

Siege of Lowenheim

“Siege of Lowenheim” is a miniature game in which different players control various factions within a medieval / fantasy city. The city is besieged by an army of orcs and ratmen, and the game simulates the very last phase of the siege, in which defeat might be imminent. Of course, the various factions try to save the city, but at the same time, might have to pursue their own agenda ...

Roleplaying is encouraged. Try to act according to what your character would do. In a game like this, the developing story is more important than whether you ‘win’ or ‘lose’.

Although roleplaying is encouraged, this is not a roleplaying game. The only actions you can do are given by the rules. Thus you cannot perform actions that are not covered, such as “We start building a trench” or “I disguise myself as an old woman” or “I poison the food in the guard barracks” etc. You can mention them and act them out to add flavour to the game, but they will (unless in exceptional cases) not be translated in advantages or consequences on the gaming table.

1. Players

The game is designed for 6 players. Each player controls a different faction.

Bart: City Guard. The city guard’s duty is to maintain public order. They have a fairly large amount of armed soldiers (both foot and mounted). The commander is Captain Johann Mannheim.

Expected number of figures: Johann Mannheim + 9 foot + 6 mounted

Alan: Palace Guard. The Palace Guard is an elite formation of Knights, and the bodyguard of Graf Luitpold von Lowenheim. Their commander is by Ritter Sigisbiduwald von Trappstein-Hohenschliefen.

Expected number of figures: Sigisbiduwald + 5 foot + 5 mounted

Koen: Queen’s Own Elven Guard. The Queen is an Elven maiden, and she maintains her own bodyguard, of proud Elven warriors commanded by Master of the Hunt Alavandrel Vanmaris.

Expected number of figures: Alavandrel + 8 foot

Maarten: Wizard’s Council. The Wizards are the scholars of the city, and advise the Graf in scientific matters. They reside in the Wizard’s Tower. The Arch-mage is Magister Severus Arrhenius. They use magic and wizardry.

Expected number of figures: Severus + 2 wizards

Frank: Embassy of Bretonnia. The ambassador of Bretonnia, Cardinal Jean-Jacques Descartes du Bois des Loup-garou, has a rather small body of Musketeers as a bodyguard.

Expected number of figures: Jean-Jacques + 5 foot

Eddy: Blue Lotus Society. The Blue Lotus Society is the embassy of Cathay in Lowenheim. The ambassador is Wen Jiao-Bao, and has a large number of apprentice Tiger Warriors in his mansion.

Expected number of figures: Wen Jiao-Bao + 15 foot

2. The City of Lowenheim

2.1. Specific Buildings and places (see map)

- A: Barracks of the city guard: Homebase for the City Guard troops.
- B: Jousting Grounds: Homebase for the Palace Guards.
- C: Castle: Home-base for the Elven Guards.
- D: Wizard’s Tower & Wizard’s Gardens (G): Home base for the Council of Wizards.
- E: Bretonnian Embassy
- F: Cathay Embassy
- H: Temple of Shallya: Wounded and sick people are healed here.
- I: The Wise Tree: This tree was planted when the city was founded.
- J, K: Bridge and Footbridge

- L: Barbarian Ghetto
- M: Main City Gate -- In the courtyard of the main city gate is the statue of Graf Boris, founder of the city.

2.2. People

- Graf Luitpold von Lowenheim is the ruler of Lowenheim. His wife, Elenwe is an Elven Maiden, and has her private body guard of Elf Warriors at the Castle, provided by her father Fingolfin.
- High-Priest of Shallya: lives in the Temple and takes care of the wounded.

3. Briefings for each player

Specific briefings for each player are on the following pages. You can only see your own briefing.

