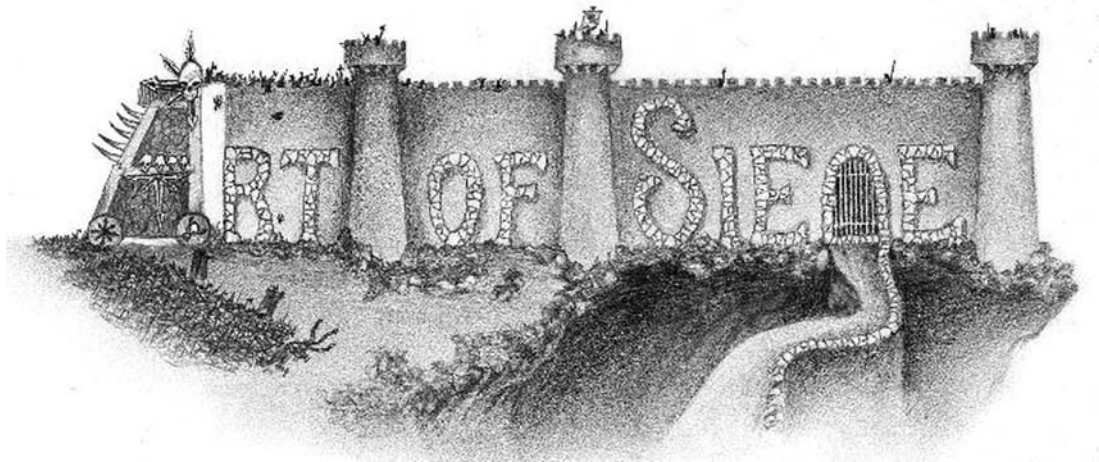




Written and developed by Tristan Hoag & Lex Van Rooy.
Additional pictures by Tristan Hoag.

OVERVIEW

Welcome to the Art of Siege, a multi-part adaptation of other siege rules, amongst them the earliest Warhammer Siege rules system, to the rules of Warmaster! The goal of this project is to provide players with a fully playable siege campaign, as opposed to a single battle involving a castle or fortified town as a terrain feature.

Real life sieges often took place not as a single pitched battle, but occurred over the course of several weeks or months. The attackers were actively trying to attack, break down or dig under the fortifications, but most importantly they were running their adversaries out of essential resources, such as food and medicines. The defenders would engage in surprise raids in an attempt to counteract some of their enemy's efforts, but mostly attempted to wait out their opponents in the hope that some relief force would arrive to raise the siege.



Two things in particular separate a siege campaign from a standard game. The first is that the game is not played as a single engagement. The campaign operates on two different time frames: Strategic and Mission time. Strategic time is where the players are contending for advantages in the siege as a whole, such as battering and weakening walls, constructing extra siege equipment and gathering resources. This portion of the game is played using a map of the fortification and the surrounding area, rather than a gaming table. Mission time represents actual engagements; attackers attempting to climb over the wall, defenders making sorties out of the castle to destroy siege equipment under construction, or to stop siege artillery from continuing to batter a

weakened wall. These segments of the campaign are played out in the same manner as normal games of Warmaster, with terrain set up relevant to the section of the overall map in which the action takes place.

The second difference involves dealing with the maintenance of an army with a finite amount of resources available. Players start the game with a quantity of resources, which can be devoted to specific purposes over the course of the campaign. As the commander of your forces, you must decide when to use these resources and when to save them for later. Careful management of a side's resources will be essential to obtaining overall victory.

In this multi-part adaptation, the first article deals with choosing the forces and castle for a siege campaign. The next article describes the different options each player has available during Strategic time and Mission time. The third article introduces resources to the equation, describing how many resources each player has available, and to what uses they may be allocated. After that, a campaign report will show the system in action, followed by some advanced rules to add a bit more spice to your games once you have become familiar with the basic rules.

So, gather up your resources, get settled in, and prepare to learn about...

