

## WIP Kings of War Siege - by DIY-Terrain

- Follow Siegecraft 2.0 document with the following changes:
  - Ignore those point costs entirely (Not a final solution, but a working solution right now)
  - All units on walls have braziers
  - Nerve for Curtain Wall is 9/11
  - Nerve for the Door on gatehouse is 9/11
- Defenders
  - Unit's the are to occupy a wall or tower at the start of a game cost double the points. Ex Missile Troops normally cost 100 points, but occupying a wall, they cost 200.
  - Wall Defenders
    - Units on a wall will gain +2 Defense against shooting
    - Units also gain +2 Defense against Attackers ascending the wall
    - Up to a Regiment(20) is allowed on a section of wall or tower at one time + 1 Hero or Monster
  - Banners **\*Untested\***
    - Only one banner may be placed on a tower. All adjacent walls / gates can use the ability given by the banner
    - Only one banner can be used by a unit, however, they may get the option to pick from 2 depending on the castle setup
      - Unit Colors
        - +1 Def to all adjacent battlements
      - We got this
        - 1 Nerve re-roll per game
      - There aren't that many
        - +5 attacks on initial round of close combat after the first unit climbed ladders.
  - Boiling Oil - 50 points
    - Counts as a unit
    - Me 4+ AT 4
    - All hits cause damage
    - Only able to use when a unit is in contact with the impassible side of a gatehouse. Once the door on the gatehouse has been breached, the oil is no longer effective.
- Attackers
  - Advanced Deployment of Manlets, 10-12" in from normal deployment
  - Cannons and Trebuchet's get bonus versus wall sections
  - Siege towers and battering rams always give +1 cover to the unit pushing.