

Hinging between role-playing games and wargames, these High Standards games immerse you in the reality of medieval combat. Abundantly embellished with fictional elements and steeped in history, this is a critical analysis, supplemented by rule suggestions and ideas for adapting the materials to suit your preferences. Amid the din of battle, the neighing of horses, the clashing of metal, and the shouts of men, a cry suddenly resounds:

"Cry Havoc"

Standing in his stirrups, Sir Richard, Duke by the King's decree, commander of a royal army, encourages his men, urging them forward; he knows victory is near: "No quarter!" Some distance away, from the top of his keep, Sir John, the perjured Baron, sees his pikemen wavering and his foot soldiers fleeing under the furious charges of the Duke's knights. A brief command, and the herald sounds the retreat: "Come quickly," the trumpet sounds, "take refuge in the castle, behind its thick walls and deep moats, come quickly!" Up there, Sir John is worried; on the horizon, the Duke's siege engines are taking shape. Of course, the castle is strong, the garrison numerous and well-armed; of course, he had the foresight to stockpile supplies (it was, in fact, one of these convoys that the royal vanguard just attacked); of course, his brother, Sir Wulfrid, is raising a relief army to come to his aid, but... will he withstand the **Siege**?

Medieval, Non?

Siege

Far from armor-piercing shells, MG 42s, and other lasers. Standard Games and Publication Ltd take us into the medieval world with the help of two (combine-able) games. A medieval wargame? Difficult. Tactically? Even more so! How do you make a real game interesting? Well, the English have succeeded by concocting a clever blend of aesthetics, logic, and simplicity.

Before going any further, let's point out that the rules of Cry Havoc (CH) are barely playable; they (stammer) and are not far from it) sufficient. So, as long as they haven't been updated (the denial has been made), buy Siege first; it has coherent and (relatively) precise rules. Note that the rules replicated in this article are taken from Siege.

Two Large Boxes

For Large Maps

Very pretty presentation boxes, but these boxes, made of thin cardboard, are too large for practical storage, and more than often end up slightly crushed, fortunately without any damage to the interior. In each of these boxes, you will successively discover: 2 maps, a sheet of counters, 3 booklets (rules, scenarios, background), 1 of 20 faces (used in d10), scoring sheets (turns and wall damage, Siege only), two 6 x 6 cm plastic bags. I later understood that these bags were intended for storing the counters; knowing that there are approximately 280 counters per box, about 40 of which represent individuals (which include two or four named counters), I have some questions about what is called

"English humor." In short, a total lack of storage, which is essential. Therefore, don't throw away your boxes of liquid chocolates, leftovers from the holidays; their numerous holes will help you ventilate your counters, which will greatly facilitate the flow of the game.

Maps and Counters

The maps are super pretty, colorful, made of both flexible and rigid plastic cardboard. One represents a village and the other a corner of the countryside called Crossroads (don't bother looking for them, they're clear terrain, just like everywhere else). This is for Cry Havoc, while for Siege, it's obviously the plan of a superb castle with towers, dungeons, moats, drawbridge... Finally, the fourth card, with the help of pretty tents and other accessories, demarcates the countryside from the besiegers, protected by trenches.

A very successful graphic design, with some brush, woods, and uneven terrain. A lake to enhance the terrain, each hexagon (hex) has two real tiles (the game round lasts 5 seconds). Their surface area is 40 cm x 60 cm, with a single central fold, easily erased; this explains the size of the boxes, but does not excuse the lack of care taken in the reliability of the aforementioned boxes. As they are (tend to be) geomorphic, the playing surface becomes very good when you put all four together.

From then on, the tiles were raining! But what about the counters? The NATO code seems ridiculous to me, Squad Leader rather pale, the OKW code a bit barbaric... because, after all, here, each counter represents a character in their various

positions and combat abilities. No two counters are alike; they are all personalized with their name, their equipment (arms, weapons, armor, all authentic), and their colors.

Here are two examples:

1) Knights: represented by 4 counters.

1st Counter:

Front: Sir Conrad, his great knight (or staff), appears in full form, ready for combat.

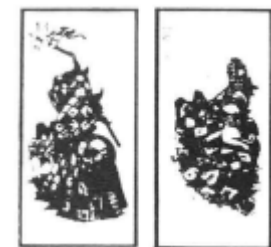
Back: He is touching the counter (which occupies two heals). This side shows the horse alone. Sir Conrad is sick and his legs are disgusted.



2nd Counter:

R: Victim of his own fury, he has just been wounded (note the broken lance and the snags).

V: Following a successful crossbow bolt, the horse is killed; the counter is turned over and its rider (he was on it) is placed in an adjacent hex.



