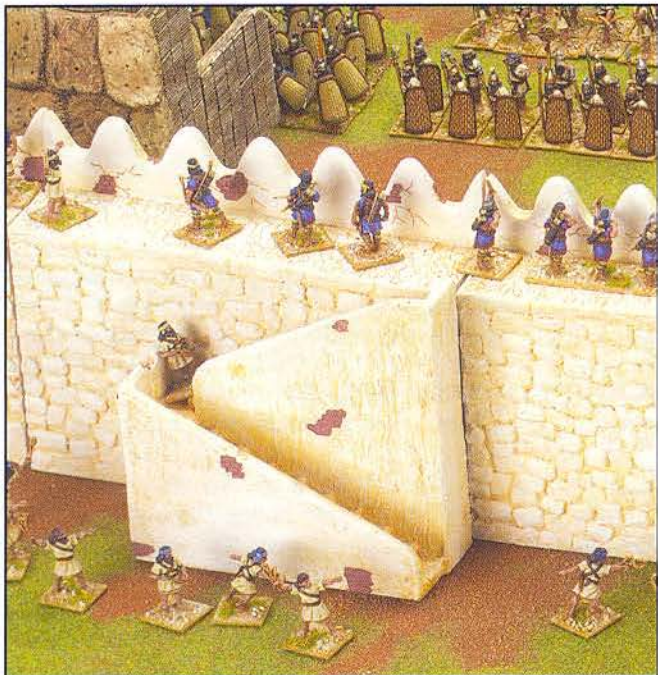
The slingers are just in the process of being moved up the stairs and along the wall to provide additional support before the enemy attack begins.

Diagram 50.1
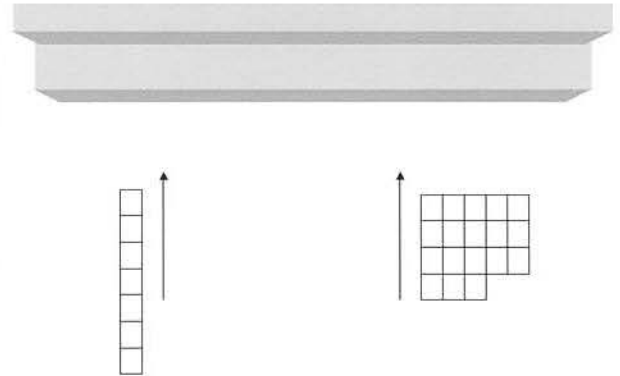
A unit approaches a wall and moves up onto it.

As there is insufficient movement for all of the unit to reach the top, part of the unit is placed on the wall and the rest will move up next turn.

Diagram 50.2
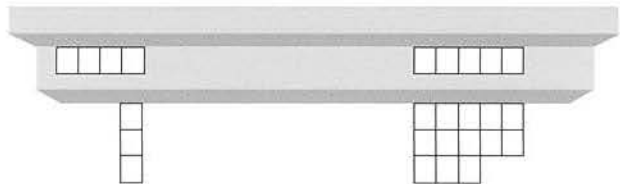
If there is insufficient room on the wall for the whole unit, the rest are placed in the courtyard.

With large formed units, the remainder of the unit may stay in the courtyard but have no rank bonuses.

Generally players will wish to make full use of the rules for sub units when moving around within a castle.

Diagram 50.3
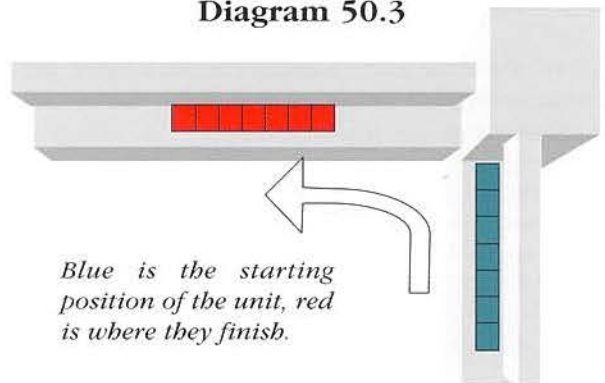
Blue is the starting position of the unit, red is where they finish.

In this case, the unit is on the same level and thus may march move without penalty from one wall section to the other if they are at the same height.
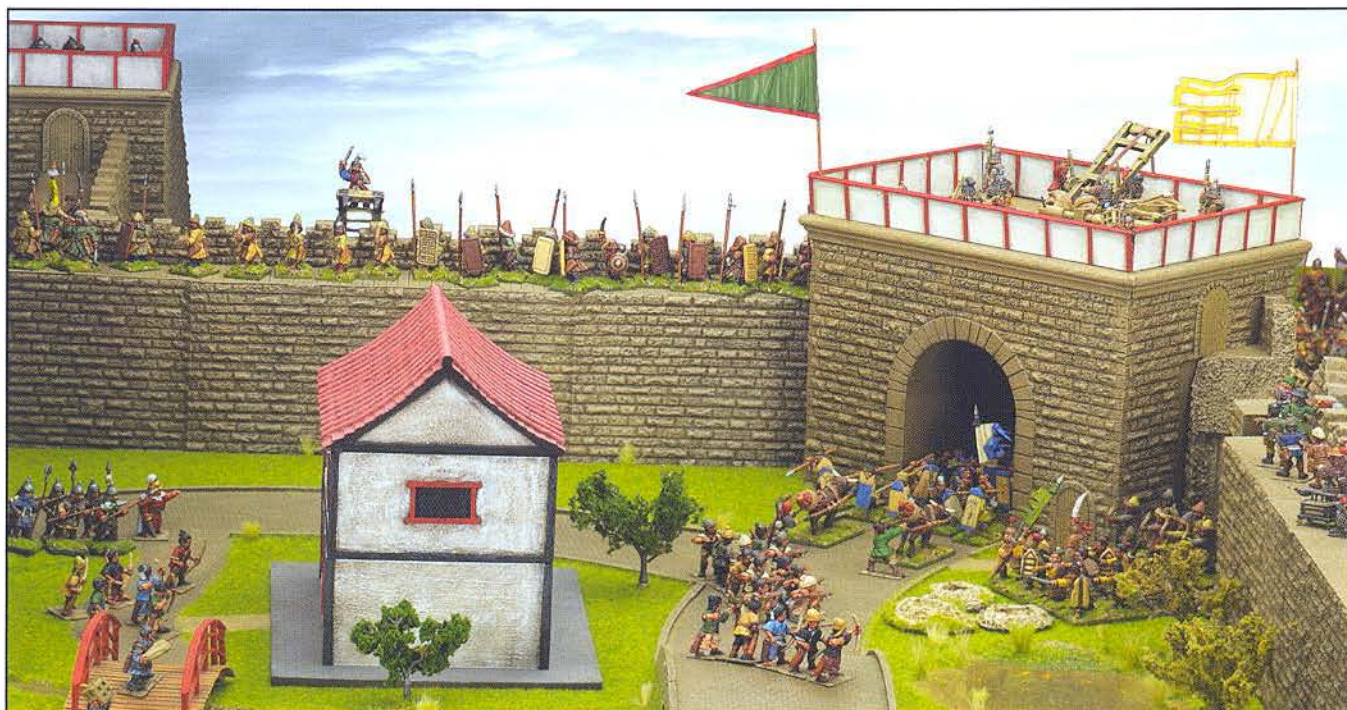
The attackers burst through the gates and breached wall into the courtyard as small units of defenders prepare for the last stand. Once in the courtyard, attacking units can detach sub units, which can help protect the flanks.

Movement in the courtyard

In a similar way to movement along the wall, units in the courtyard are not restricted by the presence of enemy units within 8" that are outside the walls for the purposes of marching.

Charging Units on Walls

Units on walls may charge along the battlements in addition to the direction they are facing. This is an exception to the usual charge rules (which is 90° to the front, see page 11 of the WAB rulebook) and is allowed because of the limited movement on the wall (you can either move along it or directly off it). Any turn move is free. Charge moves on and off the battlements are halved.

This exception to the normal charge rules is necessary for sieges, due to the limited options open to a unit on the walls. In playtesting it seemed impractical for a unit to be limited to only charging straight down into a courtyard,

when in that situation an attacking unit would spread along the walls or into the courtyard.

Movement around Towers and Buildings

This is as on page 69 of the WAB rulebook with the following exceptions:

Both formed and skirmishing units may move to or from a tower or building; formed units, apart from snaking columns, may not march while doing so (there is only so many that can squeeze through a door at one time). Models 'occupy' a tower or building and once inside may be placed at any level. If there is insufficient room or movement left in the unit to move all the models in the unit inside, the rest of them are left in base contact with the tower or building. They are still considered to be part of their unit and may be moved onto the rampart or tower as soon as there is sufficient movement or room to do so.
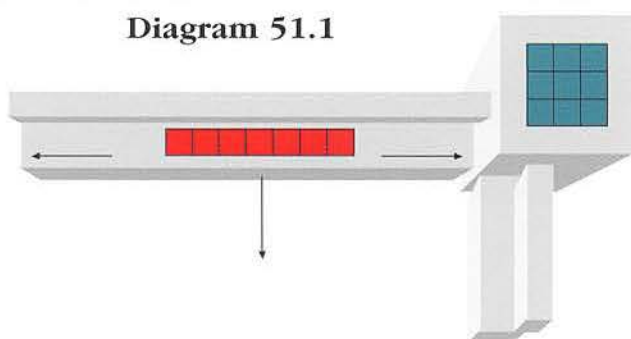
Red just assaulted the walls last turn. Red may charge down into the courtyard or along the battlements.
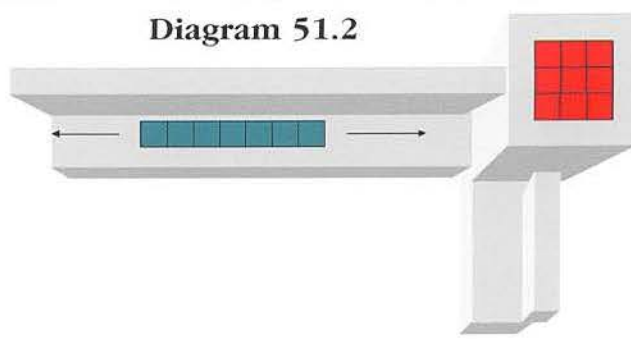
Blue is a defending unit on the wall. Red has captured the tower. Blue may choose to charge Red.

Some buildings have lift-off roofs to allow models to be positioned inside. In this case, it is easy to work out where the unit is in a building. Other buildings are solid, making it impractical to position models inside them. These buildings may be treated as impassable, for convenience sake or players may agree to allow units to enter such buildings and be stored off-table.

A number of individual buildings connected together will form a building complex. Good examples would be a Roman villa or a monastery complex. Formed units may move from room to room at a cost of half their movement, while units in snaking column and skirmishers may move freely throughout the building complex.

Buildings occupied by the enemy may be charged in the same manner as attacking fortifications (see below). Buildings can usually only be entered and exited through doors, although large windows may be used as an exit but count as an obstacle to all troops. Units in a building do not have a facing. They may trace line of sight for charging out of any door but formed units halve their charge move when charging out of a building.

Common sense should apply in all cases, as it is impossible to regulate for every type of building. If there is no entrance or no windows on one side of a building, it is impossible to enter or assault the building from that side. In addition, some buildings have large double doors which may be treated like gates, and do not restrict movement. Where possible agree any special cases before the game begins and be prepared to improvise.

It is said that when the Greeks left the Trojans the gift of a large wooden horse, the Trojans had to dismantle part of their gate to get the horse inside the city.

Moving through a Gate

A single unit of any size can move through a gateway in their Movement phase with no reduction to their movement. The unit does not need to change its formation whilst it is doing this as it is presumed that the unit pours in through the gate and then reforms on the other side.

Defenders may declare a charge from the inside of a closed gate as we can assume that someone is looking out and can see the enemy approaching. The gate then bursts open as the defenders sally out.

It is not uncommon for the front of a unit to end up on one side of the gate and the back of the unit to be on the other side. This is fine. Place the part of the unit that has passed through the gate on the far side and leave the part that is still to pass through on the other. As long as the ranks on both sides are in contact with the gate structure, this is perfectly acceptable.

Other models, such as siege engines, go by the size of the model and the size of the gate. Larger models may simply be too large to pass through the gate so they obviously will not be able to get into the fortress.

With the wall breached in several places and the gates opened, there is hardly any need for the Romans to place ladders and assault the walls, but when laying siege you can expect the defenders to put up stubborn resistance, as was seen at Numantia in 137 BC.
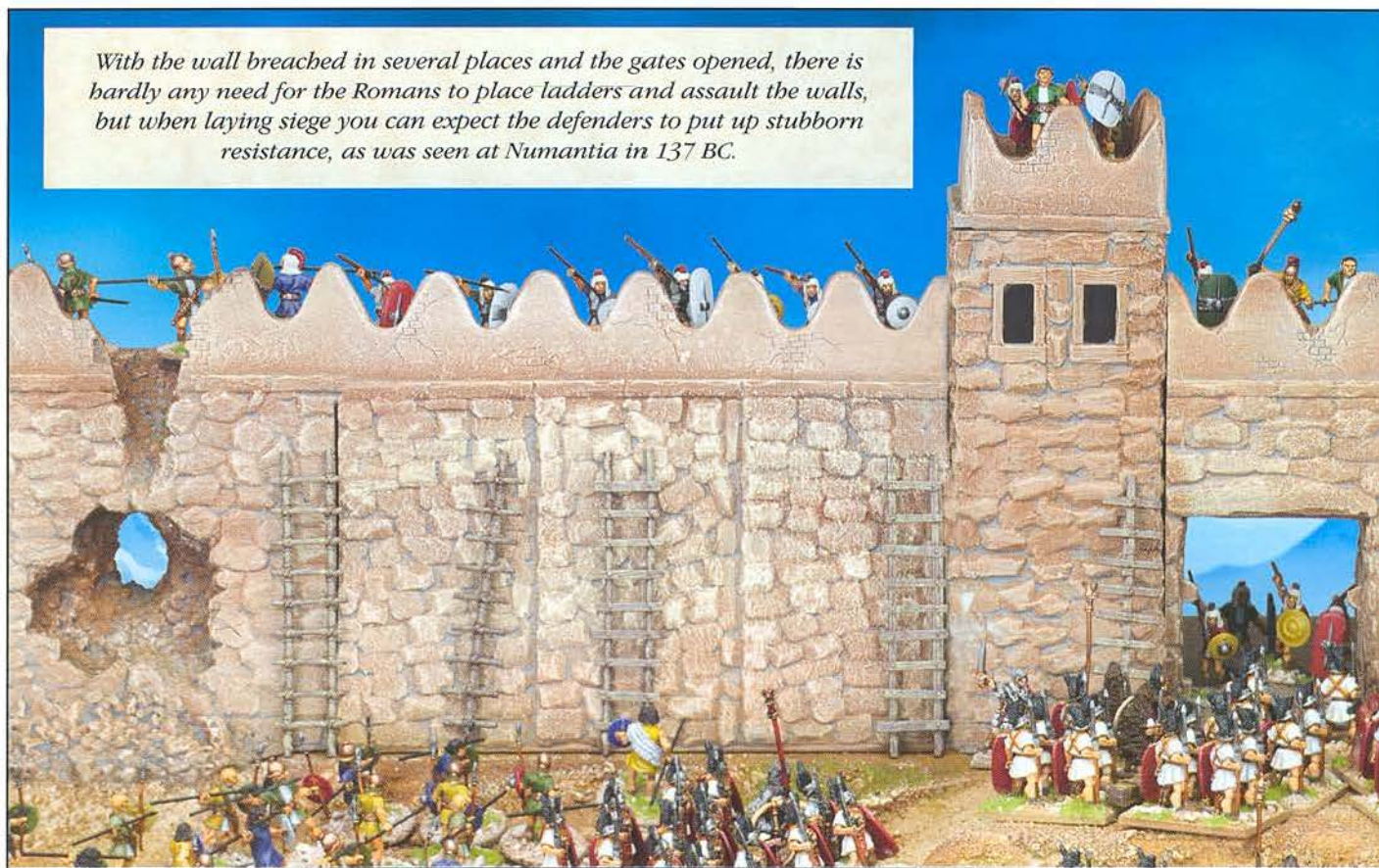
Japanese warrior monks and Ikko Ikki fire a last volley before the enemy close

SHOOTING

Shooting from Walls

Units on the walls which are not in close combat may shoot down at units assaulting the walls and gates. Normally, should you shoot into combat, you divide hits equally, however the combat is considered to be taking place at the top of the walls and thus the remainder of assaulting units at the bottom are viable targets as normal. This does not apply to enemy units inside the stronghold. Castle walls are elevated positions and provide hard cover.

Shooting from Towers

Towers provide excellent firing platforms. Shooting from towers is treated like shooting from walls with the following additions:

All archers, hand gunners and crossbowmen on the top of the tower can shoot in any direction. They are assumed to take convenient positions around the tower top and this is far easier than trying to calculate 'What You See is What You Get' (WYSIWYG) for each model.

Archers, hand gunners and crossbowmen within the tower are able to also shoot from arrow slits or windows, assuming these are shown on the tower. These are resolved in the same way as shooting from buildings (see lower).

Other weapons (such as slingers, javelins and war machines) can only fire from the tower top and obey the usual targeting rules. They may only be fired out from the direction the individual model is facing.

Shooting to Walls and Towers

Normally defenders are treated as being in hard cover from shooting. Enemy shooting from an elevated position, such as a siege tower or platform fire at defenders as if they were in soft cover. Note that virtually no castle is built in a spot where it can be overlooked by a hill.

Castle walls provide no protection to any one shot at from the courtyard – once an attacker has stormed the battlements they may still face a torrent of missile fire from the defenders and have little in the way of cover to hide behind.

Shooting to and from Buildings

This is covered on page 69 of the WAB rulebook. Normally two models maximum may fire per door or window (depending on size of the door or window, apply common sense and 'WYSIWYG). Buildings only offer soft cover unless they are fortified houses, which are hard cover. Formed units inside buildings do not count as skirmishing (with the -1 to hit from shooting) but still gain the bonuses for being in cover.

Gates & Murder Holes

Units on top of a gatehouse may shoot at enemy units below them who are attacking the gate or in close combat with defenders. They are assumed to fire through murder holes. Only once the attacker is in the courtyard is he safe.

THE ASSAULT

The decision to attempt to storm a fortification is not one a general can make lightly. Any assault will generally result in the loss of many good men. The majority of his men will be killed by enemy arrow fire, rocks hurled from the walls or by being forced off the walls. Fighting for control of the ramparts is a very bloody affair, where the lives of brave warriors are lost by the score. Sometimes it will be better to starve the enemy into submission or attempt to break down a tower or wall than to risk the loss in manpower an assault will cost.

However, sometimes the assault becomes a necessity.

Charges

Troops may declare charges against an enemy fortification as if it were an enemy model. They may move up to double their normal movement to reach the bottom of a wall section, building, tower or gate.

Attacking player's turn - White indicates the start of the charge.

Defenders and attackers are immediately into combat as per the standard rules.

Defended Obstacle - camp rampart

Diagram 54.1

Charge!

Chargers charge into contact with the defended obstacle and the defenders who are defending that section.

*End of turn –
The attacker has won but the defender has not broken.*

Defended Obstacle – camp rampart

Diagram 54.2

The attacker may replace defenders removed in combat with his own men. If the attacking unit is wider than the defending unit, it may lap round also (to a maximum of one man per side) but does not get a flank attack bonus. All the attacking models fight at no penalty in the next combat turn.

Assaulting a defended obstacle

Virtually all obstacles on the battlefield, such as a low wall, will count as improvised defended obstacles (-1 to hit). Others, such as the staked ramp and ditch of a Roman marching camp will count as prepared obstacles (-2 to hit).

Charges and charge reactions are done in the normal manner. Combat is fought in the normal sequence, with the attacker striking first unless some other priority takes preference.

Note that because of the design of fortification models, it will not always be possible to place attacker and defender in base-to-base contact. In these cases, players can assume the units are in close combat even if, for convenience sake, their units have to be slightly apart.

Assaulting a basic wall

Some walls are high enough to be an obstacle requiring ladders or grapnels but have no fighting step or battlements for the defenders. If defenders are on the opposite side of the wall, treat the wall as a prepared defended obstacle except the defenders do not gain a stand & shoot option (as they cannot see the attackers coming) unless the wall has arrow slits or similar.

If there are no defenders, the attacker with ladders or grapnels may cross the wall they are in contact with at the start of their turn. It is considered to take the unit's entire movement to cross the wall from one side to the other. This is similar to a reform, with the unit entering contact with the wall on one turn and 'reforming' on the other side of the wall in the subsequent turn.
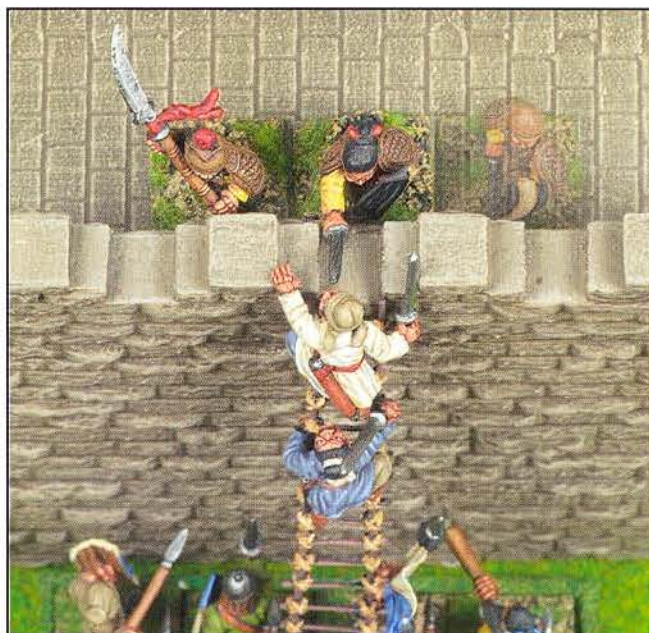
The wars in China featured many sieges. Here the attacker is faced with two opponents, which if one is a leader, means three potential hits before our brave attacker gets to fight! If the faded out model was also there, the attacks would increase to four as models in corner-to-corner base contact can fight.
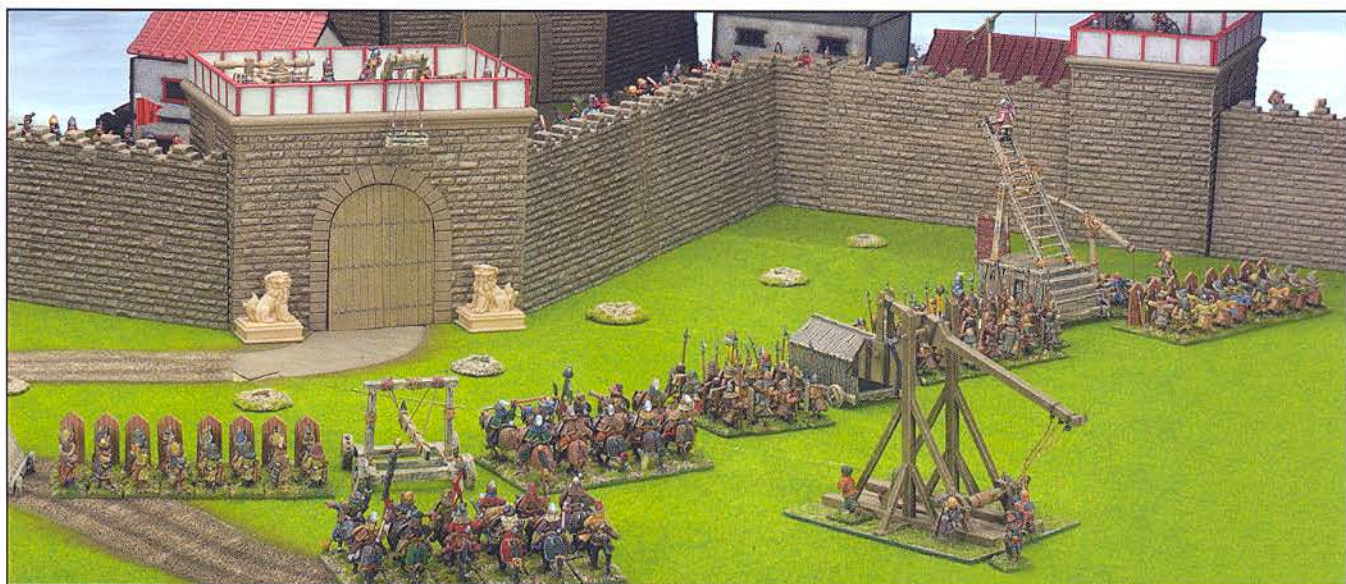
The Mongol horde and their allies lay siege to the city of Xiangyang on their way to the conquest of China.

ASSAULTING THE CASTLE WALLS

Attackers may use ladders, grappling hooks and siege towers to assault over walls. Each of these methods is dealt with separately. Note that towers are too high to be assaulted with ladders, grappling hooks or siege towers.

Castle walls are treated like a prepared defended obstacle with the following extra rules:

Weapons and Special abilities on walls and buildings
No weapon bonuses or special abilities that affect other units apply to the fight on the battlements (or fights in buildings). Units retain any abilities which apply to themselves.

There is little room on the battlements or in a building to swing two-handed weapons or wield spears or pikes.

Diagram 55.1

Attacking player's turn - White shows the start of the charge.
Defender attempts to force attacker away from walls with missiles and rocks while the Attacker attempts to put up ladders.

As you will see later, defenders initially strike first and using a pike while going up a ladder is impractical. Likewise the defenders on a wall are very determined, so special rules such as Warband Rule 3 and *fear* will not affect them. The defender gains no bonus for being in a higher position or uphill, the attacker already has his work cut out!

Ladder Assaults
The attacker moves into contact with the wall in the first turn of the assault by declaring a charge. If there is a defending unit they have charge reactions as usual, standing & shooting if the attacker is far enough away.

One ladder may be hoisted up per two men frontage of the unit. So a six wide unit as in our example in diagram 55.1 could hoist up three ladders. The ladder is deemed to have the base width of a model and extends the frontage of the unit to put it into contact with the unit defending the wall.
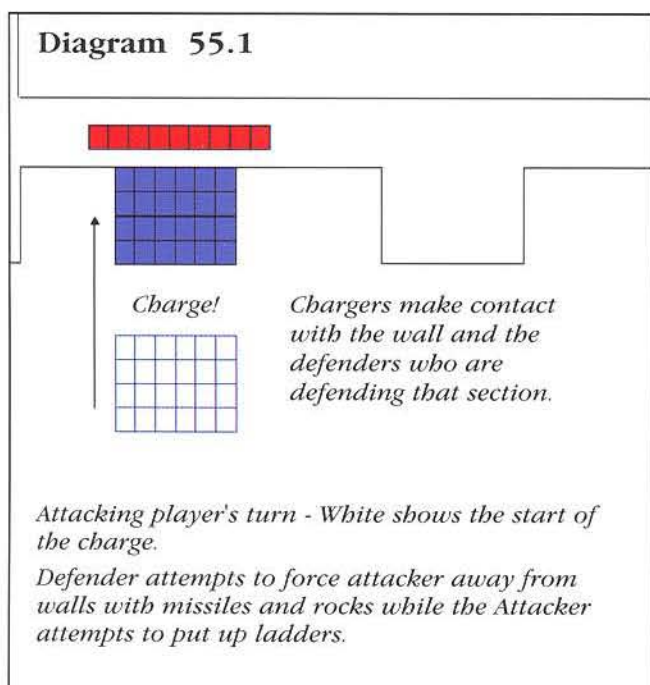
Contact with the walls – the first round of combat
For the first combat turn of an assault, the attackers will be busy trying to put up ladders to try to reach the defenders at the top of the wall. For this first round, the besiegers cannot attack the defenders as they still cannot reach them.

While the attackers are busy raising ladders, the unit defending the section of wall may then attempt to drive them off by using any missile weapons the unit has (such as bows and javelins) or rocks if the unit has purchased them; a defending unit with no missile weapons cannot repel the attackers in this opening phase. This barrage of missiles from the defender is resolved as a standard round of close combat, except the attacker cannot fight back (having no attacks), but the attacker counts full rank bonus (at this point only – rank bonus is otherwise ignored for combat resolution on a castle wall). Neither Unit Standards or Musicians may be used to influence this combat.
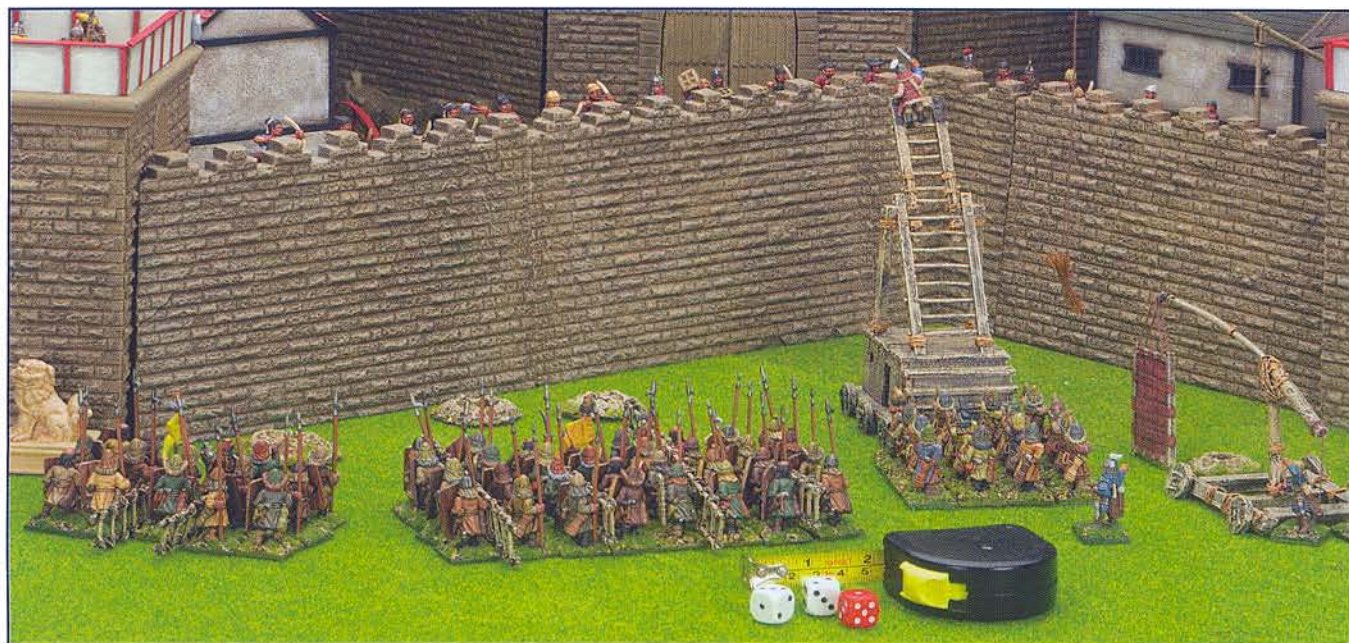
Mongol units equipped with ladders prepare for the assault. The cloud ladder on the right has been used as a Tortoise with the unit carrying a single ladder although it could have been used as a siege tower.

The Mongols assault the walls and place their ladders. Large units and rank bonus ensure none of the units are pushed back and the initial raising of ladders is successful

The view from the defenders' perspective. As it is difficult to get models to stay on ladders, it is more convenient to place them on the castle ramparts.

Diagram 57.1

Attacker has ladders on the wall and may assault the defenders.
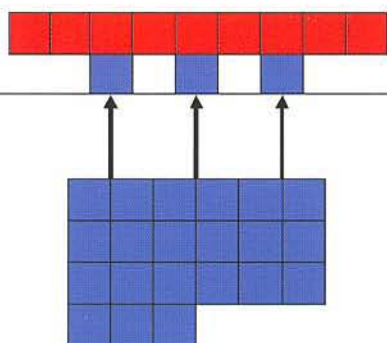
The Attacker has been moved away from the wall in this example to show the ladders clearly and who can fight. The ladders are represented by the arrows.

Diagram 57.2

The Attacker has ladders on the wall and is attacking skirmishers. One attacker fights one skirmisher except on the right, where two skirmishers are in base contact with the attacker.
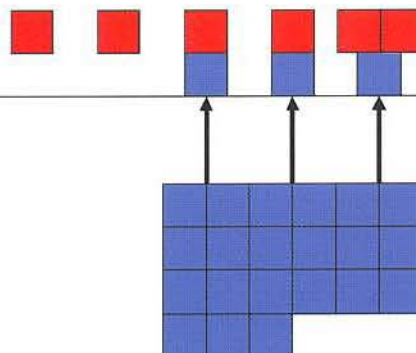
If the defender wins the combat, the attacking unit must take a Leadership test. Failure means the unit breaks (if it doesn't outnumber the defending unit by more than 2:1) or is pushed back 2D6" from the wall (if it does outnumber the defenders on the wall section by more than 2:1). If the attacker wins or holds onto the base of the wall, the ladders have been successfully put up, the ladders being placed at the end of the Combat phase. The effect of 'Push Backs' are explained later in this section.

To successfully assault a wall, a unit will need depth and numbers to reach and remain assaulting the walls, while also needing width to assault the maximum number of defenders. Some fortunate armour saves will also come in handy!

Subsequent turns

Beginning in the defender's hand-to-hand combat turn, the attacker is assumed to have moved men up the ladder and they can now attack the defending unit as shown in Diagrams 57.1 and 57.2. The attacker will typically send up the unit leader and possibly a character to bolster the attacks. Be warned that characters do not last long on an assault, commit your army general at your peril!

Defenders always strike first on the walls until the attacker wins a round of combat, after which initiative is used to determine who strikes first.

The attacker is at -2 to hit the defender until the attacker wins a round of close combat. Only then can the attacker move models onto the battlements properly, negating the defender's advantage for any troops crossing onto the battlements. Remember that Unit Standards or Musicians do not count for combat resolution for either side on walls.

If the attacker loses all of its attackers and does not break, more men may be put up the ladders. If a unit leader is killed on the wall, another model is promoted to unit leader and may go up the ladder.

Two Spanish skirmishers desperately defend the wall against a determined Roman leader.

Winning Combat

If the combat is drawn, neither side needs to make a Break test and combat continues next turn. If one side wins, the losing side must make a Break test in the normal manner. If the attacker does not break, combat continues as normal. If the attacker wins and the defender does not break, the attacker may move models into the position occupied by the defender's casualties; these fight with no penalties in following turns as shown in Diagram 58.1.

Push Backs and Flees

If the attacker loses a round of combat, he must make a Break test (calculated in the usual manner). If failed the unit breaks and flees, causing Panic tests as usual. If the attacker outnumbers the defenders on the wall by more than 2:1, the attacking unit is pushed back 2D6" away from the walls. This is similar to a Fall Back in Good Order (FBIGO), except the attacker is free to charge the wall in the subsequent turn (and can try to get ladders up again – repeating the free attacks the defender gets as explained under 'Contact with the Walls'). Note that the defenders of the wall may never pursue, as this would mean abandoning their defences. For push back and flee purposes, only the defending models on the walls count – if the unit extends into the courtyard, these models do not count.

If the attacker wins a round of combat and the defender holds, the attacker may replace those defenders killed in contact with his own troops.

Should the defender lose and break, the unit flees towards the nearest access point to the wall. This is typically straight away from the attackers (as ladders are usually assumed to be on the inside of the walls). If the defenders are unable to flee (due to the access down being blocked by enemy or having been destroyed) they surrender and are removed. Attackers are unable to pursue unless all the surviving models in the unit are on the wall. Instead use the total dice roll for pursuit to move up to that many models onto the wall, assuming there is space. If enemy models from other units are within 1" of the ladder locations, or models from the pursuing unit are already fighting other enemy units on the walls, these may be charged in a similar way as a pursuit into a fresh enemy by the models being moved up onto the wall.

Should the defenders outnumber the attacking unit by more than 2:1, they are considered to be pushed back from the walls (in a similar manner to the attacker, as explained above).

Grappling Hook Assault

Grappling hooks may be used by units in skirmish order to scale a wall. Once a model with a grappling hook has charged into contact with a wall, he may throw the grappling hook. This is done automatically as soon as the model moves into base contact with the wall. Models may only throw their grapples in the initial charge, other members of the unit must use an existing grapple. Defenders may try to fend off grapples in the same way to ladders, see 'Contact with the Walls'. Each attacker killed is also a grapple cut. As a grappling unit will have no rank bonus, it is quite probable that they will be repulsed from the walls.

Grapples are best used on undefended wall sections, as the defenders will attempt to cut the grapples. Assuming the rope survives, the wall will then be assaulted in the same manner as with a ladder.

Diagram 58.1

The Attacker has killed two defenders and may move his troops in their place on the wall.
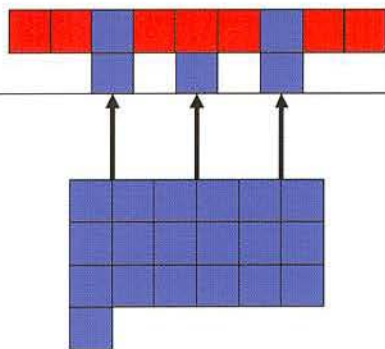
The Defenders are not in unit coherency but will move back into contact with each other if the Attacker is pushed back off the walls.

Diagram 58.2
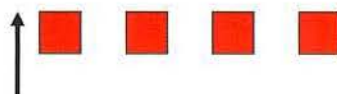
Defenders flee away from wall 2D6".

Flee and pursuit movement is halved coming off the walls.
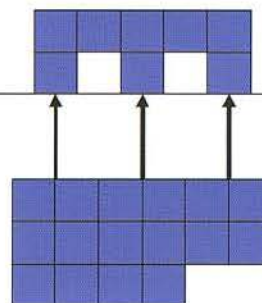
The Attacker only rolled 3 for pursuit and could only move three additional models onto the wall. The Attacker was unable to pursue as not all the unit was on the wall.

Siege Tower Assault

Once a siege tower is charged to within 3" or base contact with a wall, any troops from the unit pushing it can assault the walls as the drawbridge drops. Up to two models can attack the ramparts from a siege tower at any time. Place these models on the 'drawbridge' of the siege tower. The player can choose which models assault the walls. These may come from either the unit on board or the unit pushing the tower. This allows the unit leader and possibly a character to attack the ramparts.

The siege tower negates all the usual benefits that the defender normally gains, so, for example, chargers strike first and suffer no penalties to their to hit rolls. This makes siege towers extremely useful in an assault.

After the turn the siege tower charged in, the attacker may replace any casualties in the normal way, so there will always be two models assaulting the wall from the tower. These models can be freely chosen from the unit.

Once within 3" of the walls, the drawbridge drops and the assault begins. Allowing the gap between the wall and the siege tower creates a more pleasing visual spectacle, rather than regulating the tower having to contact the wall itself. You can see another example on the inside front cover.
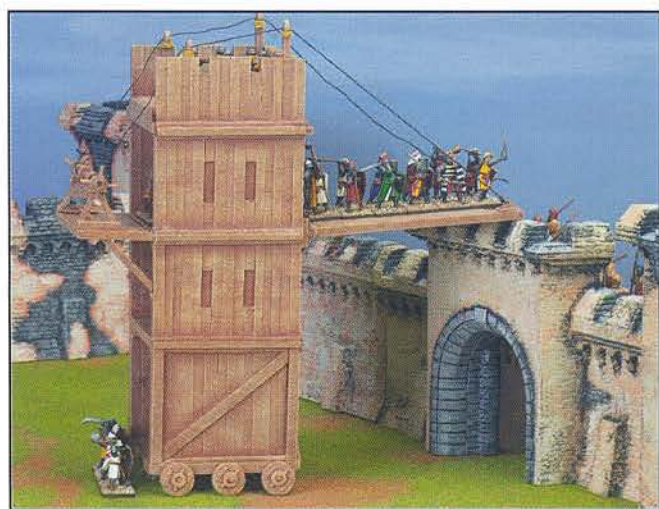
For particularly large models, or high wall sections, once within 3", you may find it more convenient to actually move the siege tower back, so that the drawbridge is more level. In this example if the siege tower was nearer, the drawbridge would be at a steep angle and would also overhang the wall section, making it difficult to place defender models.

Diagram 59.1 Siege Tower

The Attacker can get two models attacking defenders on the wall and other troops in the unit are placed behind.
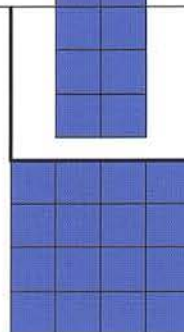
Two models on the drawbridge may attack the defenders.

Having repulsed the enemy, Roman engineers go about rebuilding the breached wall.

Taking the Ramparts

The attacker is deemed to control a wall section if there are no defenders left to defend it.

