



SIEGE

RULES OF PLAY

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'Siege' is both a self-standing game in its own right and a companion game for 'Cry Havoc'. 'Siege' is compatible with 'Cry Havoc' and some of the rule changes in 'Siege' will be incorporated in the 'Cry Havoc' rules. Where rules in 'Cry Havoc' and 'Siege' conflict, the rules in 'Siege' should be followed.

'Siege' on its own has 5 varied scenarios. With 'Cry Havoc' the games expand to 14 scenarios. Players are also encouraged to design their own scenarios, and a further map, 'The Forest' is available separately.

'Siege' contains many new rules, because it introduces a wide range of siege warfare techniques to the 'Cry Havoc' game system. For this reason the Rulebook is organised differently to that of 'Cry Havoc'. The Rulebook is divided into sections, each one presenting some of the new elements. The first five scenarios have been designed so that one particular scenario can be played at the end of each section. In this way players are able to learn 'Siege' gradually.

Note: In this game the terms 'he', 'his' and 'him' have been used for convenience of expression. These terms do include the feminine versions 'she' and 'her'.

SECTION ONE
1.1 TERRAIN TYPES

| Appearance | Hex Type | Movement Cost per Hex | Cover Type | Terrain Advantage |
|---|-----------------------|--|------------|--|
|  | Arrow-slit * | Impassable to Horses 1 - Foot | Heavy | +(combat not permitted through arrow-slit) |
|  | Battlements | Impassable to Horses 1 - Foot | Heavy | 0 |
|  | Castle Wall | Impassable | Infinite | N/A |
|  | Door in Building Wall | 1 | Medium | + |
|  | Flat Ground | 1 | None | 0 |
|  | House Interior | Impassable to Horses (except door hexes) | None | + |

Appearance



Hex Type

Moat

Movement Point Cost per Hex

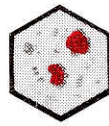
Impassable to Horses
Foot - from adjacent moat hex - 1
- from other hex type - 4

Cover Type

None

Terrain Advantage

—

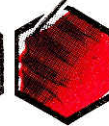


Scrub

2

Light

—



Slope

2

Medium

—



Stairs

Impassable to Horses
2 - Foot

None

—

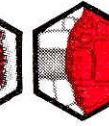


Tree

Impassable to Horses
2 - Foot

Light

—



Window in Building Wall

Impassable to Horses
4 - Foot

Medium

+

SPECIAL EQUIPMENT

Drawbridge

1

None

0

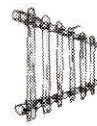


Scaling Ladder

Impassable to Horses
3 - Foot

None

—



* Note that movement through the arrow-slit is not permitted. Characters in hexes containing Special Equipment ignore the natural terrain in the hex.

FOR ELABORATION OF COVER TYPES - SEE 'COVER'.

GAME TURNS

1.2

Each Game Turn is played in two Phases. First one player or side moves, shoots and engages in combat, followed by the opposing player or side.

Where a side is controlled by more than one player, all the players of that side may move, shoot and engage in combat within that side's Phase.

SEQUENCE OF PLAY

1.21

Each player's Phase of a Game Turn is divided into six distinct Steps. In each Phase the term 'all' refers to all the characters of one player/side.

The Sequence of Play is as follows:

First Player/Side.

1. All longbowmen and shortbowmen may shoot; EXCEPTION: characters who engaged in combat in the previous Game Turn may not shoot.
2. All crossbowmen may shoot; EXCEPTION: crossbowmen who engaged in combat in the previous Game Turn may not shoot.
3. All characters may move; EXCEPTION: crossbowmen who shot in Step 2 may not move.
4. All longbowmen and shortbowmen may shoot again, INCLUDING those who engaged in combat in the previous Game Turn.
5. All characters adjacent to enemy characters may engage in combat (and some may then advance after combat).
6. All friendly characters stunned during opponent's Phase are flipped back over.

END OF FIRST PLAYER/SIDE'S PHASE

Second Player/Side.

Follow the same sequence of Steps as for the first Player/Side.

SHOOTING

1.3

To shoot at an enemy:

- (i) calculate the range to the target (so many hexes excluding the shooter's hex),
- (ii) note the target type - for 'mounted knight' refer to the first 'Missile Result Table' ('Missile against mounted target') - for 'dismounted knight', or 'other' refer to the second 'Missile Result Table' ('Missile against infantry'),
- (iii) note the target's cover type ('none', 'light', 'medium' or 'heavy'), and the shooter's weapon, and refer to the appropriate column in the Missile Result Table.
- (iv) throw one die and read the result of the shot from the Table.

PLAYERS SHOULD ALSO REFER TO THE SECTION 'RESTRICTIONS ON SHOOTING' (1.33).

1.31 MISSILE WEAPON RANGES

Ranges are given in hexes

| | Short Range | Medium Range | Long Range |
|----------|-------------|--------------|------------|
| SHORTBOW | 1-25 | 26-50 | 51-75 |
| CROSSBOW | 1-25 | 26-75 | 76-130 |
| LONGBOW | 1-30 | 31-90 | 91-150 |

Medium range adds one to the die roll; long range adds two.

1.32 MISSILE RESULTS TABLES

1.321 Missile against mounted targets

| | Cover Type | | |
|----|------------|----------|------|
| | Longbow | Shortbow | None |
| 1 | | | D |
| 2 | 1 | | C |
| 3 | 2 | 1 | B |
| 4 | 3 | 2 | B |
| 5 | 4 | 3 | B |
| 6 | 5 | 4 | A |
| 7 | 6 | 5 | |
| 8 | 7 | 6 | |
| 9 | 8 | 7 | |
| 10 | 9 | 8 | |

(Heavy cover impassable to Horses)

Key

- A - Defender retreats 4 hexes. +
- B - Horse killed - Rider stunned and dismounted.
- C - Horse unharmed - Rider wounded and dismounted.
- D - Horse killed - Rider wounded and dismounted.
- + Defender must retreat immediately.
- He may retreat through friendly characters.
- He must not retreat through hexes adjacent to enemy characters.
- If unable to retreat the full distance defender is 'wounded' instead.
- Special** - Stunned and wounded characters are considered dead if they receive further injury.