3rd Counter:

R: This knight has abandoned his steed and charged into combat.

V: Unfortunately, a violent blow knocks him unconscious, but without injuring him, thanks to his Armor.



4th Counter:

R: Less lucky this time. He's wounded.

V: End of the journey, the heirs rub their hands.



2) Infantry: It is governed by the same principle as the foot cavalry:

Wynken The Halberdier



The 13th Century

To set the mood, let's talk a little about the 13th century. While the governmental structures were simple: a king and his court, his administration under the control of the men of the Church, the only ones educated enough to administer the country, those of the social ladder were even simpler: the peasants had to work and obey their lord, the knights had military duties, while the barons fought for the king. The latter, undisturbed, was accountable only to God.

The Monk Warriors

All honor to each lord, let's first talk about the "great knights," or "Barons" (7 in C.H. and 3 in Siege). They generally owned a more or less large fief and an armed force at their service. They appeared in battle, armored from head to toe, mounted on destriers as armored as themselves. They were fabulously strong, somewhat equivalent at the time to our current chariots (see comparative tables).

In their wake, still mounted, came the "knights without titles" (9 in C.H. and 4 in Siege), relatively poor, with only a few men-at-arms to serve them. Their presence on the battlefield was primarily motivated by the desire to make a good impression, thus hoping for rapid advancement. Unless the capture of an important figure provided them with the substantial ransom they expected, in which case, they bought their title. These knights were more often armored bandits than descendants of Galahad! Despite this, their fighting ability is far from negligible.

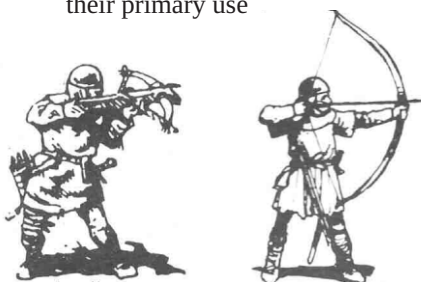


All these brave men were followed by numerous foot troops, supervised by "sergeants" (4 in C.H., 3 in Siege), equivalent to our non-commissioned officers. Although this type of S/O is the only one featured in the games, the military hierarchy of the time was still more extensive. However, the diversity of the foot troops is well captured.



Polearms: (a generic term for bladed weapons with a bladed blade attached to a shaft)

- **Halberdiers:** (9 in C.H., 3 in Siege) well protected, carrying their sharp and pointed instruments high. They are a formidable force between cavalry charges. (An anecdote on this subject: during castle attacks, they hurled their weapons at the assailants, hence the expression "it's raining halberds." The national weather forecast reports this. This is false.
- **The Pikemen:** (8 in C.H. and 8 in Siege), wearing little protection and equipped with only a simple pike, were the cheapest soldiers to equip. They were therefore the most numerous on the battlefield.
- **The Billmen:** (5 in C.H. and 3 in Siege), equipped with a vouge (originally a hunting weapon), were intended to primarily attack horses. The evolution of their weapon makes them almost as dangerous as the halberdiers, while retaining their primary use



Ranged Weapons:

- **Heralding the decline of armor,** based on the principle of the ballista, **crossbows** (11 in C.H. and 4 in Siege), whose bolts pierced through almost everything (when they hit), are omnipresent in the game. Fortunately, the rate of fire is not great, due to the need to statically reload this weapon. This is reflected in the game by the prohibition on moving after firing (Cheese or Dessert).
- **Archers:** (short bow: 6 in C.H. — long bow: 6 in Siege) are mobile, with a rate of 2 shots per turn. However, the longbow [which was up to two meters long] is despised. They do not have the effectiveness of crossbows. In addition to these weapons, these young men are equipped with swords, so they can fight in close combat. It is this combat value that is written on the counters.)
- **The Versatile:**
 - **The Peasants:** (10 in C.H. and 9 in Siege). In these games, this category of people represents: either the infantry of an army, undertrained and underequipped, who were used in large numbers as stopgaps; or the peasant militias; or the traditional "lawbreakers." It must be said that in those blessed times, a peasant who eluded the authority of his master was declared an outlaw. For a period of 1 year and 1 day, everyone had the right to kill him freely. If, after this period of time, the unfortunate man was still alive, he gained the status of a free man. You can imagine that the majority of peasants spent their lives peacefully in their village. (Rather serfs than dead?!!)
 - **The Architects:** At that time, the military were more gifted at destruction than at construction, and they brought along civil engineers (3 in Siege) who built them beautiful war machines (they also operated and repaired them). These machines ranged from simple catapults to siege towers. It is obvious that the fighting strength of these men is almost nil, but their loss is irreplaceable for the manufacture and maintenance of machines.

