

Outlander's Kings of War Siege Rules

1. INTRODUCTION by Spruce

One of the more spectacular types of scenarios in fantasy is a siege. I have played many sieges with various fantasy rules. I have love sieges and many rule sets I have used through the years have fallen short of my expectations of a siege scenario or battle. Not to pick on any rule set in particular but to capture a set of siege rules within the context of the actual warfare of yesterday in the World of Mantica was a fun task. I could actually see a way to have a quick, evenly matched, fun siege battle.

I have reviewed and taken the best rules that I have found and put them together to form the following rule set to be played with the Kings of War (KoW) rules as a base. I used the pirate technique to acquire ideas from Warhammer, Mantic, a book called Practical Wargaming and a series of comments I have remembered (or not remembered) throughout the years.

I will also say this is not a definitive set-in-stone rule set. This rule set is meant as a general set of rules to capture most of the situations and encounters a player would encounter during a siege. Adaptations can and should be made when the occasion arises. This rule set is for anyone to use and change, all I ask for is to send me changes you have made so I can update the rule to be comprehensive. Comments and suggestions can be mailed to isanti314@gmail.com.

Credits and resources are given to: Practical Wargaming¹, Games Workshop Siege² rules, Mantic Forum website³, and Friends. I would like also thank the play testers from the Omaha Gaming Guild.

2. SETTING UP A SIEGE GAME

2.1. Prepare your Forces

The players decide who is going to be the attacker and who will be the defender of the castle or fort. Unlike prior siege rules the attacker and defender will have an equal number of army points. The interesting factor with KoW the Outlanders found was the defender had a superior defense position but had an equal disadvantage being less mobile, and defensive shooting is less effective in KoW than in other games. The castle's defense seemed to even out the loss of movement with the defender. Therefore we found that the defender and attacker army points should be equal.

The defender or attacker may make up army deficiencies that may be needed to be successful in a siege. There is a variety of defensive and attacking siege equipment to aid both sides. The defender has access to equipment which aids shooting, repelling and shoring up defenses. The attacker has access to equipment to enhance crushing strength weapons or protection as he moves towards the castle.

Outlander's Kings of War Siege Rules

The next step is to determine the army size. We have found that 1500 to 2000 points works well for a siege game. This of course will depend on the size and shape of the castle. The castles pictured in figures 1 and 2 works well for this point range. Have fun experimenting with different castle arrangements.

See below for examples of castle shapes and sizes, see Figures 1 and 2.



Figure 1: Castle

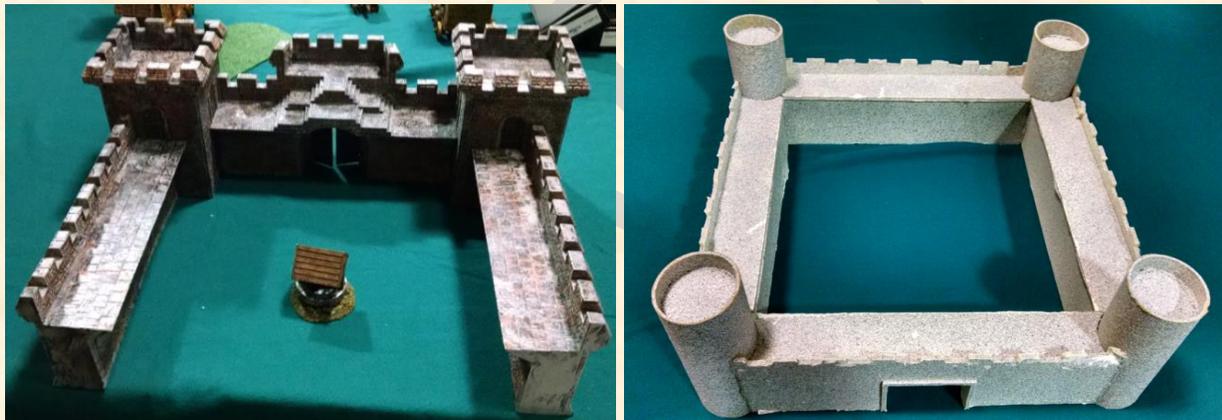


Figure 2: Smaller Castle Types

2.2. Gaming Area

Kings of War siege games are best played on a 6'x4' table at a minimum. The castle can be most any size or shape (see figure 2). If you want to play larger siege battles, with larger castles, and larger forces a larger table would be recommended. You may wish to put some terrain (hills and trees) in the attacker's deployment zone for cover.