Missile against infantry

1.322

| Target Type | Die roll by weapon type | | | | | | | | | |
|-------------------|-------------------------|---------|----------|------|-------|--------|-------|----------------|------------|------|
| | Crossbow | Longbow | Shortbow | None | Light | Medium | Heavy | Other infantry | Cover Type | None |
| Dismounted knight | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Light knight | C | B | A | C | B | A | C | B | A | C |
| Medium knight | C | B | A | C | B | A | C | B | A | C |
| Heavy knight | C | B | A | C | B | A | C | B | A | C |
| Other infantry | C | B | A | C | B | A | C | B | A | C |
| Cover Type | C | B | A | C | B | A | C | B | A | C |
| Light | C | B | A | C | B | A | C | B | A | C |
| Medium | C | B | A | C | B | A | C | B | A | C |
| Heavy | C | B | A | C | B | A | C | B | A | C |

Key

- A - Defender retreats 2 hexes. +
- B - Wounded
- C - Killed
- + Defender must retreat immediately.
- He may retreat through friendly characters.
- He must not retreat through hexes adjacent to enemy characters.
- If unable to retreat the full distance defender is 'wounded' instead.
- Special** - Stunned and wounded characters are considered dead if they receive further injury.

1.33 RESTRICTIONS ON SHOOTING

1.331 General

For clarification of cover types, see 'Cover'.

A character may shoot at a target if an unobstructed 'line of sight' exists between the shooter's hex and the target hex. The 'line of sight' is a straight line drawn by the shooting player from **any** part of the shooter's hex to **any** part of the target's hex.

If this 'line of sight' crosses a hex containing either a character or terrain other than flat ground, then shooting is restricted as explained in the following sections.

1.332 Shooting over intervening characters

Shortbowmen and longbowmen may shoot over a maximum of 4 intervening characters subject to all other cover limitations providing:

1. The target is at medium or long range.
2. The target is either in no cover or light cover.

Characters in battlements or arrow-slit hexes may also shoot over intervening characters; see 1.337.

Characters shooting into the moat may also shoot over intervening characters; see 1.43.

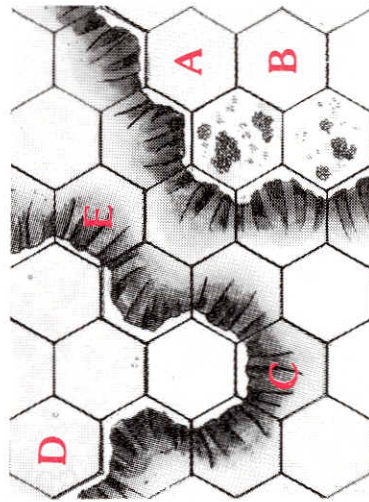
1.333 Shooting over intervening terrain

If there is a scrub hex between the shooter and the target, the latter receives light cover.

If the line of sight crosses the lip of a slope hex (see diagram) AND the slope hex is **closer** to the character on the **lower** ground than to the character on the **higher** ground, then the line of sight is blocked and the shooter may not shoot at the target. Note that if the slope hex is an equal distance between shooter and target, then the line of sight is blocked and the target cannot be shot at.

EXCEPTION: If there are two inward-facing slope hexes between the shooter and the target, then the slopes have no effect, as they form a 'dip' rather than a 'ridge'.

EXAMPLE



Key

A may shoot at D, because the slopes form a 'dip'.

A may not shoot at E, because the slope hex is an equal distance between shooter & target.

B may shoot at D, because the slopes form a 'dip', but D receives light cover.

because the line of sight passes through a scrub hex.

B may not shoot at E, because the slope hex intervenes

C may shoot at E, because no slope lip intervenes.

C may shoot at D, because no slope lip intervenes (note that terrain in shooter's hex does not apply).

1.334 Shooting through windows

Characters may shoot from window hexes at any angle provided that other characters and/or terrain do not intervene.

Characters shooting into buildings through windows may only shoot at targets occupying window hexes. **EXCEPTION:** if the shooter is outside the building and directly adjacent to the window, he may shoot at any target inside the building subject to normal cover limitations.

A character may shoot from a window hex **into** another door or window hex; he may not shoot from one window hex **through another window or door** hex.

1.335 Shooting through doorways

Characters may shoot from door hexes at any angle provided that other characters and/or terrain do not intervene.

Characters wishing to shoot in, or into the interior of, a building must be inside the building, or directly adjacent to a window of the same building, or in a doorway hex of the same building. They may then shoot at anyone in the building subject to normal cover limitations.

Characters shooting through gaps in exterior walls (i.e. entrances to courtyards) may shoot at any target that is not in infinite cover, and into door and window hexes subject to normal terrain and cover limitations.

1.336 Shooting at targets in tree hexes.

Characters may shoot **into** tree hexes.

Characters may not shoot **over** or **through** tree hexes.

1.337 Shooting from the castle

Characters may shoot out of battlements and arrow-slit hexes at any angle.

Characters in battlements or arrow-slit hexes may shoot over any intervening character(s) with the following exceptions;

EXCEPTIONS:

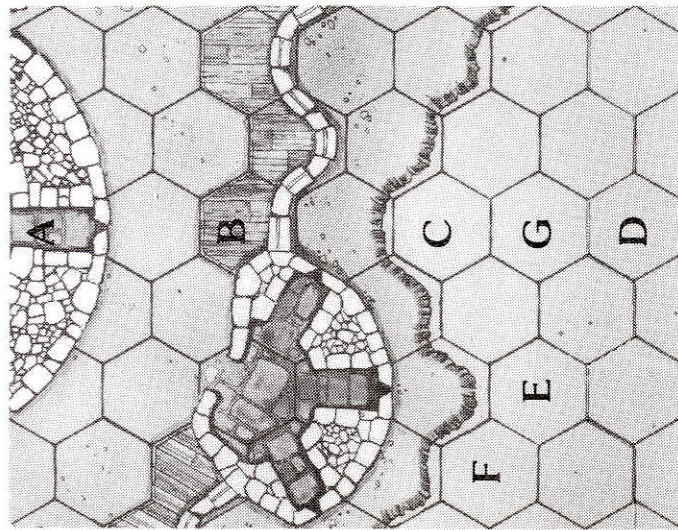
(i) if a friendly intervening character is adjacent to the target, the shooter may not shoot at the target;

(ii) a character cannot shoot over character(s) who are at the same height as the shooter; **EXAMPLE:** a character in a battlements hex cannot shoot over another character in a battlements hex.

Characters shooting from battlements or arrow-slit hexes treat intervening terrain, **EXCEPT** tree hexes and walls, as 'no cover'. Characters in battlements hexes may shoot over building walls, if the intervening wall is **closer** to the shooter than to the target. Characters in arrow-slit hexes may shoot over battlements, tower or building walls, if the intervening wall is **closer** to the shooter than to the target; see diagram on page 9.