3.1. City Guard - Captain Johann Mannheim

- Background (public information, read out loud at the beginning of the game)
I am Captain Johann Mannheim, commander of the City Guard. The normal duties of the City Guard are to keep order in the city and to organize the defences in case of great danger, which this siege certainly is. The City Guard barracks form a small fortress within the city. We have our own sweetwater well there, which makes it ideal as a last refuge position.
- Background (private information)
 - Your concern lies more with the citizens than the Graf, since most of your men are recruited from amongst the townfolk. Besides, the Castle has its own Palace Guards and the Queen's Guards. The citizens need you!
 - You are nominally in charge for all matters w.r.t. the safety and defence of the city, although it can be expected that the Palace Guard will try to assume overall leadership. The foreign embassies and the Wizard's Council have always enjoyed a great amount of independence within the City, so they might refuse to operate under your command. But now is not the time for careful diplomatic negotiations. The city is in danger!
 - The City Guard has knowledge of the city sewers. It's a myriad of little tunnels and caves, and it is not unthinkable that the enemy might try to infiltrate through the sewers. It is however, impossible to guard every little corner of the sewers, especially because every house has its own sewer entrance. Just be sure to keep patrols spread out to kill any intruders almost immediately.
- Relations with other factions
 - Palace Guard: you are always somewhat in competition with them for taking the leadership in organizing the city's defences, although the Knight Eternal is obviously an incompetent fool.
 - Queen's Own Elven Guard: So far, they have kept to their assigned job of protecting the Queen. Elves are known to be good fighters, so it might be useful to cooperate with them in organizing the defences.
 - Wizard's Council: These weirdos are always hidden in their tower. All this magical stuff probably can be used to defend the city, but you're not sure they can be fully trusted. After all, they keep some strange creatures in their gardens.
 - Embassy of Bretonnia: A few months ago you heard a story from a child that she saw the ambassador change into a wolf on a full-moon night, although you haven't been able to prove this. Can a werewolf really be trusted?
 - Embassy of Cathay: You don't have many dealings with them, but they have a large number of oriental swordfighters. You don't know how good they are though.
- Available troops:

Troops	#	Move	Fight	Strength	Toughness	Wounds
Captain Johann Mannheim	1	2	5	5	7	3
Foot Soldiers	9	2	4	4	7	1
Mounted Soldiers	6	3	4	4	8	1

- Objectives:
 1. The city must not fall! If the city would be overwhelmed, the game is lost.
 2. Try to take the leadership in coordinating the defence of the city.
 3. The area between the city walls and the canal is where most of the poor citizens live. Do not give up on this area, although the other factions might be tempted to defend their rich properties in the rich area only.
- Special rules:
 - Sweet water well: As long as you are in control of the city barracks (no enemies present within the walls), you can use any blank card in your hand as either a "Food" card or "Water" card.

3.2. Palace Guard - Ritter Sigisbiduwald von Trappstein-Hohenschlieffen

- Background (public information, read out loud at the beginning of the game):
I am Ritter Sigisbiduwald von Trappstein-Hohenschlieffen, the Knight Eternal of the Great City of Lowenheim! The Knight Eternal is a ceremonial function, as well as a real one. The ceremonial significance is that as long as the Knight Eternal is well and alive within the city walls, Lowenheim will not fall! I am also the commander of the Palace Guard, loyal to the Graf, and I am married to his only daughter, Lady Brunhilde. As you all know, she's a Half-Elf, and the most beautiful women in Lowenheim.
- Background (private information)
 - In case of a dire emergency, you need to save yourself! Who cares about this Knight Eternal stuff? You only got the job because you married Brunhilde anyway. A good life in neighbouring Middenheim amongst the royal household looks much more promising than dying a so-called honourable death here. You know that an escape tunnel is located in the tomb next to the temple of Shallya. From there you can escape to the neighbouring hills if necessary.
 - Other factions do believe in this Knight Eternal legend, so it might be better to act along as long as it suits you.
- Relations with other factions
 - City Guard: The city guard will probably assume overall command, but don't let them interfere with your command over the Palace Guard. Their commander is always yakking about protecting the peasants, but they're really just collateral damage in the bigger scheme of things.
 - Queen's Own Elven Guard: Keep good relations with them, since they protect the Queen, but also your spouse (since she's an half-Elf).
 - Wizard's Council: Bunch of weirdo's, enough said.
 - Embassy of Bretonnia: You have always had sympathy for the elegant swordfighters of Bretonnia. The ambassador is a buddy of you, and a regular visitor to the Jousting Grounds.
 - Embassy of Cathay: You didn't have many dealings with them so far, but they seem to have interesting combat tactics.
- Available troops:

Troops	#	Move	Fight	Strength	Toughness	Wounds
Ritter Sigisbiduwald von Trappstein-Hohenschlieffen	1	2	3	4	6	3
Foot Knights	5	2	5	4	7	1
Mounted Knights	5	3	5	4	8	1

- Objectives:
 1. The city must not fall! If the city would be overwhelmed, the game is lost.
 2. However, If the situation looks hopeless, try to escape through the secret tunnel. Don't forget to pick up Brunhilde in the Castle though! However, if you escape, and if the City wins after all, your good days are over and you will be chased down and lynched! So plan your course of action very carefully.
 3. Protect the Jousting Grounds. Keep them free of enemy troops.
 4. Protect the statue of Graf Boris at the main gates.
- Special rules:
 - Tunnel through tomb can be entered as a normal move.