Outlander's Kings of War Siege Rules

2.3. Deployment of Terrain and Troops

2.3.1. Defender

When both armies have been chosen, the Defender deploys first. The defender picks one long edge of the table and sets up his walls. Any towers, gates and so on are included as the walls are set up. Note that the main gate must be in front of the castle facing the enemy. You can only put one unit on top of, and one unit inside, the tower. If the stand will not fit on the wall or tower, set it down inside the section but be sure to tell your opponent it is on the wall or in the tower.

Any area terrain defenses that have been bought by the defender are also set up now. These may be placed outside the walls.

NOTE: The defender would have cleared the inside of the walls so they would be open preparation for battle by the inhabitants.

2.3.2. Attacker

Once the defenses have been placed, the attacker deploys his army at least 24 inches from the castle walls.

2.3.3. Defender

Finally, the defender may adjust 2 of his units on or within the walls, towers or gate house. Swapping two units' wall positions counts as 2 unit adjustments.

2.3.4. Who Goes First?

In Kings of War Siege the Attacker always goes first.

2.3.5. Duration

The game lasts until each player has taken 6 turns. At the end of turn 6, one player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends. Determine who the winner is based on the **Siege Victory Conditions** below.

2.3.6. Siege Victory Conditions

There are several ways to set up victory conditions for a siege. You can use army points or objectives. Here are several types of victory methods to use.

Outlander's Kings of War Siege Rules

You can use the standard 10% as in the rulebook to determine the winner.

At the end of the game, add up the cost of all the enemy units you routed. That is your score. Your opponent does the same and you compare scores.

If the difference between the scores in favor of a player is at least 10% of the total cost of the armies, that player wins, otherwise the game is a draw. For example, in a game where armies are 2,000 points, you need at least 200 points more than your opponent to win.

You can also make the castle terrain pieces objective markers. You can determine the number or weight them as to victory points. For example a gate house could be 2 VPs, a wall 1 VP, a tower 3 VPs, etc.

You can also have a courtyard objective that if the attacker holds it for one turn they win, and if it is contested it is a draw. Sort of like capture the flag.

Rescue the Fair Maiden in the tower is another option.

I hope this gives you a few good ideas.

3. SIEGE EQUIPMENT

Both players may choose siege equipment as described in this section. Siege equipment is picked before the game. How you pick and assign the equipment is up to the attacker and defender. The defender and attacker may switch equipment around when deploying but once deployment is completed the equipment is then kept with that unit, and no further changes can be made.

The following is a recommended formula to use for figuring out how much siege equipment to use for an army. Use the following rule: 2 siege points per 400 army points and round up to the nearest point. Siege points are distributed evenly for both sides. These points are kept separate and not part of your overall army list points, except for Flyers. A player must spend siege points to use (unlock) the ability to take each Flyer unit. That player must also pay regular points to include that Flyer unit in their army. In a 2000 point armies (attacker and defender) would have up to 10 siege points each to spend on siege equipment.

Note: We have found 8-10 siege points work well for 1500 to 2000 point games. Players may wish to make changes in siege points recommendation limits to make up for deficiencies within their armies.

Outlander's Kings of War Siege Rules

4. CASTLE TERRAIN

Castle Terrain as outlined in this rule set are Castle Walls, Castle Towers, Gates and Gatehouses.

All castle terrain is considered defensive structures and they have the following common rules:

- They are blocking terrain which troops may not move through.
- Units with the Strider special rule cannot move through castle terrain.
- Units on castle terrain are behind merlons. Merlons are treated as obstacles, see figure 3. They give the Defender a -1 to hit in combat and a -1 to hit from shooting.
- Units in castle terrain have the Stealthy special rule.
- Castle Wall, Towers, and Gatehouses have the Phalanx special rule. Castle gates (doors) are made out of wood and metal and do not have the Phalanx special rule.
- Defenders on/in the castle have Inspiring.
- The Defender's shooting units cannot be disrupted when on/behind the walls.



Figure 3: Merlons on top of a Tower

4.1. Combat on Castle Terrain

Combat on castle walls is treated a little different than normal combat. Since the defenders cannot leave the castle wall but can attack the attacker from the wall when the attacker is on the ground during their turn. Defenders can always counter charge when attacked.