If a wall has no defenders at all, any unit with ladders, grappling hooks or a siege tower in contact with the wall may move the whole of the unit, space permitting, onto the section of wall. In the subsequent turn, the unit may move off the battlements into the courtyard either using a normal move to come down from the battlements or a reform to form up in the courtyard. Additionally, any models already on the walls may split off from the main unit, into sub units. Assaults against defenders on adjacent ramparts suffer no to hit penalties and the attacking troops will strike first when they charge, although typically only one model will be in contact.

Ladders and siege towers left against the walls may be used by other units. Move the unit into contact with the ladder or tower, and then in the following turn move up onto the battlements as noted above.

Recapturing the Walls

In subsequent turns, the defender may have a unit capable of assaulting the attacker on the walls. Models attacked from the courtyard have no cover from missile fire but are treated as being behind an improvised obstacle for assault (at -1 to hit) except the defender can only attack with the front rank. This is because while the wall offers little protection on the inside, models on the rampart have some height advantage, the defenders have to climb ladders or stairs but the attacker has no rampart to hide behind.

Defending troops may charge enemies on the ramparts or in a tower as long as they can see them and can move (via door, stair or ladder) into base contact. Work out the charges as you would normally. Attackers on the walls are hit normally if attacked at the same level from an adjacent wall.

Diagram 60.1
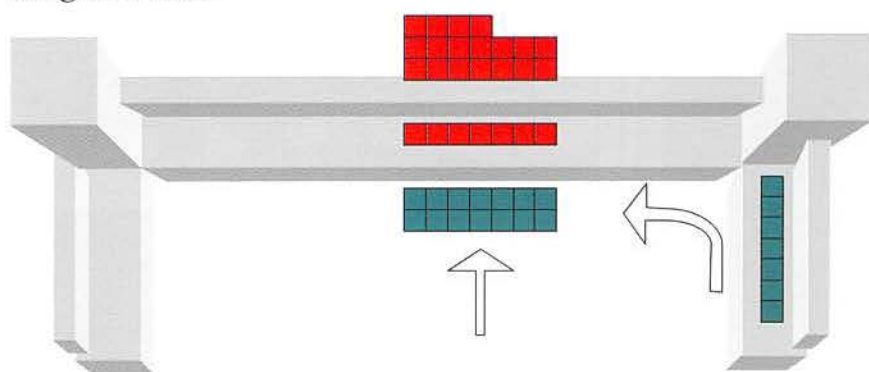
Red is charged by Blue from an adjacent wall and from the courtyard. The attacks on the same level will be resolved normally but the attacks from the courtyard will be at -1 to hit – Red is treated as being behind an improvised obstacle from the courtyard.

Note: Blue does not count as flanking Red. Units on the battlements do not have flanks.

Assaulting Towers and Buildings

Units in a building do not have a facing. As explained on page 70 of the WAB rulebook, there are no bonuses for ranks, standards, flank or rear attacks and so forth. Nor do any weapon bonuses count, as mentioned earlier.

Buildings are treated as improvised defended obstacles when assaulted; fortified buildings and castle towers are treated as prepared defended obstacles. Only models from each side actually touching the wall of the building are eligible to fight, and corner-to-corner contact does not count. From these potential combatants, two models may fight at each window or doorway in the wall.

Unusually large doors and windows might have the space to allow more models to fight through. This must be clearly decided before the game with your opponent. If no special arrangement was made, the general rule above applies to all situations.

Charges and moves out of buildings (including flee and pursuit) halve their movement. In flee and pursuit situations, pursuers may always choose to occupy a building instead of chasing fleeing troops.

In the case of a tower, there will typically be only one door connecting to a wall section, so up to two models per side may fight through that door. Defenders may have reinforced the door, meaning the attacker must first bash the door down before attacking. A reinforced door is Toughness 6 and has one wound.

Characters in buildings may only fight from the side of the building they are touching. They may move into a combat on a different side of the building as usual in their Movement phase, moving in the same way as Leaders (see page 40 of the WAB rulebook).

Gates and Palisade Walls

Both gates and palisades can be battered down with rams or by models powerful enough to do damage to the gate (two-handed weapons or an Elephant). A gate has a Toughness of 7 (8 if it's a reinforced gate) and typically has 5 wounds.

Treat this as a combat resolution, with the total number of wounds the gate has taken plus the ranks of the attackers against the ranks of the defenders bracing the gate (if

Diagram 61.1
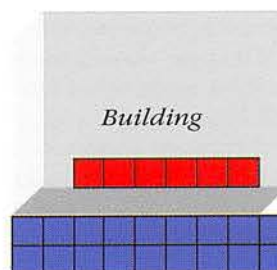
A formed unit, blue, assaults sub unit red. In this example, the wall of the building has one door and two windows (not shown), so only six blue troops are eligible to fight, as no base corner-to-corner contacts count. If there were only a single entry point in this wall of the building, only two models from each side would actually fight.

any). The gate is treated as having a 'Leadership' or 'Workmanship' of 12, this reflects the structural integrity of the gate. Should the gate fail, the attacking unit may pursue through the broken gate D6", the defenders being only pushed back D6". If the gate holds, mark the number of wounds it has taken. The number of wounds is a cumulative penalty to the gate's 'Workmanship' tests.

As mentioned, most gates have 5 wounds. Should the gate take 5 wounds, it will splinter and is destroyed. At this point neither side gets to pursue. If there are units on both sides of the gate, they are now in combat with initiative being used to determine who strikes first in the subsequent combat turn.

Should the gate be broken open with wounds remaining, the gate may be shut again in future turns should the defenders successfully push the attackers out and gain control over the gate.

Note: Standards and Battle Standards do not influence the combat resolution at the gate, nor may a gate use the Army Standard Bearer's bonus or any other special ability to re-roll failed Break tests. Naturally a gate, being an inanimate object, cannot be influenced by a character's or General's Leadership either!

Using a Tortoise with a mighty ram, the gates of the castle are breached

Fighting through a Gate

Once a gate has been broken, a unit may advance through without penalty to its movement. A unit may fight through a gate and still claim rank bonus as shown in diagrams 62.1 and 62.2.

A note on Gates and Doors

There is some overlap between a gate and a door. A door will only allow a unit to move through by halving its speed as it does so, while a gate will not hinder the unit's progress at all. To be classified as a gate, the structure will have to be at least three models wide (6cm or approx 3"), anything less will count as a door.

Double Gates

Some later fortresses had a series of gates in a gatehouse. This would typically be two gates, one almost directly after the first. In this case, once the first gate has been broken through, the second gate must be attacked and broken through. The assaulting unit may still be targeted by defending troops with missile weapons through murder holes in the gate's structure.

Diagram 62.1

The attackers attack the gate, using their mass to push the gate open, breaking the crossbar.

The gate

The defenders use their ranks to brace the gate against the attacker's assault.

Diagram 62.2

Even though the attacking unit is straddled between the gate, it retains full rank bonus.

The gate

If the defenders manage to win and push the attacker back through a damaged gate, it may be closed, braced and bolted.

Romans surge toward the fallen gate. The breached wall looks less trustworthy as an entrance point!

CHARACTERS

The General and Army Standard

Both the General and Army Standard may use their abilities to influence units within 12" regardless of intervening terrain (Page 43 of the WAB rulebook). This is the rule for pitched battles and other scenarios but some common sense applies to siege games. A General may encourage a unit on the battlements or through a breach, but not when there's a huge great big castle wall in the way! Likewise, the same applies for the Army Standard Bearer.

Army Standard

In some instances, Unit Standards do not count for combat resolution when besieging a castle. Army Standards will still always grant a +1 to combat resolution in these situations; there is nothing so powerful as seeing the army's battle flag flying over the wall and nothing so demoralising as seeing it fall and being replaced by the enemy's standard.

Challenges & Siege

Characters in Siege can ignore challenges issued to them unless in base-to-base contact with their rival. Simply put, you can't issue challenges whilst stood on a ladder!

Mongol commanders encourage their Chinese allies to break down the gate to support the ladder assault on the walls.

Chinese defenders with a range of equipment.

The Siege of Numantia, 137 BC

"The war between the Romans and the Celtiberians was called the 'fiery war,' so remarkable was the uninterrupted character of the engagements... The engagements as a rule were only stopped by darkness, the combatants refusing either to let their courage flag or to yield to bodily fatigue, and ever rallying, recovering confidence and beginning afresh. Winter indeed alone put a certain check on the progress of the whole war and on the continuous character of the regular battles, so that on the whole if we can conceive a war to be fiery it would be this and no other one."

Polybius, The Histories (XXXV.1)
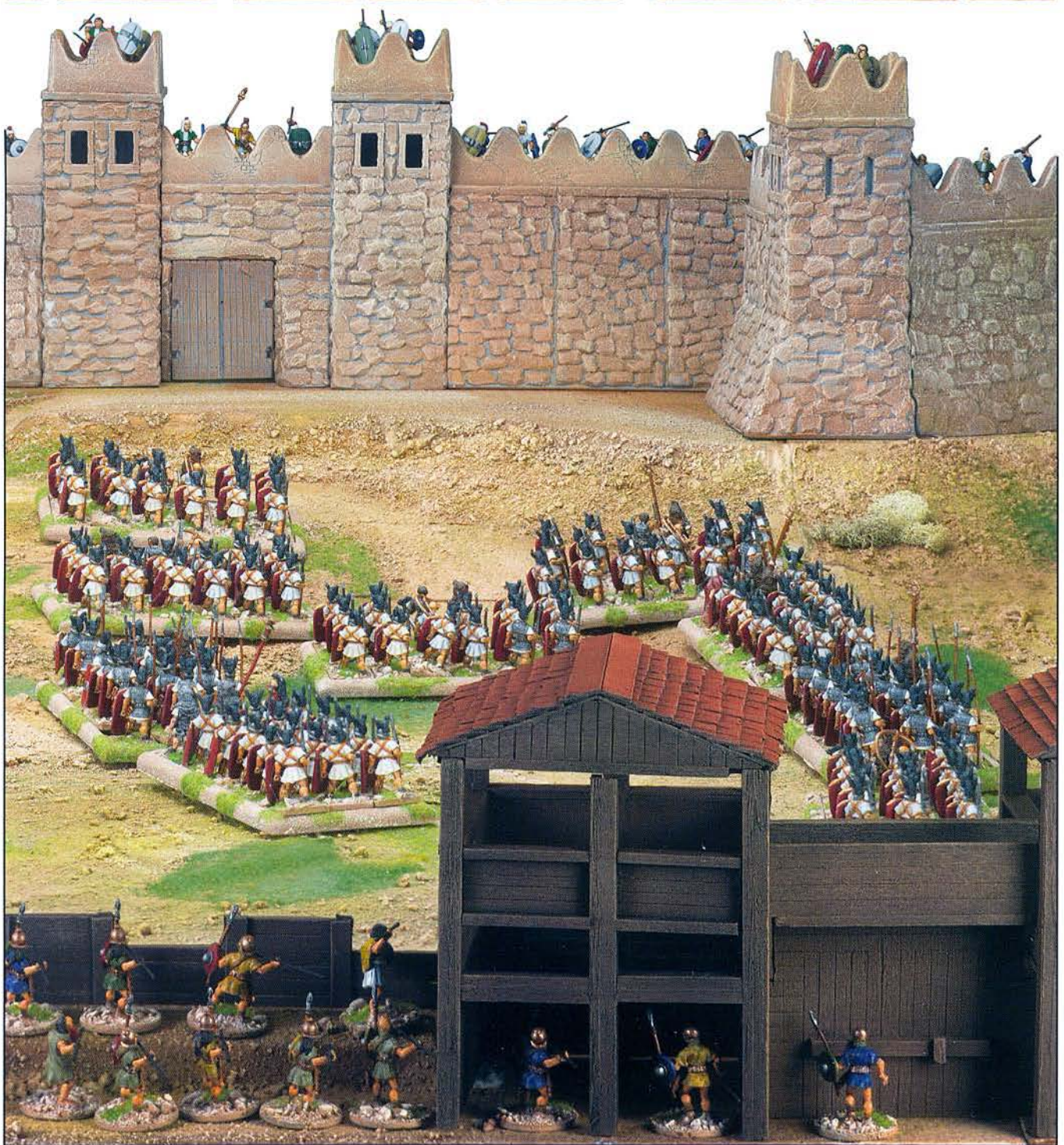
The Roman army marches out from its encampments and array for yet another assault on the walls of Numantia.

Numantia was a town in Hispania (now modern-day Spain), which for a long time resisted the efforts of Rome to conquer her. These attempts by the Romans became known as the 'Numantine War' or the 'Fiery War'.

At first elephants and Numidian allies were used to try to break the deadlock, but the elephants proved less than useful in sieges.

The city was finally taken and destroyed by Consul Publicus Cornelius Scipio Aemilianus, after a long and brutal siege. This signalled the final subjugation of Iberia by the Romans.

Refusing to engage the Numantines who had fought so desperately in the past, Scipio sought to use circumvallation and starve them out. There were several desperate sallies against the Romans but each was repulsed, nor could there be any help from neighbouring towns, most were now under Roman domination. Eventually, as their hunger increased, the Numantines pleaded with Scipio, asking for clemency and the freedom of their country. But Scipio would accept only deditii, complete capitulation.

After eight months, the starving population was reduced to cannibalism and compelled to surrender. But, "such was the love of liberty and of valour which existed in this small barbarian town," relates Appian, that many chose to take their own lives rather than capitulate. Families poisoned themselves, weapons were burned, and the beleaguered town set ablaze. Those who survived were sold into slavery by the Romans (after all they had to make a profit somehow).

This was the first notable military endeavour by Gaius Marius, later known for his reforms to the Legions and his opposition to Sulla in the first Roman Civil War.

A few brave Romans manage to scale the walls as the gate is breached, before finally being repulsed yet again. Initially it is thought the Romans attempted to use elephants to batter down the gates.

These pictures really show the visual spectacle of a Siege game and circumvallation.

The Roman army makes another attempt to gain the walls as desperate fighting breaks out around the gate.
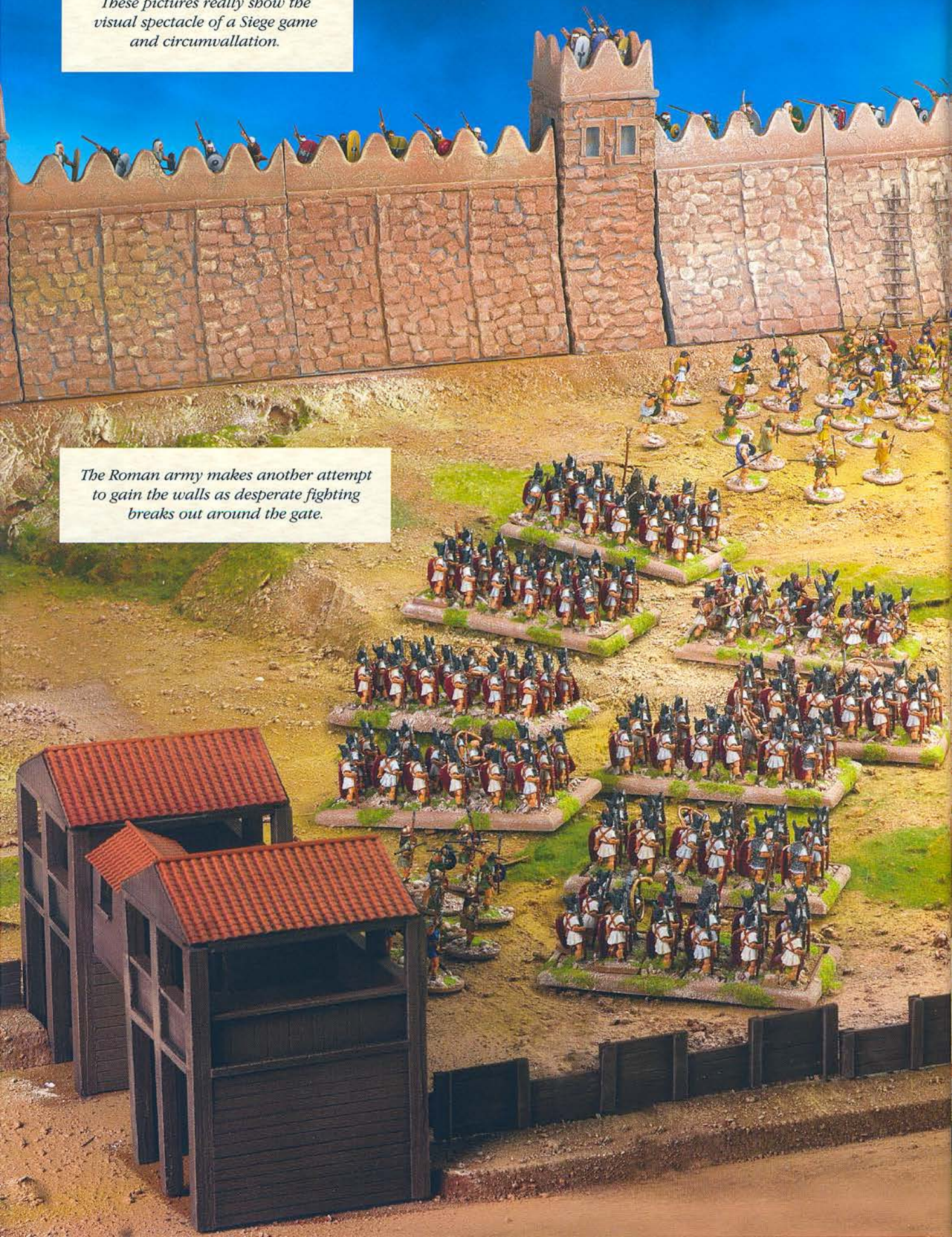
While the Roman army marches out, the Spanish man their walls and prepare their defences.

*The mighty Assyrian army of Ashurbanipal and its terrifying
machines of war prepare for the final assault.*

*As the walls fall, the defenders can do no more
than watch and wait.*

A local Samurai Daimyo decides to take action against troublesome warrior monks holed up in their fortress monastery.

The ram thunders against the gate.

In Japan during the period 1570 to 1580, Oda Nobunga and other samurai undertook a campaign against the Ikko Ikki and warrrior monks, which, after several set backs, was ultiminately successful.

On their first attempt the gate bursts open and desperate fighting breaks out.

The wounded find refuge within the courtyard alongside the dead.

A Burgundian army from the time of Charles the Bold clashes with an army from the Swiss alliance in front of a local duke's fortified manor.
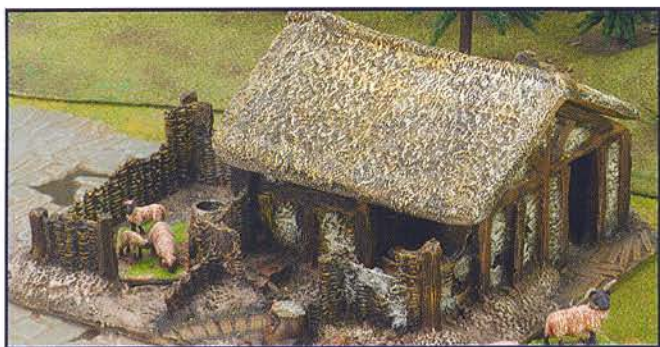
A number of manufacturers and enterprising individuals make buildings with removable roofs. These are very useful when playing games of siege or fighting in settlements, some examples are shown above.

Roman Legionaries prepare to go out on patrol.
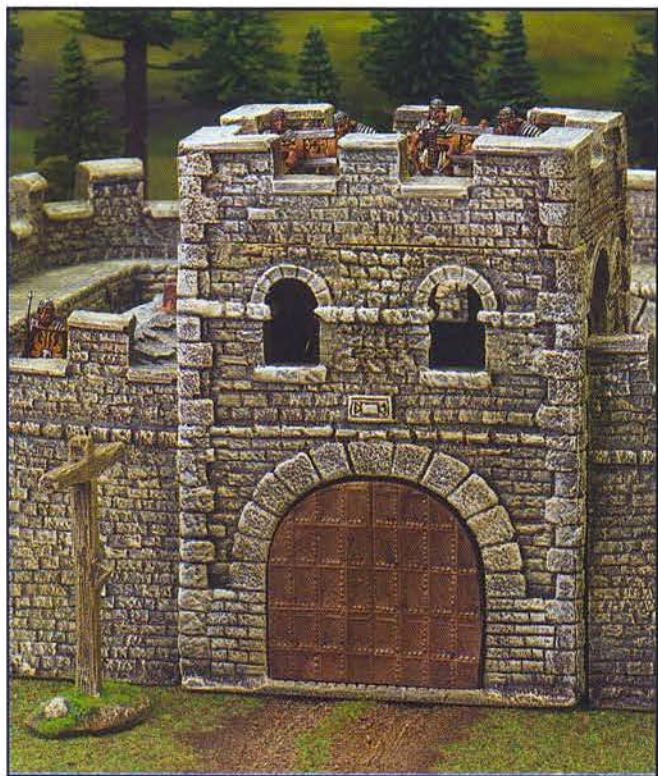
The imposing view of the front gate of a Roman fort.
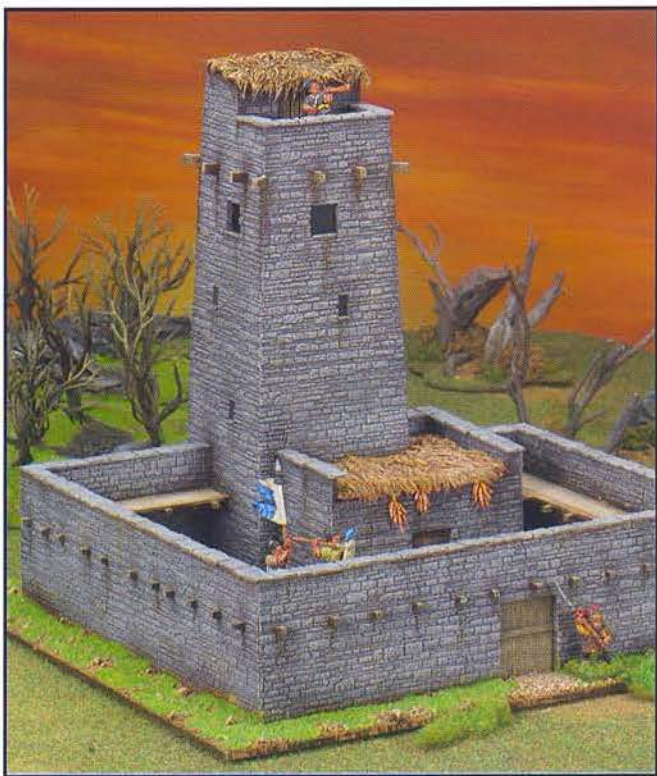
A Chinese outpost on the Western frontier.

The Chinese and Roman Empires are thought to have come quite close territorially, which offers a number of interesting scenario and campaign possibilities for the imaginative player.

Ready to leave, this sentry is becoming concerned as his relief has not arrived yet.
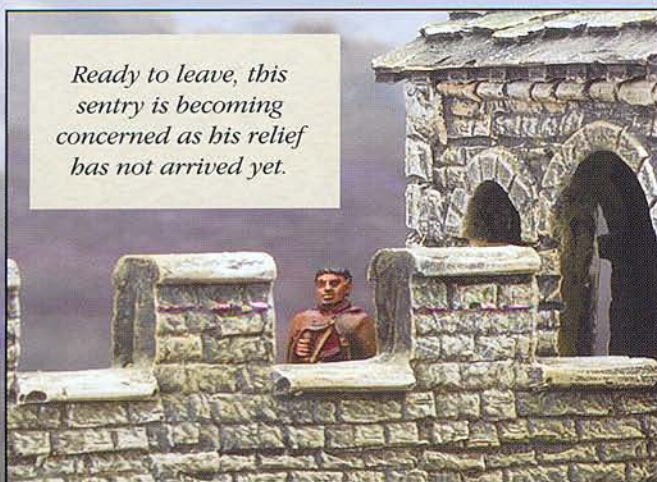
The sentry is relieved of his duty so he can head back to barracks at Housesteads.
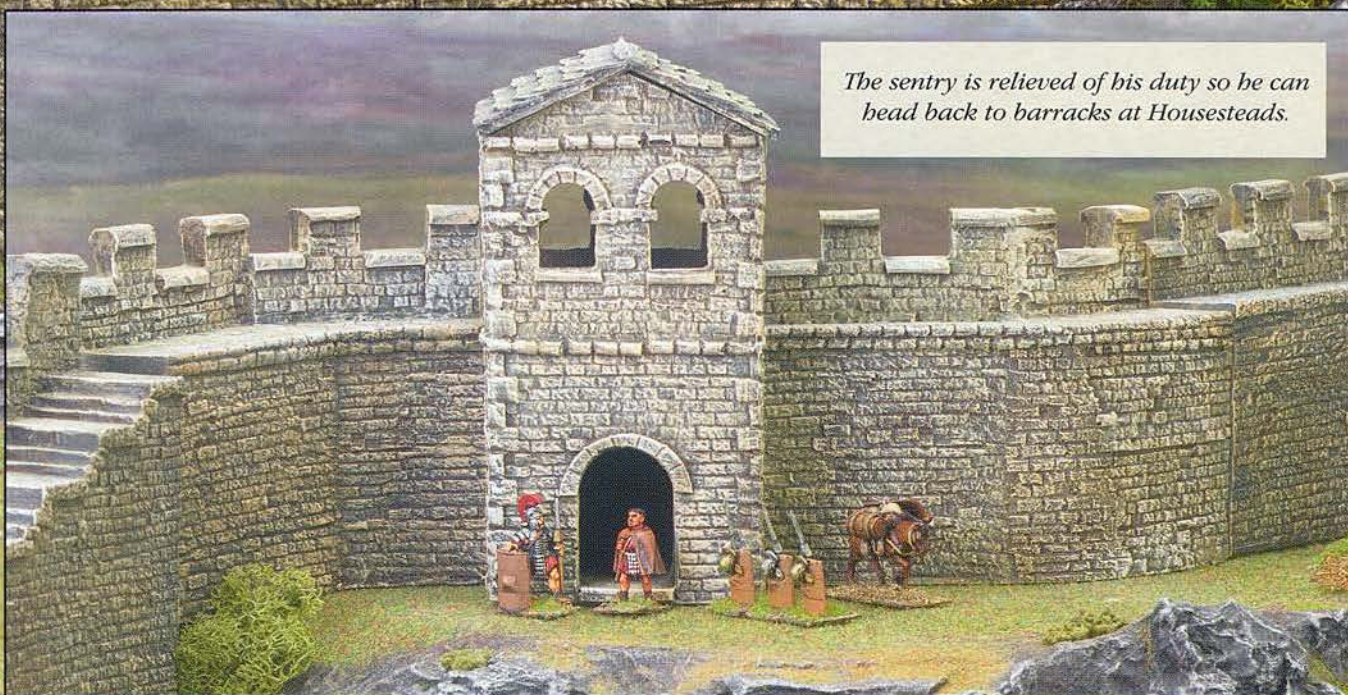
EDGE OF THE EMPIRE
HADRIAN'S WALL

Parts of Hadrian's Wall and much of the Great Wall of China still exist today and are popular tourist attractions.

*Walls such as this and the fort on page 75 are available commercially
and can be used in a variety of games and scenarios.*

A Dark Age watch tower and stockade.
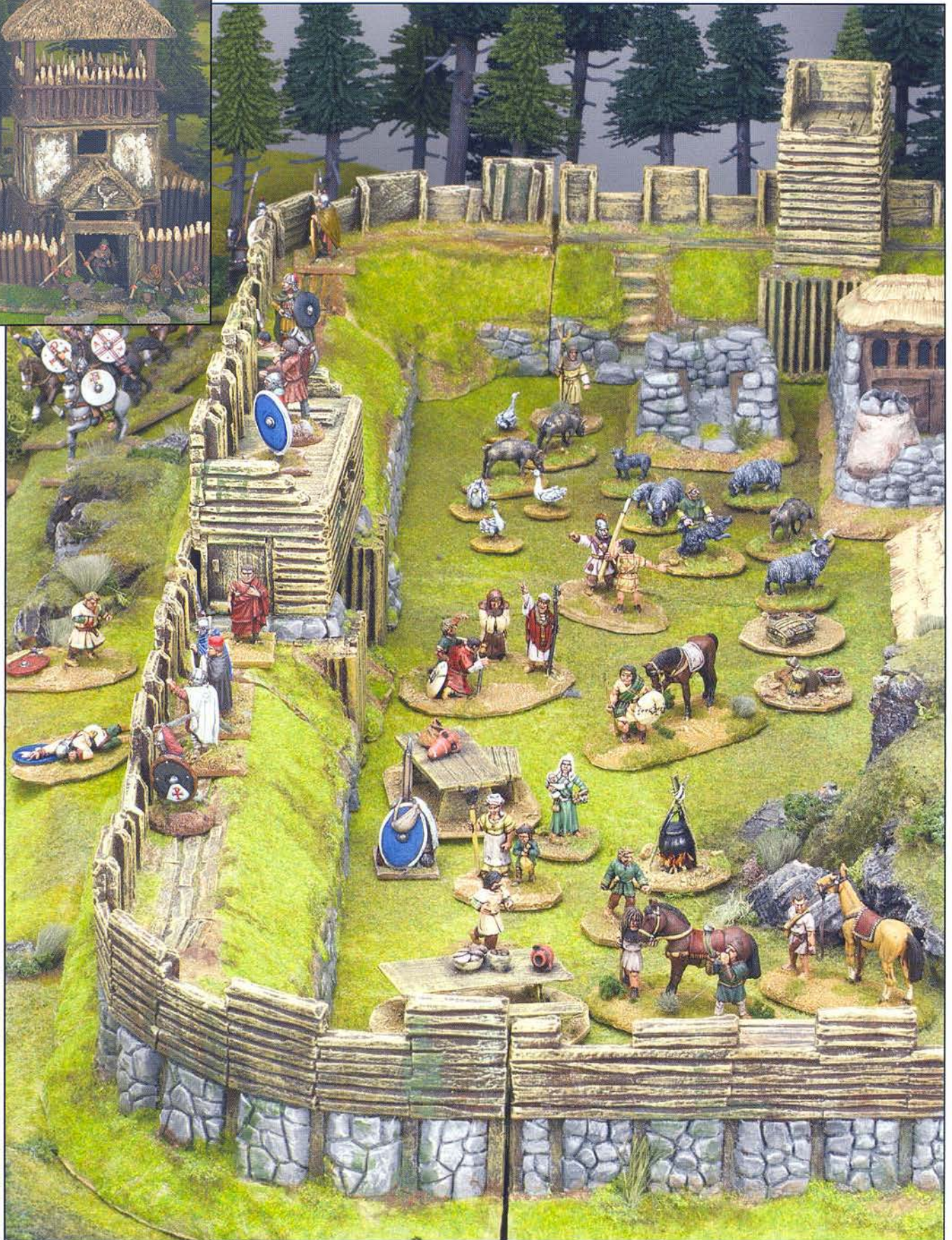
Inside a Dark Age hillfort.

SIEGE SCENARIOS
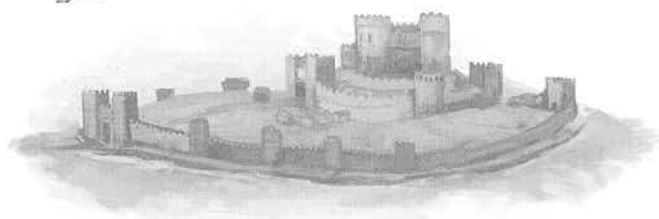
Each of the following siege scenarios reflects a different aspect of siege warfare. They may be played as 'one-off' scenarios or linked to a larger siege campaign. Some of these scenarios have options which will only apply to certain historical periods. For example, the Relief Force scenario allows the option of double circumvallation (the Roman tactic of building a double defensive wall around a fortification). While this is fine for the Late Classical Era, it was not a tactic used in other periods and so cannot be used. Common sense should be applied at all times.

Throughout, we use the terms Besieger to indicate the attacker who is trying to take the fortress and Besieged to indicate who is defending it. These may seem like slightly clumsy terms but there is no better way to do it.

The types of scenarios here are deliberately varied to reflect different aspects of siege warfare beyond the 'pitched battle' or to be part of a linked campaign or played as an interesting one-off game.

- **Messenger** The besieged force sends for help.
- **Vanguard** The besieger tries to break through to surprise the castle.
- **Forlorn Hope** The besieged retreats into the castle.
- **Rapid Assault** The besieger attempts to take the castle by surprise.
- **Sortie** The besieged sallies out to try to destroy the enemy's camp.
- **Relief Force** Reinforcements arrive threatening the besieger.
- **All of Nothing** The besieged sallies out to attempt to drive off the besieger.
- **Horde** Optional scenario. Hordes of the enemy assault the walls.
- **Traitor** Optional scenario. A traitor has left a gate open.
- **Final Assault** The final assault on the castle.

Siege scenarios will require reading of both the siege and settlement rules.

Note: Armies with special deployment rules (such as Nomad Cavalry march moves or hidden deployment) cannot use them in Siege unless the scenario specifically permits it (none in this book do).

Other scenarios suitable for sieges include:
- **Last Stand** *Warhammer Ancient Battles* rulebook
- **Testing the Defences** *Fall of the West*

THE MESSENGER

Fortresses were generally built on raised ground, so its inhabitants could observe the surrounding landscape. Even if not on high ground, its towers would provide a good vantage point from which lookouts could survey the countryside and give warning of the approach of hostile forces, providing the weather was good and the enemy did not approach in darkness. Further advanced warning of the enemy could be obtained from regular scouting patrols and from local people fleeing the oncoming enemy and seeking refuge in the fortress.

There was a good chance that the defenders would be aware of the enemy approaching long before the ponderous column, laden down with wagons and siege equipment, began to encircle the defences. One of the first actions of the commander would be to send out a messenger, probably escorted by a small unit to help break the enemy cordon. Indeed, there may have been several messengers to increase the chances of at least one succeeding. The escort was made up of brave men, willing to sacrifice themselves in a diversionary attack while the messenger seized any opportunity to get clear.

Even if the messenger broke through the enemy vanguard, he would probably be pursued. He would have had to outrun his pursuers and if any of the escort were still with him, these would have had to turn to face the enemy and act as a rearguard, holding them up while the messenger gets away.

THE SCENARIO

This scenario is an encounter between two messengers and their escort who have been dispatched by the Besieged side, and the vanguard of the Besieging force who are determined to intercept them.

Besieger's Perimeter Force

18"

Messenger Force

12"

Exit
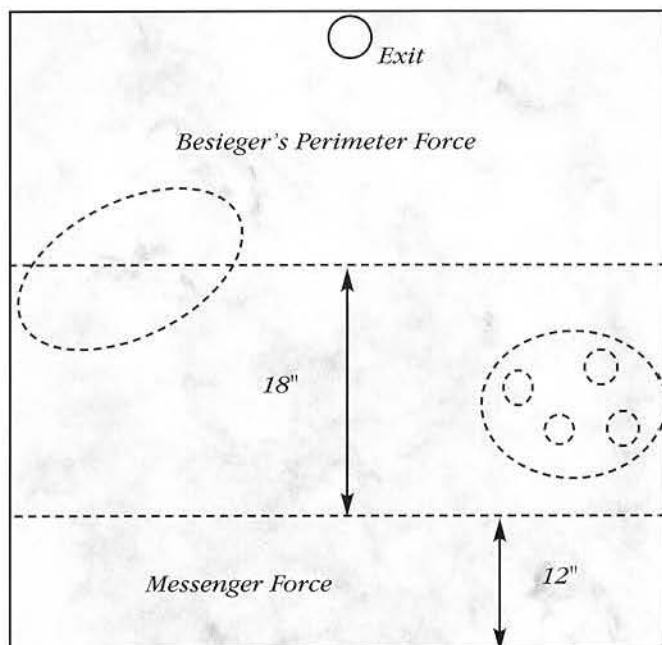
The messengers' objective is to cross the table and leave it by the opposite edge. If a messenger manages to do this, he is assumed to have got away to summon reinforcements. The Besieger's objective is to prevent any messengers escaping from the table.

The scenario is played using the Border Skirmish rules found on page 108.

THE BATTLEFIELD

The setting for this battle is somewhere in the countryside surrounding the fortress. The messengers and their escort have already travelled a long way before encountering a patrol from the Besieging force. Unfortunately, the enemy has been especially thorough and have spotted the group. This scenario is played on a 4'x4' table.

Set up the scenery in the usual way according to the WAB rulebook (see page 83), with the following exception: No impassable terrain features may be used at all. The Besieged will wish to limit the amount of terrain placed to the minimum.

ARMIES

The scenario is designed for a small number of models. The defending side consists of only the messengers and a small escort of troops, amounting to 500 points. There can be up to two messengers (the force commander and another unit leader). The attacking side consists of a small patrol from the besieging army of 500 points.

DEPLOYMENT

The Besieged force which is trying to break out deploys first, choosing the centre of one table edge as his exit point (the messenger must exit within 12" of this exit point). The messengers and escort are deployed from the table edge opposite the exit point up to 12" onto the table. The Besiegers are deployed last. They can be deployed anywhere on the table that is more than 18" away from the messengers and escorts.

GAME LENGTH AND WINNING

The scenario lasts until one messenger gets through or all are slain, so it could last for any number of turns. The scenario ends in a victory for the Besieged player when either of the messengers exits the table via the exit zone. Otherwise the battle lasts until all the messengers are slain and the chance to summon reinforcements is lost.

WHO GOES FIRST: The Besieged player chooses to go first or second.

CAMPAIGN NOTES: This scenario may be played at the start of the campaign or be instigated by the besieged player sending for reinforcements or for supplies. The outcome of this encounter decides whether or not reinforcements arrive to help the Besieged side in a later stage of the siege.

VANGUARD

While castles were usually built in a prominent position, there would be many areas the highest watch towers of the castle could not see. These blind spots, such as valleys and woods, could allow an attacker to potentially sneak through. Likewise an enemy might try to move when there was poor visibility (eg, at night or in bad weather).

The only way to combat this strategic challenge was to send out regular patrols and scouting parties, to scout these areas and try to intercept a potential attack force. Likewise, the attacker would send out a vanguard to scout ahead of the main army and detect ambushes.

THE SCENARIO
This scenario represents two such scouting forces meeting. The castle's scouting force has sent a scout to warn the castle, to report the enemy has been sighted. The vanguard of the enemy force must prevent this from happening and must break through before the alarm is raised.

THE BATTLEFIELD
This game is played on a 4'x4' table.

The scenery should be set up as follows. Each side may generate scenery as normal (following the rules on page 83 of the WAB rulebook) and takes turns to place it. No impassable terrain features may be used. The defender sets up the first piece of terrain. In addition, the defender may place either a river with a ford across the board or any three of the following: a wood, a hill or difficult terrain – anywhere outside of the attacker's deployment zone. The river is shallow (counting as difficult terrain) and the ford does not impede movement. Alternatively, the ford may be replaced by a bridge.
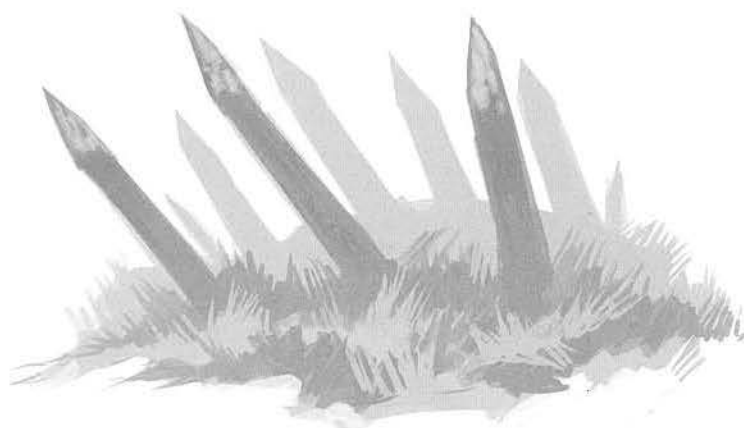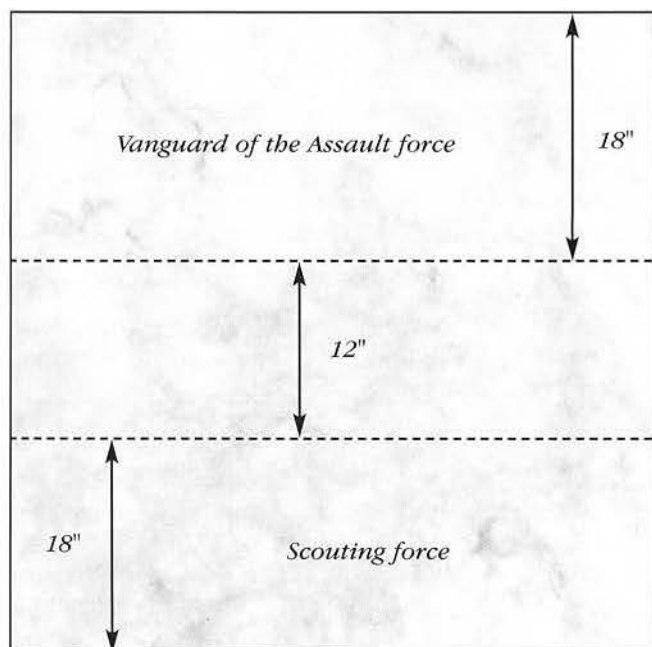
THE FORCES
The scouting patrol force (representing the Besieged player), consists of 500 points while the attacking force (representing the Besieger) consists of 750 points. The scouting force is the defender while the Besieger's force is the attacker. Both use the Border Skirmish rules for selecting their forces.

