

# MONTJOIE

Extension for CRY HAVOC, SIEGE, CROISADES and VIKINGS

This collection of additional rules for the games in the Cry Havoc series enables an enrichment of the tactical possibilities of the game. I hope that you will gain as much pleasure in using them as I have had in thinking them up. Thanks to Errol Flynn and Robert Taylor for invaluable contributions. Thanks even more to Bob Gingell for translating the original edition of 1994, suggesting many clever enhancements and proof-reading the various additions of the 2004 version.



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# 1 Tactical Factors

This section proposes additional rules and rule modifications that allow variations in the use of terrain on the different maps; this significantly enhances the tactical possibilities in the game.

## 1.1 The Weather

The influence of meteorology on fighting should not be overlooked. Many sorties from besieged strongholds have succeeded in foggy weather due to the poor visibility; many battles have been lost because of limitations on movement caused by rain; etc...

The tactical factors below provide a few simple rules to simulate the majority of weather conditions encountered in Europe or Palestine (including snow, at least in the Lebanese and Syrian mountains).

Weather	Visibility	Movement	Missile-fire	Combat
Night	3	No effect	No effect [*]	0
Fog	5	No effect	No effect [*]	0
Rain	No limit	3/4 MP	+1	-
Snow	No limit	1/2 MP	No effect	-
Storm	10	1/2 MP	+2	-

[\*]: Missile fire is only possible against targets that are visible. Movement should be halved in pitch darkness. A penalty of +1 may be added for shooting at targets that are visible but cannot be seen clearly (e.g. targets 2 hexes away from a fire).

Add +1 to missile-fire if the sun is in the shooters' eyes.

Note: The fractions concerning movement show that the number of movement points must be reduced to this figure (round down if necessary). Obviously these restrictions do not apply in covered buildings. Example: A rider (15 MPs) moving in rain cannot advance more than  $15 \times \frac{3}{4} = 11.25$  which rounds down to 11 MPs.

## 1.2 The Trees

CRY HAVOC does not allow characters to make use of the branches of trees, which limits tactical possibilities. The rules below add an essential spice to Robin Hood type scenarios by allowing characters to climb into trees and to jump down from them, either directly onto the ground, or onto a horse, or even better onto an enemy. Outlaws, to your bows...

### 1.2.1 Climbing into a tree and down

An unarmoured character may climb into a large tree (covering 7 hexes on a map, except palm trees). The character must pass through the central hex of the tree, representing the trunk, in order to climb up. Place a marker "Up the tree" onto the character to show his position at the top of the tree.



The level of elevation for a character up a tree is Level 1. As a result, he cannot fight a character on an adjacent ground hex (but see the exception in section 1.2.6).

The cost to climb a tree is 6 MPs. The cost to pass from one tree hex at level 1 to another is 4 MPs.

Climbing down the trunk hex is possible at the same cost as for jumping (4 MPs).

When two large trees are adjacent, movement is allowed from one large tree to another, but with a risk of a failure resulting in fall and injury. Roll 1D6:

- from 1 to 4, the move is successful ;
- 5, the character falls and is stunned ;
- 6, the character falls and is wounded.

## Example

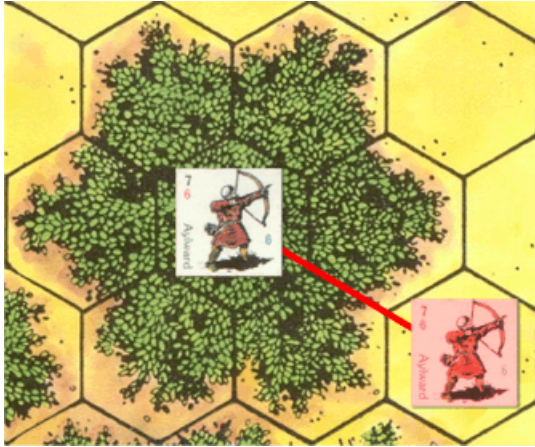


Fig. 1: Aylwin wants to climb into the tree. Moving to the trunk from outside the tree costs 2 MPs for each tree hex entered, i.e. 4 MPs to enter first the outer hex and then the trunk.

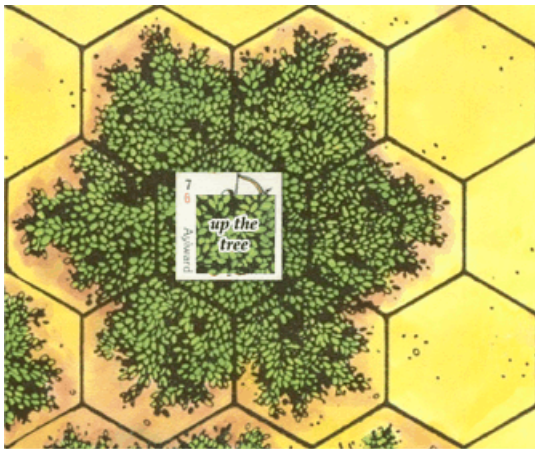


Fig. 2: Climbing up the trunk costs 6 MPs and an "Up the tree" marker is then placed on him.

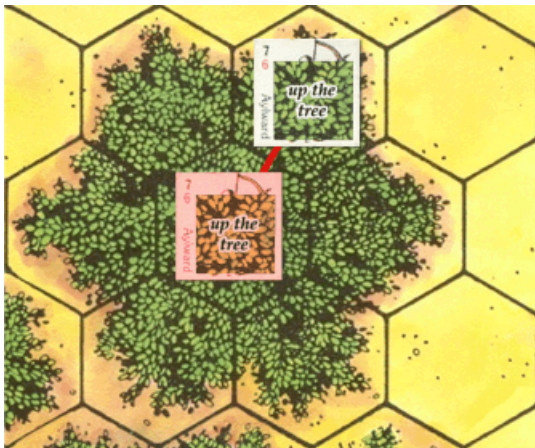



Fig. 3: Moving from one hex to another up the tree costs 4 MPs.

