# The Anarchy

**RULES OF PLAY**

# The Anarchy
## Civil War in England – 1139-1153

'The Anarchy' is the name given by English scholars to the civil war which tore England apart in the middle of the 12th Century. The conflict was a succession of sieges, to the point that Jim Bradbury named this period "The Castle War".

After GUISCARD and DIEX AÏE, it is natural that the third instalment of the NORMAN SAGA series address this period, when the grand-children of William the Conqueror were at war with one another. It is also an opportunity to revisit the siege rules, which were only lightly addressed in the first two games. These rules introduce new concepts like the use of hoardings, mines and the deployment of larger-size siege engines, which are more realistic than those proposed 30 years ago in the SIEGE game of the CRY HAVOC series.

THE ANARCHY is an extension and not a complete game. Detailed rules for combat and shooting are not addressed. Simply refer to the rules included with GUISCARD or DIEX AÏE, available as a free download from www.cryhavocfan.org/eng/ if you don't have them. This editorial choice was driven by the sheer size of the siege rules. Including everything in a single booklet would have been too much to manage (as well as too heavy to ship…) and we prefer to provide more new game components. Note, however, that we do include complete tactical play sheets. THE ANARCHY also includes a campaign game whose rules are similar to those included with DIEX AÏE, adapted to the new setting. Nobles can now change faction following specific events or encounters. Beside the 5 scenarios included, these rules constitute a complete system that allows you to generate your own scenarios in a given historical context.

Buxeria

# Contents Table

# 1 - COMBAT IN OPEN TERRAIN

## 1.1 - Terrain Types

| Appearance | Description | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|---|---|---|---|---|
| | **Open Ground** | 1 | None | 0 |
| | **Scrub** | 2 - Foot<br>4 - Horse | Light | - |
| | **Tree** | 2 – Foot<br>Impassable<br>to Horses | Light | - |
| | **Slope** | 2 - Foot<br>4 - Horse | Medium if fire crosses the top lip | - |
| | **Beach** | 1 | None | 0 |
| | **Shallow Water** | 2 | Light | - |
| | **Deep Water** | 4 - Foot<br>Impassable to horses or characters with armour | Light, except if the shooter is adjacent to the water hex | - |
| | **Ford** | 2 | None | 0 |

## 1.2 - The Sling Staff

A sling staff can throw larger stones or incendiary devices over high obstacles such as trees or walls. Use the rules for siege engines to determine whether the slinger hits his target. Given its ballistic trajectory, the staff sling can't attack targets located within 3 hexes.

## 1.3 - Draft Oxen

Siege engines like the gallery, the battering ram or the belfry can be drawn by a train of oxen. Two oxen are necessary to move a maximum of 4 hexes per turn. If only one ox is left, the train will stop. A character must be adjacent to both oxen to lead them. If he is no longer present, the train must stop moving. To yoke or unyoke an ox from the train, a character must be adjacent to the animal for one full turn without undertaking any other action.
Note: Siege engines can also be pushed by characters (see § 5)

## 1.4 - Capturing a Character

If during a fight, several characters achieve a combat differential of 60 (or more) against a knight or a noble while he is not adjacent to any character on his side, he may be captured. Roll 1D10 to determine if the character is taken prisoner:
> From 1 to 4, the character surrenders;
> From 5 to 10, the character courageously continues the fight!
When the character surrenders, use his "Wounded" stance. He must then be escorted to one of the edges of the map by two armed men. The escort must remain adjacent to the prisoner at all times (the prisoner moves with his guards).
The character may attempt to escape during the movement phase in the following circumstances:
> If a member of his escort is no longer in a hex adjacent to his (whether by negligence or because he was killed or forced to retreat after missile fire or combat).

> If a member of his escort is attacked. In this case, instead of fleeing, the character can join the attack with his current (wounded) attack and defence values.

> If his escort of two men is reduced to one after missile fire or combat, he may try to escape even if the remaining escort is in an adjacent hex.

The character can get his full strength back (if he was not already wounded when captured) by staying one full turn next to a dead character to take his weapon.

## 1.5 - Combat Tables

Lethality of the combat tables has been augmented for the higher differentials, by reducing the span of the sections and by modifying the results that were too unfavorable to the attacker in columns 9-12 and 13-20.

<div align="center">

**Don't read any further! You can now play Scenarios 1, 2, 3 & 4**

</div>

## 2 - THE PRIORY

## 2.1 - Terrain Types

| Appearance | Description | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|---|---|---|---|---|
|  | **House Interior** | 1 – Foot Impassable to Horses (except doorway hexes) | None | + |
|  | **Building Wall** | Impassable | Infinite | 0 |
|  | **Window in Building Wall** | 4 – Foot (to cross), Impassable to Horses | Medium | Att. - Def. + |
|  | **Door in Building Wall** | 1 | Medium | Def. + |
|  | **Staircase** | 2 - Foot, Impassable to Horses | None | - |
|  | **Exterior Building Corner** | 1 | Medium | 0 |
|  | **Church Window** | Impassable except from a ladder or scaffolding | Light | Def. + |
|  | **Chapel Window** | 1 - Foot (Impassable from outside) | Heavy | Def. + (Combat impossible across) |
|  | **Furniture** (benches, tables) | 2 - Foot | Light | - |
|  | **Low Wall** | 3 - Foot, impassable to Horses | Medium | Def. + |

## 2.2 - Scaffolding

### 2.2.1 - Terrain type

| Appearance | Description | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|------------|-------------|-----------------------------|------------|-------------------|
|  | **Scaffolding** | 1 - Foot (+2 to cross the battlement), impassable to horses | Light | - |

### 2.2.2 - Restrictions on movement and shooting

Scaffolding is represented by 1, 2 and 3-hex overlays. A raised ladder is needed to reach a scaffold from the ground.

A scaffold's elevation is identical to that of the wall against which it is raised.

A character can move freely under any scaffolding hex (they are considered to be about 3 to 4 meters high). A character on a scaffolding hex cannot shoot at a character beneath the same scaffold and the simple wooden guardrail does not protect characters from falling.

Scaffolding can burn just like any other wooden superstructure.
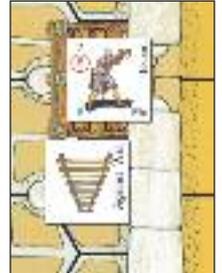


## 2.3 - The Door of the Church

The main door of the church can be set on fire, smashed open or battered down by a ram (*see* § 5.2).

### 2.3.1 - Opening or closing the door

A character must end his movement in the door hex, and neither move nor engage in combat (including shooting) for one full turn. At the end of this turn, the door may be opened or closed. When opened, place the gate marker in the hex containing the character opening the door.

Missiles may not be shot into or through a door when closed.

The door can only be opened from inside the church.



### 2.3.2 - Smashing the door open

A door can be smashed open by two attackers placed on hexes adjacent to the door (and on the same side). They can't perform any other action for 2 full turns to succeed in their attempt. Once smashed, the door remains open until the end of the game.

### 2.3.3 - Setting the door on fire

Use the fire rules in § 10.2 of 𝔊uiscar𝔡 or 𝔇iex 𝔄ïe.

**Don't read any further! You can now play Scenarios 5 & 6.**

# 3 - THE NORMAN KEEP

## 3.1 - Terrain Types

| Appearance | Description | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|---|---|---|---|---|
| | **Castle wall** | Impassable | Infinite | Impossible |
| | **Battlement** | 1 - Foot, 4 from a ladder | Heavy | Def. + |
| | **Tower Gate** | 1 - Foot, impassable to horses | Medium | Def. + |
| | **Arrow-slit** | 1 - Foot (Impassable from outside) | Heavy | Def. + (Combat impossible across) |
| | **Window** | 1 - Foot (Impassable from outside) | Medium | Def. + |
| | **Twin Window** | 1 - Foot (Impassable from outside) | Medium | Def. + |
| | **Deck** | 1 - Foot, impassable above the guardrail | Light | 0 |
| | **Moat** | 4 (1 from an adjacent moat hex), impassable to horses | None | - |
| | **Filled moat** | 2 - Foot, impassable to horses | None | 0 |

## 3.2 - Gate defences

### 3.2.1 - Terrain Types

| Appearance | Description | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|---|---|---|---|---|
| | **Gate** | Impassable when the gate is closed | Infinite (if fired through) | 0 |
| | **Bridge** | 1, impassable from a Moat hex | None | 0 |
| | **Burnt Bridge** | Impassable when bridge is destroyed | None | - |

### 3.2.2 - Opening/closing the gate
The castle gate, like the priory gate, can be opened and closed.

### 3.2.3 - The bridge
The wooden bridge is used to cross the moat. The defenders can set it on fire to slow down an attacking party.
In the tactical game, two characters must stay for 2 full turns in adjacent hexes to destroy it.

In the strategic game, it takes one day to destroy a bridge.

When a bridge is destroyed, the Burnt Bridge marker is placed on the hex, which becomes impassable. Two characters adjacent to this hex, and who do not perform any other action for 2 full turns, can install a footbridge to replace the destroyed bridge.

### 3.2.4 - Setting fire to wooden defences
It is possible to set gates or bridges on fire with arrows or oil (see § 4.3). These wooden defences are treated like a siege tower for the results.

### 3.2.5 - Battering wooden defences
Siege engines can batter a hex with a mantlet, a palisade, a platform, a hoarding, a scaffold, a bridge or a gate. Just like walls, only one wooden defence hex can be battered per day. A D result is enough to destroy a hex with wooden defences.

## 3.3 - Hoarding

### 3.3.1 - Description and setup
Hoardings are wooden corridors built in front of crenelated walls or towers. They are fitted with arrow-slits and murder holes to throw stones and missiles on attackers located at the bottom of the walls. Hoardings have the pros and cons of all wooden superstructures: they are easy and quick to set up, but also easy to destroy with mangonels or flaming arrows. To be protected against fire, hoardings were covered with freshly slaughtered hides.

3 types of hoarding overlays are available, covering 1, 2 and 3 hexes to conform to any wall layout. Only the hoarding floor is drawn, with its murder holes for vertical shooting. These holes must be cut out to actually see any character located at the base of the wall.

Hoardings can be placed against the curtain walls of a castle or its towers.

Towers with arrow slits cannot be equipped with hoardings. The hoarding elevation is identical to the elevation of the wall against which it is built. It is impossible to move from one hoarding hex to another one located at a different elevation.

Each scenario details whether hoardings can be used and where to put them.

### 3.3.2 - Terrain type

| Appearance | Description | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|---|---|---|---|---|
| | **Hoarding** | 1 - Foot (+2 to cross the battlement), impassable to horses | Heavy when shooting through arrow slits; Medium when shooting through murder holes | - |

### 3.3.3 - Movement
Moving from one hoarding hex to the next costs 1MP. Crossing from a wall hex to a hoarding across a battlement costs an additional 2 MP (note that this cost is significantly lower than when trying to cross the hexside from a ladder, because the move is much easier).

A ladder cannot be raised against a hoarding hex. A siege tower cannot attack a hoarding either, as its wooden walls prevent the drawbridge from being lowered.

Due to the difference in elevation, you can have up to 4 counters in the same hex:
> one filled moat marker;
> one attacker located adjacent to the wall at ground level;
> a hoarding overlay;
> one defender on the hoarding.

Example: The castle is being attacked and the moat has been filled up to the walls under the hoardings. The Flemish mercenaries Rupert and Sibert are against the wall at ground level (don't ask me why!) and Lovell the builder is about to cross the battlement (at a cost of 2MP + 1MP) to stand right above Rupert and throw a few stones at him as a welcome gift. Wigo can shoot at Rupert from his position, but not at Sibert who is right under him (see § 3.3.5.2).
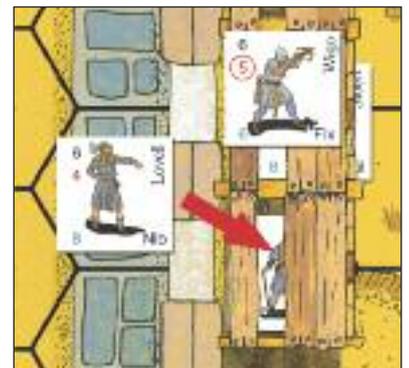
### 3.3.4 - Cover
Any character located in a hoarding hex will benefit from heavy cover should the shot come through the wooden arrow slits. But cover is only medium if the attackers are adjacent to the castle wall and shooting up into it, whether immediately below or standing only one hex away from the targeted hoarding hex. Shots coming from an adjacent battlement hex also give only medium cover. Characters in battlement hexes located behind hoarding hexes benefit from infinite cover.

The outward cover against missiles offered by a hoarding applies to all missiles, whether shot from ground level, inside a siege tower or from the top of a siege tower. Similarly the infinite cover offered by battlements behind a hoarding also applies to all of those situations. These rules reflect the protection provided by the roof of the hoarding.