- **"The Innocent Victims":** (4 in C.H. and 1 in Siege). Here again, the cold humor of our aquatic neighbors clones the uncle. They kindly provide a few ladies, merchants and peddlers, whose resistance capabilities are around 0 and who only serve to, I quote, add a little color to the game. Since these poor people only serve in scenarios of raids, ambushes and assassinations, the "color" seems a little too red to me. But still, it's still fun to be able to go and kidnap your enemy's farm! What wargame gives us the possibility? Not many. Oh, my! The human dimension is lost in simulation games!



Leisure Time:

In those distant times, our ancestors were bored to death. Television didn't exist, and the only things left to pass the time were the study of the Holy Scriptures or warlike exploits. Alas, few knew how to read! Moreover, the era was rich in intrigues, palace revolutions, power struggles, not to mention invasions, peasant revolts, and the traditional outlaws. Diplomacy, in its infancy, preferred the pair (sword, pen) over its opposite. In short, it was the law of the strongest.

An Encounter

Imagine that one fine morning, Sir Lacy, a small local baron gripped by boredom, decides to go and pillage one of the villages of Sir Gilbert, an old enemy who owes him a revenge (a dark tale of tournaments and damsels). He gathers part of his troop and sets off serenely towards his destination. What he doesn't know is that a servant has sold Sir Gilbert's match (for 30 silver crowns). The latter, who was as bored as his neighbor, rallies half his garrison and sets off, beaming with joy, to lay a splendid ambush.

Arriving a short distance from the village, Sir Lacy stops and examines the terrain, trying to judge the costs of movement, protection against missiles, and advantages in combat; for they must have been spotted, the village is in turmoil.

In open terrain, there is no advantage or protection, 1 movement point (1 MP). The undergrowth, while 2 MP and putting those in it at a disadvantage (-), offers slight protection; The same goes for the forests, except they cost 3 MP and are impregnable for cavalry. The slopes, on the other hand, offer average protection, for a cost of 2 MP and a disadvantage in combat (-).

With his mind blank, but in a stentorian voice that asserted his authority, Sir Lacy summoned a few sergeants and asked their opinion. The leader of the archers cleared his throat and declared:

"Sir, I remind you that our strength potentials are only given for close combat. Indeed, the results of our shots vary depending on the type of weapon firing, the target, and its degree of protection (none, light, medium, and strong)." They range from their outright death (horse, individual, or both, which is very rare) to being pushed back 2 to 4 hexes.

Distance also matters, since at short range (25 to 30 hexes, depending on the weapon), there are no penalties; at medium range (50 or 90 hexes, k<) we receive a +1 to the die, and at long range (75 short bow to 150) it's a +2 to the die!

Furthermore, our positions must be carefully considered because we must be able to establish a correct line of sight to see our targets. We cannot fire through woods, houses, and uneven terrain also hinder us. We cannot fire through hexes occupied by any individual, unless we are at medium or long range.

In this case, we can fire over 4 characters, but the degree The target's protection must not exceed 5 "light."

In summary, I propose that we stay at medium range, so as to effectively support our action, especially since a wounded archer has a +1 penalty to shooting! I also remind the infantry sergeant that we cannot hit an opponent if he or one of your men is adjacent to him.

Then, the infantry sergeant spoke up: "I propose we move under cover, along this slope, so we can then launch an attack from that position." A large number of villagers, and without being transformed into porcupines. The number matters a lot; If several of us can reach the enemy, we attack as a group (voluntary combat: several against one, we add the attack factors and take the least advantageous terrain; 1 against several, we add the defense factors. We can choose the target of an attack, from among several possible ones).

You know how much terrain can influence a combat (advantage: +; neutral: O; disadvantage: -). A + in defense against an O in attack changes a combat from 3-1 to 2-1 and, in turn, up to 2 columns for - against +. It is therefore absolutely essential that at the entrance to the houses. Where the terrain is +, there are several of us in a group to have a chance of forcing the passage. Of course, we can try to go through the windows, but their high movement cost (4 MP) prevents the retreat of wounded men. This It is therefore not prudent. On the other hand, judiciously placed archers could fire at the windows to clear them and then approach them, in order to take the defenders from behind!