As a consequence of the difference in levels, it is possible that one tree hex may contain two characters at the same time: one up the tree (at level 1), the other below him (at level 0).

### 1.2.2 Tactical factors

Hex type	Movement cost	Cover type	Combat effect
 Tree (level 1)	4	Light	-

### 1.2.3 Shooting from up a tree

A Bowman, slinger, knife or axe thrower can shoot from up a tree. Crossbowmen and javelinmen cannot shoot.

A shooter from up a tree adds +1 to his die roll.

### 1.2.4 Jumping from a tree

Note: This rule can be used for any jump between two hexes where there is a difference of 1 in level of elevation (e.g. walls, roofs, etc...).

Any unarmoured character can attempt to jump from a tree hex into an adjacent hex (or the same hex) which is at the next lower level of elevation. The jump is made during the movement phase and costs 4 MPs. If the movement allowance has not been used up, the character can continue to move by using the remaining MPs. If his landing hex is next to an enemy, his movement phase ends.

### 1.2.5 Result of a jump

The character risks being injured by the jump (unless climbing down the tree trunk). To determine if he lands well, roll 1D6.

- Result of 1-5: the jump is successful;
- result of 6: the character is wounded.

The same rule can be applied to an unarmoured character jumping onto his horse. To determine if he lands well, roll 1D10.

- Result of 1-6: the jump is successful. The rider can continue to move on horseback by multiplying his remaining MPs by two.
- Result of 7-8: the character misses the horse but is unharmed.
- Result of 9: the character misses the horse and is stunned.
- Result of 10: the character misses the horse and is wounded.

When the character misses his horse, he is placed on the reception hex and his horse is moved one hex away.

The rule on defensive fire can be used against a character jumping from a tree, but not if the shooter or a character from his side is adjacent to or below the tree hex from which the jump is made.

### 1.2.6 Jumping onto an enemy

A character in a tree can jump onto an adversary in a hex on the next lower level of elevation which is either adjacent to or below him. The procedure for jumping is the same as that explained above. The character ends his movement phase on top of the chosen adversary. He cannot move any further, even if he has unused Movement Points.

A character that attacks by jumping multiplies his attack strength by 8. It is easier to unbalance an armoured character taken by surprise (because of his weight), or a mounted character (by unseating him). So if a character is:

- mounted and unarmoured, subtract -1 from the die roll;
- if the character is on foot in armour, subtract -1 from the die roll;
- and if the character is mounted and armoured, subtract -2 from the die roll.

Once a player decides to make an attack by jumping onto an enemy, no other form of attack can be substituted. Even if the attacker is wounded while making the jump, the attack factor taken into account for the calculation is still that of the beginning of the action (chronologically the attack takes place before he hits the ground).

After the attack, the attacker is placed on a hex adjacent to that of the defender. The rules on advance and retreat after combat are applied normally.

## 1.3 Low walls

The outside walls of the courtyards of the houses on The Village and Fortified Medieval Town maps can be treated as low walls of about a metre (3 feet) in height, sufficient to stop chickens and pigs but not soldiers. The layout of these maps is substantially changed. The tactical factors are modified as follows:

Hex type	Movement cost	Cover type	Effect on combat
 Low walls	3	Average	+ (defender)

The 3 MP cost can actually be broken down into +2 to cross the hex side and 1 MP to enter the hex (it can be important on The Village map where a wall is adjacent to a tree).

The following structures can also be considered as low walls:

- The end hex of the water-trough in The Fortified Medieval Town;
- The outer walls of the keep stairways in The Templars Castle, The Town and the old sea tower located in the Harbor, rising with the stairs.

Low walls are very similar to the parapets of a flat roof, differing only in that horses can jump them. A rider can jump over a low wall, but he cannot finish the move straddling the wall.

## 1.4 Flat roofs

Houses in Palestine did not have pitched roofs but most had a flat roof that allowed access to the sun. They had small parapets to prevent falling and were accessed by ladders from inside the house.

### 1.4.1 Tactical factors

Hex type	Movement cost	Cover type	Effect on combat
 Flat roof	1	Average	+ (defender)

 Parapet	2 (to cross)		
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A character on a flat roof is at level of elevation 1. Cover is medium for missile-fire from the outside of the house or from a lower level. There is no cover if the shooter is on a higher level.

### 1.4.2 Movement

Two depictions of houses exist in the game :

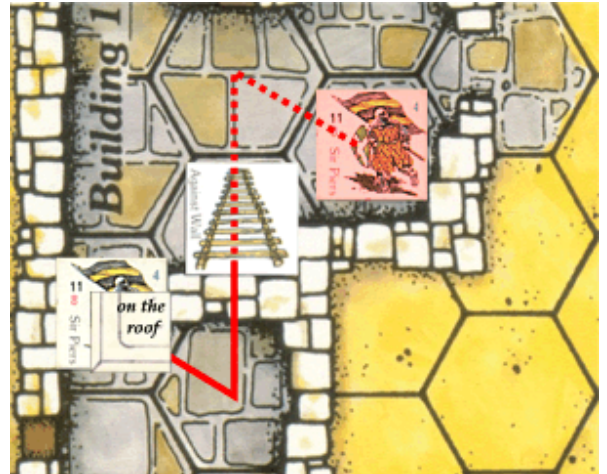
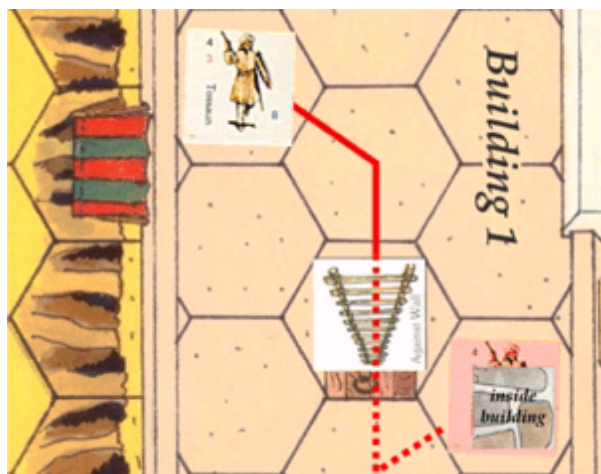
- Official maps (The Village, The Town, The Abbey, etc.) only display the ground floor. An "On the roof" marker is placed on top of the character to show his position.
- The Caravanserai map displays flat roofs instead. An « Inside building » marker is placed on top of the character when on ground floor.



