

Hex Nr on the strategic map

The Templars' Castle

Siege Reference Sheet

Crusader ☐

Saracen ☐

Mongol ☐

At the beginning of each day of the siege, each player rolls 1D10. The besieger adds 4 points to the number rolled.

Whoever obtains the highest final number wins the initiative for that day. In case of a draw, the besieger wins the initiative.

> If the besieger has the initiative he can choose between launching an assault (A), battering the ramparts (B), or negotiating for the surrender of the garrison (N).

> If the defender has the initiative, he can choose between a sortie for re-supply (SR) or a sortie against the besieger's camp (SC).

The abbreviation for the action chosen is written into the box for the relevant day.

At the end of each day of the siege, the defending player subtracts from his remaining supply points 1 point for each living defender (*), and writes the new total in the box for that day.

If some characters have been wounded during the day, the players roll 1D6 for each wounded character and note the character's name onto the date box when he will be healed (see Healing Table).

Each date box will also record damage done to siege engines and losses among draft animals and carts.

(*) 1/2 point if the defenders are only receiving half-rations, 1/4 point if they are only receiving quarter-rations.

DAYS OF SIEGE (1 day of the strategic game = 3 days)

1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45

A = Assault

B = Battering

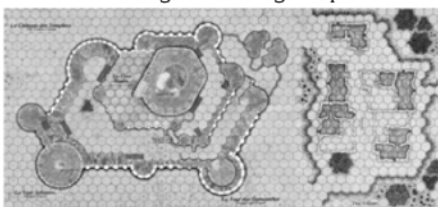
N = Negotiations

SC = Sortie against camp

SR = Sortie for re-supply

SORTIE FOR RE-SUPPLY

Placing of the Village map



HEALING TABLE / 1D6

For each character wounded at the end of a battle or an assault (siege), 1D6 should be rolled and the table below consulted:

Number rolled on die:	The character heals:
1 or 2	1 turn later
3 or 4	2 turns later
5	3 turns later
6	Re-roll the die

Re-roll:

1 or 2 - The character dies from his wounds

3 to 6 - The character heals 5 turns later

Note: The "turns" referred to here are turns in the strategic game.

1 turn = 3 days of siege.

SURRENDER TABLE / 1D10

The Besieging Player rolls 1D10 and adds the modification points which apply to the siege concerned:

+1 if the numbers of the besiegers are at least twice those of the defenders,
or +2 if the numbers of the besiegers are at least three times those of the defenders

+1 if the defenders are only receiving half-rations,
or +2 if the defenders are only receiving quarter-rations

+1 if the besiegers have succeeded in making a breach in the outer battlements of the castle or town,
or +2 if the besiegers have gained control of the ramparts,
or +3 if the besiegers hold the ramparts and have succeeded in making a breach in the wall of the citadel (of town or castle) or the keep (of the border castle),
or +4 if the besiegers control all of the castle or all of the town, with the exception of the keep (this does not apply to the border castle)

If the modified number is 12 or more, the castle or town will surrender.

Less than 12: the siege continues.

Automatic surrender: A garrison will automatically surrender if there is nothing left to eat or if all the characters able to exercise command are dead.