-- "That's not going to work. Archery behind a window. They have average protection, and there's no question of fighting in close combat. We're not cut out for that." Interrupting the argument, a chequered knight declared:

Comparative Table Of Strengths (Based On C.H. + Siege Data)

Name	Barons				Knights			
	Mounted		On Foot		Mounted		On Foot	
State	Healthy	Wounded	Healthy	Wounded	Healthy	Wounded	Healthy	Wounded
Average Attack	30-24	15-13	15-12	7-6	24-20	12-10	23-10	6-6
Average Defense	14-4	7-6	12-9	6-4	12-8	6-4	9-7	5-3
Movement	8	8	4	2	8	8	4	2

Name	Sergeants		Hallebardiers		Billmen		Pikemen	
	Healthy	Wounded	Healthy	Wounded	Healthy	Wounded	Healthy	Wounded
Average Attack	12-10	6-5	12-10	6-5	11-9	6-5	9-6	5-3
Average Defense	9-8	5-4	8-6	4-3	7-6	4-3	7-5	4-2
Movement	6	3	6	3	6	3	6	3

Name	Crossbowmen		Archers		Peasants		Architects		Bystanders	
	Healthy	Wounded	Healthy	Wounded	Healthy	Wounded	Healthy	Wounded	Healthy	Wounded
Average Attack	7-5	4-2	7-4	4-2	7-4	4-2	4-3	2	2	1
Average Defense	7-4	3-2	6-4	3-2	5-3	4-1	5-3	3-1	2	1
Movement	6	3	6	3	6	3	6	3	4	2

-- "Just charge straight ahead and sweep away this rabble." A shrewd strategist, Sir Lacy agreed with this last proposition. Standing up to his full height, he announced:

- "The horsemen in line, the others behind, and we charge."

Shouting like madmen, Sir Lacy's troop charged forward, 20 hexes from the Village. At the end of their first turn, they were surprised to hear archers and crossbowmen emerging from the houses, taking up positions on a hilltop. Behind them, men-at-arms crowded in.

A hail of arrows. Some cavalrymen collapsed, but, launched into open ground, Sir Lacy continued his charge under a hail of arrows and crossbow bolts, which passed over the energized halberdiers now positioned at the bottom of the hilltop, protecting the archers. Still some damage to Sir Lacy's home, but this time the surviving cavalrymen were in close contact, grouping in threes against the halberdiers who retreated or were leaving, leaving behind routs in the battlefield. The victorious knights entered these breaches (adjacent after combat, stopping as soon as one is adjacent). It's an enemy.

After having unleashed their first barrage, Sir Gilbert's archers, preceding them, retreated towards the village, followed by the Italian archers. Arriving there, they turned and charged again at Sir Lacy and his men, who followed them, eager for revenge. At that moment, Sir Gilbert and his knights burst into the plain, surprising the Lacyan infantry. As they moved, they huddled around their long weapons and awaited the charge. In the village, Sir Lacy didn't know what to do. He only had knights with him, who could only enter through the doorways. It took them one turn to dismount and the same to reverse. Seeing his infantry being mistreated, he decided to return to their aid, leaving two of his dismounted knights to their sad fate. (lack of speed). The withdrawal does not go very well; Sir Lacy is wounded, he is forced to abandon many of his men, who can no longer follow the retreat. Three of his Knights are taken prisoner (if an attack is 8-1 or higher, an isolated knight surrenders on a die roll of 1 to 4). Returning to his castle, Sir Lacy heals himself (healing chart). He will be cured in 6 days, giving him time to prepare his revenge: it will be terrible!

True to his habit, Sir Lacy examines the terrain.

- The moats First, which cost 4 MP (1 if you stay in the moat), offer no cover and disadvantage those fighting inside. The battlements, towers, and loopholes from

more like a series of duels than the result of a well-developed tactic.

But the whole point of these games is this: the application of contemporary tactical concepts to medieval brawls! It's crazy to imagine the beatings these little kings would have received! The problem is, your opponent is also in 1984.

A siege: Long! Long!

Some time later, we find Sir Lacy, on the front of a strong army; he comes to lay siege to Sir Gilbert's fortified castle. A little late. for he had just brought in a final convoy of six mules (Cry Havoc) and two supply wagons (Siege), along with the rest of the garrison. This fortified castle is an imposing object.

It must be said that they were essential at the time. They served to ensure the Lord's authority over his serfs, to protect them during attacks if necessary, and to hold out long enough for help to arrive. They were always under attack because the enemy could not leave this thorn in their side (harassment of supplies by the garrison, surprise attacks on cantonments, etc.). Although they were originally stately residences, it was primarily the military aspect that the builders paid the greatest attention to. And their technique was perfected.