PART 1: FORCE SELECTION & CASTLE ARCHITECTURE

Determining Force Sizes

The first step to beginning the siege campaign is to determine the forces that each player will have at their disposal, and the scale of the siege to be played out. Unlike a straight game, the points value of your force does not necessarily need to be limited by the size of your miniatures collection. The siege campaign involves a great deal of

strategic play, punctuated by sharp battles involving a portion of the total forces of each side. As a result each player only needs to actually own an army of the maximum size they will commit to the scenarios as they are played out. A good guideline is to have the miniatures to represent at least half of your total campaign force, but for bigger sieges the practical maximum can be set at 2,000 – 3,000 points per side.

The standard Siege rules presented in Warmaster suggest that the attacker has twice as many points as the defender. This can make for some interesting games, but does not take into account some factors. Some sides, for example, can make significantly better use of the defensive capabilities of a castle than others can because they possess more solid infantry units or better artillery types. Some armies depend far more on cavalry than others, and will find themselves at a significant disadvantage having to defend or attack a walled fortification. In addition, not all castles are created equal. They come in different sizes and shapes, and some have additional defensive features that can make them significantly harder to attack. In a single game, these may not become major factors, but over the course of a full campaign, can have a dramatic effect on the outcome.

The answer to this issue is to apply a points value to the castle, and to use that total to determine the points advantage awarded to the attacker. As each castle is different, it is easiest to break down the castle into basic components and pay for each of them separately. In addition, each army will pay a different number of points for each of these components, to represent how effectively they can use each castle section. Once the defender has determined the size of the force to be used, and constructed the castle to be defended, add the total cost of the castle to the total points allocated to the defender's army. This is the total number of points that the attacker can use to select the attacking army, siege equipment and siege artillery.

When generating available points this way there can (and will be) situations where the points values fall in different 1,000s. Thus the question will arise what min/max to use. We strongly suggest you use the min/max of the smallest force, as a lot of the excess points can be considered to be the additional material brought to the fore.

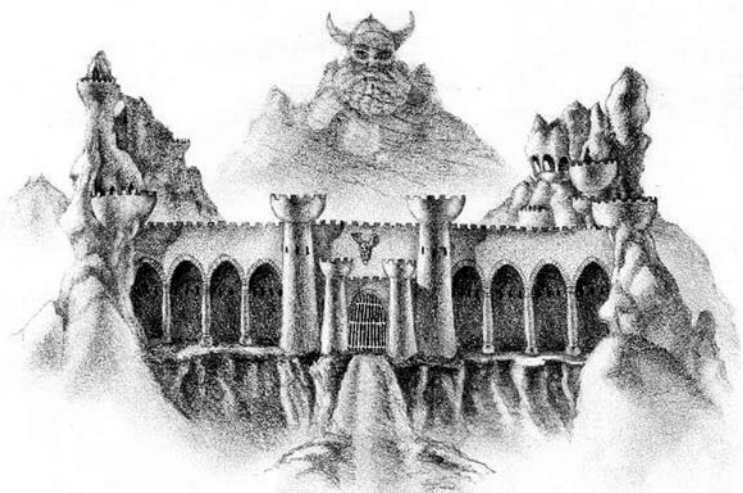
The Construction of a Castle

Possibly the most difficult task facing the defender is the construction of the castle which will be hearth and home to all of his forces for the next few (and most likely uncomfortable) weeks. As with the miniatures in your army, you do not necessarily need to be able to represent the entire castle with your terrain collection. Any scenarios will deal with attacks on limited sections of the castle walls, and only that section will need to be present on the table.

Basically, it is easy enough to say that the castle has walls interspersed by towers, and including a gatehouse of some sort. Still, there is more to consider than just the walls of the fortification. There needs to be enough space for all of your troops to be settled, and many types of units, such as monsters and machines, will require special facilities to maintain them during the siege. Although these items do not need to be actually represented and located on the map of the castle, they do need to be considered and calculated into the cost of the castle.

The first step to building your castle is to determine how large it must be to house all of your forces. There is no need to worry about how many structures can be fitted into a 1cm by 1cm square; for the purposes of the game, we can generalise about the capacity of the actual castle based on the number of components from which it is constructed. Each component, as it is added to your castle, provides the ability to support a unit. Basic structures, such as walls and towers can only support infantry units, while some of the more specialised components can support other types of units. In addition, there is an open courtyard, which can be used to house any type of units as required. To determine the cost for each of these components, consult the chart on page 20.