### 3.3.5 - Missiles
### 3.3.5.1 - Shooting through arrow slits
Characters with a bow or crossbow can shoot through the front of a hoarding hex.

Shooting through hoarding hexes from a battlement hex is impossible.

### 3.3.5.2 - Throwing missiles through murder holes

It is possible to throw stones (see § 4.6), or javelins onto attackers below them at the foot of a wall (i.e. in the same hex).

Shooting bows and crossbows through murder holes is not allowed, as bows and crossbows cannot be shot directly downwards in real life.

Attackers located on the ground can only use arrows to shoot at defenders in hoardings through murder holes. They cannot be located more than one hex away from the murder hole they shoot at.

### 3.3.5.3 - Shooting and elevation

A character located at a higher elevation than the hoarding can shoot over it using the rules published in 𝕲𝖚𝖎𝖘𝖈𝖆𝖗𝖉, but using the hoarding hex as the reference point instead of the battlement hex beneath.

Example: Ekbert the crossbowman can shoot at any hex ahead of the hoarding. Ednyfed the longbowman cannot shoot, as the hoardings built ahead of the battlements block his line of sight.
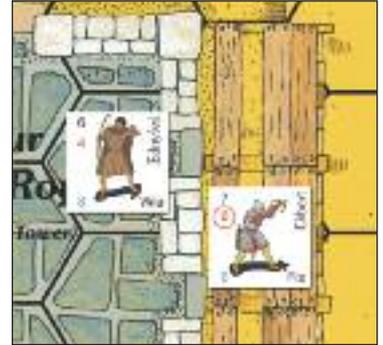
### 3.3.5.4 - Defending ballistae

Defenders can mount ballistae on the battlements, but these cannot not be moved onto a hoarding hex and cannot shoot through an undamaged hoarding hex.

### 3.3.6 - Protection against siege engines

A hoarding is not as resistant as a stone wall against missiles shot by a stone thrower or a mangonel. On the flip side, it provides additional protection to the battlement hexes against which it is built in the event of a direct hit from these siege engines. For this reason, it is impossible to batter a battlement hex should the trajectory cross a hoarding hex (imagine a direct line from a siege engine located off map, but on the same axis).

As for walls, only one hoarding hex can be battered per day. Use the following table to determine damage. One D result is enough to destroy the hoarding hex.

| Die Roll | Number of battering points | | | | |
|---|---|---|---|---|---|
| | 1 | 3 | 6 | 9 | 12 + |
| 1 | 1C | 1C | 2C | 3C | D/4C |
| 2 | | | 1C | 2C | D/3C |
| 3 | | | | D/1C | D/2C |
| 4 | | | | D | D/1C |
| 5 | | | D | D | D |
| 6 | | | D | D | D |
| 7 | | D | D | D | D |
| 8 | D | D | D | D | D |
| 9 | D | D | D | D | D |
| 10 | D | D | D | D | D |

*Key:*
**D:** The hoarding hex is destroyed
**C:** Specified number of battering points lost, because of damage to engines.

When a hoarding hex is destroyed, simply take the hoarding marker away (or replace any 3-hex counter with a 2-hex counter, or any 2-hex counter with a 1-hex counter). Battlement hexes located immediately behind retain their original characteristics.

Example: the hex with the ladder used to contain a hoarding that was destroyed during a previous day of siege. Herbert (and his friends) can now reach the ladder to climb the unprotected wall. On subsequent siege days, the battlement hexes in which Foulque and Richard are standing can be battered.
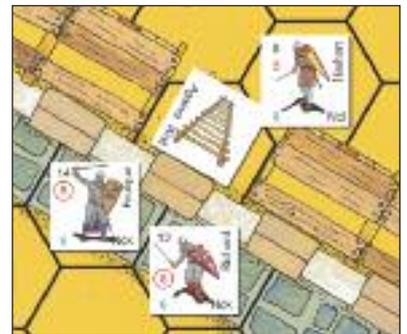
### 3.3.7 - Protection against battering rams

A ram can assault the base of a wall whether or not there is a hoarding on the upper part of that wall. This means that you could in fact have up to 6 counters and markers on a hoarding hex - filled moat marker, battering ram and attacking soldier inside the ram at ground level, and hoarding marker, defending soldier and barrel of oil at the upper level.

### 3.3.8 - Protection against fire

Attackers may set fire to the hoarding, despite the retardant effect of the freshly slaughtered hides. The hoarding is treated the same as other wooden structures on the fire table. Fire can spread to adjacent hoarding hexes. Entering a hoarding hex that is in flames is impossible.

### 3.3.9 - Combat

Due to the murder holes in the floor, any character on a hoarding is considered to be in disadvantageous terrain as he needs to watch his step. A character on a hoarding can only fight enemies located in an adjacent hoarding or battlement hex. He cannot fight a character

located on the drawbridge of a belfry.

Example: The belfry has to wait for the 3 hoarding hexes in red to be destroyed to lower its drawbridge. Only Ivo can fight the knight on the drawbridge. Bernhard can't do anything to counter him.
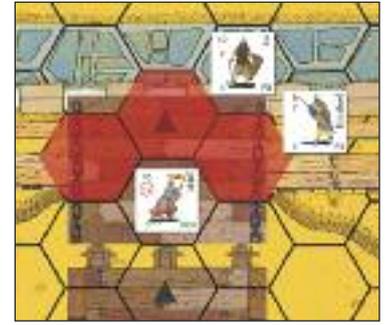
## 3.4 - The Moat

### 3.4.1 - Shooting from a moat hex

If a shot is possible from above, it will also be possible from below, but characters in the castle moat cannot shoot at battlements or windows.

### 3.4.2 - Shooting at characters in the castle moat

Characters behind the tower openings and on the battlements can shoot into the moat if the wall does not block their line of fire. Opportunities for shooting from the keep windows are few because characters in the moat are normally too close to the walls.

Characters outside the castle wishing to shoot into the moat must either be in the moat itself or in a hex next to the edge of the moat. As the moat is quite deep, a shooter in a hex next to the moat edge can shoot over characters in the moat.

### 3.4.3 - Cover

Characters in moat hexes do not benefit from any cover.

### 3.4.4 - Ladders and moats

Ladders can only be raised against a wall from a moat hex if the moat was previously filled.

## 3.5 - Mantlets

### 3.5.1 - Moving the mantlets

A character can move a mantlet if he is on the same hex, but his Movement Allowance is reduced by 2 MPs. All the terrain types that are impassable to horses are also impassable to mantlets, with the exception of filled moat hexes.

### 3.5.2 - Facing and cover

Once on the map, a mantlet must be faced in an exact manner: the top of the mantlet must be placed along one hex-side.

If a line of fire crosses the top edge of the hex, or one of the two adjacent hex-sides, a character in the mantlet hex will benefit from heavy cover. If this is not the case, the mantlet will offer no cover because the shooter will in fact be on the same side of the mantlet as the target character.
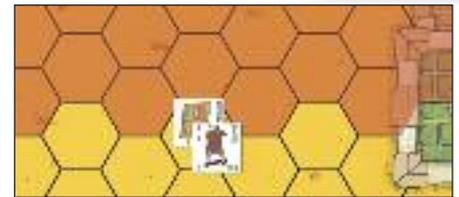
### 3.5.3 - Restrictions on shooting and movement

The hex occupied by the mantlet will block the line of sight of characters at the same level of elevation.

A character in a mantlet hex can shoot in any direction.

Mantlet hexes are impassable to horses.

### 3.5.4 - Restrictions on combat

No combat is possible across the hex-side used to align the mantlet. It is also impossible to retreat through this hex-side.

## 3.6 - Miscellaneous

### 3.6.1 - Gates

The Oxford Gate and the gate of the keep follow the rules of § 2.3.

### 3.6.2 - Ladders

Combat with characters on the walls is only possible through the top side of the ladder counter.

### 3.6.3 - Retreat

If the last noble or knight leading an attack is killed, survivors must retreat.

**Don't read any further! You can now play Scenarios 7 & 8**

# 4 - ASSAULTING THE CASTLE

## 4.1 - Siege Equipment Types

| Appearance | Description | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|---|---|---|---|---|
| | **Belfry** Ground level | 2 on foot, impassable for horses | Infinite (except from rear: none) | - |
| | **Belfry** Higher levels | 1 on foot, impassable for horses | Infinite (except upper level: light) | 0 |
| | **Belfry** Level 2 Lowered drawbridge | 1 on foot, impassable for horses | None (for shoots at the same level or higher) | + (for hexes adjacent to battlement) |
| | **Belfry** Winch | 2 on foot, impassable for horses | Light (if drawbridge lowered) | - |

## 4.2 - The Belfry

### 4.2.1 - Description
#### 4.2.1.1 - The various components
The belfry is made up of 5 parts:
> The ground level, with the wheels, is used for the characters that move the belfry.
> Level 1 is just an intermediary level to reach the next level and provides cover for characters ready to assault. Note that this level is not used when attacking a rampart with only one level of elevation.
> Level 2 is the assault level via the drawbridge.
> The drawbridge can either be raised or lowered. The marker is only used when it is lowered.
> The Level 3 is used to shoot at the enemy on battlement hexes from a higher elevation.

The front of the belfry is vertical, so the front of any level counter (black arrow) is always located at the same position on the map. For additional, flame retardant purposes, freshly slaughtered hides cover the front of the belfry.
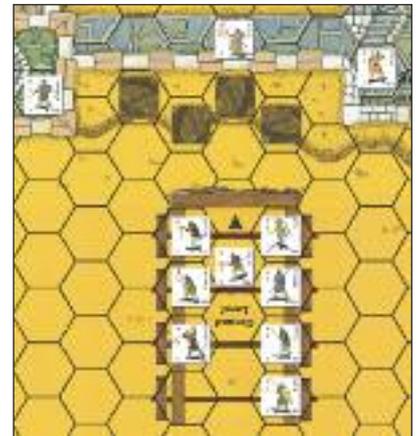
#### 4.2.1.2 - The ladders
Characters can move up or down between levels 1, 2 and 3 by means of internal ladders (use the Upright Ladder markers).
These ladders are always fixed.
When ladders are removable, an external crew must raise a ladder when the tower is stopped to move up to or down from level 1 from the ground.
Even if ladders are fixed, the tower must always be stopped to move up to or down from level 1 from/to the ground.
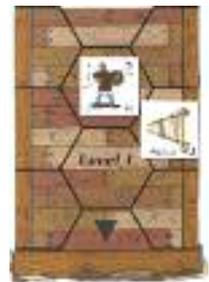
#### 4.2.1.3 - On-map/Off-map counters
Only the ground level is positioned on the map when the tower is more than 2 hexes away from any rampart.
When the tower is in position to lower its drawbridge, the level 2 and drawbridge counters are positioned on the map.
It is recommended to keep an additional belfry sheet to position characters on off-map levels.

### 4.2.2 - Height of the belfry
Although displayed with 3 levels, the height of the tower will be adjusted down to 2 levels when the attacked wall is only one elevation high. Simply don't use the Level 1 counter and consider the Level 2 & drawbridge counters to be at 1 level of elevation and the level 3 counter to be at 2 levels of elevation.
If the attacked wall is 3 levels of elevation, we will then consider the Level 1 counter to be actually 2 levels of elevation and it will take 6 MP to climb up or down the ladder to reach the drawbridge level.

### 4.2.3 - Cover
Characters located at ground level or level 1 benefit from infinite cover.
Characters located at level 2 benefit from infinite cover when the drawbridge is raised. When lowered, they don't have any cover against missiles shot through the drawbridge hexes. Characters behind lateral arrow-slits benefit from medium cover when shot through the slit.
Characters located at level 3 benefit from medium cover when being targeted through the arrow-slits.
The belfry is entirely open at the back. If shot at from behind the tower, characters at ground level do not enjoy any cover, while those located at higher elevations receive light cover if located on the rear border hexes; players can optionally use the elevation level rules found in § 9.6.1 if shooting at targets further inside the tower.

### 4.2.4 - Moving the belfry

At least 8 characters at ground level are required to move the belfry at a rate of 2 Movement Points per turn. Movement is restricted to 1 point per turn if there are only 4 to 7 characters at ground level. Below 4, the tower cannot move. Movement can only be made in a straight line, either forwards or backwards. At the start of the assault, and if only a castle map is used, the attacking player brings on the tower through one of the board edges to at least one hex's depth, having faced it in the desired direction. Because of its 8 wheels, the belfry cannot pivot on its axles. It can only move forwards.

The belfry can only move over flat terrain or filled moat.

If one or several characters moving the belfry engage in combat, the belfry will only be able to move up to the allowance of the remaining characters located at ground level during the following turn.

Example: 3 out of the 10 characters moving the belfry are being attacked from the rear. The remaining 7 characters will only be able to move the tower by 1 point during the following turn.

Once a belfry drops its drawbridge, it becomes immobile.