To move from a hex inside the house to a flat roof hex, a ladder is necessary.

Example (with the Caravanserai map):

Example (with the Village map)



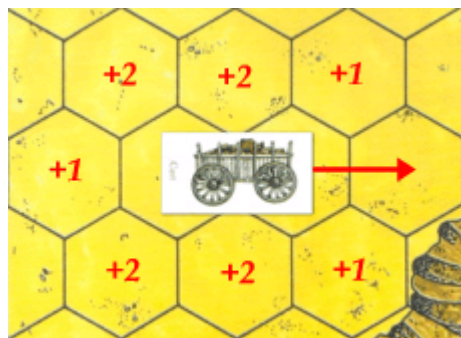
The cost to clamber over the parapet is 2 MPs (e.g. to or from an exterior ladder, or for jumping down). A flat roof covers the whole of a house – interior walls are ignored for roof movement.

## 1.5 Carts

These rules allow carts to be treated not just as a means of transporting goods, but instead as a means of travel and defence.

### 1.5.1 Stationary cart

#### 1.5.1.1 Movement




The extra cost in Movement Points to climb onto or descend from a cart is calculated as shown in the diagram.

Note: It is not possible to climb onto or descend from a cart through the hex in front, whether or not the draft animal is harnessed.

Movement from one cart hex to another costs 2 MPs.

#### 1.5.1.2 Tactical factors

Hex type	Movement cost	Cover type	Effect on combat
 Stationary cart	2	Average	+

#### 1.5.1.3 Shooting from the cart

Characters shooting from a stationary cart have no restrictions. Other characters on foot next to the cart will not block the line of fire.


### 1.5.2 Moving carts

A cart is treated as moving if it moved forwards using all or part of the movement allowance of the draft animal during the movement phase. 2 characters can ride the cart. The character in front holds the reins and drives it.

#### 1.5.2.1 Movement

It is not possible to climb up or descend from a cart while it is moving. A character in the cart at the beginning of the movement phase can move within the cart, from one hex to the other, at a cost of 3 MPs.

#### 1.5.2.2 Tactical factors

Hex type	Movement cost	Cover type	Effect on combat
 Moving cart	3	Average	0

#### 1.5.2.3 Shooting from the cart

Missile fire is still possible, but +1 must be added to the die roll to take account of the instability of the cart.



## 2 Tactical Factors Concerning Combat

The cavalry charge is the most common tactic used in combats of the Middle Ages. There are other tactics that were used often, and the rules below put them into practice.

### 2.1 Stakes

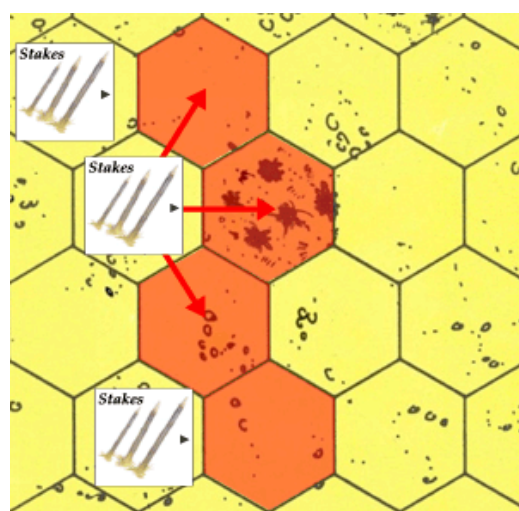
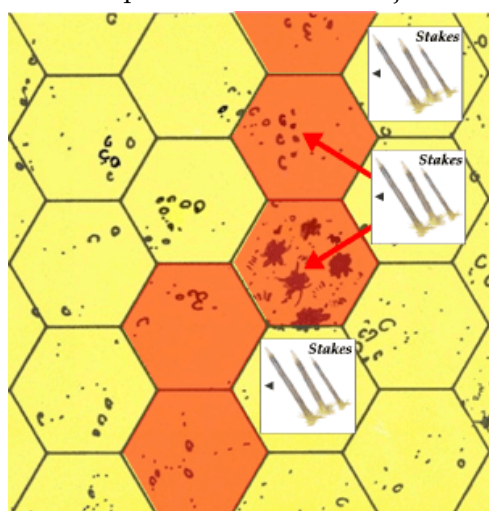
This obstacle, easy to put into place, was an efficient protection against enemy attacks throughout a battle. In particular, cavalry charges became impossible as the horse risks impaling itself on the sharpened points of the stakes. A traditional attack is still possible, but the advance of men-at-arms was considerably slowed down.



#### 2.1.1 Mouvements

The “Stakes” markers are set up with a directional arrow pointing to the front. Movement restrictions only apply to characters attempting to advance through the frontal arc.

The examples show the hexes adjacent to the stakes that are within their frontal arc.



