

The Templars' Castle

Battering Reference Sheet

On days when the besieger batters the walls, mark a cross on the relevant hex each time that he obtains a "D" result on the Battering Table. Four crosses are needed to destroy one rampart hex at the front of the battlements. One cross is enough to destroy a rampart hex that is not in direct contact with a battlement. On the next assault, the besieger should place a "demolished wall" (rubble) counter on each destroyed hex.

Note. The rampart hexes that are not in direct contact with a battlement cannot be battered until the nearest battlement has been destroyed.

Hex number on
the strategic map

Battering Tables / 1D10

Die roll*	Number of battering points									
1	3	6	9	12	&+					
1	1C	1C	2C	3C	4C					
2		1C	1C	2C	3C					
3				1C	D/2C					
4					D/1C					
5					D	D				
6					D	D				
7				D	D	D				
8				D	D	D				
9		D	D	D	D	D				
10	D	D	D	D	D	D				

Explanation of results:

- D : The wall has been damaged
 - C : The specified number of battering points cannot be used because of wear to the engines
- (this does not apply to battering rams)

(*) Modifications to the number obtained

- on the die:**
 - 1 for round walls and walls at height level 2;
 - 2 for walls of the Solomon Tower and Upper Courtyard;
 - 3 for walls of the keep,
- and for the tower linked to the keep.

Note: These modifications are not cumulative.

Battering points per siege engine

- Mangonel: 1 point
- Trebuchet: 3 point
- Battering ram: 9 points

- Crusader ☐
- Saracen ☐
- Mongol ☐

