

The Belfry

The siege tower in the original SIEGE game always looked weird to me with its 3 tiny hexes. This belfry has been put to scale and takes full advantage of its multiple levels and included drawbridge.

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1.1 Description

1.1.1 The various components



The belfry is made of 5 parts:

- The ground level, with the wheels, is used for the characters that move the belfry.
- The 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 (see 1.2)
- The Level 2 is the assault level through the drawbridge.
- The drawbridge can either be raised or lowered. The marker is only used when 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, fresh cut skins cover the front of the belfry.

1.1.2 The ladders

Characters can move up or down between levels 1, 2 and 3 by means of internal ladders (use raised ladder markers of SIEGE).

These ladders can be either fixed or removable based on the scenario parameters: fixed ladders would help defending characters fight back inside the tower while removable ones would add tactical challenges.

When ladders are removable, an external crew must raise a ladder when the tower is stopped to move up or down level 1 from the ground.

Even if ladders are fixed, the tower must always be stopped to move up and down level 1 from the ground.



1.1.3 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.

1.2 Height of the belfry

Although displayed with 3 levels, the height of the tower will be adjusted down to 2 levels when the attacked rampart 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 rampart 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.

1.3 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 the "Siege Extension Sets" if shooting at targets further inside the tower.

1.4 Moving the tower

1.4.1 Standard rules

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 display at least one hex, having faced it in the desired direction.

Because of its 8 wheels, the belfry cannot pivot on any axle.

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 impossible to move it.

1.4.2 Optional rule (“Excess passengers”)

This rule from Bob Gingell can be used if you don't want (or can't) use 8+ characters to push the tower, and to take into account the additional weight of numerous attackers on higher elevation.

If less than 16 characters ride on the belfry, distributed any way between the floors, at least 6 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 3 to 5 characters at ground level. Below 3, the tower cannot move.

Between 17 and 26 on the (three-storey) tower, the number of pushers described in section 1.4.1 is required to move the tower.

1.5 Movement in the interior of 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 also 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.

1.6 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 displayed in the CROISADES extensions apply.

1.7 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.

1.8 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 have combat (including shooting missiles) for one full turn. At the end of this turn, the drawbridge may be lowered. At that time, you can replace the ground level piece by the level 2 piece on the map with its drawbridge lowered upon the battlement hexes.

Any character on a battlement hex that will be under the drawbridge once 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.

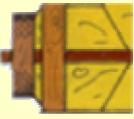
Characters on the drawbridge of a belfry and those on the battlements can engage in combat as soon as the hexes are adjacent. Combats can also take place on any hex that comprises any level of the tower. On the other hand, combat is only possible between characters on different levels if

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.

1.9 Setting fire to the belfry

Standard SIEGE rules for setting light or using flaming arrows apply. The 1:10 hit ratio only applies for hits to the front of the tower, because of the retardant effect of the fresh cut hides. Any hit at the sides or rear of the tower is resolved using the Flaming arrow vs trebuchets/mangonel/ballista rule, or 3:10.

1.10 Terrain type summary

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type			Terrain Advantage
			Front	Side	Back	
	Ground level	Impassable to horses 2 - Foot	Infinite	Infinite	Ground level	-
	Level 1	Impassable to horses 1 - Foot	Infinite	Infinite	Level 1	0
	Level 2 (drawbridge raised)	Impassable to horses 1 - Foot	Infinite	Infinite	Level 2 (drawbridge raised)	0
	Level 2 (drawbridge lowered)	Impassable to horses 1 - Foot	None for missile shot at same elevation or higher	Infinite	Level 2 (drawbridge lowered)	+ (for hexes next to the battlement)
	Level 3	Impassable to horses 1 - Foot	Infinite	Infinite	Level 3	0
	Arrow-slit	Impassable through slit and to horses 1 - Foot	Medium when shot through the slit	Infinite	Arrow-slit	0 (No fight through arrow slits)
	Ladders	Impassable to horses 3 - Foot (6 when attacking a 3-level rampart)	Infinite	Infinite	Ladders	-
	Winch	Impassable to horses 2 - Foot	Light (if drawbridge lowered)	Infinite	Winch	-

Note : Many thanks to Bob Gingell for proof-reading these rules and proposing valuable amendments and additions.