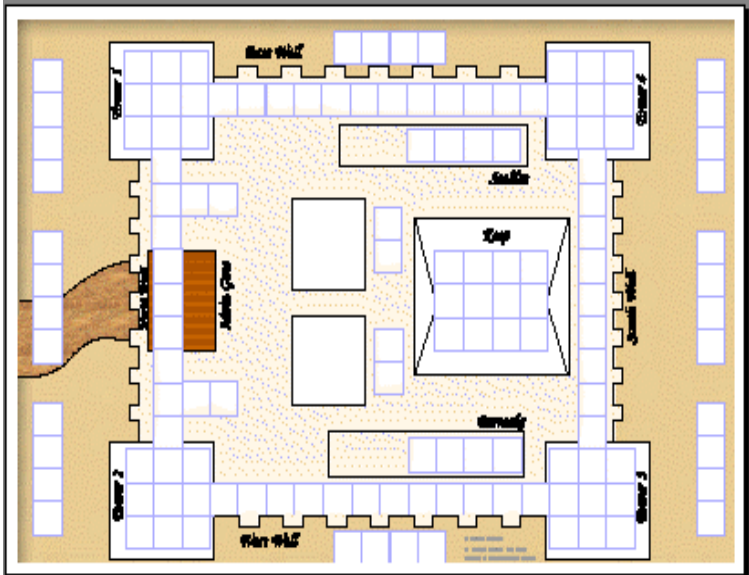


FortBoard Rules

v1.6

©2006 Terry Cabak



The history of siege warfare has been that, more than likely, the defender will not win without a relieving force marching to their rescue. The probability of the castle or fort falling is quite certain but if an attack did fail, it was usually because an attacker ran out of supplies or tired of the effort and retreated. This generic fort was designed so players could use either cardboard counters or miniatures up to the 20mm or 1/72 size for quick table-top siege games. Two six-sided dice are required to play the game as well as miniatures and artillery pieces, assault towers and rams. Turns consist of one player moving all the pieces they wish to move and then the other player gets to move, then combat is resolved. Once a piece comes into a space adjacent to any opposing piece it must stop moving.

1.1 Placing and Moving Units

The defender of the fort places his men and equipment anywhere desired on the walls and in the fort towers and buildings. Figures can be placed anywhere in the courtyard as well. The quantity of defenders can never be greater than 3/4 of what the attacker has in infantry.

The attacker places his figures and equipment around the outside of the fort in the groups of spaces where he also places siege equipment such as towers, rams and catapults. Play then begins with the Attacker moving first.

Melee combat is assumed to be simultaneous but the attacker can fire missiles before moving or after moving. In the defenders turn, he can also fire before or after moving.

Combatants can move along walls, but can get access to the courtyard only at the corner of towers or by entering from any of the spaces of walls adjacent (not diagonal) to the Barracks or Stables.

Once the attackers infantry are placed a d6 6 must be rolled for them to be picked up and automatically moved to another location or to another piece of equipment, unless their piece has been destroyed whereupon they can be automatically placed as the player wishes.

Defender infantry can move along the wall at one space per turn.

Pieces lingering anywhere in the courtyard treat the entire courtyard as one large space for movement purposes.

1.2 Perimeter Spaces

The groups of spaces outside the fort and around the perimeter represent locations where artillery models, moving attack towers, rams or other equipment can be placed: the spaces represent the crew needed to operate the object and in the case of towers, are the number of men that will attempt to be placed on the wall. The distance of equipment or archers from the walls has no bearing on effectiveness.

1.3 Ladders

Ladder models are not necessary as they are assumed to be used by all attackers placed at the wall. Towers cannot be scaled by ladders.

An attempt to reach the top of a wall by ladder is symbolized by a figure placed at the wall anywhere around the fort but opposite a space of the wall. If there is any opponent in the space, the attacker reaches the top by winning combat and taking the space of the defeated defender.

Any attackers lined up behind another that has made it to the top can now form a line to move into that space once he has moved away.

If there is no defender to oppose the attacker, the defender must decide if any missile units can fire at the attacker, otherwise he automatically reaches the top and is placed in the empty space.

The only missile units that can fire on an attacker are those in the towers of that wall or on the wall itself.

1.4 Artillery

Defender artillery is shown in the middle of the fort, but these items actually exist anywhere in the fort and can fire any direction.

The targets outside the fort are numbered from 1 to 6 for each weapon. When a weapon fires, roll a d6 to see which item is hit and repeat for the other defender artillery weapon. Therefore, as there are 8 potential attacker sites, only 6 can be targeted at any one time. However, as part of the defenders move, he can move Targeting indicators once per turn for each weapon among the attacker locations. These are pre-numbered and colored as the weapon in the courtyard for easier identification.

However, targeting the defending artillery is done only by random die roll of the interior components: Defender Artillery (left/right) 1/2. Keep 3. Barracks 4. Stables 5. Courtyard 6, 7, 8.

1.4.1 Fort Damage

When artillery scores a hit on a wall, a hit marker is placed in that space location of the wall; no figures can be placed in that space thereafter. Once all the spaces are filled with hits, that portion of the fort is no longer present. Stone/damage indicators between combatants prevent fighting, except missile troops can still shoot. * There is an option that pike troops can fight if no more than one space of stone debris is between them and an opponent piece.

1.4.2 Tower Damage

Each space of a tower has a defense value equal to all remaining spaces of the tower that are undamaged, e.g. at the start, a tower could have 9 spaces therefore each space is a value of 9. The attacker must roll higher than 9 using 2d6 to score a hit. If a hit is scored, rolling a 3 or higher using 1d6 wounds one figure present in the tower. Once all the spaces of the tower have hits, the tower falls but this does not provide entry into the fort from the outside: it is a heap of rubble.

