

# **SIEGE ON THE BORDERLANDS**

## **A BOOK OF WAR SCENARIO**

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#### ***Introduction***

On the borderlands of the realm of men, in an area of wooded hills, there is a certain castle on a high bluff overlooking a river. One dead and moonless night, a massive horde of monsters pours out of the nearby woods from all directions, scrambling and clattering up the bluff face, pulling up crude ladders after themselves, in an attempt to overwhelm the defenders of the castle. Fortunately, an alarm is called, and all able-bodied men grab torches and arms and run to the walls!

Playing Time: This scenario has been found to take approximately 3 hours to play.

Model In Play: We assume we have a map or model of the Keep at the standard BOW scale of 1"=20 feet. The bluff face is assumed to be some 40 feet at the low end, 60 feet on the high end. The plateau top extends about 1 inch from the edge of the castle model walls in each direction (enough for only 1 figure deep).

Note on Numbers: The monster army shown here is some 6 times larger than all the warriors indicated in the Caves of Chaos; it is the result of a concerted effort from a higher evil power. The army can march from the Caves in a single day (normally men & monsters jockey for day vs. night advantage; men prefer 1+ day away from entrance to underworld with sentries).



## ***Defender Setup***

Defending troops are summarized below. As usual, figures are at 1:10 scale and include appropriate serjeants, captains, etc.

- **Polearms:** 8 (MV9, AH5, HD1)
- **Crossbows:** 14 (MV9, AH5, HD1)
- **Heavy Swords:** 3 (MV6, AH6, HD1)

Starting locations are as follows (including those men usually off duty):

- **Main Gate:** 2 crossbows, 2 polearms
- **Bailiff's Tower (SE):** 1 crossbow
- **Watch Towers (SW):** 2 polearms
- **Inner Gatehouse:** 2 crossbows, 1 polearm
- **Small Tower (E):** 1 crossbow
- **Guard Tower (W):** 2 crossbows, 1 polearm
- **Great Tower (NE):** 1 polearm
- **Great Tower (NW):** 2 crossbows, 1 polearm
- **Keep Fortress:** 4 crossbows, 3 swords (AH6 in plate)

Total 25 figures (250 troops); total cost 195 (assumes polearm cost 7 with AH 5). Note that several locations have had archers converted to other types (main gate polearms; inner gatehouse, guard tower, NW great tower 1 crossbow each).

## ***Monster Setup***

Once the defenders are setup, monsters may be placed anywhere at the base of the bluff. Units may also be kept off-map in the darkness and introduced at the start of any monster turn. After being placed, movement is as normal.

- **Goblins:** 20 light infantry (MV9, AH4, HD1)
- **Hobgoblins:** 16 crossbows (MV9, AH5, HD1)
- **Orcs:** 15 medium infantry (MV9, AH5, HD1)
- **Ogres:** 4 (MV9, AH5, HD4)
- **Frost Giants:** 1 (MV12, AH5, HD10)

Total 56 figures (560 troops); total cost 372 (about double defenders). Note that ogres get +1 to hit, while frost giants get +3 to hit, and throw stones 20" (ROF 1, Dam 1). Allow ogres to be in a unit of 2 figures if desired. Depending on figures available, you may wish to make substitutions up to the same total cost.

After monster setup (up to the bottom of the bluff), the men of the Keep take the first turn of movement.

## Special Rules

- **Units:** Units *inside* the castle waive minimum size, facing, and morale. Units outside follow standard size & morale rule. Once they gain inside, figures can break off and act independently (and without morale considerations). Solo units that move cannot fire missiles in the same turn.
- **Walls:** Defenders on walls get +1 AH vs. missile fire, and make double attacks against figures in contact with the outside base of the wall. One figure protects/covers a 3" span of wall (in single rank, using combination of stones, oil, polearms, etc.; shown by figure touching inside of wall). Figures on a wall can be attacked in melee by at most 2 figures per turn (one on each side).
- **Towers:** Towers and gatehouse/keeps protect a certain number of figures "inside" entirely from harm – normal towers (1), inner gatehouse (2), keep fortress (3). These figures can shoot normally from numerous arrow slits. Any excess figures on top of the tower are subject to normal hits at +1 AH from the battlement. Movement up or down towers costs 2" (or 4" for inner gatehouse).
- **Light:** We assume a number of torches along the top walls of the Keep, and men at night carrying one or more torches per figure to move. Thus, monsters can attack men normally at all times. Men may shoot normally against monsters at the base of a wall; on the lower bluff tier attacks are at +1 AH (into darkness, directed by sound only); and beyond that, they are effectively impossible. All places inside the castle are lit with torches.
- **Climbing:** Normal troops scale a single bluff tier (1" = 20 feet) as a full move on a roll of 3+ per figure. The double-height tier at the north end requires a 5+; and on a 1-2, the figure takes 2 hits. Climbing down (from a rout, etc.) is at the same chance; figures left behind/isolated are removed. Missile fire while climbing on the bluff is impossible.
- **Escalades:** Troops with ladders can escalate over a defended wall as a full move on a 5+; attacks thereafter proceed normally. Undefined walls can be scaled freely. Towers cannot be climbed.
- **Doors:** Note that all towers have doors to access adjacent walls & courtyards. Attackers in these areas can break into towers and gatehouses as movement on a 4+, then attacking those inside normally.
- **Gates:** All gates are assumed to be unbreakable in this scenario (due to various construction elements and attackers without siege implements). The inner gatehouse and keep fortress must be escalated or door-accessed.
- **Giants:** Ogres & giants add standard combat bonus (+1/3) to climb attempts, escalades, and door attacks. Ogres have ladders; giants boost each other.
- **Elevation:** For the purpose of missile attacks, the castle/bluff elevation is not significant (at most adds 1" to range).