Note that if a shot is possible from one castle hex to a particular hex outside the castle, then a shot from the outside hex to the castle hex is also possible.

EXAMPLE



A may not shoot at C, - the battlements hex is an equal distance from A and C, not closer.
 A may shoot G or D - however, if G was a friendly character, A could not shoot at D.
 A may not shoot at E or F, because the tower intervenes.
 B may shoot at C,E,G or D; F is behind the tower and may not be shot at.

1.338 Infinite cover

Targets in infinite cover may not be shot at.

No character may shoot over or through building, courtyard or castle walls, as these supply infinite cover. Only apertures such as doors and windows afford an opportunity for building walls to give less than infinite cover. Arrow-slits, battlements and doors provide less than infinite cover in castle walls.

1.339 Wounded characters

Characters who are wounded add one to the die roll when shooting. This is in addition to any modification for range.

COVER

1.4

1.41 Battlements and arrow-slits

Characters in battlements hexes or arrow-slit hexes receive heavy cover from missiles passing through the battlemented hexside or through the arrow-slit aperture. Otherwise they receive no cover.

Missiles may not be shot over or through battlements hexes. Missiles may be shot into battlements hexes.

1.42 Doors/Corners

Characters in door or exterior corner hexes receive medium cover.

1.43

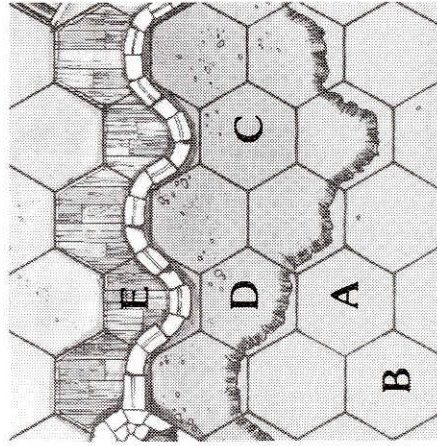
Moat

Characters in moat hexes receive no cover.

Characters in battlements or tower arrow-slit hexes can shoot into moat hexes unless castle walls intervene. Characters in keep arrow-slit hexes can shoot into moat hexes over battlements hexes, but not over tower walls.

Other characters who wish to shoot into moat hexes must be either in a moat hex, or outside the moat and adjacent to a moat hex. They may then shoot into moat hexes subject to normal cover limitations. In addition characters who are outside the moat and adjacent to a moat hex may shoot over intervening characters in the moat subject to the same restrictions as characters in battlements hexes, see 1.337.

EXAMPLE:



A may shoot at D or C.
 B may not shoot at D or C.
 D may shoot at A or C.
 E may shoot at C, D, A or B.

1.44

Scrub

Characters may shoot missiles into, over or through scrub hexes. Characters in scrub hexes receive light cover.

1.45

Slopes

Characters in slope hexes are in medium cover from missiles crossing the top lip of slope. If the missile does not cross the top lip of the slope the target receives no cover. Also see 1.333.

1.46

Trees

Characters may shoot missiles into tree hexes, but missiles may not be shot over or through tree hexes. Characters in tree hexes receive light cover.

1.47 Walls

Characters behind walls receive infinite cover and may not be shot at.

1.48 Windows

Characters in window hexes receive medium cover from missiles passing through the window aperture.

1.49 Horsemen in cover

A mounted character occupies two hexes.

For cover classification, if he is in two different terrain types, he is considered to be totally in cover of the **heavier** type. **EXAMPLE:** a mounted character occupies a 'flat ground' hex and a 'scrub' hex; he is considered to be in light cover for cover purposes.

1.5

MOVEMENT

Each character has a movement point value printed on his piece. As he moves through each hex he expends points depending on the amount that each hex costs to pass through. Each turn a player may move all, some or none of his characters up to the maximum movement point value shown on the character counter. Unused movement points **may not** be accumulated and used in later turns.

1.51

RESTRICTIONS ON MOVEMENT

1.511

Characters may not pass through hexes containing live enemy characters. Note that characters may pass through hexes containing live **friendly** characters.

1.512

Walls and arrow-slits are impassable, buildings, courtyards, etc., must be entered via doors or windows. Arrow-slit hexes must be entered from inside the tower or keep.

1.513

Battlements hexes are impassable from outside the castle **EXCEPT** by scaling ladder. Battlements hexes can be entered and exited only via stairs or another adjacent battlements hex.

1.514

Horses may not enter the following hexes: battlements, moat, stairs, trees. Horses may not enter the interior of any buildings; they may however occupy door hexes and may enter courtyards.

1.515

Hexes containing a dead horse have their terrain movement cost doubled.

1.516

Hexes containing 3 or more dead men have their terrain movement cost doubled.

1.517

Hexes containing 2 dead horses or 6 dead men become impassable. Note that where a hex contains a mixture of dead men and horses three dead men are considered to be of equal mass to one dead horse.

1.52

Moving through windows

Only dismounted characters may move through windows. Characters may not move through a window if the hex adjacent to the other side of the window is occupied by a live enemy character.

NB Players will note that due to their low movement factor wounded characters may not move through windows as the movement cost required is 4 movement points.

1.53

Mounting and dismounting

To mount/dismount from a horse takes a character 1 complete turn.

To mount, a character must be in a hex adjacent to the horse.

Only knights or other characters who started the game as mounted characters may remount horses acquired as a result of combat. If they do so, remove the dismounted horse piece from play and substitute that character's normal mounted character piece.

Wounded characters may not mount/remount horses.

1.54

Riderless horses

Unharmless riderless horses remain stationary until remounted or led.

Horses do not have independent movement, they may only move when attended by a human character (wounded or healthy).

Horses may be led by an infantryman at his appropriate movement allowance. To lead a horse move a character to a hex adjacent to the horse and continue to move the character as normal, treating the horse as an extension of the character piece. Note that horses which are led are still restricted in the types of terrain they can enter.

1.6

STACKING

Only one live character may occupy a hex at any one time; **EXCEPTION:** a character falling from a scaling ladder may be stacked; see 1.92. Characters may pass through hexes containing a friendly live character.

Characters may occupy a hex containing dead characters subject to movement limitations, i.e. if a character cannot move into a hex obviously he cannot stack on it.