DEPLOYMENT
The scouting force is placed first, no more than 18" from the defender's board edge. The attacking player then places all of his forces within his own deployment zone. No attacking troops may be placed within 12" of the scouting force's deployment zone.

No special deployment rules may be used (for example, some lists allow ambushes).

SPECIAL RULES: None. Naturally, no siege equipment or war machines are allowed.

WHO GOES FIRST?
The defending player goes first.

GAME LENGTH
The defending player must prevent the attacking player from breaking through within four turns. If the attacker gets one unit off the board edge before turn 5, the attacker wins. Otherwise the defender wins.

OBJECTIVES AND VICTORY CONDITIONS
Standard Victory points conditions apply. Table quarters are not used.

CAMPAIGN NOTES
This scenario may be played at the start of a Siege campaign.

If running a Siege campaign, if the attacker manages to get one unit off the opposite (defender's) board edge by turn 4, they may prevent the scout from warning the castle and the attacker may play the Rapid Assault scenario.

FORLORN HOPE

In most times of strife, the local population would retreat to the safety of a local fortress or fortified town, taking as much of their livestock, food and goods as they could with them. If the invading force was primarily marauders, they would be unable to besiege and would soon leave with lean pickings.

THE SCENARIO

In this scenario, the defenders have detected a marauding force. This may possibly be the vanguard of a larger invading army. The defender has to rush supplies and the peasantry into the castle, while the attacker has to capture them. To this end, the defender has a small force to attempt to delay the attackers – a forlorn hope.

THE BATTLEFIELD

Scenery is set up in the usual way. The defender sets up a village approximately 18"x18" defended by low walls (an improvised defended obstacle with soft cover) in the centre of the table. There are at least two gates in the village, one facing the attacker's deployment zone, the other the castle. A village gate counts as an improvised defended obstacle if closed and as no obstruction if open. A unit which has won a combat may open a village gate at no penalty to their move.

THE FORCES

Armies are chosen from the army lists to a value agreed before the game. The attacker has 1,000 points while the defender has 250 points in the village and an additional 500 points sallying out of the castle.

DEPLOYMENT

The defender has the tactical choice of either defending the baggage in the village or trying to march it back to the safety of the castle. The 250 points is set up in the village with the baggage.

WHO GOES FIRST: The attacker chooses to go first or second.

SPECIAL RULES

Baggage: There are three pieces of baggage. They move 6" per turn, halve their movement if they turn and may not march move.

Enemy units capture baggage by charging it, the baggage being placed to the rear of the unit facing any direction wished. A unit with baggage may only move as fast as the baggage (6") and flees D6" less. A unit may only grab/control one baggage at a time. Alternatively, the unit may detach a model which may then lead the baggage away.

If an attacker controls a baggage, he may choose to sack it. This may be done in the Close Combat phase as long as the attacking unit is not in hand-to-hand combat and is done automatically, all the unit's attacks are on the baggage. Sacked baggage is worth less Victory points to the attacker but at least the defender cannot recapture it. Defenders cannot sack baggage in this way.
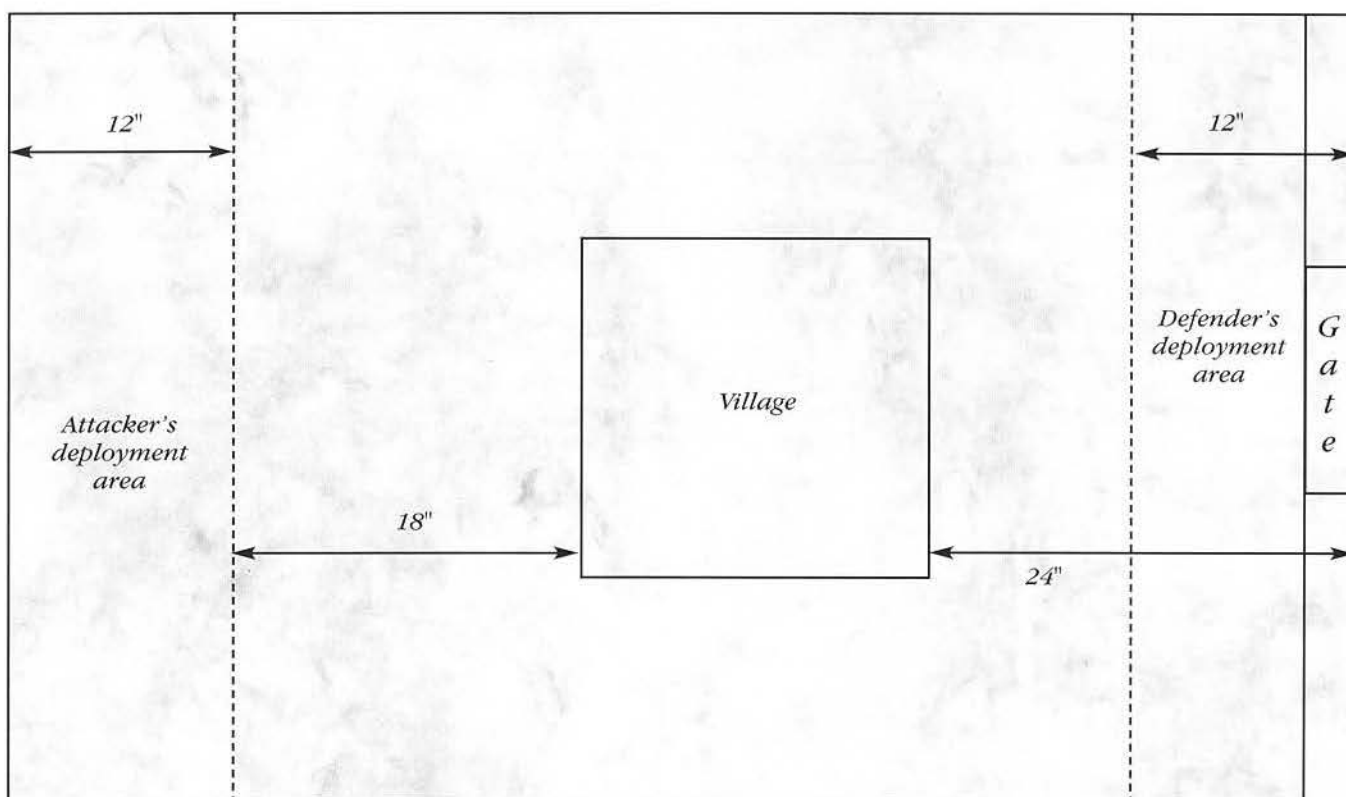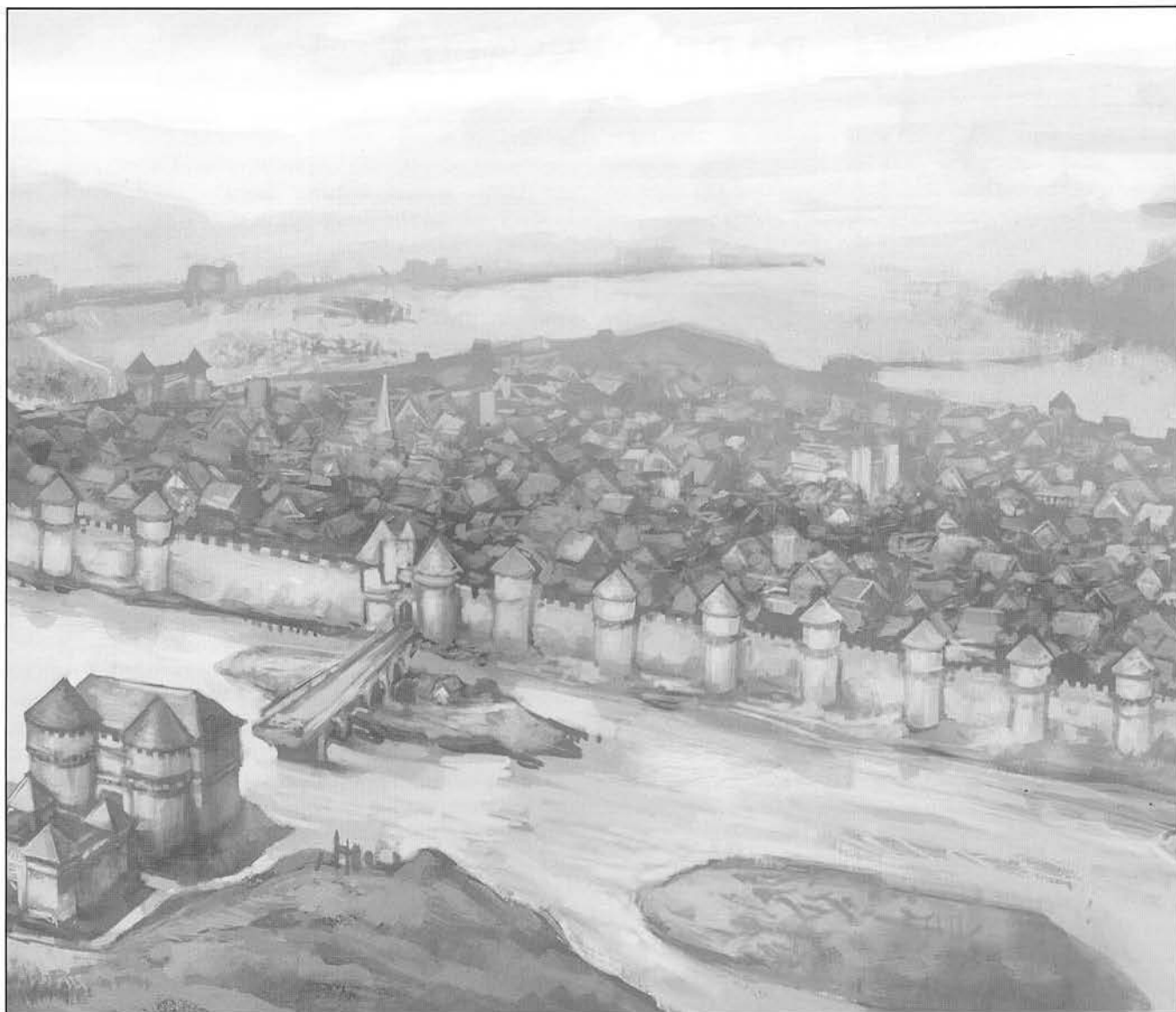
THE VILLAGE

The village walls count as an improvised obstacle for defence.

FLEEING & RALLIES

Close the gates! The defending troops flee towards the gate of the castle. If the gate is open, fleeing troops may enter and are treated as automatically rallying inside (for Victory points purposes). However, if the gate has been shut, fleeing troops will try to flee into it and be destroyed.

The defender must close the gates to stop the attacker getting in. Should attackers get into the gates before they are shut, the attacker automatically wins. In a campaign, the attacker may immediately play the Traitor! scenario.

GAME LENGTH: The players elect to play for an agreed number of turns. Alternatively roll a D6 to decide how many turns to play. A score of 1-2 = 6 turns, 3-4 = 7 turns, 5-6 = 8 turns. The game continues until each side has taken the number of turns indicated or until one player concedes.

WINNING

Victory points are worked out as standard. Baggage is worth 200 points each. Sacked baggage is worth 50 points each. Table quarters are ignored.

CAMPAIGN NOTES

This scenario may be played at the start of a Siege campaign. If running a Siege campaign, each baggage is worth an extra siege turn to whoever controls it at the end of the battle. Should the attacker reach the gates and they are still open, they have successfully stormed the gates. The attacker may play the Traitor! scenario, with the attackers having captured the main gatehouse.

VARIATIONS AND NOTES

A castle wall is not necessarily required for this scenario. Players might say that the edge of the tabletop is where the castle wall is and make a note of where the gate is.

If not played as part of a Siege campaign, this could be played as an alternate Raid scenario, for example, a princess or noble and entourage could be trying to retreat into the castle on the run from roaming marauders. One of the baggage will contain the hidden princess.

RAPID ASSAULT

Most sieges were prolonged affairs lasting months, even years. However, some castles were taken almost immediately by the attackers. Saladin managed to capture dozens of Crusading castles very quickly after his victory at Hattin (1187) and Scipio took the city of Nova Carthage without siege engines in a single day.

Castles were generally placed in commanding positions, where they could see approaching forces miles away and could control the land around them. However, a cunning foe will use darkness or bad weather to full advantage, to march unseen to the edge of the castle. This is when a sudden assault can throw the defenders off guard and secure the castle quickly.

THE BATTLEFIELD

The setting for this battle is the castle itself or an outlying bastion of a larger fortification or city. Set up the fortress walls and towers as shown on the map below. Alternatively, the Besieged player may set up the castle as he wishes and according to the castle terrain available. There should be a minimum of 24" of wall with tower plus 12" of wall with a tower per 500 points of defenders.

Additional scenery should be set up as follows. Each side may generate up to three random terrain features (from page 84 of the WAB rulebook), except that no scenery may

be set up within 18" of the castle. This clear zone represents the killing ground around the castle. No impassable terrain features may be used at all. The attacker sets up the first piece of terrain.

THE FORCES

The attacker has 1,000 points chosen from the standard army list. This is the advance force of the army. No siege machines may be used by the attacker, this is a rapid assault. Any war machines are still trailing with the baggage.

The defender has 500 points chosen from the standard army list. This represents as much of the garrison of the castle as can be mustered at short notice. The defender may choose a war machine if his army list allows it. The engine must be placed on the battlements or just inside the fortress.

COMMANDERS

Each side may not wish to risk their generals in this fight, so each army may temporarily promote a character to commander (who acts as a General, with all the inherent benefits and penalties, for this scenario). This may be any character who can normally be promoted to a General in the army list. If your list does not have this option, you may choose a character and promote him to a

Besieged player's deployment area Approx 12"x12"

18"

18"

18"

Attacker's deployment area
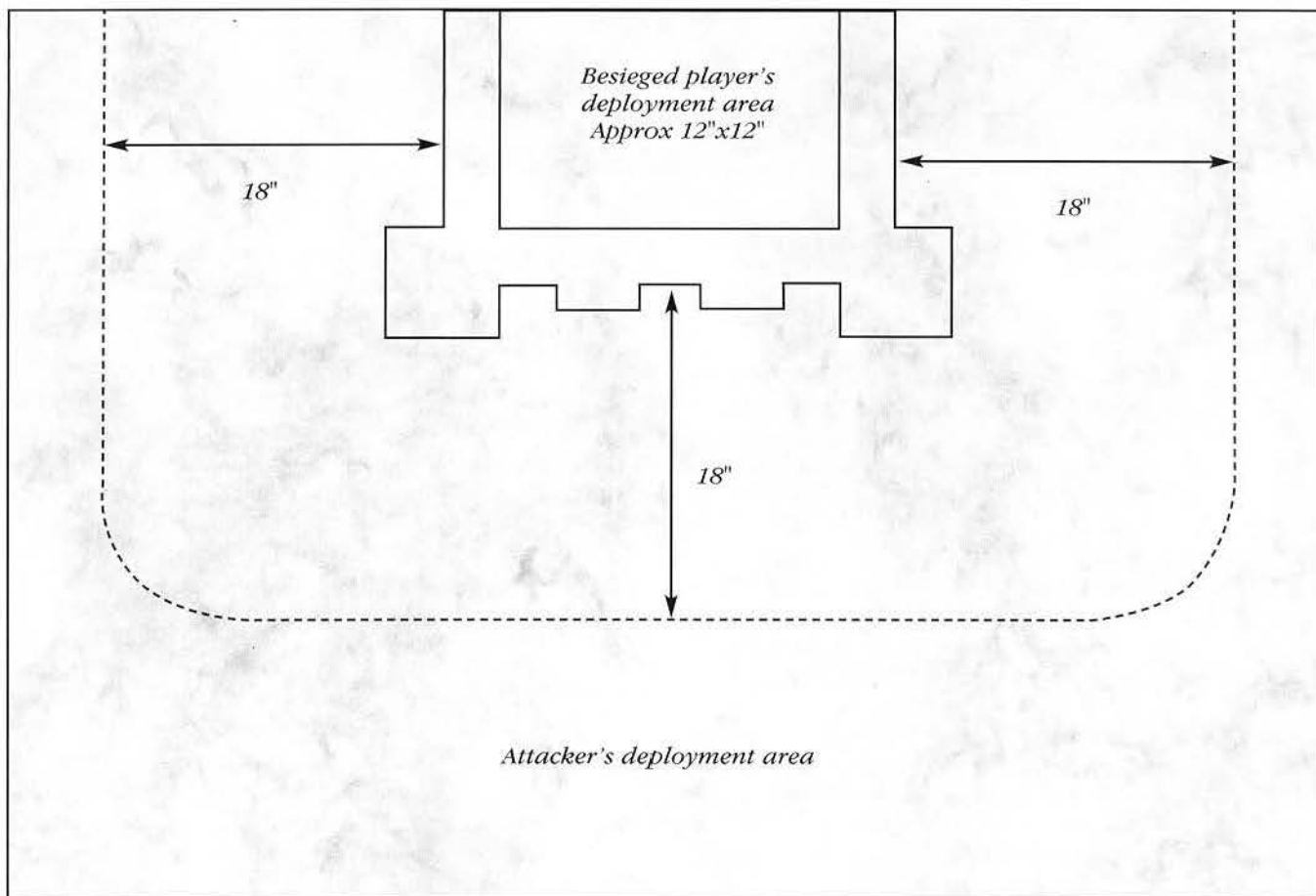
ALTERNATIVE SETUPS –
Players may arrange their siege scenery in a mutually agreeable manner. Such as:

Besieged player's deployment area.

Or

Besieged player's deployment area.
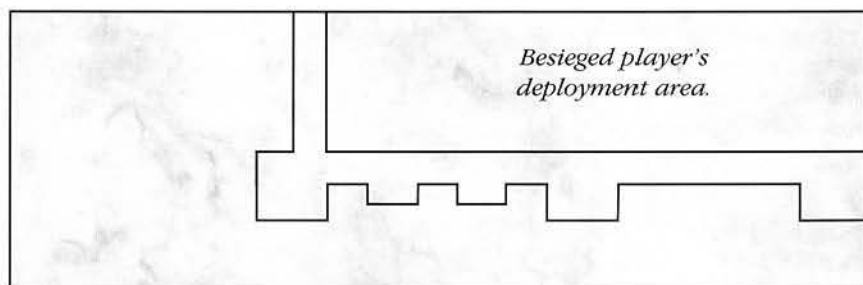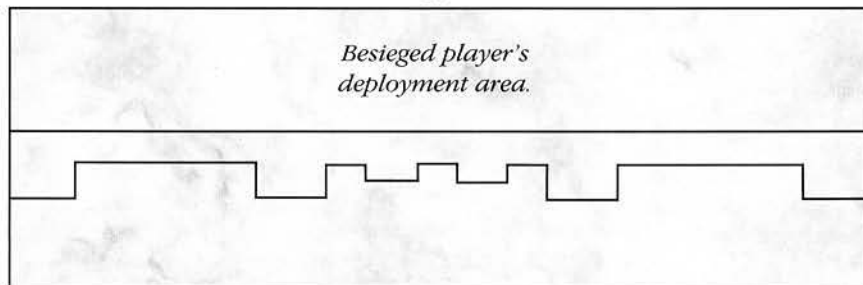
Any such set-up should suit the amount of terrain you have available.

OBJECTIVES AND VICTORY CONDITIONS

The defending player's objective is to hold out for as long as possible, inflicting as many casualties on the assault as they can.

The Besieger's objective is to destroy the gate of the fortress and wipe out the garrison.

To win, if the attackers have two formed units inside the castle or wipe out all of the defenders (with their units destroyed or fleeing) then the game ends in an outright victory for the Besiegers. Any other outcome will result in a victory for the Besieged force.

Victory points are important for a prolonged campaign so total up Victory points on either side ignoring table quarters and standards. See the campaign notes for further details.

General for +25 points. The defending forces may choose a force commander (representing the Commander on Watch) from the Border Skirmish scenario or may choose a single hero.

DEPLOYMENT

The defending player places down all of his forces first within the castle or within 8" of it. The attacking player then places down his assault forces. None of the attacking forces may be placed within 18" of the castle. The castle gate is open at the start of the scenario.

As normal, no special deployment rules may be used (for example: some lists allow ambushes or free march moves).

WHO GOES FIRST?

The attacking forces have the first turn.

SPECIAL RULES

No siege equipment is used (as it hasn't been built yet). However the attacking force may be armed with ladders, grappling hooks, fascines and battering rams.

Surprise attack

At the beginning of the first turn, roll a D6 for each unit that is on the wall of the castle. On the roll of a 1, the unit is taken by surprise and can do nothing that turn.

GAME LENGTH

The scenario lasts for six turns. Either the rapid assault has worked or the attackers fall back, fearing a sortie from the fortress and needing to concentrate on blockading the castle, making their siege lines complete.

CAMPAIGN NOTES

This scenario may be played if the Besieger has won one of the preliminary scenarios (Messenger, Vanguard or Forlorn Hope). If successful, the rapid assault may bring a quick close to a siege for a small castle or outpost. However if this is an outer gate of a city, castle or larger fortress, this may be only the start. The defender may try to push the attacker back (play the final assault but using the Traitor! scenario special rules) or fall back to the next line of defence. Most castles have a bailey and a keep, large castles and cities will have an outer defensive wall, an inner wall and finally the citadel or keep.

Losing this scenario will generally be a setback for either side. For the attacker, the failure will mean a prolonged siege will have to be attempted. In addition, the losses in this scenario will affect the campaign. If the entire attacking army routs, the Besieger loses 1,000 points from his Besieging force for the final battle. Losing more than 500 points will reduce that force by 500 points.

If the besieged force is entirely destroyed or routed, the defender's forces for the final battle will be reduced by 500 points.

VARIATIONS AND NOTES

This game may be scaled up and played with larger forces; 2,000 points of attackers versus 1,000 points of defenders There should be a minimum of 24" of wall with tower plus 12" of wall with a tower per 500 points of defenders. To win, the attacker must have four formed units inside the courtyard.

SORTIE!

This scenario recreates a sudden sortie or sally by the defenders of the castle on the besieging army that surrounds them. This was usually done at a time when an enemy's guard would be low, such as early morning. The sortie was a risky strategy, for a failed raid will rob a fortification of vital defenders and reduce the morale of those remaining (as happened at Acre in 1291). However, a successful sally could contribute to the breaking of an attacking force (such as at the siege of Vienna in 1529).

A sortie was usually done at a time intended to take attacking/besieging forces off guard – such as a moonlit night or an early morning. Only part of the enemy's siege army could be mobilized quickly, so the sallying forces would only face part of the besieging army.

The purpose of a sortie was to strike against the vitals of a besieging army. Targets included the destruction of siege machines or the enemy's supplies. It may also have been mounted to destroy part of the besieging army in order to relieve the pressure on the castle.

THE BATTLEFIELD

This battle is set just outside the walls of the castle. Only one wall of the castle is represented, with a gate or sally port. This can be placed on the defender's board edge.

The Besieger's camp can be represented by a few tents, baggage or siege equipment and vignettes.

The scenery should be set up as follows. Each side may generate up to three random terrain features that can be positioned in the normal way on the table. No terrain feature may be placed within 18" of the castle. This clear zone represents the ground cleared by the defenders of the fortress to deny cover to an attacking force. If a wood is placed down, roll a D6. On a 4+ it has been cut down as firewood, replace it with difficult terrain. No impassable terrain features may be used. The defender sets up the first piece of terrain.

The attacker's camp can be represented by tents, camp fires and similar vignettes. These do not hamper movement or line of sight for either army (being conveniently removed when units run over them) but do add to the overall appearance of the game.

THE FORCES

The attacker and defender each have 1,000 points. There are no restrictions on the choice of forces, standard army lists apply. The forces are equal as the sallying forces can choose their point to attack. They have a limited number of turns before enemy reinforcements begin to turn up. The sallying forces are advised of the need for swift action – taking mounted troops is a good option.

Castle

12"

Sallying force's deployment area

Besieger's deployment area

18"

Attacker's camp
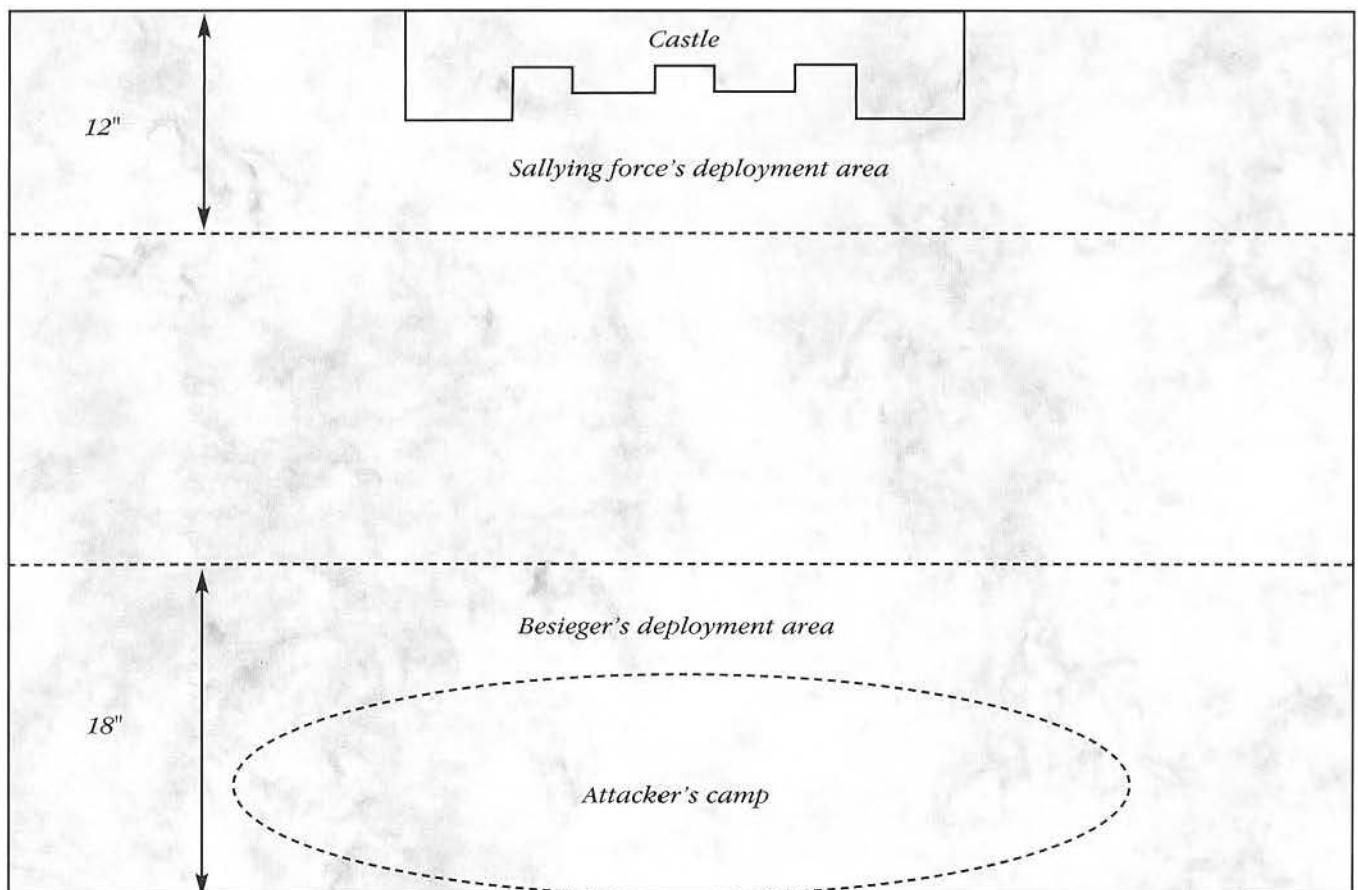
ACRE 1191

A sally by Saracen defenders successfully destroys siege engines belonging to Philip II. However the machines of Richard Coeur de Lyon including 'Mantegriffin' are intact and the fall of the city to the Crusaders is only delayed.

ACRE 1291

One hundred years later, another Muslim army threatens Acre. A sally in darkness by the Crusaders fails to destroy the war machines of Sultan Khali. The soldier in charge of the greek fire to burn the engines panics and throws it too soon, missing the mangonel. The city falls soon after, heralding the final collapse of the Crusader kingdoms in Palestine.

BELGRADE 1456

A successful sortie by the Christian defenders against the guns and siege engines of their enemy manages to rout the entire Ottoman army. This is covered in some detail in the Vlad the Impaler supplement.

VIENNA 1529

With two mines breaching the walls of Vienna, the forces of the Grand Vizier Ibrahim seemed set to take the city. However the stubborn defence of the defenders prevented any breakthrough. Low on supplies, the Turks prepared to break camp when a successful sally by the defending forces of Vienna set fire to the Ottoman camp and caused an orderly retreat to become a full rout.

COMMANDERS

Players may not wish to risk their generals in this fight, so each army may temporarily promote a character to commander (who acts as a General, with all the inherent benefits and penalties, for this scenario). This may be any character who can normally be promoted to a General in the army list. If your list does not have this option, you may choose a character and promote him to General for +25 points.

SIEGE ENGINES

The Besieged forces conducting the sally may operate war machines if the army list allows it. Any engines must be placed on the battlements or just inside the fortress.

The Besieging forces may have light war machines if the army list allows it. These may be placed anywhere in the camp. The engine which is the target of the raid may not be fired or otherwise used.

SPECIAL RULES
Siege equipment

The Besieging side is allowed to use mantlets as detailed in the Siege Equipment section. In a Siege campaign, if the Besieger has chosen to build fortifications, he may choose to buy prepared defences. All defences must be set up facing the castle.

Circumvallation
(Campaign Option)

If the Besiegers have built improvised defences in the campaign turn, they may purchase improvised defences at 50 points per 12" of frontage.

If the Besiegers have built prepared defences in the campaign turn, they may purchase prepared defences at 125 points per 12" of frontage.

Prepared defences are limited to the Classical and Late Medieval era.

DEPLOYMENT

The Besieging player places down all of his forces first within his own deployment zone. Any Besieging troops must be placed facing the fortress and up to 18" from the edge of the table. These forces represent the siege ring. Next is placed the objective of the sally. This should be a suitable terrain piece (such as a pile of supplies, group of war machines, siege tower, etc) in the middle of the enemy camp. To ensure fair and reasonable placement, this should be 9" from the table edge on a line with the middle of the table. It may not be placed in the corner of the table! Note that this objective may not be moved at all by the besieger during the battle (captured baggage may be moved by the besieged though).

The Besieged player places his sallying force down last, in his own deployment zone, which is anywhere within the castle. Note that the castle gate or sally port will be open at the start of the scenario. The Besieged player must chose carefully when to close this gate – too soon and friendly forces may be trapped outside – too late and the Besieger may be able to gain access to the castle.

No special deployment rules may be used.

SPECIAL RULES
Targets

The defender must choose his target. If the Besieging army has siege machines, the defender may choose to try to destroy these. Otherwise the defender's target will be to capture or destroy baggage. If the sallying force also destroys more than half of the Besieging army in this scenario, this is a victory. Should the entire Besieging army in this scenario rout, this is a major victory.

The Besieging player wins if he prevents the destruction or capture of baggage or siege machines. If he destroys more than half of the sallying forces, he has weakened the defenders. If by some chance the Besieging player manages to get troops inside the castle through the open gate, it is an automatic win for the Besieger.

FLEEING & RALLIES

Defending troops flee towards the gate of the castle. If the gate is open, fleeing troops may enter and are treated as automatically rallying inside (for Victory points purposes). However, if the gate has been closed, fleeing troops will try to flee into it and be destroyed. So the defender must judge the benefits of keeping the gate open against this automatic loss should enemy forces gain access through it.

BAGGAGE

Normally, the Besieged will destroy any baggage found. However, the crafty defender may risk trying to capture the baggage instead, so rules are included here for it.

Baggage moves 6" per turn, halve their movement if they turn and may not march move. Enemy units may capture baggage by charging it, the baggage being placed to the rear of the unit facing any direction wished. A unit with baggage may only move as fast as the baggage (6") and flees D6" less. A unit may only grab/control one baggage at a time. Alternatively, the unit may lose a model which may then lead the baggage.

WHO GOES FIRST?

The sallying forces belonging to the Besieged player have the first turn.

Surprise attack. At the beginning of the first turn, roll a D6 for each unit that is in the Besieging force. On the roll of a 1, the unit is taken by surprise and can do nothing that turn.

GAME LENGTH

The scenario lasts for five turns. The objective must be destroyed before the end of the last turn, as by then the besiegers can bring an overwhelming force to bear to wipe out the sallying contingent. Alternately, if the besieger has chosen to capture the baggage, to win it must be in the besieger's control at the end of the fifth turn.

OBJECTIVES AND VICTORY CONDITIONS

The objective of the besieged force is to destroy the enemy's siege engines, war machines or supplies.
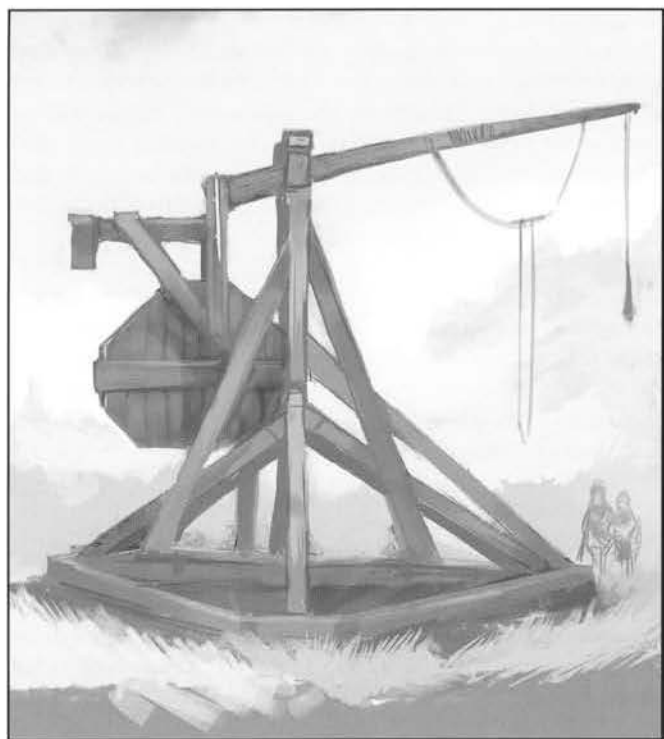
The besieger's objective is to prevent the destruction of its irreplaceable siege engines and supplies, and throw back the sallying force.

If the besieged player destroys the objective, the battle immediately ends in an outright victory for the besieged force. To achieve this they must move a unit of at least five models into base contact with the objective. For each Close Combat phase that the besieged force stays in base contact with the target they can roll a dice. On a roll of a 4+ they succeed in wrecking the objective. Roll one dice for each unit.

At the end of the fifth turn, the besieger wins if the sallying forces have not met their objective. By then, reinforcements will have arrived from their main camp to take their place in combat and the sallying forces will retreat. Should both players wish to play on, the besieger may bring on an additional 500 points of reinforcements per turn from his main besieging force (up to his full force of 3,000 points in the campaign).

Victory points are important for a prolonged campaign, total up Victory points on either side ignoring table quarters and standards. See the campaign notes below for further details.

CAMPAIGN NOTES

This is a scenario initiated by the defender. Losing this scenario will generally be a setback for either side. For the attacker, the destruction of the siege engine will mean others will have to be built, taking a siege turn. Destruction of baggage will reduce the besieger's supplies by one siege turn. In addition, if the entire army routs, the besieger loses 1,000 points from his besieging force for the final battle.

If the besieged player loses more than half his force, his forces for the final battle will be reduced by 500 points.

Should the attacker manage to get forces through the defender's castle gate, play the Traitor! scenario.

If the besieger has chosen to capture rather than destroy the baggage, it is worth one siege turn of supplies. The besieged gain a siege turn while the besieger loses a siege turn of supplies.

VARIATIONS AND NOTES

The castle walls need not be set up. The defender's board edge may represent the castle walls as long as a point is marked where the gatehouse or sally port the defenders have emerged from is. However, if the besieger is using circumvallation defences, suitable fortifications should be provided.

This scenario could be played on a 4' x 4' board with 500 points a side and the same objectives.

If both players agree, the objective of the sortie might be to attempt to kill the enemy General. If so, the enemy General becomes the objective.

RELIEF FORCE

This scenario represents the arrival of a relief force at the besieged castle. While the besieging forces are still numerous, they are now surrounded on two sides. Can they defeat the relief force or be forced to retreat?

THE BATTLEFIELD

This game is played lengthways on a 6'x4' table. The battle is set just outside the walls of the castle. Only one wall of the castle needs to be represented, with a gate or sally port.

The besieging troops are in their camp (this can be represented by a few tents and vignettes).

The scenery should be set up as follows. Each side may generate scenery as normal except no terrain feature may be placed within 18" of the castle. Nor may any impassable terrain features be used. If a wood is placed down, roll a D6. On a 4+ it has been cut down as firewood, replace it with difficult terrain. The defender sets up the first piece of terrain.

Castle

12"

Sallying force's deployment area

18"

Besieger's deployment area

18"

Relief force's deployment area

12"

THE FORCES

The besieging force has 2,000 points. This must all be set up facing the castle board edge. There are no restrictions on the choice of forces, standard army lists apply. The besieged force has 1,500 points. This is divided into a sortie force of 500-750 points and a relief force of 750-1,000 points. The sight of the relief force triggers the sending out of a sallying force.

Commanders

Players may not wish to risk their Generals in this battle, so each army may temporarily promote a character to commander (who acts as a General, with all the inherent benefits and penalties, for this scenario). This may be any character who can normally be promoted to a General in the army list. If your list does not have this option, you may choose a suitable character and promote him to General for +25 points. If the Army General is committed by the besieged, he cannot be in the relief force.

Siege Engines

The besieged forces conducting the sally may operate war machines if the army list allows it. Any engines must be placed on the battlements.

The besieging forces may have light war machines if the army list allows it. These may be placed anywhere in the camp facing the castle.

SPECIAL RULES

Siege equipment. The Besieging side is allowed to use mantlets as detailed in the Siege Equipment section. In a campaign game, if the Besieger has built field fortifications, these can be purchased and are set up facing the castle. The sallying forces may purchase war machines and siege equipment but these must be placed within the castle or mounted on the castle walls.

CIRCUMVALLATION

If the Besiegers have built improvised defences in the campaign turn, they may purchase improvised defences at 50 points per 12" of frontage.

If the Besiegers have built prepared defences in the campaign turn, they may purchase prepared defences at 125 points per 12" of frontage.

Prepared defence is limited to the Classical and Late Medieval era.

The Roman practice of bicircumvallation was an effective idea – it is represented by prepared defences for the 4' of frontage to the fortification and another 4' of frontage to the rear to combat a relief force. Bicircumvallation is limited to the Middle and Late Classical eras.

DEPLOYMENT

The Besieging player places all of his forces first within his own deployment zone facing the castle board edge. No besieging troops may be placed within 18" of either the relief force's deployment zone or the sallying force's deployment zone. The relief force is then placed down, no more than 12" from the board edge. Finally, the sallying force is placed last, no more than 12" from the castle board edge. Note that the castle gate or sally port should be open at the start of the scenario.

No special deployment rules may be used (for example, some lists allow ambushes).
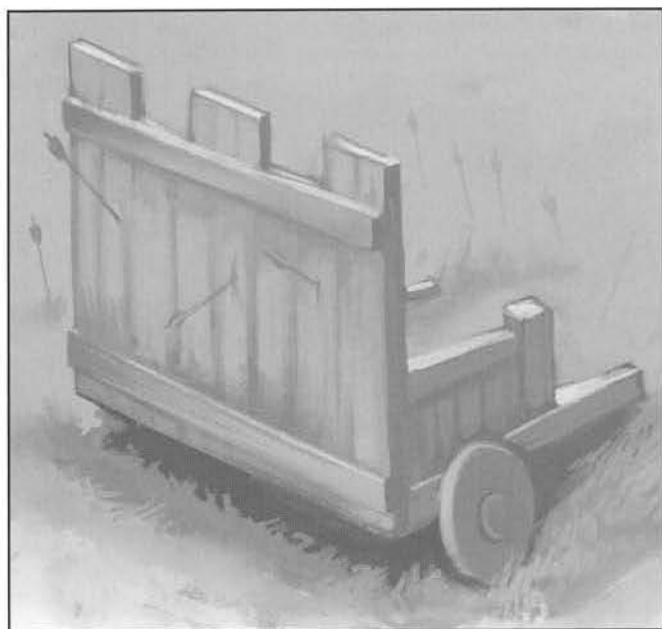
SCENARIO SPECIAL RULES

The relief force flees towards their starting board edge, the sallying forces retreat towards the gate. The Besieging troops flee towards the closest board edge. Any forces which leave the table are lost.

