ONUS!

TERRAIN & FORTRESSES

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CONTENT

This expansion allows you to play *ONUS!* with terrain elements and fortresses, enabling you to recreate more detailed battles with even more options.

It includes the following components:

MARKERS:

◆ 'Climbing' and 'Climbed' markers (x8)

◆ 'Fire' markers (x20):
To indicate the intensity of the fire in a structure.

◆ Ram markers (x6)

◆ Unit markers (8x2) used to easily identify units occupying enclosed structures, i.e. towers or watchtowers.
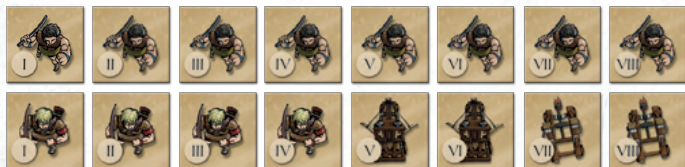
TERRAIN TILES:

◆ **FORESTS:** 6x 3 different models.

◆ **HILLS:** 5x 3 different models.

◆ **MOUNTAINS:** 2.

◆ **LAKES:** 2x 2 different models.

◆ **RIVERS:** 10 straight sections, 4x 90º bends, 4x 45º bends and 2 fords.

◆ **BRIDGES:** 3 wooden bridges and 3 stone bridges of different widths.

◆ **FORTRESSES:** stone and wood, with 20 sections of each.

◆ **VILLAGES:** 2.

◆ **WATCHTOWERS:** 2.

◆ **BARRICADES:** 11.

◆ **TRENCHES:** 11.

◆ **SIEGE TOWERS:** 4.

◆ **CALTROPS:** 12 *(4 larger ones)*.

SPECIAL RULES

Use the following special rules for terrain and structures in addition to the base game rules:

RANGED ATTACKS FROM DIFFERENT HEIGHTS: a unit attacking from a higher position than its target receives a **+1 ⤙ bonus,** both to Hit and Damage; additionally it gets **+1DU** when attacking in short range. *E.g. if an Onager shoots from a tower against a target at a lower height, its maximum range will still be 8DU, but it will get a +1DU bonus at short range, which will be 5DU against targets at a lower height.*

MELEE FROM DIFFERENT HEIGHTS: a unit engaged in melee combat against another unit trying to reach its same height level will get a **+1/+1 ➘** bonus and has attack priority. Apply this when assaulting walls or hills, or when crossing a ford and bumping into the enemy in the other bank.

RANGED ATTACKS AND LINE OF SIGHT: the general rule changes when attacking from different heights. When the attacking unit is in a higher position and it performs a parabolic shot *(Archers and Onagers)*:

◆ *If an obstacle is closer to the attacking unit than to the target, there is no penalty.*

◆ *If an obstacle is closer to the target unit than to the attacking unit, the latter gets a -1 ⤙ penalty.*

If the attacking unit **is not in a higher position,** the general rule applies. Thus, if there is an obstacle or any other unit at the same or at a higher level than the target that covers it, the attacking unit will receive a **-1 ⤙ penalty** and it can only shoot if it is a unit of **Archers or Onagers**. As usual, it is only necessary for part of the card to be visible, without obstacles, to avoid penalties when making a ranged attack. *Example: there is a forest (1 level high) at 1DU of the target (closest point of the card) and at 2DU of an Archers unit located on a wall. Since the obstacle is closer to the target than to the Archers, they have no line of sight and will suffer a penalty of -1.*

DIFFICULT TERRAIN MOVEMENT: moving in difficult terrain like forests, fords, villages or caltrops *(even if only partially)* will cost double. The cost of rotations remain at **1DU,** but they will be limited to a maximum of **45º.** Doing this does not prevent you from charging. *E.g. a unit capable of moving 3 DU changes formation, thus being forced to perform a reduced movement, 1.5DU. After moving 0.5 DU, it comes into contact with a forest and therefore it can only move an additional 0.5 DU, as it now moves through difficult terrain and the movement cost is doubled.*

LIMITED MOVEMENT: applicable when moving through special terrains like climbing a hill or when entering or exiting a structure. Units will move half of their movement value and they may charge.

Skirmishers will only reduce their movement by -1 👣👣.

Units can make ranged attacks. Limited Movement is similar to Reduced Movement since you can move the same maximum distance but you may still charge and make ranged attacks; additionally, **Skirmishers** also suffer a movement penalty. In any given turn, if a unit is already doing a **reduced movement** *(e.g. because it changed formation),* the rules for this type of movement prevail, thus preventing the unit from either charging or making ranged attacks.

MELEE: storming a fortress, if the facing units in both sides of the structure are at the same height, they enter melee combat; this may occur because a section of the wall has collapsed, after climbing a wall, or when the attackers use a **siege tower.** Therefore, the no ranged attacks rule *(by other units)* applies unless otherwise stated on an Action card. *E.g. during an assault, if the attacking unit climbs the wall, or a section of the wall has collapsed, the facing units would be in direct contact, so they would enter melee combat and no ranged attacks are allowed.*

OVERLAPPING: inside a fortress, units may overlap each other partially and pass through friendly units without breaking them. See the '**Fortresses**' chapter in the '**Structures**' section.

STRUCTURES AND FLANKING: units inside structures such as **towers, walls, watchtowers, siege towers or villages** are considered to have neither flanks nor rear if the attacking unit is outside the structure.

But, if the attacker enters the structure and, for example, makes an attack against a unit located on a wall, this will no longer apply, since walls only protect units from external attacks.

CAVALRY: cannot storm buildings, the only exception being **Elephants** that may charge against wooden structures. **Mounted units** cannot carry a **battering ram.**

FACING: any unit that comes into contact with a **tower** *(whether a fortress, siege tower or watchtower),* **wall, city, river, trench, barricade** or **bridge** can optionally face or surround it when possible, at no additional movement cost.

⚔ TYPES OF TERRAIN ⚔

FOREST:

MOVEMENT: Units must perform **difficult terrain movement** as soon as they come into contact with a Forest, doubling the cost of any further movement. The unit may charge the enemy as usual, if it did not have to perform a **reduced movement** for any other reason. *For example, a Triarii unit moves 1 DU and comes in contact with a Forest. Thus, having 1 DU remaining, it can only move an additional 0.5 DU.*

Being in a forest provides a **+1/+1 ♥ shield bonus,** for both attacker and defender. To confirm whether or not a unit is protected by a Forest, the center of the card must be within the Forest.

◆ *Height: ONE level high for line of sight purposes.*

◆ *Units can perform ranged attacks through forests if they are within 1DU of their target. When farther away, vegetation prevents hitting the target, making ranged attacks impossible.*
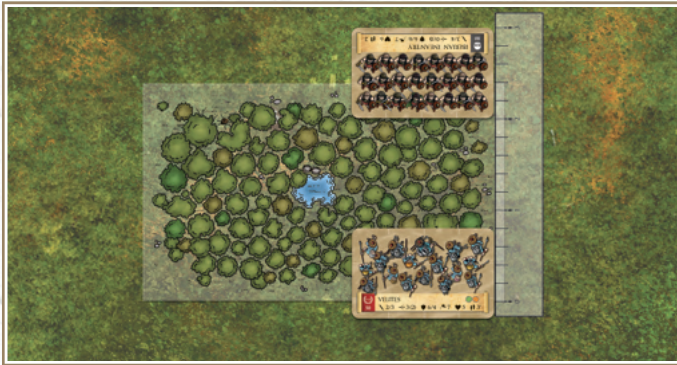
In this example, a unit of Velites wants to throw javelins at an Iberian unit. Since there is more than 1 DU of forest between them, the vegetation acts as an impregnable shield, thus preventing the attack. If they get closer - under 1DU - then they could make the ranged attack, although the target will get a +1/+1 ♥ bonus.

If two units are located on opposite sides of a **forest** without **line of sight, Onagers and Archers** can still make ranged attacks *(due to their parabolic shots),* but they will have a **-1 ↜ penalty** to hit and **damage,** as they have no **line of sight.**

MOUNTAINS AND LAKES:

These types of terrain are considered unsurmountable and units cannot overlap them, even partially. *In this example, you can rotate the unit by pivoting on the lower right corner to avoid overlapping the lake. However, it is not possible to pivot on the upper corner.*

Mountains are similar to **Lakes,** except that they block the line of sight at any height and, therefore, no ranged attacks are allowed over a **Mountain.**

Hills:

A unit is considered to be on top of a **Hill** if the center of the card is located on top of it.