COMBAT

1.7

When two or more characters are in adjacent hexes they may engage in combat; **EXCEPTION:** combat is not permitted if the terrain prevents movement between the two hexes concerned; **EXAMPLE:** A character in a battlements hex may not have combat with a character in a flat ground hex. To resolve combat the attacking character divides his attack strength by the defending character's defence strength; this produces a 'combat odds' which is then referred to the "Combat Results Table" (CRT). A die is thrown by the attacking player and the result is read off the CRT.

When computing 'combat odds' attack strengths are always rounded down to the nearest divisible figure; **EXAMPLE:** an attack strength of 8 against a defence strength of 3 would give a combat odds of 2-1. Attacks at less than 1-1 are made at 1-1.

Special

'Combat odds' may be altered depending on the terrain over which the combat is being fought, see 'advantage of terrain in combat' (1.71), and the number of characters involved, see 'multiple combat' (1.72).

1.71 Advantage of terrain in combat

If two characters who are involved in combat are in different types of terrain, one may have an advantage which would modify the combat odds. For classification of advantageous terrain see terrain chart (1.1) and check 'effect of terrain on combat' chart (1.73).

NB A mounted character is considered to be in the most disadvantageous terrain of the two hexes he occupies.

1.72 Multiple combat

When a character enters a hex which is adjacent to 2 or more opponents he may elect to fight some, all or none of them. If a character elects to give combat to 2 or more opponents he must combine his opponents' defence strengths into 1 defensive factor. If the defender or attacker sustain a casualty on the combat results table, the controlling player chooses which of his characters is affected.

When 2 or more characters attack a single character they may make individual attacks or they may combine their attack strength into one attack. If two or more attackers combine their attack strengths against a single infantry character, the attacking player may move one column to the right on the CRT. This rule does **not** apply to attacks on mounted characters, but it does apply if mounted characters attack an infantry character.

If the attacking characters are in different types of terrain, the most disadvantageous terrain modifier applies to the attackers; **EXAMPLE:** two characters attack one enemy, combining their attack strengths; one is at '+' terrain modifier and one is at '-'; while the enemy is at '0', so the attack is at '-'; and the odds column is shifted one to the left on the CRT. However, as there are two attackers, the odds column is shifted one to the right, so the two effects are cancelled.

1.73 Effect of terrain on combat

- = Disadvantage
- 0 = Neutral
- + = Advantage

| Attacker in | vs | Defender in | Result |
|-------------|----|-------------|------------------------------|
| - | + | - | Move left 2 columns on CRT. |
| - | 0 | - | Move left 1 column on CRT. |
| 0 | + | - | Move left 1 column on CRT. |
| 0 | - | - | Move right 1 column on CRT. |
| + | 0 | - | Move right 1 column on CRT. |
| + | - | - | Move right 2 columns on CRT. |

If both sides are in terrain that places them at a mutual advantage/disadvantage this does not affect the CRT.

1.74 Horses in combat

When a horseman is dismounted as a result of combat or missile attack the appropriate counter is placed by the owning player in a hex adjacent to the now riderless horse.

Only knights or other characters who started the game as mounted characters may remount horses acquired as a result of combat. If they do so, remove the dismounted horse piece from play and substitute that character's normal mounted character piece.

Wounded characters may not mount/remount horses.

COMBAT RESULTS TABLES

1.751 Combat against mounted opponents

| %Die | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 | 7-1 | 8-1 | 9-1 | 10-1 | 11-1 | 12-1+ |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|-------|
| 1 | C | C | D | D | E | E | F | F | G | G | H | H |
| 2 | B | C | C | D | D | E | E | F | F | G | G | H |
| 3 | B | B | C | C | D | D | E | E | F | F | G | G |
| 4 | A | B | B | C | C | D | D | E | E | F | F | G |
| 5 | A | A | A | B | C | C | D | D | E | E | F | F |
| 6 | | | | A | B | C | C | D | D | E | E | F |
| 7 | | | | | A | B | C | C | D | D | E | E |
| 8 | | | | | | A | B | C | C | D | D | E |
| 9 | | | | | | | A | B | C | C | D | D |
| 10 | | | | | | | | A | B | C | C | D |

Key

- A - Attacker wounded.
- B - Attacker retreat 1 hex. +
- C - Defender retreat 1 hex. +
- D - Horse killed rider stunned and dismounted.
- E - Horse unharmd rider wounded.
- F - Horse killed rider wounded and dismounted.
- G - Horse unharmd rider killed and dismounted.
- H - Horse killed rider killed and dismounted.

1.752 Combat against infantry

| %Die | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 | 7-1 | 8-1 | 9-1 | 10-1 | 11-1 | 12-1+ |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|-------|
| 1 | C | D | E | E | F | F | F | F | F | F | F | F |
| 2 | B | C | D | E | E | F | F | F | F | F | F | F |
| 3 | B | C | D | E | E | F | F | F | F | F | F | F |
| 4 | A | B | C | D | E | E | F | F | F | F | F | F |
| 5 | A | B | C | D | D | D | E | E | F | F | F | F |
| 6 | A | B | C | C | D | D | E | E | F | F | F | F |
| 7 | A | B | C | C | C | D | D | D | E | E | F | F |
| 8 | A | B | C | C | C | C | D | D | D | E | E | F |
| 9 | A | B | C | C | C | C | C | D | D | D | E | E |
| 10 | A | B | C | C | A | B | C | C | C | D | D | E |

Key

- A - Attacker wounded.
- B - Attacker retreat 1 hex. +
- C - Defender retreat 1 hex. +
- D - Defender stunned.
- E - Defender wounded.
- F - Defender killed.

+ Retreating character may not displace other characters, nor may it move adjacent to an enemy. If unable to retreat, the character is wounded instead.

Special

Stunned and wounded characters are considered dead if they receive further injury.

1.76 Advance after combat

After a combat result has been resolved, one character who was involved in the combat may be moved up to half of his movement points if:

1. The moving character is in a hex adjacent to an enemy character who was forced to retreat or killed in the combat.

AND 2. Before he is moved, the advancing character is not adjacent to any other living enemy character. NB For the purposes of this rule, a character on a scaling ladder is only adjacent to an enemy character directly at the top of the ladder.

If the advancing character is **adjacent** to another living enemy character, he may advance one hex only.

Note that, depending on the combat result, the advancing character could be from **EITHER** side.

The movement points used in 'advance after combat' do **not** count against the movement point allowance for the next turn.

Characters who have not been involved in combat **cannot** move in the combat step.

1.8

THE CASTLE

1.81 Drawbridge

To raise or lower the drawbridge, a character must end his move in the hex containing the winch, and neither move nor have combat (including shooting missiles) for one full turn. At the end of this turn the drawbridge may be raised or lowered; if the drawbridge is raised remove the drawbridge piece; if it is lowered, replace the piece on the map.