### 4.2.5 - Movement inside a belfry

A belfry can carry up to 10 characters each at levels 1 and 2, and 6 at level 3, additional to up to 12 characters that push it at ground level. A character entering a ground level belfry hex must spend 2 Movement Points. To climb to a higher elevation of the tower, he will have to spend a further 3 Movement Points per level. Movement between hexes on the same level only cost 1 MP per hex. Characters on ladders are considered to be at an intermediate level.
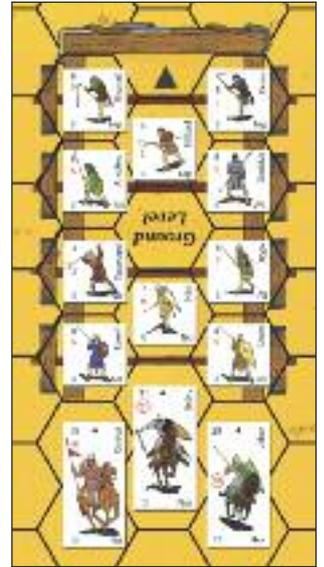
### 4.2.6 - Restrictions on shooting

It is possible to shoot into a belfry hex but not across it. When the belfry is moving, characters shooting from inside the tower will add 1 to the result of the dice roll on the missile results tables. All shooting rules explained above apply.

### 4.2.7 - Shooting from a belfry

The Level 3 of a belfry always tops the rampart that it attacks by one level. Consequently it is possible to shoot from the Level 3 of a belfry into the fortification so long as the restrictions on shooting are satisfied. The defenders only benefit from cover if they are immediately behind a battlement or in a covered area of the town or castle.

When shooting from Level 2 through the lowered drawbridge or arrow-slits, characters on battlement hexes benefit from heavy cover.

### 4.2.8 - Movement and combat from a belfry

When a belfry is only one hex away from one or more battlement hexes, 2 characters located on both winch hexes on level 2 can lower the drawbridge. Neither can move nor engage in combat (including shooting) for one full turn. The drawbridge may be lowered at the beginning of the next attacker movement phase. At that time, you can replace the ground level piece by the level 2 piece on the map with its drawbridge lowered onto the battlement hexes.

Any character on a battlement hex under the drawbridge when it is lowered rolls 1D10:

> If the result is 1-5, the defending character retreats 1 hex but is unharmed (standard restrictions apply);

> If the result is 6-7, the defender retreats 1 hex and is stunned;

> If 8-9, the defender retreats 1 hex and is wounded;

> If 10, he is killed by the drawbridge.

> If the defender is wearing armour, add 1 to the die roll (to reflect his limited ability to leap away from the falling wooden mass).

Moving from a drawbridge hex into a battlement hex (or vice versa) costs 2 Movement Points. It is also possible to take advantage of advance after combat to achieve such movement.

Characters on the drawbridge of a belfry and those on the battlements can engage in combat as soon as they are adjacent. Combats can also take place on any hex of any level of the tower. However, combat is only possible between characters on different levels if one is on a ladder and the other adjacent. Ladders inside a belfry are fixed and cannot be toppled. Characters on the ground level can attack and be attacked from the rear hexes.

### 4.2.9 - Setting fire to the belfry

Rules for setting fire or using flaming arrows apply. The defender must specify which level of the belfry he targets. The 1:10 hit ratio only applies for hits to the front of the tower, because of the retardant effect of the freshly slaughtered hides. Any hit at the sides or rear of the tower is resolved using the flaming arrow vs stone thrower/mangonel/ballista rule, or 3:10.

Fire spreads from a belfry hex to the adjacent hexes as well as to the hexes located immediately above and below on the upper and lower levels.

Each level of the belfry will become unusable once at least 50% of its hexes are fully burnt. Hence, the belfry won't be able to move once 7 hexes of its ground level are burnt. Fire can be dowsed from an adjacent hex at the same level or the same if the character is at the immediate level below or above. A character under a higher elevation hex on fire is unharmed during the first turn, but must retreat in the second turn; otherwise he will be wounded that turn, and killed in the third. Higher levels of the belfry will collapse when all the hexes of a lower elevation are fully burnt. Any character on these higher elevation hexes dies in the collapse, as well as those on lower elevations that are not at ground level. Characters at ground level must roll 1D6:

> 6: The character escapes. He is placed on a hex adjacent to the rear of the belfry;

> 4-5: The character is wounded but still manages to escape;

> 1-3: The character is dead.

## 4.3 - Buckets of Boiling Oil

### 4.3.1 - Operation

Defenders can empty buckets of boiling oil, which have been placed on the battlement hexes, onto the heads of attackers in adjacent hexes and onto siege engines below. Two characters located on both sides of the bucket counter can empty boiling oil onto characters on a ladder, onto rubble hexes or onto a gallery or battering ram. A belfry can't be set on fire in this way.

It is not possible to empty an oil bucket onto drawbridge of a belfry, unless located at a higher elevation (from a tower for instance).

If boiling oil is emptied over a battlement, both carriers must spend 2 additional MPs to position the bucket on the battlement. There is no such movement cost when emptying a bucket through the murder hole of a hoarding.

Characters emptying boiling oil must do this during their own Player Turn, in the Combat Phase. They cannot shoot or fight normally during that Player Turn.

### 4.3.2 - Carrying the bucket

When 2 characters move and carry a bucket of oil, place the two counters on the opposite sides of the bucket counter. Their Movement Allowance is reduced by 2 MPs. If one of the two characters is stunned, killed or must retreat, the bucket is dropped and its oil spreads over a one hex radius. Any character, friend or foe, within this area suffers the consequences of an attack with a differential between 13 and 20 on the Combat Results Table. Any vertical obstacle like a battlement or a wall blocks the oil spill.

Example: Gifford and Godbert wants to prevent Galeran from climbing the wall with a ladder by emptying a bucket of boiling oil onto him, but Godbert has just been stunned by a sling shot. He falls with the bucket, which spills oil on the hexes highlighted in orange. Gifford, Godbert and poor Foulque, who is coming to the rescue, need to test with a differential between 13 and 20. Galeran, on the other hand, is protected by the battlement and can continue unharmed!

### 4.3.3 - Results

Any attacker hit by boiling oil and not protected by a siege engine immediately suffers the consequences of an attack with a differential between 51 and 70 on the Combat Results Table against characters on foot. A character protected by a siege engine will only suffer an attack if the engine catches fire. To determine if the engine does catch fire, the player rolls the die and checks the Fire Table under the 'Bucket of oil' column. If the fire catches, turn over the bucket counter to the Flames side and resolve the combat with a differential between 51 and 70.

Whatever the result of the combat, the character attacked must retreat immediately.

If the fire does not catch, remove the bucket counter.

When an attack is directed solely against a character and not against a siege engine, the bucket counter is automatically removed after resolution of the combat.

Oil spreads also on the adjacent hexes, as long as they are at the same level or beneath. Any character on these hexes suffers the consequences of an attack with a differential between 13 and 20 on the Combat Results Table.

Important note: All the rules concerning fire (how it spreads, how to extinguish it, evacuation and damage) also apply to buckets of boiling oil.

## 4.4 - The Ballista

### 4.4.1 - Operating a ballista

A ballista can shoot every three turns, applying the same restrictions as crossbowmen. Two characters must be adjacent to the ballista during those three turns for it to work. At least one of them must be an engineer (whether wounded or healthy).

Note: To show the passage of turns, use the markers labelled 1, 2 and 3, and place each marker on the ballista in the corresponding turn.

### 4.4.2 - Movement

Besiegers and defenders can both use ballistae. Transported by 4 characters, who can do nothing else during the turn, a ballista can be moved 2 hexes per turn on flat terrain or 1 hex in obstructed terrain (scrub or stairs). The besiegers can if they wish protect their ballistae with mantlets. Before the assault, the defenders can place their ballistae wherever they wish within the castle.

### 4.4.3 - Resolving missile fire

#### 4.4.3.1 - Shooting at a target

> Check the distance between the ballista and its target (the number of hexes excluding the one the ballista is in) to assess the range (short, medium or long);
> Check the type of target (on foot or mounted).

You will then determine the impact hex, and finally determine the damage to the character on the impact hex.

#### 4.4.3.2 - Determining the impact hex

> Roll 1D10 and check the figure on Play Sheet 2 to determine the hex actually hit. It may vary within one hex around the target hex. The two arrows indicate the possible directions of fire depending on the position of the shooter.
> If a character (whether friend or foe) is in the impact hex, he suffers the consequences as indicated on the shooting table depending on the type of coverage ("None", "Light", "Medium" or "Heavy"); otherwise, the shot has no effect at all (except spending ammunition).
> Roll 1D10 and look up the result in the corresponding missile fire table.

Note when shooting on a rider: The shooter can select which of the two hexes the mounted character occupies is the target hex.

#### 4.4.4 - Restrictions on shooting

It is impossible to shoot across a hex containing a ballista.

### 4.4.5 - Restrictions on movement
No character can enter or pass through a hex occupied by a ballista.

### 4.5 - Dropping Rocks
Throwing a rock at an enemy must be the oldest form of combat in the world. It was still in use in the Middle-Ages, in particular during sieges where, aided by the differences in elevation, this "weapon" achieved considerable effectiveness against attackers.
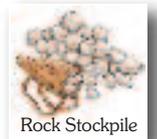

Rock Stockpile

### 4.5.1 - Background
Two conditions must apply to be able to drop rocks:
>   A stockpile of projectiles must be nearby;
>   The dropper must be on a hex adjacent to the enemy and on a higher level of elevation. The situation is achievable when the dropper is on a tower, wall or scaffolding hex and the target is below;
>   The only exception is when the character is in a hoarding hex and his target on the same hex at ground level.

Note: A "rubble" hex created by artillery bombardment cannot serve as a source of projectiles.

### 4.5.2 - Moving the stockpile
2 characters can move the stockpile by one hex per turn, if they are not involved in any other action.

### 4.5.3 - Frequency of missile-fire
The distance separating the pile of rocks from the dropper determines the frequency of shooting, and the consequential restrictions on movement:
>   If he is standing in the same hex, the restrictions applied to short bows are applied;
>   if he is 1 hex away, the longbow restrictions are applied;
>   if he is two hexes away, the crossbow restrictions are applied;
>   if he is more than 2 hexes away, throwing is not possible.

Example: Lovell is in the hoarding and is ready to throw a rock to the Flemish mercenary Sibert located beneath him. The stockpile being one hex away, his movement allowance will be reduced to 4MP if he decides to only use the offensive fire sequence to throw his rock.

Dropping a rock can be carried out in the offensive fire phase and/or the defensive fire phase. The same restrictions on shooting are applied as for archers or crossbowmen.
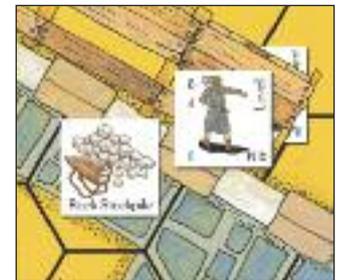
### 4.5.4 - Resolving the shot
In all cases, and whatever the frequency of shooting, the drop is resolved like a shot from a short bow.

**Don't read any further! You can now play Scenarios 9, 10 & 11**

## 5 - THE SIEGE ENGINES

### 5.1 - The Mangonel


Mangonel

#### 5.1.1 - Operation
A single mangonel cannot batter more than one hex per day. It can batter different hexes on different days. In a single day, several engines can either batter different hexes or they can combine their battering points together against one hex.
A mangonel is worth 3 battering points.
A crew of 4 characters (including one engineer) is necessary to operate the mangonel. They must be adjacent to the siege engine and perform no other actions to operate it.

#### 5.1.2 - Tactical operation
These siege engines can be used real time in a few scenarios. The frequency of fire is once every 4 turns, in the same sequence as crossbows (still totally unrealistic, but this is for better game play). The maximum range is 50 hexes.
>   Building, wall, or structure in the landing hex: Apply the results of the Battering Table using 6 battering points for the mangonel.
>   Building, wall, or structure on adjacent hexes: Apply the results of the Battering Table using 3 battering points for the mangonel.

#### 5.1.2.1 - Restrictions on shooting and movement
When they are placed on the map, mangonels have the same restrictions on shooting and movement as ballistae (see § 4.4), except that they cannot be moved.