MOVEMENT: to climb up a **hill,** units must perform **limited movement.** There is no penalty for climbing down or moving over a **hill.**

MELEE: units on top of the **hill** will have attack priority if the other unit is on the hillside or not on the **hill;** therefore, the unit must roll a morale check before counterattacking if it receives any wounds.

Additionally, the unit on top of the hill gets a **+1/+1 ⬊ attack bonus.**

RANGED ATTACK: if the target is at a lower height, the attacker gets a **+1 DU range bonus** and a **+1 ⤙ bonus at short range.**

For **line of sight** purposes, it is considered **ONE level high.**

*In the following example the Iberians and the Velites are at the top of the hill, since the center of both cards is on the **hill**.*

However the Triarii unit is on the hillside and will have to perform limited movement if it wants to climb up.
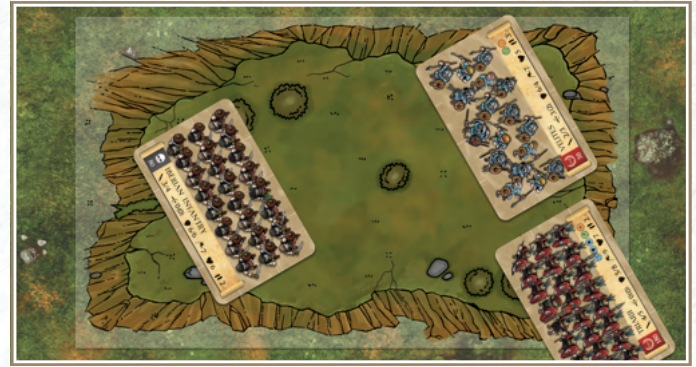
Rivers:

Rivers are insurmountable,, except for specific scenarios stating otherwise, in which case rivers will be treated as **fords.**

They can only be crossed by bridges or **fords.** As with **lakes,** units cannot overlap the edges and can face them without additional movement cost when coming into contact with them.

These river sections are considered **insurmountable.**

FORDS:
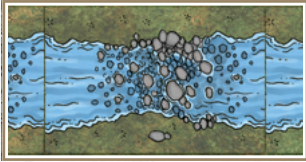
MOVEMENT: when a unit comes into contact with a **Ford,** it can face it at no additional cost by aligning the card with the **ford.** Once at the ford, the unit must use **difficult terrain movement.**

Units cannot rotate at a **ford,** they can only cross the river in a straight move. Units cannot use **special formations** *(blue counters)* when crossing a **ford,** and in addition the **Lunge** ability is lost.

COMBAT: if there is an enemy unit defending the opposite bank, the crossing unit must engage that unit once it has crossed the river. The defending unit facing the river bank is considered to be at a higher level, it gets a **+1 ⬂ attack bonus** and has attack priority.

If the enemy units are at the **ford,** standard melee conditions apply to both. If the opponent is not facing the **river bank,** the unit leaving the ford must still engage the defending unit, although the defender gets no bonus in this case.

BRIDGES:

Wooden bridges can be set on fire and have 7 ⬧ resistance and 7 ♥ durability. **Stone bridges** have 8 ⬧ resistance and 8 ♥ durability, and cannot be set on fire.
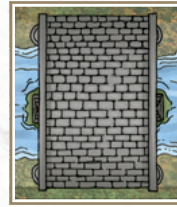
If a **bridge** suffers damage and there is a unit on it, it receives **collateral damage** *(check page 25).*

If the **bridge** is destroyed, the unit returns to the river bank where it came from *(check 'Artillery' and 'Damaging and setting structures on fire').*

A unit crossing a **bridge** must use limited movement. If a unit comes into contact with the enemy on the other side, it must engage this unit with the sections allowed by the width of the **bridge** *(1 or 2 sections).*

Use section markers to represent a unit that ends its movement in the middle of a **bridge.** If there is an enemy unit blocking the **bridge,** they will engage in melee combat with as many sections as will fit across the width of the **bridge.** As with the **ford,** if the defending unit is not facing the **bridge,** the attacker will automatically engage the enemy unit with all sections, even if part of the unit overlaps the **river.**

Check the special rule for crossing **"Choke Points"** in the **next page.**

*The following example shows a Triarii unit ending its movement at a **ford** in the **river,** preparing to cross it facing the bank at no additional movement cost. To its left, there is another Triarii unit crossing the **river** on a 2-section bridge, represented by section markers. They continue moving until engaging the enemy unit.*
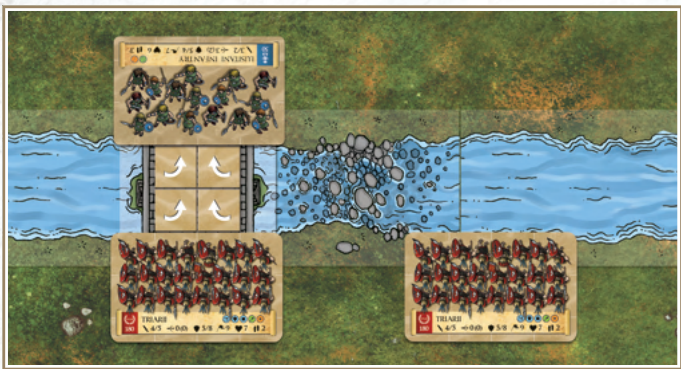
Choke Points:

In cases where a unit must cross a **bridge, fortress gate** or any other **choke point** where the unit is wider than the area to be crossed, use section markers to represent movement and attacks against other units defending the crossing.

If there is no unit blocking the path, the unit has **limited movement** until it crosses it completely.

If there is a unit that does not completely block the path, then the enemy can be charged since the **limited movement** allows it. The attacker engages the target as in any other combat. If there is insufficient space between the defending unit and the obstacle

(e.g., a river or collapsed wall) the structure can be ignored and overlapped, since, in effect, the unit uses the available space to take the formation.

*Example: there are two units defending the **bridge** without blocking it, and both are at the same distance from the crossing unit.*

*1 - A Triarii unit arrives at the **bridge** and faces it at no cost so that 2 sections fit on the **bridge**.*

*2- In the next turn it is activated to cross the **bridge** with **limited movement**. It only advances 1DU, enough to cross it.*

*3- The Triarii is activated again to leave the **bridge** but comes in contact with two defending units so it is necessary to decide which unit to face and engage in **melee combat**.*

4 - You decide to engage the unit on the right, although you must partially overlap the river with the unit's card. Since there is another enemy unit nearby, you must engage the target with the 4 front sections instead of 3.

5 - If during its turn the other enemy unit enters melee combat with the Triarii, it may envelop the Triarii as long as the section marker does not overlap the river.

STRUCTURES

Structures can only be damaged by **Siege units** *(Onagers, Ballistas, Scorpiones...).* If it is a wooden structure, it can also be damaged with **Rams** and **Elephants** or with **incendiary projectiles** *(see section 'Damaging and setting structures on fire').* **Structures** have these values:

HEIGHT: height level of the structure.

RESISTANCE: represents how hard it is to destroy *(for both attacking values).*

DURABILITY: represents how much damage it can take before collapsing; mark it using **Wound markers.** Remove the tile if you manage to collapse a wall section or a building.

UNIT MARKERS:

They are used for representing certain situations in which units are placed in confined spaces, such as towers or watchtowers. **They are twin markers:** one to be placed on the structure and the other on the unit's card.

VILLAGES:

For **line of sight** purposes, a **Village** is ONE level high. **Villages** can be set on fire and each half of the village has its own **resistance** and **durability** .

To enter or exit a **village,** units have limited movement, but if they move through the **village,** then they will have **difficult terrain** movement. To exit the **village,** measure movement from any edge of the section of the **village** where the unit was.

When a unit comes into contact with an empty **village,** it can occupy it immediately or move through it. You can position the unit as you wish within the markings of the **village tile,** as it will have no flanks or rearguard. Two units cannot occupy the same section of a **village,** but units can cross a **village** already occupied by a friendly unit *(even with mounted or siege units)* without any additional effect, but you cannot end your turn overlapping those units.