WHO GOES FIRST?

The Besieging player goes first. The Besieged player may choose to delay his sallying forces until turn 2.

GAME LENGTH

The players elect to play for an agreed number of turns. Alternatively roll a D6 to decide how many turns to play. A score of 1-2 = 5 turns, 3-4 = 6 turns, 5-6 = 7 turns. The game continues until each side has taken the number of turns indicated or until one player concedes.

OBJECTIVES AND VICTORY CONDITIONS

Standard Victory points apply. Table quarters are not used.

CAMPAIGN NOTES

The scenario in a campaign can only be played if the defender has won the Messenger scenario (to call for local reinforcements).

If running a Siege campaign, losing this scenario will generally force the Besieger to call off the siege. However, if the Besieged forces are unsuccessful, it may cause defeat.

If the Besieged wins but fails to drive the enemy off, they will retreat back to the castle. Any losses over 500 points will mean a deduction of 500 points from the defending forces for the Final Assault scenario. If they lose and lose more than 50% of their forces, they are broken and the castle will fall.

If the Besiegers lose, they will lose 500 points off their attacking forces come the final battle for each 500 points lost, rounded down. So if the Besieger loses 1,275 Victory points, 1,000 points is deducted from the total available attacking force. If the Besieging General is killed, the siege will be called off and the forces will retreat (or see the rules for the Death of a General in the Siege Campaign section).

VARIATIONS AND NOTES

The castle walls need not be set up, while they will look scenic they are not necessary, as they should see no action. Therefore this scenario can be played without the need for walls, the defender's board edge may represent the castle walls as long as a point is marked where the gatehouse or sally port the defenders have emerged from is.

A smaller version of this scenario could be played with 750 points for the besieged and 1,000 points for the besiegers. Scale down the effects of losses for a campaign accordingly – siege machines and baggage still count as destroyed.

ALL OR NOTHING!

This scenario represents the attempt of a desperate tactic by the defending forces, lure the attacker into striking at the fortress (by leaving the main gate open for example) and then attacking him with every man available! This would have typically involved sending out a flanking force through a side gate or sally port and striking the besiegers with a flank attack.

THE BATTLEFIELD

This game is played on a 6'x4' table. The battle is set just outside the walls of the castle. Only one wall of the castle need be represented or marked as the main gate.

The scenery should be set up as follows. Each side may generate scenery as normal (see page 83 of the WAB rulebook) except no terrain feature may be placed within 18" of the castle, nor may any impassable terrain features be used. If a wood is placed down, roll a D6. On a 4+ it has been cut down as firewood, replace it with difficult terrain. The defender sets up the first piece of terrain.

The Battle of Cuarte 1094
Rodrigo Diaz, known to his enemies as El Cid, met a massive Almoravid army led by Muhammed Ibn Ibrahim which had camped outside the city of Valencia on the plains of Cuarte. El Cid led a flanking force which soundly defeated the Almoravids.

The Battle of Muret 1213
The Catalan forces of Peter II of Aragon marched to lay siege to Muret castle. Simon De Montefort tricked the enemy into advancing by leaving the gate of the castle open. Meanwhile, he personally led a flanking force through a side gate and across a river (thought impassable by the Aragonese) and surprised the attacking forces with a flank charge. Peter II was unhorsed and killed, causing the Aragon army to flee.
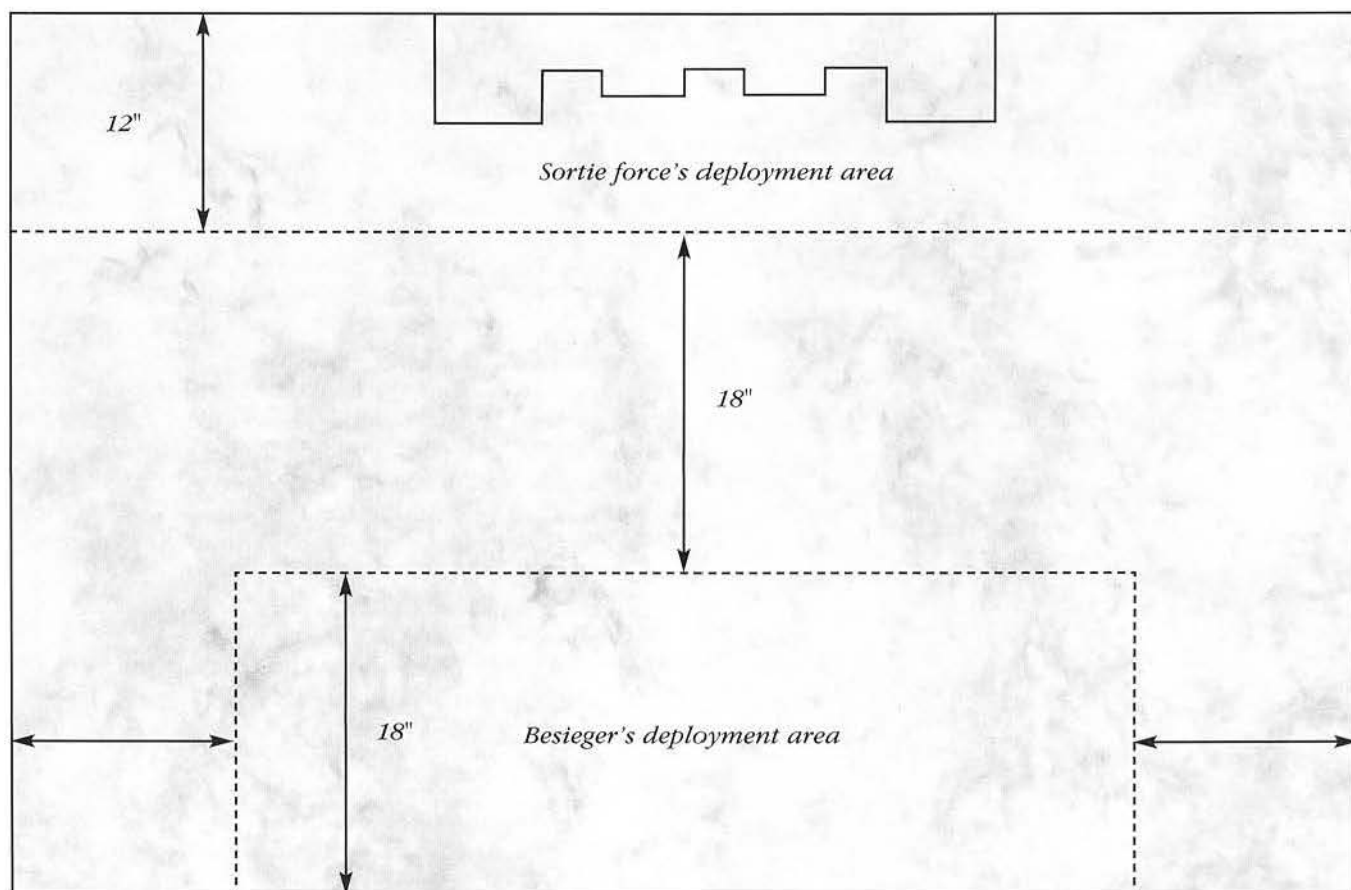
12"

Sortie force's deployment area

18"

18"

Besieger's deployment area

THE FORCES

The Besieging force has 2,000 points. This must all be set up facing the castle board edge. There are no restrictions on the choice of forces, standard army lists apply. The Besieged force has 1,500 points. This is divided into a sortie force of 750-1,000 points and an additional flanking force of 500-750 points. The flanking force may move in from either small board edge from turn 1. It may only come on from one edge, not both.

COMMANDERS

If either army has a General, he must be present in the army. The Besieged can choose to have their General in the sortie force or the flanking force.

SIEGE ENGINES

The Besieged forces conducting the sally may operate war machines if their army list allows it. Any engines must be placed on the battlements or just inside the fortress.

The Besieging forces may have war machines if the army list allows it. These may be placed anywhere in the camp facing the castle.

SPECIAL RULES

Siege equipment. The besieging side is allowed to use siege equipment such as Mantlets if their army list allows them. In a campaign game, if the besieger has built field fortifications, these can be purchased and are set up facing the castle.

DEPLOYMENT

The sortie force is placed down first, no more than 12" from the board edge. The besieging player then places down all of his forces within his own deployment zone. No besieging troops may be placed within 18" of the sortie force's deployment zone or within 12" of the side board edges and all must be facing the castle board edge. None may be placed facing either flank.

The flanking force is not placed down and can move on from the side board edge in the defender's turn. The

Besieging force should bear this carefully in mind when deploying his forces.

Note that the castle gate or sally port should be open at the start of the scenario.

No special deployment rules may be used (for example, some lists allow ambushes).

SCENARIO SPECIAL RULES

The flanking force flees towards their starting board edge, the sortie forces retreat towards the gate. The besieging troops flee towards their board edge. Any forces which leave the table are lost.

WHO GOES FIRST?

Both players roll a dice. The highest scoring chooses to go first or second.

GAME LENGTH

The players elect to play for an agreed number of turns. Alternatively roll a D6 to decide how many turns to play. A score of 1-3 = 5 turns, 4-6 = 6 turns. The game continues until each side has taken the number of turns indicated or until one player concedes.

OBJECTIVES AND VICTORY CONDITIONS:

Standard Victory points apply. Table quarters are not used.

CAMPAIGN NOTES

If running a siege campaign, losing this scenario will generally force the besieger to call off the siege. However, if the besieged are unsuccessful, it will probably spell doom for their cause.

If the besieged win but fails to drive the enemy off, they will retreat back to the castle and will lose 500 points of their defending forces come the Final Assault.

If the besieged lose, they will retreat back to the castle and will lose 500 points of their defending forces come the Final Assault. If they lose and lose more than 50% of their forces, they are broken and the castle will fall.

If the besiegers lose, they will lose 500 points of their attacking forces come the final battle for each 500 points lost, rounded down. So if the Besieger loses 1,275 Victory points, 1,000 points is deducted from the total available attacking force. If the besieging General is killed, the siege will be called off and the forces will retreat (or see the rules for the death of a general in the Siege Campaign section).

VARIATIONS AND NOTES

The castle walls need not be set up. The defender's board edge may represent the castle walls as long as a point is marked where the gatehouse or sally port the defenders have emerged from is.

A smaller version of this scenario can be played with 750 points for the besieged and 1,000 points for the besiegers.

HORDE

Sometimes, an attacker with overwhelming forces would have launched an all out assault to take a city or castle. This may have been born of desperation, perhaps the besieging army is low on supplies or simply because the army does not know any better!

This is a fun scenario which can be played twice as a competition between players. Each player takes it in turn as the attacker and the defender, the objective is to see how many turns the defender can last before being overrun.

THE BATTLEFIELD

Scenery should be set up in a mutually agreeable manner. A wall runs down the middle of the table.

THE FORCES

Armies are chosen from the army lists to a points value agreed before the game. The attacker and defender have equal points, so 2,000 points of defender would fight 2,000 points of attacker.

DEPLOYMENT. The defender sets up his entire army. The attacker then sets up his entire army. The attacker has the first turn.

SPECIAL RULES: Hordes! The attacker may choose to remove any fleeing or previously destroyed units and place them back on the board in the attacker's deployment area. These represent the attacker calling in reinforcements. Characters and limited (0-1) units cannot be replaced in this way, if the army loses its General there is no replacement!

No siege equipment is used by the attacker (as usually the armies who resort to wave attacks don't have a good knowledge of siege). However, the attacking force may be armed with ladders, grappling hooks and battering rams. The defenders may purchase war machines if permitted.

GAME LENGTH: The game lasts nine turns.

WINNING: The attacker must have a foothold on the wall to win. There must be four formed units completely inside the walls for the attacker to claim a breakthrough and win the game.
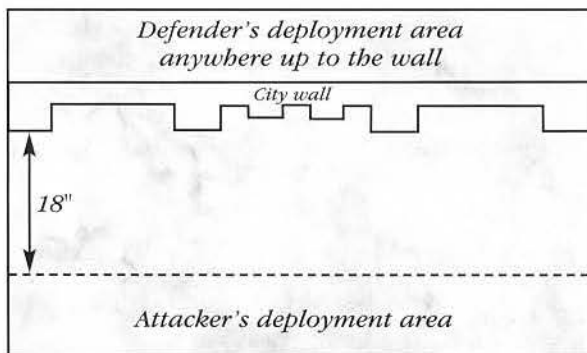
Victory points may be used, the defender keeping a tally of how many points of the attacker's force he destroys before being wiped out! Naturally, table quarters do not apply.

VARIATIONS AND NOTES:

Not everybody has 6' of wall section handy. This game could be played on a 4' table with 1,500 points a side. Alternatively, play the scenario with 3:2 odds but replace the wall with a palisade. So, 1,000 points of defender would fight 1,500 points of attacker but the attacker does not have the Hordes rule and cannot recycle units.

Hadrianople 376 AD, 378 AD

The Goths had been let into the eastern Roman empire in 376 AD, fleeing the Huns. However these refugees soon became rebellious and started raiding. The disaffected Goths tried to storm Hadrianople (also known as Adrianople) but were beaten back. Two years later, after the disastrous Battle of Adrianople, they again tried to break into the city and failed. The massed numbers of Goth warriors were beaten back with arrow and sling fire from the defenders.

Xiangyang 1268-1273

The Mongols repeatedly attempted to take the city of Xiangyang, a Chinese city of the Southern Song dynasty. Xiangyang was of great strategic importance as it lay on the river Han, a key waterway. Despite repeated attempts over six years, the city refused to fall. It was not until the Mongols imported two Persian siege experts who knew how to build trebuchets that they were finally able to knock down the city walls and take the city.

Kuju 1231

Crossing the river Yalu, the Mongol general Sartaq's target was the key Korean city of Kuju. Despite being vastly outnumbered, the Korean general Pak So and his troops bravely defended the city, beating back wave after wave of Mongol and allied troops. The Mongols besieged the city for four months, at one point attacking the city for 30 days without rest. The Korean government offered to surrender the city to the Mongols as a peace offering but Pak So refused. The Korean government offered the Mongols Pak So's life but the Mongols refused, having been impressed by his tenacity and leadership. The Mongols retreated after accepting tribute.

Despite many further repeated invasions, Korea only became part of the Mongol empire in 1273, when a Mongol princess married a Korean prince and Korea became a Mongol ally.

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┌─────────────────────────────────────┐
│      Defender's deployment area      │
│        anywhere up to the wall       │
│            City wall                 │
│   ┌┐  ┌─┐   ┌┐   ┌─┐  ┌┐             │
│ ↑                                    │
│ 18"                                  │
│ ↓                                    │
│ - - - - - - - - - - - - - - - - - -  │
│       Attacker's deployment area     │
└─────────────────────────────────────┘
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TRAITOR!

Beware of Greeks bearing gifts!

A number of sieges have been brought to a quick end by a traitor in the castle or fortress allowing in the attacking force. The most famous of these must be the Wooden Horse of Troy but an earlier Egyptian story, the taking of Joppa, has parallels with the later Ali Baba and the Fourty Thieves story. At Joppa, the Egyptian commander surrenders and sends in 200 prisoners carrying 100 large jars between them. In fact each jar contains an Egyptian soldier and the prisoners are Egyptian soldiers with hidden weapons. When the signal was given, they secured the town for the Egyptian forces.

The Traitor! scenario isn't wholly fair on the defender, as it allows the attacker to set up a unit inside the fortress. As such, this is an optional scenario which should only be used as part of a campaign and can only be used with the opponent's consent or as part of a victory condition of another scenario (for example, Forlorn Hope, Sortie). This scenario should be played for fun, not competitively, unless the players swap sides and the attacker from game 1 becomes the defender for game 2.

THE BATTLEFIELD

The setting for this battle is the castle itself or an outlying bastion of a larger fortification or city. Follow the set up for the Final Assault scenario.

THE FORCES

The attacker has 2,000 points chosen from the standard army list. One unit is chosen to be set up in the castle, being let in by a traitor.

The defender has 1,000 points chosen from the standard army list. This represents as much of the garrison of the castle which can be mustered at short notice. The defender may choose a war machine if his army list allows it. The engine must be placed on the battlements or just inside the fortress.

COMMANDERS

Players may not wish to risk their Generals in this fight, so each army may temporarily promote a character to a commander (who acts as a General, with all the inherent benefits and penalties, for this scenario). This may be any character who can normally be promoted to a General in the army list. If your list does not have this option, you may choose a character and promote him to a General for 25 points. The defending forces may choose a force commander (representing the Commander on Watch) from the Border skirmish scenario or may choose a single hero.

DEPLOYMENT

The attacking player places down one unit in the castle. It may occupy the gate, a single wall section or a single tower. All the models must occupy this one section. Any extra models who don't fit are wasted and not placed on the tabletop, this is a job for an elite unit, not a large mob. The defending player places down all of his forces next within the castle or within 8" of it. No defending model can be placed within 4" of the attacker's raiding party. The attacker then places down the rest of his force. None of the attacking forces may be placed within 18" of a defending model. If the attackers occupy the gatehouse, the castle gate is open at the start of the scenario.

No special deployment rules may be used (for example: some lists allow ambushes or free march moves).

WHO GOES FIRST?

The attacking forces have the first turn.

SPECIAL RULES:

Normally in a one-off scenario of this type, siege equipment is not used by the attacker. The attacking force may only be armed with ladders, grappling hooks and battering rams. However, in a campaign game, if the attacker has had time to build other siege weapons, they may be used. The defender may have siege equipment as normal.

Surprise attack

At the beginning of the first turn, roll a D6 for each unit that is on the wall of the castle. On the roll of a 1, the unit is taken by surprise and can do nothing that turn.

GAME LENGTH

The scenario lasts for six turns. Either the attacker's treacherous assault has worked or the attackers fall back.

OBJECTIVES AND VICTORY CONDITIONS

The defending player's objective is to hold out for as long as possible, inflicting as many casualties on the assault as he can.

The besieger's objective is to wipe out the garrison.

To win, the attackers must have five formed units inside the castle or wipe out all the defenders (with their units destroyed or fleeing) by turn 6. Any other outcome will result in a victory for the besieged force.

Victory points are important for a prolonged campaign, total up Victory points on either side ignoring table quarters and standards. See the campaign notes for further details.

The Siege of Damascus 635 AD

The Muslim forces were able to gain access to the Byzantine stronghold of Damascus through the help of a young man called Jonah. He wanted to marry his bride but the siege prevented this. He let the Muslims in and they captured the city. However the girl chose to kill herself rather than marry a traitor to Christendom.

The Siege of Antioch 1098

The Autumn of 1097 saw the Crusaders, led by Bohemond, close to starvation, having so far failed to break into Antioch despite repeated attempts. Despite capturing the nearby port of Saint Simeon, they were slowly starving – forays for supplies into the local countryside met with strong Turkish resistance. Then news reached them of a Turkish army closing on Antioch, led by Kerboga, lord of Mosul. Luck was with the Crusaders, as they found a sympathiser called Firaz, an Armenian who had converted to Islam. He agreed to let Bohemond's men in via a tower and on June 2nd 1098, they bloodily took the city, slaying everyone in sight, Muslim, Jew and Christian alike. Kerboga's army arrived to find Antioch occupied by the enemy. The Crusaders lost hope until a pilgrim called Peter Bartholomew claimed to have found a holy relic, the Holy Spear which had pierced the side of Christ on the cross. With this, the Crusaders sallied out to meet the Turkish threat. Kerboga decided to withdraw to a better fighting ground, but this turned into a rout. Kerboga only saved his force by setting fire to brushwood. Later, when some Crusaders questioned the authenticity of the Holy Spear, Peter Bartholomew agreed to undergo trial by fire. He died 12 days later from his burns.

CAMPAIGN NOTES

This is a scenario initiated by the besieger only under special circumstances. It might be played if the attacker has, for example, managed to enter a fortress through an unguarded gate (such as is possible with the Forlorn Hope or Sortie scenarios).

Losing this scenario will generally be a fatal setback for either side. For the attacker, failure means calling off the siege if the losses are too great. Losing more than 500 points will reduce that force by 500 points and so on. If the entire army routs, the besieger loses 2,000 points from his besieging force for the final battle.

If the besieged force is entirely destroyed, the castle is taken. If part of a larger fortress, the defenders may retreat to a citadel, but their forces will be reduced by their losses (either 500 or 1,000 points on a complete rout).

VARIATIONS AND NOTES

This game may be scaled down and played with smaller forces; 1,000 points of attackers versus 500 points of defenders, using the Rapid Assault scenario as a template. To win, the attacker must have three formed units inside the courtyard.

FINAL ASSAULT

"Once more unto the breach, dear friends, once more, or close the wall up with our English dead!"

Henry V - Shakespeare

Sieges were prolonged affairs taking months, sometimes years to weaken the defences of a fortress. According to Homer, Troy lasted for nine years. The siege of Veii lasted 10 years. For the majority of these campaigns, not a lot happens! Eventually the besieger's hard work would have paid off. The defences of the castle would have been undermined, battered down or smashed through. Now is the moment when the besieger unleashes an all out assault upon the castle and now is the point where the gamer should start playing.

CUT TO THE CHASE

With the above comments in mind, the Final Assault can be played quickly with 'cut to the chase' rules, where we focus on the action, not waiting around for walls to fall (which with Strength 7 catapults and Toughness 10 walls will be a very long time!). This option is designed to give a quick game which can be played in less than two hours. This gives time in an evening for players to play two games, swapping sides for the second battle.

The Quick Version – Play a Siege in an evening

Both sides in a siege may spend points from their army allowance to try to bring the siege to a swift conclusion. This represents the sacrifice of troops in the siege – some may have been sent off to cut wood, others were perhaps injured in the preparation of the assault or mercenaries have not been hired.

Both sides may spend up to a third of their points allowance on these options.

Both sides keep secret what they have spent until it is revealed at the start of the game. It is entirely possible for a defender to spend points on repairing walls for the attacker to ignore breaching the walls and go in over them the 'old fashioned' way.

Options for the Attacker

These options may be chosen more than once for one (or more) wall or tower sections.

150 Points	To undermine a single section of wall or tower for D6 damage.
50 Points	To fill in a ditch or moat prior to an attack. Per 12" filled.
As List	Build siege equipment
100 Points	To batter a single section of wall or tower for D6 damage.

Battering requires the purchase of suitable war machines. Small siege engine such as Perriers won't damage castle walls. Strength 7 engines against stone walls will only do D3 damage. Trebuchets allow a re-roll of damage and siege cannons double the damage. See page 23 and page 47.

Options for the Defender

This option may be chosen more than once for one (or more) wall or tower sections.

100 points	Reinforce a wall or tower. A damaged wall section is repaired by D3 points. The defender chooses where after the attacker has nominated which sections he is attacking.
As List	Build siege equipment

Once the preliminaries of the siege have been worked out and walls have been breached, then the battle can begin!

Alternatively, the following options may be used with your opponent's permission:

ATTACKER

200-1,000 Points	Treachery. See the Campaign section for rules. Attacker may play the Traitor! scenario.
500 Points	Undermine Morale. -1 to all defending unit's Leadership.
250 Points	Defenders are Drunk, -1 Initiative to all defending units.

DEFENDER

+500 points	Starvation. Entire defending force is at -1 to Strength and Toughness. The defender gains points for using this option!
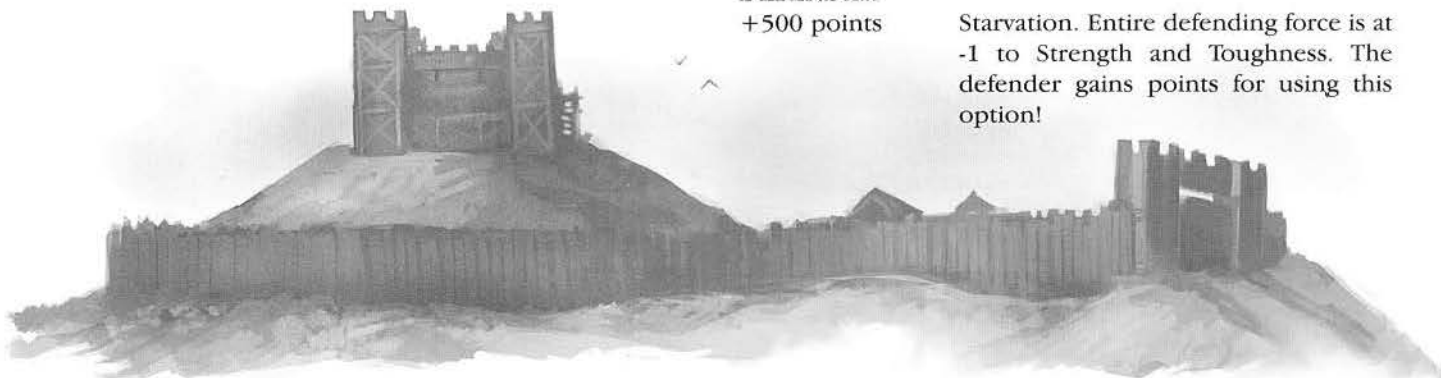
THE BATTLEFIELD

The setting for this battle is the castle itself or an outlying bastion of a larger fortification or city. Set up the fortress walls and towers as shown on the map below.

All damage done to the fortifications in the preliminary phase should be reflected in the state of the castle.

Alternatively, the besieged player may set up the castle as he wishes and according to the castle terrain available. There should be a minimum of 12" of wall plus 12" of wall including a tower per 500 points of defenders. Any effects from the besieger's efforts may require adjustment to the terrain. For example, if the besieger's mining or war machines have been successful, then one of the towers or walls may have fallen, creating a breach in the wall. Or it may be that the besiegers are desperate to take the castle as their own food stocks are running low. It is possible that the besieged have run out of supplies (after eating every last horse and dog) and are too weak to defend.

Additional scenery should be set up as follows. Each side may generate up to three random terrain features (see page 84 of the *Warhammer Ancient Battles* rulebook), except that no scenery may be set up within 18" of the castle. This clear zone represents the killing ground around the castle. No impassable terrain features may be used at all. The attacker sets up the first piece of terrain. No woods may be placed, as they will have been cut down (previously by the defender or by the attacker for firewood and for making siege equipment). Woods still count as a terrain choice but are replaced by patches of difficult ground.
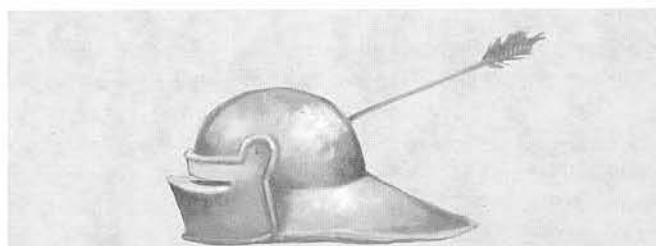
Abimelech was mortally wounded by a millstone dropped by a woman at the siege of Thebez 1211 BC. He asked his own shield bearer to slay him, lest it be said he was slain by a woman.

The Spartan General Lysander fell at the siege of Haliartus 395 BC whilst assaulting a wall.

Richard II, the Coeur De Lion, was mortally wounded by a crossbow bolt at Chalûs in 1199. He died soon after but promised his slayer Pierre Basile a pardon. Unfortunately one of Richard's mercenaries, a man known as Mercandier had other ideas and flayed Pierre alive.

Simon de Montefort was killed by a stone whilst besieging Toulouse in 1218. The besieging crusader forces retreated once their leader died.

The moral here is be careful where you put your general!

Besieged player's deployment area – approx 12"x12"

18"

18"

18"

Attacker's deployment area
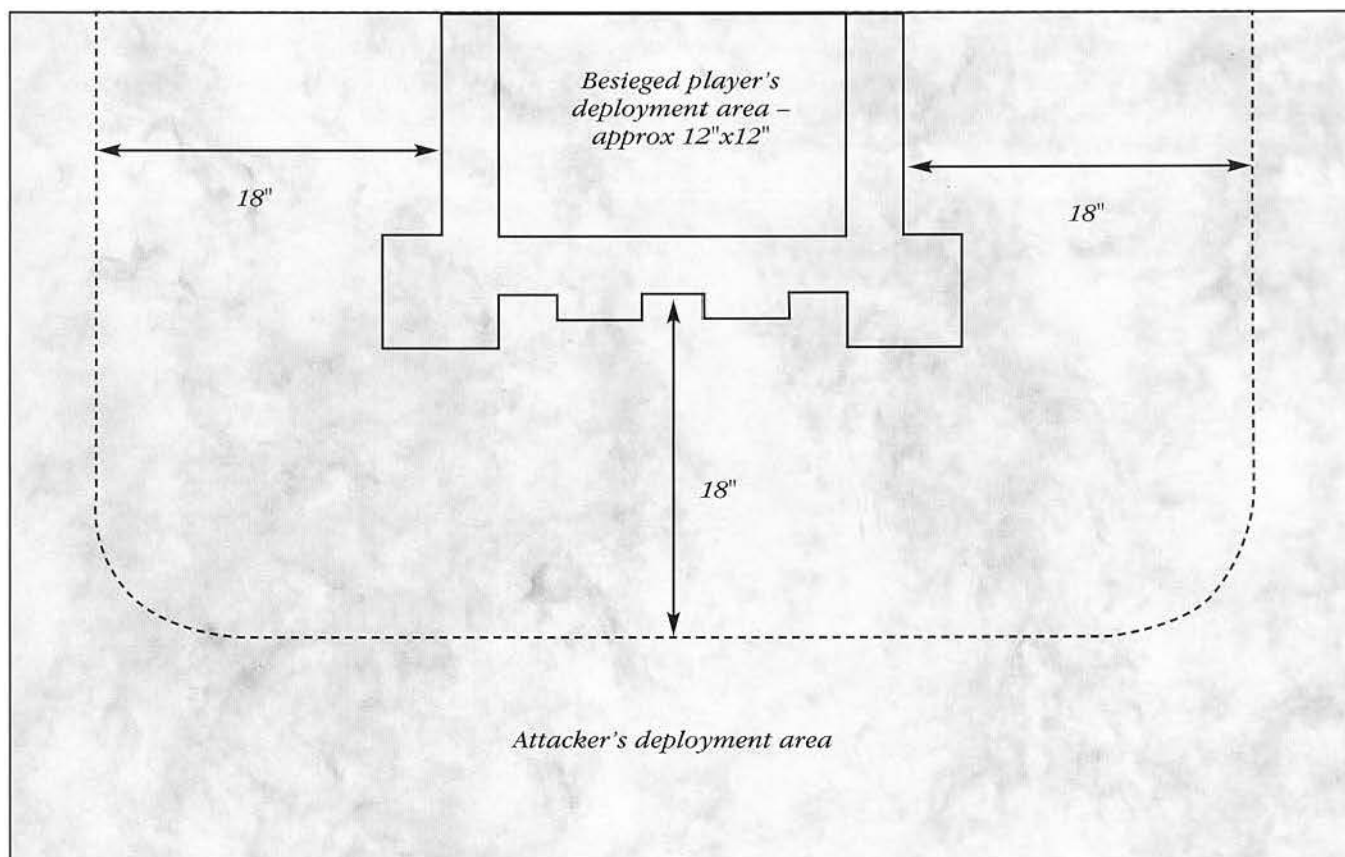
THE FORCES

The attacker has 3,000 points chosen from the standard army list. This is the full force of the besieging army.

The besieged defender has 1,500 points chosen from the standard army list. This represents every last defender manning the walls. The defender may select war machines if his army list allows it. These engines must be placed on the towers of the fortress.

COMMANDERS

Each side must use their Generals in this fight if they have one. Loss of a General at this stage would be disastrous.

SPECIAL RULES

Either side may use siege equipment.

DEPLOYMENT

Players take it in turns to place one unit at a time, starting with the player with the most units (typically the attacker). The defending player places his forces within the castle or within 6" of it. The attacking player places his forces outside of 18" of the castle. The castle gate is shut at the start of the scenario.

As usual, no special deployment rules may be used (for example, some lists allow ambushes or march moves – neither apply to sieges).

WHO GOES FIRST?

Both players roll a dice. The first person to complete their army deployment gains +1 to the dice roll (yes, this does normally favour the defender). The highest scoring chooses to go first or second.

GAME LENGTH:

The scenario lasts for nine turns. Either the assault will drive the defenders from the castle or the attackers will break on the walls of the castle.
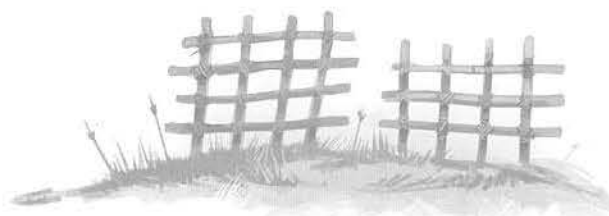
OBJECTIVES AND VICTORY CONDITIONS

The defending player's objective is to hold out for as long as possible, inflicting as many casualties on the assault as he can.

The besieger's objective is to wipe out the garrison.

If the besiegers can move two units of at least five models off the defender's table edge, the victory will go to the besiegers. Likewise the castle will fall if every defender is killed or fleeing. If the game lasts for nine turns and the besiegers are denied their objective, then the besieged force wins.

If the whole fortress is set up on the table (so that the towers and wall sections form a complete fortress), then the besieger must have four or more unbroken formed units of at least five models in the castle courtyard at the end of turn 9.

CAMPAIGN NOTES

If the fortress is strong and cannot be captured by an all-out assault, the attackers are faced with a prolonged siege. How long the siege lasts will depend upon the determination of both sides and the supplies available to them. Sieges lasted for only a few days or sometimes for many years.

VARIATIONS AND NOTES

This game may be played with smaller forces; 2,000 points of attackers versus 1,000 points of defenders. Reduce victory conditions accordingly.
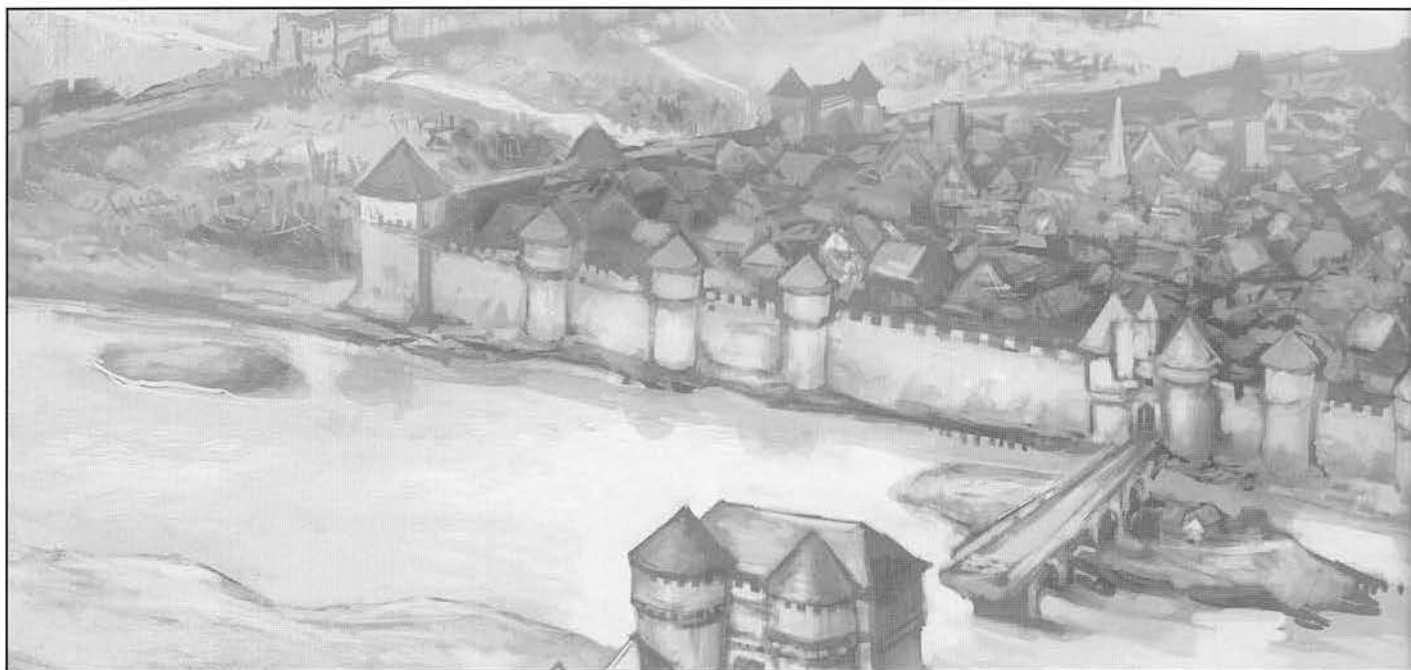
SIEGE - THE CAMPAIGN VERSION

The siege of a large castle or city can be a series of games which can be planned and played out over weeks. Few of us are fortunate enough to be able to leave our games permanently set up, with families, pets or work requiring the scenery is tidied away, so the use of maps and a note book (to keep a record of siege turns played and forces available, sections of walls destroyed, etc) will come in handy.

A campaign in its simplest form will be the siege of a small fortress with a single line of defence. Once this is overcome, the castle will surrender and the campaign ends. More adventurous players might like to game with a larger fortress which has two lines of defence, such as the motte and bailey castle or a city with a citadel. Huge fortresses, such as royal fortress may have three tiers of defence (an inner Bailey, an outer bailey and a Donjon or keep).

PRE-SIEGE

So, who will be the attacker (besieger) and who will be the defender (besieged)?

This could easily be determined by playing a pitched battle with the loser retreating to a fortress, or the roles could be determined simply by rolling a dice. The besieger will have double the points of the besieged. Typically the attacking players commence the siege with 3,000 points from which all troops and siege equipment must be taken and the defender 1,500 points. The total amounts may decrease as a result of actions during the siege (taking casualties in scenarios) and the amount that can be used at one time in the game may be further limited by the scenario played.

THE CAMPAIGN SEQUENCE

OPENING MOVES

The campaign should start with one of the following scenarios: Vanguard, Forlorn Hope or Messenger. This may be determined either by mutual agreement or by the random roll of a D6. If the attacker wins the scenario, he may then choose to play the Rapid Assault scenario, applying the results detailed in that scenario.

Should the attacker choose not to play Rapid Assault or fail to win the scenario, then the besieging army will have to surround the fortress and settle for a long siege. At this point the following mechanics may be used to play a prolonged siege.

CAMPAIGN MECHANICS

The siege campaign consists of a number of turns defined by how much food and supplies the defender and the attacker has available. This may increase or decrease as a result of the scenarios played, potentially extending the siege or bringing it to an abrupt halt. During a siege turn, both players may elect to perform ONE action. Should this lead to a tabletop scenario, it should be played prior to the subsequent turn and any results acted upon.

WORK OUT FOOD SUPPLIES

Both the attacker and defender roll D6+3 to work out how many siege turns of food supplies each has.

- If the attacker runs out of food first, the siege will be called off.
- If the defender runs out of food first, a Leadership test (with a cumulative penalty of -1 per turn without food) is required for the garrison not to automatically surrender. This must be made every siege turn. At this stage the defenders are reduced to eating every last dog and horse. Strength and Toughness for all defenders is reduced by 1 for every turn without food to a minimum value of 1.

SIEGE TURN OPTIONS

Each turn a player may attempt one of the following options:

Attacker (Besieger) options

Build Engines of Siege (allows siege equipment to be purchased) – the besieger may elect to build siege engines of a type appropriate to the period and up to the maximum points allocation available in his army list.

Build improvised field fortifications – the besieger may choose to purchase improvised defences for use in subsequent scenarios.

- Improve field fortifications – improvised fortifications may be improved to prepared defences for use in subsequent scenarios.
- Call for supplies. A food caravan will arrive in the next turn with supplies for a further three turns. However the defender may opt to attempt to intercept the supply chain – play the Caravan scenario. Any losses to the caravan will reduce the supplies received.
- Mining – D6 damage is done to a wall or tower section. The attacker may choose which section he wishes to undermine.
- Batter down the walls – D6 damage is done to a wall section of the attacker's choice. Trebuchet may re-roll damage. For siege cannons, the damage is doubled.
- Call for an assault on the walls. Play the Final Assault scenario with all the cumulative damage done to the fortress and to the forces involved in the siege. This is probably best left until the enemy or walls are weakened!
- Sit and wait a turn!

Defender options

The defender is more limited in his options than the attacker. Some of the options below require the Messenger scenario to have been completed first.

- Send a call for help – play the Messenger scenario.
- Arrival of a relief force – this may only be selected if the defender has won the Messenger scenario. Play the Relief Force scenario.
- Arrival of a caravan of supplies – again this may only be selected if the defender has won the Messenger scenario. Play Caravan.
- Countermine – D3 points is restored to an undermined section.

- Reinforce a damaged wall – it gains D3 points back.
- Try to destroy enemy supplies or siege machinery – Play the Sortie scenario.
- Go for an all out assault. Play the 'All or Nothing' scenario.
- Sit and wait!

In the event that two scenarios are required to be played in a turn, either mutually agree the order in which they should be played or dice for it.