Moreover, the number of sieges at this time was greater than the number of battles (which often took place during sieges). But while anyone could "lay siege," taking the castle was another matter; even if one tried to starve the besieged, one risked being starved oneself. The country had to be lived on, and it was not rich. In short, many sieges were abandoned, for various reasons (overly formal defenses, unexpected withdrawal of a relief army, too long a duration, etc.), which the enemy watched him will hinder his archers. Cover is maximum (heavy). (The English inform us that knights are not allowed in these latter areas!!). Pensive, he takes a look at his camp. His tents provide some protection and cost 2 MP.

- The trench, which he wisely dug around the camp, offers maximum protection and an advantage in combat (+) for those occupying it. Its crossing cost is only 1 MP, even for knights (who, however, cannot station in it).

- The camp is well protected, because one of the little games of the siege was to come and massacre it, when the bulk of the troops were (at the resupply), this at night, playing on the effect of surprise.

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Sir Lacy looked again at the castle, its crenellated walls, its towers impassable with assault ladders, its formidable keep, and, with a doubtful air, returned to his tent. There, he summoned his architect and said to him:

"Besides that, Master Baldric, how do you intend to reduce this nest of vipers?"

"By force. Lord, by force!"

"I understand. These scoundrels are unbuyable, but by what means?"

"I propose several, Lord."

First, a full assault! Men are sent in front of them, pushing screens (or mantelets) (large wooden screens mounted on wheels and pierced with loopholes from which the besieged were fired upon). Once these men were in place, they would cover the infantry, who would then lay many fascines in the moat to fill it up.

This done, groups of 2 men carrying a ladder (at a cost of - 2 PM) go to the foot of the ramparts. It takes them 1 turn to erect the ladder (assault ladders are represented by two counters; one 2 hexes long for transport and another 1 hex long when erected).

These Games must be intended for French export. In fact, the English, unperturbed, point out that horses cannot use assault ladders to climb the ramparts!! Except perhaps Jolly Jumper! Who knows?

Study of this brief episode:

Medieval tactics

Do you know Crecy? Then medieval tactics hold no secrets for you. They were quite simple. For the attack: a cavalry charge, followed and exploited by the infantry (the objective was sometimes "treated" with heavy crossbow fire). For the defense: either a countercharge or a thick curtain of polearms, surrounded by swarms of archers. The modifications didn't go beyond rotating attacks and "chaining." Small battles were limited to simple encounters. They were

Then they climb and take the rampart; the rest is up to you.

- Yeah, that has the advantage of being simple, but you seem to forget that a man on a ladder receives a - in combat, while the ramparts are worth "0," which shifts them by one column. Furthermore, on a result of 1 to 6 (on a d10), the defender removes the ladder and its occupants! Not to mention that during the advance, The enemy archers won't be making tapestry!

"We'll send plenty of ladders," assures Master Baldric.

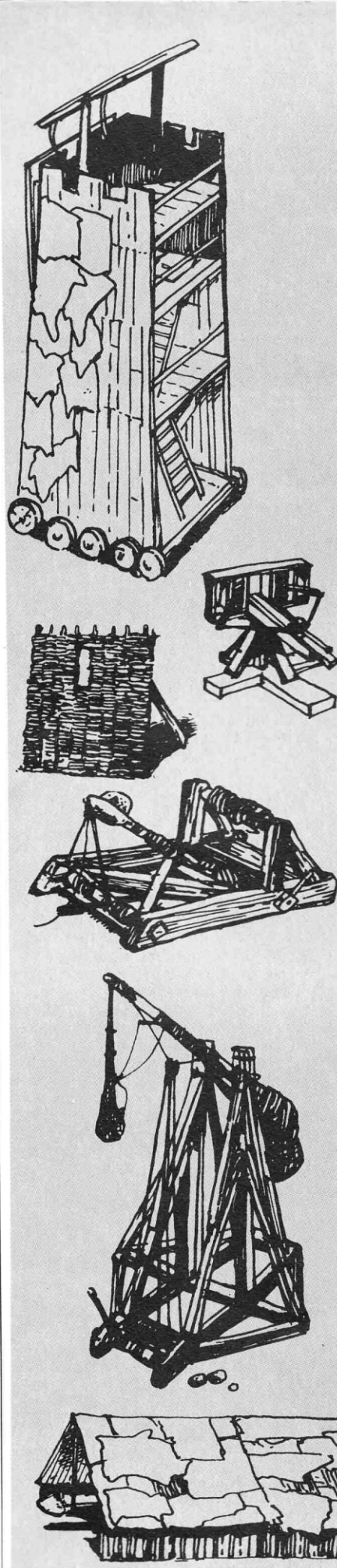
"Will you go with them?" asks Sir Lacy slyly.