Any character on the drawbridge when it is raised will be cast into a moat hex adjacent to the drawbridge (owning player decides which side of the drawbridge), and will be immediately stunned (wounded or stunned characters will be killed).

1.82 Main door of the keep

Missiles may not be shot into or through the hex containing the main door of the keep. A character attacking from outside the keep into the hex containing the main door of the keep is at terrain advantage '.' (instead of '0'). This reflects the strength of the keep's main door.

1.9

SCALING LADDERS

1.91 Movement

A scaling ladder may be carried by any 2 characters. Stack the characters on top of the ladder piece.

Characters carrying a scaling ladder may not engage in combat or shoot missiles. Characters carrying a scaling ladder have their movement point allowance reduced by 2 points.

When one or both of the characters reaches a hex adjacent to a battlements hex, the characters may put up the ladder, and the 'carried ladder' piece is replaced with an 'upright ladder' piece, which may be placed in either of the original ladder hexes and may be pointed at any hexside in the hex. Note that towers may not be scaled.

An upright ladder may be moved 1 hex (**outside** the castle only), or turned in the same hex, by 2 characters both of whom must be adjacent to (and not in) the ladder hex; each of the 2 characters must expend 2 movement points to do this. Note that an upright ladder cannot be moved if a character is on it.

It costs a character 3 movement points to climb a scaling ladder. Characters on scaling ladders receive no cover, and their terrain advantage is '.'. Characters can move from scaling ladders to the battlements hex at the top of the ladder at a cost of 4 movement points or as a result of advance after combat.

A character may not enter a hex containing an upright ladder without paying the 3 movement point cost.

NB The walls of the castle at the gates (i.e. between the North and South Gate-towers) cannot be scaled.

Topping scaling ladders

A character in the battlements hex directly in front of an upright scaling ladder may attempt to topple the ladder instead of shooting and engaging in normal combat. A character may make one attempt to topple a ladder during the player's combat step.

Roll one die 1 - 6 = success. 7 - 10 = failure.

If a ladder is toppled, the upright ladder piece is replaced with a carried ladder piece by the player who toppled it. It must be placed so that one half of the carried ladder piece still occupies the hex in which the upright ladder had been placed.



If a ladder is toppled, any character on the ladder (i.e. stacked with it) will fall and must be placed by the owning player on any hex adjacent to the ladder and outside the castle. Falling characters may be stacked with other characters or with the ladder after a fall. Falling characters are automatically wounded, and if they stack with other characters, these other characters will be stunned. Falling ladders do not affect characters they land on.

STOP - DO NOT READ FURTHER YET!

New players should now play Scenario 1, which will allow you to put into action the rules covered so far. Experienced players of Cry Havoc may wish to continue immediately, so that more complex scenarios can be played as soon as possible.

Section Two below adds to Section One.

SECTION TWO**NEW TERRAIN TYPES****2.1**

| Appearance | Hex Type | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|--|-------------|----------------------------------|------------|-------------------|
|  | Filled Moat | Impassable to Horses 2 - Foot | None | 0 |
|  | Rubble | Impassable to Horses 2 - Foot | Medium | - |

SPECIAL EQUIPMENT

| | | | | |
|--|-------------|----------------------------------|-----------------------------|---|
|  | Siege Tower | Impassable to Horses 2 - Foot | In - Infinite On - Light | 0 |
|--|-------------|----------------------------------|-----------------------------|---|

If a moat hex has a 'filled moat' piece placed in it the hex becomes a 'filled moat' hex and the normal rules for moat hexes only apply if 'filled moat' is also specified. Similarly, battlements hexes can become 'rubble' hexes and normal battlements rules do not apply.

2.2 RESTRICTIONS ON MOVEMENT

2.2.1 Battlements hexes can be entered and exited only via rubble, siege tower or stairs hexes (in addition to other battlements hexes).

2.2.2 Horses may not enter the following hexes: battlements, moat (filled or unfilled), rubble, siege tower, stairs, trees.

2.2.3 Moving into and out of rubble hexes

Characters can move from rubble hexes to an adjacent hex, paying the normal movement point cost for the hex moved into. Similarly, characters can move into rubble hexes from an adjacent hex regardless of the type of terrain, as long as the character pays the 2 movement point cost for the rubble hex;

EXAMPLE: to move from a battlements hex into an adjacent rubble hex will cost a character 2 movement points.

COVER

2.3

Rubble

Characters may shoot missiles into, over or through rubble hexes. Characters in rubble hexes receive medium cover, even if shot at from a siege tower, see 2.43.

2.4 SIEGE ENGINES - SIEGE TOWER

2.41 Movement

Any 3 characters stacked underneath a siege tower piece can move it 2 movement points per turn in a directly forward direction only (see diagram). If any of these characters engages in combat, the siege tower cannot be moved in the following turn. A siege tower can move only on flat ground or filled moat hexes.

Up to 3 characters can be carried on a siege tower, and it costs 2 movement points to move into a siege tower hex from any adjacent hex.

2.42 Cover

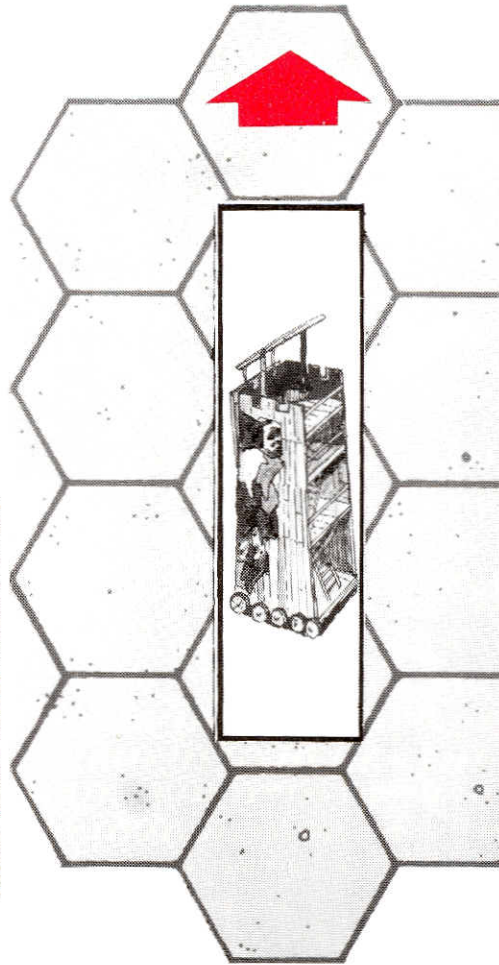
Characters on a siege tower receive light cover; characters stacked underneath a siege tower counter receive infinite cover.