Damage to the walls from engines or mining is worked out as in the Cut to the Chase section of the Final Assault scenario, see page 98.

At the end of each turn, one food supply is used up. Casualties from the scenarios (as noted in the scenario) will reduce the total forces available to both sides by the amount indicated. Nothing is lost for a failed Messenger scenario, but forces might be significantly reduced by a failed Sortie for example. Players should keep track of any modifications to their remaining allowance as the siege campaign progresses.

Siege turns themselves can and should be resolved in minutes and so should pass quickly, allowing players to quickly reach the scenarios.

ADDITIONAL RULES

DEATH OF A GENERAL

The general is the key driving force of an army. Without him, a campaign will falter and usually end, a good example being Simon de Montefort at the siege of Toulouse in 1218.

If at any time, the General dies during a game, a new General must be appointed from the remaining heroes (excluding the Army Standard Bearer). This new General must make a Leadership test to continue the campaign. A failure will mean withdrawal (for the attacker) or surrender (for the defender). The new General temporarily gains (for the campaign) the *Army General* ability.

COMMANDERS

Players may not wish to risk their Generals in some of the smaller scenarios. While the General must be fielded for the Final Battle, for the smaller battles each army may temporarily promote a character to commander (who acts as a General, with all the inherent benefits and penalties, for this scenario). This may be any standard character who can normally be promoted to a General in the army list. If your list does not have this option, you may choose a character and promote him to General for +25 points.

OPTIONAL RULES:
OFFER TERMS, TREACHERY AND BRUTALITY

While all of these optional rules reflect some of the fairly common ways to resolve sieges, their effects are too overwhelming to be a compulsory part of the main rules. Siege is supposed to be a fair game and for this reason these rules can only be used with your opponent's permission. We recommend that this is agreed prior to the start of the siege campaign and these rules come into their own when a sequence of sieges are strung together as part of an extended campaign.

OFFER TERMS – OPTIONAL RULE

Offering terms is something that may be done once only and takes a Siege turn. The attacker allows the defender to leave the fortress with honour (armed and fully equipped), leaving the fortress intact. The castle falls to the attacker but the defender may reposition the defending forces elsewhere. The offer of terms may only be done once.

Once terms are offered, the defender makes a Leadership test for his General based on the following modifiers:

+1   If the defender has won more scenarios in the campaign. For each additional scenario won more than the attacker, the defender adds +1.
-1   If the attacker has won more scenarios.
-1   If the attacker has used Brutality earlier in the campaign.

The offering of terms may be used as an excuse to get a negotiation party into a castle or citadel. This party may attempt to open a gate succeeding on a 4+ (Cyrus the Great did this at Sardis). Play the Traitor! scenario. However if a player stoops so low, no other fortress will accept or listen to any further terms offered by that player.

TREACHERY – OPTIONAL RULE

Bribes may be offered to some of the defenders to leave a main gate open or allow a party of men into the fortress. The attacker may spend some of his force points in bribes to the defenders. 200 points gives a 6+ chance on one dice, that a defender will accept the bribe and let the attacking force in. Each additional 200 points spent increases this chance by +1, up to a maximum of 1,000 points with a 2+ chance (a roll of 1 always fails). If successful, the attacker may play the Traitor! scenario.

BRUTALITY – OPTIONAL RULE

In an ongoing siege campaign, an attacker can opt to utterly destroy a captured fortress which has been taken by force, slaying all of its inhabitants and reducing the fortification. This denies its use to the attacker but sends a powerful message to the enemy. Fortifications which are offered terms are more likely to surrender.

Brutality only applies to the current campaign, your enemy will remember with horror what you did a few weeks ago but with anger what you did many years ago.

BYZANTINE EMPIRE vs. OTTOMAN EMPIRE

This scenario uses the armies from Warhammer Ancient Battles supplement *Vlad the Impaler* by John Bianchi.

"Do not abandon me at this moment of danger! It is upon you that the salvation of this city depends!"

— *Emperor Konstantinos XI, May 29, 1453*

SITUATION

By late May, the Ottomans had been besieging the great city of Constantinople for about a month. Attempts to undermine the land walls, directly assault them, attack the sea walls, and starve the city out had all been unsuccessful. Ottoman Sultan Mehmet II must act, taking advantage of his huge superiority in numbers of men and resources before Genoese and Venetian reinforcements can reach the city. The Sultan gambles on an all-or-nothing assault to be carried out on the morning of May 29th. If he succeeds, he will have fulfilled a prophecy and become the Muslim ruler destined to take the city. If he fails, he will not only lose the battle, but he is likely to lose the confidence of his army and his people, and he will have to struggle just to maintain his position as Sultan. Mehmet simply cannot afford to lose.

The actual siege of Constantinople was a gargantuan effort that literally ringed the city with an army on the landward side and a brand new Ottoman navy in the Bosporous. Presenting the whole siege as one battle would be impossible, but almost every incident in the siege can be recreated. For this scenario, we have decided to concentrate on the most dramatic part of the battle, the final assault upon which everything depends.

Mehmet attacked that morning in four ways. First, he reduced a rampart hastily constructed by the defenders and adjoining walls with his cannon, which were busy most of the day. Second, he attacked in the early morning with his Bashi Bazouks, (azaps and other irregulars represented by the Infantry allotment in this force). Then he attacked with a wave of Balkan troops – Walachians and Serbs – (represented by Vassals and Allies in this scenario). As a coup d' grace, he attacked with all of his janissary ocak present that day (part of the Kapikulu allotment available to the Ottoman player – along with the Topcu corps' heavy cannon). This last attack may not carry the day – even with overwhelming odds, it will take a fair amount of luck for the Sultan to carry the legendary walls of Constantinople.

Constantinople: Gate of St. Romanus Sector, May 29th 1453
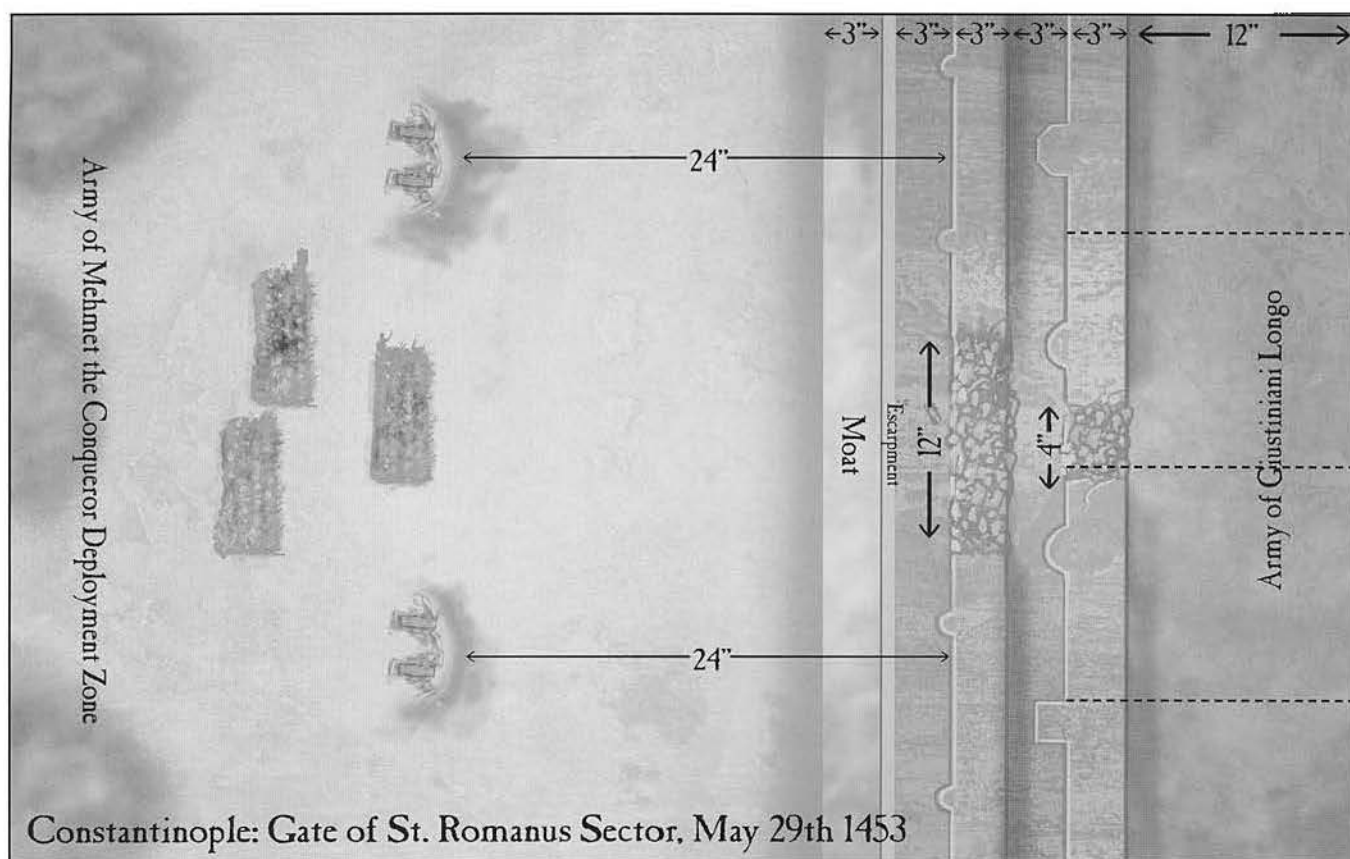
THE BATTLEFIELD

We are focused on one small part of the whole battlefield, the sector from which Mehmet launched his final assault: the area around the Gate of Saint Romanus.

This section of the siege can be played on a 8'x4' sized table, players should feel free to adjust the scenario if they have more scenery and space available.

The Byzantines have cleared the entire area of anything that could provide shelter from missile fire, so the table will be free of any terrain features, except for an occasional copse of trees near or at the Ottoman table edge. At 27" onto the table from the Byzantine table edge is a 3" wide moat, which runs from one long table edge straight across the table to the other long edge. A low escarpment borders this, 24" from the Byzantine edge: the escarpment is a low wall that counts as an improvised defended obstacle. Within the escarpment is an open area 3" wide. This area is bordered by the outer wall, the outer face of which is placed 21" from the Byzantine table edge. The outer wall is 3" thick and it is inset with four mural towers. There is another 3" wide open space behind the outer wall. This is bordered by the taller inner wall, the face of which is set 15" in from the Byzantine table edge. This wall is also 3" thick and is also inset with four mural towers. Behind the inner wall is a 12" wide open area. The plan of the walls is shown on the battlefield diagram.

Each section of outer wall has taken 3D6 points of damage and each inner section and tower has taken 2D6 points of damage caused by the previous artillery bombardments. As there should be at least one full breach of 12" wide in the outer wall section and one full breach of at least 4" wide in the inner wall section, randomly determine which sections are affected should this not occur when initially rolling for damage. On the D6 roll of 4+, the defenders may have managed to erect wood and debris barricades over the breaches and these barricades count as improvised defended obstacles. The attackers have also managed to fill in D3 sections of moat to a 4" width.

GIUSTINIANI LONGO'S ARMY

The Byzantines were greatly outnumbered in this battle, but concentrated their forces at this section once it became clear that the Sultan meant to make this the point of assault. The player fields a 1,500 point Paleolog Byzantine army using standard guidelines but with these additions:

Characters: The Byzantine player must take the special character Giovanni Giustiniani Longo as his Army General, with the special character Emperor Constantine XI as a hero in the army. The Emperor is accompanied by his Oieketai.

Cavalry: Since any cavalry present at the Gate of St. Romanus was likely to be on foot, Pronoia/Stratiotai cavalry may dismount, substituting two dismounted models for every mounted model.

MEHMET'S ARMY

The Ottoman player takes an Empire force of 3,000 points. This force differs from a normal Ottoman Empire force in that it contains no cavalry allotment and has these restrictions and additions to the standard army composition:

Characters – up to 25%, must take Mehmet the Conqueror, and at least one Master Gunner upgrade to represent the impact of Urban of Hungary.

Infantry – at least 25%

Special Troops and Kapikulu – 30%-40% (4-6 Bacalusa must be taken – to be deployed in two emplacements; if Kapikulu Suvarileri are taken, they may dismount, substituting two dismounted models for every mounted model).

Vassals – 20-25%

Allies – up to 25%

Mehmet attacked in three separate divisions of several thousand troops each, though how you attack is up to you. They were:

First Division
Bashi Bazouks – azap and yaya irregulars for the most part.

Second Division
Walachians, Serbs, Bulgars, and other Balkans troops.

Third Division
Commanded by ex-Admiral Baltaoglu and the Aga of the Janissaries, One unit is led by Hasan the Giant of Ulubad (perhaps 3,000-4,000 janissaries)

THE BATTLE

This is a Siege scenario played on an 8'x 4' table. As in a standard Siege scenario, the attacker deploys his entire force first, the defender deploys second. The following conditions apply to this scenario:

Siege equipment – this is available to both armies. Any attacking unit can take infantry mantlets, ladders, or grappling hook upgrades. Any assaulting unit may take fascines. No battering rams should be taken, as there is no accessible gate in this sector, and no siege towers may be taken as they were not recorded in this sector on the final day. Any defending unit may take rocks, boulders or boiling water upgrades.

The Ottoman player must deploy his Bacalusa in the emplacements, marked on the diagram. The Ottoman player may take Mantlet upgrades for artillery as normal. The bombards can continue to damage the wall sections as the assault goes in.

The game lasts until there is a winner.

As they are fighting for their lives, the Army Break Point rule does not affect the Byzantine force

The Byzantine player takes the first move.

To win, the Turks need to control the area behind the walls decisively. If they fail to do this, it is assumed that the defenders are able to bring up reinforcements from other wall sections to push them back outside the walls. In the actual siege, the Ottomans got inside the walls several times, only to be pushed back out by determined defenders. It was only when the Byzantines panicked and the Ottomans fanned out behind the walls that the defenders of the city gave up hope and fled for the harbours.

To win, the Byzantine player has to prevent the Turks from controlling the zones behind the walls. If the Byzantine player can prevent the Turks from getting inside the walls in the first place, this will be a much easier win.

Divide the area behind the inner wall into four 1' wide sections as marked on the diagram with dotted lines. Whichever force controls more sections at the end of the game is the winner. To control a section, a player must have at least one formed unit of at least five models occupying it. Disputed sections do not count, and fleeing troops cannot hold or dispute a section.

It is possible for either player to win by controlling sections behind the walls, even if the opposing player controls walls or towers or both.

In the event of a tie, the win will go to the player who controls more of the corresponding inner wall sections.

There is one more way to win this battle. Either player can automatically win by wiping out the opposing force, despite the main victory condition being met. If the Turks manage to panic all the Byzantine defenders away from the wall and off the board, it is assumed that they can enter the city at this gate unopposed. If the Byzantines wipe out, or panic the Ottoman force off the field, or the Ottomans reach Army Break Point, it is assumed that Mehmet, his prestige damaged beyond repair, quits the field as he no doubt would have had he failed on May 29, 1453.
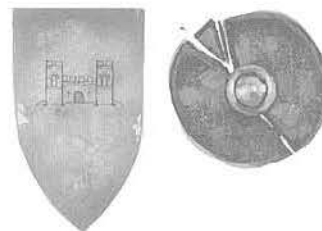
SPECIAL RULES

Siege – use the siege rules from the Special Rules section of this supplement.

Emperor Constantine – In this scenario, Giovanni Giustiniani Longo is the Army General, but Emperor Constantine is also present. He is treated as a Hero in all respects but if killed, the entire Byzantine army and allies take a Panic test as if he were the General. They take this test at -1 to their Leadership.

HISTORICAL OUTCOME

The outcome of this battle is well known – Constantinople fell to the Turks signalling the end of the Medieval age in the eyes of many historians. Constantine's body was never found, and the faithful of the city believed he had been taken up into the stones of the Hagia Sofia, to return again someday to drive the Ottomans out of Byzantium. But this was in many ways an inevitable loss – in total, little effort had been made to relieve the eastern Christians when they needed help. In the end, only the Venetians and Genoese answered the call to protect the Empire, and by that time, there was nothing left to defend but the legendary walls themselves, built to withstand the armies of another time but not modern armies with the alchemical power of artillery at their command.

While a tragic loss, the taking of Constantinople was also a heroic achievement. It allowed the Ottomans the ability to range even further though trade revenue, increasing the reach and size of their armies and navy. Mehmet was wise, he and his successors did not wish to drive away the artisans and craftsmen of the city. Religious freedoms were allowed and Christian, Jew and Muslim together were tolerated and encouraged to trade together, ensuring the city (now Istanbul) would host a renaissance for the Ottoman Empire. Of all conquests, it is this one that signalled the Ottoman state had indeed arrived and become a force for Europeans and Asians alike to reckon with.

VARIATIONS AND ALTERNATIVES

This scenario can be readily adopted as an epic struggle for a city in any period of history and makes an ideal one-off game for an evening or a show.

Choose an attacking force of 3,000 points and a defending force of 1,500 points Ignore the outer wall (the majority of cities were single walled) and follow the set-up for the moat and inner walls with D3 crossing places and 2D6 points of damage for each wall and tower section as outlined above. The besieger must take war machines.

Alternatively, play on a smaller table and reduce the width and points value accordingly.

CONQUEST

While sieges are an essential part of conquest, there are a number of other military strategies apart from open battle which armies used to weaken their foes, such as the raid. A raid requires only a small number of troops, who can then move quickly into enemy territory to destroy crops, burn villages and loot.

RAIDS

Raids are typical of the low level warfare which can occur between two groups. Such warfare can be seen in every culture, be it the raid orientated warrior culture of the native Americans or the Border Reivers of the Anglo-Scottish border.

In Medieval times (particularly the Hundred Years War) such raids were known as a *routiers* (rampage), *chevauchées de guerre* (war ride) or *chevauchée* (promenade). These were not about the conquest of territory (what would be called in Medieval times 'Siege') but disrupting the enemy. A chevauchée aimed to cause carnage and chaos in enemy lands by burning crops and looting. The smaller raid forces would attempt to avoid local troops and stock up on loot before returning to friendly lands. The point of such raiding (apart from lining the pockets of the soldiers who embarked on these 'expeditions') was to deny income to enemy lords by destroying the productivity of a region, to cause starvation and loss of morale amongst the enemy population. This would have had the political advantage of discrediting an enemy ruler, proving he was weak and could not control his own lands.
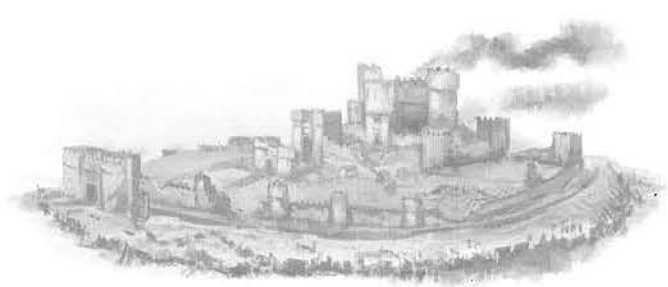
Chevauchée could be used as a method to force a reluctant enemy to fight, William certainly used it to entice Harold to fight at Hastings. These were also typically mounted during the Hundred Years War by the English who didn't have the resources to attempt to tackle the French monarchy head on. However the battles of Poitiers and Agincourt both sprung from chevauchée expeditions being caught by the main body of the French army.

The types of scenarios here are deliberately varied to reflect different aspects of warfare beyond the 'pitched battle'. They can be incorporated into a larger campaign or simply played as an interesting one-off game.

- Cattle Raid   A raid to rustle enemy cattle.
- Caravan   A raid on an enemy supply caravan.
- City Fight   A desperate fight to control a town.
- Duel   An honour duel or challenge before a battle.
- The Hunt   Rival nobles hunting for game.
- Raid   A raid on an enemy village.

Raid scenarios do not require any special rules apart from possibly the Settlement and Border Skirmish rules. Most Raid scenarios are quick fun games and require less than 1,000 points. No special deployment rules may be used in any Raid scenarios.

Some other scenarios from other WAB supplements suitable for raids include:

- Border Raid   *Fall of the West*
- Apellido   *El Cid*
- Ransom   *El Cid*
- The Flight   *Shieldwall*
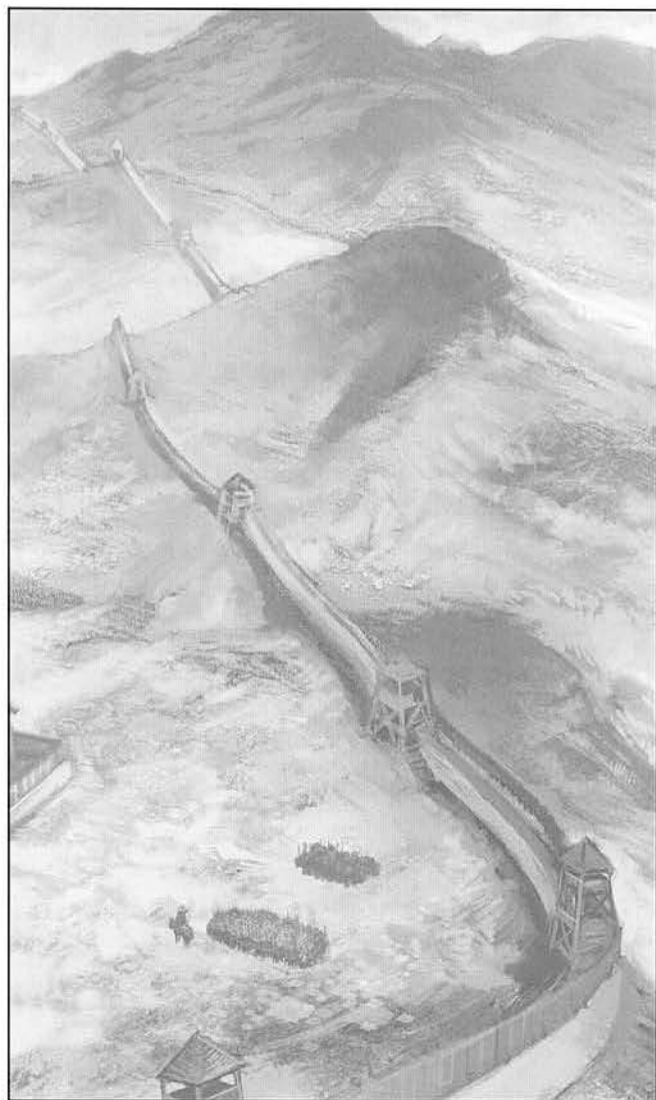
BORDER SKIRMISH RULES

A number of the raid scenarios will be small 500 point battles and so will use the Border Skirmish rules found in *Warhammer Ancient Battles* on page 174. The key information is reprinted here:

THE CONCEPT

The forces in Border Skirmish are not huge. They represent scouting forces, raiding parties, or patrols.

Imagine a Roman envoy being escorted through the dangerous forests of Germania or a raiding party of Vikings on its way to a monastery when they encounter a Saxon muster or perhaps even a Trojan border post spots a lone black sail on the horizon.

Each game should be based around scenarios that feature other objectives rather than just destroying the enemy force. You may have to capture a sacred shrine, or prevent the enemy from looting it. Perhaps your envoy has an important message that must be delivered at all costs. Border Skirmish is about the spirit of the game, constructing a believable scenario and a balanced force, rather than winning at all costs. The important thing here is for both players to have fun playing the game – who wins in the end becomes secondary.

CREATING YOUR FORCE

As the game is all about small forces, you must choose an army of not more than 500 points from your army list. Some examples can be found on page 176 of the *Warhammer Ancient Battles* rulebook. Use all restrictions that apply to the army list unless they conflict with the following restrictions:

- No single model may cost more than 125 points.
- No allies may be used which aren't specifically in the army list.

CHARACTERS

You may only have one character. This may not be a General or the Army Standard Bearer. If you select a character that can be upgraded to Army General (usually for 25 points) you may do so if that character still falls under the 125 point limit after the upgrade.

You do not have to select a character from the army list. Instead you may promote a standard model to the role of Force Commander for 15 points. A Force Commander acts like an Army General (except that only units within 6" may use the Force Commander's Leadership value) and is treated as a Leader with an additional attack. Normal character rules apply to the Force Commander (see page 41, Characters, in the *Warhammer Ancient Battles* rulebook).

If the Force Commander is killed, the rules for when the General is slain apply for all units within 12".

UNITS

Standard unit composition rules, including those for Leaders, Standards and Musicians, apply with the following exceptions:

- You must have a minimum of three units up to a maximum of six (this excludes the character if taken).
- No unit may have more than 20 models and at least one must have 10 or more.
- Any unit which is 0-1 in the army lists may only contain half the number of models that the largest unit does.
- Units must still consist of five or more models with the following exception:
- Only one Heavy Chariot or three Light Chariots may be taken (not including any character's chariot). This means that a unit of Heavy Chariots may only be one model.
- All models must be WYSIWYG – "What you see is what you get".

NOTES ON SPECIAL UNITS

Elephants, war machines, scythed chariots and other 'novelty' and unusual items will usually not appear in Border Skirmish, as these are usually restricted to a certain number per 1,000 points. They should only be included as part of a scenario and with your opponent's permission. Likewise, you may be tempted to make a scenario where you can use an army General. Be advised this may upset the balance of any scenario you create.

If in doubt, don't do it!

CATTLE RAID

Throughout history, raiding and taking a rival tribe's livestock has been an important aspect of war. In fact, some cultures have been built around such inter-tribal warfare (such as the Native Americans and Masai).

The most famous cattle raids comes from Irish literature references, notably 'The cattle raid of Cooley'. These raids in Ireland were about the domination and subjugation of tribes, not the stealing of cattle. Surprisingly, the cattle would be returned after a raid but it would prove that the local king was unable to protect his people. To prevent such raids, a system of watchers called *Rabhadh* would be set up to alert of raiders and if this failed, the looters could be ambushed on their return to their own territory. These practices continued throughout the Medieval period and also occurred regularly along the borders of both Scotland and Wales with England well into the period of the Border Reivers (16th to 17th centuries).

Note: While this scenario is called Cattle Raid, it can easily be applied to the models available, be they sheep, goats, camels, yaks or horses.

SCENERY. Terrain should be set up in a mutually agreed manner and should include hills and woods. In fact, the more terrain the better!

ARMIES: Each side has 500 points, so 500 points of defender fights 500 points of attacker. Use the rules from the Border Skirmish scenario. Any unit may skirmish. There are three herds on the table.

DEPLOYMENT: The herds are placed first. Each player takes it in turn to deploy a herd no more than 15" from the centre point of the board. No herd may be placed within 8" of another. Armies are then deployed alternately, setting up in the deployment areas shown.

The game is played lengthways along the board. On a 6'x4' table the deployment areas are 15". Alternatively, played on a 4'x4' board, the player's deployment areas can be reduced to 3".

No special deployment rules from any army may be used.

SPECIAL RULES
Shepherding the flock…
The animals will only move in response to a charge by troops at them. The herd animals move 2D6" directly away from the charge (3D6" from cavalry), like a flee move. The charging unit is always treated as making a failed charge against the herd (they are trying to direct the herd, not catch them).

The herd animals will always remain at least 1" away from the nearest human, moving 1" away if needs be after the player has moved all of his troops.

Players are free to add in a random component and make the herd move unpredictably, using the stampeding elephant chart (Fig 9.2) on page 63 of the WAB rulebook.

Herds will enter woods but will not enter impassable terrain, choosing to go round it.

GAME LENGTH: The game lasts eight turns.

WINNING: The winner is the one who has managed to get the most herds into their deployment area or off their table edge. If Victory points are being used, each herd is worth 200 points. Table quarters do not apply.

In this style of warfare, enemy casualties are not the priority, capturing the herd is. However if Victory points are being used, do count enemy casualties for Victory point purposes.
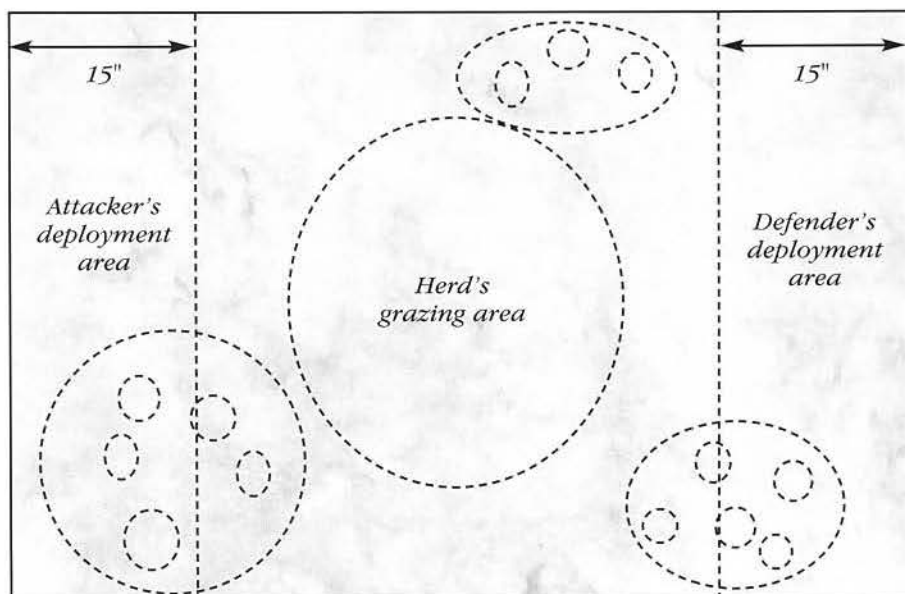
VARIATIONS AND NOTES
If played as part of a siege campaign, each herd is worth one Siege turn's supplies.

Another option if this is to be played as a wider selection of scenarios is to play the Caravan scenario after this one. This represents the defending force trying to get their herds back!

15"

Attacker's deployment area

Defender's deployment area

15"

Herd's grazing area

CARAVAN

In this scenario, one of the parties is transporting vital supplies of food and materials for the siege. This could equally be the besieger trying to extend the siege or the besieger trying to break the siege.

The defender in this scenario is the one who has to escort and protect the vital supplies, the attacker has to capture or destroy them.

THE BATTLEFIELD: Terrain is generated in the usual manner (see page 83 of the WAB rulebook) but the defender sets up the terrain. The attacker has a veto on any more terrain after the third piece has been rolled for.

ARMIES. The attacker and defender have 1,000 points each. Armies are chosen from the army lists as normal. The defender has a tactical choice to make – either to defend the baggage where it stands or try to get it off the table.

The Griffin Rule – Ambushes generally do not involve Elephants, War Wagons and Heavy Chariots – they are simply not stealthy enough! These may only be taken with your opponent's permission.

Rouvray, The Battle of the Herrings, 11th February 1429

Sir John Fastolf (the inspiration for Shakespeare's Falstaff) left English-held Paris for Orleans with a consignment of salted herring destined to supply the English troops at Orleans. The French decided to intercept Fastolf but he decided to use his wagons to form an improvised defensive ring around his men. The French failed to break the convoy and were driven off with heavy losses, the Scottish allied contingent being destroyed. Fastolf was then able to supply the English with their fish!

FLEE MOVES
The attacking force will flee towards the nearest side edge. The defender's caravan troops flee towards his deployment zone on the long board edge.

DEPLOYMENT
The attacker may not deploy any closer than 18" to the defender's deployment area. Players take it in turns to place one unit at a time, starting with the player with the most units. The defender must place the baggage first before deploying any other units and the second and subsequent baggage must be placed at least 6" behind any baggage already placed on the table. All the defending units must be facing the direction of travel, this can be in march column. Defending units may be placed with the baggage 'in tow' (the baggage being placed at the rear of the unit) but the unit must follow all the restrictions on movement and turning for having the baggage. No special deployment rules may be used.
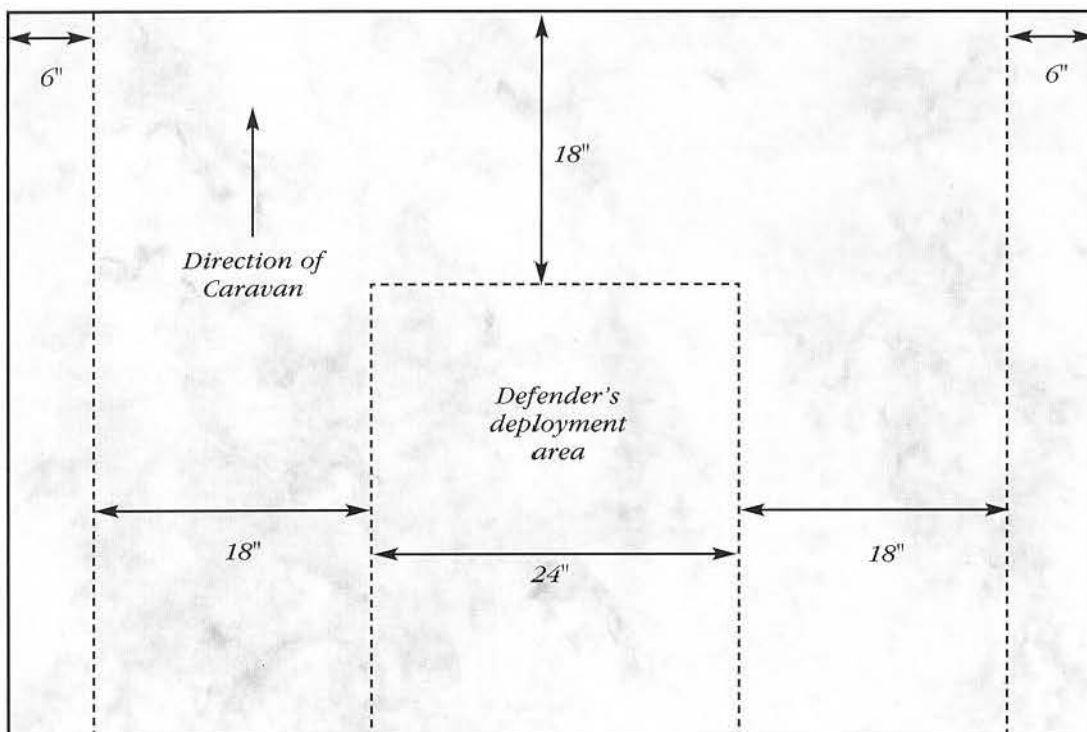
Direction of Caravan

Defender's deployment area

SPECIAL RULES

Baggage: There are three pieces of baggage. They move 6" per turn, halve their movement if they turn and may not march move.

Enemy units capture baggage by charging it, the baggage being placed to the rear of the unit facing any direction wished. A unit with baggage may only move as fast as the baggage (6") and flees D6" less. A unit may only grab/control one baggage at a time. Alternatively, the unit may lose a model which may then lead the baggage.

Players in a Medieval setting may choose to use the baggage as a form of improvised obstacle, representing the use of overturned wagons for protection. If so, the baggage is unpacked off the carts and each forms a 6" improvised obstacle defence.

Attacking units may pick up undefended baggage by either charging them or pursuing into them. If they do so, they may only move as fast as the baggage and flee D6" less than normal. A unit may only grab/control a single piece of baggage at a time. Alternatively, if an attacker controls a baggage, he may choose to sack it. This may be done in the mêlée phase as long as the attacking unit is not in close combat and is done automatically, all the unit's attacks are on the baggage. Sacked baggage is worth much less Victory points to the attacker but at least the defender cannot recapture it. Defenders cannot sack baggage in this way.

GAME LENGTH: The players elect to play for an agreed number of turns. Alternatively roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated or until one player concedes.

WHO GOES FIRST: The defender chooses to go first or second.

WINNING: Victory points are calculated as normal. Table quarters are ignored. The Baggage is worth 200 points each to the controlling player. Any baggage leaving the table is safe from capture by the attacker. Sacked baggage is only worth 50 Victory points to the attacker.

CAMPAIGN NOTES

This scenario can be initiated by either the besieger or the besieged to attempt to bring supplies into a siege. Each baggage is worth an extra siege turn to whoever controls it at the end of the battle.

VARIATIONS AND NOTES

Play this scenario with the set-up in *El Cid* Appelido scenario. The baggage cannot be used to form an improvised defence in this case.

This may be played as a Border Skirmish scenario on a 4'x4' table. The defender's set-up area is reduced in width from 24" to 12" and the attackers come in from the board edge.

CARAVAN VARIATION: SAVING THE PLUNDER
(With thanks to Martin Gibbins)

A raiding force is withdrawing with a wagon train of booty. The defenders are determined to stop them getting away.

For this scenario, the 1,000 point raiding force may set up anywhere on the table that is more than 12" from the pursuer's baseline. The wagon is placed at least 24" from the raiders' baseline. The 1,500 point pursuing force deploys on its own baseline, with first moves being measured from the baseline. The pursuers move first. There are no free skirmisher or other special deployment moves (such as for nomad horse). Deployment is by alternate units, starting with the pursuer. Raider units, other than the wagon train, may not voluntarily leave the table until the wagon train has done so.

The wagon moves at 6" and may not march or charge. It may not move if in contact with a pursuer unit. It is immune to psychology and unbreakable with WS3, T4, no attacks, 6 wounds and a 5+ save. It may be captured if a pursuer unit is in contact with it, with no raider units above half strength within 6" of it, at the end of the game.

Victory Points are scored as follows:

Raider	For exiting wagon train from own baseline: 400 points
	For surviving units, on or off table, over half strength: Full unit points
	There are no other ways for the raider to score points.
Pursuer	For capturing or destroying wagon train: 400 points
	For enemy units destroyed or fleeing: Full unit points

For captured standards, enemy General killed, etc, Victory points as per the rulebook. No points for table quarters.

CITY FIGHT

When the walls of Argos were breached in
273 BC, the city folk rose up against Pyrrhus
and in a counterattack managed to slay him. It
is said that Pyrrhus was stunned by a roof tile
thrown in a battle in the streets of Argos. He
was then executed by two guards of Antigonus.

The story related by Plutarch is that one of
his murderers held him, while the other
prepared to do the deed. At this moment,
Pyrrhus awoke and stared at his would-be
killer. The look that Pyrrhus gave caused his
assailant to flinch and lose his nerve,
nonetheless he killed Pyrrhus. He presented
the head to Antigonus who wept when he saw
the head of his adversary, exclaiming how
shameful it was that such a great a man had
died in such a fashion.

At Cremona in 69 AD, legions loyal to Vitellus
chose to fight on after the walls were breached.
At Jerusalem in 70 AD, the rebels chose to fight
the Romans for every house and street.

While fighting in cities may conjure images of Stalingrad
or Berlin of the last century, battles in the streets of towns
and cities have occurred for many millennia. Usually when
a city's walls are breached, the defender will try to
surrender except against a hated foe, whereupon the
fighting will continue.

THE BATTLEFIELD: The terrain represents the centre of a
small town or city set up on a 4'x4' table. It should consist of
a number of buildings made up to form alleyways and
streets. Buildings are set up by the defender and should be
at least 4" apart, preventing enterprising defenders from
making a wall of houses across the board. The walls of the
city may be set up for effect in the attacker's deployment
zone, with the battlements facing outwards. Additional
terrain may be generated in the usual manner (using the
method from page 83 of the WAB rulebook).

ARMIES: The attacker has 750 points to take the city
while the defender fights back with 500 points. Use the
rules from the Border Skirmish scenario and the
Settlement rules – all of the table counts as a settlement.

DEPLOYMENT
The attacker places down all his forces within 9" of his board
edge. Then the defender's forces may occupy any building
not in the attacker's deployment zone. Alternatively, some
may be placed in the open no closer than 12" from the
nearest attacking forces. No other special deployment rules
may be used.

GAME LENGTH: The game is played for eight turns.

WHO GOES FIRST? The defender chooses to go first or
second.

WINNING: Standard Victory points and table quarters
apply. The defender must exact a high toll from the
attacker, retreating from house to house if necessary.

CAMPAIGN NOTES
This scenario could be added to a Siege
campaign involving an assault on a city. Once the
outer wall has been reached, play this scenario.

VARIATIONS AND NOTES: This game could be
played with larger forces, with 1,500 points fighting
against 1,000 points on a 6'x4' table.

This scenario will require a fair number of buildings
which will stretch even the most generous terrain
collection. An alternative may be to use card
cut-outs to represent single story buildings.

*Attacker's
deployment area*
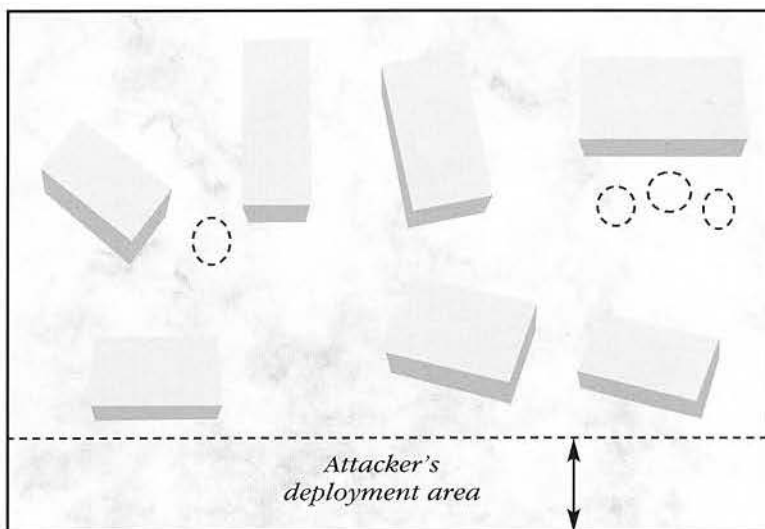
THE HUNT

Before the domestication of animals and cereal crops, hunting was the primary source of meat for the hunter gatherer. With civilization, it became the leisure pastime of nobles throughout countless centuries and cultures.

