KINGS OF WAR®

4th edition Siege Rules

Contents

Kings of War: Fortifications 2

Fortification Rules 2

How to Garrison a Fortification 2

Garrisoning a Fortification: 2

Garrison Status 2

Fighting Garrisoned Units 2

Leaving a Fortification 3

Fighting a Fortification 3

Linked Fortifications 3

Destructible Fortifications 3

Kings of War Siege Battles 3

Castle Keyword 3

Courtyard 4

Army Composition 4

Other Terrain 4

Fortification Stats 4

The Castle Gate 4

Moving Through the Gatehouse 5

Siege Equipment 5

Siege Scenarios 9

1. The Watchtower 9

2. Hold the Outpost 9

3. Gate House Attack 9

4. Sally Forth! 10

5. Final Assault 10

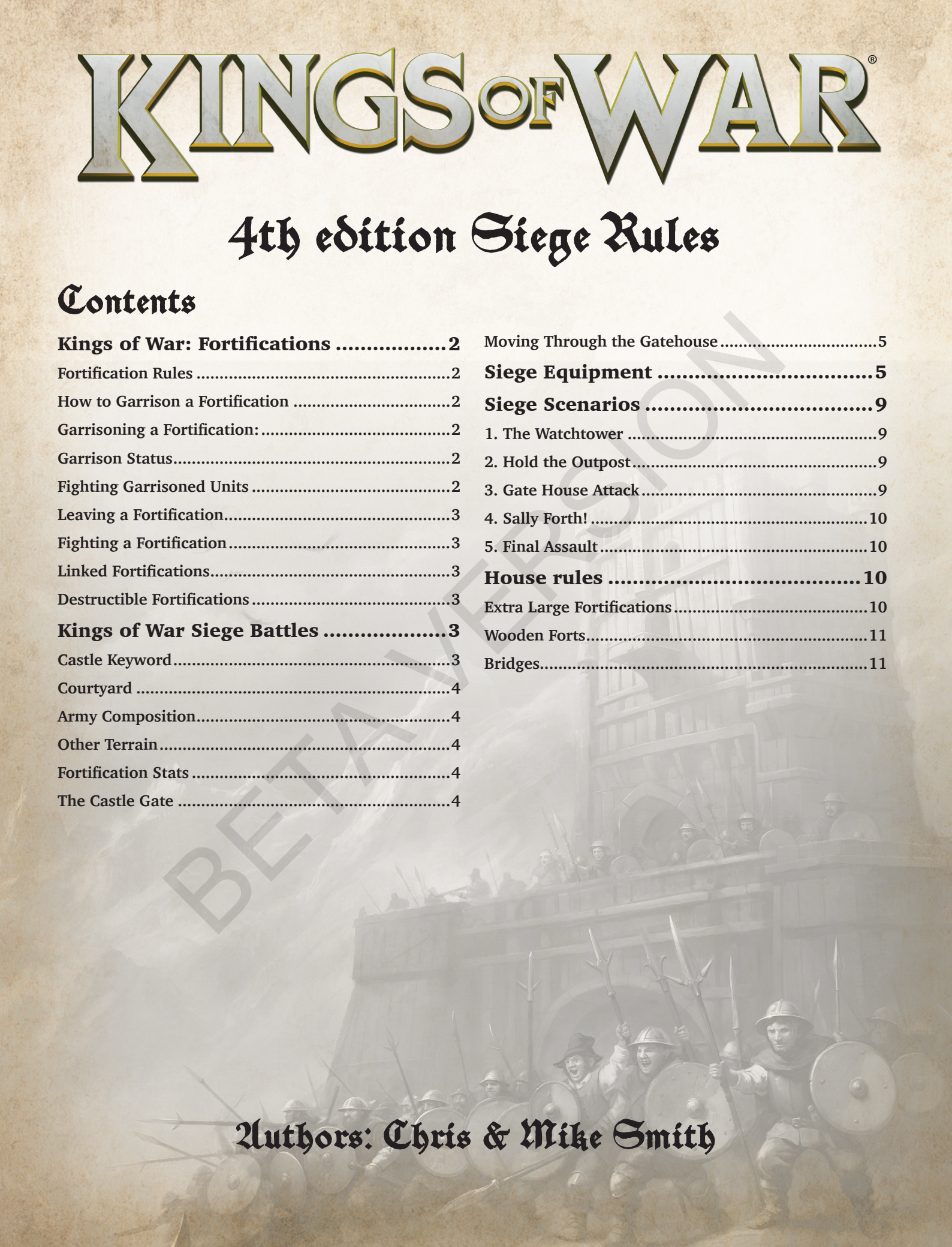
House rules 10

Extra Large Fortifications 10

Wooden Forts 11

Bridges 11

BETA VERSION



Authors: Chris & Mike Smith

Kings of War: Fortifications

Across all of Pannithor there are innumerable reinforced watchtowers, small keeps, and mighty fortresses.

Huge siege games are always a mouthwatering proposition and something many gamers aspire to. Planning a weekend siege game and imagining how it will look can almost be as exciting as the game itself!

As well as the mechanics for moving around and assaulting the fortifications, the pages that follow contain the rules you need for building a fortress or castle from multiple fortifications for the defenders, and for assembling the opposing force which will be attempting to destroy or conquer it.

You can use these rules to either battle over a critical watchtower or combine several fortifications together to create huge sieges. A full scale siege will also include additional rules for a variety of siege equipment!

These optional rules can be used for fun, one-off games or as part of campaign; there are several additional scenarios found in these rules. You and your opponent may wish to adjust these to suit the narrative of your campaign or battle you want to play. It should also be noted that this ruleset has not been designed with competitive play in mind.

Fortification Rules

Most buildings in Kings of War are treated as Blocking Terrain. Fortification rules modify these in the following manner;

- Alchemist's Curse, Bloodboil and other spells that are not Magical Missiles have no effect on Fortifications, but may target Garrisoned units.
- Fortifications do not benefit from Inspiring or Rallying.
- Fortifications are not affected by Cloak of Death, Dread or Radiance of Life.