1.5 Wall weapons

Defensive weapons shown with markers or models (of boiling oil, stacks of burning embers and logs, stones etc.) can be placed as desired along the walls or towers. They cannot be moved once placed and require no crew to operate them. They are destroyed when the spaces they occupy on the wall are each hit by artillery. Their effect is on the ground below their location of the wall, equal in area affected as the number of spaces the weapon occupies on the wall, so if the weapon occupies 2 spaces it affects up to two figures below. Every time the weapon fires, it rolls 4 combat attempts, so if two figures are at the bottom of the wall and the weapon comprises two spaces on the wall, each enemy below will receive 2 combat attempts against them; the weapon cannot be attacked in response. Should an attacking enemy survive after the firing, they are said to reach the top of the wall and the weapon spaces are empty of defending units.

1.6 Stable and Barracks

The number of figures placed in the Stables represents the quantity of horse mounted figures that the fort can make use of. Mounted figures can leave the fort from the gate to attack the enemy, but cannot be placed back in the fort again unless (given they survive combat) they successfully destroy an enemy artillery piece or at least one enemy in combat. Mounted units cannot move onto castle walls.

The Barracks is a potential goal for the attacker; when there are no defenders to fight attackers in the barracks it has fallen if at least one enemy is there, and the combat ability of all fort defenses drops by one point. Once the Stables have fallen similarly no mounted troops are available. Access to the courtyard from the exterior walls is only available at the towers or at any spaces adjacent to the Barracks or Stables.

1.7 Leaving the Fort

No one can leave the fort if all the spaces of the attacker items outside the front gate wall have a figure in them, but for each figure not present in those spaces, a defender figure can leave the fort to attack the enemy. In the defenders move, simply move the defending pieces to any of the attacker equipment and conduct a melee as usual.

1.8 Towers

Access to Towers cannot be denied until the corner space leading to the courtyard has a stone or an enemy figure in it. Once an enemy figure is in that space the tower cannot be regained until that figure is defeated in combat. No more than 4 defenders can exist in the tower at any one time.

1.9 Castle Keep

The Keep itself represents the place where a last-stand combat will occur, unless it has already been destroyed by random rolls of attacker artillery. Once the keep falls or is destroyed, all defensive weapons and defenders are minus 1 point in combat. Any defenders in the keep however fight twice per action.

1.10 Rams

Rams affect a wall like artillery but Rams can be affected by defender weapons on walls above them. 6 hits destroy a ram but each figure in the ram is safe until the ram is destroyed. Once the ram is destroyed, 1d6 figures inside it survive and can be placed elsewhere outside the fort.

1.11 Assault Towers

Assault towers dispense up to 4 attackers per turn and are designed to lower a bridge onto the fort wall: figures exit the assault tower equal in width as the number of spaces the bridge is wide that the figure actually occupies, but as this can be problematic for models, assume all towers are at least 2 figures wide on the bridge and thus may be fighting only one defender. Attackers move forward to touch enemy units and face off against defenders as if it was level ground, matching up against each other as evenly as possible for the figures involved for melee combat. Any figures unopposed gain a wall space and can gang up on the defender.

Missile units can be placed behind other units on the bridge and still fire as usual. All defender missile units fire first into the attackers on the bridge unless there are any attacker missile units as part of the assault, in which case *attacker* missile units fire first. Assault Towers are damaged like rams.

Once the location of assault towers is known, the defender can place one vat of burning oil opposite the tower in an attempt to impede its use; the oil is set aflame automatically

and burns the tower continuously for 4 turns whereupon the tower crumbles to the ground and all contents are destroyed.

However, each attacker unit in the tower can attempt to put out the flames if rolling 1d6, 6. but that is their movement and combat for the turn.

1.12 Melee and Missile Combat

Combat occurs between figures in adjacent spaces (even diagonally) and wherever possible by evenly matching up opponents; ganging up on an individual is only allowed if no other individual is available to be fought.

The basic fighting value of all soldiers is 3 but archers are 2 and mounted figures have a value of 4 and when wounded have a value of 2. This means a mounted figure must be wounded or ganged up upon for normal infantry to have much hope of defeating a mounted figure.

Each player rolls the die for a figure and adds the shown number to the combat value. The higher roller causes a wound on the lower roller. A tie has no result for that combat.

A wound is indicated by a colored marker or any other kind of symbol on the figure, and drops a figure's value to 1.

A figure can fight as many times in a turn as required but as soon as a hit is scored fights thereafter with the reduced combat value.

Disengaging from combat is only possible if a movement direction is open and clear of friendly or opposing troops and only after all the combats against the figure are finished.

1.12.1 Missile Firing

Archers score a hit on 1d6 6 and Crossbow archers on 5,6. However, when an opponent is more than one space away but less than 4, the chance of hitting is anything higher than 3.

Missile troops are limited in firing at targets not involved in melee and at any spaces on walls on the side of the fort where the archer is located. However, they can also fire across the courtyard to other walls (not at targets in towers) at any target not involved in melee. If firing from inside a tower, the archer can chose from either of two walls to fire at as well as all the ground directly outside the tower itself and into the courtyard or across the courtyard to another wall.

If adjacent to an enemy however, archers cannot shoot and must melee instead.

1.12.2 Archers Firing at Enemy Artillery

Missile units can fire at enemy artillery scoring a hit on 1d6 6. Remove a crewman to symbolize the hit. Once no crew remains, the piece cannot fire.

1.12.3 Healing

All troops that move inside of or through the Barracks remove the damage indicator and become normal strength. For attackers who withdraw to heal, they must move to an empty location on a equipment station somewhere around the fort. If no space is available, they must wait for one to become available and be placed there prior to going back to attack the fort. Otherwise, they keep their damage indicator.