

Ager Sanguinis

Note: The detailed siege rules are included in THE ANARCHY expansion game.

Fire table

Die Spreading Fire	Flaming arrow vs: Stone thrower, mangonel, stockade, door, bridge	Belfry, ram, gallery, hoarding	Dousing the Fire
1			D
2			D
3			D
4			DA
5			DA
6			
7	F		
8	F	F	
9	F	F	
10	F	F	F

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

Key:

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

Healing table

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



Surrender table

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

- +1 if there are at least twice as many besiegers as defenders;
- Or +2 if there are at least three times as many besiegers as defenders.
- +1 if the besiegers have breached the outer walls of the first castle.
- Or +2 if the besiegers control the outer walls of the first castle.
- Or +3 if the besiegers control the outer walls of the first castle, and have breached the walls of the second castle.

- > If the modified number reaches 12, the castle surrenders.
- > Less than 12: the siege continues.
- > Automatic surrender: A garrison will surrender automatically if there is nothing left to eat, or if all the characters with a command capacity are dead.

Surrender consequences

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

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

Actions:

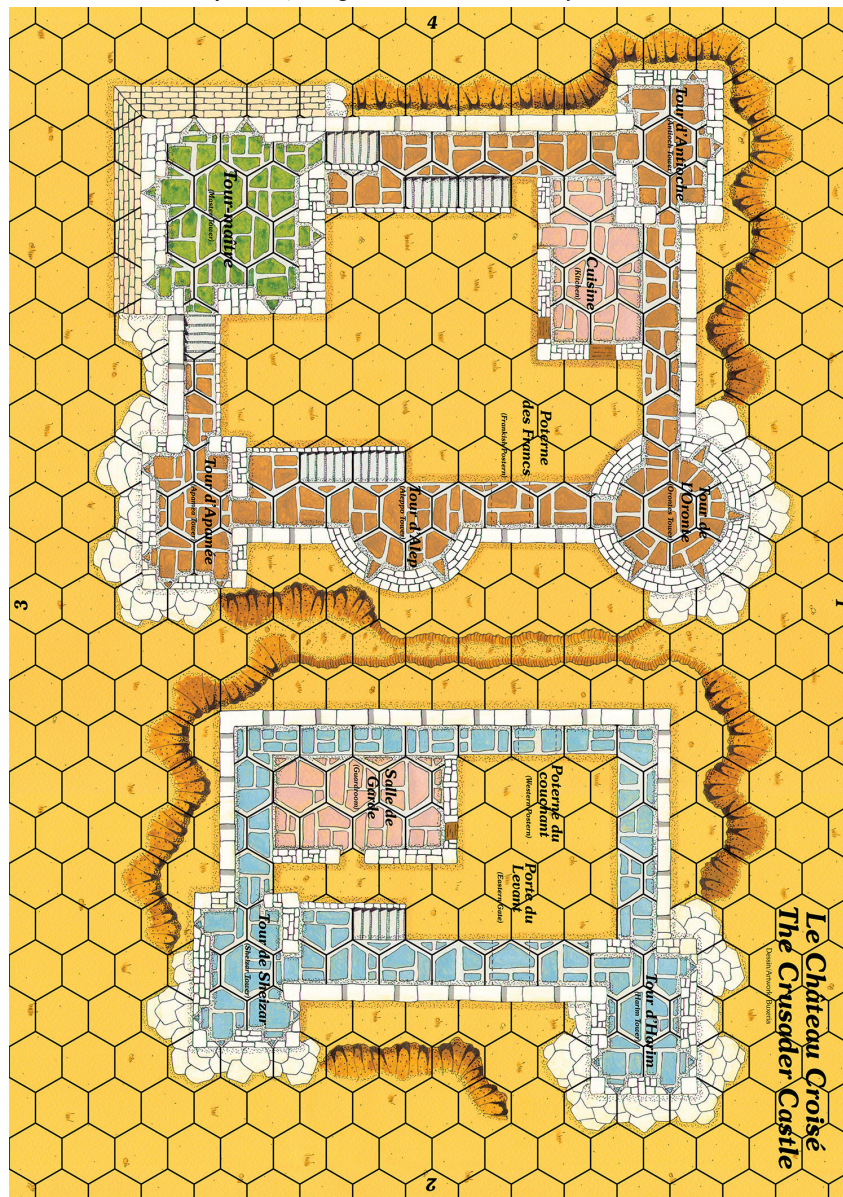
- 3-4: Test each defender with 1D10, in reverse order of their attacking potential. He is killed on a result between 1 and 5. Stop the test when half the defenders are dead.
- 3-7: The winner forms one or more combat groups with the prisoners. All riders are dismounted. Each group of prisoners must be accompanied by an escort group.

Game sequence

On day 1, the besieged player needs to check the status of his supplies, which will determine the number of days he can hold out if he can repel all the assaults.

Then he must follow a sequence that is repeated every day:

- 1 - Roll 2D10 to determine if any random event changes the course of the siege.
- 2 - Roll 1D10 to determine who will get the initiative this day.
- 3 - Bring the characters that were wounded the previous days, and are healed, back into play.
- 4 - The besieger can try to set fire to wooden or wattle & daub structures.
- 5 - The player who won the initiative decides which action he wants to perform.
- 6 - If some characters have been wounded during the day, the players roll 1D10 for each wounded character and put him on the Record Sheet on the day he is supposed to heal.
- 7 - After all actions have been performed, the siege marker is moved down one day on the Record Sheet.



27	26	25	24	29	28
23	22	21	20		
19	18	17	16		
15	14	13	12		
11	10	9	8		
7	6	5	4		
3	2	1			
				End of siege	