4.1.1. Castle Terrain and Ground Combat

Units on castle terrain may attack units on the ground. Units on castle terrain may attack units adjacent to them if unopposed and if the attacking unit is not on castle terrain. In figure 4 there are two attackers attacking with three defenders manning castle terrain. The attackers can attack by using either ladders/ropes or by siege tower.

Defenders and Attackers can attack adjacent units that are corner to corner if they have no opponent in front of them.

Outlander's Kings of War Siege Rules

EXAMPLE: In figure 4 all defender units 1, 2 and 3 can attack. The only limits are Defender 1 can only attack Attacker 1 due to Attacker 1 being directly in front of Defender 1. This also applies to Defender 2 and Attacker 2.

If a defending unit is one inch away from another and not engaged in combat it can be used as a support unit for defense. Therefore, Defender 3 may support Defender 2 by attacking Attacker 2 even though they are not directly in front of the defender. In a siege if you were not engaged you would be helping those alongside of you in the battle.

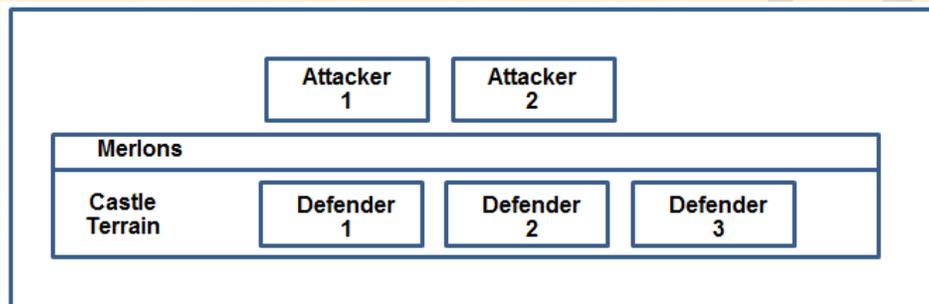


Figure 4: Defenders on the Wall

NOTE: Attackers inside the castle attacking castle terrain suffer the same penalties as if they were attacking as explained in figure 4.

4.1.1. Castle Terrain Combat

In figure 5 Defender 1 and Attacker 1 are on the wall. They may attack each other with no penalties. They do not need to be facing each other when attacking. It is considered a front on front attack due to the castle terrain. Same combat and charge rules apply.

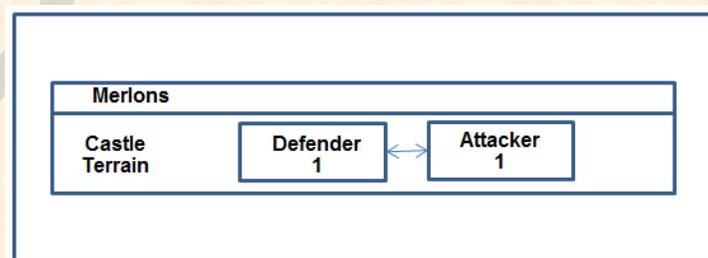


Figure 5: Defender and Attacker on the Wall

Outlander's Kings of War Siege Rules

4.2. Castle Walls

Castle Walls are large stone defenses in which defenders can hide behind merlons at the top of the wall to safely hide from missile fire. Castle walls are height 3 and are treated like hills of height 3 for line of sight and shooting. Historically walls needed to be either collapsed by siege engines or scaled by attackers.

4.2.1. Charging Walls

A unit may charge a unit on a wall if they are within charge range of any part of the wall directly in front of the unit they wish to charge. The following also applies:

- Units less than height 3 have ropes and ladders when charging.
- All units are hindered unless they have the fly rule or are in siege towers.
- Monsters treat the walls as open terrain.
- Charging bonuses are lost when charging the walls or units on the wall.
- Walls are not obstacles to attackers that are height 4 or flying.

4.2.2. Routing

If an attacking Infantry, Large Infantry, or unit with the Fly rule routs a defending unit, the attacking unit may immediately choose to occupy the space the defending unit vacated. If an attacking unit fails to rout the defender, the attacker remains in contact with the wall and can be counter charged.