- Command Orders may never be issued to a Fortification

How to Garrison a Fortification

Some units may Garrison a Fortification. To Garrison a building your unit must be in base contact with an empty Fortification at the end of your Movement Phase, or a Fortification Garrisoned by Friendly units who are not engaged.

Garrisoned units are then moved into the Fortification.

If there is not space for your models to fit on or in the Fortification, it is recommended that these units are removed from the table and a suitable marker is placed on the Fortification to show which units are Garrisoned.

Fortifications that are wholly within your deployment zone can be Garrisoned by your units when that unit is deployed.

Garrisoning a Fortification:

Any units occupying a Fortification are said to be Garrisoning that Fortification. Garrison is a Status

Up to one Infantry, Large Infantry or War Engine unit may occupy each Fortification and is then considered as "Garrisoning" it. Additionally, one Individual may also occupy a fortification, either by itself or with one friendly unit. These units gain the "Garrison" Status.

Garrison Status

- A Garrisoned unit gains the Ensnare and Stealthy special rules.
- An enemy unit may never benefit from Thunderous Charge against a Garrisoned Unit
- A Garrisoned unit treats all facings of the Fortification as their front and all measurements and line of sight to and from the unit are measured from the footprint of the Fortification. In effect treat the entirety of the Fortification as this unit(s).
- Any unit loses the Yielding special rule whilst Garrisoned within a Fortification.
- A Garrisoned unit replaces its Height with the Height of the Fortification.
- Wind Blast, Enthral and other spells that would cause a unit to move have no effect on a Garrisoned unit or the Fortification.

Fighting Garrisoned Units

A maximum of two units may be engaged with a Fortification housing enemy units, as long as there is space to fit them in base contact with the Fortification. Follow the normal rules for charging, treating the Fortification as though it were an enemy unit.

As Fortifications may come in a variety of shapes and sizes it may be difficult to align your units with them. Units attacking a Fortification should have their front facing centre mid-point in contact with the Fortification, or as close to as possible.