3.3. Queen's Own Elven Guards - Master of the Hunt Alavandrel Vanmaris

- Background (public information, read out loud at the beginning of the game):
I am Alavandrel Vanmaris, commander of the Queen's Own Elven Guards. Since the Queen is an Elf, she has her own bodyguard at her disposal. The Elven Guards stay at the castle, and have sworn to protect the Queen till the death.
- Background (private information):
 - The Queen should stay at the castle as long as possible. Don't make her move around unnecessary.
 - You can probably work together with many of the other factions (except Cathay and possibly Bretonnia). In contrast to humans, you're not really interested in trying to make public certain secrets others may have. However, there's one thing you cannot tolerate, and that is if someone deliberately would not put all his best forces or means available for the greater good. If you feel that might be the case, do not hesitate to blackmail him.
- Relations with other factions
 - City Guard: Their captain seems to be a competent leader. He would be a good choice to assume overall command of the global defences.
 - Palace Guard: The Knight Eternal is an important person, since Lowenheim will not fall as long as he is present. As an Elf, you know you must respect these legends. You must keep good relations with him since he commands the Bodyguard of the Graf, and so he's useful in protecting the Queen as well.
 - Wizard's Council: You feel a natural kinship to them, since the wizards respect the forces of magic, as you do. The magic aura around their tower is quite strong, there must be powerful magical items hidden in there.
 - Embassy of Bretonnia: The Ambassador has a strong and evil magical aura around him. He cannot be trusted.
 - Embassy of Cathay: Several centuries ago, there was the Elven-Cathay war, in which many Elven warriors died, and the war was lost. It is impossible for an Elf to respect Cathay people. Besides, there is something magical hidden in their building, you can just feel it. Maybe you should try to lobby to put them in the most dangerous positions, such that many of them will die!!!
- Available troops:

Troops	#	Move	Fight	Strength	Toughness	Wounds
Alavandrel Vanmaris	1	1	5	5	7	3
Queen's Own Elven Guards	8	2	5	4	7	1

- Objectives:
 1. The city must not fall! If the city would be overwhelmed, the game is lost.
 2. Protect the Queen (she will be at the Castle most of the time)!
 3. Help the City Guard whenever possible.
 4. Try to put the Cathay fighters in hopeless positions -- the more dead, the better.
- Special rules:
 - If your Elven warriors are adjacent to Cathay warriors at the start of their turn, roll a D6. If a 1 is rolled, the Elves attack the Cathay warriors. Otherwise, insults are exchanged.

3.4. Wizard's Council - Magister Severus Arrhenius

- Background (public information, read out loud at the beginning of the game):
I am Magister Severus Arrhenius, Arch-Mage of the City of Lowenheim, Keeper of the Book of Malachias, Holder of the Seal of the Seven Serpents and Guardian of the Mystical Fireflies. I (together with other wizards and witches) reside in the Wizard's Tower, which lies in the Mystical Forest and the Wizard's Gardens. The Gardens contain magical creatures and plants, and is open to the public on Sundays. The historical duty of the Wizards is to give scholarly advice to the Graf and to anyone who needs in the City.
- Background (private information):
Since the advice to the Graf is usually not that much of work, the wizards have been working in their tower on all sorts of private (mostly) secret projects: invention of new spells, crafting of new magical objects etc. This is the work of years, and it cannot go to waste!
- Relations with other factions
 - City Guard: You know that their captain thinks the wizards are weird. However, try to convince him you're really meaning well for the City. Don't be afraid to cooperate with him.
 - Palace Guard: Be very wary about career-opportunists such as the current Knight Eternal. Some time ago he showed some interest in one of the tombs near the Temple of Shallya, probably because there's a hidden escape route out of the city located there.
 - Queen's Own Elven Guard: You have natural respect for the Elves, since they also can 'feel' magic. It's safe to assume that Alavandrel has felt the presence of magical objects hidden in the tower, although he probably does not know their uses.
 - Embassy of Bretonnia: They talk loudly, but the Bretonnians are ok. Oh yes, the ambassador is a werewolf, it's a bit difficult to keep that hidden from a wizard. Mortal humans seem to care about this sort of thing. As if he's the only shapechanger in town. But you haven't told anyone. Why make unnecessary enemies?
 - Embassy Of Cathay: You are always interested in people from far lands. You are almost certain they have some magical artefact in their embassy, since it emits a strong aura. They haven't told you about it yet, but that's understandable, because you're also not keen about telling what items you keep hidden in your tower.
- Available troops:

Troops	#	Move	Fight	Strength	Toughness	Wounds
Severus Arrhenius	1	2	2	3	6	4
Minerva Draconius	1	2	2	3	6	3
Amon Sulibustur	1	2	2	3	6	3

All sorts of creatures that live in the magical forest around the tower can be summoned.

