

- either give battle with all their forces while withdrawing from that part of the castle or town that they control; in that situation the besieged garrison automatically recovers control of the whole fortification;

- or divide their forces into two: one party will give battle while the other will continue the siege in the interior of the fortification; in this situation, the besieged automatically gain the initiative and can try to retake the part of the town or castle held by the besiegers.

This initiative is only applicable for the first day of the strategic siege turn during which battle takes place. If the besieged refuse to take the initiative, it will revert to the besiegers. The battle and the combats in the interior of the castle or town must be played **simultaneously**, each player passing from one table to the other.

If the besiegers refuse to give battle and decide to take refuge in the part of the castle or town that they control (as was notably the case at the siege of Antioch during the Crusades in 1098), they can take their siege engines there. No rule stops the besieged from trying to set these on fire during the assaults. From the supply table, the besiegers have at their disposal the rations left by the besieged garrison when they retreated to the citadel (see Action 1 of section 2.64 of the CROISADES rules), as well as those that they may have brought with them.

Concerning initiative, the roles are from now on reversed: the besieged (citadel and reinforcements) from now on become the besiegers, and those who hold the ramparts become the besieged. However, if the new besiegers choose to batter from a distance, the side that holds the ramparts can decide on an assault against the citadel, even if they have not obtained the initiative. The negotiations concerning surrender of one or the other side are suspended. Only the rules on automatic surrender are applicable (see Game Aid 2 for CROISADES).

Garrison surrender table

It is necessary to add the following bonus at the end of the Surrender Table (from Game Aid 2 of CROISADES):

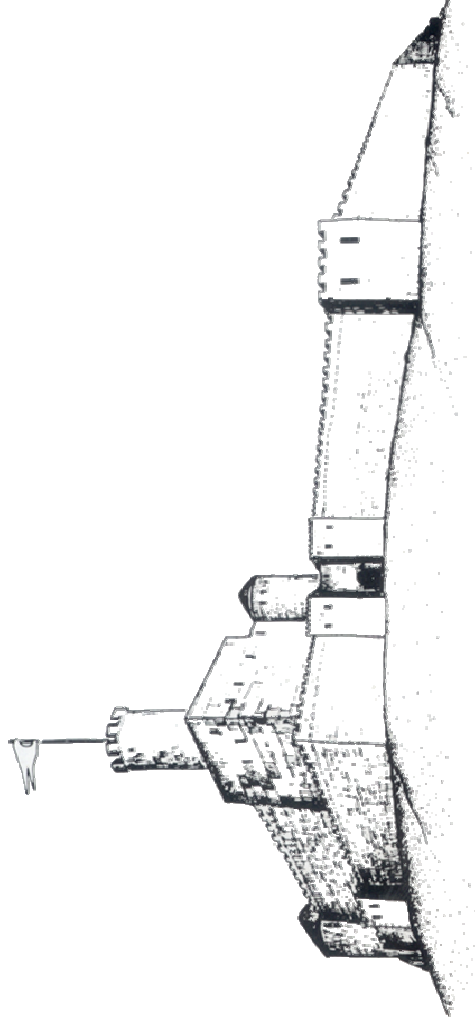
"or +4 if the besiegers control all the castle, or all the town, with the exception of the keep (this situation does not apply to the border castle)".

It will be noted that three different factors are taken into account for bonuses: the number of besiegers, the level of supply of the besieged, and the degree of progress of the siege. Only the bonuses derived from different factors are cumulative.

Movement and combat on stairways

When the start or end of a stairway coincides exactly with the side of a hexagon, only the space of the hexagon in question allows access to the stairway or combat with a character on it. In the same way, when a stairway opens onto two hexes at the same time, both hexes allow access and combat. Finally, when a stairway opens into the middle of a hex, all the hexes adjacent to that one can be used for access to the stairway or to participate in combat with a character on it.

THE FORTIFIED MEDIÉVAL TOWN



In the Middle Ages, villagers had the custom, at the approach of an enemy force or band of brigands, of taking refuge in the castle of their feudal lord. However, a thread through those centuries was the transformation of village into market town, then from market town into city, which made such a system of defence unusable. The growth of population and the increased value of possessions to protect, in particular storehouses of food and goods, forced the construction of defensive works of ever-greater length. The most important towns ended up building a continuous ring of fortifications, thus giving their residents and their possessions protection against outside aggression. The more the town became rich and prosperous, the more the walls needed to be strong to hold back the covetousness of the neighbours and to dissuade them from attacking.

