

# Diex Aie 2

## Game sequence

- On day 1, the besieged player needs to check the status of his supplies, which will determine the number of days he can hold out if he can repel all the assaults (see § 11.1.1). Then he must follow a sequence which is repeated every day:
- 1 - Roll 2D10 to determine if any random event changes the course of the siege (see § 11.6).
  - 2 - Roll 1D10 to determine who will get the initiative this day (see § 11.1.3).
  - 3 - Bring the characters that were wounded the previous days, and are healed, back into play.
  - 4 - The besieger can try to set fire to wooden or wattle & daub structures (see § 11.3).
  - 5 - The player who won the initiative decides which action he wants to perform (see § 11.4).
  - 6 - If some 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 § 11.1.5).
  - 7 - After all actions have been performed, the siege marker is moved down one day on the Record Sheet.

## Fire table

Die	Spreading Fire	Flaming arrow vs: House, great hall, tower	Gate, palisade, bridge	Dousing the Fire
1				D
2				D
3				D
4				DA
5				DA
6				
7	F			
8	F	F		
9	F	F		
10	F	F	F	

Add 2 to the die roll and +1 for each additional archer when this table is used during a day of siege. (see § 11.3.2)

### Key:

- F - Fire catches (or spread)
- D - Fire has been put out in hex
- DA - Fire caused by flaming arrows only has been put out in the hex.

## Healing table

Die Roll	The character heals after:
1	1 day
2	2 days
3	3 days
4	4 days
5	5 days
6	10 days
7	15 days
8	20 days
9	Several months
10	The character dies

## Wounded


## Equipment


## Surrender table

The besieging player rolls 1D10 and adds the relevant modification points that apply to the siege:

+1	If the besiegers have at least twice the number of characters than that of the defenders;	> If the modified number reaches 12, the castle or building surrenders.
Or +2	If the besiegers have at least three times the number of characters than that of the defenders.	> Less than 12: the siege continues.
+1	if the besiegers have breached the palisade of the bailey or the building wall.	> Automatic surrender: A garrison will surrender automatically if there is nothing left to eat, or if all the characters with a command capacity are dead.
Or +2	if the besiegers control the palisade of the bailey.	
Or +3	if the besiegers control the palisade of the bailey completely and have breached the palisade of the motte.	

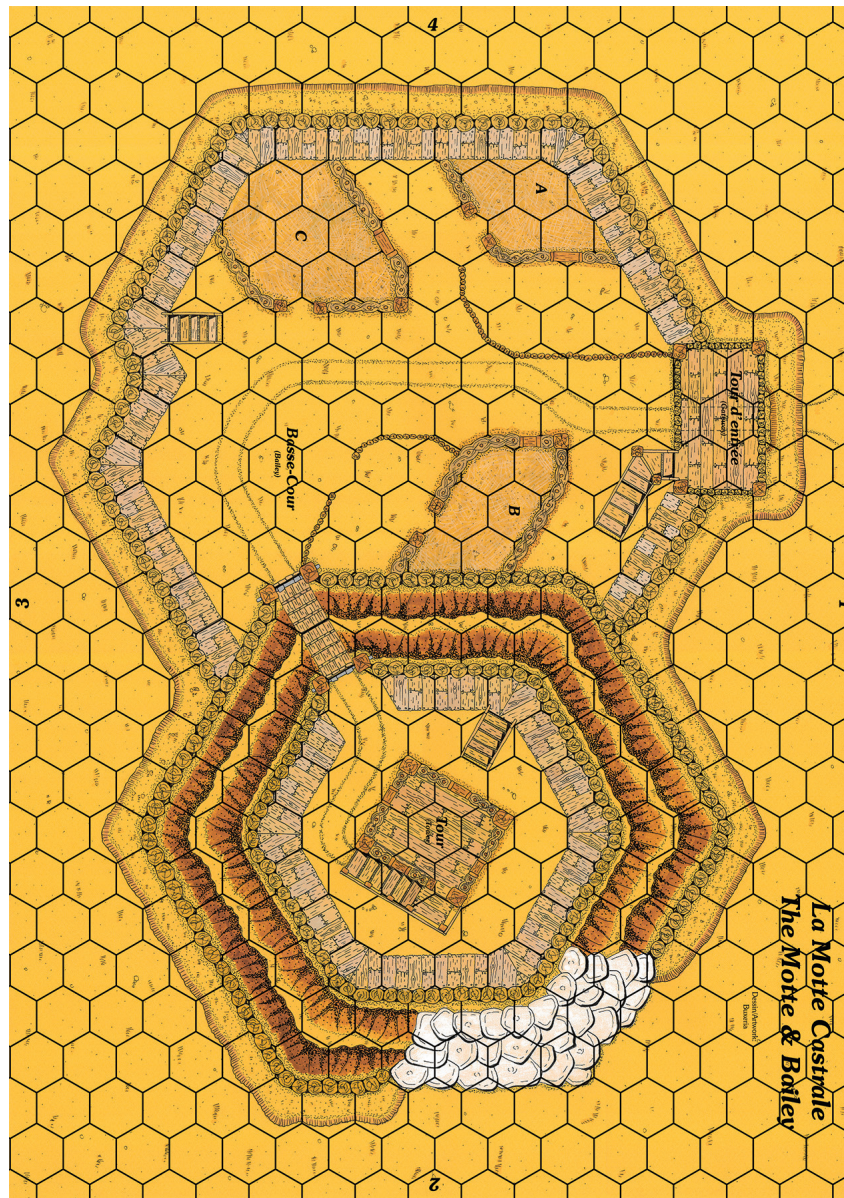
## Surrender consequences

In the campaign game, the following table is used to know the fate of the defenders:

Die	Result
1	All defenders are massacred
2	All defenders are massacred
3	Half the defenders are massacred, the other half is held prisoner
4	Half the defenders are massacred, the other half is held prisoner
5	All the defenders are prisoners
6	All the defenders are prisoners
7	All the defenders are prisoners
8	Defenders are free to go
9	Defenders are free to go
10	Defenders are free to go

## Actions :

- 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.  
 3-7 : 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.



		26	25
24	23	22	21
20	19	18	17
19	18	17	16
15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	End of Siege