#### 5.1.2.2 - Resolving fire
The actual hex where the stone will land is within a 2-hex radius of the targeted hex due to the poor accuracy of the engine. Roll 2D10 to locate the impact hex where the stone landed (which very likely will be different from your target hex). Arrows indicate the direction of the missile, whether the line of fire crosses a hex side or a hex angle.
Any character in the hex where the stone actually lands is immediately killed. Splinters on impact can also reach characters in adjacent hexes: They will suffer as if hit by a shot from a ballista.
In addition, check the results of the Battering Table (see § 7.3.3) if the impact hex is occupied by a building, wall, structure or siege engine, using 6 battering points for the mangonel.
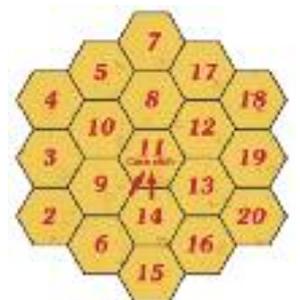
### 5.1.3 - Repair of damaged mangonels

As is stated on the Battering Table, mangonels, which are not always well-constructed, can suffer damage when they are used (result C). Their battering strength can fall or may even be reduced to zero (since the battering points lost are divided between the engines involved at the choice of the owning player). It takes one day to repair all of the damaged engines, however many of them there may be. An engine under repair cannot be used for battering. Engines that have been destroyed by fire, even if only partially, cannot be repaired.

## 5.2 - The Battering Ram

### 5.2.1 - Moving the battering ram

At least 6 characters are required to move the ram at a rate of 2 movement points per turn. Movement is restricted to 1 point per turn if there are only 3 to 5 characters. Under 3, the ram cannot move. Movement can only be made in a straight line, either forwards or backwards. At the start of the assault, and if only one castle map is used, the attacking player brings on the battering ram through one of the map edges to a depth of at least one hex, having faced it in the desired direction.

Because of its 6 wheels, the ram cannot pivot on any of its axles.

The ram can only move over flat terrain or filled moat.

If one or more of the characters moving the battering ram engage in combat, the siege engine will only be able to move up to the allowance of the remaining characters during the following turn. A battering ram moves in exactly the same way as a belfry.
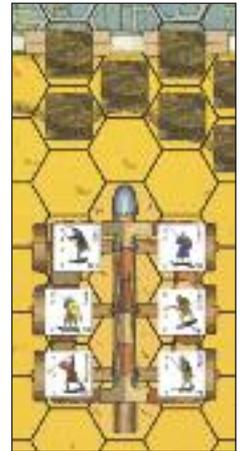
### 5.2.2 - Movement inside a battering ram

The crew of a battering ram can only be positioned on the 6 outer hexes where the wheels are. The 4 central hexes where the log is are impassable. A battering ram can only be entered through its front or rear hexes. A character entering any passable ram hex must spend 2 Movement Points.

### 5.2.3 - Operation

If a battering ram reaches a hex adjacent to the castle wall, it can attack on the following Combat Phase (Phase 4 of the Player Turn).

A battering ram is worth 9 Battering Points if operated by 6 characters, but only 5 Battering Points if operated by 3 to 5 characters.

Roll the die every second Game Turn but ignore any results of C. The damage is recorded each time on the Siege Record Sheet. A battering ram can attack hexes that have already been damaged just as effectively as hexes that are undamaged. If a tower hex is being battered, the player subtracts 1 point from the number on the die roll.

A battering ram cannot be used against the keep walls.

### 5.2.4 - Restrictions on shooting and cover

The hexes occupied by the battering ram block lines of sight from characters on the same level of elevation.

Characters under the canopy of the battering ram benefit from infinite cover, except if shot at from the front or rear hexes and at the same level. Characters inside a battering ram cannot shoot.

### 5.2.5 - Walls with hoarding

A ram can assault the base of a wall whether or not there is a hoarding on the upper part of that wall. This means that you could in fact have up to 6 counters and markers on a hoarding hex - filled moat marker, battering ram and attacking soldier inside the ram at ground level, and hoarding marker, defending soldier and barrel of oil or stone on the upper level. If the wall is breeched, its hoarding in front collapses as well.

### 5.2.6 - The battering ram and hand-to-hand combat

If one of the three characters operating the battering ram engages in combat, or attempts to extinguish a fire, the battering is interrupted and he cannot restart that task until the following turn.

A character under the canopy of the battering ram can attack into the adjacent hexes and can be attacked from those hexes. He can't be taken into account for the Battering Points during that turn, though.

### 5.2.7 - Setting fire to the battering ram

Rules for setting fire or using flaming arrows apply. Use a 1:10 hit ratio due to the retardant effect of the freshly slaughtered hides. A battering ram is considered unusable once 6 of its hexes are fully burnt. Fire can be dowsed from an adjacent hex or the same if the roof is on fire. A character under a roof hex on fire is unharmed during the first turn, but must retreat in the second turn, otherwise he will be wounded that turn and killed in the third.

## 5.3 - The Gallery

### 5.3.1 - Cover

Characters located inside the gallery benefit from infinite cover. The gallery is entirely open at the back. If shot at from behind the siege engine, characters inside the gallery do not enjoy any cover.

### 5.3.2 - Moving the gallery

At least 6 characters are required to move the gallery at a rate of 2 Movement Points per turn. Movement is restricted to 1 point per turn if there are only 3 to 5 characters. Under 3, the gallery cannot move. Movement can only be made in a straight line, either forwards or backwards. At the start of the assault, and if only one castle map is used, the attacking player brings on the gallery through one of the map edges to a depth of at least one hex, having faced it in the desired direction.
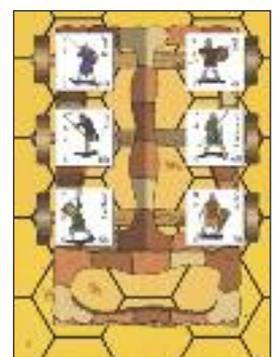
Because of its 6 wheels, the gallery cannot pivot on any of its axles.

The gallery can only move over flat terrain. It is not possible to mine under a moat hex. The gallery can thus only be moved up to wall without a moat.

If one or more characters moving the gallery engage in combat, the siege engine will only be able to move up to the allowance of the remaining characters during the following turn.

### 5.3.3 - Movement inside a gallery
A gallery can carry up to 8 characters when moving, between the axle hexes. The front hexes are only used for mining when the gallery is stopped and against a wall. A character entering any gallery hex must spend 2 Movement Points.

### 5.3.4 - Restrictions on shooting
It is possible to shoot into a gallery hex from the back, but not across it. Shooting from the gallery is only possible from one of the 3 rear hexes, and towards the rear.

### 5.3.5 - Setting fire to the gallery
Rules for setting fire or using flaming arrows apply. Use a 1:10 hit ratio due to the retardant effect of the freshly slaughtered hides. A gallery is considered unusable once 6 of its hexes are fully burnt. Fire can be dowsed from an adjacent hex or the same if the roof is on fire. A character under a roof hex on fire is unharmed during the first turn, but must retreat in the second turn, otherwise he will be wounded that turn and killed in the third.

**<span style="color:red">Don't read any further! You can now play Scenarios 12 & 13</span>**

## 6 - BREACHING THE WALLS OF THE CASTLE

### 6.1 - Terrain Type

| Appearance | Description | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|---|---|---|---|---|
| | **Rubble** | 2 on foot, impassible for horses | Medium | - |
| | **Mine** | 2 | Impossible | - |

### 6.2 - The Means Available to the Besiegers
Several types of siege engine can be used to destroy a portion of the castle or town walls, or the hoarding, including mangonels, stone throwers and battering rams. Mines are also a very effective way to breach the walls of a castle. Stone throwers and mangonels hurl huge stones over long distances, and in the scenarios they are normally positioned off the map. Battering rams and galleries, on the other hand, must be moved on foot to the wall so as to batter it directly or mine underneath. While battering at a distance prevents any other type of activity, the battering ram and the galleries can be used during the assault on the castle.

### 6.3 - Mines
This is an element essential to all medieval sieges, the aim of a mine being to dig tunnels under the ramparts of a besieged castle, holding it up with wooden props which are then set on fire. Once the props are burnt through, the wall above will collapse under its own weight.

### 6.3.1 - Building the gallery
An engineer must direct the whole of the work. A wooden gallery must first be built to protect the miners from the missiles of the defenders. Each engineer with 5 characters under his command can build one gallery in 4 siege days (see § 7.4).

### 6.3.2 - The excavation
Once the gallery moved against the rampart or tower, the mine can be started. Each miner causes 1 battering point of damage (see § 7.3.3). The speed of progress of the mine depends on the number of miners present. The presence of the engineer in the penthouse is essential for direction of the excavations, but he does not count in calculating the battering points.

### 6.3.3 - Progress of the mine
The advance of the mine is limited to 1 wall hex excavated per day. Multiply the number of days by the number of miners present in the gallery and in the hexes previously excavated to determine the number of battering points. Roll 1D10 and consult the Battering Table.

A result of D indicates that the hex has been propped up and it is possible to continue the work the next day. Results of C are ignored. Place a Mine counter to show that the rampart or tower hex is propped up. As the excavations proceed, it is possible to add extra miners (1 per mined hex).

A character in a mine is considered to be at level −1.

Any character standing on the wall will be put on top of the Mine marker.
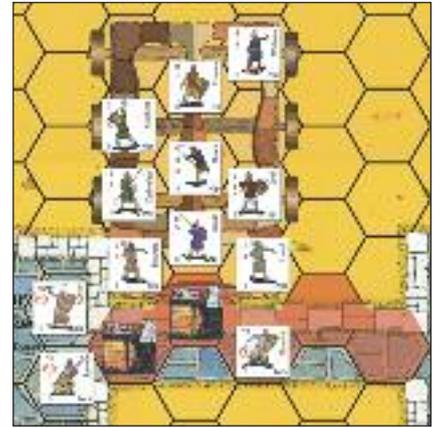
### 6.3.4 - Collapsing the wall

In order to make the wall or tower collapse, it is necessary that:
> Half (rounding up) of all the wall hexes between 2 towers be undermined (or half of the hexes forming the circumference of a tower);
> All the miners be evacuated from the mine and the penthouse;
> An extra day elapse to allow the fire to have an effect.

Once the three conditions are met, roll 1D10. If the result is:
> 1-2: Failure, either the fire did not burn through all of the props or the mine was badly constructed.
> 3-10: Success, the wall collapses with a thunderous crash!

If the mine is successful, place a rubble marker on each hex forming the wall (or tower).
If the mine fails, the attempt fails completely: it will be too dangerous to go back to a tunnel that might collapse at any moment.

### 6.3.5 - Speeding up the excavations

It is possible to dig 2 hexes per day instead of one. When consulting the Battering Table, results of C show the number of miners wounded during the long hours of backbreaking work. A wounded miner only counts as ½ battering point.

### 6.3.6 - Counter-mines

The defenders can attempt to dig a counter-mine to intercept the enemy mine and to fight the enemy miners. All the rules above will apply here (except of course about the gallery).
The team formed to counter mine meets in the court facing the wall that is being mined. The counter miners must be adjacent to each other.

Example: 6 counter miners are aligned to face the wall hex being mined in the same direction as the gallery. Note that the hex in which Gwyn stays is considered as a court hex and not a wall hex.

Once the two groups meet, the combats are resolved normally. Having chased off the enemy miners, the defenders can fill up the hole at a rate of 1 hex per day. To do this the same rules are used as above, a success on the Battering Table allowing a mine marker to be removed. The work can be speeded up to a rate of 2 hexes filled per day (subject to the same restrictions as above).
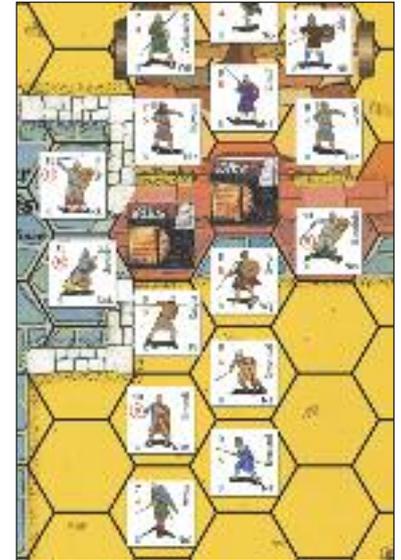
### 6.3.7 - Destroying the gallery

The besieged player can try to sally against the miners or to destroy the gallery if he wins the initiative during a following siege day.

### 6.3.8 - Tactical game and siege days

Unlike mangonel or stone thrower, the mine is a combination of tactical elements (approaching the walls, combat in the penthouse or the mine) and elements that take days to complete (excavating under a wall and collapsing of that wall). Tactical actions are decided after an initiative roll (see § 7.1.3). Tactical and siege actions can't be combined during the same day.

## 6.4 - Rubble

### 6.4.1 - Placing the markers

In scenarios that only cover a single day, the attacker places rubble markers in the same manner as filled moat markers. However, when the scenario covers the whole length of the siege, the rubble markers are only placed on those hexes that have been destroyed by the besiegers' mangonels, stone throwers or battering rams.

### 6.4.2 - Shooting and cover

It is possible to shoot into or across a rubble hex. The breach so created allows shooting into the interior of the castle. Characters on rubble hexes benefit from medium cover irrespective of the direction from which they are shot at.

