

10 SIEGES

10.1 Siege equipment types

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Filled Moat	2 on foot, impassable for horses	None	0
	Siege Tower	2 on foot, impassable for horses	Inside: infinite On top: light	0 -
	Ram / Penthouse	2 on foot, impassable for horses	Infinite	-
	Belfry Ground level	2 on foot, impassable for horses	Infinite (except from rear: none)	-
	Belfry Higher levels	1 on foot, impassable for horses	Infinite (except upper level: light)	0
	Belfry Level 2 Lowered drawbridge	1 on foot, impassable for horses	None (for shoots at the same level or higher)	+ (for hexes adjacent to battlement)
	Belfry Winch	2 on foot, impassable for horses	Light (if drawbridge lowered)	-
	Upright Ladder	3 on foot	None	-
	Rubble	2 on foot, impassable for horses	Average	-
	Mine	2	Shooting impossible	-

10.2 Filled Moat

Before starting an assault on the ramparts, the besieging player places 'Filled moat' markers on the moat hexes of his choice. The number of available 'Filled moat' markers will be stated in each scenario.



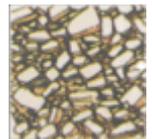
Filling a part of the moat not only makes the movement of characters on foot easier, but it is also the only means by which siege towers and battering rams can be pushed up to the walls.

In scenarios covering several days of siege, the 'Filled moat' markers are removed at the end of each day and distributed afresh before another assault.

10.3 Rubble

10.3.1 Placing the markers

In scenarios that only cover a single day, such as Scenario 2, the attacker places Rubble markers in the same manner as 'Filled moat' markers. However, when the scenario covers the whole length of the siege, the Rubble markers are only placed on those hexes that have been destroyed by the besiegers' mangonels, trebuchets and battering rams.



10.3.2 Shooting and cover

It is possible to shoot into or across a rubble hex. The breach so created allows shooting at the interior of the castle. Characters on Rubble hexes benefit from medium cover irrespective of the direction from which they are shot at.

10.3.3 Movement

When a Rubble marker is placed on a battlement hex, castle wall or arrow-slit, this hex becomes accessible from all the hexes around it, unless there is an intact wall that blocks passage. Characters can thus move from a moat hex (whether filled or not) or a battlement hex into a Rubble hex by spending 2 Movement Points.

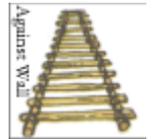
However, in order to move from a Rubble hex onto a battlement hex, tower hex or keep hex, a character must spend 3 Movement Points.

10.4 The Scaling Ladder

10.4.1 The height of the ladders

Scaling ladders allow all heights corresponding to 1 or 2 levels of elevation to be reached. It is impossible to achieve heights of more than 2 levels with a ladder.

Note that the towers cannot be scaled, nor can the two gate-tower wall sections next to the drawbridge of the frontier castle.



10.4.2 Carrying and raising the ladder

A scaling ladder can be carried by any two characters. Use the 'horizontal ladder' counter and place the characters on top of it. Characters carrying a ladder cannot engage in combat or shoot; their movement allowances are both reduced by 2 Movement Points.

When one (or both) of the characters reaches a hex adjacent to a battlement hex, they can then raise the ladder. Replace the 'horizontal ladder' counter with an 'upright ladder' counter, which must be placed in one of the two hexes previously occupied by the horizontal ladder and pointed at an adjacent battlement hex-side.

Two characters on a rampart can lift up a ladder so long as it is currently in a vertical position and both are adjacent to the ladder without either being adjacent to an enemy who is in a position to attack. For this operation, each character spends 4 movement points. A "horizontal ladder" counter must then replace the "vertical ladder" counter. This counter is placed on the hexes occupied by the two characters.

Similarly, two characters carrying a ladder on a rampart can slide it to one side or the other at any time so long as they are not adjacent to an enemy in a position to attack and at least one of the two is at the edge of the rampart. The lower hex, on which the ladder will be set up vertically (the counter will have to be changed), must be unoccupied and adjacent to one of the two carrying characters. For this operation each character spends four movement points. The ladder can be used in the same turn that it is installed.

Note: Any movement of a ladder is impossible if there is a character on it, or if an enemy character is on a hex adjacent to the bottom of the ladder.

10.4.3 Movement

Climbing up or down a scaling ladder costs 3 movement points. Characters can move from the top of a ladder into the battlement hex that the ladder is resting against at a cost of 4 Movement Points or as a result of Advance after Combat.

If the ladder covers 1 level of elevation it is possible for a character with 8 movement points to climb a ladder and move onto a rampart hex [which costs 4] during the same game turn, so long as the ladder had been raised on a previous turn. On the other hand, if the ladder covers 2 levels of elevation, the character who climbs up or down it must end his turn on the ladder, however many movement points he has remaining.

10.4.4 Moving an upright ladder

An upright ladder can be moved one hex, or faced in a different direction within the same hex, by two characters adjacent to the ladder hex. Each character spends 2 Movement Points to carry out this process. It is impossible to move or turn a ladder if someone is on it.

10.4.5 Shooting and combat

A Bowman at the top of a ladder can only shoot into the battlement hex facing him. His target will still benefit from heavy cover.

Characters on a ladder do not benefit from any cover and are considered to be in disadvantageous terrain (-) in the event of combat.

10.4.6 Toppling a scaling ladder

A character on a battlement hex that is facing the top of a ladder may attempt to topple the ladder instead of normal shooting and combat.

The attempt takes place during the character's Combat Phase. Roll one die:

- > 1-6: The ladder is toppled.
- > 7-10: The ladder stays in place.

If a ladder is toppled, replace the 'upright ladder' counter with a 'horizontal ladder' counter. This must be placed by the player that toppled the ladder so that one of the halves of the horizontal ladder still occupies the original ladder hex. Any character that was on the ladder falls down and must be placed by his owner in one of the hexes adjacent to the upright ladder hex, but not (of course) in a battlement hex.

The fallen character may be placed on top of another character or on top of the toppled ladder. The character is automatically wounded by his fall, and if he ends up stacked on top of another character that other character will be stunned. A character that is already wounded or stunned will be killed. Ladders do not have any effect on characters below if they topple onto them.

10.4.7 Toppling a ladder from below

A character can attempt to topple a ladder from below in exactly the same way as if the attempt had been made from above (see rule § 10.4.6). To do this the character must be on a hex adjacent to the bottom of the ladder.

10.5 Screens

10.5.1 Moving the screens

A character can move a screen if he is on the same hex, but his Movement Allowance is reduced by 2 MPs. All the terrain types that are impassable to horses are also impassable to screens, with the exception of Filled Moat hexes.



10.5.2 Facing and cover



Once on the map, a screen must be faced in an exact manner: the base of the screen must be placed along one hex-side. In the interests of clarity we recommend that you cut the counter along the line of the base of the screen, the easiest method being to cut off that corner.

If a line of fire crosses the front edge blocked by the facing, or one of the two adjacent hex-sides, a character in the screen hex will benefit from heavy cover, wherever the shooter is shooting from. If this is not the case,

the screen will offer no cover because the shooter will in fact be on the same side of the screen as the target character.

10.5.3 Restrictions on shooting and movement

The hex occupied by the screen will block the line of fire of characters at the same level of elevation.

A character in a screen hex can shoot in any direction.

Screen hexes are impassable to horses.

10.5.4 Restrictions on combat

No combat is possible across the hex-side blocked by the facing of the screen. It is also impossible to retreat through this hex-side.

10.6 Siege Towers

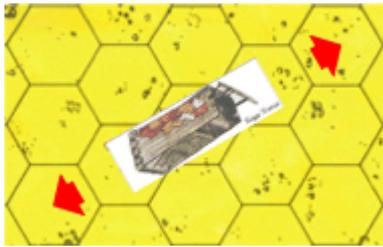
10.6.1 Description

The siege tower occupies three hexes and consists of two main levels. Characters inside the siege tower (on the lower level) are placed under the counter; characters on the upper level of the tower are placed on top of the counter.

Siege towers allow all heights corresponding to 1, 2 or 3 levels of elevation to be reached.

10.6.2 Movement of siege towers

Three characters inside the siege tower can move it at a rate of 2 Movement points per turn. Movement can only be made in a straight line, either forwards or backwards (see the illustration below). At the start of the assault, the attacking player brings on the tower through one of the hexes at the board edge, having faced it in the desired direction.



If one of the characters moving the tower engages in combat, the siege tower will not be able to move during the following turn. A siege tower can only move over flat terrain or filled moat.

Siege towers and battering rams (see § 10.14) can, where needed, pivot on their centre by one hex to the right or left. This manoeuvre takes one full game-turn. They can also move backwards. As a result, towers and rams can on occasion reach the inside of the castle or town so long as

their movement is over flat terrain, drawbridge or filled moat.



10.6.3 Movement in the interior of a siege tower

A siege tower can carry 3 character on its upper level, additional to the 3 characters that push it. A character entering a siege tower hex must spend 2 Movement Points if he wishes just to pass through it or stop at the lower level. To climb to the top of the tower he will also have to spend a further 2 Movement Points. Movement between hexes on the same level only cost 1 MP per hex. Consider that each hex on the lower level also connects to the hex immediately above it on the upper level, and vice versa.

10.6.4 Shooting from a siege tower

For a range of 10 hexes from the upper level hex where he is standing, a shooter will ignore characters and other obstacles below him. However, shooting is not possible if a character from the same side as the shooter is adjacent to the target and at the same level of elevation as him (although for greater realism you can use the optional rule *Errare Humanum Est*). In addition, targets on scrub and slope hexes will not benefit from any cover within that range.

A siege tower always tops the rampart that it attacks by one level. Consequently it is possible to shoot from the top of a siege tower into the fortification so long as the restrictions on shooting are satisfied (see above). The defenders only benefit from cover if they are immediately behind a battlement or in a covered area of the town or castle.

Note: Trees, the keep and the castle towers continue to block any line of fire. It is, however, possible to shoot over the battlements from the upper level of the siege tower if the character inside the castle is at least as far away from the wall as the shooter (treating the wall for the purposes of this calculation as if it straddled both of the two adjacent hexes).

10.6.5 Restrictions on shooting and cover

It is possible to shoot into a siege tower hex but not across it.

Characters on the top of the siege tower benefit from medium cover when anyone shoots at them from levels 1 or 2. When the shooter is on level 3 or above, they only receive light cover.

Characters inside a siege tower benefit from infinite cover, but cannot shoot.

10.6.6 Movement and combat from a siege tower

When a siege tower is adjacent to one or more battlement hexes, the characters on the upper level can move into these hexes unless enemy characters occupy them. Moving from a siege tower hex into a battlements hex (or vice versa) costs 2 Movement Points. It is also possible to take advantage of Advance after Combat to achieve such movement.

Characters on the upper level of a siege tower and those on the battlements can engage in combat as soon as the hexes are adjacent. Combats can also take place on the three hexes that comprise the upper level of the tower. On the other hand, no combat is possible between characters on different levels of the siege tower. Characters inside the siege tower (on the lower level) can attack and be attacked from adjacent hexes at ground level.

10.6.7 Stacking

There can be three characters each occupying one hex on the lower level of the tower and three other characters each occupying one hex on the upper level of the tower.

These are placed respectively beneath and on top of the siege tower counter, so there can be in this manner two characters in the same hex.

10.7 The Belfry

10.7.1 Description

10.7.1.1 The various components

The belfry is made of 5 parts:

- > The ground level, with the wheels, is used for the characters that move the belfry.
- > The Level 1 is just an intermediary level to reach the next level and provides cover for characters ready to assault. Note that this level is not used when attacking a rampart with only one level of elevation (see § 10.7.2)
- > The Level 2 is the assault level through the drawbridge.
- > The drawbridge can either be raised or lowered. The marker is only used when lowered.
- > The Level 3 is used to shoot at the enemy on battlement hexes from a higher elevation.



The front of the belfry is vertical, so the front of any level counter (black arrow) is always located at the same position on the map. For additional, flame retardant purposes, fresh cut skins cover the front of the belfry.

10.7.1.2 The ladders

Characters can move up or down between levels 1, 2 and 3 by means of internal ladders (use Upright Ladder markers).

These ladders can be either fixed or removable based on the scenario parameters: fixed ladders would help defending characters fight back inside the tower while removable ones would add tactical challenges.

When ladders are removable, an external crew must raise a ladder when the tower is stopped to move up or down level 1 from the ground.

Even if ladders are fixed, the tower must always be stopped to move up and down level 1 from the ground.



10.7.1.3 On-map/Off-map counters

Only the ground level is positioned on the map when the tower is more than 2 hexes away from any rampart.

When the tower is in position to lower its drawbridge, the level 2 and drawbridge counters are positioned on the map.

It is recommended to keep an additional belfry sheet to position characters on off-map levels.



10.7.2 Height of the belfry

Although displayed with 3 levels, the height of the tower will be adjusted down to 2 levels when the attacked rampart is only one elevation high. Simply don't use the Level 1 counter and consider the Level 2 & drawbridge counters to be at 1 level of elevation and the level 3 counter to be at 2 levels of elevation.

If the attacked rampart is 3 levels of elevation, we will then consider the Level 1 counter to be actually 2 levels of elevation and it will take 6 MP to climb up or down the ladder to reach the drawbridge level.

10.7.3 Cover

Characters located at ground level or level 1 benefit from infinite cover.

Characters located at level 2 benefit from infinite cover when the drawbridge is raised. When lowered, they don't have any cover against missiles shot through the drawbridge hexes. Characters behind lateral arrow-slits benefit from medium cover when shot through the slit.

Characters located at level 3 benefit from medium cover when being targeted through the arrow-slits.

The belfry is entirely open at the back. If shot at from behind the tower, characters at ground level do not enjoy any cover, while those located at higher elevations receive light cover if located on the rear border hexes; players can optionally use the elevation level rules found in § 9.6.1 if shooting at targets further inside the tower.

10.7.4 Moving the belfry

At least 8 characters at ground level are required to move the belfry at a rate of 2 Movement Points per turn. Movement is restricted to 1 point per turn if there are only 4 to 7 characters at ground level. Below 4, the tower cannot move. Movement can only be made in a straight line, either forwards or backwards. At the start of the assault, and if only a castle map is used, the attacking player brings on the tower through one of the board edges to display at least one hex, having faced it in the desired direction.

Because of its 8 wheels, the belfry cannot pivot on any axle.

The belfry can only move over flat terrain or filled moat.

If one or several characters moving the belfry engage in combat, the belfry will only be able to move up to the allowance of the remaining characters located at ground level during the following turn.



Example: 3 out of the 10 characters moving the belfry are being attacked from the rear. The remaining 7 characters will only be able to move the tower by 1 point during the following turn.

Once a belfry drops its drawbridge, it becomes impossible to move it.

10.7.5 Movement in the interior of a belfry

A belfry can carry up to 10 characters each at levels 1 and 2, and 6 at level 3, additional to up to 12 characters that push it at ground level. A character entering a ground level belfry hex must spend 2 Movement Points. To climb to a higher elevation of the tower, he will also have to spend a further 3 Movement Points per level. Movement between hexes on the same level only cost 1 MP per hex. Characters on ladders are considered to be at an intermediate level.

10.7.6 Restrictions on shooting

It is possible to shoot into a belfry hex but not across it. When the belfry is moving, characters shooting from inside the tower will add 1 to the result of the dice roll on the missile results tables. All shooting rules displayed above apply.