Basic Castle Components



The Art of Siege

As stated above, each castle has some basic components, such as walls, towers and a keep. The walls and towers combine to enclose a certain amount of space, which can be used to hold several different types of components to help your forces through the siege.

Tower: A tower provides your castle with the ability to support one unit of infantry. All towers must be separated from other towers by at least one wall section. Each castle must have one tower chosen to represent the keep, typically kept within the courtyard. You can choose several tower sections and combine them to make a larger structure for the keep if desired.



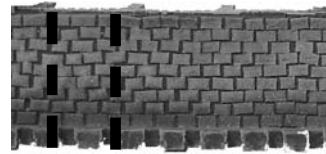
Wall: When you purchase a wall section, you are paying for a 12cm long section of wall. Each section adds the ability to support one unit of infantry in your army list.



Gatehouses: Each castle is considered to have one gatehouse by default, but additional gatehouses can be chosen. This does not cost you any points because gatehouses make a wall section more vulnerable to damage. In the same manner as sally ports, additional gatehouses provide the defender with greater tactical flexibility. Gatehouses provide a greater degree of mobility to your troops.



Sally Port: The basic castle is considered to have one postern gate, or sally port, by default. Additional sally ports can be purchased as desired. These additional sally ports provide tactical options, as the attacker has to be prepared for counterattacks from more possible starting points.

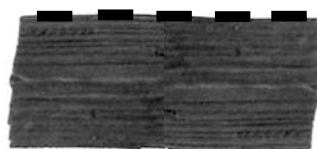


Interior Space and Components

Once you have determined how many walls and towers you want to use, you need to determine how much interior space you have at your disposal. Every two wall sections used in your castle will provide three interior spaces to work with. If your castle uses an odd number of wall sections, disregard the extra wall section for this calculation. If the fortified area you are defending represents a town or city, you will find that there would actually be a lot more of these interior spaces inside the area defined by the walls, obviously the civilians need to live somewhere!



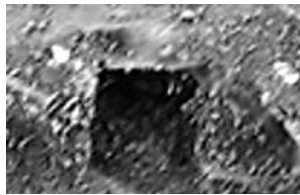
Stable: Selecting a stable allows you to support one cavalry unit inside your castle. Each stable also provides the ability to use a single resource to repair two cavalry units. Having multiple stables will allow you to make better use of your resources, which is essential in a siege where resources will be limited (this will be described in greater detail in the third article, which explains resources and their uses). A stable fills up one interior space.



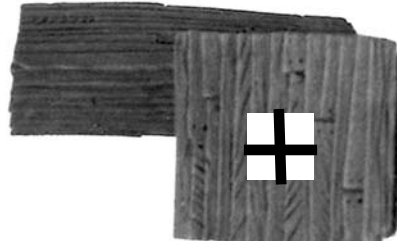
Forge: Adding a forge provides you with the floor space to store two artillery or machine units inside your castle. Each one also provides the ability to use a single resource to repair two artillery or machine units. A forge fills up one interior space.



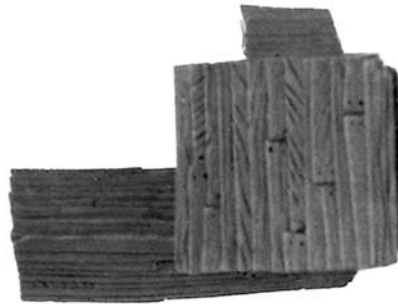
Dungeon: Including a dungeon allows you to support one monster unit inside your castle. Each dungeon also provides the ability to use a single resource to repair two monster units. Having dungeons for all your monster units can be very important, as you don't want those monsters to be roaming around the keep unattended! A dungeon fills up one interior space.



Field Hospital: Each field hospital included in your castle provides the ability to use a single resource to repair two infantry units. Field hospitals cannot be used to house a unit. A field hospital fills up one interior space.