- Mission:
 1. The city must not fall! If the city would be overwhelmed, the game is lost.
 2. Keep the Wizard's Tower free from enemy troops! If enemies would plunder the tower, that would mean all your work of years is lost.
 3. Keep as many magical items secret from any of the other factions.
- Special rules:
 - The wizards do not have to hand in a food card at the end of every turn.

- The tower contains some magical artefacts that only the wizards can use. No-one else knows about them, but if you want to use an item, its existence becomes public. So use them wisely!

Artefact	Effect
Mask of Nyarlathotep	Wearing the mask connects you strange old beings in a different plane of existence. A wizard can only wear the mask when in the tower, and can do no other actions that turn. When wearing the mask, you draw one extra resource card each turn, and your hand limit is raised to 7 cards.
Box of Thousand Pleasures	A wizard can pick up the Box in the tower and can carry it around. All friendly figures within 1 hex receive an extra saving throw of 5+ for all wounds suffered. The wizard needs to sacrifice two non-blank resource cards each turn the box is used, and cannot use any other spells or magic.
Altar of the Damned	In the crypts under the tower there's a demonic altar. A wizard present in the tower can cast a Greater Demon here if he performs no other actions here this turn. The demon appears on the tower. At the end of every turn, one cumulative peasants card (1st turn: 1, 2nd turn: 2 etc.) needs to be sacrificed to keep the demon in this plane. The cards can come from any combination of players. Move: 4 (fly) Fight 5 (3) Strength 5 Toughness 7 Wounds 3
Teleporter of the Outer Planes.	You can activate the teleporter when a wizard is present in the tower and performs no other actions this turn. The teleporter allows a teleport of all figures in the tower to any location in the city or vice versa instead of moving (only teleport to an empty hex). After each use, there is a cumulative 1 in 20 chance the teleporter shuts down forever (roll of 1 after first use, 1 or 2 after 2nd use etc.).

- The wizards can use spells by expending cards in hands. Each wizard may cast only one spell each turn.:

Spell	Cards	Effect
Healing	1 Healing	Heal a character in the same or adjacent hex 1 wound.
Wall of Water	2 Water + one non-blank	Erect wall of water along 2 adjacent 2 hexsides. Wall of water is impassable for all troops. Stays for 3 turns (including this one).
Fireball	2 Attack	Fireball, distance 3 hexes within line of sight. 6 attacks at Strength 3.
Lightning Bolt	3 Attack + one non-blank	Lightning Strike, 4 hexes within line of sight. 6 attacks at Strength 4.
Fast Food	1 Food + x Food	Cast before moving. All troops in same hex as wizard gain +x movement this turn. E.g. casting this spell using 3 Food cards gives 2 extra movement.
Morale	1 Peasant + x Peasant.	Cast after movement, but before combat. All troops in same hex as wizard receive +x Fight Skill this turn.

Spell	Cards	Effect
Mind Control	1 Water + 1 Food + 1 Peasant + 1 Attack	Cast on any figure within 2 hexes (friendly or enemy) before movement. From now on, you control this figure. Spell is broken (check at start of every turn) when a 6 is rolled on D6. Each subsequent turn gives a +1, so it becomes easier for the spell to be broken.
Steal Resources	2 any non-blank.	Steal random cards from another player's hand. Your hand may not exceed 6 cards after this spell.
Summon Insect Swarm	1 attack + 2 food	Summon a swarm of giant bees (3 figures, count as cavalry). Move: 3; Fight 4; Strength 4; Toughness 5; Wounds 1. Bees can fly over houses. Bees appear in empty hex adjacent to wizard.
Treefolk	2 attack + 2 food	Summon an Ent (1 figure, counts as cavalry). Move 1; Fight 4 (2); Strength 5; Toughness 8; Wounds 3