10.7.7 Shooting from a belfry

The Level 3 of a belfry always tops the rampart that it attacks by one level. Consequently it is possible to shoot from the Level 3 of a belfry into the fortification so long as the restrictions on shooting are satisfied. The

defenders only benefit from cover if they are immediately behind a battlement or in a covered area of the town or castle.

When shooting from Level 2 through the lowered drawbridge or arrow-slits, characters on battlement hexes benefit from heavy cover.

10.7.8 Movement and combat from a belfry

When a belfry is only one hex away from one or more battlement hexes, 2 characters located on both winch hexes on level 2 can lower the drawbridge. Neither can move nor have combat (including shooting missiles) for one full turn. At the end of this turn, the drawbridge may be lowered. At that time, you can replace the ground level piece by the level 2 piece on the map with its drawbridge lowered upon the battlement hexes.

Any character on a battlement hex that will be under the drawbridge once it is lowered rolls 1D10:

- > If the result is 1-5, the defending character retreats 1 hex but is unharmed (standard restrictions apply);
- > If the result is 6-7, the defender retreats 1 hex and is stunned;
- > If 8-9, the defender retreats 1 hex and is wounded;
- > If 10, he is killed by the drawbridge.
- > If the defender is wearing armour, add 1 to the die roll (to reflect his limited ability to leap away from the falling wooden mass).

Moving from a drawbridge hex into a battlement hex (or vice versa) costs 2 Movement Points. It is also possible to take advantage of Advance after Combat to achieve such movement.

Characters on the drawbridge of a belfry and those on the battlements can engage in combat as soon as the hexes are adjacent. Combats can also take place on any hex that comprises any level of the tower. On the other hand, combat is only possible between characters on different levels if one is on a ladder and the other adjacent. Ladders inside a belfry are fixed and cannot be toppled. Characters on the ground level can attack and be attacked from the rear hexes.

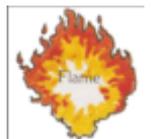
10.7.9 Setting fire to the belfry

Rules in § 10.9 for setting light or using flaming arrows apply. The 1:10 hit ratio only applies for hits to the front of the tower, because of the retardant effect of the fresh cut hides. Any hit at the sides or rear of the tower is resolved using the Flaming arrow vs trebuchets/mangonel/ballista rule, or 3:10 (§ 10.8.4).

10.8 How To Ignite And Extinguish A Fire

10.8.1 How to light a fire

A character can set on fire a siege engine or tent hex by remaining on an adjacent hex for a whole turn. If, during the turn following his arrival in that hex, he has not been dislodged by his opponent and he has not moved throughout his Player Turn, the character can set fire to one adjacent hex instead of normal shooting or combat. Place a Fire marker on the target hex in the Combat Phase.



Note: A character in a battlement hex cannot set fire to a siege engine in this way. He will have to use flaming arrows or barrels of boiling oil.

10.8.2 How the fire spreads

At the end of his opponent's Player Turn, a player determines whether or not the flames have spread from any hexes that he has set alight. The fire can only spread into an adjacent hex if that hex contains a siege engine or part of a siege engine, a tent or part of a tent. Roll the die once for each adjacent hex that meets the criteria, and consult the Fire Table under the 'Spreading Fire' column (see the Play Sheet). This rule does not apply to any fire that the opponent has succeeded in extinguishing during his Player Turn.

10.8.3 How to extinguish a fire

A character can attempt to extinguish the flames if he is adjacent to a hex on fire. Each character can make one attempt per turn in relation to just one hex. A number of characters may each make a separate attempt at the same hex. A character cannot move, shoot or fight during the Player Turn that he attempts to extinguish the fire. Roll one die during the Combat Phase and consult the Fire Table under the 'Dousing Fire' column.

10.8.4 Fire table

Die Roll	Spreading Fire	Barrel of Oil	Flaming arrow vs:		Dousing the Fire
			Trebuchets, Mangonels, Ballista, House	Siege tower, Ram, Hoardings, Penthouse, Gate, Stockade	
1					D
2					D
3					D
4					DA
5					DA
6					
7	F				
8	F	F	F		
9	F	F	F		
10	F	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.

10.8.5 Evacuating a fire hex and restrictions on movement

If the fire catches in or spreads into a hex containing a character, he must immediately retreat one hex otherwise he will be wounded in the first turn and killed in the second. Once a hex is on fire it becomes impassable.

A stunned character in a fire hex regains his senses immediately if he rolls 1-6 on the die. If he fails the die roll, he perishes in the flames!

10.8.6 Damage caused by the fire

If a hex burns for three turns in a row, its contents are completely destroyed. In order to record the passage of turns, use blank counters on which the numbers 1, 2 and 3 have been marked.

Note: The whole engine is considered to be destroyed if just one hex of a siege engine burns for three turns in a row.

10.8.7 Setting hoardings on fire

Attackers may set light to the hoarding, despite the retardant effect of the freshly cut hides. The hoarding is treated the same as a siege tower or a battering ram in the Fire Table (i.e; only 1 chance out of 10 to set it on fire with a flaming arrow). Fire can spread to adjacent hoarding hexes. Entering a hoarding hex that is in flames is impossible.

10.9 Flaming arrows

Archers can shoot arrows soaked in burning oil instead of normal arrows. These arrows are ineffective against characters but can set siege engines on fire.

Flaming arrows can only be shot at targets that are at short range. Instead of consulting the Missile Results Tables, the player concerned rolls one die and consults the Fire Table under the column corresponding to the type of target engine (which includes both the difficulty of hitting the target and the difficulty of setting it alight).

If the fire catches, immediately place a Fire marker on the hex in question..

10.10 Barrels of boiling oil

Defenders can empty barrels of boiling oil, that had been placed on the battlement hexes, into adjacent hexes onto the heads of the attackers and onto siege engines below. It is possible to empty boiling oil onto characters on a ladder, onto rubble hexes or into a siege tower.

Characters on the upper level of a siege tower are however out of range, although they would still have to evacuate the hex if it caught fire.



A character emptying boiling oil must do this during his own Player Turn, in the Combat Phase. He cannot shoot or fight normally during that Player Turn.

When a character moves carrying a barrel of oil, place the two counters together. The character reduces his Movement Allowance by 2 MPs.

Any attacker hit by boiling oil and not protected by a siege engine immediately suffers an attack at 8:1 on the Combat Results Table against characters on foot. A character protected by a siege engine will only suffer an attack if the engine catches fire. To determine if the engine does catch fire, the player concerned rolls the die and consults the Fire Table under the 'Barrel of oil' column. If the fire catches, turn over the barrel counter to the Flames side and resolve the combat at 8:1.

Whatever the result of the combat, the character attacked must retreat immediately.

If the fire does not catch, remove the barrel counter.

When an attack is directed solely against a character and not against a siege engine, the barrel counter is automatically removed after resolution of the combat.

Important note: All the rules in § 10.8 concerning fires (how it spreads, how to extinguish it, evacuation and damage) also apply to flaming arrows and to barrels of boiling oil.

10.11 Ballistas

10.11.1 Operating a ballista

A ballista can shoot every three turns, at the same time as crossbowmen. Two characters must be adjacent to the ballista during those three turns for it to work. At least one of them must be an engineer (whether wounded or healthy). To determine the result of the shot, roll a die and consult the Missile Results Table for the relevant target.



Note: To show the passage of turns, mark three blank counters with the numbers 1, 2 and 3, and place each counter on the ballista in the corresponding turn.

10.11.2 Movement

Besiegers and defenders can both use ballistas. Transported by 4 characters, who can do nothing else during the turn, a ballista can be moved 2 hexes per turn on flat terrain or 1 hex in obstructed terrain (scrub or stairs). The besiegers can if they wish protect their ballistas with screens. Before the assault, the defenders can place their ballistas wherever they wish within the castle or town.

10.11.3 Restrictions on shooting

It is impossible to shoot across a hex containing a ballista.

10.11.4 Restrictions de mouvement

No character can enter or pass through a hex occupied by a ballista.

10.12 Breaching the walls of a castle

10.12.1 The means available to the besiegers

Several types of siege engine can be used to destroy a castle, town or caravanserai walls including mangonels, trebuchets and battering rams. Mines are also very effective to breach the walls of a castle. Trebuchets and mangonels hurl huge stones over long distances, and in the scenarios they are normally positioned off the map. Battering rams and penthouses, on the other hand, must be moved on foot to the wall so as to batter it directly or mine under. While battering at a distance prevents any other type of activity, the battering ram and the penthouses can be used during the assault on the castle.

10.12.2 The siege record sheets

Damage inflicted on the castle walls is noted down on the Siege Record Sheet of each map. This sheet contains a Battering Table, and a scale plan of the castle, which allows the result of actions directed against a particular hex to be recorded as soon as it happens. The explanations on the sheet itself summarise the rules for the operation of the various siege engines described in this section.

10.12.3 Different levels of demolition

The various walls and structures are destroyed in several stages that are dependent on their inner strength:

	Stone Wall (or similar) (S)	Adobe Wall (A)	Wooden Structure (W)
	Siege Castle Templars' Castle Castell Arybrynwrthymör Medieval Town / Fortified Harbor Main gate Portcullis	Caravanserai Village	Hoardings Stockade Bridges Postern or door Wattle & daub walls
1	Structure slightly damaged	Wall damaged	Structure demolished
2	Structure damaged	Wall demolished	
3	Structure severely damaged		
4	Structure demolished (rubble)		

Each stage of demolition marks one successful battering (a result of 'D' on the Battering Table).

When battering from a distance, demolition is limited to one stage per day for each target hex. In contrast, use of a battering ram allows for progression through several stages of demolition of a hex during one single assault. Although the battering ram is a very speedy and effective engine of demolition, it is also more dangerous to use and easier to neutralise.

Damaged hexes are treated as normal in relation to movement, combat and cover until they have been completely demolished.

10.12.4 Result of demolition

When a structure hex (stone, adobe or wood) has been demolished, place a Rubble marker on the hex. Any character in the hex at the moment that the demolition is completed will be wounded by the collapse of the structure.

10.12.5 Battering structures

Each day, the besieger chooses which hexes he will batter – battlements, towers or keep – and how many engines he will assign to each hex. He adds up the total of battering Points against each hex and consults the Battering Table. The result is impacted by the strength of the targeted structure.

- > **S** for a Stone wall (or similar);
- > **A** for an Adobe wall (Caravanserai) ;
- > **W** for a Wooden structure (stockade, hoardings, etc.)

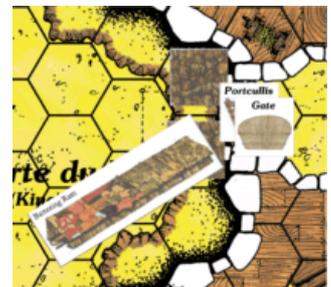
The besieger rolls one die per hex. Modifiers are applied if a tower or keep hex is being battered to reflect the greater resistance of round walls and their greater thickness.

The keep walls cannot be battered until at least one hex of the outer walls has been demolished. Only the 3 keep wall hexes that are closest to the breach can be battered.

When a gate is represented as a separation between 2 hexes (like on the SIEGE castle map), the two castle wall hexes next to the drawbridge are treated for battering purposes as if they were normal battlement hexes.

When a main gate hex is made of a portcullis and a gate, each defense element must be battered separately, starting with the outwards defense first.

Example : The battering ram will first need to destroy the gate, then the portcullis to give access to the entrance of the Saxon Harbor.



10.12.6 Battering table

Die	1			3			6			9			12 & up		
	S	A	W	S	A	W	S	A	W	S	A	W	S	A	W
1	1C	1C	1C	1C	1C	1C	2C	2C	2C	3C	3C	3C	4C	4C	D/4C
2							1C	1C	1C	2C	2C	2C	3C	D/3C	D/3C
3										1C	1C	D/1C	D/2C	D/2C	D/2C
4											D	D	D/1C	D/1C	D/1C
5									D	D	D	D	D	D	D
6								D	D	D	D	D	D	D	D
7						D	D	D	D	D	D	D	D	D	D
8			D		D	D	D	D	D	D	D	D	D	D	D
9		D	D		D	D	D	D	D	D	D	D	D	D	D
10	D	D	D		D	D	D	D	D	D	D	D	D	D	D

Die roll result:

D: The structured is damaged

C: Number of destroyed battering points due to damages to the siege engines.

Die roll modifiers:

-1 for rounded or 2-level stone walls ; small keeps (Siege, Castell Arybrynwrthymôr, Fortified Town)

-2 for thr walls of the Salomon's Tower and the High Court (Templars' Castle) or for the large round towers (Fortified Town and Harbor);

-3 for large keeps (Templars' Castle, Fortified Town or Harbor).

10.12.7 Battering interior rampart hexes

A rampart hex behind the front edge of the battlements (i.e. one that is not in contact with the outer part of the wall) cannot be battered unless it is next to a demolished battlement hex. A single "D" result on the Battering Table will then be sufficient to demolish it, compared to the four hits required for a rampart hex next to the battlements.

10.12.8 Battering hoardings

Hoardings are not as resistant as stone walls against missiles shot by a trebuchet or a mangonel. On the flip side, it provides additional protection to the battlement hexes against which it is built in the event of a direct shot from these siege engines. For this reason, it is impossible to batter a battlement hex should the trajectory cross a hoarding hex (imagine a direct line from a siege engine located off map, but in the same axis).

As for walls, only one hoarding hex can be battered per day. One D result is enough to destroy the hoarding hex.

When a hoarding hex is destroyed, simply take the hoarding marker away (or replace any 3-hex counter with a 2-hex counter, or any 2-hex counter with a 1-hex counter). Battlement hexes located immediately behind will get back to their original characteristics.



Example: the hex with the ladder used to contain a hoarding that was destroyed during a previous day of siege. Wynken the halberdier (and his friends) can now reach the ladder to climb the unprotected wall. In subsequent siege days, the battlement hexes in which Sergeant Amim and Sir Roland are standing can be battered.

10.13 The stone thrower

10.13.1 Operation

The stone thrower (or perrier, from the French word “Perrière”) is a small trebuchet used on battlements which counterweight is replaced by the force of several men pulling ropes. The most famous victim of this weapon is Simon de Montfort (the father of the other Simon who led the Barons’ War in England). He got killed during the siege of Toulouse by a missile thrown by a women-operated stone thrower.

A stone thrower is worth 1 battering point.

Note: Use markers from VIKINGS numbered 1, 2 and 3 to keep track of each turn while the stone thrower is reloading.



10.13.2 Movement

A stone thrower can move at a rate of 2 hexes per turn on a flat terrain (or 1 turn on uneven terrain like scrubs or stairs). 4 adjacent characters are required to move it and they can’t perform any other action. Defenders can position their stone throwers freely on any battlement before an assault.

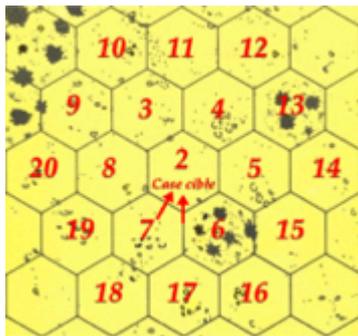
10.13.3 Fire restrictions

Firing through an hex with a stone thrower is not allowed.

10.13.4 Movement restrictions

Moving through an hex with a stone thrower is not allowed.

10.13.5 Resolving fire



The range of a stone thrower is 30 hexes. The actual hex where the stone will land is within a 2-hex radius of the targeted hex due to the poor accuracy of the engine. Roll 2D10 to know where the stone landed (« case cible » = Target hex). Arrows indicate the direction of the missile, whether the line of fire crosses a hex side or a hex angle.

Any character in the hex where the stone actually lands will suffer from the consequences of a ballista fire.

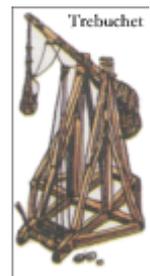
If the hex is occupied by a siege engine or a cart, use the column W (Wooden defenses) on the Battering Table.

10.14 The trebuchet and the mangonel

10.14.1 Operation of the siege engines

A single trebuchet or mangonel cannot batter more than one hex per day. It can batter different hexes on different days. In a single day, several engines can either batter different hexes or they can combine their Battering Points together against one hex.

- > A mangonel is worth 1 Battering Point.
- > A trebuchet is worth 3 Battering Points.



10.14.2 Restrictions on shooting and movement

When they are placed on the map, trebuchets and mangonels have the same restrictions on shooting and movement as ballistas (see § 10.7).

10.14.3 Tactical operation

These siege engines can be used real time in a few scenarios. Use the stone thrower rules with the following modifications:

- > Range: 50 hexes
- > Frequency of fire: once every 5 turns (still totally unrealistic, but this is for better gameplay).
- > Character on the hit hex: Killed immediately.
- > Characters on adjacent hexes: Apply the results of a ballista fire.
- > Building, wall, structure on the hit hex: Apply the results of the Battering Table (see § 10.12.6) using 6 battering points for the mangonel and 9 points for the trebuchet.

- > Building, wall, structure on adjacent hexes: Apply the results of the Battering Table using 3 battering points for the mangonel and 6 points for the trebuchet.

10.14.4 Repair of damaged trebuchets and mangonels

As is stated on the Battering Table, trebuchets and mangonels, which are not always well-constructed, can suffer damage when they are used (result 'C'). Their battering strength can fall or may even be reduced to zero (since the Battering Points lost are divided between the engines involved at the choice of the owning player). It takes one day to repair all of the damaged engines, however many of them there may be. An engine under repair cannot be used for battering. Engines that have been destroyed by fire, even if only partially, cannot be repaired.

10.15 The battering ram

10.15.1 Moving the battering ram

A battering ram moves in exactly the same way as a siege tower (see § 10.6). However, there cannot be any characters on top of the battering ram counter, only three beneath it (one per hex). These latter are necessary to push it and batter with it.

10.15.2 Operation

If a battering ram reaches a hex adjacent to the castle wall, it can from that time onwards carry out the following Combat Phase (Phase 4 of the Player Turn).

A battering ram is worth 9 Battering Points.

Roll the die every second Game Turn but ignore any results of 'C'. The damage is recorded each time on the Siege Record Sheet. A battering ram can attack hexes that have already been damaged just as effectively as hexes that are undamaged. If a tower hex is being battered, the player subtracts 1 point from the number on the die roll.

A battering ram cannot be used against the keep walls.

The two castle wall hexes next to any drawbridge are treated as ordinary battlement hexes when battered by a ram.

10.15.3 Restrictions on shooting and cover

The three hexes occupied by the battering ram block lines of fire from characters on the same level of elevation.

Characters under the shelter of the battering ram benefit from infinite cover, but cannot shoot.

10.15.4 Walls with hoardings

A ram can assault the base of a wall whether or not there is a hoarding on the upper part of that wall. This means that you could in fact have up to 6 counters and markers on a hoarding hex - filled moat marker, battering ram and attacking soldier inside the ram at ground level, and hoarding marker, defending soldier and barrel of oil at the upper level.

10.15.5 The battering ram and hand-to-hand combat

If one of the three characters operating the battering ram engages in combat, or attempts to extinguish a fire, the battering is interrupted and he cannot restart that task until the following turn.

A character under the shelter of the battering ram can attack into the adjacent hexes and can be attacked from those hexes. If one of the three characters operating the engine is stunned or dead, the battering cannot restart until he has recovered his senses or has been replaced by another character.

10.16 Dropping rocks

Throwing a rock at an enemy must be the oldest form of combat in the world. It is found in the Middle Ages, in particular during sieges where, aided by the differences in elevation, this "weapon" achieved considerable effectiveness against attackers.

10.16.1 Background

Two conditions must apply to be able to drop rocks:

- > A stockpile of projectiles must be nearby;
- > The dropper must be on a hex adjacent to the enemy and on a higher level of elevation. The situation is achievable when the dropper is on a flat roof, tower or wall hex and the target is below. It is not possible to drop rocks from a tree;



- > The only exception is when the character is in a hoarding hex and his target on the same hex at ground level.

A “rubble” marker represents the stockpile of rocks. The scenario determines its nature and placement.

Note: A “rubble” hex created by artillery bombardment cannot serve as a source of projectiles.

3.2.2 Frequency of missile-fire

The distance separating the pile of rocks from the dropper determines the frequency of shooting, and the consequential restrictions on movement:

- > If he is standing on a rubble marker, the restrictions applied to shortbows are applied;
- > if he is 1 hex away, the longbow restrictions are applied;
- > if he is two hexes away, the crossbow restrictions are applied;
- > if he is more than 2 hexes away, throwing is not possible.

Dropping a rock can be carried out in the offensive fire phase and/or the defensive fire phase. The same restrictions on shooting are applied as for archers or crossbowmen.

10.16.2 Resolving the shot

In all cases, and whatever the frequency of fire applying, the drop is resolved like shots from a shortbow.

10.17 Mines

This is an element essential to all medieval sieges, the aim of a mine being to dig tunnels under the ramparts of a besieged castle, holding it up with wooden props which are then set alight. Once the props are burned through, the wall above will collapse under its own weight.



10.17.1 The moving penthouse

An engineer must direct the whole of the work. At the beginning, a moving penthouse must be built of wood to protect the miners from missile fire from the defenders. Each engineer with 5 characters under his orders can build one penthouse in 4 game-turns (see § 11.2). 10 men can build it in 2 turns, 20 in 1 turn.

The penthouse is represented by 2 battering rams placed end-to-end. The rules for movement and cover are the same as those for battering rams except filled moats: Even if these have been filled, it is not possible to mine under a moat. The penthouse can thus only be moved along a wall without moat.

A penthouse is moved exactly in the same way as a ram or a siege tower (see § 10.15.1). There can't be any character on top of the penthouse counter. Only 3 beneath (one per hex). They are mandatory to move it.

10.17.2 The excavation

Once the penthouse has been moved against the rampart or tower, the mine can be started. Each miner causes 1 Battering Point of damage (see § 10.12.5). The speed of progress of the mine depends on the number of miners present. The presence of the engineer in the penthouse is essential for direction of the excavations, but he does not count in calculating the Battering Points.



Example: Boldric the engineer has built a penthouse and had it brought against the wall of the fortified town. His target is a section of wall that is 2 hexes thick and 5 hexes wide. 6 hexes will have to be mined before trying to set fire to the props (see § 10.17.4). As of now, only one hex has been mined.

10.17.3 Progress of the mine

The advance of the mine is limited to 1 wall hex excavated per day. Multiply the number of days by the number of miners present in the penthouse and in the hexes previously excavated to determine the number of battering points. Roll 1D10 and consult the Battering Table.

A result of “D” indicates that the hex has been propped up and it is possible to continue the work the next day. Results of “C” are ignored. Place a Mine counter to show that the rampart or tower hex is propped up. As the excavations proceed, it is possible to add extra miners (1 per mined hex).

A character in a mine is considered to be at level –1.

Any character standing on the wall will be put on top of the Mine marker (see example in section § 10.17.5).

10.17.4 Collapsing the wall

In order to make the wall or tower collapse, it is necessary that:

- > Half (rounding up) of all the wall hexes between 2 towers must be undermined (or half of the hexes forming the circumference of a tower);
- > All the miners must be evacuated from the mine and the penthouse;
- > An extra day must elapse to allow the fire to have an effect.

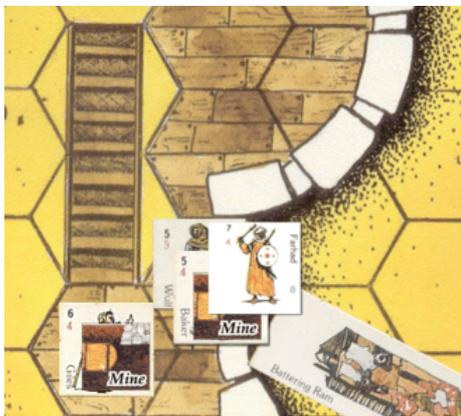
Once the three conditions are met, roll 1D10. If the result is:

- > 1-2: Failure, either the fire did not burn through all of the props or the mine was badly constructed.
- > 3-10: Success, the wall collapse with a thunderous crash!

If the mine is successful, place a rubble marker on each hex forming the wall (or tower). If the mine fails, the attempt fails completely: it will be too dangerous to go back to a tunnel that might collapse at any moment.

10.17.5 Walls of more than 1 level of elevation

It is necessary to excavate deeper to find the foundations of the higher walls. In this situation, the first hex excavated will have to be at level –2. It is consequently necessary to obtain two “D” results in order to proceed (one for level –1 and the other for level –2). It will also be possible to station 2 miners in that particular hex (and only in that one).



Example: This wall section from the Krak of Templars close to the Salomon Tower is 2 levels high (as depicted through the 2-hex staircase). Two hexes have been dug out already but both Wulf and Baker stand in the first one. Farhad is on the battlement hex and can hear the sound of picks below him but can't help as 4 levels separate him from Wulf (or 3 between him and Baker).

10.17.6 Speeding up the excavations

It is possible to dig 2 hexes per day instead of one. When consulting the Battering Table, results of “C” show the number of miners wounded during the long hours of backbreaking work. A wounded miner only counts as ½ battering point.

10.17.7 Counter-mines

The defenders can attempt to dig a counter-mine to intercept the enemy mine and to fight the enemy miners. All the rules above will apply here (except of course those on penthouses).

The team formed to counter mine meets in the court facing the wall that is being mined. The number of counter miners is limited by the number of open hexes that lead to the mined wall hex in a straight line.



Example: Up to 6 counter miners can be aligned to face the wall hex being mined in the same direction as the penthouse.

Once the two groups meet, the combats are resolved normally. Having chased off the enemy miners, the defenders can fill up the hole at a rate of 1 hex per day. To do this the same rules are used as in the paragraph above, a success on the Battering Table allowing a Mine marker to be removed. The work can be speeded up to a rate of 2 hexes filled per day (subject to the same restrictions as above).

10.17.8 Destroying the penthouse

The besieged player can try to destroy the penthouse if he wins the initiative during a strategic turn.

10.17.9 Tactical game and strategic turn

Unlike mangonels or trebuchet, the mine is a combination of tactical elements (approaching the walls, combat in the penthouse or the mine) and elements that take days to complete (excavating under a wall and collapsing of that wall). Tactical actions are decided after an initiative roll (see § 11.4). Tactical and strategic actions can't be combined during the same day.

10.18 Climbing walls with grappling hooks and ropes

10.18.1 Grapnel thrower

An unarmoured character with a grappling hook (grapnel) can try to climb a wall where its height is of 1 or 2 levels of elevation.

The attempted throw is made during the movement phase. The character must be next to the target wall. He cannot move or fight during this phase. The success of the die roll is determined by the result of 1D10, which varies according to the height of the wall:

- > Elevation level 1: A result of 1-2 fails;
- > Elevation level 2: A result of 1-4 fails.

The movement cost is 8 MPs per level of elevation going up, and 4 MPs coming down.

If the wall is crenelated, add 4MP to cross battlements ; if it is only a parapet, add 2 MPs to cross.

A rope may be pulled up from above and the hook re-used, using the same rules as for a ladder.

10.18.2 Using markers

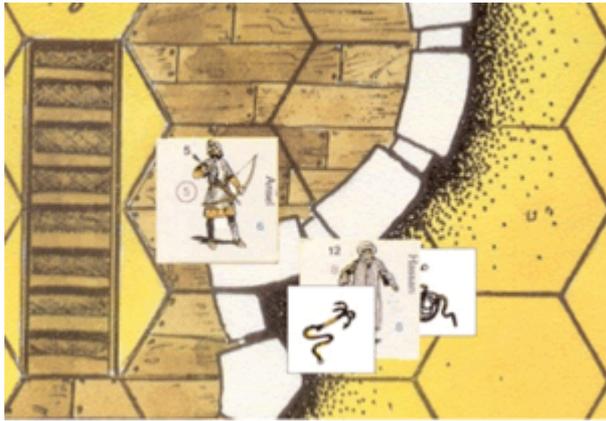
Use the hook and rope markers from VIKINGS to depict the various phases:

- > Use the coiled rope marker only when it is being carried;
- > When successfully thrown, place the hook marker like a ladder next to the wall on the same hex as the thrower;
- > Place the rope marker below the hook if the rope covers 2 levels.



As climbing costs are based on numbers of levels of elevation, ropes must be treated differently from ladders. The character may be at one of three levels - on the ground, or on the rope at either level +1 or level +2:

- > Place the character beneath the marker(s) if on the ground;
- > on top of the marker(s) if on the rope at the top of the wall (but has not yet crossed the hexside);
- > and between the hook and rope markers if half-way up a 2-level wall.



Example: The Hashishin Hassan climbs up a level 2 curtain wall (note the 2-hex staircase). He is currently up the level 1. Just one level left, while hoping that the bowman Arnulf will not sight him.

10.18.3 Effect on combat

In combat with an adjacent enemy, the die roll result is shifted two columns to the right. A result of “E” [wounded] or “D” [stunned] is death, a result of “C” [retreat] has no effect.

If the result of a combat is a retreat onto a hex outside the walls where there is a grappling hook attached, the retreat is possible after rolling the die to check if the character succeeds in grabbing the cord. The character must not be in armour. The attempt fails on a result of:

- > 1-3 if he is in full health;
- > on 1-6 if he is wounded.

A failure results in the character falling to his death.

10.18.4 Cutting the rope

Any character located on top of a wall may cut the grappled ropes. He succeeds in cutting the rope on 1-3 with 1D10.

Result of the fall is like dropping from a ladder (see § 10.4.6), or an automatic wound for the falling character. Any character on the same hex is stunned.

11 - SIEGES

11.1 Garrisons for towns and castles

The castles and towns within the players' territory are held by garrisons. The men of the garrisons are additional to the regular troops of each player. But, unlike groups of characters, which are mobile, the men of the garrisons always stay on the same strategic hex and only intervene in the event of a siege. Four categories of garrisons exist, corresponding to the various tactical maps:

- > Garrisons of border castles: 'The Castle' map from the game SIEGE or 'The Welsh Castle' map from the extension CASTELL ARYBRYNWRTHYMÔR or the 'Fortified Village' map from the extension HORSE RAIDERS;
- > Garrisons of baronial castles: 'The Templars Castle' from "Extension Set No. 1";
- > Garrisons of medium-sized towns and garrisons of important towns: 'The Fortified Medieval Town' from "Extension Set No. 2" or 'The Fortified Harbor'.

The 2 latter types of garrison are placed on the same map but their military forces are not the same.

A garrison is composed of soldiers and civilians that have taken refuge behind the walls at the approach of the enemy. When a siege is declared, the player owning the besieged town or castle chooses the soldiers of the garrison until the number of points shown has been reached (see the table below). The cost of each character is the same as in the Purchase Cost Table (§ 12.9). Note that it is possible to choose dismounted cavalry as NCOs.

To simplify the calculations, the civilian characters for each garrison are chosen from all those belonging to one game (excluding the engineers). Although the soldiers must belong to a particular side, the civilian characters can be used freely by any player. In the table below can also be found the points of supply to support each garrison, the number of mules and carts available for supply sorties, and lastly the number of barrels of oil and ballistas for defence.

Obviously groups will be added to the fixed garrisons if they decide to take refuge in the town or castle.

Note: The rules for command apply equally to garrisons, for soldiers as well as for civilians. Any characters out of command will defend but cannot attack.

11.1.1 Garrison Table

Type of Stronghold	Composition of the garrison		Supply points	Mules & carts	Barrels of oil	Ballistas defending
	Soldiers	Civilians				
Border castle	100 pts	9	350	4 mules	6	
Baronial castle	150 pts	15	500	6 mules	8	
Medium town	210 pts	24	700	6 mules + 1 cart + 1 draft horse	10	1
Important town	300 pts	34	950	6 mules + 2 carts + 2 draft horses	12	2

11.2 Building siege engines

An engineer must always supervise the construction of siege engines. Each engineer with 5 characters under his orders can build:

- > In one game turn: 6 screens or 6 ladders or 1 mangonel or 1 ballista;
- > In two game turns: 1 trebuchet or 1 battering ram or 1 siege tower;
- > In three game turns: 1 belfry

Note: 1 game turn = 3 days of siege.

The engineer and the characters taking part in the building must stay on the same strategic hex throughout the period of work. It is only on the game turn following the time spent building that the engines can be used or, if the player wishes, transported.

Garrisons of towns and castles situated on a plain or in mountains can build siege engines from the moment that one or more engineers is present.

11.3 Transport of siege engines and re-assembly

It is possible to build siege engines in one place and then transport them somewhere else. Transport can be effected by sea or by land. Transport by land can be done by carriage on the backs of men or by using carts. In both cases the speed of transportation is that for carts. Only men can transport siege equipment through a mountain hex without a road (at 1 hex per turn).

On the backs of men, the transport needs are:

- > 2 men for each ladder or screen
- > 4 men for each ballista
- > 6 men for each mangonel
- > 12 men for each trebuchet or battering ram
- > 24 men for each siege tower..

A cart pulled by a horse can transport 6 screens or 6 ladders or 2 mangonels or 3 ballistas or 1 trebuchet or 1 battering ram. Two carts can transport 1 siege tower. Four carts can transport 1 belfry.

Carts and siege engines do not necessarily need to be represented on the Division of Troops Card, but in this case they must be recorded on the Movement Sheet. If the group convoying the siege engines is involved in a battle, all the equipment, including the carts, will be treated as lost in the event of a retreat. Carts can be bought by the players in any friendly town at the beginning of or during the game.

Once arrived in the hex containing the town or castle that is being besieged, the equipment must be re-assembled. Re-assembly requires one day for screens, ladders, mangonels and ballistas, two days for trebuchets, battering rams, penthouse and siege towers, and three days for the belfry. It is possible to re-assemble several engines at the same time so long as there are 3 men for each engine (6 ladders or 6 screens = 1 engine), and at least one engineer to supervise it all. The same applies to engines transported by sea.

Each strategic game turn is equivalent to three days of siege. Unlike battles, sieges will thus stretch over several game turns.

Beginning at the start of Day 2, the following daily sequence of play must be followed each day of the siege:

11.4 Initiative

At the beginning of each day of the siege, the Defender and the Attacker each roll one die. The Attacker (only) adds 4 to his roll.

Whomever scores the highest has the initiative. If the results are equal then the Attacker has the initiative.

- > If the Attacker has the initiative, he may assault the castle (see §11.6.1), or batter the castle walls (see § 10.12.5) and/or build new equipment (see § 11.2) and/or mine the walls (see § 11.6.4), or negotiate for the surrender of the defenders (see § 0).
- > If the Defender has the initiative, he may elect to sally against a portion of the Attacker's camp (see § 11.6.2), or to support a cart with supplies in its attempt to reach the castle (see § 11.6.3), to dig a counter-mine (see § 11.6.4) or to attack the entire enemy force (see § 11.6.5).
- > If the besieged refuse to take the initiative, it will revert to the besiegers.
- > Mark the selected activity of the day on the record sheet.

At the end of each day of siege, the defending player subtracts from the remaining supply points 1 point for each defender still alive (*) and mentions the new total on the record sheet.

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.

11.4.1 Healing Table

In scenarios covering several days, or even several weeks, wounded characters may be able to recover from their wounds before the end of the siege. At the end of each day of combat, roll one die for each newly wounded character and consult the Recovery Table on the Siege Record Sheet. Note on the calendar the date on which the character will recover. On the morning of that day, so long as he has not been already killed in combat, the wounded character is replaced by his equivalent in full health.

For each character wounded at the end of a battle or an assault (during a siege), roll 1D6 and consult the table below:

Number obtained on the die:	The character heals:
1 or 2	1 turn later
3 or 4	2 turns later
5	3 turns later
6	Throw the die again:
	1 - 2 the character dies.
	3 - 6 the character heals 5 turns later.

The reference here is to strategic game turns: 1 turn = 3 days of siege

11.5 Supplies & Rationing

If no pack mules or carts reached the castle on Day 1, the castle defenders will go on half-rations on Day 18 (unless a cart reaches the castle through a sally for supply - see § 11.6.3). On day 26, the castle will surrender because supplies have run out.

For each pack mule that reached the castle on Day 1, the beginning of half-rations will be delayed by 1 day. Example: if only 4 pack mules reached the castle on day 1, half-rations would start on Day 22. For each cart that reaches the castle (either on Day 1 or through the sally for supplies) the beginning of half-rations is delayed by 6 days.

11.5.1 Effects of rationing

A player can decide to distribute only half rations or quarter rations to those defenders still alive, in which case he/she only subtracts one half point or one quarter point of supply per person. Rationing must be the same for all, and its effects are as follows:

11.5.1.1 Half rations

Starting from the day following the distribution of half rations, the defenders have their tactical movement allowance and their morale level reduced by one point. In addition, all attacks that they make, except missile-fire and attacks with boiling oil, have their odds shifted by one column to the left (so 4:1 becomes 3:1, etc.).

11.5.1.2 Quarter rations

Starting from the day following the distribution of quarter rations, the defenders have their tactical movement allowance and their morale level reduced by two points. In addition, all attacks made by the besiegers, except missile-fire, have their odds shifted by one column to the right (so 3:1 becomes 4:1, etc.). This modification to the odds is additional to the modification applicable for half rations.

11.5.2 Number of besiegers and rationing

Supply of the besieged garrison is still possible if besiegers don't maintain enough troops for an effective blockade, as they won't be able to control the entire countryside. Check the following table to know if the rationing is in effect or not:

Besieger / Defender Ratio:	Effect on rationing
> 2	Full impact
Between 1.1 and 2	Partial, rationing is delayed by one day every other day (or at best on Day 27 if no mule has reached the castle, each mule providing rations for 2 days and each cart for 12 days).
< 1	No impact, back to normal.

11.6 Actions

Each of the following actions lasts one day. No other activity is permitted on days in which any hand-to-hand fighting takes place.

11.6.1 Action 1: Assault!

Only the Castle (or Town) maps are used. The besieger can enter his/her forces through any map-edge in any turn. But, on the turn immediately before their entry onto the map, the besiegers involved must be set out along the map-edge chosen. In this way the defenders have one turn to re-deploy before the new attackers enter play.

> Besiegers and defenders can both use ballistas. Transported by 4 characters, who can do nothing else during the turn, a ballista can be moved 2 hexes per turn on flat terrain or 1 hex in obstructed terrain (scrub or stairs). The besiegers can if they wish protect their ballistas with screens. Before the assault, the defenders can place their ballistas wherever they wish within the castle or town.

The sides: Both sides may use all their remaining characters.

Sequence of play:

> The Attacker places rubble pieces on the castle walls in accordance with the progress of battering, and also up to 10 « filled moat » pieces in moat hexes.

> The Defender sets up all remaining defending characters anywhere inside the castle.

> The Attacker must place his remaining characters and any equipment he wishes to use, either on the Village map or off the map alongside one or more of open sides of the castle or town map. The characters off-map may enterplay on any Attacker's movement step, but can enter only from the side alongside which they were placed. Ballistas, if the Attacker chooses to use them, may be placed only on the Village map.

> The Attacker takes his phase first.

> Play continues until either the castle or town is taken, or the attacking characters leave the castle or town map.

The end of an assault

An assault is treated as ended when no face-to-face combat has taken place for five turns, and all the defenders are separated from the attackers by a wall, a moat, a gate or an impassable hex. At the end of an assault, all the defenders who are isolated from the keep (i.e. unable to trace an empty line of hexes to the keep) are automatically captured.

This cutting short of the action, faithful to the reality of combat in the period, permits the attackers to regroup and the besieged troops to gain some time. It will be noted that as a consequence of this a border castle may be taken in two assaults, although it will often be necessary for four to take a baron's castle or a town.

Special rule: If during an assault all the remaining defending characters are in the keep or on defensive walls behind one another (e.g. the exterior walls of the town, then the citadel walls, etc.), the Attacker can choose to halt the assault and the action for the day ends immediately. But, on each retreat by the defenders they can only take with them half of their remaining supply points.

On any subsequent day a new assault can be launched. All remaining defending characters must be placed in the keep. The remaining attacking characters can be placed anywhere outside the castle, and in addition inside the castle in any hex(es) excluding the keep; if the defenders have at least one bowman these hexes must be out of bowshot of the keep, for example in the towers. The assault may then commence.

Besieging the besiegers

Once the besiegers have become the masters of the ramparts and the defenders continue to resist in the inner parts of the citadel, a troop of reinforcements may arrive to try to break the siege from outside. Faced with new arrivals, the besiegers have the choice between giving battle outside (see § 11.6.5), or alternatively to take refuge in that part of the castle or town that they control.

If they decide to give battle outside, the besiegers must choose one of the two following procedures:

> either give battle with all their forces while withdrawing from that part of the castle or town that they control; in that situation the besieged garrison automatically recovers control of the whole fortification;

> or divide their forces into two: one party will give battle while the other will continue the siege in the interior of the fortification; in this situation, the besieged automatically gain the initiative and can try to retake the part of the town or castle held by the besiegers.

This initiative is only applicable for the first day of the strategic siege turn during which battle takes place. If the besieged refuse to take the initiative, it will revert to the besiegers. The battle and the combats in the interior of the castle or town must be played simultaneously, each player passing from one table to the other.

If the besiegers refuse to give battle and decide to take refuge in the part of the castle or town that they control (as was notably the case at the siege of Antioch during the Crusades in 1098), they can take their siege engines there. No rule stops the besieged from trying to set these on fire during the assaults. From the supply table, the besiegers have at their disposal the rations left by the besieged garrison when they retreated to the citadel, as well as those that they may have brought with them.

Concerning initiative, the roles are from now on reversed: the besieged (citadel and reinforcements) from now on become the besiegers, and those who hold the ramparts become the besieged. However, if the new besiegers choose to batter from a distance, the side that holds the ramparts can decide on an assault against

the citadel, even if they have not obtained the initiative. The negotiations concerning surrender of one or the other side are suspended. Only the rules on automatic surrender are applicable.

11.6.2 Action 2: Sally against the camp

Map layout: The Camp map only

The sides :

The Attacker may use up to one third of his remaining characters (fractions round down). These characters may not exclude more than half of the soldiers of one type. Example: if the Attacker has 9 knights remaining, not more than 4 may take part in this action.

The Defender may use up to half of his remaining characters (fractions rounded down). There are no restrictions on the type of characters which may be used by the Defender.

Sequence of action

> The besieger places his characters anywhere on the Camp map. In addition, he must place anywhere on the map at least one third of his siege engines (siege engines include mangonels, trebuchets, battering rams, siege towers and ballistas). Fractions must be rounded up. Example: if the Attacker has 3 mangonels, 3 trebuchets, 1 siege tower and 3 ballistas, he has 10 siege engines and must place at least 4 of these engines on the Camp map.

> The besieged player's characters takes his phase first and may enter the map from any side or sides in one or more groups. Some groups may delay entering the map until later turns, at the besieged player's discretion.

> Play continues until one side's characters leave the Camp map.

Special rule: The besieged player may burn siege engines and tents, using the procedure explained in § 10.8. In addition, bowmen may use flaming arrows; each Bowman is limited to six flaming arrows. Note that a Bowman may obtain flaming arrows from a colleague by spending one full turn adjacent to the other character. During this turn, no movement, combat or shooting is permitted by either character.

For every 5 tent hexes burnt by the end of the action, the Attacker will be delayed 1 day because vital stores must be replaced. He can do nothing to further the siege during the appropriate number of days. Example: 12 tent hexes have been burnt; the Attacker must wait 2 days before continuing the siege. Note that further sallies are possible during these days if the Defender gains the initiative; assaults are not permitted.

11.6.3 Action 3: Sally for supply

The special placing of 'The Village' map alongside the Castle or Town map is explained in the Record Sheet of each map..

> So long as they hold the outer walls of the castle or town, then each time that they gain the initiative the defenders can carry out sorties for supplies. Characters that accompany mules and carts must be chosen from the garrison. It is assumed that they will sally out under cover of night and try to return before daybreak with the survivors. There cannot be more than one attempt per day of siege. The mules and carts used for these sorties are those initially available to the garrison (see § 11.1.1) and cannot be replaced during the siege. A mule carries 25 points of supply and a horse and cart 125 points. A port town can be supplied and receive reinforcements by sea if it is not under blockade from the enemy and the defenders still control the town ramparts.

> Patrols by the besiegers consist of a maximum of 8 men, and each patrol cannot contain more than 2 cavalymen and 2 missile-men.

Starting positions and beginning the action: The defender player starts the first game turn by entering the supply group through Side 3 of 'The Village' map. During this first turn, the characters in the patrol, or patrols if a second one arrives, can only move half of their normal movement allowance (rounded down if necessary). No defensive fire can be carried out by the patrol during that first turn. From the second game turn onwards everything returns to normal.

Special rule: At the start of each of his phases, the Attacker rolls 1D10 and refers to the table below, to find out if any further patrols arrive. Note that the attackers could be reinforced by more than one patrol during the action.

Turn	Patrol arrives if die roll is equal to or less than:
1	1
2	3
3	5
4 and after	7

A patrol may enter the map from any side at the Attacker's discretion.

11.6.4 Action 4: Mines & counter-mines

Only the Castle or Town map is used. The Attacker can bring his troops through any side at any turn. The Defenders can be deployed along the chosen side during the previous turn. Defenders then benefit from one full turn to redeploy before the entrance of new attackers.

> Daily activity is managed according to § 10.17.3, as only one hex can be excavated and propped per day. If the wall collapses, assault through the breach can only be given the following day.

11.6.5 Action 5: Giving battle outside

This action may take place only once in the game.

Terrain is made of the castle or a portion of the town with a gate and a map of flat terrain, to choose between The Crossroads, The Open Field and The Desert.

When town gates span across 2 maps, use a combination of these 2 maps and 2 open terrain maps.

Starting positions and beginning the action: This action requires all Attackers and Defenders.

Defenders are deployed on the fortification map(s), the Attacker on the open terrain map(s). Only missile troops from the Defender can stay on the ramparts. The Attacker plays first.

> The action will carry on until one side retreats or is crushed. If the Attacker retreats, the siege is lifted. The Defender can retreat inside the fortified structure. In this case, the siege carries on.

11.7 Reinforcing defences

Each besieged castle or town benefits from limited resources to buy various equipment (ballistas, carts, oil, stone thrower) or to conduct defence works (building hoardings, repair defences, fill a breach, etc.). These actions can only take place during days without any tactical actions.

11.7.1 Resources

Category	Resource points	Resource	Cost
Border castle	50	Oil	50
Baronial castle	100	Cart	10
Town	200	Ballista	20
Large town	300	Stone thrower	50

11.7.2 Defence works

This work must always be supervised by an engineer. Each engineer with 5 crew members can build or repair the following in 1 game turn:

- > 3 hexes of hoardings
- > 6 hexes of stockade (use screen counters)
- > 1 hex of stone wall

Note: 1 game turn = 3 days of siege.

11.8 How to break a siege?

Starting on the strategic game turn following the establishment of a siege, the defending player can bring groups of reinforcements to intervene and try to break the siege. A battle will then take place on the strategic hex concerned, between the reinforcing groups and the besiegers. The procedure applied to this battle is the same as for other battles.

In order to maintain the siege during the battle, the besieging player must post men near the castle or town of a number superior to the number of surviving soldiers belonging to the defender (armed peasants are not counted as soldiers). The characters left to maintain the siege cannot take part in the battle. The siege continues normally during the battle.

If the besiegers do not leave sufficient men to maintain the siege during the battle, the garrison's supplies revert automatically to their starting level. In addition, all the characters in the garrison can attack the besiegers' camp, which will only be defended by the characters left there. If no besieger has been left there, all the siege engines and the camp itself are considered to be destroyed.

The objective of the battle will either be the continuation or lifting of the siege. If the besieging side retreats during the battle, the siege is automatically lifted and all the siege engines destroyed. The besiegers that may

have been left by the town or castle will rejoin the retreating main army after the end of the battle. If the defending side retreats, the siege continues or may be re-established if it was interrupted during the battle.

Note: The besieger can also receive reinforcements during the course of a siege.

11.9 Surrender of a castle or town

A castle or town will automatically surrender in two situations:

- > There is insufficient food left for those defenders still alive.
- > All the characters with a capacity to command have been killed.

During a day of siege, the besieger can also attempt to negotiate the garrison's surrender. He rolls 1D10 and consults the Surrender Table below. The number obtained is modified to take account of the specific situation affecting the defenders: if he obtains 12 or more, the garrison surrenders. Each time that a castle or town surrenders, the besieger takes possession of the corresponding strategic hex and all the defending characters are eliminated. The players move the territory markers as a consequence of this. From the game turn following the surrender, the troops of the garrison are returned to their starting strength and the damage inflicted on the ramparts are considered to be repaired.

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 numbers of the defenders;
Or	+2	if the besiegers have at least three times the numbers of the defenders.
	+1	if the defenders are on half rations;
Or	+2	if the defenders are on quarter rations.
	+1	if the besiegers have succeeded in making a breach in the outer walls of the castle or town;
Or	+2	if the besiegers have made themselves masters 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 a town or a baronial castle) or the keep (of a border castle).
Or	+4	if the besiegers control all the castle, or all the town, with the exception of the keep (this situation does not apply to the border castles).

- > If the modified number reaches 12, the castle or town 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.

It will be noted that three different factors are taken into account for bonuses: the number of besiegers, the level of supply of the besieged, and the degree of progress of the siege. Only the bonuses derived from different factors are cumulative

11.10 Lifting a siege

In the event that the besieger decides to raise the siege and leaves the hex containing the town or castle under siege, the troops of the garrison automatically return to their starting strength from the next game turn. The damage inflicted on the ramparts is considered to be repaired.

12 - COMMAND AND MORALE OF THE TROOPS

Note: The rules for command and morale that are explained in this section are not absolutely essential for playing the campaign scenarios. They do, however, add a certain realism to the tactical confrontations and prevent manoeuvres that are too fantastical or suicidal... They also give value to the human factor in the unfolding of a battle.

12.1 Detailed rules on the different classes of characters

The command rules are based on a division of characters into distinct classes, as can be seen in the table that follows this section. The terms used to describe each class have no historic significance; they serve only to show the correspondences between the different armies of the period and to simplify usage in the rules. In addition to a clear identification of which class a character belongs to, some extra detailed rules are needed in relation to counters that will be used in the different scenarios proposed.

12.1.1 OUTREMER/CROISADES counters

Among the Crusader counters, there are two characters with the rank of King. These are the counters representing Richard I and Philip II, two kings that took part in the Third Crusade. Among the knight counters, all those with an attack strength of 30 or more will have the rank of Baron; the others are considered to be ordinary knights. The Turcopole Arnulf has the rank of a sergeant, from the point of view not only of command capacity but also of his level of morale.

The Templar chaplains have a special status in that they are not only members of the clergy but also Templar knights; they are considered to be knights just like the others.

Among the Saracen counters, Saladin has the rank of Sultan. This counter will also represent other sultans in the proposed scenarios. The Royal Mamluks Al-Kamil and Maarat have the rank of Emirs.

12.1.2 CRY HAVOC, SIEGE & HORSE RIDERS counters

If the players decide to use counters from these two games, they must treat all the knights whose mounts are caparisoned as if they were barons; the others will stay as ordinary knights.

12.1.3 SAMURAI BLADES counters

The counters from this game serve to represent Mongol troops. The Samurai Tadatsuna has the rank of Great Khan; Tomomori, Munehisa and Jichu that of Khan. All the other mounted samurai are considered to be elite cavalry. The foot samurai and ronin represent elite Mongol warriors. The regular Mongol infantry is composed of Naginatas (soldiers with 9 or 10 attack points). The levy infantry is represented by Yaris (soldiers with 6 to 8 attack points). Finally the mercenary archers are made up from archer counters which are neither samurai nor ronin. Armed peasants, engineers and civilians are the same as for the Crusaders and the Saracens. The remaining characters from this game are put on one side.

12.1.4 Morale table

Morale level	Western Europe	Byzantines	Saracens	Mongols
15	King		Sultan	Great Khan
12	Barons		Emirs	Khans
11		Basileus		
10	Knights	Varangian Guard Norman Mercenaries	Royal Mamluks	Elite cavalry
9	Sergeants	Strategos Klibanophoroi	Light Mamluks	
8	Clergy	Kataphractoï	Assassins	Elite warriors
7	Halberdiers	Armenian heavy cavalry	Syrian heavy cavalry Seljuk heavy cavalry	
6	Turcoples Billmen	Patzinak	Bedouins	Regular infantry
5	Spearmen	Trapezitoi Skutatatoi	Fatimid, Syrian & Seljuk infantry Javelinmen	Levy infantry
4	Archers Crossbowmen	Psiloi	Foot archers Horse archers Crossbowmen Slingers	Mercenary archers
3			Engineers	
2			Armed peasants	
1			Civilians	

12.2 How command is exercised

To be commanded, a character must be within the range of command of a superior in rank. Note that soldiers can only be commanded by officers and NCOs. A baron, for example, has the power of command over a sergeant but not over a spearman. Note also that in the Saracen army, which is a combination of combatants of various different nationalities, the characters of the NCO class cannot command any type of soldier. A Syrian cavalryman, for example, can command a slinger but not a Fatimid spearman or a crossbowman. This reflects the composition of the Arab armies of this period, from the viewpoint both of their internal structure and their combat tactics.

The command range can pass over sunken obstacles (e.g. ditch, watercourse, etc.) but not across walls except through doors and windows. A wounded character can still command, but a character cannot do so if stunned, panicking or routing.

A mounted character can command men on foot or mounted. A character on foot can only command men on foot.

Members of the clergy can only be commanded by a King or a Baron, Bedouins and Assassins only by an Emir or Royal Mamluk. Engineers must be commanded by a minimum rank of an officer. Civilian characters will be commanded according to their own rank: a Baron commands a Countess, a sergeant commands a peddler, etc.

12.2.1 Command Table

Character Class		Western Europe	Saracens			Mongols	Range of command	Power of command
1	Supreme commander	King	Sultan			Grand Khan	12 hexes	25 nobles or officers
2	High-ranking dignitary (noble)	Baron	Emir			Khan	10 hexes	15 nobles or officers
3	Officer	Knight	Royal Mamluk			Cavalier d'élite	8 hexes	10 NCOs or soldiers (mounted or on foot)
4	Non-commissioned officer (NCO)	Sergeant	Light Mameluk ↓	Seljuk heavy cavalry ↓	Syrian heavy cavalry ↓	Guerrier d'élite	6 hexes	8 soldiers on foot OR 5 light cavalry
5	Soldiers	Regular	Turcoples Halberdiers Billmen Spearmen Archers Crossbowmen	Horse archers Fatimid infantry Sudanese archers & javelins	Seljuk light cavalry Seljuk infantry Crossbow	Syrian infantry Slingers	Regular infantry Levy infantry Mercenary archers	
6		Irregular	Armed peasants	Armed peasants		Armed peasants	Armed peasants	

12.3 The effects of command

The presence or absence of command has three essential effects: one on shooting and movement, another on morale, and the third on the combat strength of the characters concerned.

12.3.1 Effects of command on shooting and movement

A soldier who is out of command cannot shoot nor advance into a hex adjacent to an enemy. Thus, each player must check at the moment of carrying out missile-fire, and before moving any of his/her characters, whether they are in command or not. An uncommanded soldier that is already in contact with an enemy can either stay put and fight normally, or fall back. But in the latter case, he cannot enter afresh into contact with the enemy unless command is re-established in a subsequent turn.

When he is attacked, an uncommanded character always defends normally. It is important to note that these rules only apply to soldiers. All other types of character, including Assassins, Bedouins and clergy, can shoot and move normally even if they are not within the range of command of a superior in rank.

Note: As long as a character is in command during the Offensive Fire Phase, he can always carry out defensive fire in the following player-turn, even if command has been interrupted in the meantime.

12.3.2 Effects of command on morale

When a soldier is commanded by an officer or NCO, his morale is normal (the morale level shown on the Morale Table). When a character is commanded directly or indirectly by a noble, his morale is raised by one point. When he is commanded directly or indirectly by the commander-in-chief of the army, his morale is raised by two points (but note that in this case the presence of a noble in the chain of command is ignored). Example: A noble commands a sergeant who commands a halberdier. The sergeant and the halberdier both have their morale raised by one point (to 10 and 8 respectively).

When a soldier is out of command, his morale drops by one point. For all other classes of character, the absence of command does not alter the morale level.

12.3.3 Effects of command on combat strength

A commander-in-chief influences the odds of combats taking place within a range of 5 hexes around him. All attacks carried out by characters of his side have their odds ratio shifted by one column to the right when consulting the Combat Results Table. All attacks carried out by the opposing side will have their odds ratio shifted one column to the left. To benefit from this advantage, the friendly characters involved in the attack or defence must all be within the 5-hex range. The position of the enemy defenders or attackers does not matter.

12.4 Testing morale

A character must test morale each time that he finds himself in one of the following circumstances:

- > The character is on foot and is being charged by heavy cavalry. The test is made after all movement has been carried out but before the combat in question.
- > An officer, noble or commander-in-chief of the same side as the character dies as a result of missile-fire or combat within a range of 3 hexes, or 5 hexes for the commander-in-chief. The test is made immediately the death of the character in question occurs. Only characters of equal or lower rank to the deceased character must test their morale.
- > A character of the same side routs within a range of 3 hexes. The test is made before the routing character carries out his movement. Only characters of equal or lower rank to the routing character must test their morale.
- > The character must be displaced to make room for a panicking or routing character. The test is made after the panicking or routing character has completed his movement. Only characters of equal or lower rank to the panicking or routing character must test their morale.

Note: If several characters are required to check morale, the test is always made first for those with the highest unmodified morale levels (see table § 12.1.4).

A morale test may require modification of the normal morale level of the character according to the following table.

12.4.1 Table of modifications to morale

Character commanded directly or indirectly by a noble	+1
Character commanded directly or indirectly by a commander in chief	+2
<small>(Note : This modification cancels the previous one)</small>	
Friendly characters within 6 hexes of a Norman knight that has been dismounted since the start of the game	+2
Enemy character affected by panic within a range of 6 hexes	+1
Enemy character affected by rout within a range of 6 hexes	+2
<small>(Note : This modification cancels the previous one)</small>	
Character involved in a combat where the odds are 3:1 or more in his favour	+1
Character situated in a doorway	+1
Character situated behind a window or in a trench	+2
Character situated behind a rampart, with no enemy foothold on that rampart within 6 hexes	+3
Soldier out of command	-1
Friendly character affected by panic within a range of 6 hexes	-1
Friendly character affected by rout within a range of 6 hexes	-2
<small>(Note : This modification cancels the previous one)</small>	
Character involved in a combat where the odds are 3:1 or more in favour of the enemy	-1
Officer killed this turn within a range of 3 hexes	-1
Noble killed this turn within a range of 3 hexes	-2
<small>(Note : This modification cancels the previous one)</small>	
Commander in chief killed this turn within a range of 5 hexes	-3
<small>(Note : This modification cancels the two previous ones)</small>	
Commander in chief killed during a preceding turn whatever the range	-2
Character wounded	-2
Character already affected by panic	-3

If the level of morale of a character after modification reaches the value of zero or less, the character will rout automatically. A 'ROUT' marker is immediately placed on the character concerned. The player representing that character must follow the rules explained § 12.6.

If the level of morale of a character after modification is above zero, the player concerned rolls 1D10. If the resulting number is lower than or equal to the morale level after modification, the character keeps up his morale and continues to move and fight normally. If the number obtained is higher than the modified level of morale, the character panics. A 'PANIC' marker is immediately placed on the character concerned. The player representing that character must follow the rules explained in Section § 12.5.

All these tests and their consequential effects must be resolved before the carrying out of any unresolved missile-fire, movement or combat.

Important: A character's morale can only be checked once during any phase of a game turn (missile-fire, movement, combat), whenever the particular situation arises (see § 12.4). If, during that same phase, other situations arise, they are ignored. On the other hand, the same character may have to undergo several morale tests in a turn, each within a different phase.

12.5 The effects of panic

A panicking character immediately retreats away from the enemy a distance equal to half his movement allowance, rounding the number up if necessary, taking account of the limitations imposed by the nature of the terrain and ensuring if possible that each hex crossed increases the distance from the enemy. It is not possible to move back a second time into the same hex. Cavalry that panic start their retreat with a 180 degree turn on the spot if they are facing the enemy. The movement points required for that manoeuvre are deducted from the points total that they have to retreat.

The retreat can be made across hexes occupied by friendly characters. It is also possible to displace one or more friendly characters in order to permit the panicking character to reach the distance required from his starting point. But, in this situation, any displaced character or characters of equal or lesser rank than the panicking character must also test their own morale.

The results of these new tests are applied immediately. It is thus possible to cause a realistic chain of panic that sweeps away several characters.

If while retreating the panicking character has to pass through or stop on a hex adjacent to an enemy, he must check each time for the result on the Challenges Table, adding +1 to the die roll (see § 4.3). In addition, his panic is transformed into rout, and he must continue his retreat but now spending all his movement points (see § 12.6).

During subsequent game-turns, a panicking character loses his capacity to command and cannot enter into contact with enemy characters. If attacked, the attackers benefit from the following advantages in the combat: the odds ratio is shifted by one column to the right and any results that might affect the attackers are ignored.

A character stays panicked until one of the two following situations occurs at the end of a movement phase:

- > A character capable of commanding him (see the Command Table in § 12.2.1) is in a hex adjacent to him without him being in contact with an enemy.
- > The character is at least 6 hexes away from the nearest enemy character.

Once one of these two situations occurs, the 'PANIC' marker is removed from the character and he will regain his normal characteristics.

Note: Retreat due to panic does not affect the movement allowance of the character during the following turn..

12.6 Effects of rout

A routing character acts just like a panicking character, save that he must immediately retreat his full movement allowance, and repeat the same procedure in each subsequent movement phase. If while retreating he has to pass through or stop on a hex adjacent to an enemy, he must check for the result on the Challenges Table, adding +2 to the die roll (see § 4.3)

A routing character continues to flee until a character with the capability to command him (see the Command Table in Section § 12.2.1) occupies an adjacent hex at the end of the movement phase (so long as the routing character is not in contact with an enemy). Once this situation occurs, the 'ROUT' marker is removed and the character regains his normal characteristics.

Note: When a panicking character is affected by rout, he must complete his movement until the distance travelled (in both panic and rout) has made him expend his full movement allowance.

Characters in fortified castles or towns can panic but cannot rout.

12.7 Enemy advance after panic or rout

During combat, if panic or rout affects a character in contact with the enemy, the enemy characters that were adjacent can exercise the possibility of advancing up to half of their normal movement allowance. This advance does not affect their movement allowance in the following turn. This advance takes place after the retreat of the panicking or routing characters. In the event that the fleeing character causes panic or rout among other characters, the advance will not take place until all of the retreats have been carried out.

Characters that advance must take account of the rules on challenges (infiltration of enemy lines (see § 4.3), except when it concerns a panicking or routing character (see § 12.5).

12.8 Leaving the map as a result of panic or rout

The player whose character leaves the map in a state of panic or rout must roll 1D6 and consult the appropriate column of the Desertion Table.

12.8.1 Desertion table

	Panicking character	Routing character
The character deserts and is eliminated if:	1 - 3 with 1D10	1 - 6 with 1D10
The character rejoins a friendly group after the battle if:	4 - 10 with 1D10	7 - 10 with 1D10

Note: A character that leaves the map voluntarily through a map-edge other than that chosen for the retreat is automatically treated as routing.

12.8.2 Special situations

Panic, rout and infiltration of enemy lines: A panicking or routing character has no influence on the hexes around him. As a result, an enemy character that passes next to panicking or routing characters does not risk being wounded from the result of a die-roll on the Challenges Table. This applies even if the enemy character is himself in state of panic or rout.

Panic and rout within a castle or fortified town: Characters fighting in the interior of a castle or fortified town, whether they are assailants or defenders, are subject to panic but not to rout.

Surrounded characters: A panicking or routing character that cannot carry out his the whole of his retreat because he is obliged to pass through a hex occupied by an enemy, is automatically wounded. If he is already wounded, he dies.

12.9 Purchase table

Basic cost of a character

Heavy cavalry	ATT + 2DEF
Light cavalry	ATT + DEF
Horse archer	2 ATT + 2 DEF
Mongol horse archer	2 ATT + DEF
Armoured foot	ATT + DEF
Unarmoured foot	ATT + ½ DEF (1)
Javelinman	2 ATT
Unarmoured shortbowman	2 ATT + DEF
Armoured shortbowman	2 ATT + 2 DEF
Assassin	
Longbowman	3 ATT + DEF
Unarmoured crossbowman	
Slinger	
Armoured crossbowman	3 ATT + 2 DEF
Engineer	4 ATT + 2 DEF
Clergy, Peasants, Civilians	ATT

(1) Round downwards if necessary

Animals, equipment and supplies

Fully equipped riding horse	12
Draft horse	8
Mule & Ox	6
Cart	12
Coat of mail	3
Heavy cavalry equipment (excluding coat of mail)	3
5 rations (points of supply)	1

Siege engines

Fascines (to fill moat)	1
Siege ladder	2
Screen	2
Stone thrower	8
Mangonel	12
Penthouse	20
Trebuchet	30
Ballista	30
Battering ram	30
Siege tower	35
Belfry	50

Ships and castles

Transport ship	100
Warship	150
Border castle	300
Baronial castle	500

Notes: ATT and DEF are abbreviations for Attack strength points and Defence strength points. It is not possible to select a rider on foot except when selecting NCOs for a fixed garrison.

13 - VIKINGS & SAXONS BOATS

13.1 Description of the boats

To make the visualisation of play easier, you can find on each boat:

- > **a hex for the bow**, designated by an arrow indicating the usual direction of movement;
- > **a hex for the stern**, containing the helm and designated for that by "G" (for 'Gouvernail'), although there is an exception for Rowboats which do not need a steersman;
- > **a centre hex**, indicated by a black spot, which is used as axis of rotation when the ship changes course.

All the hexes containing part of a boat can contain a character, even if a majority of that boat hex shows a representation of water.

Four types of boats are represented:

- > **The drakkar (or Longship)**. Very superior to the other ships of its time, the Long ship combines robustness and speed. The bow and the stern are interchangeable besides, which makes it possible for the Longship to be as fast going in reverse as it can go forward. The only drawback from its size is its inertia: the Longship takes a fair amount of time to stop. Its surface area occupies 22 hexes.
- > **Le knarr**. The knarr is a viking ship used mainly for navigating across the high seas and for transporting goods. For this reason the hull sides are much higher than those of a drakkar, and it contains a hold. Built to withstand storms, the knarr is much stronger than vessels of similar size. The knarr is represented by a galiot (Anglo-Saxon ship), with the 4 hexes in the middle of the ship constituting the open hold. The 12 upper deck hexes are situated higher above the waterline than those of a drakkar or galiot.
- > **The galiote**. Made for the coastal traffic along the coasts, the galiote is a relatively solid boat and easy to operate. Its principal handicap compared with the drakkar, is its low speed. Its surface area occupies 16 hexes.
- > **The rowboat**. Intended as a fishing boat for rivers or very close to shore, the Rowboat is obviously very handy but easy to capsize. Its surface area occupies 3 hexes.

13.2 Assignment of crew tasks

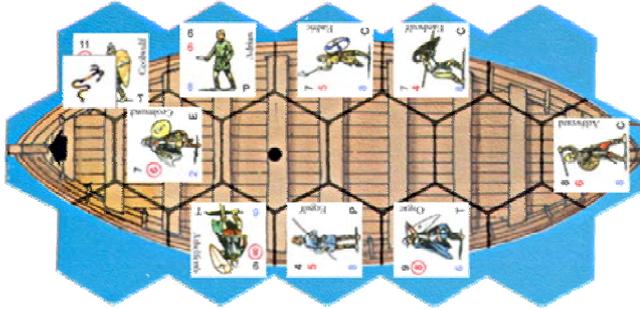
At the beginning of each naval phase, the players assign each character presents in their boats to one of the following positions:

- > **Oarsman**: To be able to row, a character must be in an edge hex of the boat, except for the bow and stern hexes of the Viking longships and Anglo-Saxon ships. The character counters that represent those manning the oars are faced towards the front of the boat (see diagram).
- > **Steersman**: To be able to steer, a character must be in the helm hex (marked "G"). The character is faced towards the front of the boat (see diagram). There can only be one steersman in a ship. A Rowboat does not need a steersman to operate normally.
- > **Boarding party**: These are characters in the boat that are ready to board. Those counters that are in an edge hex of the ship are, however, faced outwards in order to distinguish them from the oarsmen and the steersman (see diagram).
- > **Grappler**: To be able to throw, recover or pull in a grappling hook, a character must be in an edge hex of the boat containing a hook and its rope. When a character is ready to throw a grappling hook, the hook marker is placed on him (see diagram). When a character is recovering a rope or pulling on a grappled rope, the corresponding coil of rope marker is placed on him.
- > **Bailer**: Any character present in the boat can bail out water. A "bucket" counter is placed on the character. A character that is bailing cannot be given any other task.

It is important not to confuse the assignment of tasks to characters (in the Naval Phases) with the right to move them (in each player phase). The naval phases concern only the movements of the boats and actions with the grappling hooks. During a Naval Phase, no character can move or fight. Movement and combat involving boarding parties are carried out during the phases of each player turn, at the same time as movement and combat on land.

During either Naval Phase, it is possible to change the current assignment of a character if his position in the boat allows it. Example: a character can stop rowing to prepare for boarding. On the other hand, a character that is bailing in the middle of the boat cannot start rowing. To do that, the player concerned would have to first move him to a ship edge hex during his own player turn.

13.2.1 Diagram of assignment of the crew



The galiote crew is made of: 1 steersman, 4 oarsmen, 1 grappler, 3 boarding party

13.2.2 How does the assignment of character tasks influence the conduct of the game?

The assignment of the characters is significant in three fields:

- > **The speed of the boat.** The maximum speed of the ship is calculated, in fact, from the number of characters assigned to the oars (see later the section on Determination of Speed rule).
- > **Missile-fire.** Only characters ready to board can shoot. In addition, the cover of the characters changes according to their assignment. Those that row and those that steer benefit from medium cover (due to protection from the sides of the ship and the shields lined along the hull). The others benefit only from light cover because they are necessarily more exposed.
- > **Combats.** During combats that occur after a naval phase, characters in the boarding party are considered to be in an advantageous position (+), in both attack and defence. All others are in a disadvantaged position (-) in defence, and neutral (0) in attack.

Not also that only a character in the boarding party can try to cut a grappled rope (see Cutting the grappling hooks).

13.3 Determination of speed

After having assigned their crews, the players allot a speed to each one of their boats. To allot a speed to a boat, a player must take into account three factors: the characteristics of the boat concerned, the number of oarsmen and the speed of the boat at the end of the preceding naval phase.

13.3.1 Characteristics of various types of boat

BOAT CHARACTERISTICS

	Drakkar	Knarr	Galiote	Rowboat
Max. Nr of oarsmen	14	8	10	2
Maximum speed				
forwards	8	4	5	2
backwards	8	2	2	2
Actual speed	Equal to the nr of pairs of oarsmen *	Equal to the nr of pairs of oarsmen *	Equal to the nr of pairs of oarsmen *	Equal to the nr of pairs of oarsmen *
Acceleration and deceleration: conditions needed				
+1**	At least 1 pair of oarsmen	At least 1 pair of oarsmen	At least 1 pair of oarsmen	At least 1 oarsman
+2 ou -2	At least 3 pairs of oarsmen	At least 3 pairs of oarsmen	At least 3 pairs of oarsmen	2 oarsmen
+3 ou -3	At least 6 pairs of oarsmen		-	-
Effect of different types of movement on ship speed				
Straight line	none	none	none	none
Sideways movement	Speed -1	none	none	none
Rotation	Speed -2	Speed -1	Speed -1	None
Restrictions	Max 60°/ 2 per phase	Max 60°/ 2 per phase	Max 60°/ 2 per phase	No restrictions
Number of points of hull damage before a ship sinks				
	19	19	11	1
Effect of damage on speed & acceleration				
Speed	- 1 per 3 points of hull damage			
Acceleration	- 1 per 6 points of hull damage			
* A drakkar can move at a speed of 8 with 7 pairs of Viking oarsmen rowing				
** A ship with no-one rowing will lose speed at 1 Movement Point per phase				

The table above summarizes the characteristics of the various types of boats present in the game. These characteristics show movement under oar. Taking into account the scale of size of the scenarios, movements under sail do not have to be taken into account.

13.3.2 The number of oarsmen

The number of oarsmen influences the maximum speed of the boat as well as its ability to accelerate or to decelerate.

For the drakkar and the galiotes, count the number of oarsmen that are in the boat and form pairs with a character on each edge hex of the boat: one on the port side and the other on the starboard side. The maximum speed of the drakkar or the galiote for the naval phase in progress is equal to the number of pairs thus obtained. The two characters forming each pair do not need to be set up symmetrically, but they must always be on opposite boat hex edges.

Any extra oarsmen on one side are not taken into account. Example: a galiote with 4 oarsmen on one side and 2 oarsmen on the other side will only count as two pairs of oarsmen. Its speed cannot thus be greater than 2.

Two special rules apply:

- > A drakkar can reach a maximum speed of 8 if it has 7 pairs of Viking oarsmen on the boat edge hexes. This represents the performance of the boat as well as that of the crew.
- > The speed of Rowboats is calculated as follows:
 - 1 oarsman in a Rowboat hex: speed and acceleration/deceleration of 1.
 - 2 oarsmen: speed and acceleration/deceleration of 2. Oarsmen can be placed in any of the three Rowboat hexes.

Note: Wounded characters and elderly characters can row and steer normally. Female characters can only row in Rowboats.

13.3.3 Speed of the boat at the end of the preceding naval phase

Each boat has a capacity of acceleration and deceleration, which enables it to modify its acquired speed. Thus a drakkar, with 6 pairs of oarsmen and a speed of 2 during the preceding phase, can either accelerate to a speed of 5, or decelerate to -1. The player can thus select any speed ranging between -1 and +5. Note! A boat that is damaged or held by grappling hooks sees its speed and its capacity to change speed reduced or even cancelled (see the table above and § 13.6.3).

13.3.4 How to use the speed markers?

The players select in secrecy the speed marker counter corresponding to the selected speed for each boat and place it face down on the marker for the preceding phase. When all the markers have been placed, they are turned over. The players then can thus verify the speed of each boat to see if it is compatible with its characteristics, the number of pairs of oarsmen and its speed in the preceding turn. The markers corresponding to the speed of the preceding turn are not removed until the end of each phase because they may need to be used for calculation of the effective speed in the event of collision (see § 13.5).

13.4 Moving the boats

13.4.1 Initiative

The fastest boat - that which has highest effective speed (see calculation of effective speed § 13.5.2) - moves first. In the event of equal speeds, the drakkar takes priority over the galiote, which takes priority over the Rowboat. If the two boats are of same type, roll a die. The boat that obtains the higher number will move first.

13.4.2 How to move the boats?

Each phase of movement is divided into sequences. Within each sequence, each boat carries out a move (the various types of movement are explained later). The number of sequences that a boat can carry out is related to its speed. Continue in this way until all the boats have used as many movement points as indicated on their speed marker.

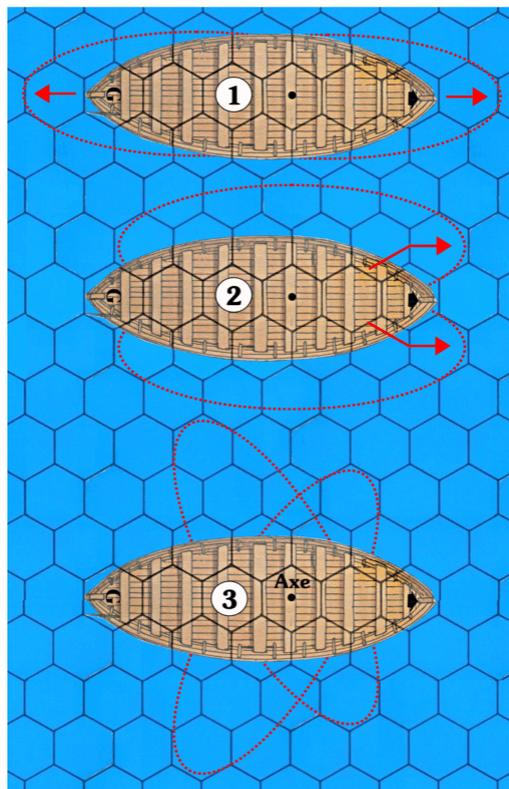
Example: 2 drakkars (speed 5 and 8), a galiote (speed 4) and 2 boats (speed 1 and 2) are present during a Naval Phase.

- **Sequence 1:** both drakkars are moved one hex in a straight line, then the galiote, then the 2 Rowboats.

- Sequence 2: As before, but only the second Rowboat is moved (the first having reached the speed selected).
- Sequences 3 and 4: As before, but without the second Rowboat.
- Sequence 5: Only the two drakkars are moved one hex because the galiote has reached its indicated speed.
- Sequence 6: The second drakkar carries out a turn, which decreases its speed by 2 points to him (see below) and thus leaves it on 6.

The Naval Phase is now finished. Continue in the same way with each new Naval Phase, taking account of any changing of speed.

13.4.3 Various types of movement



Three types of movement are possible:

> **Movement in straight line (1):** This movement can be forwards or backwards (see diagram). It causes no loss of speed.

> **Sideways (lateral) movement (2):** This is always carried out in the direction of the travel (see diagram). Galiotes and Rowboats: no loss of speed. Drakkars: speed reduced by one point*.

> **Change of course (3):** This is carried out by a turn on the axis of the hex marked with a black spot (see diagram). Speed is reduced by 1 point for the galiotes and 2 points for the drakkars*, with a maximum rotation of 60 degrees. There is no reduction of speed and turns are free for Rowboats.

* The speed marker counter is changed immediately.

Note: Lateral movements and changes of course are prohibited if they lead to an immediate collision with another boat, except if that other boat is a Rowboat, in which case it is pushed. Two Rowboats cannot push each other.

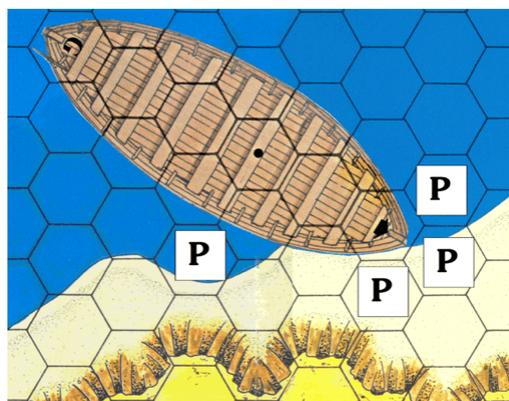
Within each movement sequence, the players are free to choose one of the three possible moves for each one of their boats. However, as seen above, certain moves cause a loss of speed. To carry out a move, a boat must thus still have sufficient speed points: the modified speed must not be less than the sequence in progress. If this is not the case,

movement is impossible and the player must choose another move.

Example: A drakkar has a speed of 7. It carries out 3 moves in a straight line, then a turn of 60 degrees. Its speed is altered to 5 (7-2). For its last movement, it has no choice: it must move one hex forwards in a straight line.

Important: When ships change from forward movement to reverse movement (or vice versa), during a single Naval Phase, it cannot start its move until the second sequence of movement. This takes account of the inertia from the preceding naval phase.

13.4.4 Running aground



To run aground on a beach, it is essential for a boat to reach the first beach hex with its bow or its stern, and possibly at the same time a boat side hex may also reach the beach (see the picture). A boat which has a speed equal to or lower than 3 will automatically stop in the first beach hex that it enters. A ship which has a speed higher than 3 will not stop until the second beach hex. But watch out for rocks! A boat that ends its move on a slope hex (or a rocks hex on 'The Coast' map) runs full tilt onto the rocks. Treat this situation as if it were a frontal collision with a boat travelling at the same speed (see the later section on Collisions).

13.4.5 Launching into the water

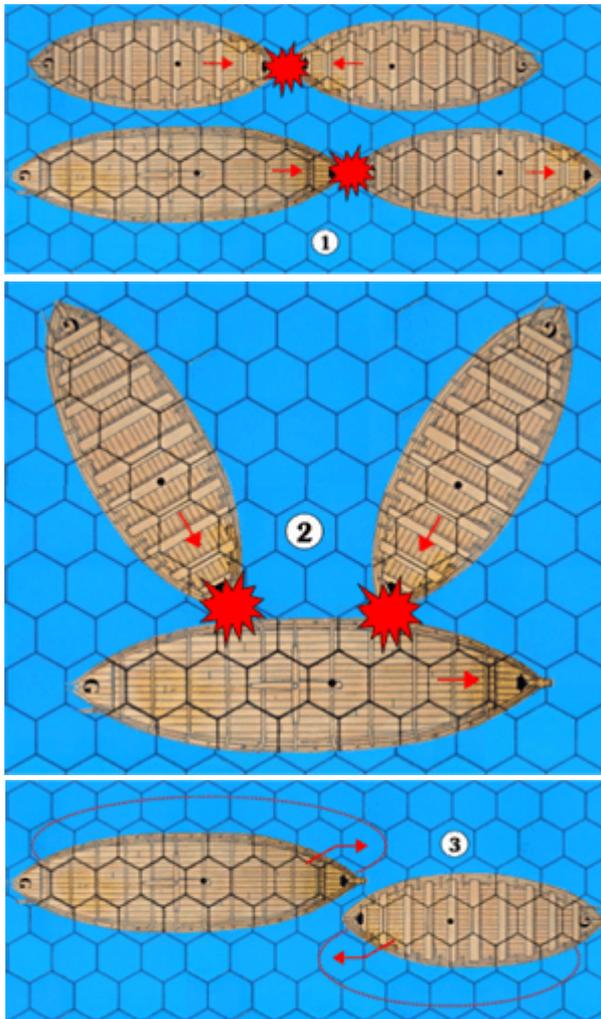
To launch or re-launch a boat into the water is a movement that must be carried out in a straight line as long as any boat hex is on the beach. The speed of a boat that has been launched into the water cannot be higher than 1 as long as not all of the boat hexes are on sea hexes.

Launching a drakkar or a galiote requires at least 4 characters to push it. For a Rowboat, one character pushing is enough. The characters who push must be set out on both sides of the boat, on beach hexes or on sea hexes adjacent to the beach (i.e. shallow water hexes) as with the characters marked with a "P" in the picture above.

13.5 Collisions

There is a collision each time that a ship carries out a move in a straight line and enters with its bow or its stern into a hex occupied by another ship. A collision can be voluntary or involuntary, in particular when a ship has acquired too high a speed. A ship cannot cause a collision by a lateral move or a change of course.

13.5.1 Various types of collision



> **Bow (Frontal) Collision:** This occurs between two boats navigating along the same axis and in opposed directions (diagram 1). When the damage is calculated, it is the sum of the speeds of the two boats that is counted.

> **Stern (Rear) Collision:** This occurs between two boats navigating along the same axis and in the same direction (diagram 1). Here, it is the difference in speeds between the two boats which is taken into account for the calculation of damage.

> **Side (Lateral) Collision:** This occurs when one boat strikes another boat at an angle of 60 or 120 degrees (diagram 2). Only the speed of the boat that hits will be taken into account during the calculation of damage.

Special situations: It can happen that movement in a straight line leads to a collision with a hex other than the bow or the stern. In this case, instead of carrying out a move in a straight line, the boat makes lateral move (diagram 3). So the two boats scrape past one another. This special move does not decrease the speed of the boat, even if it involves a drakkar.

13.5.2 Calculating the damage

13.5.2.1 Calculation of the Effective Speed

To know the results of each collision, it is necessary to first determine the Effective Speed of each boat at the time of the impact. Two situations may occur:

> **The boat has no change of speed at the beginning of the phase.** In the case of a boat with a constant speed, the Effective Speed is equal to that shown on its speed marker, irrespective of the particular moment during the phase that the collision occurred.

> **The boat changed its speed at the beginning of the phase.** The new speed does not become effective immediately. To keep it simple, consider that a boat reaches its new speed once it travels a number of hexes at least equal to the acceleration or deceleration chosen. In other words, for each hex crossed, a

boat increases or decreases its speed by 1 point until it reaches its new speed. For a collision, the Effective Speed will thus be calculated from the number of hexes crossed before the collision occurred. If this number is equal to or higher than the difference between the new speed and the speed during the preceding phase, the Effective Speed is the same as that shown on the speed marker. If this number is less than that difference, the Effective Speed is the same as the speed of the preceding turn plus the number of hexes crossed in the event of acceleration, or minus the number of hexes crossed in the event of deceleration.

Examples: A galiote has a speed of 4, after having had a speed of 2 in the preceding Naval Phase. During its second move, it hits a drakkar laterally. Its Effective Speed is 3 (2+1), because it only crossed one hex before entering into the collision. Another example: a drakkar has a speed of -1 in the preceding phase and +1 this phase. Motionless at the time of the first move, it moves forward in the second sequence and hits a boat laterally. As its Effective Speed is 0, there is no true collision but merely a blocking of its movement.

13.5.2.2 Calculation of the Speed Factor (SF) depending on the type of collision

The speed factor is always calculated from the Effective Speed of each boat at the time of the collision (see above). Depending on the type of collision, the Speed Factor (SF) is calculated as follows, A being the boat which rams and B the boat that is rammed:

- > **Frontal collision:** SF = (Speed of Boat A + Speed of Boat B) x 2
- > **Rear collision:** SF = (Speed of Boat A - Speed of Boat B) x 2
- > **Lateral collision:** SF = Speed of Boat A x 2

13.5.2.3 Collision Table

SF + 1D10	Hull damage	Characters on impact hexes *	Other crew members
3 - 5	None	No damage	No damage
6 - 11	1D	Wounded	1 Stunned
12 - 17	2D	Killed	1 Wounded 2 Stunned
18 - 23	3D	Killed	2 Wounded 3 Stunned
24 - 29	4D	Killed	1 Killed 2 Wounded 3 Stunned
30 - 35	5D	Killed	1 Killed 3 Wounded 4 Stunned
36+	6D	Killed	2 Killed 3 Wounded 4 Stunned

* The hex that strikes and the hex that is struck

13.5.2.4 Calculation of the damage

The player concerned rolls one die and adds to the number on the die the Speed Factor obtained by the calculation above *. The total thus obtained will correspond to a line of results in the Collision Table above. This result is applied immediately to the boats concerned. Each player notes the damage inflicted on his boat on a separate sheet (see § 13.7 - Marking the Damage Points). In the event of lateral collision, the boat which rams is less affected: it applied the result from the line above that applied to the rammed boat and the damage that should affect the hull is not taken counted**.

* If the Speed Factor is 0, the collision has no effect.

** Exception: A boat whose bow or stern is already damaged (with 1 Damage Point or more) will suffer damage to its hull whatever the type of collision if it rams a boat again with that same hex.

Let us see now in more detail what can be the consequences of a collision. A collision affects the crew, the hull and may also affect the speed of the boats.

> **The crew.** Depending to the strength of the impact, the two characters located one in the hex that rams and the other in the hex that is rammed, may be stunned, wounded or killed. Some other members of the crew will also be affected. The result is applied to the crew of each boat before continuing with the remaining naval movement for that phase. If, because of the collision, the number of oarsmen no longer matches the speed indicated, the speed is modified as a result.

> **The state of the hull.** The hex that rams and the hex that is rammed will suffer 1 to 6 points of damage. However, in the event of a lateral collision, only the hull of the rammed boat suffers damage (Exception: see ** above). Above one Damage Point, a leak is declared. After this, the water level inside the boat increases during each Naval Phase (see § 13.7 - Recording Damage Points). A hex that has suffered one Damage Point

(or more) cannot be used any more for rowing or steering. Characters can, however, continue to make normal use of it during their movement.

> **The speed of the boat.** Depending on the type of collision, the speed of each boat is decreased or even reduced to zero (see the Collision Table above). When the speed of a boat has been reduced to zero, it cannot hit a different boat if that were possible until it has crossed at least one more hex before the new collision (see § 13.5.2.1 - Calculation of Effective Speed).

The Rowboat. If a drakkar or a galiote hits a Rowboat, the Rowboat capsizes automatically (it is removed from the game board) and the characters fall into the water (the player responsible for the collision places them on the hexes previously occupied by the boat or, if there is no room, on an adjacent sea hex). The drakkar or the galiote does not undergo any damage but its speed is reduced by 1 point. If a Rowboat hits a drakkar, a galiote or another Rowboat, the collision has no effect.

13.6 Grappling

The grappling hook is an essential weapon used to bring naval actions closer. It is used to stop the functioning of an enemy ship, by decreasing its capacity of operation, and is used by a member of the boarding party. In this game, grappling hooks can be thrown up to a maximum distance of 5 hexes. Count the target hex (the edge hex of the enemy boat), but do not count the starting hex, in other words that of the thrower.

Important: The rules that follow explain how to throw, or pull in the rope from a grappling hook. All these actions are not possible if there is an enemy in an adjacent hex to the grappler and in the same boat. On the other hand, the presence of an enemy on another boat has no effect, even if on an adjacent hex.

13.6.1 Description of the markers

Each grappling hook is represented by two markers. One represents the hook itself, the other the rope that is attached to it. For greater realism, we recommend that, before starting play, you connect each hook marker to a rope marker with a piece of sewing thread 5 hexes long (make a small hole in the circle already provided with this in mind on each marker). In this way you will be able to immediately visualise the influence of the hooks on the movement of the boats.



At the beginning of each scenario, each hook is placed in the location chosen by the player concerned. A hook marker is always placed on top of a rope marker. There can only be one hook stored in one hex. One can, however, try to grapple a hook onto a hex where another hook is stored.

13.6.2 Throwing and recovering the grappling hooks

Only a character on a hex containing a hook and given that task can throw it. A character can only make one attempt per Naval Phase. The exact moment to throw each hook can be decided freely by each player. Throwing the hook always takes place between two movement sequences, i.e. after all boats have carried out one move and before they start the next. It is not possible to throw several hooks into the same hex. You can, however, try to throw several hooks into different hexes.

To determine if the attempt succeeds, roll the die:

- if the number obtained is equal to or higher than twice the distance that separates the thrower from the target hex, the throw is successful (remember that the 0 on the die counts as 10). Places the hook marker on the relevant hex.

- If the number is lower, the throw fails. The hook marker is placed on a sea hex adjacent to the target hex. During the next Naval Phase, the character (or another that may have taken his place) will be able to recover the hook. This action is treated as being completed at the end of the Phase. The hook marker is then placed back on the relevant rope marker. The hook is now ready for a new attempt.

Note: When he throws a hook, a wounded character, elderly character or female character must deduct 2 points from the number obtained on the die. It is the modified number that is used in relation to the double distance test.