"I will, my Lord, propose other solutions. First, I should point out that I have brought ballistae (a sort of gigantic crossbow, from which they originated, by the way) which were used to launch either chunks of rock (rare) or steel darts capable, according to contemporary accounts, of piercing four men! We can use them to break the morale of the besieged. They are very powerful weapons, since they are the only ones capable of killing both horse and rider at the same time, which is not bad. That being said, I ask you to take a look at this painting:

Table of Destruction

DIE ROLL	NUMBER OF DESTRUCTION POINTS USED				
	1	3	6	9	12+
1	1C	1C	2C	3C	4C
2				2C	3C
3				1C	D1 2C
4					D1 1C
5				D	D
6				D	D
7			D	D	D
8			D	D	D
9		D	D	D	D
10	D	D	D	D	D

D = The wall suffers 1 damage
C = Loss of the indicated number in destruction points on the machines



While you are reviewing this information, I would like to remind you of a few details:

- The Mangonets (or catapults) - Damage points: 11 - based on the principle of torsion: a long arm is pulled back to a horizontal position; its return is ensured by ropes acting as springs. Catapult with a stop, placed approximately 80 cm away, which provides the necessary impact to launch the projectile, usually pieces of rock. It is an obsolete weapon.

- Trebuchets (destruction points: 3) based on the counterweight principle: otherwise, it is almost the same, except the projectile is larger. Besides, the artillerymen of our era being mischievous, the trebuchets, instead of throwing the traditional stones, would sometimes use them to hurl the heads of prisoners, if not the entire prisoner (preferably alive). Range (not the prisoner's!) = 275 meters. (I took the precaution of bringing a pair). These two instruments allow us to destroy walls from a distance; we can attack the same hex with several machines, adding their destruction points. Walls can withstand 4 damage (D) before being in ruins (impassable for cavalry. 2 MP average cover but in combat).

- Towers - including the keep - benefit from a bonus due to their shape and thickness. We can note the destructions as they occur, on a special sheet (where the siege days are also counted). But, since your soldiers are clumsy, I disclaim all responsibility for any damage that may occur to the machines!

- "This will take time," Sir Lacy remarked.

- "In that case, I will build us a protected battering ram in 5 days, if I am left in peace. Listen instead: destruction value: 9 points: occupies 3 hexes - it only destroys on contact, cannot be combined, but does not suffer damage damage to the diagram. It must be dragged in a straight line and on open ground to its target. The men who operate it are absolutely safe, because I reinforce it with wooden planks, covered with wet animal hides, to prevent it from catching fire, either with flaming arrows or with flaming oil. And you know that if such fires can start, even spread, they can also be extinguished."

- "I know, I know... But don't you have in your drawers the plans for those magnificent towers that allow us to approach the ramparts, while dominating them?"

0- "Indeed, my lord. I can build, always in 5 days, a magnificent siege tower. It is 3 meters high, can carry 3 men (unfortunately not horses!) and requires 3 more men to operate it. It can only move on clear ground, including moats filled with fascines, at a speed of 2 meters per turn."

Arrows can be fired from the upper position (light cover and "O" in combat), while the two intermediate positions (— in combat) provide absolute cover. With this device, we can land directly on the ramparts' patrol path, with solo troops able to access it at the cost of 2 MP per siege tower hex. What do you say to that, my lord?

- "I want 1 siege tower, 1 battering ram, 6 ladders, and 3 screens!"

- "That will take me 20 days, my lord."

- "During these 20 days, using our two trebuchets, we will bombard the castle, so as to collapse 2 or 3 hexes of wall on the northern rampart." On the day of the assault, protected by the screens, the infantry, after filling the moat, will attack the south wall with ladders. To the west, we will send the battering ram, and the siege tower will be positioned to the east, facing the keep. It will serve to divert the defenders' attention; the same goes for the ladders. The two major attacks will be made through the breach established and especially through the one that the battering ram will inevitably make. We must try to prevent Sir Gilbert from taking refuge in his keep. If he succeeds, we will notify him."

A Game of Common Sense

Of course, there are many inaccuracies in the rules, but the tone is set: logical and simple. The few problems we encountered at the Spearhead were quickly resolved with a little common sense.

Here are a few examples:

- Fascines (large bundles of wood that were thrown into the moats to fill them): if it's not stated how to transport them, it's because they were laid at night, so each day, the player is allowed to place 1 fascine, however much he wants. If he's crazy enough to lay them during the day, it takes two men to transport one, at a cost of 2 MP (they benefit from a cover while carrying them).