BETA VERSION

If all the units Garrisoning a Fortification are routed in melee, enemy units engaged with the Fortification have the option to Garrison the building themselves as a post combat outcome, following all the normal conditions for Garrisioning. Additionally, after an attacking unit(s) performs Fall Back! or Sideways! as part of a combat outcome it may then make a single pivot of up to 90 degrees.

Leaving a Fortification

A unit wishing to leave a Fortification may do so as their Movement order if the Fortification is unengaged. Place the unit's rear facing mid-point in contact with any part of the Fortification where they can fit (if they cannot fit they cannot leave!). The unit may make no further moves this turn. The unit then loses the Garrison Status.

Fighting a Fortification

Before each game where Fortications are in play, you and your opponent should agree if the Fortifications you are using are destructible or not.

For example, castle walls in a siege game are recommended to be destructible so that your opponent may use a variety of siege artillery to bring your walls crashing down around you. However, for the The Watchtower Scenario, it is not recommended to use destructible terrain.

If destructible Fortifications are being used a unit engaged with a Fortification may distribute their attacks against either the units inside, or the Fortification itself.

Destructible Fortifications should all have a unit profile, some examples are given later in these rules.

Linked Fortifications

Depending on how your Fortification is modelled there could be multiple sections that can be Garrisoned by units. For example, a coach house might consist of a building and a walled courtyard. A stately home may have multiple wings. A Castle is a series of Fortifications, normally walls and towers. Before each game you and your opponent should agree on how many sections there are to each Fortification that can be Garrisoned.

Fortifications that have multiple sections are called Linked Fortifications. Each section is treated as a separate Fortification with the following additional rules:

- Unengaged units that start their turn in a Linked Fortification may be given a movement order to move into an adjoining section of that Fortification following the normal rules to do so (e.g. an unoccupied Fortification etc).
- If enemy units occupy adjoining sections of a Linked Fortification these units will not count as Engaged with each other in the Movement Phase. This will allow one side to retreat from a Fortification if they wish, or allow.
- Units in adjoining sections of a Linked Fortification may still direct attacks to one another in the Combat Phase as though they were Engaged. These units attacking from a section of a Linked Fortification do not count to the normal limit of two units engaged with a Fortification housing enemy units.
- Units belonging to opposing players garrisoned within a Linked Fortification may target one another with ranged attacks following the normal rules for shooting at Garrisoned units.

Destructible Fortifications

If a Fortification becomes Wavering as the result of a nerve test then all Garrisoned units suffer D6+2 damage from falling debris. Any Wavered units may still attack enemy units that are Engaged with the Fortification.

Furthermore, the wall section must take a Nerve test at the end of the Attacking player's subsequent ranged phases thereafter, regardless of whether the Fortification takes damage in that Turn.

When a Fortification is Routed remove the Fortification and replace it with an area of Height 1 Difficult Terrain.

Units Garrisoned within a Fortification that is Routed are also immediately Routed.

Kings of War Siege Battles

Castles consist of many Fortifications joined together, Gatehouses, walls towers, barbicans, bastions, keeps, etc are all sections of a single Castle. These Castle sections follow the normal rules for Fortifications and Linked Fortifications with the following exceptions:

Castle Keyword

- Units may only Garrison or leave a Castle section to/from the courtyard side of the Castle.
- Units with the Fly special rule may Garrison a Castle section regardless of starting in or out of the Courtyard.
- Unlike normal Fortifications, a section of Castle may be Garrisoned by a unit even if the Fortification is Engaged with enemy units.
- A section of Castle may be attacked following the normal Fortification rules. However, units

BETA VERSION

Garrisoning a Castle section may only be Engaged with and attacked in Melee by enemy units outside the Castle if they are Titans, units with the Fly special rule or units with appropriate siege upgrades. Enemy units attacking from inside the courtyard are not limited to the unit types above.

- Units that do not follow the above criteria to attack the Garrisoned units are still allowed to become Engaged with and attack the Castle section directly. These units will be Engaged with the Castle section, but not the Garrisoning units.
- Units Engaged with only a Castle section may be targeted by Ranged attacks as though they were not engaged.

Castles are always placed by the Defending player, entirely within their deployment zone before any units are deployed by either player.

