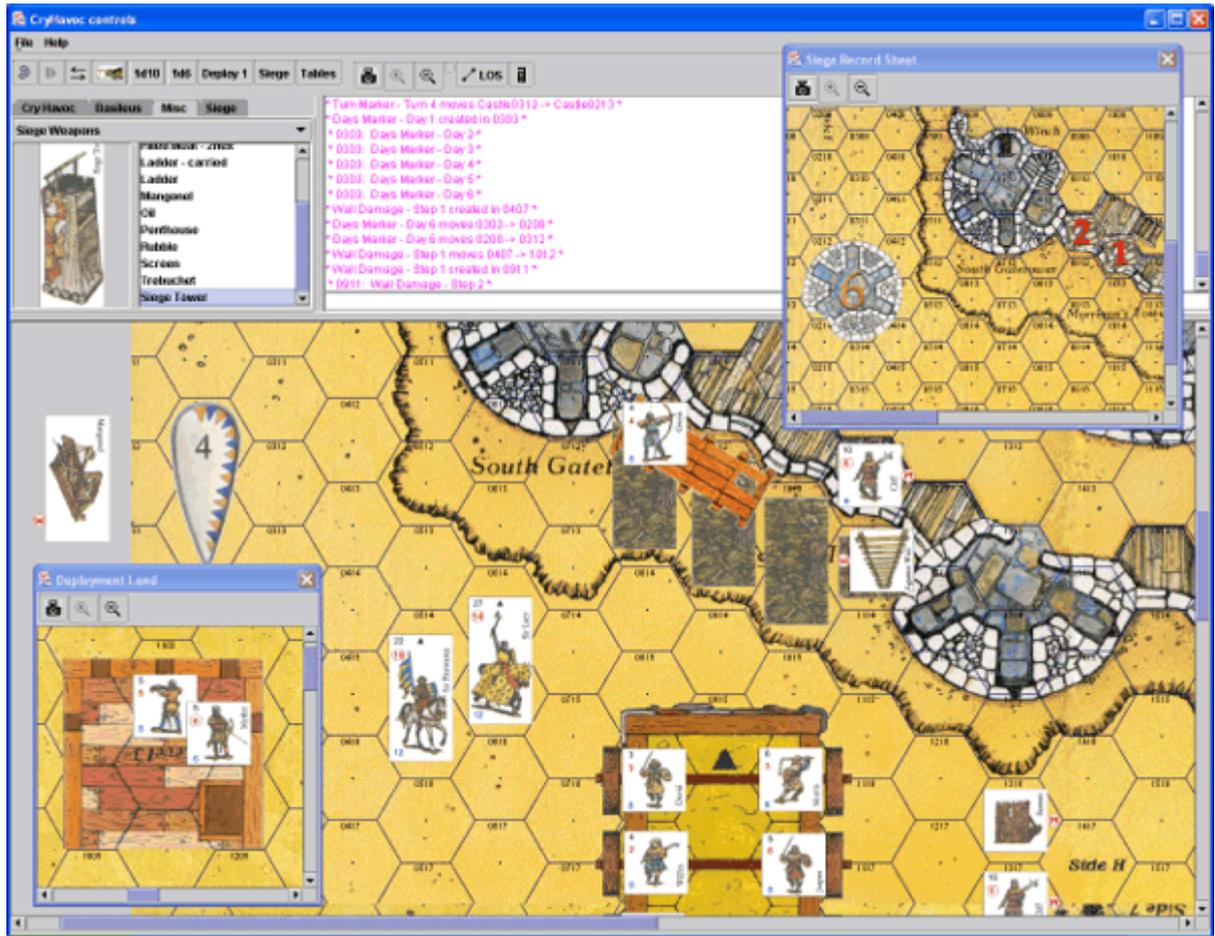


# SIEGE EXTENSION FOR VASSAL

## User's Manual



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# 1 The Vassal Extension Concept

VASSAL is a game engine for building and playing online adaptations of board games and card games. The core component to play games of the Cry Havoc series is called the module. The Cry Havoc module includes all maps and counters of the original Cry Havoc game plus a few extras (Forest map, Norman and Byzantine counters, markers). Every other game of the series or additional components to play will be managed as an extension to the core module. VASSAL is authored by Rodney Kinney.

# 2 Contents of the Siege Extension

The Siege extension includes both Castle and Camp maps, as well as all the counters of the original game. The various levels of the large siege tower are also part of the extension. In addition, several markers from the Montjoie extension used for sieges like the hoardings, the mine or the penthouse have been included as well.

# 3 Getting Started

## 3.1 Downloading game components

If you have not done it already, download the VASSAL engine (<http://www.vassalengine.org>) and install it on your PC.

Download the Cry Havoc module from Cry Havoc Fan (for instance) and unzip the file somewhere, e.g. into your VASSAL folder (it will unpack into a folder named "CryHavoc" and contains the CryHavoc.mod).

The Siege extension (like any other extension) should be placed in the CryHavoc\_ext folder. Extension files bear a \*.mdx extension name.

It is highly recommended to install the Tables extension at the same time.

## 3.2 Launching the Siege extension

Start VASSAL ; click "Play Module" and select the CryHavoc.mod file. Even if you only want to play with Siege maps and counters, you must run the Cry Havoc module.

Two buttons have been added to the Controls window:

- A deployment button (labeled Deploy1),
- A Siege button.

These buttons will remain shaded until you actually create a map or launch a new scenario.

If you have also installed the tables extension (see section 6), an additional Tables button should be displayed.