However, the element that made the fortified town strong - the number of people living there - was also its weakness. The number of mouths to feed quickly became the main concern during a siege. From this point of view, the coastal towns form a separate group: they could in fact receive reinforcements and supplies by sea, at least as long as the besiegers were unable to establish a naval blockade. As a consequence, when the Crusaders in the First Crusade took possession of most of the fortified towns along the coast of Palestine and Syria, they were granted a defensive position of the first order, thanks to the naval supremacy of the Western powers. During the Hundred Years War the English benefited from the same advantage in controlling ports such as Calais, Cherbourg and La Rochelle.

Description of the Town

There are three town gates. Their opening and closing requires the presence of a friendly character on one of the two hexes next to the gate (on the inner side). Any closing of the gate is impossible if the character instructed to do it is in contact with an enemy who is in a position to attack. When the gate is open, a character can occupy the relevant hex at ground level. To show that he is not on the rampart level, place a blank counter on top of the character. In the situation where the rampart hex above the gate is also occupied, put the character on the upper level on top of the blank counter. The blank counter symbolises in this way the difference in levels. The rampart hexes above the gates are considered to be fortified on two sides. It should also be noted that some rampart hexes are fortified on the inner side: these will offer the usual benefits (heavy cover).

Battering of the gates from a distance results in destruction of the relevant piece of wall. On the other hand, battering of a gate by a battering ram during the assault only results in the opening of the gate. The gate cannot then be closed until after the end of the assault.

The **water trough** in the central square can be crossed at a cost of 4 points per hex. It represents disadvantageous terrain in the event of combat. The well hex in the citadel is, in contrast, impassable.

The **stables** (grey hexes) are roofed. Consequently they offer infinite cover to characters inside. On the other hand, the two hexes at the entrance into the stables (yellow paved hexes) are in the open air. Characters on the neighbouring ramparts or in the Great Tower can shoot freely over the stables.

For towns that possess a **port**, access to the sea is made through the Montferrat Gate. As a result, all of the flat terrain outside the thick walls and between the folds of the map C1 and C2 should be treated as being impassable deep water hexes.

The **secret passage** entered from the keep is not used here. It appears in scenarios created for "The Knights of the Black Dragon", a medieval-fantasy game similar to CRY HAVOC which will be published at the end of 1987.

Lines of defence

The Town has four successive lines of defence. The first consists of the exterior ramparts. The second consists of the citadel and that part of the ramparts which is joined to it, from the Great Tower to the round tower that flanks the right side of the Lady Gate. The wooden stairway that joins that tower to the ramparts below can be raised in the same way as a drawbridge. To work the mechanism a character must be on the hex in the centre of the tower. When the stairway is raised the hex becomes impassable and a blank counter should be placed on it. Any character found on the stairway hex at the moment that it is raised will be stunned. The besiegers can obviously try to lay siege to this second line of defence from the start; however this part of the ramparts has a higher elevation (level 2), and it is more difficult to surmount it on foot (see the supplementary rules on ladders and ramparts below).

The third line of defence is made up of the citadel proper. Here also a system of counterweights allows the hex which connects the citadel to the town ramparts to be rendered impassable (place a blank counter on it). To activate the trap, a character must be on the windlass hex that controls the citadel drawbridge. Any character finding himself on the tipping trap at the moment that it is activated is considered dead. He will fall into a vertical shaft over 20 metres deep... The exact site of the trap is shown on the small-size plan of the Town. Finally, the fourth line of defence starts at the keep and the tower adjacent to it. The rules of SIEGE on the main door of the keep are applied here.

Note: To activate the trap or raise the stairway, the same rules should be used as for a drawbridge (section 1.8 of the rules for SIEGE).

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Artwork by Paul Kirby

Translation by Bob Gingell

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Clarifications And Supplementary Rules Concerning Sieges

Comparative table of levels of elevation

The table below allows comparison of different levels of elevation shown on the maps for the Border Castle, the Templars' Castle and the Fortified Medieval Town, which can be found respectively in the game SIEGE and the Expansion Sets 1 and 2. The principle applied is the same for all three maps: **the level of elevation of a hex is equal to the number of stair hexes necessary to reach it from Level 0.**

On all three maps Level 0 is shown by flat terrain hexes (yellow). There are, however, two categories of flat terrain hex that are not at level 0: those that are at the bottom of a moat, and those that form the inner courtyard of the citadel of the Templars' Castle. In the second situation it is considered in reality that access through the St. James Gate includes a broad ramp and that there is a consequent change in level from one courtyard to the other.

Note: The levels shown here for the Border Castle replace those rules used in the game SIEGE.

