

A Beginner's Guide to Siege

SIEGE is a game which recreates medieval siege warfare. Two players or two teams control counters, which represent men and move them over a map representing the terrain. There are two mapsheets included in the game, one of the castle and the other of the camp. Each map is broken up into hexagons (or hexes for short).

There are four playsheets included in the game. By looking at the centre of one of the Playsheets a player will see what effect the terrain on the map will have on play. Players should look at each example illustration on the terrain types chart and compare these with the same features on the map. The Playsheets also have other tables on them which will be needed for play.

You will notice that all of the pieces are joined together on a piece of card. Before you punch them out look carefully at them and you will see that about half depict characters while the other half depict siege equipment (the panic/rout pieces are only used if an optional rule is played). Each character on foot has two pieces. One piece is used when the character is 'healthy', the other when he is wounded. Turning the piece over shows the character stunned or dead. Some of the characters are knights. Each of the knights is represented by four pieces. Two show the knight on foot and two show him on horseback.

There are three booklets. One of these is the rules. This booklet is divided into sections. You should have a quick read through Section One to get a general idea, and then read it thoroughly before playing. You should not read the whole booklet at first, because each additional section will add extra rules to the game. During play keep the rules handy for both sides to refer to.

The second booklet deals with the scenarios or different versions of the game. The scenarios describe the set up in which the sides fight each other. They list which characters each side has, how the maps are set up and what each side has to do to win. There are 7 scenarios. Numbers 1 to 5 are linked to the first 5 sections of the rules. When you have read Section One of the rules you will be ready to play Scenario One. After you have played Scenario One, you can go on to read Section Two of the rules, then play Scenario Two and so on. You will find that this is a painless way of learning all the rules of the game.

The third booklet gives you a short historical background to the period. It includes brief descriptions of the types of characters and the different items of siege equipment in the game. Details of the playing pieces and how to use them are given in the second half of this booklet.

Players do not throw the die to move their pieces. The distance they move is printed on the counter, but this may be modified by difficult terrain such as woods. The die is used to give the chance factor in combat. It gives a score of between 1 and 10 (on the die the 0 face equals 10).

Players take it in turns to move, shoot and fight.

Now read Section One of the rules.

Best of luck.

Once more unto the breach!

GAME COMPONENTS

- 2 full-colour maps.
- 1 sheet of playing pieces in full colour.
- 1 Rule Booklet.
- 4 Playsheets for handy reference.
- 1 Historical Background Booklet with a guide to the playing pieces.
- 1 Scenario Booklet.
- 1 Record Sheet.
- 1 20-sided die.