3.5. Embassy of Bretonnia - Ambassador Jean-Jacques Descartes du Bois des Loups-Garou

- Background (public information, read out loud at the beginning of the game):
 - I am Jean-Jacques Descartes du Bois des Loups-Garou, the ambassador of Bretonnia in Lowenheim. My job is to make sure trade relationships between Bretonnia and the city are optimal. The embassy is Bretonnian property, and I have sole authority there. However, for dealings within the City, it is customary that, as a good diplomat, I always talk with the powers-that-be first. I also have a small bodyguard of elite fence and rapier fighters, the so-called Cinque Musketeers.
- Background (private information):
 - You have a little problem that no-one else knows about. A few months ago, when traveling, you were bitten by a werewolf, and now you are a full-blooded werewolf yourself. Additional trouble is that this night is full moon, and you might not be able to control your urge to turn into a ruthless killer.
- Relations with other factions
 - City Guard: He will assume overall command. That's fine, as long as the embassy of Bretonnia will remain protected.
 - Palace Guard: The Knight Eternal is one of the finest people you know in Lowenheim. You have spend quite some time with him, and you admire the elegant Jousting exercises held at the Jousting grounds.
 - Queen's Own Elven Guard: Elves. Yuck! They always think they are so much smarter than humans. Be aware of their commander tough. He seems to avoid you lately.
 - Wizard's Council: The wizards are an ok bunch, always good for the fireworks at a big party. A strange thing though: wizards can smell werewolves from a mile away, but they haven't confronted you yet with your secret. Are they waiting for the last moment to blackmail you?
 - Embassy Of Cathay: Since they are foreigners as well, they are a natural ally. Work together with them to protect the foreign embassy buildings.
- Available troops:

Troops	#	Move	Fight	Strength	Toughness	Wounds
Jean-Jacques Descartes du Bois des Loups-Garou	1	2	4	3	7	3
Jean-Jacques as a werewolf		3	6 (3)	5	8	
Musketeers	1	2	6 (2)	4	7	1

- Objectives:
 1. The city must not fall! If the city would be overwhelmed, the game is lost.
 2. Protect the Embassy of Bretonnia.
 3. Keep your werewolf secret hidden.
- Special rules:
 - In order to control your werewolf tendencies, you must turn in one food or peasant card every turn. If you fail to do this (maybe on purpose ...?), you turn into a werewolf for 5 turns. During each of those turn, roll a D6. If the roll is a 1, your rage is uncontrollable and the GM will take control of the werewolf for the remainder of those 5 turns -- mostly attacking your own troops, of course.
 - The werewolf can attack three times in close combat each turn.

3.6. Blue Lotus Society - Ambassador Wen Jiao-Bao

- Background (public information, read out loud at the beginning of the game):
I am Wen Jiao-Bao, the ambassador of Cathay in Lowenheim. My job is to make sure trade relationships between Cathay and this city are optimal. The embassy is Cathay property, and I have sole authority there. However, for dealings within the City, it is customary that, as a good diplomat, I talk with the powers-that-be first. I also have a rather extensive body of swordfighters that act as my personal bodyguard, although they are young and still need to be trained before they reach their status as Tiger Warriors of the Order of the Blue Lotus.
- Background (private information):
 - Hidden item?
 - Inside the embassy, there is a magical artefact hidden. It is the Silver Hair of the Sacred Wind, a rare artefact, and has come into your possession after a secret expedition in the nearby Mountains. This is the real reason for having an Embassy here in these barbaric lands after all, and also why you maintain a good body of Tiger Warriors. The Silver Hair can be hatched when certain spells are cast over it, spells for which you also have the necessary knowledge. Ancient tomes say an Air Spirit will appear, loyal only to the caster.
- Relations with other factions
 - City Guard: He will assume overall command. That's fine, as long as the embassy of Cathay will remain protected.
 - Palace Guard: They seem to be good fighters, but you don't really understand these western chivalry traditions.
 - Queen's Own Elven Guard: Relationships with Elves are always tense, due to the Elven-Cathay war long ago, which the Cathay people won, of course. Grudges are still there. Don't fight near them, or it will be difficult to control your young Tiger Warriors.
 - Wizard's Council: Wizards are highly respected in Cathay, so remain on good standing with them. They might also be the only ones to understand why you want to keep the Silver Hair secret.
 - Embassy of Bretonnia: Since they are foreigners as well, they are a natural ally. Work together with them to protect the foreign embassy buildings.
- Available troops:

Troops	#	Move	Fight	Strength	Toughness	Wounds
Wen Jiao-Bao	1	2	5	4	7	3
Swordfighters	15	2	4	4	7	1
Air Spirit	1	4	6 (3)	5	8	4

- Objectives:
 1. The city must not fall! If the city would be overwhelmed, the game is lost.
 2. Protect the embassy of Cathay.
 3. Keep away from the Elves. Try to lobby to put them in dangerous places so many of them will die!
 4. Use the Silver Hair of the Sacred Wind only when strictly necessary.
- Special rules:
 - The Air Spirit can be summoned when you are in the embassy, and spend a full turn there, taking no other actions.
 - If your Tiger warriors are adjacent to Elves at the start of their turn, roll a D6. On a score of 1,2; they attack the Elves. Otherwise, insults are exchanged.

4. Pre-game

Players huddled around big city map and agreeing on some common strategy before playing the actual game.