Stores: A store will allow the defender to increase the number of resources at hand. However, they will be an obvious target for the opponent, so using stores can be a risk! This will be described in greater detail in the third article. A store takes up two interior spaces.



Courtyard: Each courtyard choice can be used to support any kind of unit, though they will not receive the kind of care they would in a specialised component. Courtyards do not cost anything to include, but each one takes up one interior space.

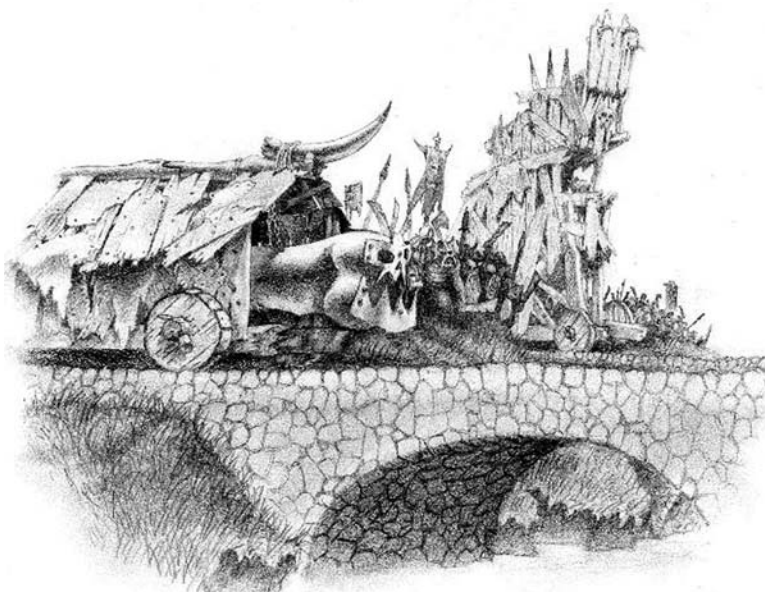
The actual cost of basic components will be adjusted if the component is located on, or directly behind:

- Man-made obstacles, eg, a moat. This could be cumulative, eg, earthworks in combination with a moat.

Modify by multiplying the cost x 1.3, rounded down

- Natural obstacles, eg, a river, a cliff

Modify by multiplying the cost x 1.7, rounded down



COMPONENT COST

Component	Bretomians	Chaos	Dwarfs	Empire	Highb Elves & Dark Elves	Kislev	Lizardmen	Orcs & Goblins	Undead & Vamp Counts
Tower	55	150	110	70	75	55	150	110	35
Wall	30	60	80	45	60	45	45	30	30
Gatehouse	←				Free	→			
Sally Port	120	200	110	110	110	110	130	110	110
Stable	110	105	–	100	100	95	130	80	85
Forge	–	–	70	85	65	130	–	75	75
Dungeon	–	105	–	–	205	85	165	150	115
Field Hospital	45	105	100	55	70	50	80	80	–
Stores	200	200	200	200	200	200	200	200	200
Courtyard	←				Free	→			

A Man's Home is His Castle.

Whilst the previous section provides a lot of data, obviously a couple of examples will put things in perspective. Below are several examples, fully explained and costed for your review. For convenience sake, if not specifically noted otherwise, the examples are costed using the Bretonnian values. Let's take a tour with the Gray Sage estate agency...

THE LONE TOWER

Right, your dad kicked you out of the ancestral castle and you have been looking for your first piece of real estate. Obviously, your budget is not too big, so your eye has fallen on our selection of low-budget dwellings. What do we have available?

Obviously if you were looking for just a tower, you could probably have taken residence in one of those at home, so the least we will settle for is a deux-piece keep.

This will set you back 110 points. It is a nice structure, with room to settle in some men-at-arms and some archers.



Now we should remind you that this particular location is on flat ground, which could be problematic if one of your gaming buddies decides to come a'knocking. We can offer you two alternatives. We have a similar set-up in yonder lake, with a bidden causeway leading to it. Imagine the laughs you will get seeing your creditors taking a plunge when they miss a turn.