#### 2.1.2 Tactical Factors

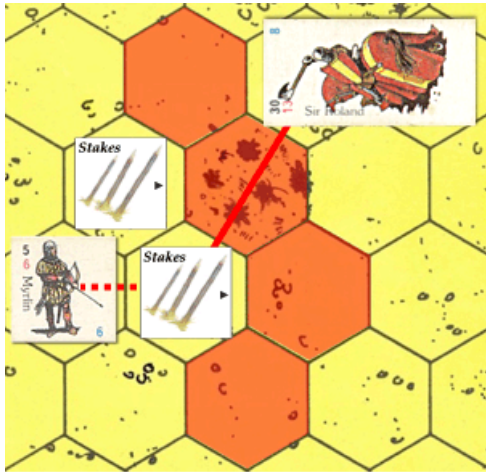
Movement costs to enter the hex depend on the starting position of the character:

Character type	Starting hex	Move cost
Foot	Front arc	4
	Other hex	2
Rider	Front arc	8
	Other hex	6

A character on a stakes hex does not benefit from any cover. He is treated as being in disadvantageous terrain for combat purposes.

#### 2.1.3 Special rule for horsemen

Mounted characters advancing through the frontal arc must undergo a test to determine if the horse avoids the sharpened points of the stakes. To do this, roll 1D10 under the missile-fire table for shortbows against mounted targets. Armoured characters deduct -1 from the die, to represent the loss of agility of both rider and mount. The result is applied immediately.



Example: Sir Roland advances to attack Myrlin the longbowman. He must spend 1 MP + 8 MPs (due to entering the frontal arc of the stakes) and rolls 1D10 with a deduction of -1. The die roll is 3-1 = 2, giving a result of D: The horse is killed, the rider wounded and dismounted. The movement phase ends; he will be unable to fight during the combat phase that follows.

### 2.1.4 Missile-fire and combat

A "stakes" hex does not block the line of fire of a missile weapon. Any character, whether on foot or mounted, that has to retreat after combat on a "stakes" hex across the frontal arc of the stakes, must submit to the consequences by rolling 1D10 on the missile-fire table as if shot at by a shortbow (armoured riders must deduct -1).

Any mounted character wishing to advance after combat onto a "stakes" hex across its frontal arc must also undergo that same test as explained above.

## 2.2 Faster Crossbow Fire

Richard the Lionheart used a tactic during the battle of Jaffa in 1192 that allowed him to double the rate of fire of his crossbows, thus compensating for the inferiority of his foot soldiers against attacks by Moslem cavalry. Crossbows were reloaded not by the firers but by loaders standing next to them.

### 2.2.1 The loader

Designate a character that is standing on an adjacent hex and immediately behind the crossbowman to be the loader. Place a "Loader" marker to identify him. The loader cannot move nor attack. If the loader is attacked, the crossbowman cannot shoot during that turn.



### 2.2.2 Effect on shooting

The presence of a loader allows the crossbowman to operate like a longbowman [offensive and defensive fire possible, but movement still impossible]. The crossbowman can move from one to another hex adjacent to the loader, but in this situation only offensive fire is allowed.

## 2.3 Cutting Hamstrings

This method of combat was an essential part of every medieval battle. The role of such men was to discreetly approach knights in combat and, with a carefully targeted knife-stroke, to cut the hamstring tendons of the poor horse so that it collapsed, thus rendering its rider much more vulnerable. Due to the cowardliness and dishonour of such an act, only peasants are able to make this type of attack.

### 2.3.1 Movement

At the beginning of his movement phase, the peasant must be outside the field of view of the target rider (the arc to the front and from the side hexes. See the example below). The player then declares his intention to attempt to cut the hamstring of the horse. If that act succeeds, the peasant will not be able to carry out any other action during the combat phase



All of his movement must be made outside of the field of view of the rider. If this is not the case, the attempt fails. The character must end his move on one of the three hexes adjacent to the rear of the rider.



Example 1: Sir Clarence faces three enemies (Tybalt, Fursa and Sergeant Arnim). Wulf is a peasant who will try to hamstring the horse. The red hexes show Sir Clarence's field of view. The hexes marked "X" are those from which the attack can be mounted.



Example 2: Movement phase: Wulf moves to the hex marked "X" without crossing a red hex. He is now ready to make his hamstring cutting attempt.

### 2.3.2 Resolving the attack

At the beginning of his combat phase, the hamstring-cutter rolls 1D6 and consults the Challenges table. A failure indicates that the rider (or his horse) has discovered him and that he has been wounded by a sword blow (or kick...). The attempt will end there.

If he passes this last test, the attempt is resolved as an attack at 7:1 odds against an unarmoured mounted character; results D, E and F will cause the death of the horse. The defence strength of the horse is 1.

In the event of a successful attack, the rider is affected by his fall according to the results shown in the table. The hamstring-cutter can advance after combat normally. If he fails to obtain D, E or F, the results shown are not applied to the rider.

It is possible to use more than one hamstring-cutter against the one rider in a turn, but only one of them can make the attack. On the other hand, the rider can be attacked in normal combat during that same turn by all other adjacent enemies.



Example 3: Combat phase (part 1): Wulf succeeds with a 4 on the Challenge table. He has not been seen and can therefore launch his attack. His attack odds are 7. The die result of 4 gives result E. The horse collapses and Sir Clarence falls wounded. Wulf advances after combat.



Example 4: Combat phase (part 2): Tybalt, who has not yet fought, can now attack the wounded Sir Clarence.

## 2.4 Kneeling Characters

The resistance of a line of defence is greatly improved by making soldiers in the front line kneel on the ground. This allows the defenders to offer two lines of defence instead of one, which gives a particular advantage in facing a cavalry charge. The action of kneeling or standing up is possible for unarmoured foot characters. Place a “Kneeling” marker on the character to easily identify him.