Reliefs at the mortuary of Rameses III at Medinet Habu show him hunting a wild bull with a thrusting spear. Carvings from Ashurbanipal Palace show Assyrian hunting scenes with lions and stags (showing the now extinct Mesopotamian lion). Carvings at Taq-e Bostan show Persian kings hunting boar from boats while elephants take back the kills. Samurai would hunt tigers in Korea.

The Mongol hunt or 'nerge' was an activity which an entire tribe would involve themselves in. In a nerge, the whole tribe would round up animals over a large region. The clan members would spread out into lines and drive the animals into a set cordon where they could be massacred. It is said they perfected this tactic for use on settlements but it is more likely that this was a good way of providing training and meat.

In the time of Chingis Khan, the nerge became a exercise in army control and discipline, with punishments for commanders who failed to hold the line. Kublai Khan banned hunting in the breeding seasons of animals to encourage the growth of populations.

In this scenario, both sides represent rival hunting parties out to bag the most game. Animals have to be 'flushed out' from their lairs and hunted down. The animals have strict rules governing their movement, but all attacks are rolled by an opposing player. Note: if an animal is generated when there is no suitable model available, simply use the next animal on the table.

SCENERY. The game should be played on a 6'x4' table. Terrain should be set up in a mutually agreeable manner but should include bushes, hills and woods. In fact, the more terrain the better!

ARMIES: Unlike most scenarios, this is not a battle but a competitive Hunt scenario. The idea is to capture game, not to annihilate each other. Each side has 150 points to build a hunting party, this may include a single Hero. Use the rules from the Border Skirmish scenario and any unit may skirmish. In addition, the Heroic Combat rules from the Duel scenario may be used (animal attacks can only be parried with a shield). There should be an animal lair for every 2' square feet of board, so six should be on the standard tabletop.

DEPLOYMENT: The lairs are deployed first. Each player takes it in turn to deploy a lair anywhere they like on the table, no less than 6" from a table edge. No lair may be placed within 12" of another. Lairs placed in the open should be surrounded by bushes.

Rival hunting parties are then deployed alternately, entering the table on turn 1. Your opponent chooses which board edge your hunting party comes in on. No special deployment rules from any army may be used.

SPECIAL RULES

Flushing out the prey. Animals will be flushed out of a lair if hunters approach within 6" of the lair. At this point the animal is generated either by using the dice method or the playing card method that follows. Place the animal model(s) on the board and then work out if the animal will fight or take flight.

Fight or Flight? Firstly, the animal(s) take a Leadership test. If passed, they will charge towards the hunters who flushed them out. If the test is failed, the animal(s) will flee using the normal rules. Players are free to add in a random component and make animals move unpredictably, using the Stampeding Elephant chart (Fig 9.2) on page 63 of the WAB rulebook to determine flee directions.

Fleeing animals which are charged and caught by hunters fight normally (they are not removed like ordinary fleeing troops are). Likewise, fleeing animals will fight when they contact hunters in their flee direction, counting as charging.

In the second and subsequent turns, animals who are not fleeing or in combat will move after the hunters have moved. Carnivores will charge the nearest hunter in line of sight, on a successful Leadership test, otherwise they head for the nearest cover or board edge at normal pace (herbivores do this automatically). If they reach cover, they are removed (they go to ground) and another lair marker is placed down by the player whose turn it is.

Animals will not enter impassable terrain and will run parallel with the terrain (or otherwise go round it).

GAME LENGTH: The game lasts eight turns.

WINNING: The winner is the hunter who has gained the most trophies. Victory points are awarded for each animal killed. Table quarters do not apply, naturally.

In the hunt, killing rival hunters is not the priority, game is. However if Victory points are being used, do count enemy casualties for Victory point purposes.

VARIATIONS AND NOTES
This scenario is an easy one to convert to multiple players, each having a hunting party.

ENCOUNTER GENERATION
Roll a D6 to see what animal is generated. Alternately playing cards can be used to mark lairs, the contents being revealed when the card is turned over. Both systems are used here in tandem.

D6	Playing Card	Animal
1	1 to 2	Flock of birds, the lair is empty.
2-4	3 to 9	Herbivore
5-6	10 to King	Carnivore

Sometimes the lair will be empty apart from some startled birds (flamin' pigeons!). Otherwise roll a D6 (or look up the playing card result) on the appropriate table opposite:

HERBIVORES
Roll of a 1 (Playing card = Three)
D6 Small Game

	M	WS	BS	S	T	W	I	A	LD	Points
Small Game	6	0	0	2	2	1	2	1	2	1

Small game such as rabbits and birds cannot attack and may only choose to flee. As they are fast moving, all shots against such small targets with missile fire are at an additional -1.

Roll of a 2 (Playing card = Four and Five)
A Ram and D6 Sheep

	M	WS	BS	S	T	W	I	A	LD	Points
Ram	5	3	0	2	3	1	3	1	5	5
Sheep	5	2	0	2	3	1	2	1	2	3 each

Sheep are pack herbivores (these stats can be used for goats too). They gain +1 Strength on a charge (horn butt!). They may add 1 to their Leadership per additional pack member. Wild sheep and goats can be quite vicious when on the defensive!

Roll of a 3-4 (Playing Card = Six and Seven)
A Stag and D3 Deer

	M	WS	BS	S	T	W	I	A	LD	Points
Stag	8	3	0	4	3	1	3	1	6	15
Deer	8	2	0	2	3	1	3	1	3	8 each

A Stag gains +1 Strength on a charge. Roll for the reaction of the deer separately.

Roll of a 5 (Playing card = Eight)
A Boar and D3 Sows

	M	WS	BS	S	T	W	I	A	LD	Points
Boar	7	3	0	3	4	2	3	1	7	25
Sow	7	2	0	3	4	1	3	1	3	14 each

A boar gains +1 Strength on a charge. If reduced to 1 wound, it becomes frenzied. Thick hide counts as heavy armour. Roll for the reaction of the sows separately.

Roll of a 6 (Playing card = Nine)
Bull and D3 cows

	M	WS	BS	S	T	W	I	A	LD	Points
Bull	6	2	0	4	4	2	2	1	7	21
Cow	6	2	0	3	4	1	2	1	3	12 each

Wild bulls, which can include buffalo or bison, are solitary herbivores or may be accompanied by D3 cows. Bulls and cows gains +1 Strength on a charge. Roll for the reaction of the cows separately.

Noble hunters usually go for the more aggressive male animal.

CARNIVORES

Roll of a 1-2 (Playing card= Ten)
A Wild Pack

	M	WS	BS	S	T	W	I	A	LD	Points
Canines	6	4	0	4	3	1	4	1	3	6 each

Canines, such as the wild dog, wolf and hyena, are pack hunters. They may add +1 to their Leadership per additional pack member.

Roll of a 3 (Playing card = Jack)
A Bear

	M	WS	BS	S	T	W	I	A	LD	Points
Bear	4	3	0	4	4	2	3	3	7	35

Bears are solitary omnivores. A bear gains +1 Strength on a charge.

Roll of a 4-5 (Playing card= Queen)
A Wild Cat!

	M	WS	BS	S	T	W	I	A	LD	Points
Wild Cat	8	4	0	4	3	1	4	2	7	24

Wild cats, such as puma or panther, are solitary hunters. They double their attacks on the charge.

Roll of a 6 (Playing card = King)
A Big Cat!

	M	WS	BS	S	T	W	I	A	LD	Points
1 Tiger	6	4	0	5	4	2	4	3	8	60
D3 Lions	6	4	0	4	4	2	4	2	6	38 ea

Tigers are solitary hunters. Lions are pack hunters, adding +1 to their Leadership per additional pack member.

OPTIONS AND ALTERNATIVES

This game should be played with the models the players have available, ideally a minimum of one type of carnivore and one herbivore. If boars and wolves are all the players have, boars and wolves will be all that the hunters will find.

On a 6, the animal is a female with young. The female is subject to the rules of hatred.

Pack carnivores may have a leader with +1 attack.

Lairs may be hidden – they require an Initiative test to find.

Some players may have the humorous idea of introducing 'the Rabbit' from a certain famous film. Should this be the case, on the drawing of the Ace of Spades, a small white rabbit model should be placed down. Using the stats of a frenzied tiger should suffice…

DUEL

There has been a tradition throughout history of the noble duel, using single combat to decide the outcome of a dispute or even a battle. The term duel comes from Medieval Latin duellum from duo + bellum, literally a war of two. Duels can involve the firing of missiles or close combat.

The practice is mentioned in the *Iliad* and the *Odyssey*, where it is referred to by Homer as 'champions fighting in the classical fashion in single combat between the lines'. So even in the time of Homer, it was considered a long standing tradition. Both Tacitus and Caesar mention these traditions amongst the Celt and Germanic tribes, where the winner's names would be immortalised in song. Even the odd Roman was known to (foolishly) take up the challenge of single combat. In the Far East, there is a long tradition of single combat, most notably amongst the Samurai.

The ideal of man against man is one reflected in the sports of the times. Tacitus notes a dance with weapons amongst the Germanic tribes and Cassiodorus mentions similar warlike events amongst the Goths (which remind us of the warlike dances of the Masai, Maori or Zulu). Rome had its tradition of gladiators and amphitheatres. The Anglo-Saxons used to have shield and club fights at their festivals. In the Medieval era, this entire concept evolved into the noble sport of jousting and the ideal of the Tournament. Most of these probably spring from military games to practice the art of war.

This scenario is an optional scenario which can be played for fun or can be used as part of a campaign. It should be considered to be a sort of expansion of the heroic combat rules from the main WAB rulebook.

SCENERY. Terrain should be set up in a mutually agreeable manner but should include a large open area in the middle. Players may wish to take the option of having both battle lines watching, and use the scenario as a precursor to their main battle.

ARMIES. This scenario is best played with 250 points a side using the rules from the Border Skirmish scenario, although more points may be used with the agreement of your opponent. Any unit may skirmish. Normal army limits do not apply. Up to 75% characters may be taken and the rest as the player wishes from infantry or cavalry. Each side should have an individual army list entry for each character and leader in the battle. Ordinary soldiers may be grouped together as normal.

Each side represents a hero/noble and personal retinue. It may not include the army General unless both sides agree; it was very rare for army generals to commit to duels as they would appoint a champion. Also, the death of a General will bring a swift end to a campaign.

Likewise fighting an obviously unfair duel (pitching elephants against cavalry for example) is not permitted. If your opponent chooses to fight on foot, you fight on foot. If both opponents agree, the duel may be from the back of a mount or from a chariot. There is no restriction on missile weapons.

DEPLOYMENT: Each player takes it in turn to deploy a unit in their deployment areas as shown. The game is played on a 4'x4' board.

SPECIAL RULES: Heroic Combat (see below) may apply to all models. Players are free to 'role play' out the battle with heroic speeches, offers of mercy, etc…

GAME LENGTH: The game lasts until there is a clear victor. Turns in Duel tend to be quick but smaller forces are recommended as the games can be quite extended.
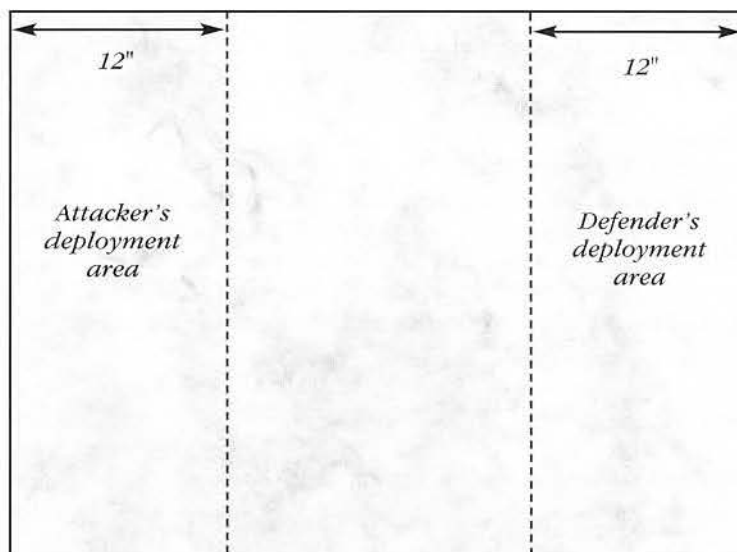
WINNING: The winner is literally the one with men standing at the end of the battle. Victory points are used as normal, table quarters are not used. Players may decide between themselves the effects of mercy or holding to ransom, but a figure spared should be worth an extra VP or two in more chivalrous times.

VARIATIONS AND NOTES
In a campaign, this scenario can be used to quickly determine the outcome of a battle or event.

HEROIC COMBAT
The heroic combat introduces the idea of an epic fight between two great heroes. Instead of having wounds, the damage a blow will do depends upon its severity and where it hits. For example, a leg wound will slow down a character, an arm hit will reduce fighting effectiveness and so forth. Effectively hits will reduce different parts of the stat line – if any stat is reduced to zero, the character is incapacitated.

A character with multiple wounds can 'spend' a wound to avoid a damage effect until the character is down to his last wound. So, surplus wounds can effectively be used to negate one effect rolled on the Damage table. Heroes will eventually run out of 'steam' and start taking real damage. Armour saves are taken as normal.

Attacks
Attacks go in initiative order. Initial charges or being armed with a spear weapon adds +1 to Initiative. Simultaneous attacks are worked out simultaneously; it is possible for both opponents in a duel to kill each other.

The Parry
A hero may forego one or more of his attacks and may choose to parry instead. A hero armed with a buckler or shield gains a free parry. A parry forces the opponent to re-roll one successful attack. Two parries would mean two re-rolls of attacks and so on. A single attack can only be forced to be re-rolled once with a parry. If faced with multiple opponents (how unchivalrous!), a single parry can only be used against one of them per round.

Damage
Damage is worked out differently. Roll to wound normally but keep a note of the number rolled to work out the severity of the damage. A D6 is rolled for the location hit and this is cross referenced with the original number rolled on the dice 'to wound'.

D6	Location	Wound Roll of 6 *Flesh Wound*	Wound Roll of 5 *Serious Wound*	Wound Roll of 4 *Critical Wound*	Wound Roll of 3 Or less *Deadly Wound*
1	Head	Stun 1	Stun D3, Critical D3	Mortal	Mortal
2	Arm	Acc 1	Acc D3	Acc D6, Critical	Acc D6, Critical
3	Torso	Acc&Mov 1	Critical D3	Mortal	Mortal
4	Abdomen	Mov 1	Acc&Mov D3	Critical D6	Mortal
5	Thigh	Mov 1	Mov D3	Mov D6, Critical D3	Mortal
6	Shin & Foot	Mov 1	Mov D3	Mov D3, Critical D3	Mov D6, Critical D6

Stun Stunned for a turn (attacks halved). Reduce INI by the amount indicated.

ACC Reduce accuracy (WS and BS) of model by the amount indicated. If any attribute is reduced to 0, the model is incapacitated and removed.

MOV Reduces movement of the model by the amount indicated. If movement is reduced to 0, the model is incapacitated and removed.

Critical Model will be removed as a casualty in D6 turns. WS and BS are reduced by the amount indicated.

Mortal The model is removed as a casualty.

A target is hit and a 6 rolled to wound, this will cause a 'flesh wound'. It hits location 1, the head, so the target is stunned. A 4 'to wound' to location 1 would have killed a one wound model outright.

With critical wounds, the hero only has a few rounds before he passes out from blood loss. It is useful to keep a small 'countdown' dice next to the model.

Wounds to the arms affect accuracy. Wounds to the leg affect movement. Wounds to the head are generally deadly!

Single combats do take a while with this system but they can become very interesting and very nail biting.

Of Gods and Men...

Heroes and unit leaders gain the benefits of the full combat system. Lesser mortals, such as rank and file do not gain the bonus of the table. A critical or deadly wound will remove the model from play, while a flesh wound or serious wound will only wound the model, halving its WS, BS and movement (rounded up). This can be marked by a token or glass bead placed on the model's base. A second wound on a rank and file figure will remove the model.

To the Death?

Players may agree to fight until one side yields or to the death. If quarter is being given, Leadership tests are taken as normal for each fight, fleeing models surrender instead of fleeing. If it is to the death, all sides are immune to panic and the fight will continue until all the enemy is dead or the last man is standing.

Another alternative is to use Duel for skirmish games. In this case, take Leadership tests, panic and fleeing/pursuit moves as normal but allow units of less than five models to break and rally normally.

The Battle of the 30, March 27th 1351
"Drink your blood, Beaumanoir; that will quench your thirst!"

In the spring of 1351, during the Breton Succession war, Jean de Beaumanoir, of the Breton-French party, challenged the Breton-English party, led by Robert Bramborough to single combat. Robert had continued raiding despite a truce being arranged between the two sides. Each party appointed 30 knights who fought in single combat near Ploërmel. Beaumanoir commanded 30 Breton knights while Bramborough commanded 20 English, six German mercenaries and four Breton partisans.

In the end, Beaumanoir was victorious. All the combatants on either side were either dead or seriously wounded, Bramborough being among the slain. While the combat did not have any real effect on the war, it was considered at the time the finest expression of chivalry.

Barletta 1503
Barletta was a small town occupied by the Spanish and allied Italians. When a French knight taken prisoner called La Motte accused the Italians of cowardice and breaking oaths, the Italians were outraged and their captain Prospero Colonna demanded satisfaction.

The rival commanders agreed a truce to allow a duel between 13 French knights and 13 Italian knights. After many hours of fighting, the Italians were victorious and proved their honour. The incident served no strategic or tactical purpose but it did help to alleviate the tedium of the siege.

John Smith
John Smith (of Pocahontas fame) was besieging a Turkish town in the Balkans in the early 17th Century, to alleviate the boredom he agreed to fight a duel to the death against a Turkish officer. He killed the Turk, was attacked by another Turk – who he then slew and in turn was attacked by a third Turk, who was also killed. To publicise the victory, John Smith choose to emblaze his coat of arms with three Turkish heads.

Trial by Combat (the Judicial Duel)
The idea of trial by combat or judicial duel was as follows: an accused man could prove his innocence by winning a duel, for God would intervene and save the party in the 'right' and grant him victory.

The judicial duel was usually a ceremonial affair presided over by nobility or royalty who would proclaim the victor at the end. The earliest record of this form of duel is found in the Burgundian Law, under King Gundobald (who reigned 474 AD – 516 AD).

Eventually, efforts were made to regulate trial by combat. It became an option only for the most severe crimes. The right in English law was only abolished in 1819, although the practice had long died out.

RAID!

Throughout history, raids have been a common tactic in warfare. The purpose of the raid may be to gain supplies and loot, to gain slaves or a political weapon in intertribal conflict.

Raids can be achieved with relatively few forces; a small raiding force with the element of surprise can cause great material damage and can tie up a large amount of defending forces as they attempt to track down the marauders.

The main strategic purpose of a raid in wartime was to spoil the crops or to burn or capture food supplies, not generally to kill population – a starving population will eat into dwindling supplies and put more pressure on the enemy. There are notable exceptions to this, including the Roman harrying of Caledonia after Mons Grapinus and King William I's harrying of the north, where the intention was to destroy areas of land to deny it to the enemy and drive him out.

During the Hundred Years War, large organised raids into enemy territory were known as the *chevauchee*. It was in part a political weapon to prove how weak an enemy lord (namely the French King) was.

In this scenario, the marauding force has to raid a village and retreat before superior local reinforcements arrive. The defender has a small force in the village which has already been sent to help.

SCENERY. The scenery is set up in the usual way. The defender sets up a village approximately 18"x18", defended by low walls (an improvised defended obstacle with soft cover) in the centre of the table. There are at least two gates in the village, one facing the attacker's deployment zone, the other the defender's. A village gate counts as an improvised defended obstacle if closed and is not an obstruction if open. A unit which has won combat may open a village gate freely.

The village can include stalls, camp fires and similar vignettes. These do not hamper movement or line of sight for either army (being conveniently removed when units run over them) but do add to the overall look of the game.

ARMIES. Armies are chosen from the army lists to a points value agreed before the game. Typically, the attacker has 500 points while the defender has 250 points in the village and an additional 500 points of reinforcements. Any unit may adopt a skirmish formation.

DEPLOYMENT

Each player takes it in turns to deploy a unit. The defender sets up 250 points in the village, the 500 points of reinforcements are kept off board until turn 3. The baggage is placed last in the centre of the village.
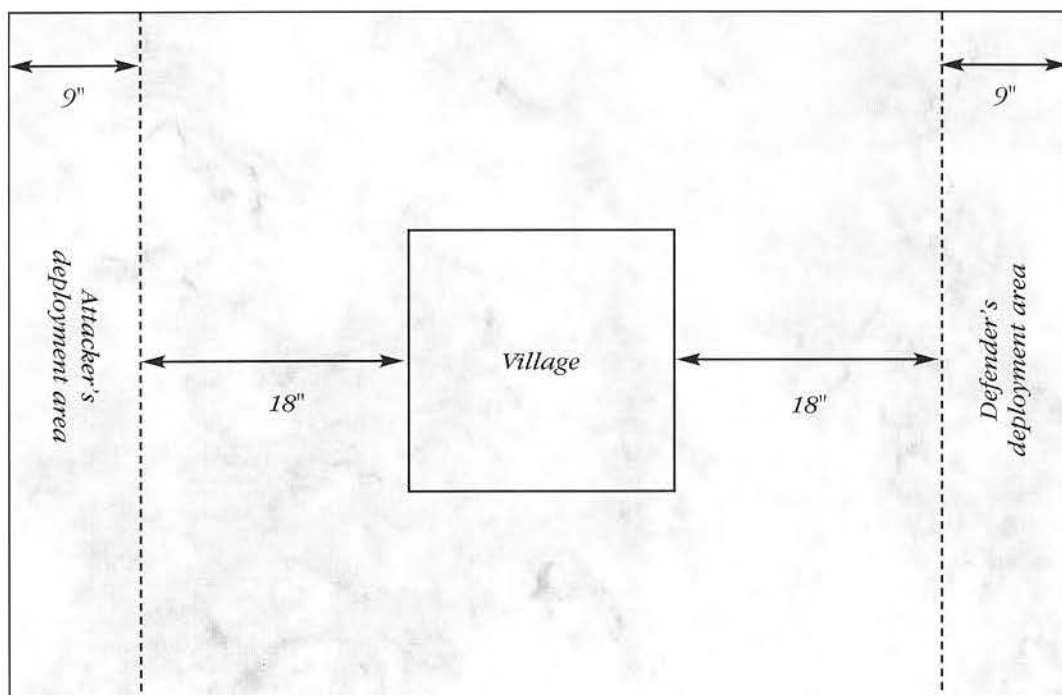
WHO GOES FIRST: The attacker chooses to go first or second.

SPECIAL RULES
Baggage
There are three pieces of baggage which are the objective of the raid. They move 6" per turn and may not march move. Enemy units capture baggage by charging it, the baggage being placed to the rear of the unit facing any direction preferred. A unit with baggage may only move as fast as the baggage (6") and flees D6" less. A unit may only grab/control one baggage at a time. Alternatively, the unit may lose a model which may then lead the baggage.

The attacker can only score points for the baggage if it is in his deployment zone at the end of the battle, the defender if it is returned to the village before the game ends. Any other result means the baggage is scattered and spoiled.

The Village
The village walls and gate count as an improvised obstacle for defence (-1 to hit from missile and mêlée). The walls are low and count as an obstacle to cavalry.

Reinforcements
The defender may place all of his reinforcements on the table on turn 3. He may start moving them on turn 4.

GAME LENGTH: The game lasts 10 turns, ending automatically if the attacker has all the baggage in his deployment area or when one player concedes.

WINNING: Victory points are worked out as standard. Baggage is worth 200 points each but only if it is in the designated area (the attacker's deployment zone for the attacker, the village for the defender). Table quarters are ignored.

This can be run as a side game to a siege campaign. Each baggage is worth an extra siege turn to whoever controls it at the end of the battle.

VARIATIONS AND NOTES
An alternative set-up could be sea raiders. The attacker's deployment area is the sea shore where the sea raiders (Saxons, Vikings, Sea Peoples or similar) have landed their boats. The raiders have to grab the booty and get it back to their boats before too many reinforcements show up.

This game may be turned into a skirmish game by playing with smaller forces and using the Duel scenario as a basis – 250 points of attackers would fight 125 points of defenders with 250 points of reinforcements. This can be turned into a 'role play' type scenario with the target of the raid being an important person. Maybe it is Celtiberians trying to kidnap a Roman noble lady, or possibly a bunch of Saxons who are trying to steal a prize pig. The possibilities are endless!

ALTERNATE SCENARIO: SLAVERS
Alternatively, the objective of the raiders can be slavery. Replace the baggage with three groups of villagers (typically women and children). They have a Move of 4" and may march but only move if escorted. The victory conditions change as the defenders only need to liberate the captives from the attackers to claim possession, they do not need to be returned to the village.

ALTERNATE SCENARIO: ALL TO THE FLAME & SWORD!
This is the typical raid as seen by Hollywood. Every attacking unit has access to incendiaries. The attacker's objective is to burn down the village. The village should consist of five main houses with 100 Victory points gained for every village house destroyed at the game's end. Each house is Toughness 7 and has 3 wounds. Each attacking unit may start a fire on a 4+ if they are in contact with a house. The fire is Strength 7, damaging the house in the Close Combat phase of each combat turn, if it wounds a second fire is placed down. See the fire rules on page 31 for the rules on extinguishing fires.

There are very many examples from all periods in history of raids. Here are but a few:

In the Numantine 'fiery war', both the Romans and Celtiberians fought a destructive war of raid and counter raid, burning property and taking captives.

William, Duke of Normandy, raided villages and towns south of London to force Harold to battle. Raid was used as a political weapon to force the other side to give battle.

The Domesday book notes many a destroyed village with the simple note 'waste' or 'wasted'. Numerous villages were destroyed in the Norman conquest, many by William's own men in the harrying of the north. Many in Devon are also recorded as being burnt by Irish raiders.

In the Hundred Years War, the French mounted a number of raids on English ports. In 1403, a group of attacking Breton ships hit Jersey, Guernsey, Southampton and Plymouth. Such was the devastation in Plymouth around the port that it was called 'Breton side' and a tax levy was raised on goods passing through the port to repair the defences.

Another raiding force of 2,000 men was sent the following year (1404) to raid Dartmouth. The Mayor, John Hawley (a well known pirate) organised a local muster and defeated the Bretons at the Battle of Blackpool Sands. Local peasants including womenfolk forced back the well armed knights by defending a ditch and driving them off with rocks and arrows.

PITCHED BATTLE VARIATIONS

Not all battles are fought with fair odds or with even sides. The following scenarios allow players to recreate some of the famous battles from history.

Alternatively, they may be used as part of a campaign.

- Defile
- Chosen Ground
- River Crossing
- Ambush!

A small force blocks the passage through a ravine.
Choose your battlefield.
Stop the enemy crossing.
An enemy force launches a surprise attack.

DEFILE

With regard to narrow passes, if you can occupy them first, let them be strongly garrisoned and await the advent of the enemy.

Sun Tzu, The Art of War

Natural bottlenecks such as a mountain pass or ravine are ideal areas for a small force to hold up against a far larger force. The classic defile has to be Thermopylae in Greece. This narrow stretch of land with a coastal path lies between impassable mountains and the sea. This was the invasion route into Greece and many an army has been stopped or slowed there.

Most armies are sensible enough to avoid battles in passes, even so, there have been quite a few.

This is a fun scenario which can be played twice as a competition between players. Each player takes it in turn as the attacker and the defender. The objective is to see how many turns the defender can last before being overrun.

THE BATTLEFIELD. The table represents a mountain pass, ravine or similar defile. The mountainous area is impassable.

Roll for scenery as normal with each player taking it in turns to place scenery, starting with the defender.

ARMIES. The defender has only 1,000 points with which to hold the pass. The attacker has 2,000 with which points to break through. Armies are chosen as normal from the army lists. Alternatively each army may consist of 1,000 points, see 'Variations and Notes' at the end.

DEPLOYMENT. The attacker sets up his entire army. The defender then sets up his army.

WHO GOES FIRST. Both players roll a dice. The defender may add +1 to his score. The highest scoring player chooses to go first or second.

GAME LENGTH: The players elect to play for an agreed number of turns. Alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 6 turns, 3-4 = 7 turns, 5-6 = 8 turns. The game continues until each side has taken the number of turns indicated or until one player concedes.

VICTORY. Unless one player concedes beforehand, the player who has accumulated the most Victory points at the end of the game wins. Table quarters apply, but only for the defender's half of the table. The attacker gains an additional 100 Victory points for every formed unit which leaves the table from the defender's edge.

VARIATIONS AND NOTES: This scenario can be played with 1,000 points a side. If so, the attacking units are treated as Hordes, the enemy is truly without number!

Hordes: The attacker may choose to remove any fleeing or previously destroyed units and place them back on the board in the attacker's deployment area. These represent the attacker calling in reinforcements. Characters and limited (0-1) units cannot be replaced in this way. If the army loses its General, there is no replacement!

The game could be played on a 4'x4' table with smaller forces.

Impassable terrain

24"

Attacker's deployment area

Defender's deployment area

36"
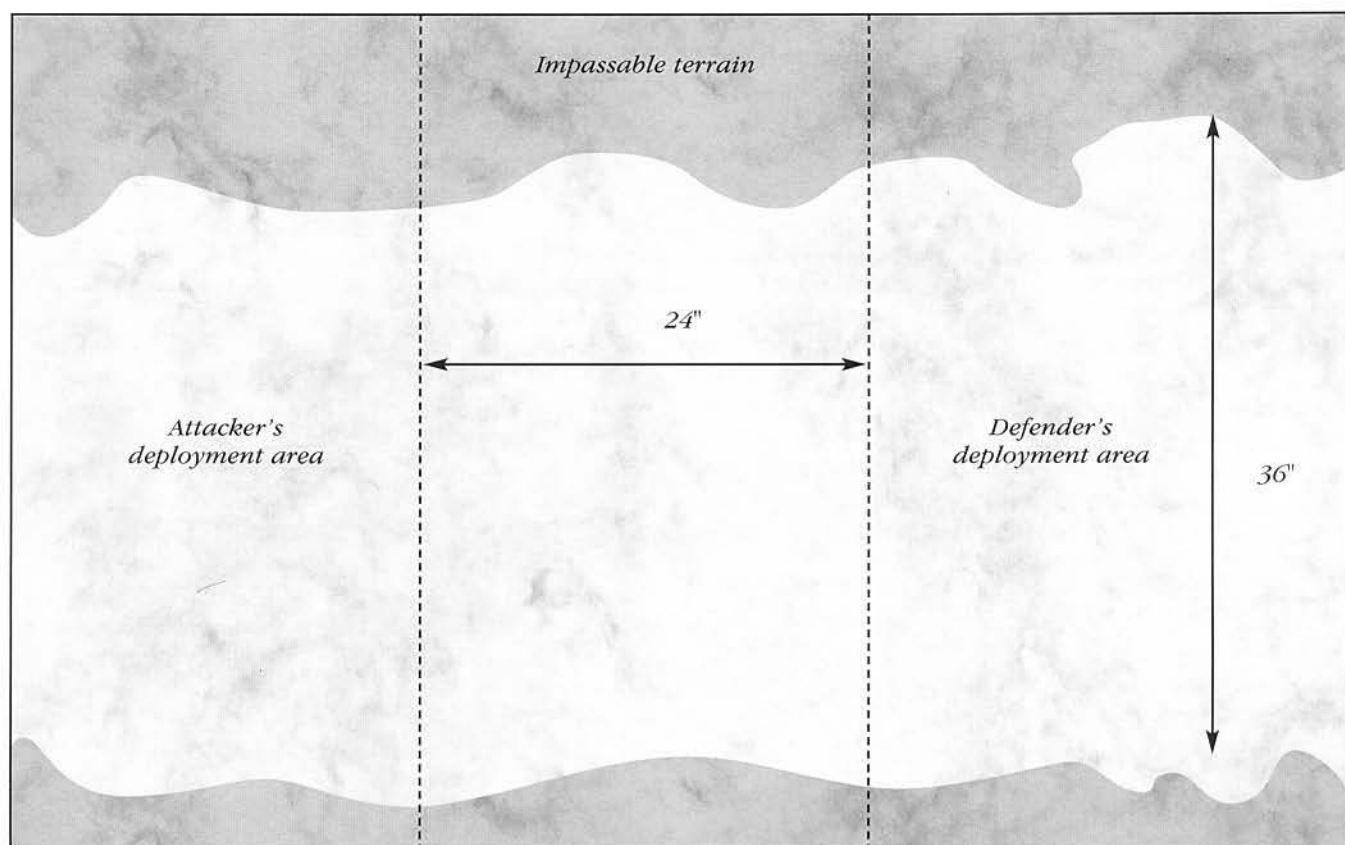
Thermopylae 480 BC

Thermopylae in Greece has seen several battles; it was the natural invasion route into the peninsula being on the main north-south road of Greece.

The most famous defence happened in the Second Persian War of 480 BC. An improvised Greek force led by Leonidas, King of Sparta, held off the advancing Persian horde under King Xerxes, son of Darius. Leonidas, denied the full strength of the Spartan army due to a religious festival, departed with his honor guard of 300 hand picked men, on what they knew would be a suicide mission. As he left Sparta, his wife, Gorgo, asked what she should do. Leonidas, knowing he would not return, replied "Marry good men and bear good children."

At first, the Greeks tried to repair an old Phokian wall, but their repairs were incomplete with the arrival of the Persians, so it was abandoned. First Xerxes sent in the Medes. The Spartans and Greeks withdrew, tricking their enemy to come into the confines of the pass before turning round and slaughtering them. As the first line grew thin, Xerxes sent in a second army, the Cissians. They fared little better.

On the second day, Xerxes tried to negotiate, promising safe passage if they retreated but warning that he would take all their heads if the

Greeks failed to comply. Leonidas replied 'Come and take them'. So Xerxes committed his Immortals, his best troops led by his brother Hydarnes. Again, the Spartans beat back the Persians and Hydarnes was killed. With the Immortals defeated, Persian morale was near breaking point.

At this point, fate intervened on the side of the Persians. Ephialtes, a Greek traitor told Xerxes about a goat path through the pass and promised to lead Persian troops to the rear of the Greek's position. They would be in position by noon on the third day. Leonidas' scouts reported Persians had found the path and had driven off the Phokians who were supposed to be holding it. He ordered the Greeks to retreat while he and his men sold their lives as dearly as possible. Some refused, the Thebans choosing to try to hold the Persians in the rear. Leonidas charged with his remaining men and was struck down, his men retreated with his body to a hillock where they awaited the full onslaught of the Persian army. Volley after volley of arrows finally brought down the last of the Spartans. The Thebans attempted to stop the Persians but were caught unprepared and were wiped out.

Ever since, Thermopylae has been a name for heroic resistance against an irresistible enemy. The brave sacrifice bought time for the Greeks and led to the victories of Salamis (480 BC) and Plataea (479 BC).

Brennus at Thermopylae
279 BC, 191 BC, 267 AD,

In 279 BC, an army of Galatians led by Brennus invaded Greece. He was checked for several months by combined Greek forces under the Athenian general Calippus. The Galatians finally broke through the Greek defences and sacked Delphi. Here Brennus was wounded and facing further Greek reinforcements, he withdrew and later died from his wound. Without him, his warband fragmented, some settling in what became known as Galatia.

Other battles at Thermopylae

In 353 BC, an Athenian force held off a Macedonian force led by Philip II, Alexander's father. This prevented Philip from taking Greece.

In 191 BC, Antiochus III of Syria invaded Greece. Rome sent in reinforcements to stop him and Antiochus attempted to hold the pass against the Romans under Manius Achilius Glabro. He was driven back and forced to retreat from Greece.

In 267 AD, the Heruli sailed through the Bosporus with 500 ships, raiding around the coast of Thrace and Greece. They defeated a Greek force that opposed them at Thermopylae.

Battle of Roncevaux Pass,
15th August 778 AD

When Charlemagne retreated from Iberia to put down a rebellion in Saxony, he placed Roland, Count of the March of Britanny, in charge of his rearguard. However in his retreat, Charlemagne had taken the opportunity to slight the defenses of the Basque city of Pamplona. Seeking revenge, the Christian Basques assaulted the Frank rearguard at Roncevaux, despite having inferior arms and armour. The rearguard and Roland were killed, but they allowed the main body to retreat. This was one of the few times Charlemagne was defeated. Of interest, Roncevaux or Roncevals in old French means the 'Bramble Dales', which gives an interesting point concerning the terrain.

The Song of Roland, commemorating the battle was written by an unknown bard in the 11th Century. However, the ballad had now become one of Muslim against Christian, with Basques being replaced by a Saracen horde.

Mimasetoge 1569

The forces of Takeda Shingen withdrew from the failed siege of Odawara Castle. The Hojo forces laid in wait for him in the pass of Mimase, but despite outnumbering the Takeda two-to-one, they failed to prevent Takeda Shingen's retreat.

CHOSEN GROUND

It is the rule in war, if our forces are ten to the enemy's one, to surround him; if five to one, to attack him; if twice as numerous, to divide our army into two.
If equally matched, we can offer battle; if slightly inferior in numbers, we can avoid the enemy; if quite unequal in every way, we can flee from him.
Hence, though an obstinate fight may be made by a small force, in the end it must be captured by the larger force.

Sun Tzu – The Art of War

Generally, no skilled commander would willingly enter into battle against superior odds unless there was a belief that the battle could be won. An outnumbered force would avoid contact with the larger enemy where possible. For this reason, many battles tended to be fought on fairly even terms with armies of roughly the same size.

This is reflected in Warhammer Ancient Battles games, where players often choose to fight a Pitched Battle with equal points per side.

However, there is now another alternative to playing an equal points value game – seek chosen ground to fight upon to negate the foe's advantage in numbers.

This scenario allows the defender to choose the terrain that is to be fought on. This is done by the defender 'buying' terrain with the points allocations from his army. Examples of historic battles and suggestions on how they should be played are included.

This scenario involves 2,000 points of defender versus 2,000 points of attacker. For this scenario, the defender may buy scenery, defences and weather effects with army points. Up to half the defender's points may be spent in this way.

Flanks

One flank with trees/difficult terrain	250 pts
Both flanks with trees/ difficult terrain	500 pts
One flank with impassable terrain	500 pts
Both flanks with impassable terrain	1,000 pts

When being placed on the board, flank terrain may extend to within 24" of the centre of the board from the flank. On a 6'x4' board, the flank would extend in 12".

Terrain 12" x 12"

Difficult terrain or hill	150 pts
Woods or steep hill	300 pts
Lake/impassable terrain	500 pts

Terrain cannot be set up in either flank area or in the attacker's deployment zone. A maximum of three pieces can be bought. Difficult terrain might conceivably include prepared ground (containing potholes and caltrops) to slow the enemy down.

River (width of board)	1,000 pts
Shallow Fast flowing River	750 pts
Hill (in defender's deployment zone)	500 pts

The River can be set up anywhere outside the attacker's deployment zone and will extend across the entire board. It will have a ford or bridge for every 2' of its width. Rivers are impassable except at fords or bridges. Fords and bridges are typically 4" wide and offer no terrain penalties.

Shallow fast flowing rivers can be set up anywhere outside the attacker's deployment zone and will extend across the entire board. Shallow fast flowing rivers are very difficult terrain, quartering movement for all troops.

The hill takes up the entire defender's deployment zone.

WEATHER

Choose one weather effect	500 pts

One weather effect from page 130 may be chosen. Multiple effects cannot be chosen. Any weather effect has to be possible in the climatic zone the game is played in. Snow storms are a very, very rare occurrence in the Sahara!

DEFENCES

Improvised defences	50 points per 12" of frontage
Prepared defences	125 points per 12" of frontage
Settlement	200 points per 12" square

All defences must be facing the enemy. The settlement's edge counts as an improvised defence.

Defences were sometimes used in battles. They may be used to recreate a barbarian attempt to break through a Roman circumvallation.

It should be noted from the start that ideally this game scenario should be used as a tool to recreate historical battles and balanced scenarios, not for players to go mad with!

HOW TERRAIN IS SET UP
Scenery. Roll for scenery as normal, as outlined on page 83 of the WAB rulebook. This is in addition to that 'bought' by the defender and is set up after the bought terrain is put down.

Armies. Armies are chosen from the army lists to a points value agreed before the game. The defender's force is reduced by the amount he has 'spent' on terrain, defences or effects. For example, a defender who spent 500 points on terrain would wield 1,500 points against 2,000 points of attacker.

