

A Guardsman's Introduction to Siegeworld



Pvt. Jacobson: So Sergeant Williams, I'm new to this whole Siegeworld thing, is there anything I should know about terrain?

V.Sgt. Williams: That's Veteran Sergeant to you, I'm carrying a storm bolter aren't I, and didn't they teach you any respect at the academy?

Pvt. Jacobsen: Sir, yes they did. Sorry, veteran sergeant sir.

V. Sgt. Williams: That's better private. So you're new here to the walls of Fortress 11624, well let me show you around.



Pvt. Jacobsen: Sir, where are we sir?

V.Sgt. Williams: We're on the walls of 11624, you really are wet behind the ears aren't you?

Pvt. Jacobsen: Sir, thank you for the complement. But how did we get up here, there aren't any stairs sir?

V. Sgt. Williams: It's something called gaming rules, even without stairs you can still move up the same distance you move along the ground. Further, since we didn't move at all on the ground, we can climb to this first level perch by using your entire movement.

Pvt. Jacobsen: OK, so I could move these 7 inches upward, to this level because it's the lowest level and I sacrificed my entire move?

V.Sgt. Williams: You're starting to get it son, now look over where I'm pointing here.



Pvt. Jacobsen: Hey, it's the rest of our squad.

V.Sgt. Williams: Where's your sir sandwich, you Cudbear pimple!

Pvt. Jacobsen: Sir, sorry sir. Sir, it's the rest of our squad sir.

V. Sgt. Williams: I know it's the rest of our squad and you should be thankful I'm not a commissar. I got them up here so they could demonstrate shooting positions on the wall, because they are all touching the protective front side of the wall, they can all shoot as they shall demonstrate.

Autocannon: Dakka! Dakka!

Lasguns: Flashlight! Flashlight!

Pvt. Jacobsen: OK you worthless beatniks, move into a tighter formation.



V.Sgt. Williams: As you can see the wall supports are wide enough to accept the troops in a formation two deep, this is useful for repelling attackers but not necessarily for shooting, for instance Pvt. Jones with his plasma gun cannot shoot as he'd just hit Pvt. Smith in front of him, as demonstrated here.

Plasma gun: Hisssssssss.

Pvt. Smith. IIIIIIIEEEEEEEEEEAAAHHHHHH!!!

Pvt. Jacobsen: Sir, I understand the different formations sir.

V.Sgt. Williams: Now the squad could duck down to get a 2+ cover save, but then the squad couldn't shoot back.



Pvt. Jacobsen: Sir, why the wide angle shot, sir?

V.Sgt. Williams: This is just to show that we are on a straight wall section currently, the different sections have different defensive capabilities. As a straight wall section this part only has an armor value of 12 and 10 structure points, at the same time, its loss will only open up a relatively small breach. Straight wall sections form most of the defenses

Pvt. Jacobsen: Sir, but that still sounds pretty strong, sir. Sir, does it have any known weaknesses, sir?

V. Sgt. Williams: Are you questioning the walls most venerated architects!

Pvt. Jacobsen: Sir no, it's just.....

V.Sgt. Williams: Its actually a good question. Specialized siege guns get a lot of benefits when attacking it and supposedly tyranid bioconstructs that don't have any ranged weapons can climb it as regular terrain, but that's never been confirmed.

Pvt. Jacobsen: Sir, does that mean they can't do it sir?

V. Sgt. Williams: No, but if they do, you didn't see it happen.



Pvt. Jacobsen: Sir, what just happened sir?

V.Sgt. Williams: The wall section we were on was destroyed by that big titan out there.
Fortunately we made our armor saves for falling off, although it doesn't look like the rest of the squad did, no matter, there's more where they came from.

Pvt. Jacobsen: Sir, does this mound give us any protection sir.

V. Sgt. Williams: No, its open terrain so I suggest we move quickly.



Pvt. Jacobsen: Sir, where are we now sir?

