

Siege Mantlets

| WD | MV | AR | DEF | SZ | CT |
|----|----|----|------|----|----|
| 3 | * | 16 | 0/+2 | 3 | 20 |

* Movement:

1) The Siege Mantlets do not move themselves but require the impetus of someone to move them. It requires a combined SZ value of 4 to move a Mantlet 1".

A combined SZ of 6 will move a Mantlet 2" per action, and a combined SZ of 8 could move it 3" per action. Mantlets cannot move faster than the speed of the units moving it.

2) Mounted Units cannot move or be part of moving Mantlets.

3) Cannot run.

Special Rules:

- 1) Vulnerable to fire. Damage is increased by 2 for fire attacks.
- 2) Immune to hand-held missile weapons unless the attacks are fire-based.
- 3) Siege Mantlets block LOS to units (SZ 3 or less) directly behind it, though this is from the front facing only.
- 4) Siege Mantlets provide hard cover to units of SZ 4 behind it, though this is from the front facing only.
- 5) Siege Mantlets afford Soft Cover to models of SZ 5 behind it, though this is from the front facing only.
- 6) Siege Mantlets may be turned up to 45 degrees per action.
- 7) Siege Mantlets may accept one Modification.

Classification: War Machine, general

Initially Assigned: Blackbloods, Devout, Dwarves, Elves, Firstborn, Sons of Kronos

Restrictions: Stygians and Swamp Goblins are not use Mantlets (except as ramps of course).

Modifications:

Shield Reinforcement (All)- Adds 2 to the AR value. (+4 points)

Alchemical Balm (Blackblood)- Removes the Vulnerability to Fire above. (+5 points)

Tortured Prisoners (Devout)- Adds 1 Wound. (+10 points)

Iron Plating (Dwarves)- Adds 4 to AR value. (+8 points)

House Insignia (Elves)-

Helios- Immune to fire attacks (+5 points)

Crystal (Silver)- Radiating cold adds +2 to the DEF of enemies in the front facing within 1" of the

Mantlet. (+4 points)

Crystal (Blue)- Adds 1 to the LD value of models behind it as pertains to Morale issues. (+2

points)

Obsidian- Non-bludgeoning weapons are at ½ DAM (+6 points)

Jade- Attacks made against it must deal with a -2 DEF instead of the above listed values (+4

points)

Spikes (Firstborn)- Models attacking the Spiked Mantlet from the front facing must attack using their CC score less 4 points. Models caught under a falling Mantlet with this must make an AR save against a DAM 7 attack. (+6 points)

Sturdy Timbers (Sons of Kronos)- For the cost of an action the Mantlet may be cast down and positioned to cross a gap no longer than the Mantlet length. It will act as a bridge in this case. (+2 points)

Announcement by Thom Talamini at 20-09-2005 on the Excelsior Entertainment Board.

Last Edit: 23-09-2005