Characters can shoot **into** but not through siege tower hexes.

2.43 Shooting from a siege tower

Characters in a siege tower may shoot over any intervening character(s) with the following exception; **EXCEPTION**: if a friendly intervening character is adjacent to the target, the shooter may not shoot at the target.

Characters shooting from siege tower hexes treat intervening terrain, **EXCEPT** rubble hexes, tree hexes and tower hexes, as no cover. Characters on siege towers can shoot over (i.e. through) battlements hexes if the intervening battlements hex is closer to the shooter than to the target (this is because siege towers are taller than the walls of the castle). Characters in rubble hexes retain medium cover.



2.44 Assaulting the castle from a siege tower

If a siege tower is moved adjacent to a battlements hex, characters on the tower can move into the battlements hex, if unopposed. It costs one extra movement point to cross a battlemented hexside, unless as a result of advance after combat (for which there is no extra cost). Characters on the siege tower may only engage in combat with other characters on the siege tower or with characters in battlements hexes adjacent to the siege tower. Characters inside the siege tower may be attacked from any adjacent ground level hex.

2.45 Stacking

Two characters may stack in a siege tower hex, i.e. one character in the tower and one **on top**. Combat is not permitted between characters at different heights in siege tower hexes.



STOP - DO NOT READ FURTHER YET!

New players can now play Scenario 2, to familiarise themselves with the additional rules.

Section Three below adds to Section One and Two.

SECTION THREE

3.1 NEW TERRAIN TYPES

| Appearance | Hex Type | Movement Cost per Hex | Cover Type | Terrain Advantage |
|--|-------------------------------------|--|------------|-------------------|
|  | Tent (including partial tent hexes) | Impassable to Horses 2 - Foot | Light | - |
|  | Trench | Horsemen can cross (even if occupied), but not end their movement in trench | Heavy | + |
| | | hex - 1 1 - Foot | | |

3.2 SHOOTING - BALLISTA

All the normal missile rules apply for the ballista, except where noted below.

3.2.1 MISSILE WEAPON RANGES

Ranges are given in hexes

| BALLISTA | Short Range | Medium Range | Long Range |
|----------|-------------|--------------|------------|
| | 1-50 | 51-100 | 101-175 |

3.22 MISSILE RESULTS TABLES

3.221 Missile against mounted targets

| Die roll by weapon type | Cover Type | | (Heavy cover impassable to horses) |
|-------------------------|------------|--------------|------------------------------------|
| | None | Light Medium | |
| 1 | F | E | D |
| 2 | E | D | C |
| 3 | D | C | B |
| 4 | C | B | B |
| 5 | B | B | A |
| 6 | B | A | |
| 7 | A | | |
| 8 | | | |
| 9 | | | |
| 10 | | | |

Key

- A - Defender retreats 4 hexes. +
- B - Horse killed - Rider stunned and dismounted.
- C - Horse unharmed - Rider wounded and dismounted.
- D - Horse killed - Rider wounded and dismounted.
- E - Horse unharmed - Rider killed and dismounted.
- F - Horse killed - Rider killed and dismounted.
- + Defender must retreat immediately.
- He may retreat through friendly characters.
- He must not retreat through hexes adjacent to enemy characters.
- If unable to retreat the full distance defender is 'wounded' instead.
- Special** - Stunned and wounded characters are considered dead if they receive further injury.

3.222 Missile against infantry

| Die roll by weapon type | Target type | |
|-------------------------|-------------------|----------------|
| | Dismounted knight | Other infantry |
| 1 | C | C |
| 2 | C | C |
| 3 | C | C |
| 4 | C | C |
| 5 | B | B |
| 6 | B | B |
| 7 | B | B |
| 8 | A | A |
| 9 | A | A |
| 10 | A | A |

Key

- A - Defender retreats 2 hexes. +
- B - Wounded.
- C - Killed.
- + Defender must retreat immediately.
- He may retreat through friendly characters.
- He must not retreat through hexes adjacent to enemy characters.
- If unable to retreat the full distance defender is 'wounded' instead.
- Special** - Stunned and wounded characters are considered dead if they receive further injury.

COVER

- 3.3** **Ballistas, mangonels and trebuchets**
Missiles cannot be shot over or through hexes containing ballistas, mangonels or trebuchets.
- 3.31** **Tents**
Missiles can be shot into, over or through tent hexes. Characters in tent hexes receive light cover.
- 3.32** **Trenches**
Characters in trench hexes always receive heavy cover. Missiles can be fired over or through trench hexes at no penalty in terms of cover type. This rule applies even if the trench hex is occupied.

FIRE TABLE

3.65

| Die roll | Spreading Fire | Dousing Fire |
|----------|----------------|--------------|
| 1 | | D |
| 2 | | D |
| 3 | | D |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | F | |
| 8 | F | |
| 9 | F | |
| 10 | F | |

(one roll per character)

Key

F - Fire spreads to adjacent hex.

D - Fire has been put out.

- 3.66** If a hex has burned for three consecutive turns, it cannot be put out and the contents of the hex are considered destroyed. A convenient method of recording the number of turns of burning is to orient the flame piece towards one hexside when placing it; then on subsequent turns of burning, turn the piece 2 hexsides in a clockwise direction. If the piece reaches the original orientation again, the contents of the hex are destroyed.

STOP - DO NOT READ FURTHER YET!

New players can now play Scenario 3, to familiarise themselves with the additional rules.

Section Four below adds to Sections One, Two and Three.

RESTRICTIONS ON MOVEMENT

- 3.4** **Ballistas, mangonels and trebuchets**
Ballistas, mangonels and trebuchets can not be moved. Characters may not enter a hex containing a ballista, a mangonel or a trebuchet.
- 3.41** **Trenches**
Horsemen can cross trench hexes, even if the hex(es) are occupied but may not end the movement step in a trench hex.

SIEGE ENGINES - BALLISTA

Ballistas shoot in the same step as crossbowmen. A crew of two characters must be adjacent to the ballista in order to operate it. At least one of the crew must be an engineer (wounded or healthy).