Alternatively, and for the same price, we have this model on a rocky outcrop, giving you a perfect view of the surroundings, and thus ample time to close the door when unwanted visitors appear.

This will cost 185 points. The obvious advantage of this set-up is the inability of opponents to bring siege engines to your walls.

We can also offer you the standard model, but arrange for some extensive landscaping providing either a circular fishing pond, decorative fencing or a combination of both.

(140 points) (185 points).

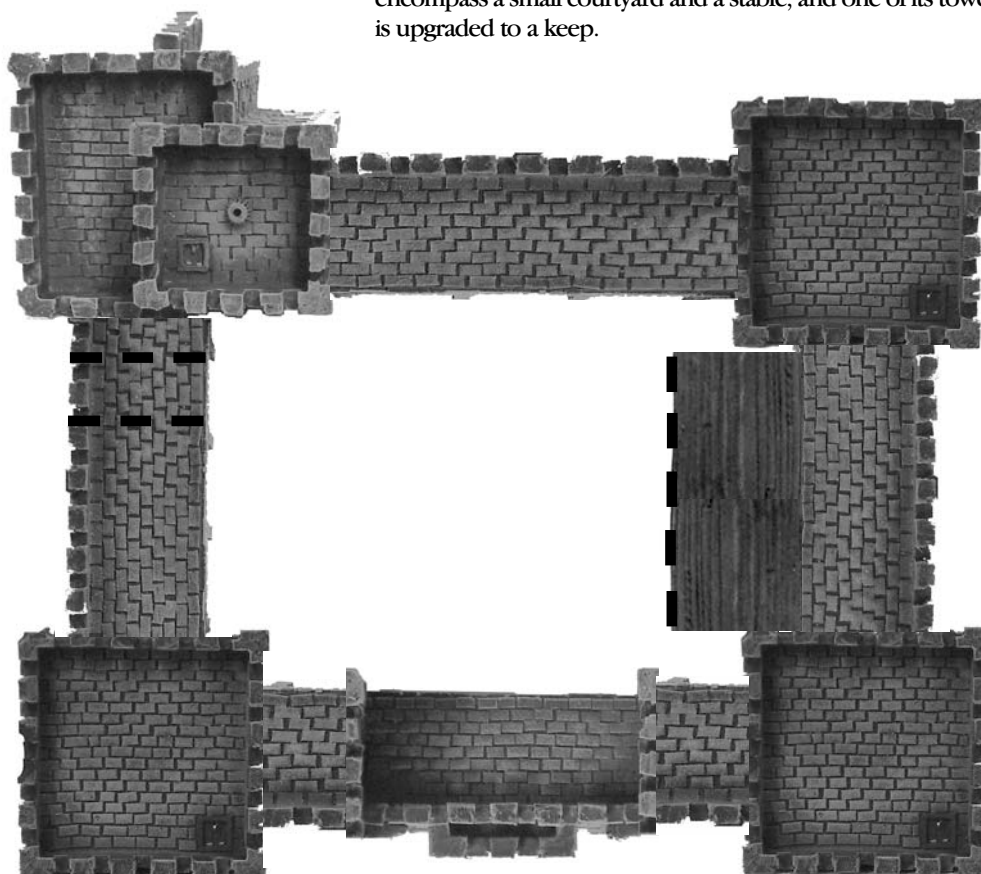
We do hope you realise that we won't give out any insurance on these mere hovels withstanding any serious attention from invading foreigners... so we seriously suggest you find some money and invest in a more secure abode.

(The above examples are obviously hardly worthy of a serious siege, although they are definitely gonna give an unprepared attacker a nasty surprise. With the tower just being able to hold two units of foot, the best bet would be to stick in two archers units. The rest of the army would be a more mobile strike-force)

SMALL CASTLE

Welcome again, honoured sir, I see that your fortunes during the Crusades have been improved. I assume the force camped outside is yours, and that you're looking for something a little larger than your previous abode? You have come at an opportune time! I have some prime real estate available, fresh on the market, and it only needs a touch-up on its masonry and a lick of paint.

The following structure is a small square castle. Its four walls encompass a small courtyard and a stable, and one of its towers is upgraded to a keep.