V.Sgt. Williams: Must I explain everything, we're in front of a tower, These are much more heavily armored at armor 13, but still only have 10 structure points. At the same time they are half the size of the wall section so loosing one only causes a small breach.

Pvt. Jacobsen: Sir, aren't we on the wrong side of it sir?

V. Sgt. Williams: Yes let's go in.



V. Sgt. Williams: OK, here we are on the platform of a tower, now explain how we got here.

Pvt. Jacobsen: Sir, this is taller than a first level access, so we had to sacrifice our entire movement to get onto another wall (first level access), however from there we could move up to here in our normal movement because its less than 6 inches higher.

V. Sgt. Williams: Good you're learning. as opposed to the walls, the towers have fire ports. These Give you a 4+ cover save, same as the walls. Problem is that only four infantrymen can shoot out of them at once on these towers. Since you did a good job getting us up here, get us back down.



Pvt. Jacobsen: Sir, looks like Imperial armor at its finest, sir.

V.Sgt. Williams: Yes it is, the base of each tower has large firing slits to accommodate tanks, only four infantry can shoot out but a tank, such as this fine Lemman Russ can shoot out instead.

Pvt. Jacobsen: Sir, The Lemman Russ fits here pretty well, but what about larger tanks sir?

V. Sgt. Williams: War machines are not allowed in these towers son, they're too big, however, I think the answer to your next question may be driving up.



V.Sgt. Williams: OK, let's take this nice space marine land raider here, the lascannon on this side is obviously hitting a wall, and the other, well, you can't see it. The truth is a non war machine vehicle can always shoot one main weapon regardless of their position on the model, defensive weapons have to actually be able to see out, so the heavy bolters look like they have a limited arc while the storm bolter is probably severely limited.

Pvt. Jacobsen: Sir, But what if one lascannon gets shot off sir.

V.Sgt. Williams: Pay attention to what I say boy, one main weapon can always shoot, if the far lascannon gets shot off, this one is now allowed to shoot. It's just to make game mechanics simpler.

Pvt. Jacobsen: Sir, I get it sir. but what about a griffon mortar sir?

V.Sgt. Williams: Weapons have to fire directly to use these slits. As a griffon mortar cannot fire directly, its can't use the firing slit.



V.Sgt. Williams: What lunacy is this private?

Pvt. Jacobsen: Sir, I figured it fit, so we should bring a tank up here to fire through the slits sir?

V. Sgt. Williams: Private you get to clean the latrines with nothing but your personal toothbrush and you know that bad personal hygiene will get you court marshaled. Tanks are not allowed on the upper level of any building

Pvt. Jacobsen: Sir, but sir, I was told heavy weapons could be up here, and it fits on the platform.

V.Sgt. Williams: Screw the toothbrush, you get to use your tongue. Weapon platforms may be up here, and even they have their field of fire limited by the wall being only able to fire back over the defenders heads. It's only really a useful idea for an AA gun platform. We better get down before the weight of that thing starts to cave in the tower. How'd you get it up here anyway.

Pvt. Jacobsen: Well, sir, I....

V.Sgt. Williams: Never mind, I don't want to know.



Pvt. Jacobsen: whoa, sir, what's this sir?

V.Sgt. Williams: This is a corner tower, they anchor the two ends of the wall and allow the wall to go around corners and be a true fortress.

Pvt. Jacobsen: Sir, and when will that happen sir?

V. Sgt. Williams: Later, for now they just anchor the walls. They also define the play area, you cannot go to the side of the corner tower or else you fall off the world map.



Pvt. Jacobsen: Spacious, sir

V.Sgt. Williams: Yes it is, also very strong, each side of this bad boy is armor 13 and has 20 structure points, further the long firing slit can be used by as many infantry as can get gun barrels through it.

Pvt. Jacobsen: Sir, can we get tanks...

V. Sgt. Williams: NO!, no tanks on the upper levels, for tanks we go down.



V.Sgt. Williams: Corner towers have bigger firing slits, but only one per side, any regular vehicle can fire all its weapons out this slit, and war machines with 3 structure or less, except walkers, are allowed to fire one main weapon out always and defensive weapons as they can see. Basically war machines use these slits the way tanks used the others.