Soldiers are deployed among the houses to defend the village, gaining a **+1/+1** 🛡 defense bonus in melee due to the protection provided by the buildings and a **+2/+2** 🛡 defense bonus against ranged attacks.

If two opposing units simultaneously occupy a **village** *(occupying both sectors),* there will be a battle but only if the active player so chooses, even if the units are in contact with each other. However, the attacker will lose any possible bonus granted by the **village.**

In this example, the Iberian Infantry performs a limited movement occupying a sector of the village. Since there is already an enemy unit in the village, they must decide whether to engage the Triarii in close combat (losing any bonus) or occupy the buildings without fighting.

FORTRESSES:

HIDDEN UNITS: defending units inside a **fortress** that are not defending the **towers or walls,** can be placed face down, hidden from the opponent until they are hit, until they move to the **towers or walls,** or until they move more than **1DU** in a turn *(they'll remain hidden when moving under 1 DU).* If they are the target of units that use parabolic shots, such as **Onagers or Archers,** the attackers will have a **-1** 🎯 **penalty** to hit and damage *(as they cannot see them)* but at that moment, they can reveal the target unit and thus, the card will be flipped after playing the appropriate **Events.**

OVERLAPPING UNITS: within a **fortress,** units can move through friendly units, and overlap them without breaking them. Only the top sections and units can attack or defend. If a unit ends its movement overlapping with another unit, the front sides of both must be aligned.

When you **overlap units,** you can choose which one will stay on top.

A section of a unit can only overlap a section of another unit, although the same unit can have different sections overlapped by different units.

If there are **overlapping defender units,** attacks are made against the unit at the top of the stack of units. If these units are defending a wall, collateral damage after the wall is damaged or destroyed **will be applied to all units in contact with it.**

A unit overlapped by another unit can make a ranged attack if it has at least one non-overlapped section.

If during a combat an overlapping unit is destroyed or flees, a new combat will immediately take place that turn, with new events, against the unit at the bottom of the stack with the sections in contact with the attacking unit. As a reminder, if the unit on top fled, it caused the unit below to break and will therefore fight with the corresponding penalty.

<u>OCCUPYING DEFENSES</u>: a unit can take a tower, a wall or an empty structure with a **limited movement** and occupy that space automatically once it comes into contact with it. If that space is a tower that is part of a fortress, such contact must be made from inside the walls. To exit the tower, the unit has **limited movement** to exit from the inner side, while exiting from the outer side will exhaust its available movement. In any case, being a **limited movement** *(not a reduced movement)* the unit can perform ranged attacks or attack the enemy if it comes into contact with it, e.g. when taking a tower if there is already an assaulting unit in contact with it.

Mounted units cannot take defenses on walls or towers and cannot climb up or down any structure. They can only take up a position inside, pass through collapsed walls or pass through gates. Like **infantry,** they can engage a structure and attempt to set it on fire. If they engage a structure, they are susceptible to enemy attacks.

There are some circumstances in which a unit, when exiting a structure and encountering an enemy unit, may overlap the structure.

In these cases, use the **section markers**. They cannot overlap any structure, except if it is the structure they just exited.

For example, in the following case a unit exits a tower and moves into the fortress (with limited movement) to repel a nearby assailant.

Use a maximum of 4 section markers to attack the enemy but, in this particular case, there is only space for 3 of them without overlapping other structures, such as the wall. Therefore, in this case you only roll 3 dice (3 sections) and the defender will be flanked. You can also attack with 2 markers on the left flank as there is enough space to place them and so you could attack with 4 sections (4 dice).
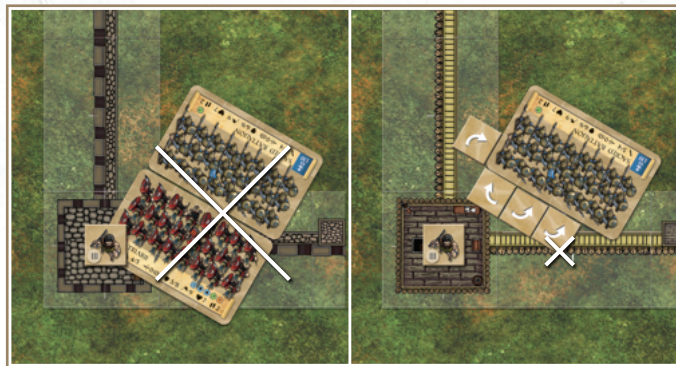
FLEEING FROM FORTRESSES: when a unit defending a fortress is forced to flee, it will move into the fortress, stopping next to a section of wall that has not collapsed. It will not be able to move again until it gets reorganized.

If the fleeing unit is an **Artillery unit,** it is removed from the battlefield. A unit that passes through another friendly unit while fleeing will break that unit.

WALLS:

They are considered to be **ONE level high** and grant a **defensive bonus of +2/+0 🛡**. **Wooden walls** can be set on fire and have 6 🐍 resistance and 7 🪓 durability. **Stone walls** have 7 🐍 resistance and 8 🪓 durability, and cannot be set on fire.

If you move a unit into a wall, you can automatically face it without additional movement cost by adjusting the unit card to the markings printed on the wall section. If the unit comes into contact with the wall on the inner side of a fortress, it is considered to be on both the top and the bottom of the wall.

As inside a fortress, units can overlap each other without breaking, but only the unit at the top can defend the wall. Defending on top of the wall against an attacker climbing it gives a **+1/+1 ⚔ bonus and attack priority** to the defender.

Further details will be given for the attacker in the **'Assaulting fortresses' section,** explaining how to climb a wall from the outside. The attacker can also try to cause damage to a wooden wall or the door with a battering ram or incendiary projectiles.

In this example, the Iberian Infantry approaches the wall with a regular movement of 2 DU. The Sacred Battalion also performs a regular movement and, when it comes into contact with the wall, it can face it automatically. In this case this is mandatory as it overlaps with the other allied unit, so you have to join sections and choose which unit stays on top.
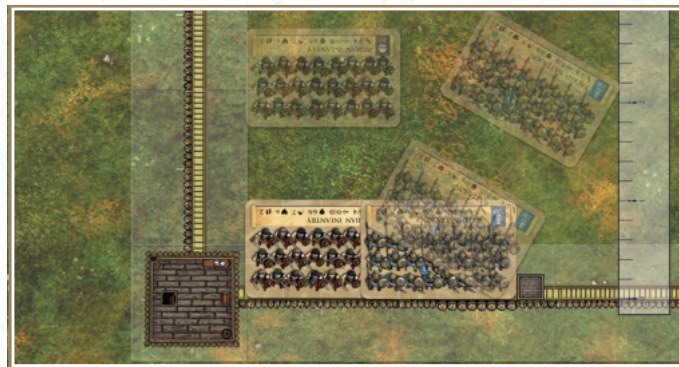
Here, the Iberians make a limited movement towards the wall and the tower; therefore, they could either occupy the tower completely or face the wall to defend it. As the tower is already occupied, they can only face the wall.
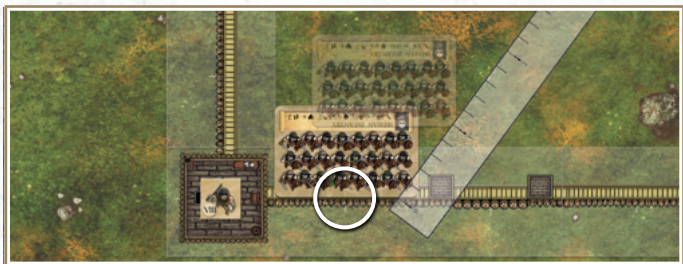
Defenders can climb a wall from the outside, by hanging off it if they were facing it. This action consumes all movement points, as when an attacker climbs a wall. The unit completely descends the wall in one turn, provided it does not come into contact with the enemy at the end of the action.

The unit will be located on the other side of the wall.

In this other example, the Roman assailants are automatically faced with the wall mark.

After the *Triarii* have climbed the **wall**, they will fight two battles in any order they chose, one with *3 sections* against the *Iberians* and another with *1 section* against the *Sacred Battalion*. In the following turns, if there is space and the *Triarii* unit activates again, it can envelop the enemy unit, which will lose the *+2/+0* ♥ *defense bonus* granted by the wall, the **attack priority** and will have an **additional -1 penalty** for being flanked and a *-2* ♥ for being attacked from the rear.