Courtyard

The area of open terrain inside the walls of the castle is referred to as the Courtyard. This is bounded by Fortifications and table edge depending on the Castle layout.

Army Composition

When playing a game of Kings of War Siege, one player will be the Attacker (assaulting the castle) and the other will be the Defender (defending the castle). Once you have chosen the points limit for the game and which player is taking each role, use the following rules to select the units and equipment that make up each player's Army:

- The Attacker may spend (up to) an extra 25% of their total points value on Offensive Siege Equipment and extra units. For example, a 2000 point army would be able to increase its total value to 2500. However the extra 500 points must be chosen from the Offensive Siege Equipment and extra units lists.
- The Defender chooses an army list up to the points limit agreed by both players, which may contain items from the Defensive Siege Equipment list. The total amount spent by the Defender on these upgrades cannot exceed 25% of the agreed limit. Therefore in a 2000 point game, the Defender may choose up to 500 points worth of equipment as part of their 2000 point limit.

Other Terrain

It is recommended to have 3-5 extra pieces of terrain in addition to the castle while playing a siege battle (woods, buildings, hills etc.). This terrain cannot be placed within 12" of the castle walls.

Fortification Stats

Name	Ht	Def	Nerve	Special
Watch Tower	6	7	18+	
Stone Wall (walls, bastions, etc)	6	7	20+	Bastions are generally large flat sections the project out from the main castle wall. They provide no additional rules but can be a fun modeling project or used in place of a tower.
Gatehouse (Gate)	6 5	8 6	20+ 17+	The Gatehouse Fortification also holds a Gate. The Gatehouse and Gate can be targeted by enemy units and each have a separate unit profile.
Tower	7	8	20+	If all adjoining wall sections are Routed, the Tower, along with any Garrisoning unit(s) is also routed and removed from play.

The Castle Gate

A key element of a castle is the castle gate. This is the main entrance and a key strategic feature for both sides. A Castle Wall section that contains a gate is called a Gatehouse.

Both the Gatehouse and the Gate are treated as a single Fortification but have two separate unit profiles. Units Engaged with the Gatehouse can split their melee attacks between the Gate, Gatehouse, or units Garrisoned within the Gatehouse if they are able.

The Gatehouse may be Garrisoned as per normal Castle wall section rule, but the Gate itself is not Garrisonable. If the Gate is routed the Fortification and any units Garrisoned within are not Routed. The Gate also has some additional rules as listed below.

BETA VERSION

Moving Through the Gatehouse

If a unit inside the courtyard starts its Turn in base contact with a Gatehouse it may move through the gate. Pick up the unit and place it so that the unit's rear facing mid-point is in contact with the outside wall of the castle. It may then receive an Advance! movement order.

A unit inside the Courtyard that starts its Turn in base contact with the Gatehouse may charge through the gate. Draw line of sight and range from the outside of the gate then place the charging unit so that the unit's rear facing mid-point is in base contact with the gate, and then finally move it using the usual rules for charging. Only one unit may charge out of a Gatehouse per turn.

Unit's belonging to the Attacking player may not move through the Gate into the courtyard until the Gate is either routed, or there is a friendly unit that has begun their turn Garrisoned within the Gatehouse.

Once the Gate is routed units on either side of the Gate may move freely through the Gate. Once the unit makes contact with the Gate they may be placed with their rear facing mid-point touching the Gate and carry out the remainder of their movement order.

A unit on either side of the Gate that cannot fit on the other side of the Gate to complete their movement order may move into contact with the Gate and in the subsequent melee phase will be able to direct their attacks against the nearest enemy unit on the other side of the Gate. If the unit that is attacked survives until the next turn they count as Engaged with the attacking unit and, if possible, must be given a Reform order and placed in base contact with the Gatehouse.

Siege Equipment

The following equipment may be purchased during Siege Battles which will bestow bonuses to the unit they are given to. These may be be purchased as unit upgrades in addition to Magical Artefacts from the core rules with the following exceptions:

- War Engine units cannot be given artefacts.
- Monster units cannot be given artefacts, but Hero (Mon) units definitely can.
- Unique units (i.e. units with a [U] limit) cannot be given artefacts.
- Units with the Attacker trait may only be purchased by the Attacking player, and units with the Defender trait may only be purchased by the Defending player.

BETA VERSION

Attackers Siege Equipment

Item	Points	Rules
Ladders / Grappling Hooks	30	Infantry or Large Infantry units only. When charging a wall section, a unit with this upgrade may elect to attack the Garrisoning units instead. A unit with this upgrade may also Garrison an unoccupied Castle section even if they are not inside the courtyard.
Siege Tower	135	See Stat Card and separate section on Siege Towers
Log rams	25	Infantry or Large Infantry Infantry units only. When the unit attacks in a Combat, separately roll 8 more attacks for the Log Ram, always hitting on a 3+ and with Crushing Strength 3. These attacks can only be used against a Fortification the unit is Engaged with.
Wheeled Battering Ram	120	See Additional Units table.
Mantlets	20	The unit gains the Big Shield special rule against ranged attacks only. Units lose this Special rule when they Garrison a Fortification or are in the courtyard. Units with Mantlets cannot At The Double as a movement order.
Siege Artillery	75	See Additional Units table.
Bomb Wagon	70	See Additional Units table.
Mercenary Siege Breakers	225	See Additional Units table.
Sappers	30	Three Infantry units without the Fly special rule gain the Scout special rule. This upgrade may only be purchased once.

Defenders Siege Equipment

Item	Points	Rules
Throwing Rocks	10	One use only. When the unit attacks in a Combat, separately roll 6 more attacks for the Throwing Rocks, always hitting on 4+ and with Crushing Strength (1) - no other special rules from the unit have any effect.
Gate Trap	40	Gate only. When the Gate suffers a Rout result, all enemy units engaged with it suffer 2D6 hits with Piercing (3). These hits are resolved by the player that Routed the Gate, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units. The Gate Trap does not activate if the Gatehouse is destroyed before the Gate.
Reinforced Gate	20	The Gate gains the Inspiring (self) special rule.

BETA VERSION

Sturdy Walls	25	The Defence of one Castle section is increased by +1. Has no effect on Gates.
Buttresses	25	The nerve of one Castle section is increased by +2. Has no effect on Gates.
Wall Trap		One use only. This upgrade is given to a single wall section, and can only be activated when the wall section is Garrisoned. In the combat phase the unit(s) Garrisoning the wall section with this upgrade, may declare they are activating the trap instead of using their own attack profile. The trap inflicts 2D6 hits on every attacking unit that charged the wall section or Garrisoning unit in the previous turn. Hits are calculated at Crushing Strength (3).
Tower of the Shining Ones	20	This Tower gains Rallying (1).
Tower of the Wicked Ones	10	The Tower Gains Dread.
Wizards Tower	30	Units with the Spellcaster trait Garrisoned within this Tower gain 6" range to all their spells. Additionally, all non-magic missile spells receive a +1 to hot modifier.
Smith's Tower	20	Tower Gains Aura Elite Ranged (War Engines)
Burning Oil	50	See Additional Units table.
Moat	10	A length of Height (0) Difficult Terrain approximately the length of a wall section. This terrain is deployed within 3" of, and runs parallel to a Fortification. Don't worry if you can't completely cover the length and breadth of your castle. Maybe it was not complete, or a previous attack has already filled sections in!
Postern Gate	50	Tower or Wall. If the Castle section that this upgrade is placed on is routed, Garrisoned units are not immediately destroyed as normal. Once the Castle section has been removed, place any Garrisoned units within the footprint of the routed Castle section, or in the courtyard with the unit's rear facing mid-point in contact with where the Castle section was. These units will not be able to be given a Charge! order in their next turn.