## ***Appendix A: Equipment Checklist***

- 1) Dice
- 2) BOW rules
- 3) Routed markers
- 4) Tape measures/rulers
- 5) Paper, pencils, calculator
- 6) Boxes of miniatures (see Setup for numbers)
- 7) Keep model or map (at BOW 1" = 20 feet scale)
- 8) Copies of this handout (one per side)
- 9) Copy of original map of Keep
- 10) (Optional) Camera phone

## ***Appendix B: Exact Troop Roster***

The following is a direct man-for-man accounting of troop types as indicated in Module B2, Keep on the Borderlands. Included above are both on-duty and off-duty troops in each location (usually 1/3 are on-duty). Locations each have stores of food, bolts/arrows, spears, rocks, and oil for pouring down on attackers (e.g., see area 2). All troops have additional side weapons such as dagger, sword, and axe.

- 1. Main Gate:** Plate & polearms (2)
- 2a. Flanking Tower:** Chain & crossbows (8), chain & shortbows (8)
- 2b. Flanking Tower:** Chain & crossbows (8), chain & shortbows (8)
- 3. Entry Yard:** Plate & polearms (2), lackeys, scribe, corporal.
- 6. Bailiff's Tower:** Chain & crossbows (6), leather & polearms (6), scribe, bailiff.
- 12. Watch Tower:** Chain & shortbows (6), leather & polearms (6), captain.
- 18. Inner Gatehouse:** Chain & crossbows (8), chain & shortbows (8), chain & polearms (8), sergeant, captain.
- 19. Small Tower:** Chain & crossbows (8).
- 20. Guard Tower:** Chain & crossbows (8), chain & shortbows (8), chain & polearms (8), corporal.
- 22. Cavalry Stables:** Heavy warhorses (12), medium warhorses (18).
- 23. Great Tower:** Chain & crossbows (8), chain & shortbows (8), chain & polearms (8), corporal.
- 24. Keep Fortress:** Plate & crossbows (8), plate & swords (8), heavy cavalymen w/ plate, shield, sword (12), medium cavalymen w/ chain, crossbow, axe (18).
- 26a. Central Tower:** Plate & crossbow (6), plate & sword (6), scribe.
- 26b. Central Tower:** Plate & crossbow (6), plate & sword (6), advisor.
- 27. Castellan's Chamber:** Castellan.

Total 210 troops above. Plate & polearm (4), chain & crossbow (54), chain & shortbow (46), leather & polearm (12), chain & polearm (24), heavy cavalry (12), medium cavalry w/crossbow (18), plate & crossbow (20), plate & sword (20).

For the purpose of scenario gameplay, types have been consolidated (all archers to chain & crossbow; all polearms to chain & polearm; cavalry to similar infantry type), generally rounded up ("many civilians will arm and help man the walls", p. 6), and justified to available miniature figures.

In theory, leader-types should be *more* numerous than those appearing in the module. Per AD&D, we expect something like 20 sergeant-types level 2-3 (actually 6), 4 lieutenant-types level 4-5 (actually none), and 1 captain-type level 5-8 (castellan).

As for spellcasters: Clerical-types include the curate (Clr5, area 17) and scribe (Clr2, area 26). Wizard-types include the advisor (Elf Ftr3/Wiz3), area 26) and bank clerk (Wiz2, area 11). However, none of them have spells memorized that are useful in mass combat (even so much as *light*, *detect* or *protection from evil*, etc.)