Units on a wall may choose to charge other units on the wall to their flanks. These attacks are treated as a frontal charge and not a flank charge.

NOTE: Units at walls are at -1 to hit against normal ranged attacks and -1 to hit from charges (plus no thunderous charge), making them good defensive positions. Adding the Stealthy rule makes them even more durable.

4.3. Castle Towers

Towers were strong defensive structures that prevented scaling or siege engines to scale. Castle towers are height 5 and are treated like hills of height 5 for line of sight and shooting.

Castle towers cannot be charged by other units except for those attacking from connecting Castle Walls, Siege Tower or units that have the Fly special rule. Battering rams and shooting are effective in damaging the tower.

Outlander's Kings of War Siege Rules

Castle towers may have units (unit limit 2 troops or 1 regiment, hoard or legion) on top of the tower behind the merlons. The defender may also have one unit inside the tower body manning the arrow slits.

Attackers may charge units in the tower from connecting Castle Walls, but they are hindered. Attackers must go into the tower before going to the top of the tower.

Defender units may charge out of the tower onto the wall or on top of the tower. The defender may switch units between the tower body and tower top during their turn.

4.4. Castle Gate/Gatehouses

Castle Gatehouses are treated exactly the same as Castle Walls but are height 4. The walls are stone but the gate is metal or wood.

The player who has the only unit in the Castle Gatehouse each turn must choose whether the gates are open or closed.

- **Closed gates** means that the Gatehouse is treated as blocking terrain for units at their base.
- **Open gates** means the Gatehouse is treated as open terrain for units at their base. This decision remains in play until the player who has the only unit in the Castle Gatehouse's next turn, in which they must choose again.

On the turn the gate is opened, units may march out of the castle and may even charge if they are in range to do so.

Only the Castle gates may be reinforced or have additional gate house defenses.

5. ATTACKING CASTLE TERRAIN

Castle terrain (walls, gates, towers) may take damage and eventually cease to function as strong defensive positions. Damage can be taken by combat or shooting attacks. The unit targets the castle terrain and works out the damage. Damage works according to the Kings of War rules.

Castle terrain cannot be inspired or healed.

Castle Terrain Statistics Table

Feature	Speed	Melee	Ranged	Defense	Attacks	Nerve
Wall	—	—	—	8+	—	-/22
Tower	—	—	—	9+	—	-/24
Gate	—	—	—	8+	—	-/24

Outlander's Kings of War Siege Rules

House						
Gate	—	—	—	7+	—	-/20
Re-Enforced Gate	—	—	—	7+	—	-/22

5.1. Shooting at Walls, towers and gates

During the shooting phase the impact of war engine's missile or a magic spell can eventually lead to the collapse of walls and towers. Walls, towers, gatehouses and gates are large unmovable targets. Units shooting at the wall miss on a 1. All damage against the wall is applied as normal.

5.2. Shooting Units on the Walls, towers and gates

Attacking units may choose to fire at a defending unit on a wall, or the wall itself. Units on the wall have the Stealthy special rule, but the wall does not.

5.3. Attacking the walls, towers and gates

During the melee phase, some siege engines and monsters can attack castle terrain to cause a breach. These units may choose to direct all of their attacks against the castle wall, castle tower, castle gatehouse or castle gate. All damage against the terrain is applied as normal.

NOTE: Walls, gatehouses and towers have the Phalanx special rule. **Gates** do not have the Phalanx special rule.

5.4. Castle Wall, Tower, Gatehouse or Gate Rout

When nerve is breached then the castle terrain fails. Castle walls, towers and gatehouses collapse. When "routed" (Nerve has been met or exceeded):

- Remove the castle wall, tower and gatehouse and set any units on the wall where the wall was standing and their position remains the same. If the gatehouse collapses then the gate is automatically gone also.
- Castle terrain becomes height 0.
- Castle terrain is treated as difficult terrain.
- Castle terrain does not provide cover.
- When nerve is breached on a gate then the gate fails. This does not impact the gatehouse.

Outlander's Kings of War Siege Rules

- Units on the castle wall, tower and gatehouse take a Melee 4+ hit (for number of hits see the Damage Table below) at piercing 1 to armor from the castle terrain collapsing under their feet.

