

BATTLELORE

SECOND EDITION

TERRAIN RULES: SIEGE PACK (I)

TILE	NAME	MOVEMENT	COMBAT	BLOCKING
	TURRET	Only accessible from adjacent Stairs, Turrets or Walls hexes.	<p>All infantry units are Immovable 2 inside Turrets hexes. If any unit is forced to retreat from a Turret, they suffer retreat penalties and fall from Turret with 1 hit, unless it is supported, or the angle of attack allows retreat along a Wall, Stair or Turret hex.</p> <p>Ranged units occupying Turrets ignore all units when tracing line of sight.</p> <p>Non flying or massive units cannot melee attack enemy units occupying Turrets or Walls, unless they were in Turrets, Walls, Stairs or Siege Towers.</p> <p>Archer units occupying Turrets hit on a roll of "pierce"  or "strike"  when attacking units on the ground.</p>	YES
	WALL	Only accessible from adjacent Turrets or Walls hexes.	<p>All infantry units are Immovable 1 inside Walls hexes. If any unit is forced to retreat from a Wall, they suffer retreat penalties and fall from Wall with 1 hit, unless it is supported, or the angle of attack allows retreat along a Wall, Stair or Turret hex.</p> <p>Units occupying Wall hexes ignore all units when tracing line of sight.</p> <p>Non flying or massive units cannot melee attack enemy units occupying Turrets or Walls, unless they were on Turrets, Walls, Stairs or Siege Towers.</p> <p>Archer units occupying Walls hit on a roll of "pierce"  or "strike"  when attacking units on the ground.</p>	YES
	STAIRS	It provides access to Turrets from ground, and vice versa.	<p>Melee units attacking Turrets from the Stairs battle with -1 die.</p>	NO
 	CLOSED GATE OPEN GATE	Only accessible when it is open.	<p>The Player with more units inside the castle is considered the Lord of the Castle. This player, at the start of any of his turns, may order the opening or closing of any gate.</p> <p>The Enemy Army must chop their way through the gates with "strike"  rolls (archers cannot be used here). If the Enemy Army smashes through a gate, it is destroyed and they advance and occupy the gate hex. Each gate must suffer 5 damages before being destroyed. The amount of damage may vary depending on the rules of each scenario.</p> <p>If a gate is declared open, withdraw the HP counter. If it is later declared closed, place again the HP counter with the same level of damage that had before it was withdrawn.</p> <p>Elevated movement is possible across the top of the gates. When the gates are open don't block Line Of Sight.</p>	YES
	DESTROYED GATE	—	<p>When a gate suffers 5 damages (or less/more depending on the rules of the scenario), replace its tile with the Destroyed Gate tile.</p> <p>Destroyed gates cannot be ordered to open or close by the player considered Lord of the Castle.</p>	NO