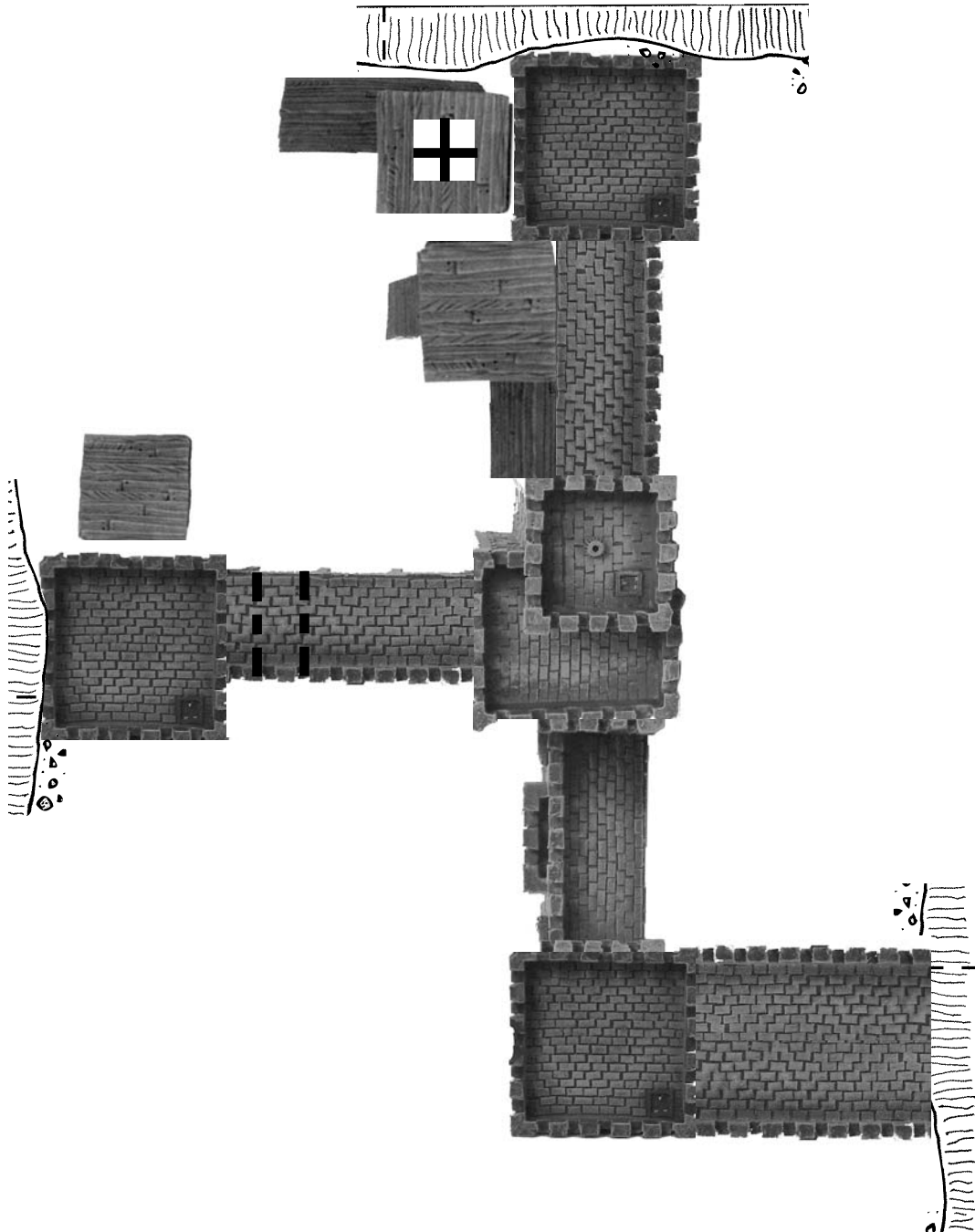


Component	Cost	No.	Total	Troops	Sample garrison		
Tower	55	5	275	5 units of infantry	General	1	125
Wall	30	4	120	4 units of infantry	Hero	1	80
Gatehouses	Free	1	–	–	Enchantress	1	45
Sally Port	120	1	–	–	Bowmen	6	330
Stable	110	1	110	1 unit of cavalry	Men-at-Arms	4	180
Forge	n/a	–	–	–	Peasants	2	60
Dungeon	n/a	–	–	–	Knights	1	110
Field Hospital	45	–	–	–	Squires	2	180
Stores	200	–	–	–	Forces		1,110
Courtyard	Free	5	–	5 units of choice	Castle		505
			505		Total		1,615