5. Rules

5.1. Available cards

Action cards are dealt to the players, and they give the players possibilities on how to act or how to respond to specific events. 102 cards:

- 20 Attack: All players have a free attack each turn if their figure is present in a hex. For other hexes, they need an attack card. Overall effect: troops of one faction should stay together and not too much mixing going on.
- 20 Peasants (work force)
- 22 Food
- 10 Water
- 10 Healing
- 20 Blank

5.2. Event cards

Event cards model random events and besieger activities.

Card	#
Temple of Shallya hit by fire - no figures may be discharged until under control.	1
Stone bridge destroyed - 6 peasant cards required to repair. Cards are handed in at the end of the move and may be supplied by any combination of players. It may take a few moves for all the cards to be collected and the bridge remains impassable until they are.	2
Canal footbridge destroyed - 3 peasant cards required to repair.	1
Shell fire causes fire to break out in the grounds." (one card each for the Barracks, Jousting Grounds, Wizard's Tower, Bretonnian, Cathay Embassy and the Castle itself)	6
Guards Corner wall / Tower in Jousting grounds / Entrance to Castle / Entrance to Wizard Gardens destroyed by mine. Any figures in these hexes receive 1 wound on the roll of 1,2,3 on a D6.	4
Next group of Skaven has a Rat Ogre as an extra figure.	2
Statue of The Founder breaks down and is shattered (no real effects).	1

5.3. Command Cards

Command cards model the orders from Graf Luitpold, which have to be obeyed.

Card	#
A counter mine is required - 6 peasant cards to be handed in within 3 moves. If failing to do so a wall section (as listed in the special events above) is diced for and exploded.	1

Card	#
New wells must be dug in the castle - 4 peasant cards by the end of the move. Remove a non-character figure at random (or by mutual decision) for each card short.	1
Water is running short - 3 water cards required by end of move. Again failure to meet this requirement results in figures being removed at random or by dice roll.	1
The hospital has run out of supplies - 3 healing cards required. No figures will be discharged from the hospital until this has been complied with.	1
A mobile reserve is needed - 4 figures and 2 attack cards are required this move. The figures must be submitted this move and are assembled in inner courtyard of the castle under Elven command. They become active when the attack cards are supplied and may be used at the discretion of the Elven commander. The attack cards may be held separately and used by this group (as decided by the Elven commander) as required.	1
Food is running short 3 food cards required by the end of the turn. A random figure is removed from play for each card short of the total.	1
An officers' conference is called - 1 figure from each nationality is immediately placed in the Castle courtyard. The conference lasts 3 turns and the figures must make their own way back to their desired positions.	1
Small cannon will become available upon receipt of 2 attack cards, 2 peasant cards, and 2 foot figures. The cannon come under the command of the City Guard.	2

Siege of Lowenheim

1. Turn Order

1. Discard 0, 1 or 2 unwanted cards & refill hand to 6 cards.
2. Draw special event card
3. Draw command card (every 2nd turn, react at end of turn))
4. Enemy movement
5. Enemy combat
6. All player movement
7. All player combat
8. Trading cards: no more than 6 cards in hand.
9. Healing from the Temple / Food / Fires Barricades / React to Command Event

2. Movement

- All figures may move
 - Infantry: 2 hexes
 - Cavalry: 3 hexes
- Stop when entering hex with enemy troops, unless enemy is 2:1 outnumbered
- Moving out of close combat hex: break-free on roll of 1,2 on D6. If enemy 2:1 outnumbered, break-free automatic.
- Barricades: full move for infantry, cavalry can jump: full move but fail on 4,5,6 on D6.
- Max 6 figures per hex per side; cavalry counts as 2 figures.
- Moving through friendly troops allowed if permission is given. If no permission given: only possible if D6 \geq 'blocking' figures present (cavalry counts as 2).

3. Combat

- Who may fight?
 - in same hex as commander
 - in hex for which an attack card is played
- Close combat possible against figures in same hex or adjacent hex. A figure may only be attacked by two other figures.
- Only attacker can wound defender; defender has to wait till his turn to wound attacker.
- Procedure:
 1. Fight Skill + D6 > Fight Skill + D6
 - +1 when defending barricade
 - +1 when 2 or more other friendly figures are present in hex

Natural 6 is always a hit, unless defender also has a natural 6.

2. Strength + D6 > Toughness

Natural 6 is always a hit!

3. Effect:

4,5,6: 1 wound, if 0 wounds --> Temple

2,3: Stunned, no move or attack next turn, but may defend (place figure sideways)

1: A mere flesh wound. No effect.