BETA VERSION

Additional Units

Name	Type	Size	Sp	Me	Sh	De	Att	Ne	Special Rules	Ht	Traits	Points
Bomb Wagon	Mon/ Cht	1	5	3+	-	5+	3	10+	Blast (D6), Brutal (1), Crushing Strength (3), Fearless, Height (3). US 1. Boom: At the end of a Turn in which this unit scores a successful hit in Combat, it is immediately Routed and removed from play.	3	Attacker	70
Siege Artillery	War Engine	1	-	-	6+	4+	2	11+	Ranged Attack: Artillery Strike (48" Blast (D3+1), Indirect, Piercing 3, Reload. Too big to miss?: This unit receives +1 to hit when targeting Fortifications.		Attacker, Defender	80
Siege Breakers	Large Infantry	Reg	5	3+	-	5+	18	17+	Big Shield, Brutal (1), Crushing Strength (2), Headstrong.		Attacker	225
Siege Tower	Titan	1	5	6+	-	6+	-	17+	Fearless, Fortification.	6	Attacker	135
Boiling Oil	War Engine	1	5	-	4+	4+	12	11+	Ranged Attacks: Boiling Oil (6", Shattering(D3)).		Defender	50
Wheeled Battering Ram	Titan	1	5	6+	-	6+	D6+8	15+	Brutal, Crushing Strength (4), Fearless. Abandon the Ram!: In the movement phase, if this unit started its turn Engaged with enemy units the unit may elect to immediately Rout itself and be removed from the board instead of receiving another movement order. The unit may only be issued a Charge! order against a Fortification. This unit is not affected by Enthral or Windblast. Siege Weapon: When attacking Fortifications in melee this unit has a Melee value of 3+.	3	Attacker	120

BETA VERSION

Siege Towers

A Siege Tower is treated as a Fortification that can be given movement orders. After the Siege Tower has been deployed by the Attacking player, further units may be deployed and Garrisoned inside the Siege Tower following the normal rules to do so.

Despite having no attacks the Siege Tower may be given a Charge! Order against another Fortification. When a Siege Tower becomes engaged with another Fortification then these become Linked Fortifications from that point onwards. The Siege Tower may receive no movement orders in subsequent turns. It may still be targeted by shooting attacks despite being Engaged with another Fortification.

If a Siege Tower becomes engaged with another Fortification that is not Garrisoned, or Garrisoned by friendly units, then the unit(s) within the Siege Tower can immediately Garrison the other Fortification if there is space for them to do so.

If a Siege Tower becomes engaged with another Fortification that is Garrisoned by enemy units, all melee attacks from/against units in the Siege Tower will ignore the Ensnare special rule granted by being Garrisoned.

For the purposes of shooting, Garrisoned units inside a Siege Tower count as being given a Halt! order during the movement phase.

Top deck: In addition to the normal number of units that can be Garrisoned within a single Fortification, Siege Towers have an additional space for a War Engine or unit with the Individual Special rule on the top deck of the Siege Tower. These units cannot be Engaged with enemy units from a Linked Fortification unless there are no friendly units Garrisoning the Siege Tower.

Siege Scenarios

1. The Watchtower

A single watch tower to defend (a classic), intro to garrisoning units for the player. It is not recommended to use destructible fortifications or Siege Equipment in this scenario.

The Defender Places one Watch Tower within 6" of the centre point of the table. The Defender may deploy units Garrisoned into the Watchtower.

At the end of the Game Victory Points are awarded as follows:

- 3 VPs for the player with the highest Unit strength Garrisoned in the Watchtower
- Add up the Unit Strength of each player's units that have the majority of their footprint within 12" of the Watchtower. This is the total number of Victory Points that each player scores, to a maximum of 4.

2. Hold the Outpost

A trio of small buildings surrounding a camp. It is not recommended to use destructible fortifications or Siege Equipment in this scenario.

A single objective marker is placed in the centre of the table. The Defender then places three Fortifications 8" away from the objective marker, and not within 6" of each other.

The defender may deploy their units within the Fortifications, or within 12" of the central objective marker.

The attacker may deploy anywhere that is not within 20" of the Fortifications or the central objective marker.

At the end of the Game Victory Points are awarded as follows:

- 2 VPs each Fortification you Control.
- 1 VP for Control of the objective marker.

3. Gate House Attack

Forces attack a key gate house or barbican, part of a larger fortification.