With the above configuration the attacker could thus spend 1,615 points on forces and equipment, using 1,000 points min/max. If the Bretonnian player wants to beef up his defenses then he could ring the castle with a moat.

PASS DEFENCE

No respectable Dwarf community would leave the accesses to their underground realm unguarded. Although not strictly a castle, the fortifications guarding this pass could very well find themselves the focus of assaults like any 'normal' castle.



Component	Cost	No.	Total	Troops	Sample garrison
Tower	110	4	625	5 units of infantry	General 1 155
Keep	185	1	–	–	Hero 1 80
Wall	80	4	160	4 units of infantry	Runesmith 1 90
Gatehouses	Free	1	–	–	Handgunner 4 360
Sally Port	110	1	–	–	Warriors 4 440
Stable	–	–	–	–	Rangers 1 110
Forge	70	1	70	2 artillery/machines	Trollslayers 1 80
Dungeon	–	–	–	–	Cannon 1 90
Field Hospital	100	1	100	–	Flamecannon 1 50
Stores	200	–	200	–	Gyro 1 75
Courtyard	Free	5	–	2 units of choice	Forces 1,530
			1,155		Castle 1,155
					Total 2,685

MAKING A SIEGE MAP

Once the castle has been designed, you need to make the siege map. This map is the master plan for the siege campaign, and will determine where forces are camped, where artillery is arranged and where missions are going to take place. The siege map should typically centre on the castle and its immediate surroundings. The things that should be included on the map of the castle are all of the wall sections and towers, and the locations of any gates, sally ports or other openings. The map should describe the surrounding countryside as well, providing information as to what types of terrain to include on the tabletop for missions played in that general area.

We would suggest that you make several photocopies of your Siege map, or save it on a computer if you can, as they will be invaluable for keeping track of changes as your campaign advances.

We will come back to the Siege map, and more specifically the Besiegers camp and construction sites in the next issue.

At the time of publishing we will also provide a file or files at the Fanatic website and the GW Warmaster group that will have all the components used for the castle layouts. The PDF file will have these at the correct scale, so anyone wanting to create a one-dimensional mock-up of their castle can have a go.

For those that have access to Word, the Word file has all the components as scalable figures. This will allow you to create almost unlimited castle configurations. In addition, you can easily 'shrink' your castle and create the Siege map using your pre-made castle and the components that will be provided with the second article for creating the Besiegers camp. For those that use 'BattleSpeak' software, it should not be too hard to incorporate the castle layout onto the BattleSpeak maps. This will obviously open the way to bigger sieges.

THE DISTINGUISHED AUTHORS...

Lex on Tristan

Over the last years on GW Warmaster I have met a lot of new people. Sometimes you connect with someone half way across the world and you hit off a friendship. Tristan is one of them. With several shared interests bringing us together, I have had the pleasure of getting to know the dedicated hobbyist and gifted artist he is. We worked before on Project Norse and are in almost daily contact over our latest endeavour, the Art of Siege, for which Tristan will be providing the bulk of the artwork. And through the possibilities of the Internet and the BattleSpeak program, we are even going to provide you with a full-fledged (campaign) battle report later on!

Tristan on Lex

Lex van Rooy, better known as the Gray Sage, is a man of seemingly endless knowledge who I am proud to claim as one of my friends. Knowing something about everything, and having decades of gaming experience to back him, he has laid the foundations for this project. His tireless effort and constant commitment have helped to make this venture not only a reality, but also an enjoyable and fulfilling experience. I am sure that the rest of this endeavour will prove equally fruitful.