Pvt. Jacobsen: Sir, that's a big hole, can't something come through it, sir?

V. Sgt. Williams: Yes, like all the tank firing openings, us infantry can assault through them, counts as difficult terrain, but hey you can't have everything.

Pvt. Jacobsen: Sir, So can titans use this firing slit sir?

V.Sgt. Williams: Pull your head out so your brain can get some air! I said no war machine walkers, and only war machines with three structure or less



Pvt. Jacobsen: Sir, I see how this land raider can shoot out now sir.

V.Sgt. Williams: Good, yes, this as a tank could shoot with all weapons anyway. I also note that a war machine is not limited to shooting with one main weapon if others can actually see, but if a main weapon is blocked and you want to fire that weapon, you are limited to only one.

Pvt. Jacobsen: Sir, I understand, is that everything sir?

V. Sgt. Williams: Close, we've got one more piece of terrain to go.



Pvt. Jacobsen: Sir, very big doors sir?

V.Sgt. Williams: This is a gate section, the largest of the wall sections. This part only has an armor value of 11 but has 20 structure points. These however will result in a massive breach in the walls should they fall.

Pvt. Jacobsen: But what about the doors sir?

V. Sgt. Williams: The doors are controlled from the inside, they can be opened by a command at the start of the defenders turn, if they do so they are open at the start of the defenders next turn. It takes a full turn to close them though so if they give the command to close them as soon as they are done opening, they'll still be open all through the attacker's turn. In fact do you hear rumbling....



Brother Ikibus: Heretics on the doorstep!

Pvt. Jacobsen: Sir, can he shoot at us sir?

V.Sgt. Williams: Well I'm sure this is all just a simple misunderstanding, we're on his side, he just saw us a minute ago admiring his nice land raider. But otherwise he can shoot at anything in line of sight when the doors are open, he has no indirect fire weapons so that's not a problem either because they wouldn't be able to shoot through the doors.

Pvt. Jacobsen: Sir, Even titans can shoot through the doors sir?

V.Sgt. Williams: If they can draw a line of sight from their gun barrels through the door to their targets. Of course if their target is obscured and makes his save, you may hit the walls from either side. Now about this little misunderstanding about which side we're on.

Brother Ikibus: You are on the outside of the walls, therefore you are to be destroyed!

V. Sgt. Williams: Um, yea, there is that problem

Pvt. Jacobsen: What's the problem, uh sir.

V. Sgt. Williams: You see private, nobody knows ahead of time who will be on what side of the battle so he has every right to think that because we're out here, we're the enemy.

Pvt. Jacobsen: That's a stupid idea, he's on our side, For the Emperor!

V. Sgt. Williams: Actually, because he's on that side of the wall, he fights for the Emperor's left hand, being on this side we fight for the Emperor's right foot.

Pvt. Jacobsen: What's that mean, which one's the Emperor?

V.Sgt. Williams: Well its complicated. Generally speaking nobody knows which side fights for the Emperor, or the gods of Chaos, or the C'Tan, or the greater good, or for anything else for that matter. You see, to make sure that the sides are relatively "fair" the forces get divided up at the start of the game to make the game fun if not entirely in character. Besides there's too many space marines in the world anyway.

Pvt. Jacobsen: Fun, for whom, that lascannon doesn't look fun.

V.Sgt. Williams: Apparently for those who control our lives, pushing us around like pawns in some giant game.

Pvt. Jacobsen: That sounds vile, answer me! Are we fighting for the forces of chaos or the Emperor?

V.Sgt. Williams: Well both sort of, in this game they are kind of similar.

Brother Ikibus: I just heard that Blasphemy! Comparing the Emperor to the evil spawn of chaos, plus forcing thousands of innocents to read your inane babble. I shall purify you in cleansing fire.

Pvt. Jacobsen: Uh, that's bad isn't it....

Lascannon: FREEEEEEEM

THE END