### 2.4.1 Tactical Factors

Dénomination	Move cost	Cover type	Combat effect
	2	Light	0
Kneeling character			

Kneeling characters must stand up (also costs 2 MPs) before they can move. Kneeling raises the quality of cover, from light to medium, from medium to infinite (so they cannot shoot!).

### 2.4.2 Combat

A kneeling character cannot attack.

The tactical advantage is to add the defence strength of standing characters immediately behind, so long as they are not also involved in other combats.



Example: Sir Roland (attack strength 30) attacks Mark the spearman. As he is kneeling, the defense strengths of Tybalt (6) and Fursa (7) are added since they are immediately behind him. The attack is resolved as 30 against (6+6+7 =) 19, i.e. 1:1.

### 2.4.3 Restrictions on missile-fire

A kneeling archer or slinger will shoot normally. A crossbowman cannot shoot while kneeling, unless assisted by a loader (see the rule above). A javelinman cannot shoot from a kneeling position. It is possible to shoot over a kneeling character without penalty.

## 2.5 Refusing Combat

A character with a higher movement allowance to that of his assailant (or assailants) can decide to use his superior mobility to avoid the combat. A rider will retreat 2 hexes; a foot character will retreat 1 hex. The retreat can only be made through unoccupied hexes. A friendly character cannot be moved out of the way to allow the retreat, and a character retreating into hexes adjacent to an enemy is subject to the results of rolling on the Challenges table.

## 3 Siege Tactics

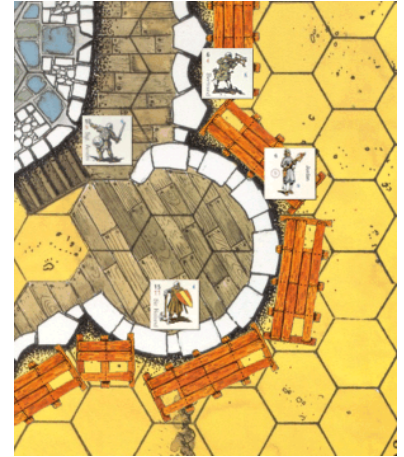
The following rules provide new siege methods and tactics that were pervasively used in the Middle Ages.

### 3.1 Hoardings



Hoardings are wooden corridors built in front of crenelated walls or towers (like those of Carcassonne, France displayed on the left). They are fitted with arrow-slits and murder holes to throw stones and missiles on attackers located at the bottom of the walls. Hoardings have the pros and cons of all wooden

superstructures : they are easy and quick to set up, but also easy to destroy with mangonels or flaming arrows. To be protected against fire, hoardings were covered with freshly cut hides. Invented in the XIIth century, they will be replaced from the XIVth century onwards with similar masonry structures called machicolations.



#### 3.1.1 Description and setup



3 types of hoarding markers are available, covering 1, 2 and 3 hexes to cope with any wall layout. Only the hoarding floor is drawn, with its murder holes for vertical shooting. These holes must be cut out to actually see any character located at the base of the wall. Murder



holes must be displayed facing the outside for enhanced realism. Note that for convenience the vertical wooden screens fitted with arrow slits are not depicted.

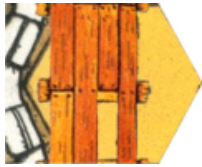


Hoardings can only be placed against battlements of the outer curtain wall of a castle. Towers with arrow slits cannot be equipped with hoardings.

The hoarding elevation is identical to the elevation of the crenelated wall against which it is built. It is therefore impossible to move from one hoarding hex to another one located at a different elevation (although such a configuration cannot be found yet on any of the published castle maps).

Each scenario details whether hoardings can be used and where to put them.

#### 3.1.2 Terrain type summary

Appearance & Name	Movement Cost Per Hex	Cover Type	Terrain Advantage
 Hoardings	1 (+2 to cross the crenelation)	<b>Heavy</b> (when shooting through arrow slits) <b>Medium</b> (when shooting through murder holes)	-

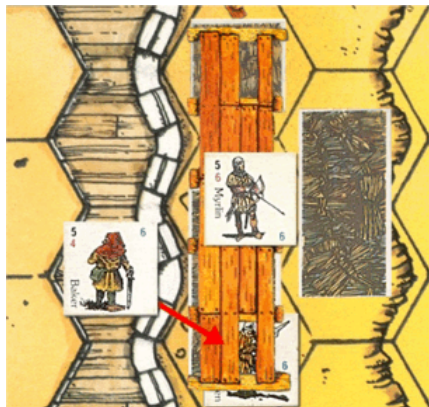
#### 3.1.3 Movements

Moving from one hoarding hex to the next one costs 1MP. When coming from a battlements hex, crossing the battlemented hexside costs an additional 2 MP (note that this cost is significantly lower than when trying to cross the hexside from a ladder, because the move is much easier).

A ladder cannot be raised against a hoarding hex. A siege tower cannot attack a hoarding either, as its wooden walls prevent the drawbridge from being lowered.

Due to the difference in elevation, you can have up to 4 counters in the same hex:

- one « filled moat » marker ;
- one attacker located adjacent to the wall at ground level ;
- the hoarding marker ;
- one defender located in the hoarding.



Example : The castle is being attacked and the moat has been filled up to the walls under the hoardings. Wynken the halberdier is against the wall at ground level (don't ask me why!) and Baker the peasant is about to cross the crenelation (at a cost of 2MP + 1MP) to stand right above Wynken and throw him a few stones at him as a welcome gift. On the other hand, Myrlyn cannot shoot at Wynken from his position (see below).