4. Healing

- Hand in a healing card to discharge one figure from the Temple.
- Healed figure is placed in the Temple Grounds.
- No healing is possible if enemies are present in the Temple grounds.
- For characters: each time when discharged from Temple, roll for permanent damage:
 1. Sorry, we couldn't heal you --> DEAD!
 2. Leg wound: movement -1
 3. Arm wound: Fight skill -1
 4. Still feeling weak: -1 Strength
 5. Torso wound: -1 Toughness
 6. Scar on face: cosmetic only.

5. Food

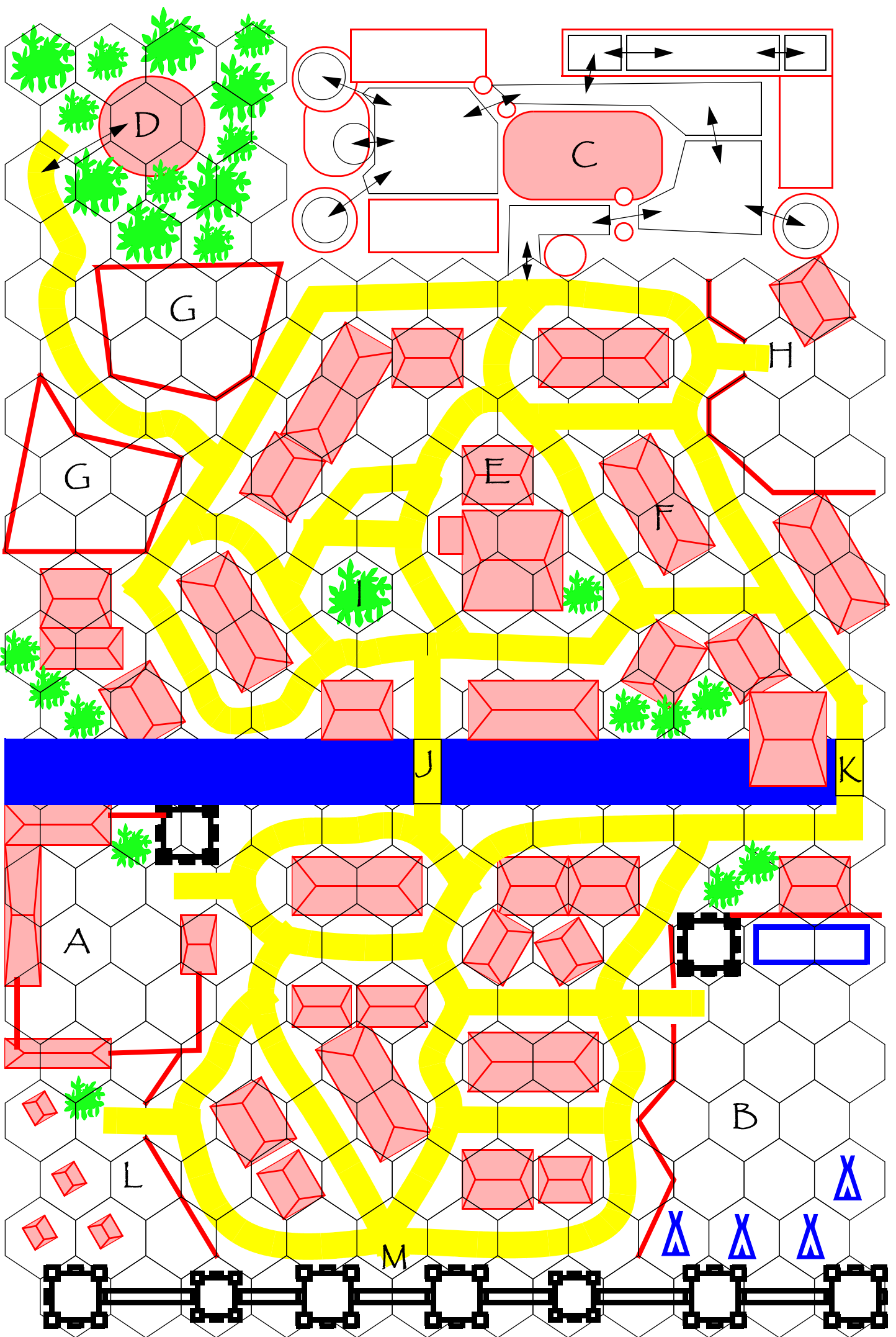
- Hand in one food card. If not, one figure is removed (represents lack of supplies).
- Figure can be regained in home base (no enemies) if an extra food card is supplied on subsequent turns.

