

For our demo I have cobbled together a small fort from bits of ArenaWorks, Skull Cove and Castleworks Classic, all available from our fine online store. Buy them today! I have figured out hit point values for the various kinds of walls.

Behold Castle Blargh!!



Here's the besieging army, resplendent in it's no-doubt rightful cause. Tagging along is WWG East mascot Sneaky Peet, keeping his eyes open. Out of range of the defenders' missiles, they set up camp.



Using a few tents and pavilions this is easily accomplished. There's also a table for planning the assault. But first, some trenches are in order...



The modular trench pieces simulate a deep trench on a Masterboard or any reasonably flat surface. They are the only ground tile-like pieces in the set and therefore come in 1" grid, 1.5" grid and No Grid versions, with Straight, Corner and "T" Intersection pieces. There's also loose Gabions, large earth filled baskets.

Time for some offense!
Depending on the tech level
of your campaign,
smoothbore cannon are
provided. The large
Bombard is equivalent to
the 15c, the Naval Cannon a
bit later. Slow-firing,
inaccurate and dangerous,
these weapons were the
bane of fortifications.



Medieval and Fantasy
campaigns with no
gunpowder will have to use
the Catapult and Trebuchet.
The working versions are
challenging to build, take
your time and it will pay off
in increased accuracy. The
Trebuchet with sling has
more range, the Catapult
shoots flatter. Each fits on
the wheeled base for easy
portability. Easy as in teams
of oxen, or magic...

If you prefer to roll dice instead of shoot wads of paper around, use any of the non-operational "fake" engines. The Catapults come in "easy" and "elaborate" versions.

For larger battles, you can use the fakes to reduce the number of working versions you have to build. Use the fakes as placeholders while you move the working version from station to station for the actual shooting.



For the Catapult, consult the Setup guide to tune for optimum performance. I have provided cubes with Stone, Metal and Flaming textures, they fly well and are easy to make. Metal does the most damage but is very expensive. Stone missiles can be made by stonecutters on-site from local materials. Flaming ammo is made of wood or local materials, and has a percentage chance of catching flammable surface alight. The battle is joined as the defenders run for cover!

The Trebuchet's high, arcing flight will soar over the highest walls to reach defenders and structures within the fort. Again, see the Setup guide for optimum performance. Trebuchet ammo is crumpled up pieces of paper about 2 inches square, wadded tightly. too big and it will jam the sling and misfire. To discriminate the types of ammo, place it in the bins provided and label with one of the three labels. Another way is to use different coloured paper, like black, gray and red.



While firing, use a spotter to determine where the shots land, and assign appropriate damage. After a bit of pounding the walls are getting weakened by your excellent marksmanship. Time to get a little more up close and personal with the Rams! Roll them up to the walls on their rolling wheels. The shed-style ram will continuously batter the walls as long as the ram itself can reach, while the pointy-style ram will need to be moved wholesale.

Time for the next stage of assault, the Siege Tower. The fighting top can be used for observation, missile discharge and spellcasting. A Ballista fits well and hits hard. The lower two floors can get in on the action by using the arrow slits.



The ponderous behemoth is pushed and dragged to the wall. But what's this! The defenders unleash an engine of their own! Now it gets interesting...will the tower take the pounding long enough to get to the wall??



Fortunately, the defenders shooting is wild and the assault door drops on the tower battlements, disgorging fighting men. The hand-to-hand fighting begins...



For less defended forts or follow-up assaults, use the siege ladder. Cut it to an optimum length and minis will stand on it.



The fierce fighting has left the postern gate unguarded.

A quick lock-picking later, and Peet absconds with the fabulous Treasure of Castle Blargh!



Just one of the many adventures that await in SeigeWorks!