### 6.4.3 - Movement

When a rubble marker is placed on a battlement hex, castle wall or arrow-slit, this hex becomes accessible from all the hexes around it, unless there is an intact wall that blocks passage. Characters can thus move from a moat hex (whether filled or not) or a battlement hex into a rubble hex by spending 2 Movement Points.
However, in order to move from a Rubble hex onto a battlement hex, tower hex or keep hex, a character must spend 3 Movement Points.

**Don't read any further! You can now play the Scenario 14**

# 7 - LAYING SIEGE

A siege spreads over a number days. Its duration is based on the quantity of water and supplies available to the besieged troops should no relief force arrive. You will keep track of any actions taking place during the siege on the Siege Record Sheet.

## 7.1 - Game Sequence

On day 1, the besieged player needs to check the status of his supplies (see § 7.1.1), which will determine the number of days he can hold if he can repel any assaults. He must then follow a sequence which is repeated every day:
1 - Roll 2D10 to determine if a random event could change the course of the siege (see § 7.1.2).
2 - Roll 1D10 to determine who will win the initiative this day (see § 7.1.3).
3 - Bring the characters who were wounded the previous days and are healed back into play.
4 - The player who won the initiative decides what action he wants to perform (see § 7.6).
5 – Management of daily activities (see § 7.6).
6 - If characters have been wounded during the day, the players roll 1D10 for each wounded character and put him on the Record Sheet on the day he is supposed to heal (see § 7.1.5).
7 - After all actions have been performed, the siege marker is moved down one day on the Record Sheet.

### 7.1.1 - Supply status
At the beginning of a siege, roll the die to determine how many days of supply are available to the besieged troops. The castle or priory will automatically surrender after this period, as supplies have run out.
The number of days varies with the type of building:

| | # of dice | Modifier due to the # of besieged troops | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| | | **-8** | **-6** | **-4** | **0** | **+4** | **+6** | **+8** |
| **Castle** | **3D10** | ≥ 35 | 34 - 29 | 28 - 24 | 23 - 20 | 19 - 11 | 10 - 5 | ≤ 4 |
| **Priory** | **1D10** | ≥ 27 | 26 - 23 | 22 - 19 | 18 - 15 | 14 - 11 | 10 - 7 | ≤ 6 |

> Castle: Roll 3D10
> Priory: Roll 1D10
The number of besieged troops impacts this result:
Whatever the result, the minimum duration of a siege is 2 days, which is the number of fasting days the garrison can endure. The number of siege days will not be re-calculated during the siege based on a daily garrison count, except in case of a massive arrival of refugees.
The arrival of a supply convoy can also impact the duration of the siege: Add one day of supply for each packhorse or donkey reaching the besieged building.

### 7.1.2 - Random events
Roll 2D10 each day on the Events Table (see § 7.9) to see if a random event occurs. Add +5 to the die roll during the first 9 days of the siege; any result greater than 20 counts as 20. Each event can only occur once per siege. If the die roll gives an event which has already occurred, nothing specific happens that day.

### 7.1.3 - Initiative
At the beginning of each day of the siege, the Attacker and Defender each roll 1D10. The Attacker (only) adds 4 to his roll.
Whoever scores the higher has the initiative. If the results are equal, the Attacker has the initiative.
> If the Attacker has the initiative, he may perform a specific action like an assault on the castle/priory (see § 7.7.1), or bring a gallery to mine the walls or combat in the mine (see § 7.7.4), or negotiate for the surrender of the defenders (see § 7.8).
> If the Defender has the initiative, he may elect to sally against a portion of the Attacker's camp (see §7.7.3), or to support a supply convoy in its attempt to reach the castle (see § 7.7.3), or to start a counter-mine, combat in the mine, or sally against the mine (see § 7.7.4) or to attack the entire enemy force (see § 7.6.5).
> If the besieged garrison refuses to take the initiative, it will pass to the Besiegers.
Mark the selected activity of the day on the record sheet.
Each date box will also record damage done to siege engines.

### 7.1.4 - Efficiency of the blockade
Supply of the besieged garrison is still possible if besiegers don't maintain enough troops for an effective blockade, as they won't be able to control the entire countryside. Check the following table to know if rationing is in effect or not:

| Besieger / Defender Ratio: | Efficiency | Impact on rationing |
| --- | --- | --- |
| > 2 | Good | Full impact |
| Between 1.1 and 2 | Average | Add +4 to the die roll on the events table |
| ≤ 1 | Poor | Add +8 to the die roll on the events table |

### 7.1.5 - Management of wounded characters

In scenarios covering several days, or even several weeks, wounded characters may be able to recover from their wounds before the end of the siege. At the end of each day of combat, roll one die for each newly wounded character and consult the Recovery Table on the Siege Record Sheet. Note on the Siege Record Sheet the date on which the character will recover. On the morning of that day the wounded character is replaced by his equivalent in full health, provided he is still alive at that time.

## 7.2 - The Siege Record Sheet

Damage inflicted on the castle or priory walls is noted down on the Siege Record Sheet of each map. This sheet contains a scale plan of the buildings, which allows the result of actions directed against a particular hex to be recorded as soon as it happens.

## 7.3 - Battering Structures

### 7.3.1 - Different levels of demolition

| | Double Stone Wall (P) | Simple Stone Wall (S) | Wooden Structure (W) |
|---|---|---|---|
| | Norman Keep<br>Byzantine Tower<br>Fortified Harbor | Priory<br>Wattle & daub walls<br>Main gate | Hoardings<br>Scaffolding<br>Palisade<br>Bridges<br>Postern or door |
| **1** | Wall slightly damaged | Wall damaged | Structure demolished |
| **2** | Wall damaged | Wall demolished | |
| **3** | Wall severely damaged | | |
| **4** | Wall demolished (rubble) | | |

The various walls and structures are destroyed in several stages that are dependent on their intrinsic strength:
Each stage of demolition marks one successful battering (a result of D on the Battering Table).
When battering from a distance, demolition is limited to one stage per day for each target hex. In contrast, use of a battering ram allows for progression through several stages of demolition of a hex during one single assault. Although the battering ram is a very speedy and effective engine of demolition, it is also more dangerous to use and easier to neutralise.
Damaged hexes are treated as normal in relation to movement, combat and cover until they have been completely demolished.

### 7.3.2 - Battering operation
Each day, the besieger chooses which hexes he will batter – hoardings, palisades, walls, battlements, towers or keep – and how many engines he will assign to each hex. He adds up the total of battering points against each hex and consults the Battering Table. The result is impacted by the strength of the targeted structure.:
  > **D** for a double stone wall;
  > **S** for a simple stone wall;
  > **W** for a Wooden structure (palisade, hoarding, etc.)
The besieger rolls one die per hex. Modifiers are applied if a tower or keep hex is being battered to reflect their greater thickness. The keep walls cannot be battered until at least one hex of the outer walls has been demolished. Only the 3 keep wall hexes that are closest to the breach can be battered.

### 7.3.3 - Battering table

| | Battering points | | | | | | | | | | | | 12 & up | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | | | 3 | | | 6 | | | 9 | | | | | |
| **Dice** | D | S | W | D | S | W | D | S | W | D | S | W | D | S | W |
| **1** | 1C | 1C | 1C | 1C | 1C | 1C | 2C | 2C | 2C | 3C | 3C | 3C | 4C | 4C | D/4C |
| **2** | | | | | | | 1C | 1C | 1C | 2C | 2C | 2C | 3C | D/3C | D/3C |
| **3** | | | | | | | | | | 1C | 1C | D/1C | D/2C | D/2C | D/2C |
| **4** | | | | | | | | | | D | D | | D/1C | D/1C | D/1C |
| **5** | | | | | | | | | D | D | D | D | D | D | D |
| **6** | | | | | | | D | | D | D | D | D | D | D | D |
| **7** | | | | | | D | D | D | D | D | D | D | D | D | D |
| **8** | | | D | | D | D | D | D | D | D | D | D | D | D | D |
| **9** | | D | D | | D | D | D | D | D | D | D | D | D | D | D |
| **10** | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |

*Die roll result:*
D: The structure is damaged
C: Number of battering points lost due to damage to the siege engines.

*Die roll modifiers:*
-1 for the keep of the Norman castle;
-2 for the large round towers (Fortified Harbor);
-3 for large keeps (Fortified Harbor).

### 7.3.4 - Result of demolition
When a structure hex has been demolished, place a rubble or damaged palisade marker on the hex. Any character in the hex at the moment of the demolition will be wounded by the collapse of the structure.

## 7.4 - Building Siege Engines

An engineer must always supervise the construction of siege engines.
Each engineer with 5 characters under his command can build:
> In 1 day: 2 grappling hooks or 2 fascines or 2 ladders or 2 mantlets or 2 oil buckets;
> In 4 days: 1 ballista or 1 battering ram or 1 gallery;
> In 8 days: 1 stone thrower or 1 mangonel;
> In 12 days: 1 belfry.

10 characters led by an engineer can divide the assembly time by 2 for each engine, by 4 with 20 characters.
The characters taking part in the building can't perform any other tactical action in the meantime and are placed in the corresponding box on the Siege Record Sheet.

## 7.5 - Setting Wooden Structures on Fire During Siege Days

### 7.5.1 - Set wooden structures on fire
If the Besieger has archers, they may try to set fire to hoarding and other wooden structures of the besieged building.
The results are obtained from the same fire table as for the tactical game with the following modifications:
The besieging player designates one target hex per day;
> Add 2 to the die roll;
> Add 1 to the die roll for each additional archer.

Example: The Besieger has 3 archers. The target is a hex with hoarding. A minimum of 8 is required to set a hoarding hex on fire. Add 2 to account for the siege situation, plus 2 for the 2 additional archers (i.e. a total of +4 to the die roll). Any result with a D10 greater than or equal to 4 sets the hoarding on fire.

The Defender may attempt to extinguish the fire in the hex, but without any modifiers to the die roll. Fire spread is tested successively for all adjacent hexes that can burn, adding 2 to the die roll. If a new hex catches fire, the Defenders may try to extinguish it immediately. This sequence continues until all flammable hexes adjacent to a fire have been tested.
The Defender can use the same rule to set siege engines within range on fire like a gallery.

### 7.5.2 - Result of fire
Any hex on fire will collapse the same day. When the fire has stopped spreading, remove the hoarding from any hex that the Defender could not extinguish.

## 7.6 - Daily Activities

Daily activities include the 3 activities listed above (Battering structures, Building siege engines; Setting fire to wooden structures), as well as mining or counter-mining. Exceptions related to the action undertaken the same day are mentioned below.

## 7.7 - Actions

Each of the following actions lasts one day. No other activity is permitted on days in which any hand-to-hand fighting takes place.

### 7.7.1 - Action 1: Assault!
*Map layout:* Use the map of the besieged building (castle or priory) and a map of terrain with no building (the creek for instance). The assault will come from this map. The besieger decides how to position both maps.
Should stone throwers or mangonels be used for this action, they cannot be used during the battering sequence.
*The sides:* Both sides may use all their remaining characters.
*Consequence on daily activities:* No daily activity can take place except building siege engines, as long as the characters needed for this activity are not used for the assault.
*Starting positions and sequence of play:*
    The besieger can enter his/her forces through any open edge of the terrain map in any turn.
    > The Attacker places "Rubble" or "Stockade Down" markers on the building walls in accordance with the progress of battering.
    > The Attacker places as many "Filled Moat" counters as he was able to build during the previous days.
    > The Defender sets up all remaining defending characters anywhere inside the castle or priory.

> The Attacker must place his remaining characters and any equipment he wishes to use, off the map alongside one or more of open sides of the open terrain map. The characters off-map may enter on any Attacker's movement step, but can enter only from the side alongside which they were placed.

> The Attacker takes his phase first.

> Play continues until either the castle or priory is taken, or the attacking characters leave the map.

### The end of an assault

An assault is treated as ended when no hand-to-hand combat has taken place for five turns, and all the defenders are separated from the attackers by a wall, a moat, a stockade, a gate or an impassable hex. At the end of an assault, all the defenders who are isolated  are automatically captured.

This cessation of the action, faithful to the reality of combat in the period, allows the attackers to regroup and the besieged troops to gain some time. It will be noted that as a consequence the castle or the priory may be taken in two assaults.

### Besieging the besiegers

Once the besiegers have taken control of a portion of the castle or the priory and the defenders continue to resist in its interior, a reinforcement party may arrive to try and break the siege from outside (see the Events table). Faced with this new threat, the besiegers have the choice between fighting outside (see § 7.6.5), or alternatively taking refuge in that part of the castle or priory that they control.

If they decide to fight outside, the besiegers must choose one of the two following procedures:

> either give battle with all their forces while withdrawing from that part of the castle or priory they control; in that case the besieged garrison automatically recovers control of the whole building;

> or divide their forces into two: one party will give battle while the other will continue the siege in the interior of the fortification or priory. In this case, the besieged party automatically gains the initiative and can try to retake the part of the priory or castle held by the besiegers. If the besieged party refuses to take the initiative, it will revert to the besiegers. The battle and the combats in the interior of the castle or priory must be played simultaneously, each player passing from one table to the other.