In its turn, the Sacred Battalion can move laterally to avoid being enveloped by the Triarii and prevent them from entering the fortress.
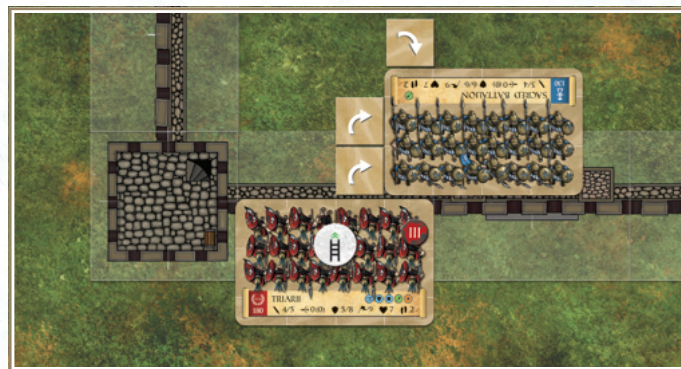
IMPORTANT: a unit that has just faced a wall can make ranged attacks or receive them, since the units are not at the same height and therefore are not in melee combat.

MOVEMENT: if a unit passes through an opening in a wall where there is no defender, it can move into the fortress with **limited movement.** If there is a defending unit, use the section markers to adapt to the specific situation.

In the following example, a gate section of the wooden wall has taken 5 damage and, therefore, the gate is destroyed. This allows the Triarii unit to partially cross and enter the fortress, neutralizing any defense bonus the wall may grant the defender. In addition, the defender receives a penalty for being flanked. The Roman Triarii will attack with 2 sections against the Carthaginian unit with 5/5 ♥ defense due to flanking.
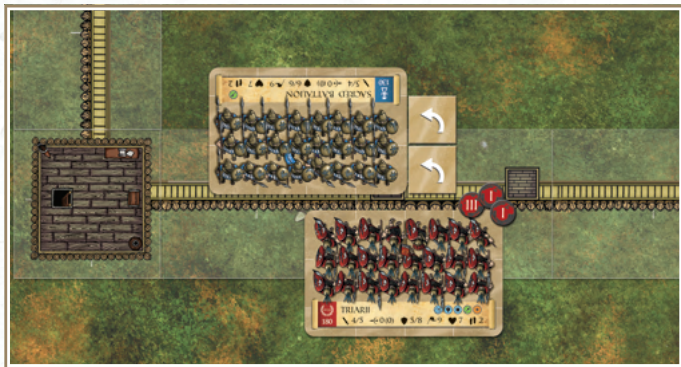
LATERAL ATTACK: you can move a unit placed on a wall laterally with **limited movement.** This allows you to attack enemies inside the fortress and is the only case in which a **lateral charge** is allowed.

DEFEATING A DEFENDER: if an attacking unit defeats or forces the defender to flee and the unit was not overlapping others, the attacker can occupy the space by moving towards the fortress, leaving the inscription on the card as shown in the following image. If there is another enemy unit in contact on either flank, there would be a new combat in the same turn *(lateral attack).* As both units are at the same height no height bonus can be applied.
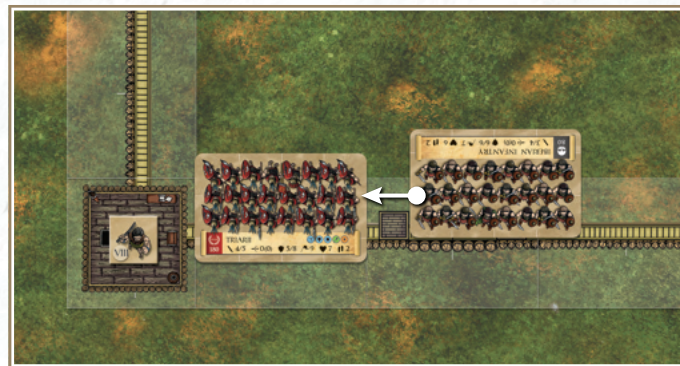
For example, in its turn a unit of Triarii manages to destroy or force an enemy unit to flee, so it occupies that wall space moving towards the fortress. In their turn, the defender activates the Iberian Infantry making a limited movement through the wall to make a lateral attack against the Triarii. Neither unit gets a bonus, either for the height or the wall, but both receive a -1 ♥ defense penalty for being flanked. In this case, 2 dice are rolled since 2 sections are in contact.

CORNER WALLS: he corner wall section has space to be occupied by a unit section that would defend both exterior sides of the wall, ignoring the orientation. If attacked, it **is not considered flanked,** as shown in the following image.

COLLAPSED WALL: if a wall collapses, all defending units will suffer **1 damage** for each section in contact with the wall and must make a morale check.
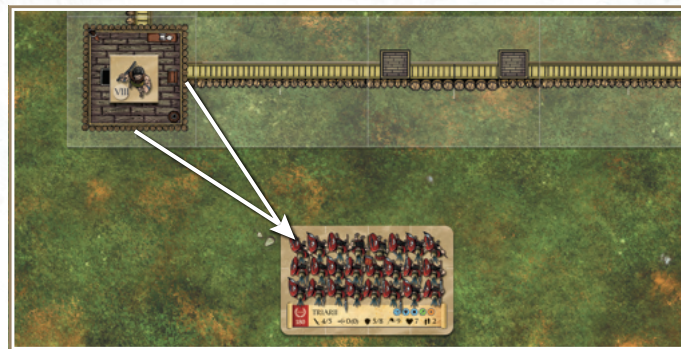
TOWERS:

They are **2 levels high** and grant a **defense bonus of +2/+0 ♥** to defenders, except if the assault comes from within the **fortress**. **Wooden towers** can be set on fire and have 7♥ **resistance** and 8♦ **durability**. **Stone towers** cannot be set on fire and have 8♥ **resistance,** and 9♦ **durability**.

The width of the **tower** equals **2 sections** of the unit, this has to be taken into account when facing an attacker. When placing a unit in the tower use a marker to easily identify the unit inside and place the matching marker on the unit card, which will be moved out of the battlefield.

Like villages, towers have no flanks or rearguard. Only one unit can occupy a tower. If a tower is empty, a unit that moves with **reduced or limited movement** from within the fortress may enter the tower as soon as it comes into contact with it. Then, place a unit marker on the card and set it aside and place the matching marker on the tower. If a unit wants to enter a tower from outside the fortress, it can do so by climbing **2 levels** if the tower is empty.

When making **ranged attacks** from a tower, use the center of whichever side is closest to the target as a reference to measure the range.

*In the previous example, unit VIII is defending the **tower** and is capable of a ranged attack, so it can target the Triarii by measuring from the center of either side closest to the target. Being at a higher level, it receives a +1 ⚔ ranged attack bonus and its short range is increased by 1DU.*

COLLAPSED TOWER: if a tower collapses, any unit inside is automatically eliminated.

WALLS WITH A GATE:

Use the resistance of the wall for **ranged attacks (6♥ if made of wood and 7♥ if made of stone).** You cannot target the door directly with **ranged attacks.** For **melee attacks** you can choose to target either the wall or the gate if the unit touches both. The door will have **5♥ resistance** (in melee) if it is a **wooden wall** and **6♥** if it is a **stone wall.** For ranged and **melee attacks,** the gate has **5🛡 durability** if it is a **wooden wall** and **6🛡** if it is a **stone wall.** The door is always made of wood, so it can be set on fire or destroyed with **Elephants or Rams.**

Wound markers received apply to both the wall and the gate. If the **total damage** exceeds the durability of the gate, it is destroyed. If it also exceeds the **durability** of the wall, remove the entire section *(or flip it over),* since both the gate and the wall collapse. That is, a wall with a gate will lose its gate by suffering **5 damage points** *(6 if it is a stone fortress).*

Defending units can cross the gate with **limited movement.** The gate will close once they have crossed it. If there is a unit in contact with the **gate** blocking the passage, this action cannot be done.