Level of elevation	Border Castle (SIEGE)	Templars' Castle (Extension 1)	Fortified Medieval Town (Extension 2)
-5			
-1	Moat around the castle	Moat at main entry. St. James Gate moat; Secret passage	Moat at entry to citadel
0	Flat terrain hexes (excluding moat)	Guard Post at main entry; Flat terrain hexes (excluding citadel courtyard and moats)	Stables and houses; Flat terrain hexes (excluding moat)
+1	Tower and rampart hexes	Lower level of Young Ladies' Tower and rampart hexes up to tower to right of main entrance; Inner Courtyard of citadel	Outer ramparts (except the part from Great Tower to Lady Gate and the two Pilgrims Gate towers)
+2	Keep hexes.	Upper level of Young Ladies' Tower and remaining rampart hexes (including those of the citadel).	Outer ramparts from Great Tower to Lady Gate; Pilgrims Gate towers; Citadel ramparts
+3		Solomon Tower and adjoining small tower; Upper Court (in citadel)	
+5		Keep hexes	Keep hexes and linked tower
+7		Watchtower on roof of the keep	Watchtower on the keep

Shooting from different levels

As a general rule when the shooter and the target are not on the same level and are separated by an obstruction (rampart, house, etc.), shooting is possible if the character situated on the lower level is at least as far away from the obstruction as the character on the upper level. However, a substantial difference in levels of elevation can interfere with lines of fire which do not then fit into the general framework. In that situation the players can work out the possibility of shooting by making a quick calculation drawn from Thalès' Theorem:

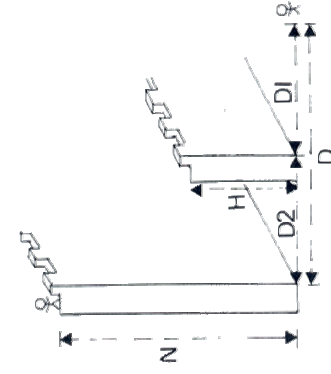
If "N" is the difference in level between the shooter and the target;

If "D" is the number of hexes between the two characters;

If "D1" is the number of hexes between the lower character and the bottom of the obstruction;

And if "H" is the difference in level between the lower character and the obstruction;

A SHOT IS POSSIBLE IF: $N \times D1$ is greater or equal to $D \times H$.



Note: Hexes in which other characters can be found are not taken into account when making the calculation of distance. To determine the level of elevation, consider the highest point of houses and trees to represent an obstruction of level 1, without them blocking shooting from one rampart to another across the interior of a fortress. When a line of fire passes through a covered tower it is necessary to add 1 point to the level of the tower to include the height of the roof. When a shot passes over several obstacles, it is essential to check whether any one of them blocks the line of fire. Finally, each stairway hex is treated as being at the corresponding level of elevation.

Missile-fire and ramparts

A character on a rampart hex which is set back in relation to the battlements, in other words on a hex which does not touch the outer wall, cannot fire towards the outside nor can he be targeted from the outside, except in two situations:

1.) If he is standing on the side of a demolished wall hex. He can then shoot or be targeted across the breach. He does not benefit in any way from any cover.

2.) If the enemy is standing on a siege tower. Shooting is then possible in both directions, from the time that the character in the siege tower is as close to the battlements as is the character on the ramparts. Here also the character on the ramparts does not receive any cover.

When the ramparts are at level 1 or level 2, houses and trees that are situated at a lower level will not block firing from one rampart to another.

Two characters, one on the lower level inside the walls, and the other on the ramparts, can shoot at each other. However, if the character above is not at the edge of the ramparts (on the interior side), shooting will only be possible under certain conditions:

- the rampart cannot be fortified on the interior side, as is the case for example with the towers either side of the Lady Gate in the Medieval Town;

- if there is one level of difference between the higher and the lower character, the latter must be **twice as far** from the edge of the rampart as the character standing on the rampart itself;

- if there are two levels of difference, the lower character must be **four times** as far from the edge of the rampart as is the upper character.

In calculating the distance separating each character from the edge of the **ramparts**, the character's own hex is not counted.

On the tactical plan it is often useful to know the zones of fire, and as a consequence the dead areas of a shooter on sentry duty.

For such, it is necessary to carry out one of the two following calculations:

$$D1 = D2 \times H / (N - H)$$

$$D2 = D1 \times (N - H) / H$$

The result must be rounded up if necessary to the next whole number. It shows the minimum distance between the obstruction and the character who may be able to shoot (see diagram).