If the besiegers refuse to give battle and decide to take refuge in the part of the castle or priory that they control, they can take their siege engines there. No rule stops the besieged party from trying to set these on fire during the assaults.  From the supply standpoint, the besiegers have at their disposal the rations left by the besieged garrison when they retreated to the inner defences, as well as those that they may have brought with them. If the besieged garrison still holds part of the outer walls, the reinforcement party can bring at night 1D6 days of supply per day of siege.

For the initiative, the roles are reversed from now on: the besieged garrison becomes the besiegers, and those who hold the outer wall become the besieged party. However, if the new besiegers choose to batter from a distance, the side that holds the outer walls can decide on an assault against the inner defence, even if they have not won the initiative. The negotiations for surrender of one or the other side are suspended. Only the rules on automatic surrender are applicable.

**Special rule:** The Attacker can choose to halt the assault and the action for the day ends immediately if during an assault all the remaining defending characters are in the following part of the superstructure:

> The keep for the castle,

> The hall, then the bedroom for the farm,

> The church or the other buildings for the priory.

The defenders can only take with them half of their remaining days of supply when they retreat.

On any subsequent day when a new assault is launched, all remaining defending characters must be placed in the remaining defence superstructure. The remaining attacking characters can be placed anywhere except in this part of the building. If the defenders still have at least one missile thrower, the besiegers must be placed beyond the fire range. The assault may then commence.


### 7.7.2 - Action 2: Sally against the camp

**Map layout:** Terrain map with no construction (The Creek map for instance), using the 8 tents from Guiscard.

**The sides:** The Attacker may use up to one third of his remaining characters (fractions round down). These characters may not exclude more than half of the soldiers of one type. Example: if the Attacker has 9 knights remaining, no more than 4 may take part in this action.

The Defender may use up to half of his remaining characters (fractions rounded down). There are no restrictions on the type of characters which may be used by the Defender.

**Consequence on daily activities:** None.

**Sequence of action**

> The besieger places his characters anywhere on the map. In addition, he must place anywhere on the map at least one third of his siege engines (siege engines include mangonels, stone throwers, the battering ram, the belfry and ballistae). Fractions must be rounded up. Example: if the Attacker has 3 mangonels, 3 stone throwers, 1 belfry and 3 ballistae, he has 10 siege engines and must place at least 4 of these engines on the Camp map.

> The besieged player takes his phase first and may enter the map from any side or sides in one or more groups. Some groups may delay entering the map until later turns, at the besieged player's discretion.

> Play continues until one side's characters leave the map.

**Special rule:** The besieged player may burn siege engines and tents. In addition, archers may use flaming arrows; each bowman is limited to six flaming arrows. Note that a bowman may obtain flaming arrows from a colleague by spending one full turn adjacent to the other character. During this turn, no movement, combat or shooting is permitted by either character.

For every 5 tent hexes burnt by the end of the action, the Attacker will be delayed 1 day because vital supplies must be replaced. He can do nothing to further the siege during the appropriate number of days. Example: 12 tent hexes have been burnt; the Attacker must wait 2 days before continuing the siege. Note that further sallies are possible during these days if the Defender gains the initiative; assaults are not permitted.


### 7.7.3 - Action 3: Sally for supply

A group of defenders sally out under cover of night and try to come back before daybreak with supply. They will have to avoid the various patrols that maintain the blockade.

**Map layout:** Terrain map with no construction (The Creek map for instance).

> So long as they hold the walls of the castle or a part of the priory with an exit door, each time they gain the initiative the defenders can carry out sallies for supplies. Members of the group must be chosen from the garrison (no more than one third of them). There cannot be more than one attempt per day of siege. They come back with 1D6 pack animals, each of them carrying one day of supplies.

> Patrols by the besiegers consist of a maximum of 8 men, and each patrol cannot contain more than 2 cavalrymen and 2 shooters.

**Consequence on daily activities:** None.

**Starting positions and beginning of the action:** The defender player starts the first game turn by entering the supply group through the right or left side of the map. During this first turn, the characters in the patrol, or patrols if a second one arrives, can only move half of their normal movement allowance (rounded down if necessary). The patrol(s) enter the map through one of the three other sides, as decided by the attacking player. Defensive fire is not allowed against the patrol during that first turn. From the second game turn onwards everything returns to normal. Action continues until all defenders have crossed the map and left it at the opposite side.

**Special rule:** At the start of each of his phases, the Attacker rolls 1D10 and refers to the table below, to find out if any further patrols arrive. Arriving patrols are built with the same restrictions as the initial one. Note that the attackers could be reinforced by more than one patrol during the action. The besieger can choose any patrol that has not been activated yet. Patrols arriving after the first one may enter the map from any side at the Attacker's discretion.

| Turn | Patrol arrives if die roll is equal to or less than: |
|---|---|
| 1 | 1 |
| 2 | 3 |
| 3 | 5 |
| 4 and after | 7 |

### 7.7.4 - Action 4: Mines and counter-mines

4 different types of actions can actually be performed:

> Besieger: Bringing the gallery forward to start a mine,
> Defender: Starting a counter-mine. This action can only be selected if the Besieger already started a mine a prior day.
> Besieger or Defender: Combat in the mine, once both mines are connected.
> Defender: Sally against the mine.

For these actions, only the Castle map is used.

**Consequence on daily activities:** None.

**Starting positions and beginning the action:** The Attacker can bring his troops through any side at any turn. The Defenders can be deployed along the chosen side during the previous turn. Defenders then benefit from one full turn to redeploy before the entrance of new attackers. Only one third of the Defenders can participate in counter-mining activities.

> Mining activities are carried on until no besieger can be harmed by shooting or killed by a besieger. Count the number of miners in the gallery, which equals the number of battering points to be used that day.

> Daily activity is managed according to § 6.3.3, as only one hex can be excavated and propped per day. If the wall collapses, assault through the breach can only be made the following day.

### 7.7.5 - Action 5: Giving battle outside

This action may take place only once in the game.

Terrain is made of the castle or the priory map and a map of flat terrain, to choose between The Creek, The Crusader Trail, The River, The Woodbridge, The Ditch, The Meadow, etc.

**Consequence on daily activities:** No daily activity can take place except building siege engines, as long as the characters needed for this activity are not used for the battle.

**Starting positions and beginning the action:** This action requires that all characters of the Attacker and the Defender participate. Defenders are deployed on the fortification map, the Attacker on the open terrain map. Only missile troops from the Defender can stay on the walls. The Attacker plays first.

> The action will carry on until one side retreats or is eliminated. If the Attacker retreats, the siege is lifted. The Defender can retreat inside the fortified structure. In this case, the siege continues.

## 7.8 - Surrender of the Castle or Building

A castle or priory will automatically surrender in two situations:

> There is insufficient food left for those defenders that are still alive.
> All the characters capable of command (Counts, knights and nobles) have been killed.

During a day of siege, the besieger can also attempt to negotiate the garrison's surrender. He rolls 1D10 and checks the Surrender Table below. The number obtained is modified to take the specific situation affecting the defenders into account: if the result is 12 or more, the garrison surrenders.

**7.8.1 - Surrender Table**

|     |     |                                                                                          |
|-----|-----|------------------------------------------------------------------------------------------|
|     | +1  | if the besiegers have at least twice the number of characters than that of the defenders; |
| Or  | +2  | if the besiegers have at least three times the number of characters than that of the defenders. |
|     | +1  | if the besiegers have breached the outer walls of the castle or the building wall;        |
| Or  | +2  | if the besiegers hold the outer walls;                                                    |
| Or  | +3  | if the besiegers control the outer walls, and have breached the keep walls.               |

The besieging player rolls 1D10 and adds the relevant modifiers:
> If the modified number is 12 or more, the castle or priory surrenders;
>> Less than 12: the siege continues;
>> Automatic surrender: A garrison will surrender automatically if there is nothing left to eat, or if all the characters with a command capability are dead.

It will be noted that three different factors are taken into account: the number of besiegers, the level of supply of the besieged garrison, and the progress level of the siege. Only the bonuses won from different factors are cumulative.


**You can now play all the scenarios**

## 7.9 - Events table

| Die | Event | Effects |
|---|---|---|
| 20 | A messenger enters the tent of the commander of the besiegers | He brings news of primary importance. The commander must lift the siege immediately.. |
| 19 | A rescue party is in sight | The besieged player gets 250 points to build an army which automatically benefits from the initiative this turn. |
| 18 | The castellan's son has been captured and the besiegers threaten to hang him in front of the castle | The morale of the garrison is impacted. The Defender subtracts 2 points to his initiative roll until the end of the siege. |
| 17 | An assassin sneaks into the besiegers' camp | He sneaks into the tent of the commander of the besiegers, a long knife in his hand. Roll 1D10: > 7 to 10: The commander is killed, > 4 to 6: The commander is wounded, > 1 to 3: The assassin misses his target. |
| 16 | A sabateur sneaks into the besiegers' camp | He proceeds towards the siege engines and tries to sabotage a machine. Roll 1D10: > 6 to 10: The engine is destroyed > 1 to 5: Missed attempt |
| 15 | Dysentery outbreak in the besiegers' camp | Roll 1D10 to know the number of sick (wounded) characters. Each player chooses in turn who is infected. Previously wounded characters can also be affected by the epidemic and die. |
| 14 | Influx of refugees | Nearby residents are able to take shelter in the besieged building. But these are more mouths to feed! Roll 1D10 to know how many light infantrymen join the garrison. Move the siege marker forward if the total number of besieged characters exceeds the supply capacity (see § 7.1.1). |
| 13 | A spy opens the gate from the inside | A group of attackers manages to enter the building. The besieged party automatically takes the initiative this turn and launches an assault. > Castle: Place 6 besiegers in the inner yard. > Priory: Place 4 besiegers in the building. |
| 12 | Part of the supplies have been stolen! | Move the siege marker 4 boxes forward. |
| 11 | A reinforcement party for the besiegers | The besieger gets 250 points to build an army. He can't buy siege engines. |
| 10 | An engineer joins the besiegers | Under his command, building of siege engines is accelerated: Reduce the requirement by 1 day for anything requiring at least 3 days to build. |
| 9 | The garrison suspects that a traitor lurks among them | Roll 1D10 for each besieged character. Whoever gets a 0 first is the traitor. He is killed immediately. |
| 8 | The water in the cistern has been poisoned | Roll 1D10 to know the number of sick (wounded) characters. Each player chooses in turn who is infected. Previously wounded characters can also be affected by the illness and die. |
| 7 | The garrison agrees to surrender if no relief army comes within 10 days | The garrison will surrender after 10 days of siege, unless event 19 happens during one of the following days. |
| 6 | The garrison commander is not feeling well | Just a momentary disability. No impact on the siege |
| 5 | Following a quarrel at the council, part of the besiegers decide to leave | Jet Roll 1D10. IF the result is X, X0%/2 of besiegers are removed from the game (example: If X=7, then 70%/2=35% rounded down to the lower decade, hence 30%, or 3 characters out of 10, spread evenly between the various character classes). |
| 4 to 2 | - | |

# CAMPAIGN RULES

## 1 - Goal

You are a young Anglo-Norman knight who has joined the rebellion and you are going to perform different missions by order of your lord.

Your missions will include joining an existing siege as a reinforcement party, raiding and plundering the surroundings of a city held by the Royalists, and escorting the Empress Matilda through enemy territory. By completing these missions, you will gain experience and glory, and you can expect to become, ultimately, a lord yourself.

Or you may play the role of another young knight still loyal to King Stephen and in charge of supervising the construction of a counter-castle, fetching reinforcements from London or recruiting mercenary troops before they are hired by the Angevins. The scenarios are designed to generate confrontations which are resolved on tactical maps.

The Campaign game is based on two essential things:

> The resources available in the settlements, the castles or supply convoys. These resources allow combat groups to replenish their supplies, but they are also a target for looting.

> The loyalty of Anglo-Norman nobles to the king. If their loyalty falls below a certain threshold, these nobles can become hostile and revolt.

## 2 - The map

The double map shows part of Western England, from Oxford to Bristol east to west, and from Winchester to Worcester south to north. This is the part of the kingdom that saw the most armed clashes and sieges during the civil war.

Each hex represents about 5 km (3 miles) of land.
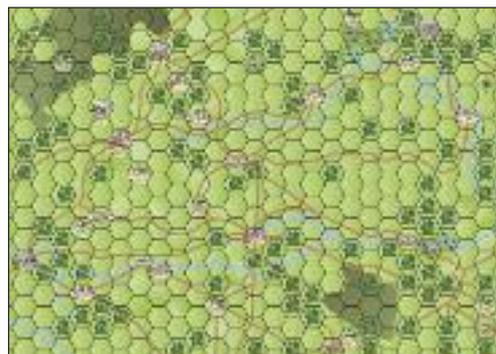
### 2.1 - The terrain

The cost in movement points (MP) to enter a hex varies according to the terrain, as mentioned on Play Sheet 4. When a hex combines several types of terrain, consider only the most unfavorable terrain cost (for instance, the cost to cross a river in a hilly hex with a forest is 3, not 5).

