

Siege of Panek – Gateway 2004



Seti I campaigned in Canaan during 1318 BC. His objective was to re-conquer the northern part of Canaan from rebel kings. This started a war which would not be concluded until the battle of Kadesh 70 years later. Below are the special rules that will allow you to fight the siege of Panek. All Warhammer Ancient Battles rules are in effect except as modified below.

Movement

Troops inside the city and on the ramparts and towers may adopt a Skirmish formation. This does not give the unit any bonuses or penalties as skirmishing normally would, but allows them to move easily within the city itself.

Marching

Troops on the outside of the city may march even if there are enemies within 8” of them as long as these enemy models are inside the city (behind or on the walls). Troops inside the city may also march despite the close vicinity of enemy troops outside the city walls

Charge / Charge Reactions

Troops may charge against the city, and if they can reach the base of a wall, gate, or a tower, they are successful. If they are equipped with ladders they may assault the walls.

Troops on the walls may declare normal charge reactions.

Assaulting the Walls

Models defending the walls always strike first; models assaulting the walls need 6's to hit.

Break Tests on Ramparts or Towers

Troops fighting on the walls or towers of the city take Break tests based purely on number of wounds. Take Break test against unmodified Leadership.

Siege Equipment

Breacher of Walls: Egyptian sappers constructed hide and wicker shelters (turtles) to protect themselves from attack. Inside sappers armed with poles tried to the breach mud-brick walls.

Mv	WS	BS	St	To	Wo	In	At	Ld	Sv
4	3	-	8	6	D6	3	1	8	5+

Can march; makes one S8 attack against the wall which does D6 wounds.

Ladders: Can be used to assault the walls. Units with ladders move and fight normally, but if forced to flee abandon the ladders. They can be picked up by another unit.

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Damage Charts

Most of the results on these charts will cause modifiers to further die rolls (these are cumulative!).

Strength + Wounds	<i>Wall</i>	<i>Tower</i>
2-12	No Effect	
13-14	Shaken. +1 to any further rolls on this chart	
15-16	Severely Shaken. Troops in this area cannot shoot during their net turn on a D6 roll of 4+. Roll separately for each unit. Add +1 to further rolls	
17-18	Rampart Destroyed. Any unit in this area suffers D6 S4 hits. Any troops on this section are no longer in hard cover. Add +1 to further rolls. If you roll this result again there is no further effect apart for the cumulative +1 modifier.	
19	Breach. Attack rips a massive hole in the wall. Add +1 to further rolls that are made on this chart. If you roll this result again there is no further effect apart for the cumulative +1 modifier	Partial Collapse. Troops in the tower must roll under their Initiative or suffer a S5 hit. Add +1 to further rolls that are made on this chart. If you roll this result again there is no further effect apart for the cumulative +1 modifier
20	Collapse! Wall collapses. Troops on the wall take a single S5 hit. Troops within 4” take one S3 hit. The rubble counts as a defended obstacle and hard cover.	Collapse! Roll a D6: 1-3 Tower partially collapses as above. In addition all models within 4” of the tower suffer one S3 hit. 4-6 Entire tower collapses! All troops inside suffer one S5 hit. All models within 4” of the tower suffer one S3 hit. The rubble counts as a defended obstacle and hard cover.
Strength + Wounds	<i>Gate</i>	
2-10	No Effect	
11-12	Cracked! +1 to any further rolls on this chart	
13-14	Crunch! +2 to any further rolls on this chart	
15	Gate Broken. Gate is down, but pieces remain. Troops move through at half speed. +3 to any further rolls on this chart	
16+	Crush! Gate is utterly destroyed. The way into the city is open.	