A ballista may shoot once every 3 turns. It is helpful to adopt the following procedure in order to ensure that it shoots at the correct time: When it has discharged its missile, invert the ballista piece immediately; next turn in the crossbow shooting step, turn the piece through 180 degrees, so that it faces away from the enemy; in the next turn, invert it again and turn it to face the enemy; it may then shoot in the next turn.

FIRE

Characters may set light to siege engines and tents by remaining in a hex adjacent to a hex containing them for one full turn. **Procedure:** If any character ends its move in any hex adjacent to a siege engine or tent and remains there for one full turn without moving, engaging in combat or shooting missiles, the siege engine or tent hex can be set alight (place a fire piece on the hex on the end of the movement step).

SECTION FOUR NEW SPECIAL EQUIPMENT

4.1

| Appearance | Hex Type | Movement Point Cost per Hex | Cover Type | Terrain Advantage |
|------------|---------------|----------------------------------|------------|-------------------|
| See below. | Battering Ram | Impassable to Horses 2 - Foot | Infinite | |



4.2 THE CASTLE - BREACHING THE WALLS

Three types of siege engine may be used to breach the castle walls - trebuchets, mangonels and battering rams. Trebuchets and mangonels hurl rocks at the walls; they batter from a distance (in the scenarios, usually from off-map positions). Battering rams must be brought to the walls, so that the walls can be pounded manually.

4.2.1 Trebuchets and mangonels

A particular trebuchet or mangonel may not batter more than one hex in a single day. It can batter different hexes on different days, and different siege engines can batter other hexes. There is no restriction on the redeployment of trebuchets and mangonels; EXAMPLE: on day 1 all battering could be concentrated on one hex of battlements; on day 2 all battering can be concentrated on any other battlements hex on the castle or on the same hex as day 1.

Each day the attacker chooses which hex or hexes of walls (battlements, keep or tower wall) he is going to batter, and how many engines he will allocate to the battering of each hex. He then totals the number of battering points allocated to a hex and consults the 'Battering Table'. One roll is made each day for each target hex.

A mangonel is worth 1 battering point.

A trebuchet is worth 3 battering points.

If a tower or keep hex is being battered, subtract one from the die roll. This reflects the strength of their thicker, rounded walls. The keep wall may not be battered until at least one hex of the castle's outer wall has been brought down, and then only the 3 keep wall hexes nearest the breach in the wall may be battered.

The 2 hexes of wall at the gates count as battlements hexes for battering purposes.

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4.22

BATTERING TABLE

| Die roll | Number of battering points | | | | | | | | | |
|----------|----------------------------|----|----|----|-----|--|--|--|--|--|
| | 1 | 3 | 6 | 9 | 12+ | | | | | |
| 0 | | | | | | | | | | |
| 1 | 1C | 1C | 2C | 3C | 4C | | | | | |
| 2 | | | 1C | 2C | 3C | | | | | |
| 3 | | | | 1C | 2C | | | | | |
| 4 | | | | | 1C | | | | | |
| 5 | | | | | | | | | | |
| 6 | | | | | | | | | | |
| 7 | | | | | | | | | | |
| 8 | | | | | | | | | | |
| 9 | | | | | | | | | | |
| 10 | D | D | D | D | D | | | | | |

Key

D - the wall has been damaged.

C - specified number of battering points lost, because of damage to engines. Walls are destroyed in 4 steps, with a maximum of one step loss each day per hex. The attacking player should note down the damage on the record sheet as it accumulates, crossing off each day as it passes.

The damage steps are:

- Whole
- Slightly damaged
- Moderately damaged
- Severely damaged
- Rubble

Walls remain 'battlements' hexes until they become rubble. Damaged walls do not alter the movement, combat or cover rules; they count as battlements.

4.24 Mangonels and trebuchets may not be moved except for redeployment, nor may they be used during an assault or sally.

4.25 Repair of siege engines

It takes one day to repair damaged engines, during which time these points may not be used. There is no limit to the number of siege engines which may be repaired in one day.

Siege engines which have been destroyed by fire may not be repaired.

4.26 Battering rams

4.26.1 Movement

Battering rams move in the same way as siege towers. Characters cannot be carried on top of battering rams.

4.26.2 Cover

Characters stacked underneath (i.e. inside) a battering ram piece receive infinite cover.

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4.263 Assaulting the castle

If the ram reaches a hex adjacent to the wall of the castle, battering may commence in the combat step. A battering ram is worth 9 battering points and one roll is made each turn. 'C' results are ignored. Battering rams can attack damaged walls; any new damage caused is in addition to the original damage. The characters stacked under the ram batter the wall instead of having normal combat and shooting. If they engage in combat, or shoot, they may not batter on their next phase.

If the wall collapses, place a rubble piece on the hex. Any character in a battlements hex which collapses will be wounded.

A character may attack from the ram hexes, or may be attacked while in the ram.

STOP - DO NOT READ FURTHER YET!

New players can now play Scenario 4.

Section Five below adds to the previous Sections.

SECTION FIVE

PACK MULES

5.1

Pack mules are treated in the same manner as riderless horses - EXCEPTION: pack mules may **never** be mounted.

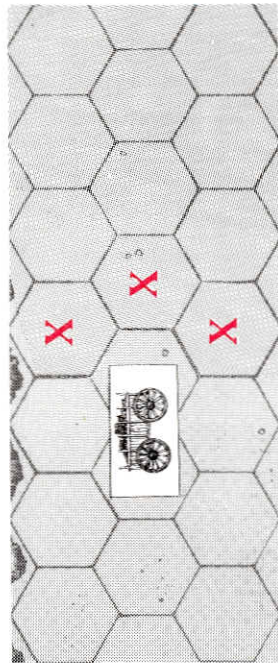
Pack mules may be strung together and led in file in the same manner described for leading a horse; see 1.54.

It takes one man one entire turn to attach/detach one mule to/from a string of mules, whether the animals are alive or dead.

CARTS

5.2

Carts must be pulled by a draft-horse or a draft-ox. The draft animal must always be at the front of the cart, i.e. it must occupy one of three hexes, see diagram.



The ox or the rear end of the draft horse must be in one of the 3 marked hexes, in order to pull the cart. Note that only a half of the draft horse piece must be adjacent to the cart.

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Draft animals must be led in the same manner described for leading a horse; see 1.54.

It takes one man one entire turn to detach a draft animal from a cart, whether the animal is alive or dead.

5.3 ATTACKING DRAFT ANIMALS

When a player wishes to attack a draft animal, resolve combat/missile attack in the normal manner referring to the relevant result table. Use tables for mounted target/opponent. When obtaining result ignore **rider** casualties. Treat 'stunned' or 'wounded' results as 'killed'.