Deployment. The attacker sets up his entire army. The defender then sets up his. The first turn is rolled for normally.

TURNS: The players elect to play for an agreed number of turns. Alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 6 turns, 3-4 = 7 turns, 5-6 = 8 turns. The game continues until each side has taken the number of turns indicated or until one player concedes.

WHO GOES FIRST. Both players roll a dice. The defender may add +1 to his score. The highest scoring player chooses to go first or second.

VICTORY. Unless one player concedes beforehand, the player who has accumulated the most Victory points at the end of the game wins. Table quarters apply, but only for the defender's half of the table.

VARIATIONS AND NOTES: This scenario is designed to be played at 2,000 points a side on a 6'x4' table.

For 1,000 points: This scenario could be played on a 4'x4' and with 1,000 point armies by reducing the centre area to 24". Prices for flank terrain and weather effects are halved and only one piece of terrain may be bought for the centre of the table.

For 3,000 points: This scenario could be played on a 8'x4' and with 3,000 point armies by increasing the centre area to 72". Prices for flank terrain remain the same and five pieces of terrain may be bought for the centre of the table. Weather effects and a hill in the defender's deployment zone cost 750 points, while a river would cost 1,500 points.

Alternative Scenarios: An alternative scenario would allow both players to buy terrain. Neither side can buy flanks or rivers but either side can buy terrain to place outside their deployment zone. If both sides purchase weather effects, they cancel each other out.

Attacker's deployment area — 12"

Centre area – defender may buy three terrain features but they cannot completely block the path of the attacking army

Flank area (left) — 12"

Flank area (right) — 12"

Defender's deployment area — 12"
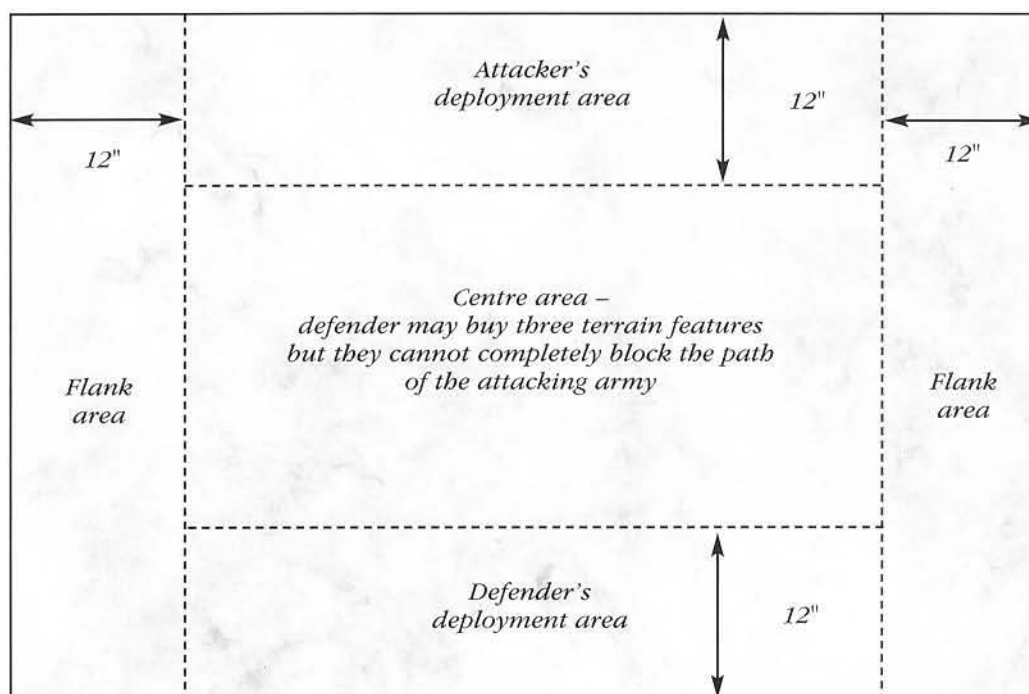
Agincourt 1415

King Henry V had departed from Harfleur on Chevauchee only to be confronted by large French armies moving to intercept him. Realising he stood little chance against them, he attempted to retreat to Calais, crossing the Seine. However his attempts to outmanoeuvre the French army failed and the two armies met at Agincourt. Henry tried to buy off the French but they refused payment and battle ensued.

At first, the French brought up their missile troops, but these were soon forced to retreat by the English archers. With this, the French committed their knights for a frontal assault and they rode into a storm of arrows. Hampered by the muddy ground, the cream of French chivalry met its doom on the fields of Agincourt.

French attacker's deployment area — 12"

Defender chooses to anchor both flanks in the woods and chooses the Mud weather effect. So 1,000 points of English fight 2,000 points of French.

English attacker's deployment area — 12"

Nagashino 1575

The forces of clan Takeda had been besieging Nagashino castle when the forces of Oda Nobunaga and Ieyasu Tokugawa moved to relieve the castle. In a last ditch effort, Takeda decided to charge the relief force but the area had been prepared by the defenders. A river had been dammed to make the ground between the two armies muddy and palisades had been constructed. The end result was the Takeda forces charging into a wall of gunfire and the near complete destruction of the Takeda force. With his last major foe vanquished, Oda Nobunaga was clear to become Shogun.

Takeda – attacker's deployment area — 12"

Defender chooses 4' of palisades and chooses the Mud weather effect. So 1,000 points of Tokugawa fight 2,000 points of Takeda.

Tokugawa – defender's deployment area. Includes 4x12" Palisades (prepared obstacle). — 12"
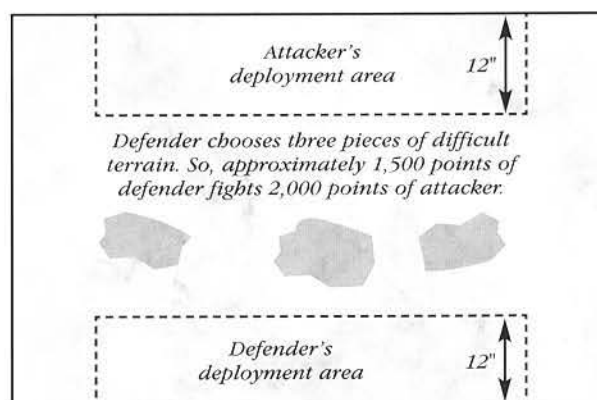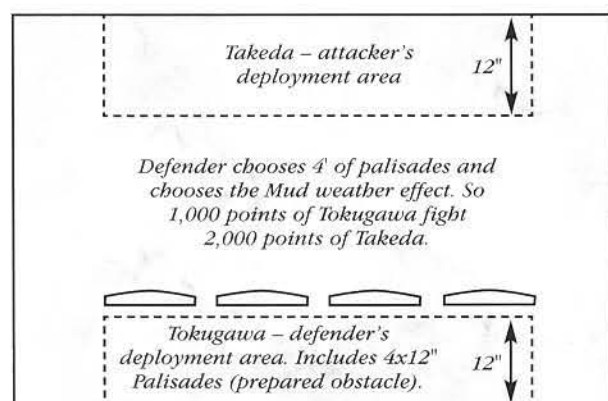
Pydna 168 BC

Pydna was a battle from the Third Macedonian War. King Perseus of Macedon found a plain south of Pydna on which to deploy his army. The Romans under Lucius Aemilius Paulus met them in battle. At first the Macedonian pike phalanx pushed back the Romans, breaking some of their allied troops. However, as the Macedonians pushed the Romans ever backwards, the ground became uneven, disrupting the pike formation. This was the opportunity the Romans had been waiting for, as the Romans were now able to break through the forest of pikes and close to hand-to-hand combat. The Romans were victorious and Perseus surrendered to Paulus. Macedonia was absorbed into the empire.

Flodden 1513

King James VI invaded England in response to the English invasion of France in 1513, as James had a mutual defence pact with Louis XII. Recently, James had encouraged the upgrading of the traditional Scottish schiltron with pikes (following the continental practise), increasing the length of the average Scots spear by six feet. Meeting this threat, the Earl of Surrey marched to intercept the Scots in the name of the young King Henry VIII. Scots pike met English bill men and longbow men on the fields of Flodden. The English opened with artillery, destroying the Scots artillery and forcing the Scots to close. Initial successes encouraged the Scots forward where they crossed uneven ground, disrupting their formation. Here the English bill men rallied and counterattacked, driving the Scots into flight. James VI tried to bravely intervene personally but was slain in the process.

Attacker's deployment area — 12"

Defender chooses three pieces of difficult terrain. So, approximately 1,500 points of defender fights 2,000 points of attacker.
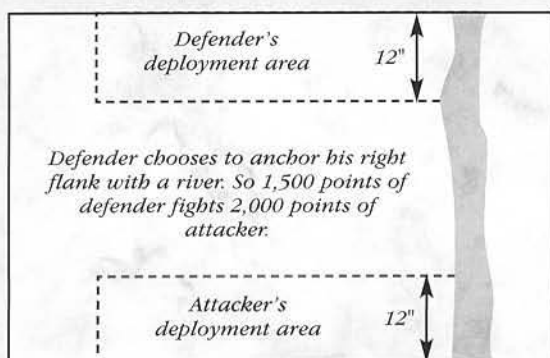
Defender's deployment area — 12"

To recreate both these scenarios, assume that pikes are disrupted by rough terrain and lose all special rules while in rough terrain. While in rough terrain they are not in phalanx, nor may they fight in two ranks or strike first.

Pharsalus 48 BC

Julius Caesar had been faced by his old enemy Pompey. Following Pompey to Greece, Caesar was faced with Pompey's numerically superior army after a disastrous attack on Pompey's camp at Dyrrhachium. Choosing his site carefully, Caesar decided to anchor one of his flanks with the river Enipeus. Pompey had more men but they were mainly recruits, compared to Caesar's veterans.
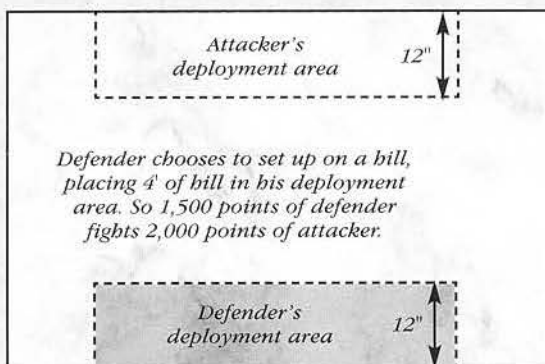
Pompey's superior cavalry force broke Caesar's cavalry on Caesar's right flank but Caesar's infantry reserves broke the cavalry and moved to outflank Pompey. Finding themselves attacked from the flank, Pompey's infantry forces finally scattered and Pompey himself fled the battlefield.

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┌─────────────────────────────────┐
│  ┌ ─ ─ ─ ─ ─ ─ ─ ─ ┐            │
│    Defender's          12"       │
│    deployment area               │
│  └ ─ ─ ─ ─ ─ ─ ─ ─ ┘            │
│                                  │
│  Defender chooses to anchor      │
│  his right                       │
│  flank with a river. So 1,500    │
│  points of                       │
│  defender fights 2,000 points    │
│  of attacker.                    │
│                                  │
│  ┌ ─ ─ ─ ─ ─ ─ ─ ─ ┐            │
│    Attacker's          12"       │
│    deployment area               │
│  └ ─ ─ ─ ─ ─ ─ ─ ─ ┘            │
└─────────────────────────────────┘
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Hastings 1066

William, landing at Pevensey, moved inland to face the Saxons. At first the Saxons refused to give battle so the Normans started raiding villages and towns. King Harold decided to give battle at a place of his choosing, north of Hastings. Harold wisely chose a hill as a good defended position.

The Normans tried several times to dislodge the Saxons from the hill but failed. It was only when a Saxon unit on one flank pursued a unit of broken mounted Bretons off the hill that William saw his chance. Isolating the pursuing unit, they were cut to pieces by the Norman knights. With the flank weakened, William charged again and this time broke the Saxon line, killing Harold.

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┌─────────────────────────────────┐
│  ┌ ─ ─ ─ ─ ─ ─ ─ ─ ┐            │
│    Attacker's          12"       │
│    deployment area               │
│  └ ─ ─ ─ ─ ─ ─ ─ ─ ┘            │
│                                  │
│  Defender chooses to set up on   │
│  a hill,                         │
│  placing 4' of hill in his       │
│  deployment                      │
│  area. So 1,500 points of        │
│  defender                        │
│  fights 2,000 points of          │
│  attacker.                       │
│                                  │
│  ┌ ─ ─ ─ ─ ─ ─ ─ ─ ┐            │
│    Defender's          12"       │
│    deployment area               │
│  └ ─ ─ ─ ─ ─ ─ ─ ─ ┘            │
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RIVER CROSSING

When an invading force crosses a river in its onward march, do not advance to meet it in mid-stream. It will be best to let half the army get across, and then deliver your attack.

Sun Tzu, The Art of War

River crossings are an important strategic element of a campaign – to control a crossing is to deny it to an enemy. Only the foolhardy would try to take a river crossing by force, as you can only commit a small part of your forces across the ford or bridge while the enemy can effectively deploy the majority of his forces against you. The defender can afford to guard the river crossing and engage any enemy crossing with locally superior numbers at the bottleneck. However, faced with a superior army which might just be able to force its way across, it is far more practical for the defenders to destroy the bridge and retreat. The superior army will then have to seek another crossing up or down river, delaying them by days and allowing the smaller army to retreat.

However, for the defender there is another slightly more risky strategy which can be tried. Withdraw and allow your foe to start crossing. Then strike when only part of his force is across. This will bring your foe to a decisive battle on odds favourable to your troops. If the defender can drive the foe back into the river, it may be possible to cripple the attacking army.

THE BATTLEFIELD. The game is played lengthways on a 6'x4' table. The table represents an important river crossing. The crossing itself may be a bridge, an improvised pontoon bridge or a ford. The river is set up about a third of the way on the table, some 24" on from the attacker's edge. Roll for scenery as normal, (see page 83 of the WAB rulebook) with each player taking it in turns to place scenery, starting with the defender.

ARMIES. The defender has only 1,000 points to hold the bridge. The attacker has 1,500 points to break through, however only 500 points worth has been able to cross. The bulk of the army (1,000 points) remains on the other side. Armies are chosen as normal from the army lists.

DEPLOYMENT. The attacker sets up his entire army. The 500 point vanguard is set up within 6". The defender then sets up his forces. The first turn is rolled for normally.

WHO GOES FIRST. Both players roll a dice. The defender may add +1 to his score. The highest scoring player chooses to go first or second.

GAME LENGTH: The players elect to play for an agreed number of turns. Alternatively roll a D6 to decide how many turns to play. A score of 1-3 = 5 turns, 4-6 = 6 turns. The game continues until each side has taken the number of turns indicated or until one player concedes.

SPECIAL RULES: Crossing the bridge. The bridge or ford should be 4" wide. If your model is less than 4" wide, treat it like a gate. Only two units are allowed to cross in a player's turn. The river is impassable. Fleeing attacking units will try to flee via the bridge, but if it is blocked, they will flee into the river and be dispersed (treat as destroyed).

VICTORY: Unless one player concedes beforehand, the player who has accumulated the most Victory points at the end of the game wins. Table quarters count for the defender's side only.

VARIATIONS AND NOTES:
This may be played on a 4'x4' table by reducing the defender's deployment area to 6".

Alternatively, the river may be passable, being shallow enough in depth to cross. The river may be treated as difficult terrain (note that it will be for both skirmishing and formed units) and the banks count as uphill. Set up the river in the middle of the table. The attacker deploys all his forces outside of 12" of the river and the defender sets up no closer than 6" on the other side. The river should be 4" across. Keep the points the same.
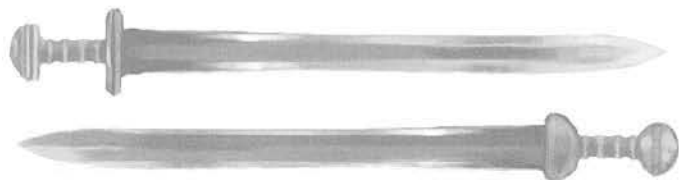
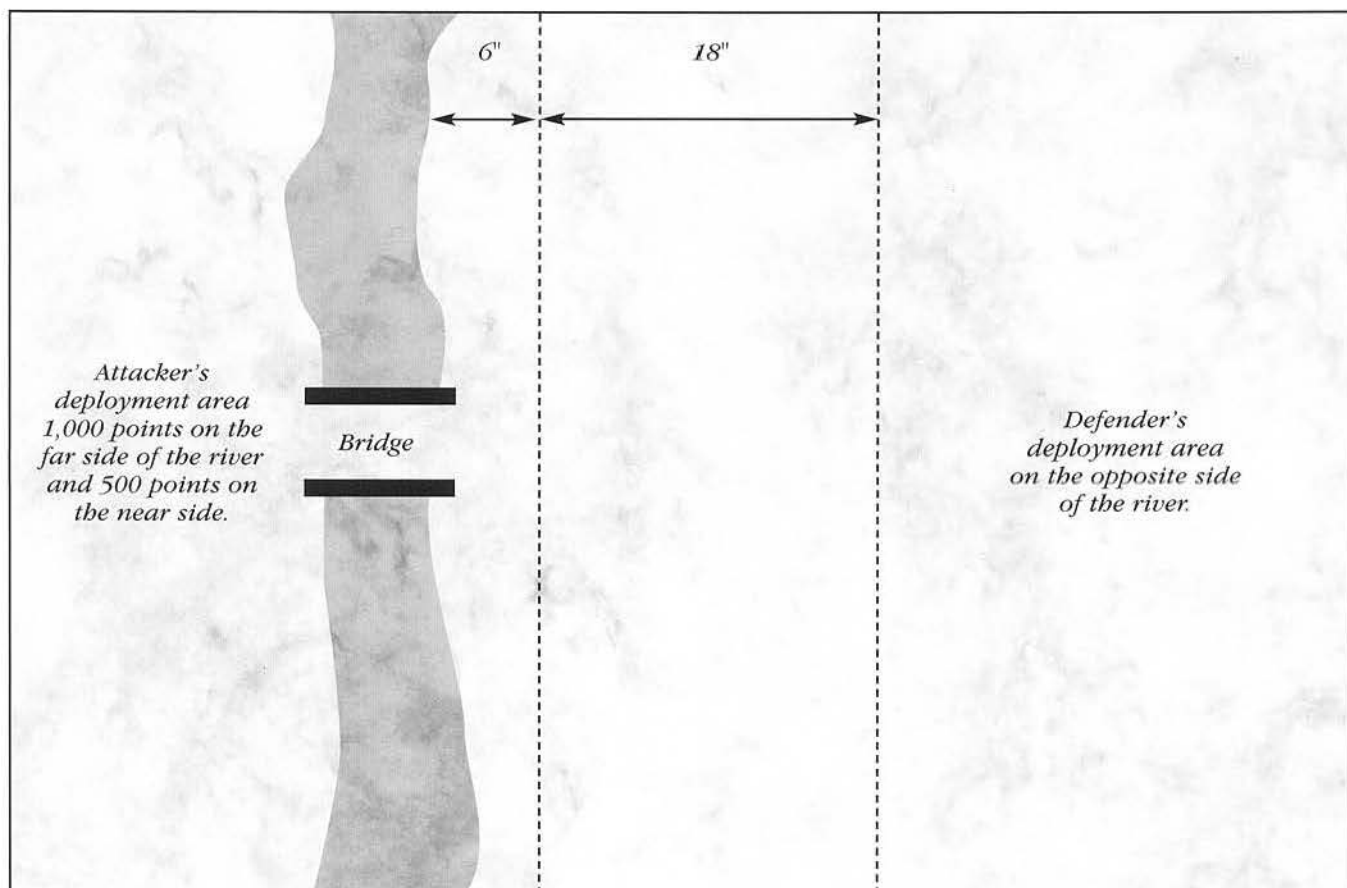### Battle of Milvian Bridge, October 27th 312 AD
Constantine fought a far larger army led by Maxientius. As he had to cross the Tiber at Milvian Bridge, Maxientius was unable to bring all of his superior forces into play, allowing the divinely inspired army of Constantine to drive Maxientius into the river, where he drowned. Constantine was then able to crown himself emperor of Rome.

Battle of Stirling Bridge, 11th September 1297
Despite warnings, John de Warenne crossed the narrow bridge at Stirling to meet the Scottish under William Wallace. The Scots charged while the English vanguard were still crossing. They were caught completely by surprise (what an unchivalrous thing to do!). The rush of troops caused the bridge to collapse, trapping the English. Only a few of the English foot soldiers, unburdened by heavy armour, escaped by swimming the river.

Battle of Nocera 1132
The Sicilian Normans under Roger II charged the Apulian rebels who were crossing a ford in an attempt to drive them back into the river. The rebels held and managed to bring enough men across the river to outflank King Roger II, routing his army.

6"   18"

Attacker's deployment area 1,000 points on the far side of the river and 500 points on the near side.

Bridge

Defender's deployment area on the opposite side of the river.

AMBUSH!

*"Quinctilius Varus,
give me back my legions!"*

*Emperor Augustus on
hearing of the disaster of Teutoberg Wald*

A surprise attack by enemy forces can be quite devastating if planned right, for an army is most vulnerable on the march. Thus the sensible commander will make good use of scouts and a vanguard force. These forces lying in wait must ignore scouts and wait for the main column. Ambushes require great discipline – many have been spoilt by the attackers revealing their positions too soon.

THE BATTLEFIELD. The 6'x4' table represents an ambush site. The ambushed army (the defender) sets up in the centre of the board in the area shown. The attacker comes in from the side edges.

Roll for scenery as normal (see page 83 of the WAB rulebook). Each player takes it in turns to place scenery, starting with the defender.

ARMIES. The defender has 1,000 points which are marching towards the exit table edge. The attacker has 1,000 points to ambush the defender with. Armies are chosen as normal from the army lists.

FLEE MOVES
The attacking force will flee towards the nearest side table edge. The defender's troops flee towards his deployment zone on the long board edge.

DEPLOYMENT. The defender sets up his entire army. He places it within the area shown which is 24"x18". Units may be set up in march column, but all units must be facing the direction of march. The attacker then sets up all of his units within the 6" bands shown on either side or both sides of the table. The attacker may in addition choose to send a blocking force of one unit which will come on in turn 1 from the exit table edge.

No special deployment rules may be used.

WHO GOES FIRST. Both players roll a dice. The attacker may add +1 to his score if he passes a Leadership test, otherwise the defender gains +1 to his dice. The highest scoring player chooses to go first or second. Does the attacking player's force have the discipline to trigger the ambush at the right time or do they get carried away and spring the trap too early, giving the defender advanced warning?
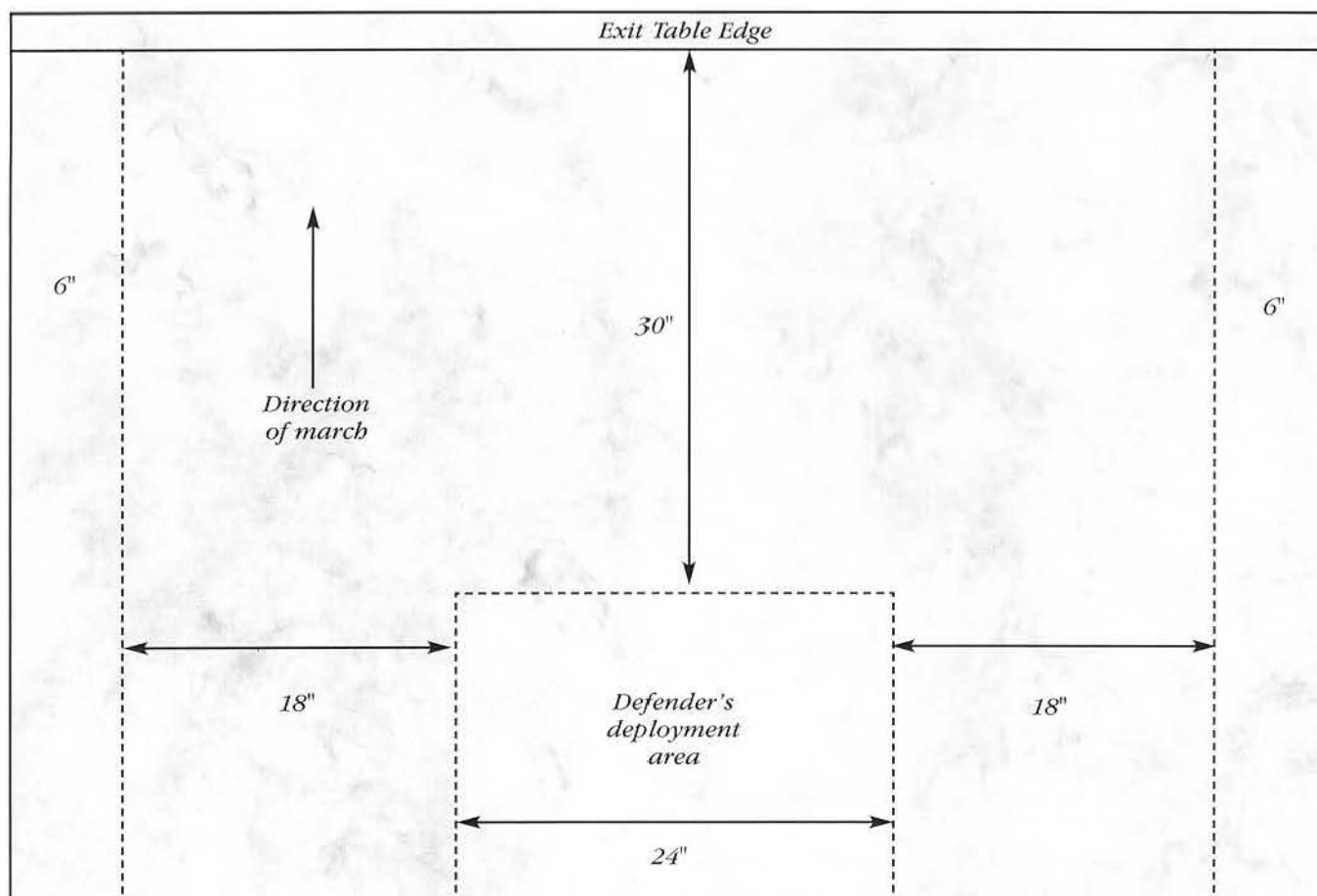
Exit Table Edge

6"

30"

Direction
of march

6"

18"

Defender's
deployment
area

18"

24"

GAME LENGTH: The players elect to play for an agreed number of turns. Alternatively, roll a D6 to decide how many turns to play. A score of 1-3 = 5 turns, 4-6 = 6 turns. The game continues until each side has taken the number of turns indicated or until one player concedes.

VICTORY. Unless one player concedes beforehand, the player who has accumulated the most Victory points at the end of the game wins. The defender gains 100 Victory points for every unit which manages to escape off the exit table edge. Table quarters do not apply.

VARIATIONS AND NOTES: This scenario can be played with either larger forces on a larger table such as 2,000 points a side on an 8'x6' or with smaller 500 point forces on a 4'x4' table.

Kadesh 1275 BC

Rameses III is ambushed on the road to Kadesh by the Hittites. Believing his right flank was secured by a river, his main body of infantry marches up towards the city. However the Hittites manage to cross the river and catch the infantry by surprise, causing disarray. Rameses commits his chariots to the mêlée in order to save his infantry. He is saved by the timely intervention of friendly forces, the Ne'arin which blunt the Hittite advance. However the battle is inconclusive and Rameses has to withdraw. Both sides claim victory but in the ensuing peace treaty Kadesh was lost by Egypt to the Hittites.

Aquae Sextae 102 BC

Gaius Marius successfully ambushes a roving warband of Germanic tribesmen, the Teutones and Cimbri. He uses light troops to lure the Germans forward before revealing 3,000 troops which were hiding in woodland. The Germans are slaughtered and their king Teutobod is captured.

Teutoberg Wald 8 AD

Publius Quinctilius Varus was marching his forces to deal with a rebellion, being led by his Germanic ally Arminius. However, Arminius was leading the legions into an ambush by the united German tribes. Over the course of two days, the legions were ambushed numerous times as they vainly tried to fight their way back to safe territory. Three entire legions were destroyed.

Jewish Revolt 66 AD - 74 AD

The Jews were particularly good at ambushing Roman columns, a good example of which is from Josephus on page 27 of the WAB rulebook.

WEATHER IN WARHAMMER ANCIENT BATTLES

Optional Rules for Weather (with thanks to Alex Buchel)

Most of the battles fought during history were done so under a shy sun, or a fine veil of clouds. Some exceptions exist nonetheless, and most of them became famous for the cruel fate that one of the protagonists suffered as a result of extreme weather conditions. Can you imagine the Battle of Peipus taking place a few miles away from the frozen lake, Agincourt without the mud that hindered the French charge, or, to a lesser degree, Cannae without the wind that blew in the faces of the Romans?

How to use the Weather Chart

The use of the Weather chart during games of Warhammer Ancient Battles is entirely optional and must be approved by both players, as the conditions generated can slightly unbalance the battle (but whoever said that war is a fair business!). They offer nevertheless new tactical opportunities, and cunning generals should try to gain benefits from these new parameters and take advantage of them. The aim of this new approach is to translate the exceptional circumstances during which some battles were fought, and so, the probability to endure extreme climatic conditions is quite low. They may also be chosen as part of the Chosen Ground scenario.

Before deployment, players should agree on a climatic region taken from those described thereafter. These regions cover broadly all the places where battles can be fought. The descriptions of the regions offer examples of armies that lived in them to help players to determine the one that applies to their own force. If the two armies come from different regions, one of these should be chosen as being where the battle takes place. A dice could be rolled to settle this.

When to use weather

Roll for deployment as normal. If there is a tie for deployment, some exceptional circumstances will alter the conditions of the battle and weather effects will apply. If the scenario predetermines deployment, each player rolls a dice and if both dice have the same result, weather effects apply. The score for the tied dice roll, modified by the value of the chosen climatic region, is read on the Weather chart and determines what effect comes into play.

If the two dice results are different, no notable circumstances affect this battle, proceed to the deployment as normal, the weather is fine.

Note that the effects described here are deliberately on the extreme side, most of the time weather will not affect a game but when it does, its effect is significant.

Players should ideally choose the climate they are fighting in before determining weather effects. Alternatively, players might fancy having random weather effects in their game. If both players agree, roll a D6 plus the climate zone modifier to determine the weather in this case.

Additional modifiers can be added for the time of year:

+1 Summer season
-1 Winter season

Weather Example:

Two gamers (one Byzantine, one Russ) are playing a Pitched Battle. They have agreed to play on Steppe terrain. They roll for who starts deploying their army first and get a tie with both players rolling a 4. The Steppes gives a +4 bonus. The total is an 8. Looking on the Weather table, an 8 gives heavy rain, so the battle will be affected by the rules for heavy rain. On average, weather will affect one in six games.

THE CLIMATIC REGIONS

The North

This is the homeland of some of the most savage and warlike cultures of the Ancient and Dark Ages, such as the Vikings, the Germanic tribes or the northern Russ. This region covers the land of Denmark, northern Germania, Iceland, the northern parts of the Asian Steppes and all of the Baltic States. It is defined by a harsh climate plus long and cold winters.

Modifier for the Weather chart: None

Temperate area

This kind of climate covers all regions under a temperate climate, such as western Europe, or central China and Japan. Thanks to such favourable conditions, they are often civilized and urbanised. These countries experience a wide spectrum of different climatic conditions.

Modifier for the Weather chart: +2

The Steppes

This table does not cover a specific geographical region, but a much more typical homeland of most of the nomad cultures during history. It covers the southern Asiatic steppes of the Huns or the Mongols, the desert of the Berber tribes or the Numidians, and the vast plains around Jerusalem during the Crusades.

Modifier for the Weather chart: +4

Southern regions

These are the regions in the southern part of Europe, such as Spain, Italy or Greece and all the northern part of the African continent, such as Morocco or Tunisia, a traditional battlefield during the Ancient period and the Dark Ages. This region can also cover parts of southern Asia.

Modifier for the Weather chart: +5

Tropical

Extending from India to Asia, the tropical regions have a climate that is a complete contrast to the harsh conditions of the northern countries. In such regions, the sun can be the worst enemy, and the rain that falls in some seasons has repelled more than an army or a conqueror, Alexander being the most famous with his ill doomed expedition to India.

Modifier for the Weather chart: +6

The Middle-East

This region encompasses all the civilized countries of the East, from the shores of the eastern Mediterranean Sea to the boundaries of India. It should be used in all battles taking place near the Persian Empire, the Crusades or the beginning of the Arab Conquests.

Modifier for the Weather chart: +7

The Weather Chart – The result of the tied deployment roll is added with the modifiers for season and climatic region.

Result	Condition
0	Frozen land
1	Snow Storm
2	Snow
3	Strong Wind
4	Mud
5	Rain
6	Mist
7	Damned Hot!
8	Heavy Rain
9	Strong Wind
10	Rain
11	Damned Hot!
12+	Scorched heat

Description of the conditions

Under each condition, you will find a short description, its gaming effects and how long it lasts.

Frozen land

The conditions have frozen the earth and all water areas in the region. The temperature is largely under 0°C, and these extreme conditions mean that this battle will be a hard experience for the soldiers of both armies.

Gaming effects

- The battlefield is covered by deep snow. All march, charge and fast march movement suffer -2" for cavalry or -1" for infantry to their base move. So cavalry with a Move of 8" will march move 12". This does not affect normal movement but does affect skirmishers moving at 'double pace'.

- All water terrain features are frozen, and can be crossed without any movement penalty, but not without risks, as the ice can be thin at certain points, especially under a heavy weight. Each time a formed unit tries to cross a water scenery element, roll a dice. On a result of 1, the ice is likely to break. Make an armour save roll for each figure in the unit. If passed, the figure falls into the water and is removed from the game.

Duration: This condition will last until the end of the battle. In a standard battle, increase the number of turns played in the scenario by two.

Snow Storm

The battlefield is covered by snow, slowing down movement and hindering the manoeuvres of the opposing armies. As the day passes, the snow becomes pressed down by the mass of men, and becomes less of a hindrance.

Gaming effects

- Shooting by crossbows and bows of all types which is not in the direction of the wind is reduced by 6" due to the wind. This does not affect javelins and slings. Any shooting directly with the wind using bows of all types and crossbows has its distance increased by 6". Wind direction uses the rules for Wind Direction under strong wind (see page 133) unless this is a weather effect purchased for the Chosen Ground scenario. If used as a weather effect for Chosen Ground, the wind blows from behind the defender's board edge and towards the attacker's edge.

- The battlefield is covered by deep snow. All march, charge and fast march movement suffer -2" for cavalry or -1" for infantry to their base move. So cavalry with a move of 8" will march move 12". This does not affect normal movement but does affect skirmishers moving at 'double pace'.

Duration: At the end of each full turn, one player rolls a dice. On a result of 5 or 6, the snow starts to melt and the movement penalty ceases to affect the armies.

In a standard battle, increase the number of turns played in the scenario by one.

Snow

The battlefield is covered by snow, slowing down movement and hindering the manoeuvres of the opposing armies. As the day passes, the snow becomes pressed down by the mass of men, and become less of a hindrance.

Gaming effects:

- The battlefield is covered by deep snow. All march, charge and fast march movement suffer -2" for cavalry or -1" for infantry to their base move. So cavalry with a move of 8" will march move 12". This does not affect normal movement but does affect skirmishers moving at 'double pace'.

Duration: At the end of each full turn, one player rolls a dice. On a result of 5 or 6, the snow starts to melt and the movement penalty ceases to affect the armies.

In a standard battle, increase the number of turns played in the scenario by one.

Mist

The opposing armies have moved during the last hours of the night, and reach the battlefield as the mist still covers the area. This is not without trouble, as their deployment is affected by the lack of visibility and the difficulties that this causes the general trying to organise his units according to his plans.

Gaming effects:

- After the deployment, roll a Scatter dice and an Artillery dice for each unit. Move that unit in the direction indicated by the arrow on the Scatter dice, the number of inches given by the Artillery dice. If the result is 'Hit', the unit doesn't move. If the Artillery dice gives a Misfire, then the unit is not deployed at the beginning of the battle, and will enter the battlefield during its first turn on the player's own table edge, as pursuers coming back (they have been lost in the mist and are struggling to rejoin the army).

The displaced units will keep their facing, and stop moving if meeting a table edge, another unit or any terrain feature it wasn't deployed into.

- During the first few turns of the game, visibility is limited to 12" and no shooting or charges can occur beyond that distance.

Duration: At the end of each full turn, one player rolls a dice. On a 4, 5 or 6, the mist rises and the penalties cease to affect the armies.

Mud

The previous day's rain has transformed the whole battlefield into a muddy bog, almost impracticable for the biggest formations to move in. The solution lies in the deployment of small bodies of troops that are able to keep their coherency in such circumstances.

Gaming effects:

- The battlefield is covered by mud. All march, charge and fast march movement suffer -2" for cavalry or -1" for infantry to their base move. So cavalry with a move of 8" will march move 12". This does not affect normal movement but does affect skirmishers moving at 'double pace'.

- All pursuit and fleeing rolls are halved.

Duration: For the whole battle. In a standard battle, increase the number of turns played in the scenario by two.

Rain

The sky is cloudy, and rain is falling, restricting visibility on the battlefield. Such conditions make use of long range weapons difficult and bowmen are not at ease in these conditions.

Gaming effects:

- Visibility is restricted to 18". No shooting can be made beyond that distance.

- All cannon, flame and black powder weapons need a 4+ to be able to shoot during the Shooting phase.

Duration: At the end of each full turn, one player rolls a dice. On a result of 5 or 6, the rain lifts and the penalties cease to affect the armies.

Heavy Rain

When shared with a blustery wind, the rain can make fighting a difficult task as the faces of the soldiers are lashed by the wind and the water.

Gaming effects:

- Visibility is restricted to 18". No shooting can be made beyond that distance.

- All shooting is considered to be at long range (yes, even javelins), due to the wind and rain.

- All cannons, flame and black powder weapons need a 5+ to be able to shoot during the Shooting phase. All bow and crossbow weapons need a 4+ to be able to shoot (the wet weather will affect their strings).

Duration: At the end of each full turn, one player rolls a dice. On a result of a 5 or 6, the heavy rain finally stops and the penalties cease to affect the armies.

Strong wind

A steady, strong wind sweeps the battlefield. Under such circumstances, any arrow shot will be deflected by the wind and only the best shooters can expect to hit their target at a reasonable distance.

Gaming effects:

All bow or crossbow shooting which is not in the direction of the wind is reduced by 6", due to the wind. This does not affect javelins and slings. Any shooting using bow and crossbow directly with the direction of the wind has its long range increased by 6". Wind direction uses the following table (from the defender's or nominated players perspective):

D6	Result
1	Wind blows from top right corner
2	Wind blows from top left corner
3	Wind blows from left board edge
4	Wind blows from bottom right corner
5	Wind blows from bottom left corner
6	Wind blows from right board edge

If chosen as a weather effect for Chosen Ground, the wind blows from behind the defender's board edge and towards the attacker's edge.

Duration: At the end of each full turn, one player rolls a dice. On a result of 5 or 6, the strong wind abates and the penalties cease to affect the armies.

Damned hot!

The sun is shining, and the temperature is high. Any soldier in armour suffers from these conditions, as metal or leather just increases the difficulties encountered.
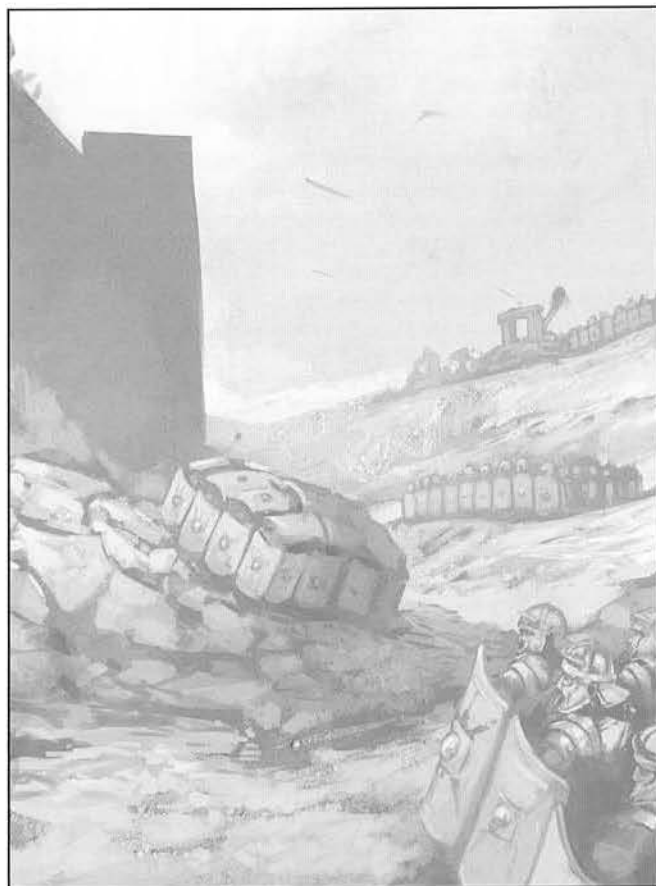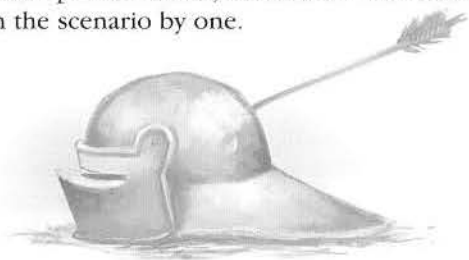
Gaming effects:

- Any figure in any kind of armour (excepting shields or pavises) suffers a -1 penalty on its Initiative. This penalty even affects horses with barding, as the animals suffer from the temperature too!

