

Table of Contents

1	Tactical Factors.....	4
1.1	The Weather	4
1.2	The Trees.....	4
1.2.1	<i>Climbing into a tree and down</i>	4
1.2.2	<i>Tactical factors</i>	5
1.2.3	<i>Shooting from up a tree</i>	6
1.2.4	<i>Jumping from a tree</i>	6
1.2.5	<i>Result of a jump</i>	6
1.2.6	<i>Jumping onto an enemy</i>	6
1.3	Low walls.....	6
1.4	Flat roofs	7
1.4.1	<i>Tactical factors</i>	7
1.4.2	<i>Movement</i>	7
1.5	Carts.....	8
1.5.1	<i>Stationary cart</i>	8
1.5.2	<i>Moving carts</i>	8
2	Tactical Factors Concerning Combat	9
2.1	Stakes.....	9
2.1.1	<i>Movements</i>	9
2.1.2	<i>Tactical Factors</i>	9
2.1.3	<i>Special rule for horsemen</i>	9
2.1.4	<i>Missile-fire and combat</i>	10
2.2	Faster Crossbow Fire.....	10
2.2.1	<i>The loader</i>	10
2.2.2	<i>Effect on shooting</i>	10
2.3	Cutting Hamstrings.....	10
2.3.1	<i>Movement</i>	10
2.3.2	<i>Resolving the attack</i>	11
2.4	Kneeling Characters	12
2.4.1	<i>Tactical Factors</i>	12
2.4.2	<i>Combat</i>	12
2.4.3	<i>Restrictions on missile-fire</i>	12
2.5	Refusing Combat	12
3	Siege Tactics.....	13
3.1	Hoardings.....	13
3.1.1	<i>Description and setup</i>	13
3.1.2	<i>Terrain type summary</i>	13
3.1.3	<i>Movements</i>	13
3.1.4	<i>Cover</i>	14
3.1.5	<i>Missiles</i>	14
3.1.6	<i>Protection against siege engines</i>	15
3.1.7	<i>Protection against battering rams</i>	16
3.1.8	<i>Protection against fire</i>	16
3.1.9	<i>Combats</i>	16
3.2	Dropping rocks	16
3.2.1	<i>Background</i>	16
3.2.2	<i>Frequency of missile-fire</i>	16
3.2.3	<i>Resolving the shot</i>	17

3.3	Mines	17
3.3.1	<i>The movable penthouse</i>	17
3.3.2	<i>The excavation</i>	17
3.3.3	<i>Progress of the mine</i>	18
3.3.4	<i>Tactical factors</i>	18
3.3.5	<i>Collapsing the wall</i>	18
3.3.6	<i>Walls of more than 1 level of elevation</i>	18
3.3.7	<i>Speeding up the excavations</i>	19
3.3.8	<i>Counter-mines</i>	19
3.4	Climbing Walls With Grappling Hooks And Ropes.....	19
3.4.1	<i>Grapnel thrower</i>	19
3.4.2	<i>Using markers</i>	19
3.4.3	<i>Effect on combat</i>	20
3.4.4	<i>Cutting the rope</i>	20