Damage Table

Unit Type	No. of Hits
Individual	1
Infantry Troop	10
Infantry Regiment	20
Infantry Horde	40
Infantry Legion	60
Cavalry Troop	5
Calvary Regiment	10
Cavalry Horde	20
Large Infantry Regiment	3
Large Infantry Horde	6
War Engine	1
Monster	1

NOTE: **Castle Defense** is intended to prevent wounds from units without good piercing or crushing strength.

Castle Nerve allows some units the ability to hack away at the gates. Monsters and rams have better crushing strength to break through the defense to cause damage.

6. SIEGE ENGINES

There are a number of machines attackers would use to attempt to take a fortification, beyond the normal war engines available to them. Use the following table with the descriptions of the engines outlined below. Siege equipment is limited to one per unit, unless otherwise stated.

Siege Engine Statistics Table

Siege Equipment	Melee	Ranged	Defense	Attacks	Attributes	Siege Points
Ropes and	0	0	0	0	May only be used	0

Outlander's Kings of War Siege Rules

Siege Equipment	Melee	Ranged	Defense	Attacks	Attributes	Siege Points
Ladders					on height 1-4.	
Large Battering Ram	2+	0	6	Blast (D6+6)	Crushing Strength (CS) 3	2
Small Battering Ram	2+	0	Units defense	Blast (D6+2)	CS 2	1
Siege Tower	0	0	7	0	Chargers suffer no penalty	3
Siege Tower with Ram	2+	0	7	0	Chargers suffer no penalty	5
Shield wall	0	0	6	0	Big Shield rule	2
Flyers	See Unit	See Unit	See Unit	See Unit	Flyers also requires siege points	3
Fire Pots	3+		Units defense	D3 per turn	Use when Attacker attacks CS 1	1
Dwarf Minefields	3+			Blast D3	6 X 6 area Nerve 9 Limit 2	2
Caltrops	4+			Blast D6	6 X 6 area Nerve 15 Limit 2	1
Rocks		5+		D6	Use when Attacker attacks CS 2	1
Heavy Crossbows		5+		3	Piercing 1	1
Boiling Oil		3+		4	Use when Attacker attacks CS 3	1
Greek fire		3+		4	CS 3	2
Gate House Defenses					See description	2
Upgraded Gate					See description	2

6.1. Ropes and Ladders

The attacker's units are armed with ropes and ladders for free. This even applies to units pushing or in siege towers. Siege tower troops would also come equipped in

Outlander's Kings of War Siege Rules

case the tower would be destroyed on the way to the castle. Ropes and ladders are only good for climbing height 4 or less castle terrain.

6.2. Large Battering Ram (attacker only)

Large battering rams (figure 6) cause Crushing Strength 3+, Defense 6. Battering rams are pushed by a unit and speed maybe hindered. Large battering rams move -1 inch to the speed of the unit pushing the ram with a minimum speed of 4 inches. The maximum speed of any ram being pushed is 8 inches. This includes being moved forward by magic spells. Rams are too large for wind blast to blow a siege engine backwards. When the ram touches the wall it may swing.

The unit can charge around the ram if they have not moved into position to ram the castle terrain that turn.



Figure 6: Example of Large Battering Ram

6.3. Small Battering Ram (attacker only)

These are battering rams carried by the unit (see figure 7). These battering rams cause Crushing Strength 2+. Battering rams are carried by the unit and therefore have the same speed as the unit. The unit can drop the ram and charge through the opening if they have not moved into position to ram the castle terrain that turn.



Figure 7: Example of Small Battering Ram, Hand Carried

Outlander's Kings of War Siege Rules

6.4. Siege Tower (attacker only)

Siege towers give attackers easy access to castle walls or gates/gatehouses (see figure 8). Towers are height 5. Attacking player may charge through the rear arc of a siege tower in base-to-base contact with a piece of castle terrain to assault castle walls or gates/gatehouses.

6.5. The following conditions apply:

- Siege towers are regulated by the movement of the unit pushing the tower. The tower moves -1 inch to the speed of the unit pushing the tower with a minimum speed of 4 inches. The maximum speed of any tower being pushed is 8 inches. This includes magic spells. Towers are too large for wind blast to affect.
- Other units not pushing the siege tower may also charge using the siege tower. This can be done only if their completed movement (charge) is not on top of the pushing unit. Troops are drilled enough to know how to push and part way for the entrance through the back of the tower.
- Only one Infantry unit may charge at the same time using the tower. A Character of infantry size can accompany the charging unit.
- Large infantry may also charge using the tower but cannot be accompanied by a character of any size.
- Monsters cannot use a siege tower but can push it into place for other units to use.
- The drop ramp on the siege tower has a length of 1 inch. The tower can be 1 inch away and reach the castle terrain.