### 3.1.4 Cover

Any character located in a hoarding hex will benefit from heavy cover should the shot come through the wooden arrow slits. But cover is only medium if the attackers are adjacent to the castle wall and shooting up into it, whether immediately below or standing only one hex away from the targeted hoarding hex. Shots coming from an adjacent battlement hex also give only medium cover.

Characters in battlements hexes located behind hoarding hexes benefit from infinite cover.

The outward cover against missiles offered by a hoarding applies to all missiles, whether shot from ground level, inside a siege tower or from the top of a siege tower. Similarly the infinite cover offered by battlements behind a hoarding also applies to all of those situations. These rules reflect the protection provided by the roof of the hoarding.

### 3.1.5 Missiles

#### 3.1.5.1 Shooting through arrow slits

Shooting can be performed through the front radius of each hoarding hex should the character use a bow or a crossbow (note : the arrow-slits are not depicted but extend along the outer edge of the hoarding markers).

Shooting through hoarding hexes from a battlements hex is impossible.

#### 3.1.5.2 Throwing missiles through murder holes

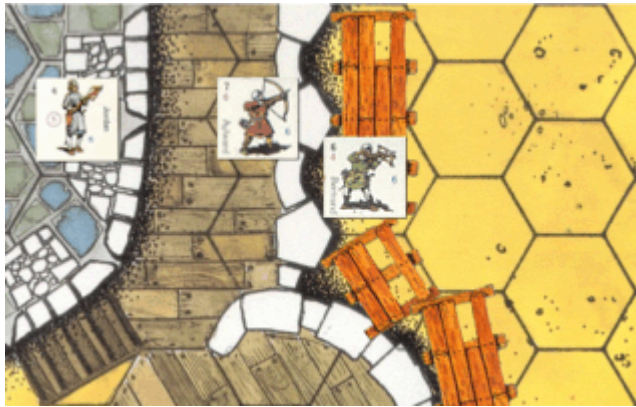
It is possible to throw stones (see section 3.2), knives or javelins onto attackers below them at the foot of a wall (i.e. in the same hex). Defenders can also pour boiling oil, but must carry the barrels into the hoarding to do so.

Shooting bows and crossbows below through murder holes is not allowed, as top down shooting with such weapons seems impossible in the real life.

Attackers located on the ground can only use arrows to shoot at defenders in hoardings through murder holes. They cannot be located more than one hex away from the murder hole they shoot at.

#### 3.1.5.3 Shooting and elevations

A character located at a higher elevation than the hoarding can shoot over it using the rules published in the SIEGE extension sets, but using the far hexside of the hoarding as the breakeven point instead of the far edge of the battlements hex.



Example : Bertrand the crossbowman can shoot at any hex ahead of the hoarding. Aylwyn the bowman cannot shoot, as the hoardings built ahead of the battlements block his line of sight. Jordan the crossbowman in the keep can only shoot at hexes located at least 3 hexes away from the hoarding.

### 3.1.5.4 Defending ballistas

CROISADES allows defenders to mount ballistas on the battlements, but these cannot not be moved onto a hoarding hex and cannot shoot through an undamaged hoarding hex.

### 3.1.6 Protection against siege engines

A hoarding is not as resistant as a stone wall against missiles shot by a trebuchet or a mangonel. On the flip side, it provides additional protection to the battlement hexes against which it is built in the event of a direct shot from these siege engines. For this reason, it is impossible to batter a battlement hex should the trajectory cross a hoarding hex (imagine a direct line from a siege engine located off map, but in the same axis).

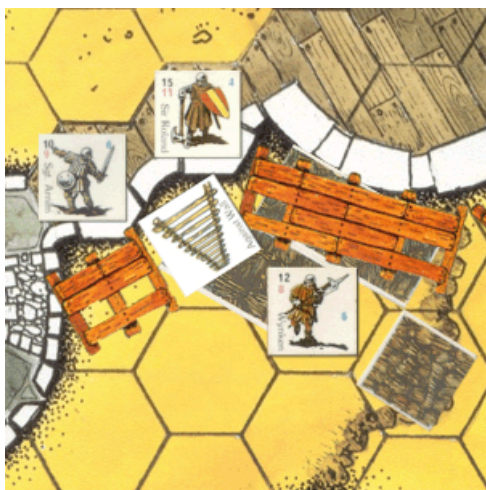
As for walls, only one hoarding hex can be battered per day. One D result is enough to destroy the hoarding hex. The battering table of SIEGE (see chapter 4.2) is modified as follows for any shot against a hoarding hex.

Die Roll	Number of battering points				
	1	3	6	9	12+
1	1C	1C	2C	3C	D/4C
2			1C	2C	D/3C
3				D/1C	D/2C
4				D	D/1C
5			D	D	D
6			D	D	D
7		D	D	D	D
8	D	D	D	D	D
9	D	D	D	D	D
10	D	D	D	D	D

**Key :** D : The hoarding hex is destroyed

C : Specified number of battering points lost, because of damage to engines.

When a hoarding hex is destroyed, simply take the hoarding marker away (or replace any 3-hex counter with a 2-hex counter, or any 2-hex counter with a 1-hex counter). Battlement hexes located immediately behind will get back to their original characteristics.



Example : the hex with the ladder used to contain a hoarding that was destroyed during a previous day of siege. Wynken the halberdier (and his friends) can now reach the ladder to climb the unprotected wall. In subsequent siege days, the battlement hexes in which Sergeant Arnim and Sir Roland are standing can be battered.

### 3.1.7 Protection against battering rams

A ram can assault the base of a wall whether or not there is a hoarding on the upper part of that wall. This means that you could in fact have up to 6 counters and markers on a hoarding hex - filled moat marker, battering ram and attacking soldier inside the ram at ground level, and hoarding marker, defending soldier and barrel of oil at the upper level.