*In this example, a Triarii unit has damaged the structure with support from a battering ram. As they are in contact with both the wall and the gate, they choose to attack the latter, which has less durability. The damage is applied to the structure as a whole. Upon reaching 5 damage, the gate collapses and, therefore, 2 sections of both units will come into contact. From this moment on, if the attacker wants to continue using the battering ram, they will have to use it against the **wall.** The wall will collapse as soon as it receives 2 additional damage points, also inflicting damage to the defender (1 wound per collapsed section). If the attacker decides to fight instead of using the battering ram, they will attack with those 2 contacting sections through the defender's gate, who will have no defense bonuses. If the attacker can make ranged attacks, they could make a ranged if they weren't carrying the battering ram and there were no sections in contact.*
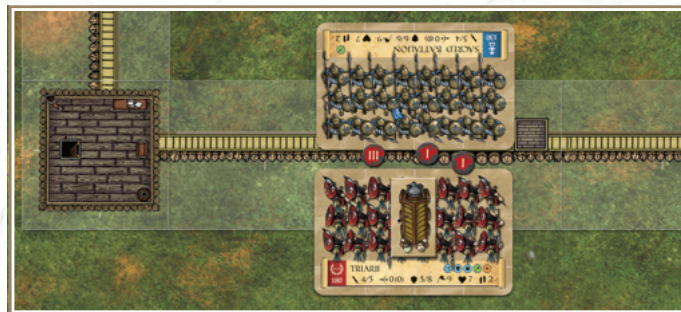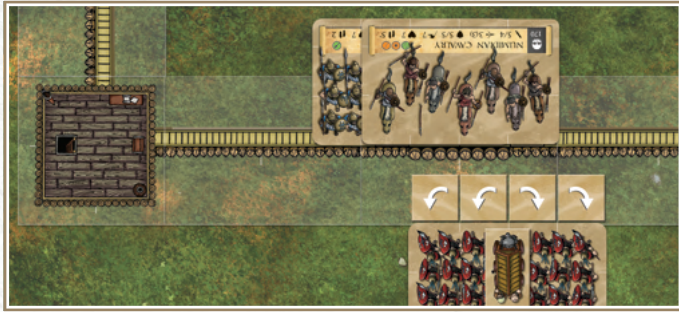
*In this other example, the attacker with a **battering ram** has not yet reached the **wall** and the defender decides to open the gate and go out with **limited movement** to attack with the 4 front sections of the unit. It can even encircle the enemy if one of the sections overruns the enemy position. If the defender were a skirmisher, it could open the gate, approach the enemy, make a **ranged attack**, retreat and close the gate, as long as it uses **limited movement**.*

WATCHTOWERS:

They are considered **2 levels high** and the same values as **wooden towers**. They can be occupied by a single unit and have no flanks or rearguard. Use a **unit marker** to clearly identify who is inside. Assault rules and projectile damage *(more on this later)* also apply as they would in the case of fortress towers. **Watchtowers** cannot be inside a fortress, but can be located anywhere else on the battlefield.

A **watchtower** can be occupied during the initial deployment of units if it is in a player's deployment zone.

SIEGE TOWERS:

Siege towers grant the defender a +2/0 ♥ **bonus.** They are considered **2 levels high,** have 6♥ **resistance** and 7⚒ **durability.** They can be set on fire.

MOVEMENT: it can move if the unit occupying the structure is activated, but it cannot move in the same turn that a unit enters it. It is treated like a **fortress tower or watchtower,** although it can move up to **2DU** per turn, using the same movement rules as a standard unit, using any corner of the tile *(not the drawing itself)* to rotate.

This **tower** is hauled by both animals and men, and it can do a **reduced movement** of **1 DU** when moving sideways, diagonally or backwards..

Artillery siege units can be permanently placed in a **siege tower** at the start of the game, but they cannot move up or get off a **siege tower** during the battle. With the exception of **mounted units,** any unit can move up or down from **watchtowers and siege towers** using **limited movement.**

During the **Deployment Phase,** you can place a unit inside a **siege tower** before the battle begins. To occupy the tower during the battle, you must use **limited movement,** so the unit can make **ranged attacks** that turn. **Siege towers** cannot **enter forests, climb hills, cross rivers or bridges, barricades or trenches,** or any type of structures, and cannot change height level.

Only one unit can occupy a **siege tower** and a **Unit marker** is used to represent it. This unit occupies both levels of the tower. If a **siege tower** is attacked, it does not move and the same rules for storming a watchtower apply.

MELEE: since it is **2 levels high,** the unit inside it can attack any position up to **2 levels.** It will attack with **2 dice** for each side of the tower in melee and will have to face the wall or tower like any other unit.

When attacking a wall, you will have attack priority and you will get a **+1/+1** ⟍ **attack bonus** due to the height level difference. If you attack a position **2 levels high,** for example coming into contact with a **fortress tower,** the battle will be on equal terms.

RANGED ATTACKS: f there is a unit capable of a **ranged attack** inside the **tower,** it can attack as usual, with **4 dice** at close range and **2 dice** at long range. However, the tower cannot move that turn. To measure the range, place the ruler in the center of either side of the tower towards the target. Like any other tower, a siege tower has no flanks or rearguard.

In this example a unit of Velites is located in a siege tower, 2 levels high, so it can throw javelins at a maximum range of 2DU (instead of 1DU) since it is at a higher level. Therefore, in this situation both enemy units are in range. It will suffer no penalty as there is a clear line of sight, given that the obstacle is closer to the attacker than to the target.
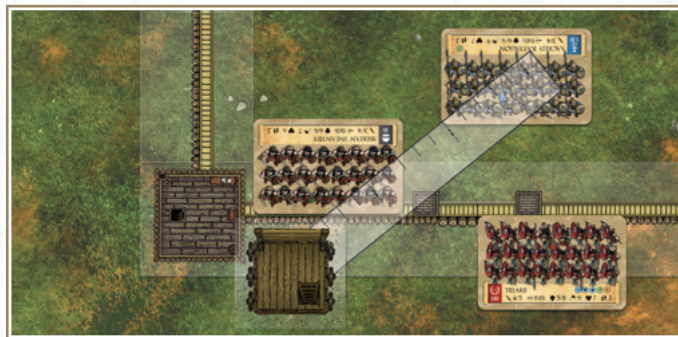
If you decide to attack the structure itself - the siege tower in this case - and not the unit inside it, you will attack the base of the tower, which means that there are no penalties for the attacker. However, if you make a ranged attack from a fortress, you will attack from a higher level.

Caltrops:

A unit moving through **caltrops** may suffer damage and will move with **difficult terrain movement.** The opponent rolls **1 die** for each section that passes through a **caltrops** covered area or upon contact, once movement is completed. For every **6** rolled on the die, they take **1 damage.** If wounded, the unit must make a **morale check.** Since this is not combat, there are no events. However, if a unit was in combat with an enemy unit, it first suffers the damage caused by the **caltrops** and then rolls the **morale check,** if necessary. If a unit ends its turn over **caltrops,** it takes damage again once it crosses them in a later turn. If a unit ends its turn on **caltrops,** it will take damage again when it moves and exits the tile, but will not take any additional damage as long as it remains on the tile.

DESTROYING CALTROPS: if you place a unit on top of or in contact with an area with **caltrops,** on the next turn you can activate the unit to clear the area and remove the tile, as long as you are not engaged in melee combat and no other action is taken on that turn. No additional damage is received the turn a unit is clearing an area with **caltrops.**

Trenches and Barricades:

These are defenses that can be used in any type of terrain and grant a +1/+1 🛡 **defense bonus** in melee. If a unit has to cross this terrain, even partially, it will have to use **limited movement.**

The ability **'Lunge'** is not available when crossing any of these defenses. These structures are insurmountable to **Artillery units** and **siege towers.** If a unit comes into contact with the structure and there is no enemy unit protecting it, the unit may activate in the next turn to remove the obstacle, but may not take any other action that turn. If the defender is attacked through one of these obstacles but any of the sections is in direct contact with the enemy *(e.g., when enveloped),* no defensive bonus applies.

For example, if a unit uses 3 sections to come into contact with a defending unit in a trench, but the remaining section surrounds the defender, the attack will be a standard combat for all sections, ignoring any defensive advantage the trench may grant.

TRENCH: if you decide to attack a unit behind a **trench,** you have two options: you can face the trench without crossing it, so you do not enter combat; or you can charge at the defender.

In the first case there will be no combat, but in the following turn the defender will be able to activate their unit to cross the Trench and attack the enemy unit with no modifiers on either side.

In the second case, a melee will ensue, the defender gets a +1/+1 ♥ defense bonus and attack priority. If the attacker also has any ability giving them attack priority (e.g. a Phalanx) then the combat will be simultaneous.

