

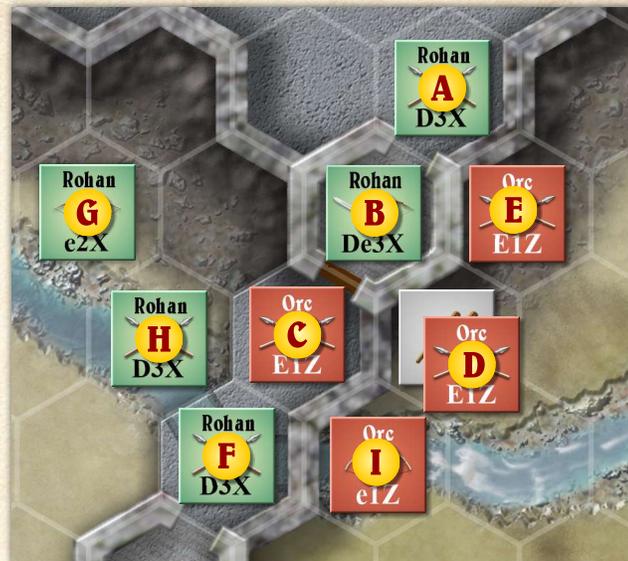
WALL AND TOWER COMBAT EXAMPLES

MISSILE COMBAT EXAMPLES

Unit B may shoot at units **C, D, E**, and **I** from the Tower hex.

Unit G may shoot at unit **C** as the Line of Sight does not cross a Wall hexside (*parapet*). **G** may not shoot at unit **E** as the Line of Sight crosses the Tower hex, or unit **D** as the Line of Sight crosses the wall hexside and attacking unit is not in a protected hex.

Unit I may shoot at units **B** and **F** as they are in Protected Wall or Tower hexes. The target units would have their Armour Protection Rating increased by one as the shots cross the Wall hexside (*parapet*) or Tower hex. Unit **I** may not shoot at unit **A** as Line of Sight passes through the Tower hex. Unit **I** may not shoot at units **G** and **H** as the shot crosses a Wall hexside (*parapet*) and the target units are not in the protected hexes behind the wall.



MELEE COMBAT EXAMPLES

Unit A may Melee, unit **E**, but does not have to attack as a unit on a ladder does not exert a Zone of Control across the wall hexside.

Unit B may Melee units **C, D**, or **E**, but does not have to attack the enemy units as they exert no Zone of Control across a Tower hex or Unbreached Gate hexside.

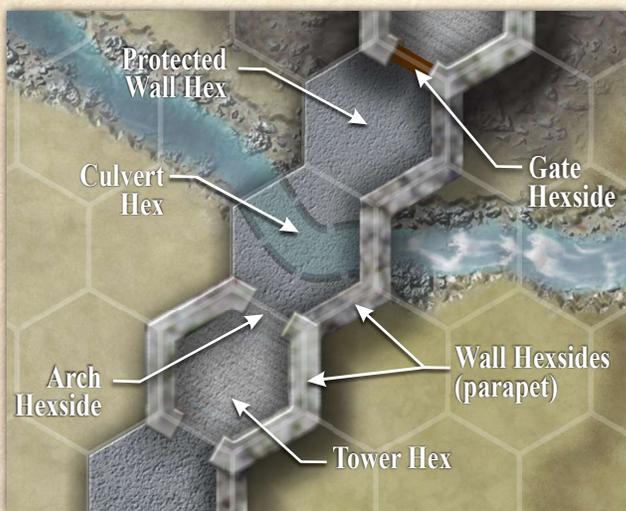
Unit C must Melee either unit **F** or **H** as it is in both enemy units Zone of Control. Unit **C** may not Melee unit **B** as units may not attack into a Tower (*considered on same level as wall, but higher*) hex unless on a ladder or through an Arch or Unbreached Gate hexside.

Unit D on Ladder may Melee unit **B**, but does not have to attack as no enemy Zone of Control extends across the tower hex. Unit **B** has their Armour Protection Rating increased by one as they are defending against a unit on a Ladder.

Unit E is not on a Ladder and may not Melee unit **B** as units may not attack a unit on a higher Level unless on a Ladder.

Unit F must Melee unit **C** as it is in the Zone of Control of the unit.

Unit H must Melee unit **C** as it is in the enemy units Zone of Control. Unit **C** would not have their Armour protection rating increased as the attack is not across a Wall hexside (*parapet*)



Anatomy of a Wall

Wall Hexside: Also called a 'Parapet' or 'Battlement', Units defending across the Wall hexside (*including hexes inside the keep*) from the Protected Wall hex have their Armour Protection Rating increased by one.

Protected Wall Hex: The hex behind the Wall hexside, or inside a Tower hex. Missile or Melee attacks may target this hex across the wall hexside. Missile Combat may not target across a wall hexside to the hexes beyond the Protected hex.

There are no Movement or Combat restrictions for non-parapet Protected Wall hexes.

Gate Hexside: May not be crossed to enter the Keep unless Breached, or Controlled by Friendly side.

Arch Hex: Access to Tower hex. No effect on Movement or Combat.

Culvert Hex: Under wall, may not enter unless using Orc Cunning. The wall above is treated as a normal Wall hex for Combat and Movement (*unless culvert has been Collapsed or Breached*). A Collapsed Culvert is Impassable from Stream hexsides for remainder of game.

Tower Hex: On same level as wall, but considered higher than the wall. Units defending from a Tower hex have their Armour Protection Rating increased by one unless attacked through an Arch.