The Castle should consist of a Gate House, 2 towers and 2 wall sections, forming a courtyard on the Defenders Table Edge. At the end of the Game total up the unit strength of each players units within each Fortification and the Courtyard. The player with the highest Unit Strength controls it.

Victory Points are awarded at the end of the Game as Follows

- 1 VP for each Gate House, Wall, or Tower Section you Control
- 2VP for control of the courtyard
- 1 VP for the attacker for each Fortification Destroyed, up to 3.

BETA VERSION

4. Sally Forth!

The defender has chosen to sally forth in an attempt to disrupt the besieging forces and destroy vital supplies.

The Castle should consist of one Gatehouse and a number of additional walls and towers. It can be of any size. It may be recommended that the castle has one pre-destroyed length of wall to facilitate the besieged player sallying out.

Place one Objective Marker in the exact centre of the board. Place One in the Courtyard. The Attacker then places 3 more and the Defender 2 More Objective Markers 6" from the centre line on their opponent's half of the board, the Attacker Placing First. Take it in turns until all the Objective Markers have been placed.

During the game the Attacker can contest, but not control, the Objective Markers outside the Castle. During the game the Defender can Contest, but not control, Objective Markers inside the Castle. You cannot remove the Central, or Courtyard Objective Markers.

VPs can be accumulated from Round two onward and are as follows

- 1 VP for the Attacker for each Objective they Control Inside the Castle. Controlled Objective can then be removed
- 1 VP for the Defender for each Objective they Control Outside the Castle. Controlled Objective can then be removed
- 1 VP at the end of the game for each Objective Marker you Control.

5. Final Assault

The culmination of a siege, and all out attack on the curtain wall! A perfect opportunity for a large battle featuring some custom or fantastical fortifications.

The Castle should consist of a Gatehouse and a number of walls and Towers, sufficient to reach from one side of the deployment zone to the other. The Gatehouse should be deployed roughly in the middle.

At the end of the Game divide the Castle and Courtyard into 3 equal sections Add up the Unit Strength of each player;s units with a majority of their footprint inside a scoring zone. If a unit is straddling the line between 2 zones it is considered to be in whichever zone is covered by more than 50% of the unit's base. If there is no clear majoring, the unit is not considered to be in either zone. Whoever has the highest Unit Strength in each scoring zone controls it.

Victory Points are awarded at the end of the Game as follows.

- 3 VPs if you control the scoring zone with the Gatehouse
- 2 VPs for each other scoring zone you control

House rules

You and your opponent may wish to amend some of the above rules of Games of Kings of War Siege to better reflect the Castle setup available to you. Below are some ideas of some house rules that you might like to try.

Extra Large Fortifications

Maybe your Fortification is large and impressive enough that you feel that more than two units may be Engaged with it at any one time. Feel free to play around with how many units can Garrison or attack individual Fortifications you have modelled.



BETA VERSION

Wooden Forts

Stone castles are always impressive on the tabletop. However, you may want to play out your game representing or perhaps your siege game will involve assault a Forces of Nature bastion where stone may not be used. Here is an example statline for a Wooden Castle instead of one with Stone Walls.

