Guiscard

SIEGE RECORD SHEET

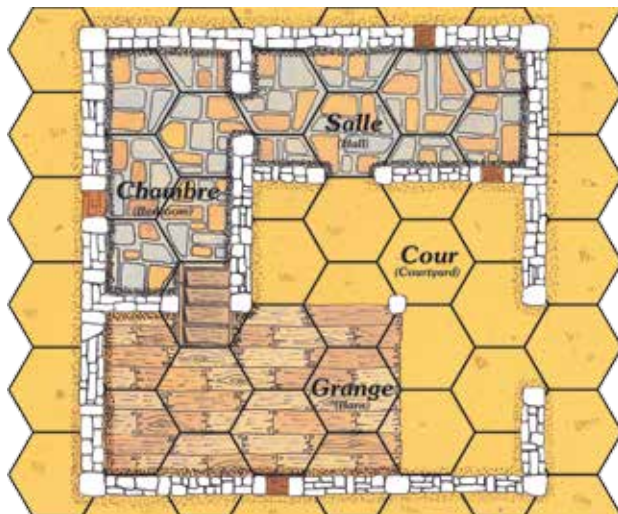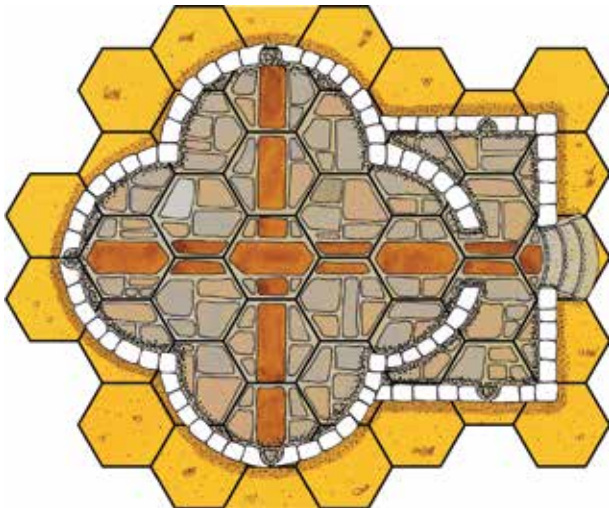## Game sequence

On day 1, the besieged player needs to check the status of his supplies, which will determine the number of days it can hold if he can repel all the assaults. He then should follow a sequence which is repeated every day:

1 - Roll 2D10 to know if any random event could change the course of the siege (see § 11.6).

2 - Roll 1D10 to know who will get the initiative this day (see § 11.1.3).

3 - Bring the characters who were wounded the previous days and who healed back into play.

4 - The player who won the initiative decides which action he wants to perform (see § 11.4).

5 - 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 (see § 11.1.5).

6 - After all actions have been performed, the siege marker is moved down one day on the Record Sheet.

Fire Table

Die	Spreading Fire	Flaming arrow vs: Stone thrower, Greek Fire	Flaming arrow vs: Gate, Stockade	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	

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

Siege Track

26	25	24

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

Wounded Characters	Equipment under Construction	Stone Throwers

Battering table

Die roll	1 D	1 S	1 W	2 D	2 S	2 W	3 D	3 S	3 W
1	1C	1C	1C	1C	1C	1C	1C	1C	1C
2									
3									
4									
5									
6									D
7						D		D	D
8			D		D	D	D	D	D
9		D	D	D	D	D	D	D	D
10	D	D	D	D	D	D	D	D	D

Key:
D : The structure is damaged
C : Number of destroyed battering points due to damages to the siege engines.

D : Double stone wall (Byzantine tower)
S : Simple stone wall (farm, chapel)
W : Wooden structure (stockade or gate)

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 the besiegers have at least twice the number of characters than that of the defenders;

Or +2 If the besiegers have at least three times the number of characters than that of the defenders.

+1 If the besiegers have breached the stockade or the building wall;

Or +2 If the besiegers hold the stockade;

Or +3 If the besiegers control the stockade, and have breached the tower walls.

> If the modified number reaches 12, the castle or building 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.