Cavalry does not attack in melee

Cavalry attacks in melee

Battle if desired by the active player

BARRICADE: it is a defensive element for both sides, depending on who is the active player.

When coming into contact with a **Barricade,** you can face it without any **additional cost,** but attacking will be optional.

In following turns, the active player can attack if they choose to do so and the defender will get a **+1/+1 ♥ defense bonus.**

⚔ ASSAULTS AND DAMAGING STRUCTURES ⚔

ASSAULTING FORTRESSES:

ATTACKING UNIT: a unit **assaulting a fortress** is equipped with ropes, ladders and other tools, unless otherwise specified in the scenario. As a reminder, **towers** are **2 levels hight** and **walls 1 level high.**

During an assault, you need **1 turn** to climb to a higher level. The higher the structure, the more turns it takes to climb it.

When facing the wall, the assailant will place a **Climbing marker** *(red arrows)* on the unit's card to indicate that it is climbing. On the next turn the counter will flip over to show its **Climbed side** *(green arrows)*, indicating that the unit has climbed **1 level** and that no further activation will be necessary to finish the ascent.

In this example, to assault a tower (2 levels high) you must first face it. In the following 2 turns, you receive the defender's attacks without the need for activation on their part. This makes assaults on the higher heights extremely difficult without a siege tower. This particular example represents a unit attempting to assault a tower with 4 sections. Once the unit has started climbing, the structure cannot be enveloped, so the decision has to be made before climbing and, once initiated, the envelopment markers cannot be discarded.

A unit initiating an **assault on a wall or tower** can extend the formation *(to attack with 6 sections instead of just 4),* but cannot adopt any special formations such as **Wall of Shields, Phalanx,** etc. Units cannot adopt special formations when climbing a wall, which does not apply if they face a collapsed structure or do not climb the wall.

Use the following markers to indicate the current status while climbing a structure::

| Climbing | Climbed | 1 of 2 levels Climbed |

If an enemy unit is in contact with a part of the **wall,** it can automatically engage it, just as it would an opposing unit.

To this, the white marks printed on a section of a **wall** must be aligned with the sections of the unit.

◆ *In the following turns an attacker can engage in melee combat once it reaches the top of the structure, but always after taking enemy damage. In a tower the unit would have to climb 2 heights.*

◆ *A unit engaged in an assault does not need to be activated each turn to continue the assault.*

◆ *If the attacker destroys or forces the enemy unit to flee, it can move to the enemy's space to occupy it or it can stay in the same position.*

If a tower is being attacked from inside the fortress, the **+2/0 ♥ defense bonus** it grants the defender does not apply as it is considered more vulnerable. In addition, the attacker does not need to climb, but the defender has attack priority.

The following image shows an example in which 2 sections of a unit are assaulting a Tower from within a fortress without climbing it. In this particular case, the unit defending the Tower does not get any defensive bonus, but has attack priority.
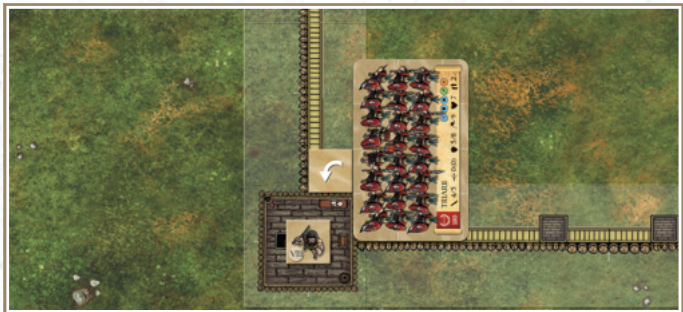
DEFENDER: even if a unit defending a fortress is not activated, it can make a **melee attack** if the attacking unit has reached the defender's height, or it can make a **ranged attack**. against any enemy unit facing the **wall.**

A unit without projectiles may attack an enemy unit while climbing if the unit is directly below, dropping stones or any other objects with a **ranged attack value of 1(0)** ⤝.

Unless the assaulting unit is at the same height, the defender may perform that **ranged attack** with a **+1/+1** ⤝ **bonus** for being at a higher level.

All **units defending the fortress** will get a **+1** ⚑ **morale bonus.** This bonus comes from the security provided by a structure and stacks with the one provided by a **General,** if they are close enough to the unit.

WITHDRAWAL: while defending a **wall,** the defender can withdraw during their turn *(as with the standard rules).* Likewise, if the attacker is at the same height, they can choose to maintain contact with the unit or stay in their current position. Defenders placed on a **wall** can extend the formation, but cannot adopt **special formations** *(blue counters).*

ARTILLERY:

Attacking or defending, **Artillery units** that are forced to flee will be automatically destroyed and removed from the game. If they are located in **towers,** they are considered fixed and cannot move, but they are allowed to attack in any direction, **360º.** Likewise, if you deploy these weapons inside a **fortress** but outside any other structure, they cannot climb a **tower** or change heights within the **fortress.**

Artillery cannot be positioned facing a wall.

The following set of **special rules** applies only to **ranged attacks** against **structures.** Note that these units cannot make a ranged attack if they have already moved in a given turn.

Ranged units can attack any section of a **wall** *(with or without a gate)*, **tower, watchtower, village, bridge or siege tower** within range or even against defending units. If they attack structures, the roll to hit must exceed the **resistance value** of the target.

◆ As with ranged attacks against units, successful hit rolls must be rerolled, and if the target's 🐍 **resistance value** is exceeded again, then damage is applied.

◆ **Fail:** if you roll a **1**, you may roll again as this is a professional unit. If you roll another **1**, it means that you have rolled a **failure**. If there is a friendly unit within **2DU** of the attacker, roll the die to damage this unit. If there are several friendly units within that range, the opponent will choose which unit to damage. Conversely, if there are no friendly units in the vicinity it will be considered a **missed attack.**

◆ **Critical:** a **6** on the hit roll automatically causes a double hit; a **6** on the damage roll inflicts **2 points of damage.**

*Example: if you make a long range attack with Onagers against a structure, you **roll 2 dice**. If you roll a **6** on each die, then you will **roll 4 dice** trying to exceed the resistance. If you roll four 6's on the damage roll, that would mean a total of 8 points of damage to deduct from the **durability value** of the structure (2 points of damage for each 6 obtained).*

COLLATERAL DAMAGES: once a structure is damaged, you must check if the defenders are also wounded. To do this, roll an attack against the unit occupying or overlapping the structure. Roll a die for each damage suffered by the structure, rolling to damage the unit and then compare the rolls to the armor, the unit's second **defense** 🛡 **value.** No additional events can occur.

*Example 1: an Onager makes a **ranged attack** and inflicts 2 damage to the structure. Then, roll 2 dice with the attack value of the Onager against the armor value of the defender (second defense value) and if you exceed it, you will have also inflicted damage to the unit, regardless of whether the projectiles were incendiary or not (see page 27). At the end, a **morale check** roll must be made.*

*Example 2: an Onager makes a **ranged attack** against a section of a wall defended by a unit of Archers. Suppose you need a 4 to hit and your dice roll is 2, 3, 5 and 6. This roll gives you one hit thanks to the 5 and two more thanks to the 6, a double hit. Next you **roll 3 dice** to damage the structure and in this case you get a 2, a 3 and a 6. The first two dice have missed but the 6 is a critical and therefore the structure receives 2 points of damage, using the corresponding markers to reflect it. Finally, you **roll 2 dice** to check if the defending unit takes damage, comparing the value of the rolls with the armor value of the unit, although in these cases **critical damage** is not applied.*

These units can also defend against units assaulting a structure, just like any other unit. Although they cannot shoot at a lower level of the structure,

but they can throw projectiles, stones, hot oil, etc., so their **ranged attack values** can be used.

When used in a fixed position in a defensive structure, these units are capable of counterattacking the assaulting units while they climb. To do so, they use their **ranged attack values,** like any other ranged unit.

Rams and Elephants:

A unit equipped with a **battering ram** will receive a **-1** **movement penalty** *(even if it is a Skirmisher unit)*, and can attack a **structure** *(walls, gates, towers, etc.)* with **4 dice** to hit and damage if it is in contact with it, regardless of the number of sections in contact. Use the unit's attack values with an **attack bonus of +1/+1** *(for a maximum value of 5/5)* against structures.