## 4 Siege Specific Components

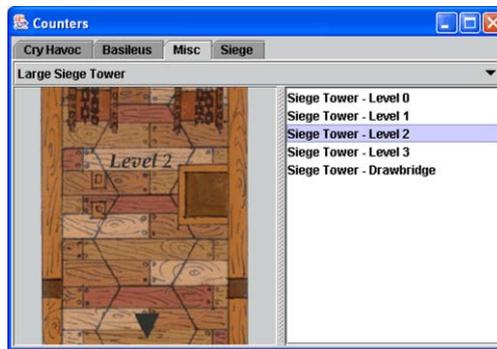
### 4.1 The counters window



Clicking on Sir Richard's icon opens the counters window like in the standard module. A tab labeled Siege has been added, where you will find all the characters of the Siege game in all stances.

The Misc tab includes several components of the extension:

- The large siege tower and the various other siege weapons have their own drop-down menu,
- The cart and its draft ox or horse are in other menus



### 4.2 The Deployment Window

Open a map and the "Deploy1" button in the control window will become active. Click to see the Deployment map. This is meant for laying out the different levels of the large siege tower. Counters should be placed there, while on the actual play map only the relevant level of the tower is placed (e.g. ground level while moving). When the tower is in place at a wall, counters can then be transferred to their relative positions on the playing map.



The deployment window can be very useful to check the line of sight for shooters located on Level 3 of the siege tower for instance. You just need to position the deployment land on top of the main map to check the LOS.

F5 is the shortcut to show/hide the Deploy Land window.



## 5.2 Blank marker

Just a plain vanilla marker, for any kind of use like marking setup groups in the setup files for scenarios. It is located under the "Misc" tab of the Counters window, in the Game Info section.

## 5.3 Looking at Counters When Zoomed Out

Zooming out is a very convenient feature when using large maps, but its drawback is the inability to read the various combat values of the counters. To overcome this issue, it is now possible to view the original size of a counter on a zoomed out map by simply placing the mouse pointer over it for more than a second.



## 5.4 About Menu

The Help menu in the Controls window now also contains an "About" section, which lists all installed modules/extensions and their version number. It is very convenient for players to see whether they need to update something or if their version is incompatible with their opponent's.

## 6 The Tables Extension

The current tables used with the core Cry Havoc module have been upgraded to revision 2.0 to include all terrain and tables pertaining to besieging a castle. The 5 tabs cover:

- the game turn sequence;
- the various terrains used as well as the movement costs to rotate a horse;
- the fire tables;
- the combat tables;
- the battering tables and usage of fire with flaming arrows or burning oil during a siege.

All these tables have standardized on the rules of CROISADES (French version of OUTREMER), which are known as the richest and most complete of the series, plus additions from the MONTJOIE extension.

Appearance	Hit Type	Movement Points	Cover Type	Terrain Advantage
Flat Terrain	None	0	None	0
Scrub	2	Light	-	-
Tree	Impossible to horses	Light	-	-
Tree (Level 1)	Impossible to horses	Light	-	-
Tree (Level 2)	Impossible to horses	Light	-	-
Shops	2 - Foot	Medium if shot crosses top of shops	-	-
Sand Beach	1	None	0	-
Shallow Waters	2	Light	-	-
Deep Water	Impossible to horses	Light unless shot at edge of the water	-	-
Marsh	2 - Foot	Light	-	-
House	Impossible to horses (except doorway)	None	-	-
Building	Impossible to horses	Infants	0	-
Window in Building	Impossible to horses	Medium	Def. +	-
Building	3 - Foot	Medium	-	-
Door in Building	1	Medium	0	-
Door in Building	1	Medium	Def. +	-
On The Roof	Impossible to horses	None	-	-

Appearance	Hit Type	Movement Points	Cover Type	Terrain Advantage
Castle Wall	Impossible	Infants	Impossible	-
Arrow-slit	1 - Foot (dependant from outside)	Heavy	-	(cannot not penetrate through)
Battlements	1 - Foot	Heavy	-	0
Stairs	Impossible to horses	None	-	-
Keep or tower gate	Impossible to horses	Medium (difficult for keep entrance)	-	-
Hoarding	1	According to shooter's position	-	-
Moat	Impossible to horses	None	-	-
Tent	Impossible to horses	Light	-	-
Trench	Horses can cross but not stop	Heavy	-	-

Appearance	Hit Type	Movement Points	Cover Type	Terrain Advantage
Filled Moat	Impossible to horses	None	-	0
Rubbish	Impossible to horses	Medium	-	-
Slope	Impossible to horses	Infants	-	0
Ramp	Impossible to horses	Light	-	-
Posthouse	Impossible to horses	Light	-	-
Large Tower	Impossible to horses	Infants (except from outside)	-	-
Large Tower	Impossible to horses	Infants (except from outside)	-	0
Large Tower	Impossible to horses	Infants (the shot at same level or higher)	-	0
Large Tower	Impossible to horses	Infants (if drawn bridge)	-	0
Palmed Ladder	3 - Foot	None	-	-
Dikes	8 - Horse (if soldiers)	None	-	-
Knocking	2	Light	-	0
On Cart	2	Medium	-	0
Stopped / Moving	5	0	-	0

## 7 Using Live Internet Chat

You will quickly experience that typing all your actions (and reactions to your opponent moves) slows down the game to a great extent. For faster game play, we recommend using some internet chat software like NetMeeting or Game Voice. Game Voice is a freeware from Microsoft (<http://www.gamevoice.com>) that doesn't take too much bandwidth and can even be used with a simple modem.