Outlander's Kings of War Siege Rules



Figure 8: Siege Tower

If the siege tower is in base-to-base with an unoccupied castle terrain the unit moves onto that part of the castle terrain. If instead a unit is there they count as charging that unit without any penalties normally incurred by charging castle terrain.

A siege tower may be outfitted with a battering ram on the lower level for additional points. Follow the battering ram rules.

6.6. Shield Wall (attacker only)

Siege palisades, mantlets and large shields (Figure 9) provide cover to units of height 2 or less behind them and use the Big Shield special rule.



Outlander's Kings of War Siege Rules

Figure 9: Palisades or Mantlets

6.7. Firepots (attacker only)

Fire pots are one used only when the attacker attacks castle terrain. Fire has crushing strength 1, D3 attacks. You may have up to 2 fire pots per unit.

Dwarf Minefield (Dwarf only, attacker or defender)

Dwarven minefields are a 6x6 inch area of dangerous terrain that cause Crushing Strength 2, Blast D3, nerve 9 every time a unit moves within or over it. Each hit caused by the minefield also causes one point of nerve damage to the minefield. Do not roll for nerve on minefields; they exhaust after 9 points of damage. Minefields are represented on the battle field by felt or paper. Maximum number of minefields is 2 per army.

6.8. Caltrops (attacker or defender)

These are small spikes or other shards in the ground to impede cavalry and monster units. Caltrops are a 6x6 inch area. Caltrops are Blast D6, nerve 15. Each hit caused by the caltrops also causes one point of nerve damage to the Caltrops. Do not roll for nerve on caltrops; they exhaust after 15 points of damage.

Caltrops are represented on the battle field by felt or paper. Maximum number of caltrops is 2 per army.

6.9. Rocks (defender only)

Falling rocks (Figure 10) are RA 5+, Attacks D6 and Crushing Strength 2. Range is 1 inch or less. You may have up to 2 rock siege machines per unit. Rocks are only used during the attacker's charge phase, prior to the attacker's attacks. If the attacker takes 1 point or more of damage then they check for nerve prior to attacking.



Figure 10: Rock Siege Machines

Outlander's Kings of War Siege Rules

6.10. Heavy Crossbows (defender only)

These are Heavy Crossbows mounted on the walls that have piercing 1. You may have up to 2 crossbows per unit. They have their own crew but are assigned to a unit. Once the unit is routed that has the bolt throwers attached then they are also routed.

6.11. Boiling Oil (defender only)

Boiling oil pot (Figure 11) is RA 3+, 4 attacks, Crushing Strength is 2+. Boiling oil goes through armor joints since it is a liquid, thus armor offered limited protection. Range is 1 inch or less. You may have up to 2 Boiling Oil Pots per unit. Boiling oil is only used during the attacker's charge phase, prior to the attacker's attacks. If the attacker takes 1 point or more of damage then they check for nerve prior to attacking.



Figure 11: Boiling Oil Pot

6.12. Greek Fire (defender only)

Greek fire was a tube that jettisoned burning oil onto attackers. It was mostly used on ships but on occasion a castle used it against war machines. Greek fire is RA 3+, 4 attacks, Crushing Strength is 3+. Greek fire goes through armor joints since it is a liquid, thus armor offered limited protection. Range is 6 inch or less.

6.13. Gatehouse Defenses (defender only)

Gatehouse defenses include murder holes, portcullises and traps. This ability allows the defender to have a unit behind the gate of the gatehouse to attack when the gate is being attacked. Only one unit can man the gatehouse defenses.

6.14. Upgraded Gate (defender only)

The gate door can be re-enforced by steel grates or other re-enforcing materials. The gate will then have the Rally (N) special rule of 2.

Outlander's Kings of War Siege Rules

7. Additional Rules for Siege Equipment

7.1. Burning Fire Special Rule

This rule adds a "Burning Fire" special rule to all wooden structures attacking the wall such as siege rams and towers that are hit by fire pots or Greek fire. A unit with fire pots or Greek Fire must hit the unit in the siege tower or ram to be able to set it on fire.