## 3 - The play sheets

The first sheet includes all the necessary tables for the campaign game.

The other campaign sheets are used, to keep track of the headcount of the various combat groups, (as well as their loyalty in some cases), their level of supply and the money they have, the prestige and loyalty of the various nobles, the resources available in the settlements, castles and supply convoys.

## 4 - The counters

IThese either represent buildings (castle and counter-castles), combat groups, supply convoys or group leaders (typically nobles).

> The blue number in the bottom left is the movement allowance of the counter, the number of movement points that he can spend each game turn.

> The red number in the top left section is used to differentiate the various counters.

> The **black** letter to the right identifies the type of troops (N for the Anglo-Normans, W for the Welsh mercenaries, F for the Flemish mercenaries).

> The background color identifies the faction of the Anglo-Norman noble or group: Red for the Royalists, green for the Angevins.

## 5 - The buildings

### 5.1 - The settlements

The following groups of dwellings use the generic name of settlement: village, city and priory. Each settlement belongs to a noble and his faction. Its behaviour is driven by its loyalty to King Stephen. Each settlement has a resource level between 1 and 10. The resource level has an impact on the ability of a combat group to resupply here or to recruit new members if the loyalty of the settlement is 4 or higher.

The resources available in each settlement are provided in Play Sheet 5 based on the year when the scenario takes place. Only supply convoys can replenish lost resources.

Optional: The resource level can be affected by 2 factors:

> Weather,

> Season.

### 5.2 - The monastic houses

These priories and abbeys are already printed on the map. Note that one of them doesn't exist in the first period (see Play Sheet 5). Consider the hex as an open terrain hex in this case.

Monastic houses are managed like settlements.

### 5.3 - The castles

Castles are already printed on the map. Note that some castles do not exist in the first period (see Play Sheet 5). Consider the hex as an open terrain hex in this case. Each campaign scenario specifies if additional castles and counter-castles were built to secure the territory in addition to those already printed on the map. Mercenaries cannot build castles.

There are 3 types of castles in the game:

> The stone castle, represented in the tactical game by the Norman Keep;

> The stone tower surrounded by a wooden stockade, represented in the tactical game by the Eagle Nest map (from Guiscard);

> The wooden motte & bailey, represented in the tactical game by the Motte and Bailey map (from Diex Aïe).

Each castle has a garrison of 10 men-at-arms at the beginning of the scenario. The composition of the garrison is given by the Headcount Table on Play Sheet 4. The garrison is commanded by a noble whose loyalty (see § 7) determines which faction the castle belongs to. Members of these garrisons can be hired by combat groups, but there must always be at least 5 soldiers to defend the castle. The only exception is the result of a siege or attack, which may bring the number of defenders down to less than 5. In that case, priority must be given in the following days to bring reinforcements to strengthen the garrison to at least 5 defenders.

The resources available in each castle are provided in Play Sheet 5 based on the year when the scenario takes place. Optional: The resource level can be affected by 2 factors:

> Weather,

> Season.

## 6 - The game turn

Each turn corresponds to one day. The campaign turn is also used as a siege turn when the situation arises.

Follow these steps in a campaign turn.

### Game turn sequence

Both factions complete each step before they continue to the next:

> Checking the supply status of all groups with 10 soldiers or more (see § 8.4)

> Reorganisation of groups on the same hex (see § 8.1)

> Payment of ransoms for noble prisoners (see § 15.8)

> Creation of supply convoys in settlements or castle hexes and resource transfer (see § 12)

Movement is then performed, along with any ensuing encounters, according to the prestige of the nobles; the noble with the highest prestige playing first, then the next, etc. When 2 nobles of opposite factions have the same prestige level, the group with the highest number of characters plays first. Groups with no prestige level play last with priority given to the group with the highest character count. Encounters can lead to tactical battles or sieges.

## 7 - Loyalty

Loyalty is due to King Stephen.

Each Anglo-Norman combat group, settlement, castle or monastic house has a level of loyalty between 1 and 10 at the beginning of the scenario (see Play Sheet 5).

Loyalty of the combat groups can be affected by 2 factors:

> Traits of the noble commanding the group,

> Headcount of the incoming group,

The loyalty level determines which faction the Anglo-Norman group belongs to.

When he enters a hex with another Anglo-Norman combat group, the player must first make a loyalty test, using his current Loyalty level and adding or subtracting the modifiers listed below. If the result is 4 or less, the group met belongs to the Angevin faction. If the result is 6 or more, the group belongs to the Royalist faction. If both groups are from different factions, combat is possible. If at least one of the groups is neutral, nothing happens.

Mercenary groups only perform a loyalty test when they have been promised a share of expected loot (see § 11.4).

| Loyalty Test | |
|---|---|
| **Loyalty** | **Allegiance** |
| 1 | Angevin |
| 2 | Angevin |
| 3 | Angevin |
| 4 | Angevin |
| 5 | Neutral |
| 6 | Neutral |
| 7 | Royalist |
| 8 | Royalist |
| 9 | Royalist |
| 10 | Royalist |

### Loyalty modifiers

Traits of the noble:

The more personal prestige the noble has, the less combat groups will want to be hostile. Apply the following modifiers to the existing loyalty level:

| Noble prestige | Royalist | Angevin |
|---|---|---|
| 1 or 2 | -2 | +2 |
| 3 or 4 | -1 | +1 |
| 5 or 6 | 0 | 0 |
| 7 or 8 | +1 | -1 |
| 9 or 10 | +2 | -2 |

Headcount:

When meeting with another combat group, calculate the difference between the number of armed characters in each group located in the same hex. Apply the following modifiers to the existing loyalty level:

| Difference in favor of the active player : | Royalist | Angevin |
|---|---|---|
| 10 or more | +2 | -2 |
| 5 to 9 | +1 | -1 |
| -4 to +4 | 0 | 0 |
| -5 to -9 | -1 | +1 |
| -10 or less | -2 | +2 |

## 8 - Combat groups

### 8.1 - Combat group management

Each group is composed of at least three characters. This minimum quota allows you to create groups of decoys, scouts or reinforcements. Your opponent does not know the composition of a combat group, he only knows its existence on the map. He can only learn about its composition if one of his groups is on the same hex.

If a combat group is made up exclusively of riders, a cavalry group marker is used. This type of group can move faster than a group consisting solely of infantry or a mixture of both.

During the reorganization phase, a player can break a group into several smaller ones. He can also combine several groups to form a single, larger one, providing that they are all on the same hex at the same time. When a group breaks up, the loyalty of the smaller groups is the same as the previous, larger group. When several groups combine into a larger one, the loyalty level of the noble of the largest previous group becomes the loyalty level of the new group.

Two or more combat groups of the same faction cannot stay on the same hex for more than one turn, otherwise they must be grouped together. In other words, several "Combat Group" counters of the same faction cannot be present on the same hex for more than one turn. Any group of less than 3 characters dissolves automatically and the remaining characters are removed from play (they got lost in the wild…). The number of groups that can be created is only limited by the availability of characters on the campaign map. They don't need to be led by a noble (see § 9).

### 8.2 - Combat group headcount

The scenarios specify the total number of soldiers in each group. The soldier types follow a standard distribution that varies by faction as shown on the Play Sheet #4. If there are more than 12 characters, simply add the results of two or more lines, using the "10" line for each set of more than 10 characters as long as possible.

Example: A group of 15 Anglo-Normans will be assembled by adding the headcounts of lines 10 and 5.

### 8.3 - Movement

A combat group can move up to 5 hexes per turn (shown in blue at the bottom left of the counter). If the group is exclusively made of riders, it can move up to 8 hexes per turn.

The type of terrain affects movement, as shown on Play Sheet 4.

A combat group can end its movement phase on a hex occupied by another group, be it friend, foe or neutral. But there can only be one combat group per hex at the end of a game turn, several groups of the same faction must regroup (see § 8.1) and groups of opposite factions must fight or one faction must retreat. In case of an encounter with a neutral group, the neutral group must always retreat.

### 8.4 - Supply for combat groups

A combat group with less than 10 soldiers is considered as supplied at all time. However, any combat group of 10 or more soldiers consumes resources and must find supplies every day. It cannot store supplies for more than one day. Supply is only possible (but not certain) if the group is in a hex with a settlement, a castle of the same faction or a supply convoy.

The amount of resources necessary to supply a combat group depends on the number of soldiers it has:

> 1 if the combat group has between 10 and 19 characters,

> 2 if the combat group has 20 characters and more.

A combat group will be affected in its next combat phase if it was unable to resupply fully for 2 days in a row:

> The combat group must modify all combat and missile fire result die rolls by +1.

> In addition, without supply, the combat group will only be able to use half of its movement points (rounded down) in the movement phase (both in the campaign and in tactical games).

The supply of a combat group can affect the level of resources of a settlement, a castle or a convoy:

> -1 if the combat group has between 10 and 19 characters,

> -2 if the combat group has 20 characters or more.

## 9 - The nobles

Each noble has a certain prestige that can affect the loyalty of settlements or groups encountered. The number of nobles and their initial prestige is mentioned in each scenario.

Each noble is represented by a counter and behaves like a combat group if he is accompanied by soldiers. For movement purposes, consider only the movement point allowance of the group.

Each noble is either loyal to the king or Angevin. Place the counter representing him with the correct color background: Red for a Royalist, green for an Angevin.

The prestige of a noble increases by 1 for every tactical battle won. It is decreased by 1 point for every battle lost or withdrawal before battle. It is also decreased by 1 point if he loots a settlement and 2 points if he loots a monastic house. The prestige level for a noble may never fall below 1.

A new noble may appear during the game if a group without a noble wins at least two tactical battles. Its highest ranking character becomes its noble, with a prestige of 2.

If in the meantime the group is reorganized, the above rule is still valid if at least 50% of the initial group members are still present.

## 10 - Siege engines and engineers

A group of siege engines is made of at least one engineer, one siege engine on wheels (Battering ram, gallery, belfry or mangonel), 2 oxen (4 for the belfry) and 3 peasants. Each group is either loyal to the king or Angevin. Place the counter representing it with the correct color background: Red for a Royalist, green for an Angevin.

An engineer can be hired in a city for the duration of the campaign at a cost of £4.

# 11 - The mercenaries

### 11.1 - Movement
A group of mercenaries is represented by a counter marked by the letter F (Flemish) or W (Welsh). As with other factions, it can move faster if only comprised of riders. The location for each group of mercenaries is mentioned in the scenario setup at the beginning of the campaign. A group of mercenaries is considered neutral as long as it has not been recruited by one of the factions.
Each group of non-recruited mercenaries is moved alternately by each player in turn. It must move in the direction of a combat group in an attempt to be recruited.

### 11.2 - Recruiting
A group of mercenaries can be recruited in 2 ways:
> Hiring them,
> or promising them a share of the future booty (with the risk that they could become hostile if the attack is slow to materialize, or if the booty is insufficient).
Once recruited, the counter representing the group of mercenaries is stacked under the counter of the recruiting faction and moves at the pace of the least mobile combat group.

### 11.3 - Cost of a mercenary
Each hired mercenary must be paid £2. This one-time payment effectively hires them for the duration of the complete campaign game.

### 11.4 - Promise of booty
If promised a share of the booty, the mercenary group must perform a loyalty test every turn following its recruitment. At each check after the first, subtract 1 from the die roll (for example -3 for the 4th check).
It is possible to pay a mercenary group that was promised loot later in the game to assure its unwavering and permanent loyalty.

### 11.5 - Enticing mercenaries away
A group of mercenaries can be enticed at a cost of £3 per group member to enter service until the end of the campaign, providing no opposite faction counter is within 2 hexes of the mercenaries.

### 11.6 - Sharing of the booty resulting from looting
The noble leading the combat group decides how many pillage points to assign to mercenaries. If this number is greater than or equal to the number of mercenaries, they will remain loyal until the end of the campaign game. If this number is less, roll 1D10 and consult the loyalty table. The entire group of mercenaries attacks on a Revolt result. A new tactical battle takes place immediately. If a group employs more than one group of mercenaries, distribute booty and check loyalty for each mercenary group separately; it is possible that some will revolt while others remain loyal.

# 12 - Supply convoys
Supply convoys are represented by a counter. They can be created in friendly settlement or castle hexes during a specific game turn phase.
A counter represents up to 5 pack animals and a driver. Supply convoys can move 5 hexes per day as long as there is a driver to guide them. Without a driver, a convoy cannot move and stays in its location.
Up to 5 points of resources can be transferred between a convoy and a settlement or a castle during the resource transfer step. Any resource transferred to a supply convoy must be deducted from the settlement count. Each pack animal, represented by a horse or a donkey in the tactical game, transports 1 supply point.
Supply convoys in the scenario setups are neutral. They will join a faction when an escorting combat group is located in the same hex. When unescorted, a convoy plies between its starting and finishing locations as mentioned in the scenario setup.