### 3.1.8 Protection against fire

Attackers may set light to the hoarding, despite the retardant effect of the freshly cut hides. Standard SIEGE rules apply (section 5.5). The hoarding is treated the same as a siege tower or a battering ram in the table of section 5.53 of SIEGE (i.e; only 1 chance out of 10 to set it on fire with a flaming arrow). Fire can spread to adjacent hoarding hexes. Entering a hoarding hex that is in flames is impossible.

### 3.1.9 Combats

Due to the murdering holes on the floor, any character located into a hoarding is considered to be in a disadvantageous terrain as he needs to watch out his steps. A character into a hoarding can only fight enemies located in an adjacent hoarding or battlement hex. He cannot fight a character located on the drawbridge of the large siege tower.



Example : The siege tower had to wait for the 3 hoarding hexes in red to be destroyed prior to be able to lower its drawbridge. Only Sir Roland can fight the halberdier that has moved onto the drawbridge.

## 3.2 Dropping rocks

Throwing a rock at an enemy must be the oldest form of combat in the world. It is found in the Middle Ages, in particular during sieges where, aided by the differences in elevation, this “weapon” achieved considerable effectiveness against attackers.

### 3.2.1 Background

Two conditions must apply to be able to drop rocks:

- A stockpile of projectiles must be nearby;
- The dropper must be on a hex adjacent to the enemy and on a higher level of elevation. The situation is achievable when the dropper is on a flat roof, tower or wall hex and the target is below. It is not possible to drop rocks from a tree.
- The only exception is when the character is in a hoarding hex and his target on the same hex at ground level.

A “rubble” marker represents the stockpile of rocks. The scenario determines its nature and placement.

Note: A “rubble” hex created by artillery bombardment cannot serve as a source of projectiles.

### 3.2.2 Frequency of missile-fire

The distance separating the pile of rocks from the dropper determines the frequency of shooting, and the consequential restrictions on movement:

- If he is standing on a rubble marker, the restrictions applied to shortbows are applied;
- if he is 1 hex away, the longbow restrictions are applied;



- if he is two hexes away, the crossbow restrictions are applied;
- if he is more than 2 hexes away, throwing is not possible.

Dropping a rock can be carried out in the offensive fire phase and/or the defensive fire phase. The same restrictions on shooting are applied as for archers or crossbowmen.

### 3.2.3 Resolving the shot

In all cases, and whatever the frequency of fire applying, the drop is resolved like shots from a shortbow.

## 3.3 Mines

This is an element essential to all medieval sieges, the aim of a mine being to dig tunnels under the ramparts of a besieged castle, holding it up with wooden props which are then set alight. Once the props are burned through, the wall above will collapse under its own weight.



### 3.3.1 The movable penthouse

An engineer must direct the whole of the work. At the beginning, a movable penthouse must be built of wood to protect the miners from missile fire from the defenders. Each engineer with 5 characters under his orders can build one penthouse in 4 game-turns (c.f. CROISADES rule 2.62). 10 men can build it in 2 turns, 20 in 1 turn.

The penthouse is represented by 2 battering rams placed end-to-end. The rules for movement and cover are the same as those for battering rams except filled moats: Even if these have been filled, it is not possible to mine under a moat. The penthouse can thus only be moved along a wall without moat.

### 3.3.2 The excavation

Once the penthouse has been moved against the rampart or tower, the mine can be started. Each miner causes 1 Battering Point of damage (see "SIEGE" rules section 4). The speed of progress of the mine depends on the number of miners present. The presence of the engineer in the penthouse is essential for direction of the excavations, but he does not count in calculating the Battering Points



Example : Boldric the engineer has built a penthouse and had it brought against the wall of the fortified town. His target is a section of wall that is 2 hexes thick and 5 hexes wide. 6 hexes will have to be mined before trying to set fire to the props (see 3.3.5). As of now, only one hex has been mined.

### 3.3.3 Progress of the mine

The advance of the mine is limited to 1 wall hex excavated per day. Multiply the number of days by the number of miners present in the penthouse and in the hexes previously excavated to determine the number of battering points. Roll 1D10 and consult the Battering Table.

A result of "D" indicates that the hex has been propped up and it is possible to continue the work the next day. Results of "C" are ignored. Place a Mine counter to show that the rampart or tower hex is propped up. As the excavations proceed, it is possible to add extra miners (1 per mined hex).

A character in a mine is considered to be at level -1..

Any character standing on the wall will be put on top of the Mine marker (see example in section 3.3.6)

### 3.3.4 Tactical factors

Hex type	Move cost	Cover type	Combat effect
 Mine	2	Impossible	-

### 3.3.5 Collapsing the wall

In order to make the wall or tower collapse, it is necessary that:

- Half (rounding up) of all the wall hexes between 2 towers must be undermined (or half of the hexes forming the circumference of a tower);
- All the miners must be evacuated from the mine and the penthouse;
- An extra day must elapse to allow the fire to have an effect.

Once the three conditions are met, roll 1D10. If the result is:

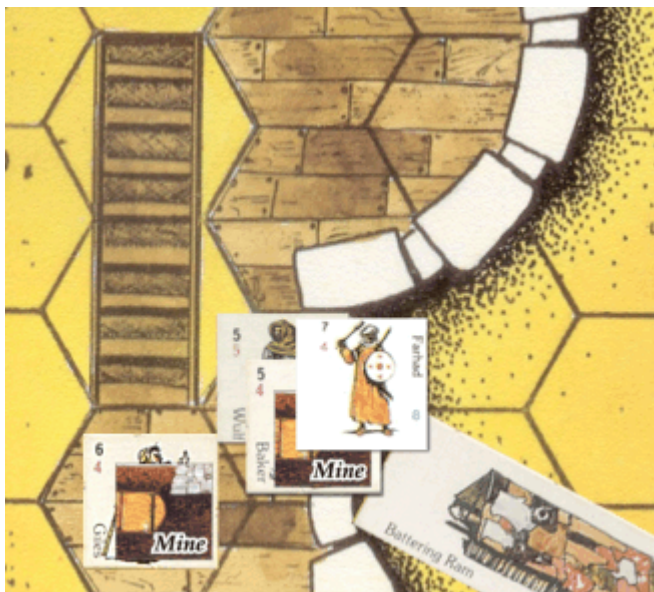
1-2: Failure, either the fire did not burn through all of the props or the mine was badly constructed.