If a pack mule which is part of a string of mules is retreated, **all** the mules will retreat - characters leading mules will not retreat in this instance.

SCREENS

5.4

Characters may not shoot missiles through hexes containing screens, even if shooting from castle walls or a siege tower.

Screens may be moved by any one character adjacent to the screen counter; the character's movement point allowance is reduced by 2.

Characters may not enter hexes containing screens.

FIRE

5.5

5.51 Flaming arrows

Shortbows and longbows can shoot oil-soaked flaming arrows instead of normal arrows. These arrows are ineffective against enemy soldiers, but may catch light to siege engines.

Flaming arrows may only be shot at short range. The normal missile result tables are not used. To hit a siege engine, the player must roll a die:

1-6 is a hit

7-10 is a miss.

Once a hit has been achieved, the attacker refers to the Fire Table (5.53), which gives the chance of catching light to a siege engine. Roll one die for each flaming arrow.

5.52 Barrels of oil

Characters can throw barrels of burning oil down upon the heads of the attackers, and upon their siege engines.

A character can throw a barrel of oil in the combat step of the player's Phase in place of normal combat. He can not throw oil AND engage in normal combat or shoot missiles in the same Phase.

A barrel can be dropped from a battlements hex into any adjacent hex, EXCLUDING other battlements hexes and all tower and keep hexes. Any character in the target hex unprotected by a siege engine will immediately suffer an attack at 8-1 (from the burning oil) on the Combat against infantry table. A character in or on a siege engine will only suffer an attack if the engine catches fire (also at 8-1). To determine whether the engine catches fire, the attacker refers to the Fire Table (5.53).

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If a barrel of oil fails to set light to a siege engine, remove the barrel of oil piece from play immediately. If the oil does set fire to the siege engine, turn the piece over, so that the 'flame' side shows. The fire may spread or may be extinguished as explained in 3.6. If the oil was used in attack upon a character and not a siege engine, remove the piece after the attack.

A character may move carrying a barrel of oil (i.e. stacked with it), at a penalty of 2 movement points.

5.53

FIRE TABLE

| Die roll | Spreading Fire | Barrel of oil | Flaming arrow vs. trebuchets, mangonel, ballista | Flaming arrow vs. siege tower, battering ram | Dousing the Fire |
|----------|----------------|---------------|--|--|------------------|
| 1 | | | | | D |
| 2 | | | | | D |
| 3 | | | | | D |
| 4 | | | | | DA |
| 5 | | | | | DA |
| 6 | | | | | |
| 7 | F | | | | |
| 8 | F | F | | F | |
| 9 | F | F | | F | |
| 10 | F | F | | F | F |

Key

F - fire catches (or spreads).

D - fire has been put out in the hex.

DA - fire caused by flaming arrows only has been put out in the hex.

5.54 At the end of a full turn (i.e. after both player's phases) a check is made for each hex containing a fire piece to see if the fire spreads. Fire can spread to any adjacent hex containing a siege engine or part of a siege engine, or a tent, and a separate check must be made for each burnable hex adjacent to a fire hex.

5.55 Characters cannot enter hexes containing fire. If a fire spreads to a hex containing a character, the character must retreat 1 hex immediately. Note that this does not apply to **attacks** with fire.

5.56 Characters may attempt to douse the flames, if they are in hexes adjacent to fire. One attempt per turn may be made per adjacent character. The character cannot move, shoot missiles or engage in combat, while attempting to put out a fire, and only one hex per turn per character can be doused. Refer to the Fire Table (5.53) for the chances of fire spreading or being doused.

5.6 RECOVERY FROM WOUNDS

5.61 After an action some of the wounded characters may be able to return to fitness and play a further part in the game later on. Roll once on the table below, for each wounded character, and use the 'healthy' piece for this character on or after the day given in the result. Note that the names of wounded characters must be noted down, because 'wounded' pieces must be used in any action before the day of recovery.

5.62 RECOVERY TABLE

| Die roll | Recover in |
|----------|---|
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |
| 7 | 8 |
| 8 | 10 |
| 9 | several months (i.e. after the end of the scenario) |
| 10 | As above (9) |

Key

The number is the number of days it takes for the character to recover from the wound.

6 OPTIONAL RULE - PANIC

6.1 If a character is killed, the owning player must determine whether any nearby characters have panicked. For the purpose of panic, the characters are divided into 3 types:

- Knights
- Soldiers
- Peasants and civilians.

Knights are never affected by panic.

Soldiers may be panicked if a friendly knight or another soldier within 3 hexes is killed.

Peasants and civilians may be panicked if anyone on their side within 3 hexes is killed.

Whenever a character is killed, the owning player rolls one die and refers to the Panic Table. Results are applied immediately.

PANIC TABLE

| Die roll | Result |
|----------|--------------------|
| 1 - 5 | No effect |
| 6 | 1 character panics |
| 7 | 2 characters panic |
| 8 | 3 characters panic |
| 9 | 3 characters rout |
| 10 | 6 characters rout |

6.2 The owning player may choose which characters are affected and must place 'panic' or 'rout' pieces on the appropriate number of characters. Only characters within 3 hexes of the killed character are affected; this could mean that the number of affected characters is less than that specified on the Panic Table. However, the owning player can elect to have all his characters within 3 hexes panic or rout, if desired.

6.4 Effect of panic

Characters who panic must retreat 3 hexes immediately. The retreat may be through hexes containing friendly characters, but must not be through hexes adjacent to enemy characters. This movement does not count against the character's movement point allowance.

Panicking characters cannot enter hexes adjacent to enemy characters. If attacked, panicking characters suffer a shift of one column to the right on the CRT and no results affecting the attacker(s) will apply.

A character may not return to normal status until EITHER a sergeant or knight is in an adjacent hex at the end of the player's movement step, OR the panicking character is at least 6 hexes away from the nearest enemy character. If either of the above occur, remove the 'panic' piece from the character.

6.5 Effects of rout

A routing character acts as a panicking character except where noted below. A routing character must retreat his maximum movement point allowance immediately. On each friendly movement step a routing character must move his maximum movement point allowance away from the enemy.

A routing character may not return to normal status until a sergeant or knight is in an adjacent hex at the end of the player's movement step.

6.6 If panicking or routing characters move off the map, they cannot return. However, unless they are wounded, they do not count as casualties for any victory conditions.

6.7 Important note

Defending characters inside the castle are NOT subject to panic or rout.

| | | |
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