- Some minor issues with missile firing. We have defined a "firing arc" comparable to the "Covered Arc" in Squad Leader (starting from the hex of the window or loophole, 2 hexes wide, then 3, 4, 5, etc., increasing in width). However, the lines of sight are simple (we lose a little realism, but we gain a lot in terms of gameplay fluidity). (This uses a ratio of the distance between the obstacle and the target, and the distance between the shooter and the obstacle; this depends on the location from which the shot is fired, the height traversed, and the obstacle itself.

For example, an archer on a siege tower (which overlooks the ramparts) will be able to shoot at a target in the castle courtyard if the distance between the tower and the ramparts is less (in hex) to the one separating the ramparts from the target. Obviously! Furthermore, given the time scale (5 seconds), while the combat is fine, some movements are a bit fast. We've reduced the movement of battering rams and siege towers to 1 hex per turn, and to one strike every 2 or 3 for the battering ram. For the screens, they have 3 MP when directed, and the shooter must be in the same hex. Furthermore, it only obstructs their elevation (treat them like a house).

One of the advantages of this game is that it can be adapted to the level of the players. Beginners will be able to play the rules. Confined players, accustomed to W.G., will make the necessary changes themselves, drawing on their knowledge of other games, retaining only the principle of the new rule they have applied to C.H./Siege, while maintaining the spirit of the game.

A Rich Game

14 scenarios (Siege + C.H.) provide a good basis for creating your own encounters. Setting up a scenario is very simple: either brute force versus mobility, or balance, or numbers versus quality, or a specific mission. It's practically enough to find a title for your scenario and it will build itself (Raids, The Heroic Defense, In Search of One's Queen, Ambush, A Drawbridge Too Far, etc.). After modifying the existing rules, nothing prevented us from creating new ones:

Initial Hidden Placement:

- In houses, undetectable until adjacent to a window or door.
- In the woods. They are automatically discovered if adjacent, on a die roll of 1-7 up to 3 hexes and 1-4 up to 5 hexes (horses and their riders can be in the woods but unmounted).

Surrender:

The rule is extended to all participants.

- **Sergeant:** from 7/1 surrenders on a roll of 1 to 5.

- **Troop:** from 6/1 surrenders on a roll of 1 to 5.

- **Infantry:** from 5/1 surrenders on a roll of 1 to 6.

Sergeants are governed by the same rule as untitled knights: infantry and soldiers are Stunned, and a man-at-arms can escort up to 4 prisoners; they only return to combat if they are freed (but at normal strength). They do not intervene in the event of an attack (it must be said that they are ignominiously roped).

Integrating Machicolations Is Difficult:

We haven't found anything that satisfies us, but you can try. Creating your own maps is quite difficult, due to the hexes (larger than standard), but with patience, you can still create some pretty maps where your own castle is drawn (I recommend the "Krack des Chevaliers," located in the holy land. Of course, it's not from the period, but to take it... hello! We rebuilt the assault army four times, after partial or complete destruction, and all without changing the layout! And after 60 days and five or six assaults, the dungeon still stood!). And then, creating your castle, your army, leads to... what?

A Role-Playing Game:

While the game has its charms alone and its surprises with two players, it continually rebounds with several players. The intrigues then take on their full dimension (and the diplomatic dimension comes into play).

Take an old map (of France, of Normandy, of Poitou...). Mark your lands on it if you are already a baron, or your residence as a knight. Alliances or allegiances are made before, during, and after the game. You are under siege. An army arrives. Is it coming to help you, or to join forces with the attacker? A cruel dilemma! Will promises be kept? To help personalize this game, I propose an evolution of the pawns, according to the following table (your character must keep a "history" with their achievements and bonuses).

Knights without a title: 3 experience points per defeated enemy: 5-15: 1/8 EP; Sergeant: 1/4 EP; Knight: 1 EP; Baron: 2 EP. For every 5 EP, they gain +1 to their melee combat roll. At 15 EP, they gain +1 to their roll against their attacker(s) (melee). Once they reach 30 EP (even 1/8), they lose all their dice bonuses, but their melee attacks will be made with a +1 advantage. They then begin to accumulate dice bonuses again, until 30 EP where they have a +2 advantage. When they reach +3, their opponents receive a -1 penalty when attacking them. -: The maximum a knight can achieve is: 2 bonus points in attack, 1 in defense, +5 to the attack roll, +2 to the defense roll and 1/8.

At this level, he is officially made a baron and gains certain privileges. What other advantages would you like to know about? It's very simple: a knight can have no more than 8 armed men under his command. A baron, however, can lead and maintain 5 knights and their men (plus their own retainers). In addition, he has his own personal guard of 10 men (peasants don't count). So, one knight = 8 men; one baron = 50 men.

