WALL AND TOWER COMBAT EXAMPLES

MISSILE COMBAT EXAMPLES

Unit A may shoot at units **D**, and **E** *(Tower hexside does not block Line of Sight)*. Unit **A** may not shoot at **C** or **I** as the shot crosses a Tower hex.

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 the enemy unit does not exert a Zone of Control crosses 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)*.
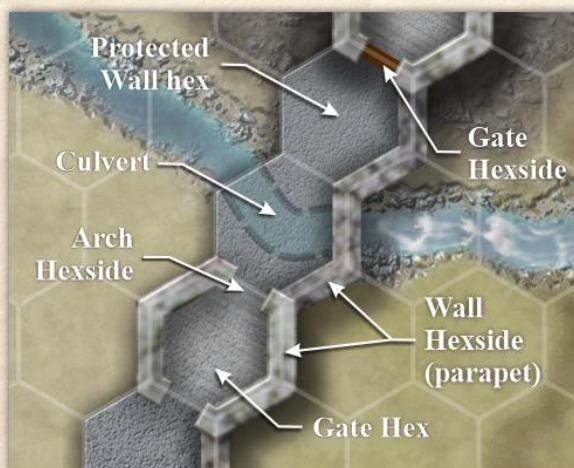
ANATOMY OF A WALL

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. Units defending from a tower through an Arch have their *Armour Protection Rating* increased by one.

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. Units defending from the Culvert hex have their *Armour Protection Rating* increased by one.

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.