The fire starts when the Greek Fire or Fire Pot inflicts a point of damage on the attacking unit. Roll a D3, and this is how many fire points the fire starts with. Each fire point causes 1 point of damage to the tower or ram that has been set ablaze. The tower or ram must immediately test its Nerve as normal.

Once the fire is started then at the end of each defenders turn, roll another D3 and add it to the total fire points of the blaze and test for nerve again. When the target of the blaze has been destroyed, then the fire will go out. Units do not take any damage from the fire.

The attacking unit can try to put out a fire. Reduce the number of fire points of the blaze by D3 per unit fighting the fire. If the blaze is brought to zero fire points, it has been put out for the rest of the game. If not then at the end of the attacker's turn the siege ram or tower rolls for Nerve.

In the case of a siege tower, the unit pushing can be putting out the fire as well as an additional unit in the tower attacking. In this case you would roll 2D3 to put out the fire.

NOTE: The attacker can bring in other forces to assist in putting out the fire. Helping units must be touching (sides or corner) to assist in putting out the fire.

7.2. Moats (defender only))

Moats were used as a key defensive structure for some castles. Moats can be placed such that they are in front of the castle terrain. You can use blue felt to represent the moat area. I would recommend using a formula like 2 points per castle terrain piece. You may also have to change the siege points. Instead of 2 siege points per 400 army points you may have to go to 3 siege points per 400 army points.

If a moat is placed in front of a gatehouse it must have a bridge over the moat. The bridge counts as open terrain. The bridge would only allow one unit to attack the gatehouse. You can model a bridge or use brown felt.

Outlander's Kings of War Siege Rules

The rest of the moat is considered difficult terrain that provides no cover nor blocks line of sight. Units must spend one turn to move and cross over the moat, even if they are using siege equipment, before charging Castle Terrain.

It is assumed that attacking units have been equipped with planks, wood logs, or other materials used to cross the moat. Movement would be unhindered.

NOTE: A moat adds an additional turn to get to the wall. Siege engines would take 4 turns to reach the walls instead of three turns. This assumes the towers are moving 8 inches a turn and are only 24 inches away from the castle.

8. Campaign Game Ideas:

I have used these rules in a campaign. The campaign was map-based. You can use any system that has units capturing a terrain piece on a map. I used a hex based map in a campaign I had called the "Forsaken Isle Campaign". In this campaign I had the following rules.

If the attacker attacks a tile or terrain area that has a castle use the siege rules with the following additional campaign rules.

If the attacker waits a "turn" to attack, this is simulating the attacker's siege engines pelting the castle and food and rations being used up by the defender. The defender loses 10 percent of his army due to attrition that campaign turn. No attacker wants to waste his army needlessly, let the war engines and starvation do the dirty work.

However, the defender would have sent out for reinforcements. Riders or carrier pigeons being sent out before the attackers were in place. Will help arrive?

Now you might ask what if the defenders reinforcements do arrive. In this case the attacker would have the following choices:

1. Break off his attack and leave
2. The attacker may have their own reinforcements aid them.

This would be a battle of the combined defender forces against the attacker's force. So you can see where the escalation continues to a larger battle.

But the plot can thicken! Attacker or Defender may have allies that may come to add for part of the treasure, land or just good friends. An ally is another player who will help the defender or attacker. This of course may mean terrain pieces, booty or other payment maybe needed to secure the deal. This could be a soda!

Outlander's Kings of War Siege Rules

So you can see how a siege in a campaign could develop into a multi-player battle. These can be a fun Saturday afternoon game.

Alright, you have looked at the rules.

Set up the terrain and castle and "BE OFF WITH YOU!"

Credits:

- (1) Practical Wargaming by Wesencraft, C.F. Published by Hippocrene Books (1974) ISBN 10: 0882542710/ISBN 13: 9780882542713
- (2) Warhammer Siege by Rick Priestley published by Games Workshop (1988)
- (3) Mantic Forum [Home Brewed] Siege Rules by Ksnyder86 23-10-2015
- (4) Outlanders Gaming Guild for Playtesting
- (5) Reviews: Grant Barnes, Daniel McCarty, Travis Timm, Jon Vlach, Matt Coufal, Corey Miciunas and Mark Kyriess.