Barons evolve in the same way as knights, except that only other barons are considered worthy opponents, just like knights (1 power point per Baron, 1/2 per knight). The progression mechanism is identical. Furthermore, a Baron's mere presence prevents any units from fleeing within an 8-hex radius. Similarly, units within this 8-hex radius cannot be forced to surrender. When a Baron reaches full power, he loses his special abilities and becomes a King. He can then maintain an army of up to 5 barons, plus 3 knights and their 8 accompanying men as bodyguards. Within a 10-hex radius of the King, all his units gain an additional attack and defense bonus (his bodyguard gains two bonuses), in addition to the King's own abilities as a Baron, which now extend to a 10-hex radius and prevent units from fleeing.

The king automatically gains +1 to his attack roll and -1 to his defense roll, and vice versa for his opponent. However, he cannot advance through brute force: he must defeat his opponents with his troops, not by himself. His extremely sophisticated armor grants him and his horse a +2 bonus against ranged attacks.

But before reaching the rank of king, a young knight must still kill (or capture) 180 barons!! Especially when several players are involved, the distribution of the spoils (valuable experience points) is often a matter of heated debate among the victors. This is to show you what can be achieved in a very short time, with a minimum of written rules. But these games also have another dimension.

Let's see. Each hex is 2 meters wide, and a turn lasts 5 seconds. The size of the hexes is large enough to accommodate... a... yes! a miniature figure.

We tried to integrate a group of adventurers into these games. This is valid up to level 5 (for D&D). It goes without saying that the Dungeon Master must have a perfect understanding of the rules of the board game, and also a perfect understanding of the rules of the role-playing game they are using. Spells should be modified on the fly, and injuries will be calculated according to the following scale: wounded by the type of

weapon; killed by the maximum damage of the weapon (in case of an attack on an adventurer pawn).

To match the characters, we had two options: either create character sheets for the pawns (same standard, but this hinders the flow of the game); or adapt the adventurers to CH/Siege. That's what we did, based on the following table:

- Mobility: same as CH/Siege (knights are in plate armor: 4 and 2, other armors 6 and 3). When an adventurer reaches half their hit points, their movement speed is halved.

- Attack Points: 1 per Strength point and 1 more for every 10% above 18, for a maximum of 28 points (18-20 = 20 points).

- Defense Points: depending on the armor class: 10 = 1 pt; 9 = 2; 8 = 3; 7 = 4; 6 = 5; 5 = 6; 4 = 7; 3 = 8; 2 = 9; 1 = 10; 0 = 12; -1 = 14; -2 = 16 (maximum).

Attacks by adventurers against minions are governed by the rules given above. Attacks by adventurers against other adventurers are governed by the CH/Siege rules.

- Bonuses: Strength bonuses to hit are added to the attack roll. A warrior class gains one additional attack die every three levels. Dexterity bonuses to hit are added to ranged attack rolls (except for ballistae).

- Spells: As mentioned above, these must be adapted on the fly by the game master, without going into too much detail.

As you can see, the modifications here are also minimal and straightforward. The advantage of this approach? Very simple: this is a theme we will expand upon. A local king entrusts a small army to a group of adventurers, with the mission of capturing a castle. Thrilled, the players divide up the troops and cheerfully set off to attack. And that's when we saw 5th-level warriors have their entire contingent wiped out in just a few rounds, completely incapable of organizing anything.

Yes, having an 80% chance of succeeding at commanding a unit and actually commanding one are two very different things.

Indeed, there is a huge difference! (It is at the foot of the rampart that one sees the warrior!) In short, a lack of coherence, initiative, and tactics. After these initial setbacks (and with the arrival of reinforcements), the more cautious adventurers sought information and discovered an ancient underground passage leading to the castle. They took it, made many (unfortunate) encounters, but nevertheless managed to enter the castle. Their objective was to seize the drawbridge and hold the guard post until the arrival of the army. Here again, the lack of coordination and preparation led to the second destruction of the attacking army, as well as the death of several characters... And yet! What a beating they gave the militias in role-playing games! So, great warrior, let's see what you're capable of!

One game + 3

1) A classic and enjoyable medieval wargame.

2) Character customization, diplomatic evolution.

3) Introducing adventurers into medieval conflicts.

3 in 1, some might say? No! I would say 1 good game and 2 variations on the theme. 1 the real "warrior education" (and not as a result of dice rolls) of armed troops in role-playing games will perhaps, I don't know if you're interested, surprise me, if I have time, be the subject of another article. Tentative title: "A new race of warriors: The Armored Men."

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