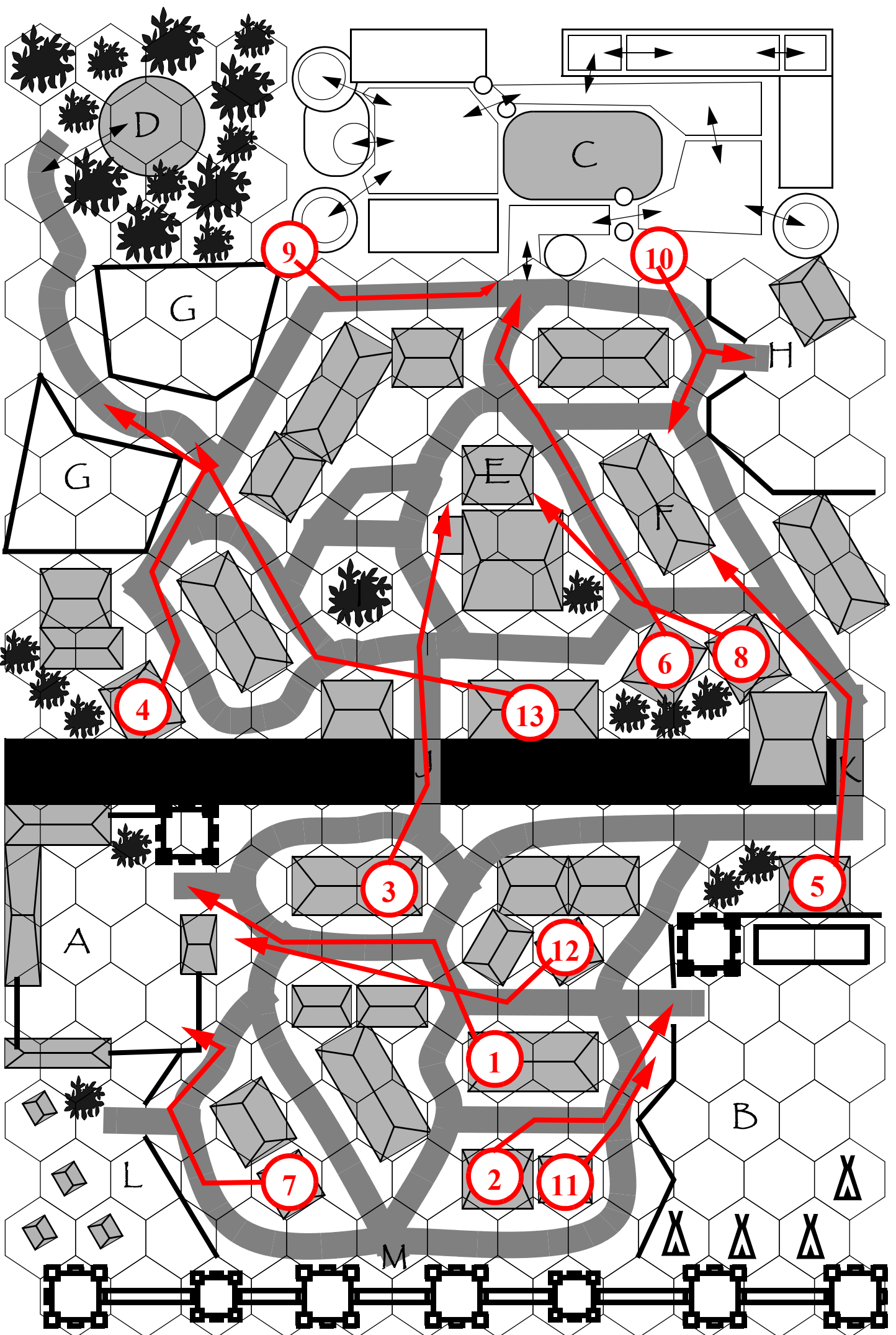
6. Fire

- To put out a fire: any troop adjacent to fire hex. Roll 6 on D6; +1 for every water card handed in (by player who has figures present)
- Building in hex burns down after 4 turns of burning.
- For each hex: 1 on D6 indicates fire spreads to neighbouring hex (fire does not cross streets).

7. Barricades

- Barricades may be built on hexside adjacent to leader. Cost: 1 peasant card.
- Older barricades may be destroyed by any troops adjacent.
- A barricade that's destroyed cannot be built somewhere else in the same turn.





Intruder Activation Sequence

Activation of Skaven Intruders

- Skaven:

Troops	Move	Fight	Strength	Toughness	Wounds
Foot	2	4	3	7	1
Rat ogre	2	5 (2)	5	8	3

- One troop: 4D6 skaven
- Rat ogre may be present after appropriate card
- Strength of troops can be modified by GM to balance the game.