Battering interior rampart hexes

A rampart hex behind the front edge of the battlements (i.e. one that is not in contact with the outer part of the wall) cannot be battered unless it is next to a demolished battlement hex. A single "D" result on the Battering Table will then be sufficient to demolish it, compared to the four hits required for a rampart hex next to the battlements.

Siege Towers

The height of the towers: Siege towers allow all heights corresponding to 1, 2 or 3 levels of elevation to be reached.

Cover: Characters on the top of the siege tower benefit from medium cover when anyone shoots at them from levels 1 or 2. When the shooter is on level 3 or above, they only receive light cover.

Angles of fire: A siege tower always tops the rampart that it attacks by one level. Consequently it is possible to shoot from the top of a siege tower into the fortification so long as the restrictions on shooting are satisfied (see above). The defenders only benefit from cover if they are immediately behind a battlement or in a covered area of the town or castle.

Movement of siege towers and battering rams:

Siege towers and battering rams can, where needed, pivot on their centre by one hex to the right or left. This manoeuvre takes one full game-turn. They can also move backwards. As a result, towers and rams can on occasion reach the inside of the castle or town so long as their movement is over flat terrain, drawbridge or filled moat.

Ladders and ramparts

The height of the ladders: Scaling ladders allow all heights corresponding to 1 or 2 levels of elevation to be reached. It is impossible to achieve heights of more than 2 levels with a ladder.

Movement: Climbing up or down a scaling ladder costs 3 movement points. If the ladder covers 1 level of elevation it is possible for a character with 8 movement points to climb a ladder and move onto a rampart hex [which costs 4] during the same game turn, so long as the ladder had been raised on a previous turn. On the other hand, if the ladder covers 2 levels of elevation, the character who climbs up or down it must end his turn **on** the ladder, however many movement points he has remaining. This rule replaces the one in section 2.69 of CROISADES.

Special rules on carrying ladders: Two characters on a rampart can lift up a ladder so long as it is currently in a vertical position and both are adjacent to the ladder without either being adjacent to an enemy who is in a position to attack. For this operation, each character spends 4 movement points. A "horizontal ladder" counter must then replace the "vertical ladder" counter. This counter is placed on the hexes occupied by the two characters.

Similarly, two characters carrying a ladder on a rampart can slide it to one side or the other at any time so long as they are not adjacent to an enemy in a position to attack

and at least one of the two is at the edge of the rampart. The lower hex, on which the ladder will be set up vertically (the counter will have to be changed), must be unoccupied and adjacent to one of the two carrying characters. For this operation each character spends four movement points. The ladder can be used in the same turn that it is installed.

Note: Any movement of a ladder is impossible if there is a character on it, or if an enemy character is on a hex adjacent to the bottom of the ladder.

Toppling a ladder from below: A character can attempt to topple a ladder from below in exactly the same way as if the attempt had been made from above (see rule 1.94 of SIEGE). To do this the character must be on a hex adjacent to the bottom of the ladder.

The end of an assault

An assault is treated as ended when no face-to-face combat has taken place for five turns, and all the defenders are separated from the attackers by a wall, a moat, a gate or an impassable hex. At the end of an assault, all the defenders who are isolated from the keep (i.e. unable to trace an empty line of hexes to the keep) are automatically captured. This cutting short of the action, faithful to the reality of combat in the period, permits the attackers to regroup and the besieged troops to gain some time. It will be noted that as a consequence of this a border castle may be taken in two assaults, although it will often be necessary for four to take a baron's castle or a town.

Deployment beneath the ramparts

Representation in two dimensions limits the extent of interior spaces. In reality under the ramparts would have been found stables, living quarters, guardrooms, etc. It is therefore logical to permit a player to:

1. Stack horse counters at the bottom of a rampart, in which position they will all benefit from infinite cover;
2. Deploy attackers under the ramparts before launching the assault. This solution is obviously only possible when the besiegers have already gained control of part of the fortification. The characters are placed on the rampart hexes while recognising that they are in fact underneath. As soon as the assault starts, the attackers come out of their hiding place and the rampart hexes revert to their usual role. This type of deployment adds to and perfects the special rule used in Scenario 4 of SIEGE.

Besieging the besiegers

Once the besiegers have become the masters of the ramparts and the defenders continue to resist in the inner parts of the citadel, a troop of reinforcements may arrive to try to break the siege from outside. Faced with new arrivals, the besiegers have the choice between giving battle outside (see section 2.66 of the CROISADES rules), or alternatively to take refuge in that part of the castle or town that they control.

If they decide to give battle outside, the besiegers must choose one of the two following procedures: