

Name of the village

Battering Tables / 1D10

Stone Walls

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

Palisades & platforms

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

Explanation of results:

- D : The wall has been damaged / The palisade is destroyed
- 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 ; keep of the castle.

Battering points per siege engine

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

The Fortified Village

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. One cross is enough to destroy a rampart or palisade hex. On the next assault, the besieger should place a rubble counter on each destroyed hex.

Note. Battering the village or castle gates from a distance also causes the destruction of the relevant part of the wall. On the other hand, battering a gate with a battering ram during an assault will only affect the opening itself. The gate cannot then be closed until the assault has ended.