# 13 - Finances
Each combat group starts the game with a sum of money in Pounds (£) as detailed in the scenario. This money can be used to recruit mercenaries or troops in settlements.
Money can be earned by looting villages of the opposing faction (see § 13.2).

### 13.1 - Troop recruitment
Subject to loyalty and adequate resources, a noble or knight can recruit one or more characters in a village at a cost of £1 per light infantryman or £0.5 per peasant (see the table of recruitment on Play Sheet #4).
A noble can also recruit mercenaries he comes across on the map (see § 11.2).

### 13.2 - Looting
If a combat group attacks a settlement, a monastic house or a castle and wins the ensuing tactical battle, it can loot its remaining resources. One loot point is equivalent to 1 level of resources, and is worth £1 for future trades. The resource level of the location is adjusted after the looting.

# 14 - Encounters
This phase of the game determines the effect of an encounter between two groups or when entering a settlement.

### 14.1 - Two groups of the same faction meet
It is possible to rearrange the groups during the reorganization phase (see § 8.1). This is not an encounter in the sense of these rules.

## 14.2 - Encounter between two groups of different factions

Either of the players may initiate combat if he wishes.

Note that even if the groups are hostile, combat only occurs if one or both players decide to enter combat.

## 14.3 - Encounter with a group of mercenaries

They can be recruited if they are in search of an employer. If they are already hired by another faction, it is possible to entice them away (see § 11.5) or to engage in combat with them.

## 14.4 - Encounter with a supply convoy

It is possible to purchase all or part of the supplies carried by a convoy when the convoy is of the same faction as the group or neutral.

If the loyalty test determines that the escort combat group is hostile, looting is possible after a successful tactical battle. Unescorted convoys automatically belong to the first combat group that encounters them.

## 14.5 - Entering a settlement

It is possible to resupply and recruit new troops if the settlement belongs to the same faction. If not, it is possible to attack the settlement to loot it.

## 14.6 - Attacking a settlement or a monastic house

The number of available fighters is related to its resource level: The higher the resources, the more fighters are available. The type of fighters available is detailed in the tables on Play Sheet 4).

At the end of the fight, and regardless of its result, surviving settlement defenders are removed from the game. In case of a new attack in a subsequent round, the procedure for selecting defenders is repeated, based on the new resource level of the settlement.

# 15 - Combat

## 15.1 - Relations between the campaign map and tactical maps

The number of tactical maps used to resolve a battle depends on the total number of characters involved in the fight:

> 30 or less: 1 map,
> 31 to 60: 2 maps,
> Over 61: 4 maps.

If only one tactical map is used:

> The groups arriving from the north or northeast are deployed along the top side of the tactical map,
> The groups arriving from the northwest are deployed along the left side of the tactical map, etc.

If 2 tactical maps are used:

> The groups arriving from the north are deployed along the top side of the upper tactical map,
> The groups arriving from the northwest are deployed along the left side of the upper tactical map,
> The groups arriving from the southwest are deployed along the left side of the lower tactical map, etc.

If 4 tactical maps are used:

> The groups arriving from the north are deployed along the top left side of the upper tactical map,
> The groups arriving from the northwest are deployed along the left side of the two tactical maps placed on the left,
> The groups arriving from the southwest are deployed along the bottom left side of the lower tactical map,
> The groups arriving from the south are deployed along the bottom side of the lower right tactical map, etc.



## 15.2 - Setup of the tactical maps

The choice of tactical maps depends on the nature of the campaign map hex. Use at least one of the maps below, and complete the battleground with maps of terrain without a building (such as The Meadow or The Crusader Trail).

Players in turn place one tactical map oriented as they see fit. The first map is always chosen by the inactive/defending player. Once all the maps are laid out, players designate jointly or at random the northern edge, which corresponds to the north on the campaign map.

### *Tactical Maps Selection*

| Campaign map hexes | Open Terrain | Forest | Hills | Swamp | River | Coast | Settlement (*) | Castle |
|---|---|---|---|---|---|---|---|---|
| Maps published by Historic-One | The Meadow The Crusader Trail | The Woods | The Ditch The Knoll The Hill | The Lagoon The Ditch | The River The Wood-bridge The Creek The Lagoon | The Beach The Cove | The Hamlet The Priory | The Norman Keep The Eagle Nest The Motte |
| Original Cry Havoc maps | The Crossroads The Open Field | The Forest | - | - | The Watermill The Ford | The Watchtower The Abbey | The Village | - |

(*) A settlement can also be assembled with the Saxon village overlays on a terrain map.

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## 15.3 - Multiple groups participating in a battlele

Other groups, friends or foes, located in adjacent hexes to the one where the battle will take place can join the combat. These groups won't be able to move later in this turn. Take a note from where each group entered the battle hex, as this will affect the setup and the conclusion of the tactical battle.

## 15.4 - Deployment

Depending on the situation after the Encounter phase, the various groups are deployed along the side of the tactical map corresponding to their arrival on the hexagon of the campaign map.

The attacking player chooses whether or not to deploy first. He can then choose to take the first turn of the tactical game or let his opponent go first.

## 15.5 - Refusing combat

If the attacked group doesn't want to fight, each character in this group must face an infiltration test. Roll 1D10 for each member of the group and check the results on the following table. The infiltration tactical modifiers are used for these characters:

> Rider: -1
> Armoured: -1
> Wounded: +2

Furthermore, the commanding noble loses one point of prestige.

| Table for Refusing Combat | |
|---|---|
| **Dice** | **Results** |
| 1 | - |
| 2 | - |
| 3 | - |
| 4 | - |
| 5 | Character taken prisoner |
| 6 | Character taken prisoner |
| 7 | Character taken prisoner |
| 8 | Character wounded |
| 9 | Character wounded |
| 10 | Character killed |

## 15.6 - End of the battle

The fight ends with one of the following 4 results:

> An opponent is completely eliminated. The victorious faction remains on the hex of the campaign map in which the battle took place. The counter representing the opposing group is removed from play.

> An opponent decides to flee the battlefield. The vanquished group is positioned on the campaign map in one of the three hexes located in the direction of its arrival. The victorious faction remains on the hex of the campaign map in which the battle took place.

> An opponent decides to surrender. The victorious faction remains on the hex of the campaign map in which the battle took place while all the surviving opponents are held prisoners. See § 15.8 for the management of prisoners.

> The battle already lasted 12 turns and no side was able to achieve one of the above outcomes. Each opponent retreats to one of the three hexes located in the direction of their arrival on the campaign map. If one side was already present in the campaign hex at the start of the campaign turn the battle was fought in, it must retreat to the hex opposite to the direction taken by its opponent.

## 15.7 - Wounded characters after a tactical battle

A character wounded during a tactical battle can move in the following turns with a penalty of 3 MPs on the campaign map. If he is part of a group with other healthy characters, the entire group is penalized (as the wounded characters slow down the entire group).

A character wounded during a tactical battle must move towards the nearest friendly settlement for healing. He won't be able to leave it until complete recovery.

He must reach a loyal settlement or castle,

Use the Healing Table on the Play Sheet 3 to know how many turns will be needed for the character to recover.

If the settlement where the wounded character stays is attacked, he can fight with his wounded combat potential.

## 15.8 - The prisoners

A group made prisoner at the end of a battle will be escorted from the next turn by a group of at least 3 men to:

> the closest loyal settlement or castle;

Place the counter representing the prisoners under the group counter used for the escort.

Prisoners (except nobles for whom a ransom is expected) are eliminated from the game once the destination is reached. The escort can then be used as a combat group again.

If an escort group can't be assembled, prisoners are massacred.

Noble prisoners are ransomed. Their ransom is in direct relation to their prestige level (1 point of prestige = £2 of ransom. When the ransom for a noble is paid, he is free to leave with an escort of 2 friendly riders, taken among the other prisoners as a priority.

*Note for the tactical game: If the convoy of prisoners is attacked in the following days, unarmed prisoners only have 1 defence potential. A friendly character must remain one full turn next to a prisoner without doing any other action to release him. The released character must remain one full turn next to a dead or stunned character to take his weapons (re-arming himself to his normal defence and attack values in the process).*

## 16 - The sieges

Use the rules of the tactical game with the following modifications:

Each resource point provides enough supply for the besieged Normans to sustain two days of siege. When all the resources are exhausted, the defenders must surrender. Their fate depends then on table including in Play Sheet 3:

### *Surrender consequences:*

If the die result ranges between:

3-4: Test each defender with 1D10, in reverse order of their attacking potential. He is killed on a result between 1 and 5. Stop the test when half the defenders are dead.

5-7: The winner forms one or more combat groups with the prisoners. All riders are dismounted. Each group of prisoners must be accompanied by an escort group.

## 17 - Setup on the campaign map

The scenarios require placement of the groups near a landmark (a settlement in most cases). The position relative to a location is expressed by its orientation on the cardinal points as shown in the illustration to the right.



## 18 - Optional: The environment

These parameters are determined at the beginning of the game and will not change for the duration of the campaign.

| Weather Table | |
|---|---|
| Dice | Effect on Resources |
| 1 | -3 |
| 2 | -2 |
| 3 | -1 |
| 4 | - |
| 5 | - |
| 6 | - |
| 7 | - |
| 8 | +1 |
| 9 | +2 |
| 10 | +3 |

### 18.1 - The weather

Bad weather can destroy the crops of the previous year, excellent weather can in turn improve crop yields and thus have an effect on the level of available resources. Weather testing is done at the beginning of the scenario and its effect will be permanent for the duration of the campaign (as each turn represents one day, it is unlikely that a scenario lasts long enough for the weather to change significantly over the course of the campaign).

| Season Table | | |
|---|---|---|
| Dice | Seaon | Effect on movements |
| 1 | Winter | -2 |
| 2 | Winter | -2 |
| 3 | Spring | -1 |
| 4 | Spring | -1 |
| 5 | Summer | - |
| 6 | Summer | - |
| 7 | Summer | - |
| 8 | Fall | -1 |
| 9 | Fall | -1 |
| 10 | Fall | -1 |

### 18.2 - The seasons

The season during which the scenario takes place may have an effect on the movement of troops (bad weather, floods, or snow may make the roads impassable).

Season is determined at the beginning of the scenario and its effect will not change throughout the game.

# The Anarchy

## *The Norman Saga*

This game series explores the adventures of the Normans in the 11th and 12th centuries, in France, England, Southern Italy, Sicily, and the Middle East.

### *Already published:*
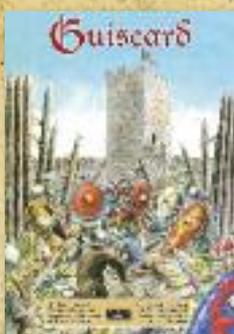
**GUISCARD** : This game is set during the epic conquest of Southern Italy and Sicily by the Normans, led by Robert Guiscard ("the cunning" or "the weasel"), in the 11th century. The game features the various factions of the time including the Byzantines, the Arabs of Sicily, the Lombards, the Holy Roman Empire and of course the Normans, who came as mere mercenaries into the middle of this mass of conflicting interests, and then decided to seize power through force of arms.

**DIEX AÏE** AÏE ("God Our Help !",the war cry of the Dukes of Normandy): This game explores the Saxon resistance to the imposition of the « Norman Yoke » in the decades following the Battle of Hastings. The game lets you play Normans, Saxons and Scots. DIEX AÏE includes a campaign game to generate tactical scenarios that can be played on the various maps of the series.

### *Upcoming:*

**AGER SANGUINIS** ('The Field of Blood', based on the name of the last battle of Roger of Salerno, Regent of Antioch in 1119): This complete game will be set during the conflict between the Normans of the Principality of Antioch, one of the Crusader States, their Armenian allies and the first contingents of Hospitaller knights against the Turks in the 12th Century.
Expected release date: End of 2016.

**MARE NORMANNORUM** ('The Sea of the Normans', as the Mediterranean Sea was referred to by scholars in the 12th century) will explore the conquests on sea and land of King Roger II of Sicily against the Saracens and the Byzantines. MARE NORMANNORUM will feature an update of the naval rules of VIKINGS and NEFS & GALEYS.

**PLANTAGENETS :** This game, with both tactical and campaign elements, will be set during the epic struggle between Plantagenets and Capetians in France in the second half of the 12th century.

**CRAC DES CHEVALIERS :** This extension will depict this imposing fortress in Syria on two maps of standard size, in a fairly accurate way. It will also feature counters representing the Knights Hospitallers, as well as siege engines.

**Cover artwork:
Massimo PREDONZANI**