- All march, charge and fast march movement suffer a -1" penalty to their move. This does not affect normal movement but does affect skirmishers moving at 'double pace'.

Duration: At the end of each full turn, one player rolls a dice. On a result of 5 or 6, some welcome clouds obscure the sun, making the soldiers' lives much easier and ending the penalty suffered by armoured figures.

In a standard pitched battle, increase the number of turns played in the scenario by one.

Scorching heat

In some countries, the heat can become a burden during the high summer, making fighting almost impossible. In such circumstances, only the most disciplined or motivated soldiers can overcome their pain and act according to their duty.

Gaming effects:

- Any figure in any kind of armour (excepting bucklers, shields or pavises) suffers a -1 penalty on its Initiative. This penalty even affects horses with barding, as the animals suffer from the temperature too!

- All march, charge and fast march movement suffer a -1" penalty to their move. This does not affect normal movement but does affect skirmishers moving at 'double pace'.

- Fast march is impossible, and any unit who wants to march must pass a Leadership test to do so.

- All units automatically pass their Leadership test to refrain from pursuing a broken enemy (the soldiers are all too happy to take a welcomed break!).

Duration: At the end of each full turn, one player rolls a dice. On a result of 5 or 6, some welcome clouds obscure the sun, making the soldiers' lives much easier and ending the effects.

In a standard pitched battle, increase the number of turns played in the scenario by one.

CAMPAIGN RULES

"If you know your enemy and know yourself,
you need not fear the result of a hundred battles.
If you know yourself but not the enemy, for every
victory gained you will also suffer a defeat."

Sun Tzu, The Art of War

Simply put, a wise general will chose his battles carefully and not fight the ones he cannot win.

BRINGING IT ALL TOGETHER

War is not fair!

However, our battles on the tabletop tend to be balanced affairs with the same number of points a side. It is true that most battles were fairly even, for no general would choose to fight a superior force when there was the option of avoiding the battle or finding ground of his own choosing to fight upon.

In this campaign system, we abandon the idea of fair battles. However, these are all suggestions for campaign play and players may modify them to their requirements and own style. Players can field armies of any size (to the limit of the campaign) but players will have to balance defence (garrisons in fortresses) with attack (field armies). Armies manoeuvre around a map and where they meet with an enemy, a battle may take place. The sort of battle depends upon the terrain and possibly on the skill of the General. This system allows players to combine raids, pitched battle and sieges into one big campaign.
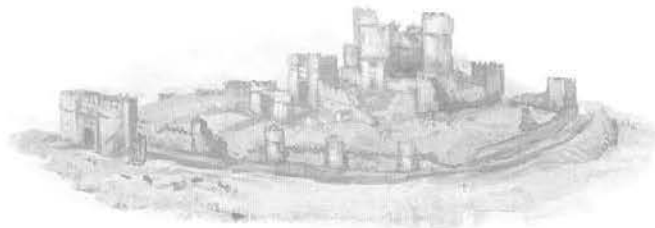
Caution: There is a risk involved in big campaigns. While starting out with the best intentions, players can drop out or miss games and slow everything down. The author has personal experience of running several campaigns (one involving a score of players and a star map the size of your average gaming table), they can be very time consuming. The golden rule is to keep it simple and ensure there is an end goal in sight (earn so many Victory points or capture x many castles).

Good players (or rather, players who think they are good!) are welcome to take smaller armies to prove their skill. Likewise players may allow novice players to have larger forces so they may learn more.

Cavalry on Campaign

For campaigns, cavalry can dismount for a siege but at no benefit to their points cost. The troops fight dismounted, leaving their horse in the rear. In a campaign, cavalry armies retain their superior manoeuvrability at a cost to their utility in sieges.

Most army lists will have a dismount option for mounted troops. If these are chosen for an army list, they fight dismounted for the entire campaign – in every battle – a player cannot 'pay' for dismounted troops in siege games and then use that allowance for mounted cavalry in the next game.

The Map

Simple maps are best. Each map should consist of open terrain (fields or grassland), difficult terrain (woods or broken ground) rivers with marked crossing points (bridges or fords) and impassable terrain (mountains) with passes.

Armies

Armies are divided into Garrisons and Field armies. A typical campaign would be of 2,000 points for field armies and 1,000 points for garrison troops. Army size/limits may be determined by the size of the players' wargames collection. Just because one player can field 5,000 points of Samurai, doesn't mean that he should!

Movement on Maps

Pure cavalry armies move at double the pace of infantry and use the basic Movement rate of troops on map scales. Difficult terrain halves movement (except for stealth and light infantry).

The maps determine the type of battles. Either force may try to evade the other or choose to fight. Ideally pin markers should be used on a map. Each marker represents an army with its own army list. Players take it in turns to move armies (much like a pitched battle). If two enemy pins meet, a battle is resolved with the pin moving into contact being the attacker.

Battles

This is a system to combine all the scenarios into one workable system. Note: This may be used separately for battle determination or as part of the campaign.

When two markers meet, the players decide what will happen.

- Fight   A battle is fought.
- Avoid   One army may break off. The other may choose to pursue or let them go.
- Stand   Both armies fight.

The chance of avoidance depends on the size of the armies.

Avoiding army		Pursuing Army		
	500pts	1,000pts	2,000pts	3,000pts
500pts	4+	3+	2+	2+
1,000pts	6+	5+	4+	3+
2,000pts	7+	6+	5+	4+
3,000pts	8+	7+	6+	5+

Modifiers: +1 Avoider has cavalry.
+2 Avoider is all cavalry.
-1 Attacker has cavalry.
-2 Attacker is all cavalry.

The type of battle played depends upon the terrain the battle is fought in.

- Open Ground   Play a standard Battle scenario (see below)
- Ford or Bridge   Play River Crossing or Chosen Ground (with river)
- Difficult Terrain Defender may play Chosen Ground or attempt an Ambush (see below)
- Mountain Pass   Play Defile

In a standard Battle scenario, both Generals roll against their Leadership:

- Both Fail   Play Meeting Engagement
- Both Succeed   Play Pitched Battle
- One Succeeds   Choose from Surprise Attack, while
  while the other   Flank Attack or Breakthrough with
  fails   the failed General as defender.

There is a modifier for cavalry armies with light cavalry when their opponent has none. They may out scout the enemy and give a -1 penalty to the enemy General's Leadership roll to determine the battle. This gives Republican Romans a reason to take cavalry!

With an ambush, both Generals roll against their Leadership.

- Both Fail   Play Meeting engagement
- Defender succeeds &
  rolls lower than attacker   Play Ambush! (see page128)
- Attacker succeeds &
  rolls lower than defender   Play Pitched Battle
- Attacker succeeds
  while Defender fails   Defender is ambushed!

As armies without a General cannot roll, they automatically fail. The exception to this rule are armies that do not have a General choice to begin with. They may roll on the highest character's Leadership for ambushes.

The same modifiers for out scouting in a standard battle apply, so the Picts will generally outscout their enemies.

Raids

Another option for an attacking army is to raid. When an army strays onto a defended area, it may choose one of the following options:

- Village   Play the Raid or Cattle raid Scenario
- Road   Play the Caravan Scenario on a 4+

Raids may be used to score Victory points in a campaign or they may in a very long campaign be used to reduce the army reinforcements for the next campaign turn. Raiding forces are limited to one raid and then return to home territory with their booty.

Simple Campaign Rules

Players decide where their forces are to be allocated. There will be no 'fair' battles, skilful generals will choose their battles wisely. Smaller armies should attempt to avoid larger armies or choose favourable terrain to fight in.

The combat results for each battle are calculated and rounded down to the nearest 500 points. If a force loses by 500 points, it is permanently reduced in size by 500 points.

Army Generals – once the General dies, the army must retreat to a friendly fortress to elect a new general. Until it does so, it is general-less, with all the dangers this entails.

There is a natural limitation on the players' abilities to undertake large campaigns – therefore a running total is kept. If the campaign cannot continue, possibly because a player has had to drop out, work out who has won based on this running total.

Castles and Fortifications

Some players may choose to fight extended campaigns. In this case, some form of reinforcement is required.

Fortifications are divided into three types depending upon their Garrison size: Outpost (500 points), Fort (1,000 points) and Castle (1,500 points). The outpost and fort will only have one line of defence while the castle will typically have an outer wall and a citadel or keep.

Each fortification controls an area of land, the income from which contributes towards the size of the field army. The contribution to replace losses in any one campaign year is equal to the garrison size and the total it may support is double the army size. So a castle would contribute 1,500 points to losses sustained by the field army and could support a field army of 3,000 points.

Campaign Turns

Each campaign year is divided into nine turns for the year, representing the months in the seasons of spring, summer and autumn (armies would typically retreat in winter). At the end of a campaign year, each fortification still controlled by the player yields its garrison's worth of points to replace losses to the field army or to garrisons. Note these may only replace losses, not increase the army above its original total size. Captured fortifications have to be held for a campaign year before they start producing an income.

This system is deliberately not generous, players will have to husband their forces wisely or will have to make treaties and wait until their armies grow to full strength again.
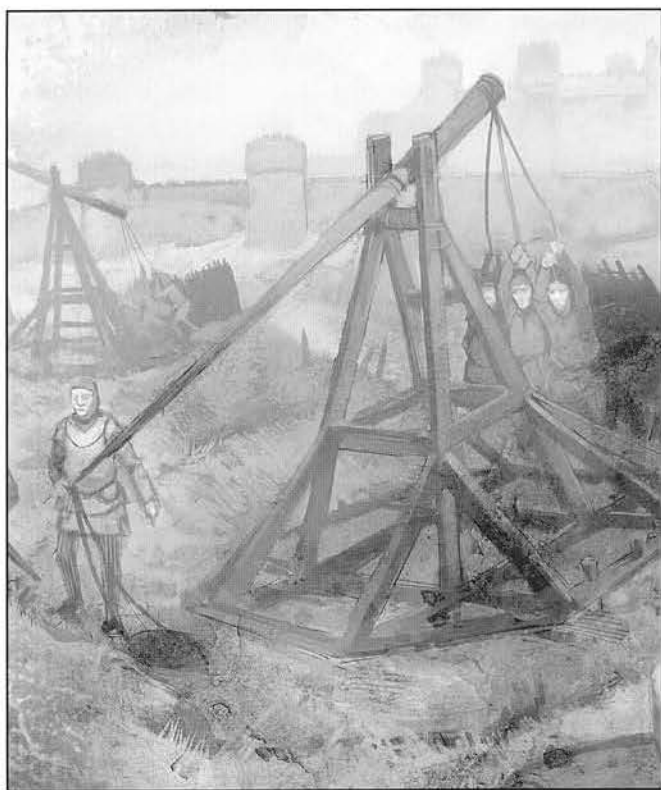
MULTIPLAYER GAMES

Warhammer Ancient Battles is primarily a two player game. However this is simply remedied. Here are some suggestions for multiplayer games.

Three Player Siege

A simple scenario is to divide an attacking force into two equal sized armies. Each assaulting player competes to be the first one to break into the fortress. Victory points are counted separately for each attacking player and army Generals and Standards (if taken) only apply to one attacking side or the other (as they are rivals). However Panic tests apply to both attacking armies.

Scipio offered his Roman Marines and Roman Legionaries talents of gold to whichever was the first one in the fortifications of Nova Carthage. With this both sides readily stormed the fortifications, both crossing at the same time. To prevent a fight breaking out between the Marines and Legionaries, Scipio awarded both with gold for their bravery.

At Chinju in Korea (1593), two rival Samurai clans were competing to see who would break into the fortress first – seeing his rivals about to storm in, Kato Kiyomasa threw his standard over the wall and claimed for his clan the glory of being the first ones in.

Multi Player Battles

There is no reason why WAB cannot be played with pairs or with three or more a side.

A warning should be issued that such pairings should be of the same army or a historical pairing. A Macedonian player might love to pair with a Mongol player with disastrous consequences for whoever they fight!

Six players can imitate the Medieval 'battles', where a marching army would consist of a vanguard, a main body and a rear guard.

Rules for Multiplayer battles

The most simple rule of any multiplayer battle is to keep things moving. With multiple players a side, opponents should pair off and resolve combat in their area between the forces themselves. In this manner, large battles (say of 6,000 points a side with six players) can be resolved just as quickly as an ordinary battle (say of 2,000 points a side with two players).

Supreme General

One player is chosen to be the supreme general amongst the players. The supreme general can influence any friendly troops with his Leadership. All other generals are sub generals and can only influence their own troops. Panic from allied armies affects all in range.

THE BATTLE OF BOSWORTH FIELD (1485)
An alternative battle involving treachery

'Richard of York gave battle in vain'

Richard III of the Yorkist faction faced Henry Tudor of the Lancastrian faction. They chose Bosworth Field for their battle. One of Richard's lords, Thomas Stanley was only on the battlefield as Richard had his son kept captive to ensure his loyalty. Stanley at some point chose to change sides.

This is played as a friendly standard pitched battle for six players with the following additions. Two players from opposite factions are nominated as the faction leaders. The faction leader players each take 2,000 points while their allied players take 1,000 points. However, one of the allied players will switch sides during the course of the battle. No blame should be given to the player who changes sides – it is literally the luck of the draw. Likewise, this game is suited to a group of friends who all have a good sense of humour!

At the beginning of turn three, lots are drawn to see which allied player may turn traitor. This can be done with five pieces of folded paper. Four are blank while one is marked with a black spot.

The player who gets the black spot changes sides and his army acts in the enemy turn from now on. It is generally recommended that allied troops hold back from combat until the third turn while they see whose side they are actually on. Of course, it is just possible that nobody will turn traitor. For added spice, the traitor can choose to reveal himself at any stage later in the game, although we suggest that this should be no later than the fourth turn.

Alternative set up

The Faction Leaders have 3,000 points a side, while Allies have 1,500 points. If the army lists permit, the faction leaders should be represented by the best general a list can offer while allied generals should be lesser characters.

THE BATTLE OF SEKIGAHARA (1600)

With the death of Hideyoshi Toyotomi, Tokugawa Ieyasu saw his chance to become Shogun. The eastern forces were led by Tokugawa Ieyasu whilst the western forces were led by Ishida Mitsunari. A number of regional Daimyos turned up for the battle but remained undecided which side to fight on. Kobayakawa Hideaki was such a daimyo. He was in a position that if he decided to close in on Tokugawa, the western forces would have the eastern forces surrounded on three sides. Even though Kobayakawa had responded to Tokugawa's call, he remained hesitant and neutral. As the battle grew more intense, Tokugawa Ieyasu finally ordered arquebusiers to fire in Kobayakawa's direction, a move that forced Kobayakawa to join the battle on Tokugawa's side.

This scenario could be played similar to that at Bosworth, but players have the option of choosing whose side they join in on. The same method as before is used except the player who gets the black mark may choose which side to join. Indecisive players may be encouraged by one side or the other by shooting at them, forcing them to choose!

Suggestions for Multiplayer battles

These options are a number of fun suggestions to add to the enjoyment and feel of larger battles with a little 'fog of war' thrown in.

Here, we try to recreate some of the challenges of communication between battlefield commanders. These rules are there to have fun with, for a social event amongst friends and are definitely not suited for tournament play. It is a good idea to use these among players who already know each other.

Set up terrain

As two groups, players leave the room to discuss the set-up and if possible, draw a map for troop deployment. This map for deployment should be drawn without looking at the table.

When each group returns to the table, some of the terrain will be moved. Some terrain is fixed (such as a river or a hill) whilst other bits (such as woods or swamps) are loose. The loose terrain is scattered, using a Scatter dice and three D6. Terrain cannot be placed off board or be intermingled – it will stop before it goes off board or onto the edge of other terrain. This represents the maps the armies are using being not quite as accurate as they had hoped.

Set up armies

The armies are now placed according to plan, relative to the terrain features (which may well have moved). As each unit is placed down, it too is scattered using a Scatter dice and two D6. Again, the unit will stop before going off the board or (if formed) before entering difficult terrain.

Determining commanders
'Everyone wants to be the boss'

If there are three players a side, one will be Faction Leader (the 'King') and the other two will be sub generals. Each player is represented in the game by their General model.

Communication

Players are free to talk about whatever they like APART from tactics about the game.

Players cannot discuss tactics around the table unless their General models are in contact and even then this occurs in the other player's turn.

Players may leave the table every two full turns to discuss the game (a good time for a coffee break), but this must be done out of sight of the table and from memory.

As this is a friendly game – there is a penalty system for talking around the table about the game. Players can't influence other player's charge reactions or other decisions without risking a yellow or red card.

A yellow card is awarded for the first error. A yellow card does nothing, but a second turns into a red card. A red card allows the opponents to re-roll one Leadership test (either Panic or Break tests) or a +1 combat resolution to one combat. A third error will generate another yellow card and so on...

The principle of this concept is that you, the player, are in command of your forces and should not influence or be influenced by other players. In this way some interesting and realistic battle events will occur. One wing may charge too soon or the other may be delayed. Very soon, the battle on the tabletop will play like the chaos of a real battle, without the ability of the supreme commander to control all aspects of the table.

MILITARY & TECHNICAL TREATISES

Throughout the centuries, many works have touched upon or been written about siege craft. Beginning with the 13th Century BC, literature by the mean of songs, poems and epics, and of course, military treatise, gives us some clues on the machines which existed, and how they were used.

Homer's epic, the *Iliad*, tells of the Siege of Troy. Of note is that the Greeks prefer to call the Trojans to battle outside the city rather than besiege it. The Trojan Horse is seen by many as the first literary mention of a siege engine.

The Bible refers to many sieges. Deuteronomy 20 refers entirely to siege craft, tactics and the required conduct during a siege.

Aineas Takitos was a Greek general (probably from Stymphalos) who wrote *Poliorkeita* or 'Siege Craft' around 350 BC. This was written almost like a self help manual 'How to Survive a Siege' and is filled with practical advice such as the regular changing of gate guards and using only trusted men on the gates (who are described by Aineas as being the ones who have the most to lose if the city falls). He does very briefly mention *katapaltai* or bolt throwers being used by the enemy in mobile towers.

Polyidus, an engineer of Philip II of Macedon wrote the first technical treatise called *On Machines* which covered the construction of catapults. Ktesibos of Alexandria is recorded as having written a treatise on the construction of artillery in around 270 BC, but sadly no copies have survived to the present day.

Sun Tzu wrote *The Art of War* which includes many useful stratagems and ruses. Included is the 'empty city' ruse, where a weakly defended city may look strong by the use of every man available on the walls and dummies to give a false impression of strength (a similar tactic was used by the Allies at the beginning of the 1944 Normandy campaign).

Notably, Sun Tzu mentions little of sieges. He does mention in passing that the siege of a city is only to be done as a last resort and that a hot headed general will waste a third of his troops on the walls of a city and gain nothing.

Flavius Vegetius Renatus was a latin military writer from the 4th and 5th centuries AD, who roamed the Imperial court in Constantinople and was one of the most read medieval writers of his time (just to illustrate this, he was translated into French as early as 1271. Caesar would have to wait until 1473). In his *De Rey Militari*, he compiled all the works of his predecessors, who he admired greatly.

But he did more: he described in technical terms the military life of his time, which leads us to think he was a high representative of the state, who travelled the empire to the furthest countries.

His *De Re Militari* is divided into five parts. The first is about the selection and the drill of soldiers. Then it goes into the ideal organisation of a legion. In the third part, he describes the tactics of an army in a campaign. Vegetius then explains the science of building siege engines and then the attack and defence of strongholds. The last part deals with marines and warfare at sea.

Of particular interest is Vegetius's theme throughout the book, which is one which calls for a return to the old military practices. It is almost a lament to the lost practices of the Republic and Empire.
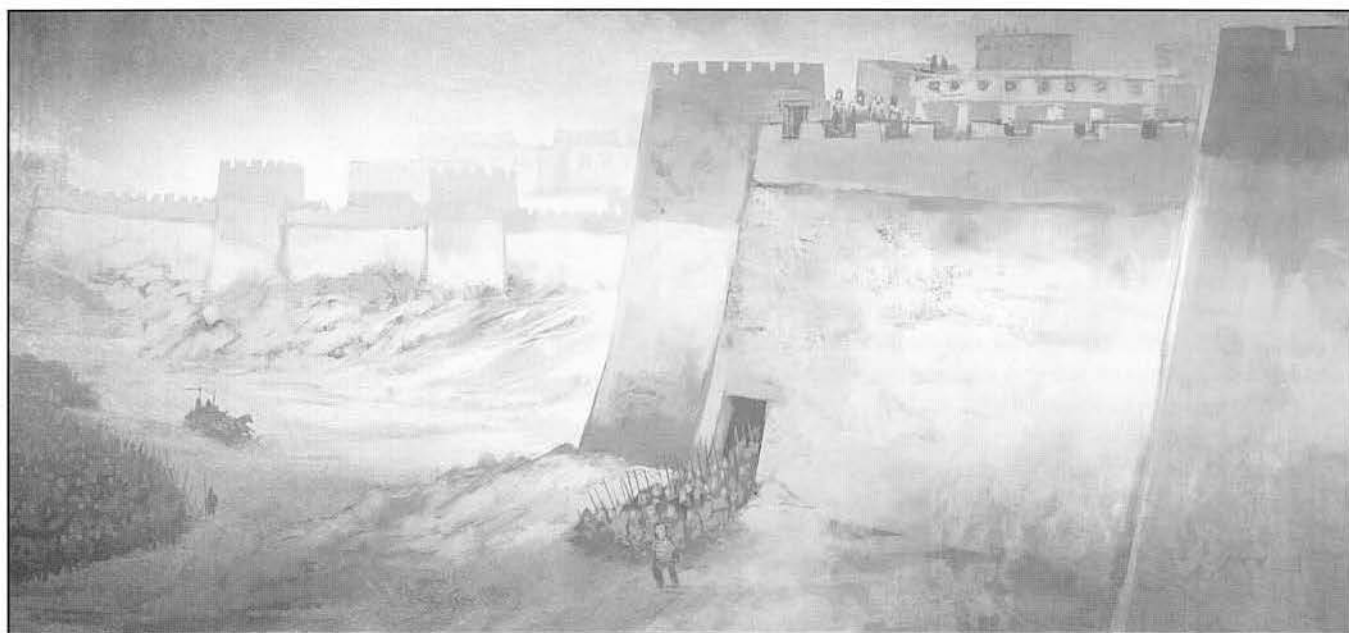
This compilation of military writers and historians (Caton, Salluste…) stays as the definitive reference for the soldier in the Middle Ages. Even ten centuries later, it's not outdated, especially regarding general rules on how to conduct war. Even Napoleon had a copy of this book!

Between 1170 and 1190, an Arab engineer, Murdâ-al-Tarsûsî, in the service of Saladin, composed a military work dedicated to the use of weapons and ranged weapons: *Weaponry treatise composed for Saladin*. This beautiful work is a tremendous tool for understanding the military techniques, weapons and war machines used at the end of the 13th Century. Al-Tarsûsî also compiled other works, and provided information for craftsmen specialising in swords, spears and other weapons.

Théodore Paléologue wrote his treatise first in Greek and then translated it into Latin. He was again translated into French at the end of the 14th Century.

In 1360, the Benedictine monk Honoré Bovet writes *De bello, de represallis et de bello*.

The famous Christine de Pisan lived firstly in the court of Charles V then Charles VI. A widow at 25, with three children, she was one of the first women known to earn her living thanks to her writing skills. Apart from books about the conditions of women, she wrote *l'Art de la Chevalerie* (*The Art of Chivalry*) in 1410. Her writings were deemed so good, they were translated into English in the same century.

Jean de Bueil, in *Le Jouvencel* takes some passages from the above book.

The *Bellifortis* of Conrad Keyser, at the beginning of the 15th Century, describes a lot of engines, but mixes up Classical, Medieval and imaginary machines. He prefigures *De machinis Libris X*, composed in 1449 by Taccola, an illustrated book which was one of the most important corpus of siege engines in the Middle Ages, and incorporates all the most modern creations: bombards, trebuchets, couillards, armed ships, mines, etc. Heir of a tradition which started from Denys the Young, he gives his contemporaries an encyclopaedia of the art of war, and eventually Leonardo da Vinci himself would be inspired by his work.

AUTHOR'S NOTES

At first the prospect of writing a book which would span several thousand years of history was truly daunting. How could a single book cover every supplement written? Truth be told, the task was near impossible. I view a game as a journey; while the destination is important, the experience of the ride (or the enjoyment of playing the game) is equally so. Gaming is a social hobby and giving your opponent a fair and challenging game is part of that process. So while we could have put in stricter limitations on certain pieces of siege equipment, very few were put in place. Page 2 of the WAB rulebook sums it up.

From an early age, castles and fortifications have fascinated me, particularly that of my local history which contained a wealth of interesting facts.

For example, Exeter is a city near where I was brought up in Devon. It has seen at least a dozen recorded sieges:

633 AD	Cadwallo is besieged in Keresk (Exeter) by Penda king of Mercia.
658 AD	Exeter falls to Saxons, probably after the Battle of Peonnian (Pinhoe).
876 AD	'Danes' besiege the city, now called Exceaster.
894 AD	'Danes' again besiege Exeter.
1001	'Danes' defeat a local muster at Pinhoe, city besieged.
1003	The Danes return and breach the defences – allegedly they were let in by Hereward the Reeve, a Saxon traitor.

Parts of the city are burned and the city is nearly destroyed.

1067-8	William besieges Exeter. The city surrenders after 18 days, presumably undermining efforts being successful. It is described as 'A Wealthy and Ancient City'.
1069	A local Saxon rebellion tries unsuccessfully to besiege and retake Exeter.
1136	King Steven besieges Exeter, taking Rougemont Castle. He is later besieged himself in the castle and forced to retreat.
1470	Rebel Princess Isabella sets up court in the city, which leads to the threat of a siege. A truce is negotiated and Isabella leaves.
1497	Perkin Warbeck unsuccessfully besieges Exeter. The Cornish rebels break through the North Gate but are soundly defeated by the townspeople. In recognition of their bravery, Henry VII presents the city with a sword.
1549	The Prayer Book Rebellion fails to besiege the city and is soundly defeated.

If anything, I hope this book inspires people to do more inventive things with their games of Warhammer Ancient Battles. There is so much more to history than the mere dates of battles.

To conclude, take a little friendly advice from my friend Paul, who this book is dedicated to. Win, Lose or Draw, just have yourselves some good fun games!

BIBLIOGRAPHY

Recommended Reading

Ancient Siege Warfare	Paul Bentley Kern
Fighting Techniques of the Medieval World AD 500 - AD 150	Various Authors – Spellmount
Fighting Techniques of the Ancient World 3000 BC - AD 500	Various Authors – Greenhill Books
Greece and Rome at War	Peter Connoly
Western Warfare in the Age of the Crusades	John France
The Hundred Years War	Alan Lloyd
British Battles	Ken & Denise Guest
Castles & Churches of the Crusading Kingdom	T.S.R. Boase
Western Warfare in the Age of Crusades	John France
Medieval Warfare Sourcebook	David Nicholle
Legendary Warriors	Daniel Mersey
The History of Chivalry and Armour	F. Kottenkamp
In Search of the Dark Ages	Michael Wood
Roman Britain and the Roman Navy	David J.P. Mason
Warfare in Ancient Egypt	Bridget McDermott
Queen Boudicca's Battle of Britain	Richard Hunt
Atilla	John Mann
The Perfect Heresy	Stephen O' Shea

Osprey

New Vanguard 43 - Siege Weapons of the Far East (1) 612AD-1300
New Vanguard 44 - Siege Weapons of the Far East Part 2 AD 960-1644
New Vanguard 58 - Medieval Siege Weapons (1) - Western Europe AD 585-1385
New Vanguard 69 - Medieval Siege Weapons (2) Byzantium, the Islamic World & India AD 476-1526
New Vanguard 84 - Greek & Roman Siege Machinery 399 BC to 363 AD

Fortress 22 - Mycenaean Citadels 1350-1200 BC
Fortress 2 - Hadrian's Wall AD 122-410
Fortress 25 - The Walls of Constantinople (AD 324-1453)
Fortress 19 - Crusader Castles of the Teutonic Knights (2) Latvia And Estonia 1185-1560
Fortress 21 - Crusades Castles in the Holy Land 1097-1192
Fortress 34 - Japanese Fortified Temples and Monasteries AD 710–1062
Fortress 11 - Crusader Castles of the Teutonic Knights (1)
Fortress 19 - Crusader Castles of the Teutonic Knights (2)
Fortress 13 - Norman Stone Castles (1) The British Isles 1066-1216
Fortress 16 - The Fortifications of Malta 1530-1945
Fortress 17 - Troy c.1700-1250 BC

PLACES TO VISIT

Pretty much any castle! There are literally thousands of castles and castle remains in Britain, a great number forgotten or overlooked. Quite a few have long been demolished, their existence only preserved in a street name or in a piece of public common ground. Sometimes finding rare sites may involve travelling cross country in search of a hill mound or patch of soil marked on an Ordnance Survey map. These can be well worth the effort as anyone who has tracked down Findlater Castle or Castle An Dinas will testify.

For ancient castles, nothing beats Maiden Castle, although the nearby Poundbury should not be missed. Maiden is the largest hill fort in Western Europe and is truly impressive to walk around.

For Roman Britain, Caerwent in Wales is well worth a visit as are Wroxeter, Silchester and Reculver.

For the Dark Ages, Danebury Hillfort, Solsbury Hill or Cadbury Castle are all very impressive. Tintagel is also well worth a visit for the atmosphere and coastline. A walk along one of the many dykes (such as Offa's Dyke or Devil's Dyke) will give you an idea of the effort which was put into the construction of these structures.

For the Medieval period, there are very many fine examples still existing. Caerphilly Castle and Urquhart Castle both have examples of war machines. Caerphilly has a wide selection which are demonstrated at special event days.

English Heritage www.english-heritage.org.uk
Cadwu www.cadw.wales.gov.uk
National Trust www.nationaltrust.org.uk/main
Scotland www.rampantscotland.com
www.phouka.com/travel/castles/castles.html

There are very many interesting castle sites outside of the UK.

Rest of the World www.castles.org

SIEGE SUMMARY

Type of Obstacle	To hit	Standards? Musicians?	Weapon Bonus	Charges strike First?	2nd Rank?
Improvised	-1	Yes	Yes	Yes	Yes
Prepared	-2	Yes	Yes	Yes	No
Building	-1	No	No	Yes	No
Fortified building	-2	No	No	Yes	No
Castle Wall	-2	No	No	No*	No

* Defenders fight a round of combat while the attacker tries to get ladders up – the attacker getting no attacks in the first round of combat.

Defenders always strike first on the walls until the attacker wins a round of combat.

SIEGE EQUIPMENT SUMMARY

	HISTORICAL ERA					COST
	Barbarian	Biblical	Classical	Dark Age	Medieval	
War Engines	No	No	Middle	Permission	Yes	Varies
Ditches	Yes	Yes	Yes	Yes	Yes	-
Wooden Walls	Yes	Yes	Yes	Yes	Yes	-
Stone Walls	No	Yes	Yes	Permission	Yes	-
Perrier	No	No	No	Permission	Yes	25 +crew
Trebuchet	No	No	No	No	Yes	60 +crew
Siege Cannon	No	No	No	No	Late	80 +crew
Crow	No	No	No	No	Yes	15 +crew
Ram	Yes	Yes	Yes	Yes	Yes	10
Reinforced Ram	No	No	Middle	No	Yes	15
Ladders	Yes	Yes	Yes	Yes	Yes	Free
Tortoise	No	Yes	Yes	No	Yes	40/50
Mantlets	No	Yes	Yes	Yes	Yes	1
Siege Tower	No	Yes	Yes	Permission	Yes	80/100
Siege Platform	No	Yes	Yes	Permission	Yes	40/50
Fascines	Yes	Yes	Yes	Yes	Yes	5
Ramps	No	Yes	Yes	No	No	500
Reinforced Gate	No	No	Yes	No	Yes	20
Double Gate	No	No	No	No	Yes	50
Boiling Liquid	No	No	Yes	No	Yes	25
Fire	Yes	Yes	Yes	Yes	Yes	1/2/10
Burning Pitch	No	No	Yes	Yes	Yes	10
Greek Fire	No	No	No	Permission	Yes	15
Greek Fire Projector	No	No	No	Special	Special	40 + Crew
Lime	No	No	No	Chinese	Chinese	8
Clay Missiles	No	No	No	Chinese	Chinese	Free
Rocks	Yes	Yes	Yes	Yes	Yes	1 /Model
Boulders	No	No	Yes	No	Yes	2 /Model
Circumvallation	No	No	Yes	No	Late	Scenario
Bicircumvallation	No	No	Middle	No	No	Scenario

MANUFACTURERS OF MINIATURES AND BUILDINGS

The following companies' buildings, miniatures and other products are either included within this supplement or will be of use when preparing to defend your walls or raising an army to assault them!

Gripping Beast
www.grippingbeast.com

Grand Manner
www.grandmanner.co.uk

Perry Miniatures
www.perry-miniatures.com

Curteys Miniatures
www.curteysminiatures.co.uk

Scheltrum Miniatures
www.scheltrum.co.uk

Oshiro
www.oshiromodelterrain.co.uk

Wargames Foundry
www.wargamesfoundry.com

Old Glory USA
www.oldgloryminiatures.com

Old Glory UK
www.oldgloryuk.com

Companion Miniatures,
www.companionminiatures.com

Little Big Men Studios
www.littlebigmenstudios.com

Hovels Ltd
www.hovelsltd.co.uk

Monolith Designs,
www.monolithdesigns.co.uk

1st Corps
www.1stcorps.co.uk

Old Crow Models
www.oldcrowmodels.co.uk

Games Workshop.
www.games-workshop.com

Redoubt Enterprises
www.redoubtenterprises.com

Front Rank Figurines Ltd
www.frontrank.com

The Assault Group
www.theassaultgroup.com

Magister Militum
www.magistermilitum.com

Zvezda
www.zvezda.org.ru

OTHER USEFUL RESOURCES

The internet contains many useful websites, and there are too many to list. A good search will turn up most of those of specific interest to the reader, although some community websites are noted below:

The WABlist – a discussion group for Warhammer Ancient Battles. games.groups.yahoo.com/group/WABlist

The SAD Wargamers' WAB discussion page, including period-specific forums.
www.wabforum.sadwargamers.co.uk

Warhammer Historical Wargames
www.warhammer-historical.com

The Warhammer Historical website – contains a range of useful information, primarily focussed around events and community activities. You will find details of themed WHW events at Warhammer World in Nottingham as well as other events around the world. You can also find links to gaming groups, web forums and internet discussion groups.

PUBLICATIONS

Wargaming publications occasionally cover Siege and Conquest subjects and amongst those available are:

Wargames Illustrated
www.wargamesillustrated.net

Miniature Wargames
www.miniwargames.com

Historical Gamer Magazine
www.hmgmagazine.com

Battlegames
www.battlegames.co.uk

Dadi & Piombo
www.dadiepiombo.com

Vae Victis
www.vaevictis.com

Wargames, Soldiers and Strategy
www.revistasprofessionales.com

SOCIETIES

The Society of Ancients, The Membership Secretary, 39 Kempton Grove, Cheltenham, GL51 0JX.
www.soa.org.uk

Lance and Longbow Society, The Secretary, 11 Westmeade Close, Rosedale, Cheshunt, Herts, EN7 6JP, UK.
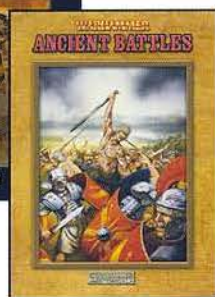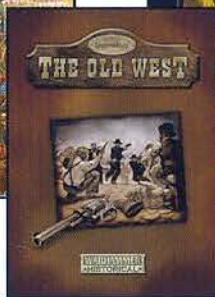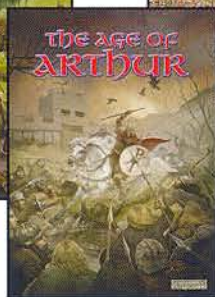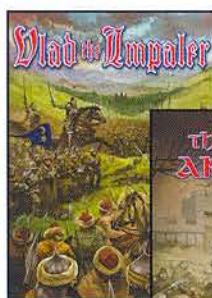www.lanceandlongbow.com

If you're seriously into Ancient or Medieval wargaming then you really should be a member of these two societies. Their respective bi-monthly magazines, *Slingshot* and *Hobilar* are gold mines of ideas and inspiration!
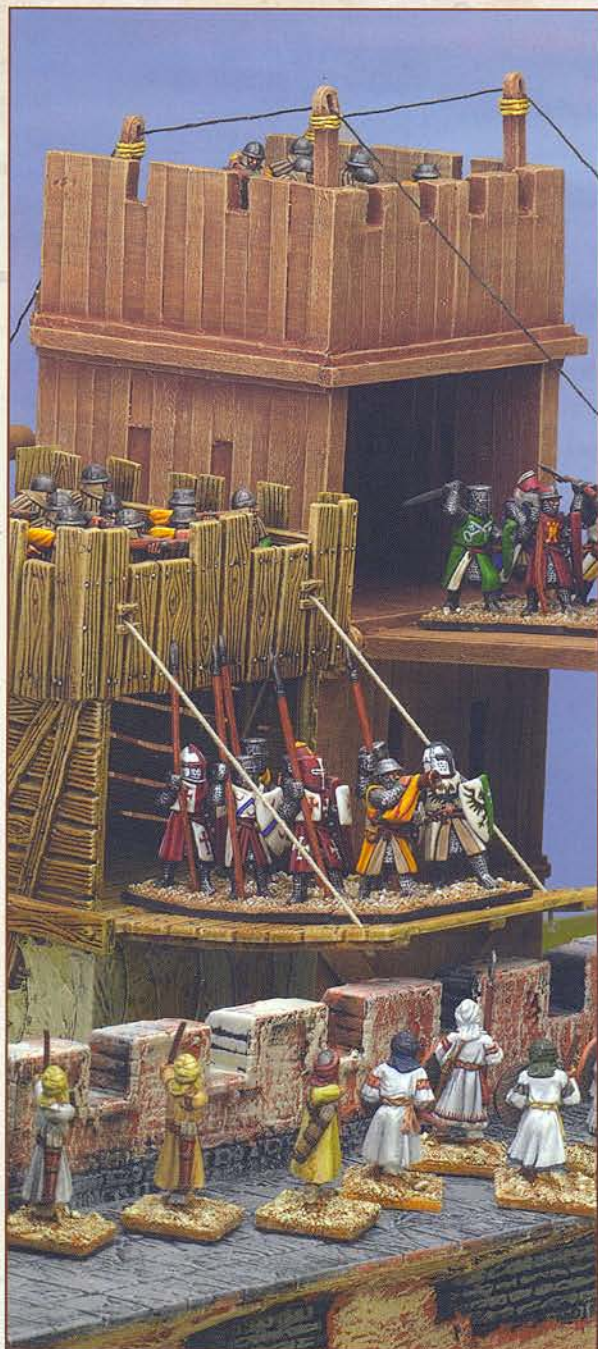
The Assyrian War Machine lays waste to another city.

Siege & Conquest

By Guy Bowers

Storm the walls of Rome, lay siege to Jerusalem!

Siege and Conquest is a rules expansion and sourcebook for Warhammer Ancient Battles.

Throughout history, Sieges have decided the fate of nations. From the earliest times, people have defended their walls from invaders looking for Conquest.

Featured within this book:

· A historical overview and rules for siege warfare through the Biblical, Classical and Medieval Eras.

This allows you to recreate a siege campaign using a series of scenarios, or the option to just move to the final deciding assault!

· Additional Conquest scenarios and ideas for multiplayer games.

· Exciting new rules for fighting in villages and cities.

These add a new level of tactical play on the tabletop in your games of Warhammer Ancient Battles.

· Photographs showing a range of fortifications, armies deployed for battle and explanations of the rules in action!

Besiege Constantinople, command Viking Raiders or defend the city of Troy.

When the enemy are at the gates and your walls are crumbling, will your army hold?

PRODUCED BY
WARHAMMER HISTORICAL WARGAMES

This is a supplement to Warhammer Ancient Battles. You will need a copy of Warhammer Ancient Battles to use the contents of this book.

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