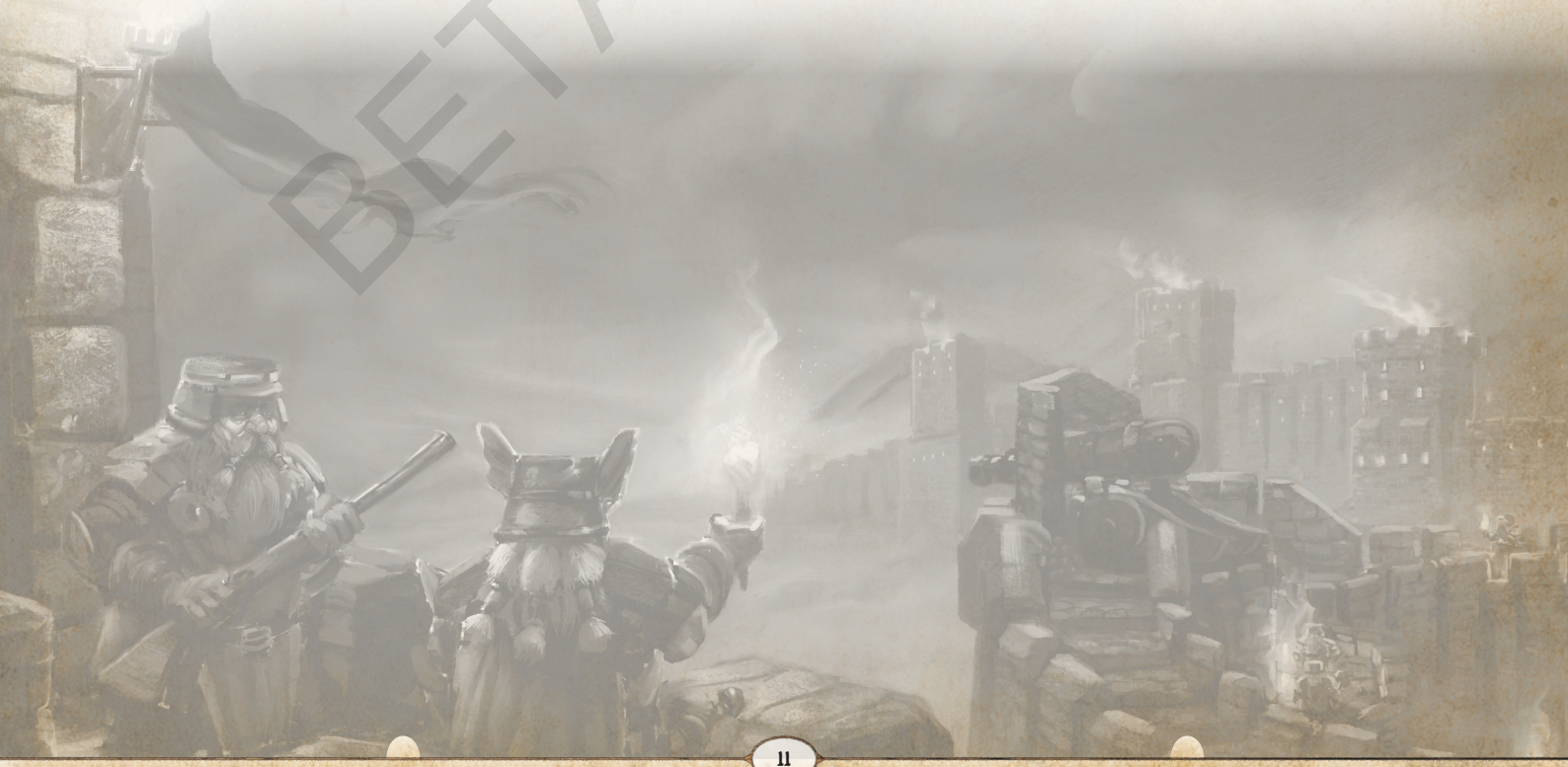
Name	Ht	Def	Nerve	Special
Wooden Palisade	5	6	18+	Units Garrisoning a Wooden Palisade may be Engaged with and attacked in melee by enemy units that are Height 4 or more, in addition to units with the Fly special rule, or units with appropriate siege upgrades.
Wooden Gatehouse (Gate)	5 4	7 5	18+ 15+	The Gatehouse Fortification also holds a Gate. The Gatehouse and Gate can be targeted by enemy units and each have a separate unit profile.
Wooden Tower	6	7	18+	If all adjoining wall sections are Routed, the Tower, along with any Garrisoning unit(s) is also routed and removed from play.

We recommend allowing units that are Height 4 or more, units with the Fly special rule or units with appropriate siege upgrades to be able to attack units Garrisoned on wooden castle sections.

We also recommend giving the Defending player a few extra Defenders Siege Items to compensate for not having stone walls to hide behind. Agree with your opponent how many points of items feels right for the type of castle you are using.

Bridges

Perhaps your castle has a bridge jutting out away from the battlements towards a solitary tower beyond the walls. This bridge follows the normal rules for and has the same stat line as a castle wall section, linked to another Fortification at either end. The space beneath it is Open Terrain.



BETA VERSION