3-10: Success, the wall collapse with a thunderous crash!

If the mine is successful, place a rubble marker on each hex forming the wall (or tower). If the mine fails, the attempt fails completely: it will be too dangerous to go back to a tunnel that might collapse at any moment.

### 3.3.6 Walls of more than 1 level of elevation

It is necessary to excavate deeper to find the foundations of the higher walls. In this situation, the first hex excavated will have to be at level -2. It is consequently necessary to obtain two "D" results in order to proceed (one for level -1 and the other for level -2). It will also be possible to station 2 miners in that particular hex (and only in that one).



Example: This wall section from the Krak of Templars close to the Salomon Tower is 2 levels high (as depicted through the 2-hex staircase). Two hexes have been digged out already but both Wulf and Baker stand in the first one. Farhad is on the battlement hex and can hear the sound of picks below him but can't help as 4 levels separate him from Wulf (or 3 between him and Baker).

### 3.3.7 Speeding up the excavations

It is possible to dig 2 hexes per day instead of one. When consulting the Battering Table, results of "C" show the number of miners wounded during the long hours of backbreaking work. A wounded miner only counts as ½ battering point.

### 3.3.8 Counter-mines

The defenders can attempt to dig a counter-mine to intercept the enemy mine and to fight the enemy miners. All the rules above will apply here (except of course those on penthouses).

Once the two groups meet, the combats are resolved normally. Having chased off the enemy miners, the defenders can fill up the hole at a rate of 1 hex per day. To do this the same rules are used as in the paragraph above, a success on the Battering Table allowing a Mine marker to be removed. The work can be speeded up to a rate of 2 hexes filled per day (subject to the same restrictions as above).

## 3.4 Climbing Walls With Grappling Hooks And Ropes

### 3.4.1 Grapnel thrower

An unarmoured character with a grappling hook (grapnel) can try to climb a wall where its height is of 1 or 2 levels of elevation.

The attempted throw is made during the movement phase. The character must be next to the target wall. He cannot move or fight during this phase. The success of the die roll is determined by the result of 1D10, which varies according to the height of the wall:

- Elevation level 1: A result of 1-2 fails;
- Elevation level 2: A result of 1-4 fails.

The movement cost is 8 MPs per level of elevation going up, and 4 MPs coming down.

If the wall is crenelated, add 4MP to cross battlements ; if it is only a parapet, add 2 MPs to cross.

A rope may be pulled up from above and the hook re-used, using the same rules as for a ladder.

### 3.4.2 Using markers

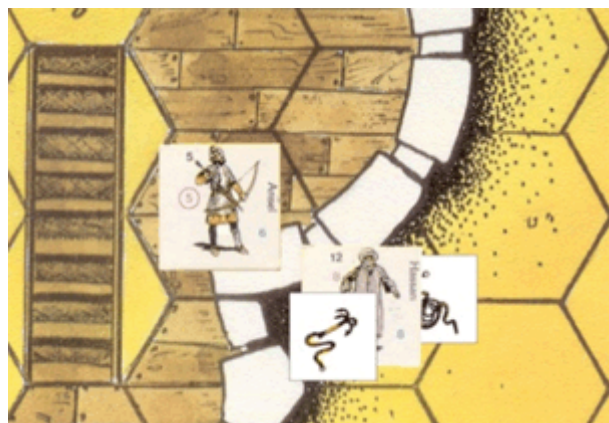
Use the hook and rope markers from VIKINGS to depict the various phases:

- Use the coiled rope marker only when it is being carried;
- When successfully thrown, place the hook marker like a ladder next to the wall on the same hex as the thrower;
- Place the rope marker below the hook if the rope covers 2 levels.



As climbing costs are based on numbers of levels of elevation, ropes must be treated differently from ladders. The character may be at one of three levels - on the ground, or on the rope at either level +1 or level +2:

- Place the character beneath the marker(s) if on the ground;
- on top of the marker(s) if on the rope at the top of the wall (but has not yet crossed the hexside);
- and between the hook and rope markers if half-way up a 2-level wall.



**Example: The Hashishin Hassan climbs up a level 2 curtain wall (note the 2-hex staircase). He is currently up the level 1. Just one level left, while hoping that the bowman Arnulf will not sight him.**

### **3.4.3 Effect on combat**

In combat with an adjacent enemy, the die roll result is shifted two columns to the right. A result of "E" [wounded] or "D" [stunned] is death, a result of "C" [retreat] has no effect.

If the result of a combat is a retreat onto a hex outside the walls where there is a grappling hook attached, the retreat is possible after rolling the die to check if the character succeeds in grabbing the cord. The character must not be in armour. The attempt fails on a result of:

- 1-3 if he is in full health;
- on 1-6 if he is wounded.

A failure results in the character falling to his death.

### **3.4.4 Cutting the rope**

Any character located on top of a wall may cut the grappled ropes. He succeeds in cutting the rope on 1-3 with 1D10.

Result of the fall is like dropping from a ladder (see section 1.92 of SIEGE), or an automatic wound for the falling character. Any character on the same hex is stunned.