If the unit is in contact with more than one wall section, it can choose which one to attack. A unit equipped with a **ram** may be activated to drop the weapon and perform a standard movement.

If the unit flees, is destroyed or drops the **ram,** the weapon will remain in that position until another unit moves through it with **limited movement** and decides to equip it.

When a unit carrying a **battering ram** attacks, it will continue to hit the structure even if it is not activated in following turns, just as a defender unit will continue to defend itself without the need for activation in its turn.

A unit equipped with a ram cannot make ranged attacks, and it cannot adopt special formations *(blue counter).*

The attack of a ram cannot be incendiary.

An attack with a **battering ram** is resolved as a melee, with a random event and an attacker event, if any *(which must be applied in a logical way to the structure).*

However, the defender may **not use events,** since no unit is receiving the attack.

As a reminder, a unit equipped with a **ram** suffers a **-1** **movement penalty** and will move half the resulting value when performing **reduced or limited movement.** *For example, a Triarii equipped with a ram has a movement value of 1. If it wants to move diagonally, the reduced movement reduces it by half, 0.5 DU* .

Elephant units behave like **rams** and have the option to **charge against structures,** applying their own **attack values** to knock down **walls, towers and gates,** as long as they are **wooden structures.**

Damaging and Setting Structures on Fire:

SET WOOD ON FIRE: melee units may attempt to set fire to **wooden structures** using their **attack value,** if they are in contact with a **building, door, wooden wall,** etc. Like any standard attack, when attempting to **set fire** to a structure or a wall, we will roll as many dice as sections are in contact but minus **1 die.** This is to reflect this special attack made with torches, burning pitch, etc. Consequently, a unit with only **1 section** in contact will not be able to set a structure on fire. If a unit is in contact with **2 sections** of a wall, it can attack both but rolling only **1 die.** *For example, you can envelop a tower and roll 3 dice; or if you attack a wall, since each wall segment can hold 4 sections of a unit, roll 3 dice to set every section of the wall on fire.*

SHOOTING AT STRUCTURES: under normal circumstances, only projectiles from **siege engines, battering rams and elephants** can damage a structure. Projectiles such as **javelins or arrows** *(not applicable to stone throwers)* can only cause damage if they are **incendiary projectiles** fired at wooden structures. If a player chooses to use incendiary projectiles, the attack is made with one less die *(if the unit is at close range, it will roll 3 instead of 4).* Players must choose whether or not to use **incendiary projectiles** before any event is played *(either the automatic event or one selected by the player).* If the unit manages to cause damage, an **Fire marker** must be used to reflect it, instead of using a normal damage marker.

EVENTS: if a structure is under attack, the defender cannot use an event from their hand. The random event only applies if it is not linked to any specific unit, since the target is a structure.

FIRE DAMAGE: a unit cannot climb a burning structure. If a fire starts and a unit is climbing, it will automatically return to ground level. When the fire starts, the attacker will add the corresponding markers to each structure or wall section set on fire, but no damage is applied until the end of the next turn. In following turns, the damage caused by the fire is applied at the end **OF EACH SIDE's** turn That is, at the end of the attacker's turn the damage caused by fire in previous turns will be applied and new markers are added if more fires have started. After the defender's turn, apply the damage again, this time using all the markers in the structure. Therefore, the damage caused by fire is cumulative. If the damage points exceed the durability of a section of a given structure, it will collapse. Take into account the collateral damage to those units that are inside the structure or overlapping it *(as explained before),* making **morale check** rolls when necessary.

For example, if you inflict 2 points of fire damage, mark the section with 2 Fire markers to indicate that on the next turn, the structure will receive 2 additional damage.

FIRE EXTINGUISHING: activate a unit inside a burning structure, or in contact with it, to extinguish a fire by eliminating **1 Fire marker** per turn and section in contact with the fire, even in different structures with which it is in contact.

This unit cannot perform any other action *(not even move)* and if it is in contact with an enemy unit, it will receive an attack in its turn but will not be able to counterattack.

A unit **extinguishing a fire** cannot attack with some sections and **extinguish a fire** with others.

RAZING STRUCTURES: if the **durability value** of a structure or wall section is met or exceeded, the tile is immediately removed or flipped over. If there is a defender inside the structure, it will suffer **1 damage** for each unit section in contact with it, and will automatically perform a **morale check.** If the razed structure is a tower or an enclosed structure *(such as a village),* the unit inside is destroyed. If an attacking unit faces both a collapsed and an uncollapsed section of the wall when engaging a defending unit, any bonus the defender had does not apply and it loses **attack priority.**

Fires can spread. If a structure collapses while on fire, the **Fire markers** are automatically moved to the sides when in contact with other structures, distributing them evenly. If a marker remains after distribution, the defender chooses where to place it.

For example, if there are 3 Fire markers on a collapsing wall connected on one side to a wall with a gate and on the other to a tower, 1 fire marker must be placed on each of the two connected walls, and the remaining marker is placed at will by the defender.

SCENARIOS WITH FORTRESSES

BATTLEFIELD: your **battlefield dimensions** must be as indicated in the **base game manual** or as specified in the **scenario settings.** Both players may also agree on the dimensions of the battlefield before the game.

A minimum of **70x70 cm** *(28x28 inches)* is recommended and the attacker should maintain a distance of at least **40-45 cm** *(16-18 inches)* from the walls.

POINT VALUE: the **defender** must inform the **attacker** how many points it spends to build the fortress and any other defensive terrain before deploying them, with a limit of **2 artillery units.**

Then, the **Defender** does the same with their units, placing them face down. Next, the **attacker** deploys their units and **siege units markers,** if any, such as **battering rams** and **siege towers.**

At the **back cover of this rulebook** you will find a **summary** showing the values of each element of a fortress and of the siege units.

It is strongly recommended to **play battles with fortresses** of about **2,000 points,** in which the defender has a **5 by 3 fortress with 4 towers.**

VICTORY CONDITIONS:

◆ **ATTACKER:** they will win the battle if the defender fails a **morale check** roll due to a casualty rate equal to or greater than **75%** of their army value. Thus, if the defender started with an army of **1,000 points,** they must lose **750 points** or more to roll the decisive **morale check,** including fled or fleeing units. Some scenarios state specific adjustments to apply. If there are no defending units inside a fortress or if the remaining ones are fleeing, then the attacker declares victory.

◆ **DEFENDER:** for a **1,500 point battle,** they must resist a variable number of turns until the **Action card** pile has been depleted twice. For battles with more points, the **Action card** pile must be depleted 3 times. In some scenarios, other conditions may be specified. An interesting tactic for the defender is to try to pass and deplete the **Action card** pile as soon as possible, by not using orders so that they can discard all their cards and draw new ones. The defender can also win the battle if the attacker fails a leadership check roll after losing more than **50%** of their units, either destroyed or fleeing.

The attacking side plays the first turn in scenarios with a fortress, unless otherwise specified.

DEPLOYMENT: the **fortress** is normally placed at the edge of the table as shown in the picture. If there is enough room, the **fortress** can be placed in the center of the **battlefield,** giving the attacker the opportunity to choose which flank to attack. A standard **5 by 3 fortress** has a depth of about **25 cm** *(10 inches)* and it is advisable to place the enemy's deployment zone at a minimum distance of **40-45 cm** *(16-18 inches).*

You are encouraged to use the largest possible battlefield.

◆ **DEFENDER:** deploys their units face down inside the **fortress** and face up if outside, or on **towers and walls.** Hidden units can remain hidden as long as they are inside the **fortress** or if they move a maximum of **1DU per turn.**

◆ **ATTACKER:** deploys their units after the defender, face up, in the assigned **deployment area.**
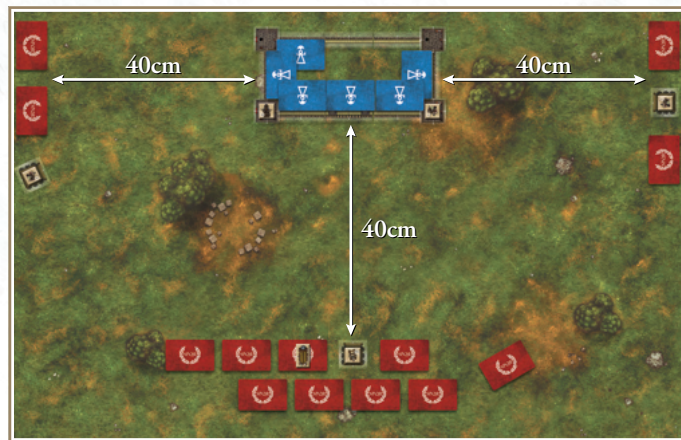
Fortress Design:

In the following paragraphs you will find some hints and tips on **how to design your own fortress.** When a structure is destroyed, it is removed from the battlefield, freeing up the space it occupied, or you can flip it over to indicate that it has collapsed. Wall segments must have continuity; you cannot finish a wall in an empty space or gap, unless you come to an agreement with your opponent.

All fortresses must have at least one gate.

FORTRESS TYPES: the **general rule** is to **build a stone or wooden fortress,** without mixing elements, but if both sides agree, stone towers can be used in a wooden fortress. Stone elements cost twice as many points as wooden ones.

You can build a **smaller fortress** near your **deployment area** in some scenarios where the attacker can only attack from a specific direction.

If you have a **large space for your battlefield,** it is advisable to place the **fortress** in the center, so that the **attacker** can decide where to deploy their units after the **defender's deployment.**

Conversely, if there is not enough space, the **fortress** can be placed on one edge of the map with the gate facing the attacker, so that the fortress can be attacked from **3 different directions.**


The markings on the towers must match the markings printed on the walls, as shown in this image.
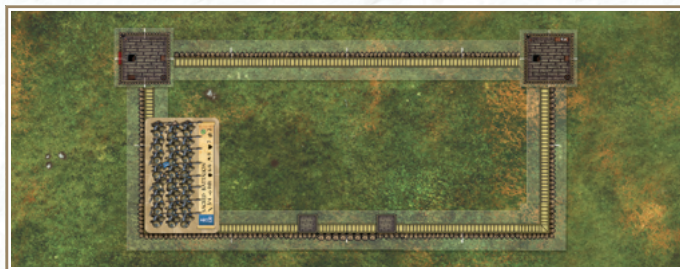
In this example there is a wooden fortress with 7 sections of wall, 2 towers, 1 wall with a gate and 2 corner walls for a total of 510 points (1,020 if it is made of stone).

In the following example, only towers are used on both sides of the door and the different elements are adjusted with the corner walls to close the structure. To occupy one of the corners, the unit is allowed to overlap the tower by placing it on top of the tower, or the wall, as shown in the image.

This fortress is composed of 4 walls, 1 wall with a gate, 4 corner walls, and 2 towers, for a total of 430 points (860 for stone structures).
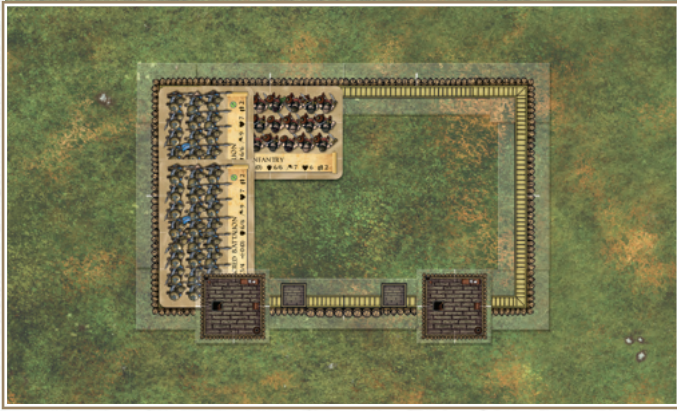
In the following image you can see a *standard fortress* of 5 by 3 sections with 4 corner towers.

It is composed of *4 towers, 7 walls and 1 wall with a gate* for a total of **630 points** (*1,260 for stone structures*).
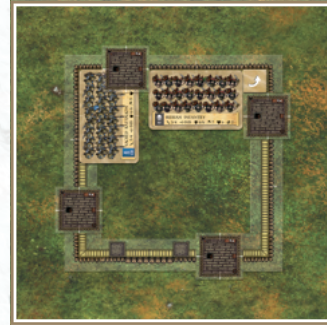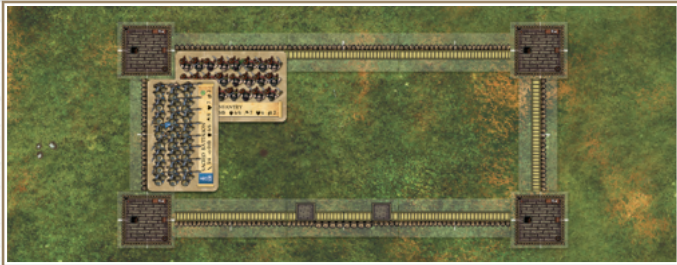
In this other example an atypical design is suggested.

Furthermore, you can see a defending unit extending its right flank (which lowers its morale by 1) in order to cover the corner on both sides. In this design, there are 4 towers, 4 corner walls, 4 walls and a wall with a gate for a total of 550 points (1,110 for stone structures).
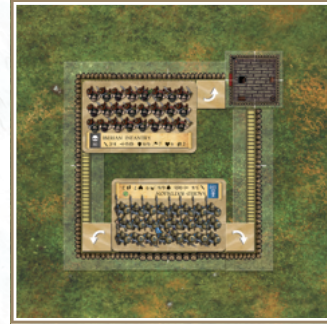
In this last example you can see a small fortress, of low point value, with 3 corner walls, 3 walls, a wall with a gate and a tower for a total of 290 points (580 for stone).

AND YOU? HOW WILL YOU SET UP YOUR FORTRESS?

Summary of Modifiers and Costs

TERRAIN ELEMENTS	MODIFIERS
Reduced Movement (RM)	½ 👣. Cannot charge.
Limited Movement (LM)	½ 👣 -1 👣. **Skirmishers.** May charge.
Difficult Terrain Movement (DTM)	👣 Double Mov. cost; 45° max. rotation. May charge.
Forests	+1/+1 🛡. Not visible >1DU. DTM.
Hills	+1/+1 🛡 and defense in height LM. Climb up.
Mountains	**Insurmountable**, no line of sight.
Lakes	**Insurmountable**.
Rivers	
◆ Regular section	**Insurmountable**.
◆ Fords	DTM. No special formations allowed.
Wooden Bridges	6 ❤ | 7 🛡 1 or 2 sections wide.
Stone Bridges	7 ❤ | 8 🛡 1 or 2 sections wide.

ATTACKS AGAINS UNITS	MODIFIERS
Ranged Attacks from a higher position	+1(+1) Short range vs units.
Melee from a higher position	+1/+1 Defender has attack priority.

OTHER MODIFIERS	MODIFIERS
Set on fire	Only Wooden Structures.
Incendiary Projectiles	-1 die.
Extinguish a Fire	Remove 1 fire marker/section.
Defender inside a fortress	+1
Leave/enter gates or towers	LM.

FORTRESSES AND SIEGE	COST	MODIFIERS
Wooden Fortress	630	Standard Fortress 5 by 3 sections - 4 towers.
◆ Straight Section	40	6 ❤ | 7 🛡 | +2/+0 🛡 | 1 level high.
◆ Corner Wall	20	6 ❤ | 7 🛡 | +2/+0 🛡 | 1 level high.
◆ Wall with a gate	30	Gate: 5 ❤ | 5 🛡
◆ Tower	80	7 ❤ | 8 🛡 | +2/+0 🛡 | 2 levels high.
Stone Fortress	+100%	+1 ❤/+1 🛡 to wooden structure values.
Watchtowers	90	7 ❤ | 8 🛡 | +2/+0 🛡
Siege Towers	100	6 ❤ | 7 🛡 | +2/+0 🛡 | Move 2 👣.
Rams	40	-1 👣 and +1/+1 ⚔ Cannot shoot *(max. 5 ⚔, no mounted units).*
Villages	100	DTM. 7 ❤ | 7 🛡 | +1/+1 🛡 and +2/+2 🛡 against Ranged Attacks.
Barricades	20	+1/+1 🛡 defender LM.
Trenches	40	**Defender** has attack priority and +1/+1 🛡 Pass through LM.
Caltrops	20/40	DTM. and each section receives damage you get a 6 after rolling 1 die.

ONUS!
TERRAIN & FORTRESSES