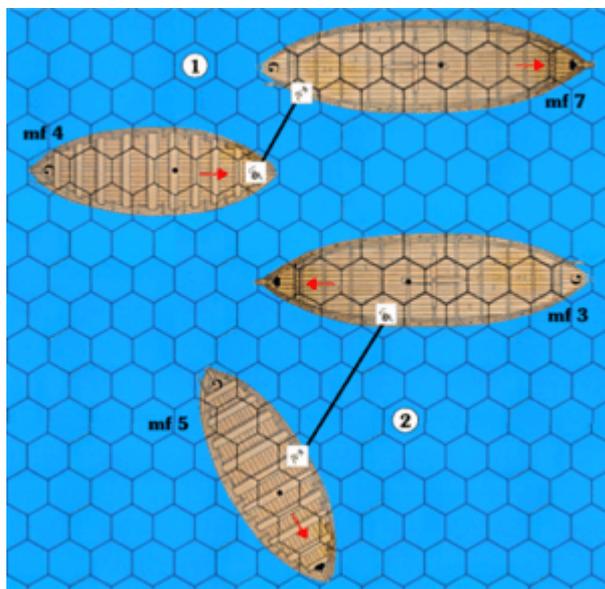
13.6.3 Grappled movement

During a Naval Phase in which a grapple succeeds, the roped boats can continue their movement up to a maximum stretch of the rope of 2 hexes more than the distance separating the boats at the time of the throw. However, the distance between the two boats cannot exceed the total length of the rope, i.e. 5 hexes. During the following Phases, the two grappled boats continue to move normally but the length of the rope can never exceed its length during the preceding Phase. If a straight line move breaks this rule, the move is replaced by

a lateral move, without any speed penalty for drakkar. If a lateral move is also impossible lateral without breaking this rule, the boat stops.

For greater realism, you can adopt the optional rule proposed at the end of the chapter (see § 13.9.2 - The toughness of hemp).

Note: When a Rowboat grapples onto a galiote, a knarr or a drakkar, the latter carry on their course with their speed reduced by 1 point, pulling the Rowboat behind them.



Here are two examples of throwing a hook. The first shows a galiote grappling at a range of 2 hexes a drakkar sailing close by and in the same direction. The second shows a drakkar grappling at a range of 4 hexes a galiote sailing in the opposite direction. In the first case, the drakkar carries on its way normally stretching the rope to a length of 4 hexes (i.e. 2 at the time of the throw + 2). Then, it must copy the speed of the galiote. In the second example, as soon as the galiote has moved one hex, it is forced to move laterally to the left, all other movement being impossible.

13.6.4 Cutting the grapples

If a character given the task of boarding is in the hex where a hook has been thrown, he can try to cut the rope. The player concerned rolls the die:

- 1, 2 or 3: the cord is cut (and the grappling hook is removed from the game) and the two boats can now move normally, so long as there are no other hooks;
- 4 and above: the rope is not cut and the boats remain grappled together.

A character can only carry out one attempt per Naval Phase. A character given a task other than boarding cannot cut the grapple. A wounded character, elderly character or female character adds 1 point to the result of the die roll. It is the modified number that is taken into account to determine if the action succeeds.

Note: For tactical reasons, a character can freely try to cut a hook that a character of its own side has thrown. The attempt is carried out under exactly same conditions as above.

13.6.5 Pulling the boats together

At the end the Naval Phase, each player can try to use the grappling hooks that he has thrown successfully to decrease the distance between the boats concerned. To be able to pull a grapple, a character must be on the hex containing the corresponding rope marker and have been given that task. The result of this action is a function of the number of hooks that connect the two boats, although the ropes that are not being pulled by anyone are not taken into account. It is always the lightest boat that moves: a Rowboat is lighter than a galiote which is lighter than a drakkar. In the event of equality, it is the boat which is pulling that moves. The boat that moves keeps its initial orientation. Movement is one hex for 1 grapple, 2 hexes for 2 grapples and 3 hexes for 3 grapples or more (see diagram 1).



Special situation: When the two boats are already one hex apart and the angle of the rope is equal to 60°, pull the boat concerned round so that the two boats lie side by side (see diagram 2).

Note: Due to the tension of the rope, it is not possible to unhook a grapple. You can only cut it!

13.6.6 Tipping a grappling hook overboard

A character can tip a grappling hook (hook marker + rope marker) overboard so as not to leave it for the enemy. To do this, he must be given this task at the beginning of a Naval Phase (put the hook and rope markers on top of him). A character can also carry a grappling hook, e.g. into another boat. In this case, his Movement Allowance is reduced by 2 points while carrying it.

13.7 Recording damage points

During the Naval Phase, the players note on a separate sheet the damage suffered by their boats in each collision. To identify each boat, write the name of the Jarl or Earl commanding it, or if there is none, the name of the strongest warrior on board. Two types of damage can occur at the time of a collision:

- When there is only 1 Damage Point, the hex is damaged but there is no leak. The hex becomes unusable for rowing or steering. Characters can, however, enter it normally during their movement.
- When there are 2 Damage Points or more, the affected hex suffers the same restrictions as above, but, in addition, a leak is declared. When a leak is declared, it requires the player to add that same number of Damage Points at the end of each new Naval Phase. This represents the fact that the level of water on board will continue to rise during each Phase. Characters on board that are bailing can limit the damage. For each pair of characters given the task of bailing, the player can subtract one Damage Point from the total.

However, this total can never be less than the number of collisions suffered by the boat during the game.

The total of the damages suffered by a boat will influence its maximum speed and its capacity to accelerate. This is logical: the water rises and weighs down the boat. For each 3 points of damage, the maximum speed is decreased by 1 point. For each 6 points, acceleration is decreased by 1 point. Example: a drakkar with 10 points of damage has a maximum speed of 5 and an acceleration of 2.

When a drakkar reaches 20 points of damage, a galiote 12 points, and a Rowboat 2 points, the boat sinks. The boat counter is removed from the game board. The characters on board are placed in the sea hexes corresponding to the boat hexes that they occupied before. If it is in this situation, a boat that runs aground does not sink, but it cannot be refloated: it remains immobilised until the end of the game.

A boat attached by one or more grappling hooks to a boat that sinks suffers 5 extra Damage Points per Naval Phase once the boat has sunk. The characters on board should obviously try to cut the grapples before it is too late.

When a hex that has suffered one Damage Point receives a second Damage Point from another collision, a leak is declared. Take account of this in the recording of damage.

13.7.1 Example of calculating damage points

The galiote (Anglo-Saxon ship) commanded by Earl Edwin has been grappled and caught by two drakkars (Viking longships). During the current Naval Phase, it suffered a collision and collected 2 Damage Points. In the preceding Naval Phase, it had suffered a collision and collected 1 Damage Point. Two Naval Phases previously, it had suffered a collision resulting in 3 Damage Points by a drakkar at full speed! Its Damage Points add up as follows:

- Points of damage from preceding phases: $3+3+1 = 7$
- Points of damage in the phase that is just finishing: $3+2 = 5$.
- Total Damage Points taken by the boat: 12

As you can see, the collisions resulting in more than one point of damage are counted afresh in each new phase because the water rises in the boat. Meanwhile, our Anglo-Saxon has put 6 characters to work bailing out, which enables him to subtract 3 Damage Points from the total, giving 12 minus 3 = 9. That is just as well, since without it the boat would sink... But this is only a delay, because the galiote from now on will get 5 additional Damage Points in each phase because of the two serious collisions that it suffered. In other words, if the number of characters bailing remains unchanged, the galiote will sink two Naval Phases later.

13.8 Movement and combat on boats

13.8.1 Assignment of character tasks

Whatever the assignment of tasks during the Naval Phase, all the characters of one player can move and fight during the phase of the player concerned. Even if it does not have an influence on movement, the task of the characters does however have an influence on combat:

- the affected characters in the boarding party are considered to be in a favourable situation (+) both in attack and in defence.

- the affected characters on any other task than boarding are considered to be in a neutral situation (0) for attack and in an unfavourable situation (-) in defence.

These differences in situation are counted during combat in the same way as the advantages or disadvantages due to terrain.

13.8.2 The speed of the boats

Movements and combat are not possible between two boats unless the difference between their respective speeds is nil or at most equal to 1. In the same way, movements and combat between a boat and land, or between a boat and sea hexes adjacent to a beach, are not possible unless the speed of the boat is 0, 1 or -1.

13.8.3 Boarding and disembarkation

In the majority of cases, embarking onto or disembarking from a boat costs some additional Movement Points. All these modifiers are listed in the Boarding and Disembarkation Table below.

13.8.3.1 Boarding & Disembarkation Table

Cost in additional points of movement			
Getting into a boat from:		Getting into a rowboat from:	
an adjacent boat	+0	an adjacent boat	+0
a land hex	+1	a land hex	+0
a shallow water hex	+2	a shallow water hex	+1
a deep water hex	+4	a deep water hex	+2
Getting out of a boat onto:		Getting out of a rowboat onto:	
a land hex	+1	a land hex	+0
a sea or river hex	+0	a sea or river hex	+0

13.8.3.2 Helping a character to climb on board

A character that does not have enough Movement Points to climb up into a boat edge hex can be helped by a friendly character. This character must be adjacent at the beginning of his turn to both the climbing character and to the boat hex concerned. The helping character will not be able to move during the player turn.

Note: This action is impossible if the character who needs assistance is wounded, or if the character offering assistance is adjacent to an enemy in a position to attack, or even if there is an enemy in the boat adjacent to the boat hex into which the character wants to climb.

13.8.3.3 Loading a horse aboard

It is possible to make a horse go into or out of a galiote, a knarr or a drakkar, subject to the following restrictions:

- the boat must be totally stopped (speed = 0);
- the horse must be without a rider and led by the bridle; it must enter or leave by a boat edge hex, except the bow (arrow) and stern ("G") hexes. During navigation, it is mandatory that the horse must be in the hexes located in the middle of the boat. A horse cannot enter a Rowboat.

13.8.4 Infiltration (challenges)

The infiltration rule (see § 4.3) does not apply when the hex crossed is a boat hex and the enemy is located on another boat, in the sea or on land. It does apply, on the other hand, when the hex crossed is a land or sea hex and the enemy is on an adjacent boat hex.

13.8.5 Characters in deep water

All characters in a deep water hex at the beginning of their turn must pass a Drowning Test before being able to move. The player concerned rolls the die:

- on 1 or 2 the character drowns,
- 3 or more and the character floats and carries on swimming.

Once the test has been successfully passed, the character is moved normally. The test is repeated each game turn of the player concerned so long as the character remains in deep water. Wounded characters add 1 to the die-roll result, and the modified number is counted.

Note: Remember that characters in armour will drown automatically when they fall into the water, unless the water hex is adjacent to a beach. Wounded characters that do not have sufficient movement points to enter another water hex will also drown.

13.8.6 Combat

13.8.6.1 Ship/Ship

As soon as the respective speeds of the ships allow, characters can freely fight from one ship to another. The ship hexes on which they stand will have no effect on combat. The only factor to count is the crew task chosen during the previous Naval Phase.

13.8.6.2 Ship/Land

When attacked by enemy characters that are on land, a character on a ship is always treated as being in favourable terrain (+). The character on land merely takes account of the type of terrain on which he stands.

Note: If one of the attackers is also on the ship, the advantage from the ship does not apply. When a character on a ship attacks a character on land, the ship does not offer any special advantage.

13.8.6.3 Ship/Sea

When involved in combat with a character in the sea, a character on a ship is always treated as being in favourable terrain (+) in both attack and defence. Characters in the sea are always in unfavourable terrain (-). A character in deep water can never attack a ship hex belonging to a drakkar or Saxon ship. He can, however, attack a character in a rowboat. Remember that a character in the sea can attempt to pull himself up into an empty ship hex, if the speed of the ship allows.

13.9 Optional rules

13.9.1 Patching a leak

With the help of skins, oakum and pieces of wood, it is possible to patch up a breach sufficiently until the ship can be repaired properly in a dry dock. This is a delicate operation, much more difficult to carry out if combats are raging on board. In the game, a character standing on a damaged ship hex can attempt to patch the leak in question. To do this, he must be given this task in the Naval Phase and must not be adjacent to an enemy until the end of the subsequent Naval Phase (in other words, the Naval Phase when he is given the task, a player turn, and the Naval Phase that follows). The player concerned rolls the die and adds to the number obtained the damage points affecting the breach minus 1 (e.g. a breach with 3 damage points adds 2 points to the die-roll). If the result is:

- > **2 or 3:** The hole is repaired and the relevant damage points are not carried forward to each new Phase.
- > **4 or 5:** The hole is temporarily repaired. The relevant damage points are not counted in this Phase.
- > **6 or more:** The pressure of water foils the attempt. The relevant damage is carried forward normally on the Ship Chart.

So long as there is no contact with an enemy character, the character can continue his attempts in each new Naval Phase until a successful repair is made.

13.9.2 The toughness of hemp

In this period, ships' ropes were manufactured from vegetable fibres, generally from woven hemp. Although very strong, they cannot compare to steel cables. Thus, when a grappling hook is thrown between two ships that are moving in opposite directions (at 120° or 180°), the strength of the rope should be tested. This is the situation where the rope is placed under the greatest tension while the inertia of the ships continues in contrary directions. To determine the result, roll the die and add the sum of the speeds of the two ships. If the result is equal to or greater than 15, the rope breaks and the two ships continue normally on their original course (and the grappling hook is removed from the game).

13.9.3 Is there a pilot on the drakkar?

A drakkar or Saxon galley without a steersman can only move in a straight line and cannot increase its speed. A drakkar or Saxon galley whose steering hex has been damaged loses 1 extra point of speed each time that it moves other than in a straight line. It can, however, increase or decrease its speed normally.

14 – THE MEDIEVAL SHIPS

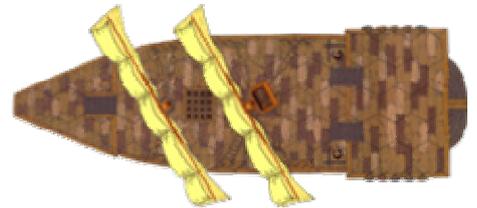
14.1 Description of the ships

Six new ship types are used in the Middle-Ages:

14.1.1 The nef (*La nef*)

This large ship, also called a “round ship”, was mainly used for open-sea navigation. Crusaders of the XIIth century used this type of vessel for their overseas pilgrimages. It was also used by Genoese and Pisan merchants to open profitable trade routes.

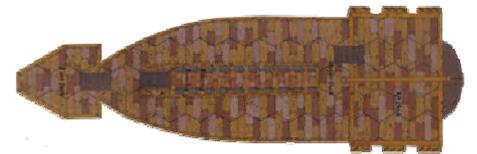
The nef depicted in the game boasts both fore and after castles, as well as 2 masts including one with a crow’s nest. Sails are 7 hexes wide. The hexes of the upper deck are higher above the waterline than those of ships that are only 3 hexes in width.



14.1.2 The galley (*La galée*)

The Byzantine, Saracen and Christian war fleets consisted of galleys, which were the best warships of the Middle-Ages. The large galley has two decks: the lower deck with the rowing benches and the upper deck for the warriors and the steersman. The ship was rowed by galley-slaves or prisoners of war, except on Byzantines galleys where the oarsmen were paid.

The galley is a fast ship but it is difficult to manoeuvre, and in practice it cannot move backwards. War engines such as ballistas and catapults were often installed on the upper deck. The Byzantine galleys were additionally equipped with a tube at the bow on the foredeck that was used to throw the terrible Greek Fire.



The galley depicted in the game is equipped with fore and aft decks, as well as a lower deck containing rowing benches. The hexes of the upper deck are higher above the waterline than those of ships that are only 3 hexes in width.

14.1.3 The horse carrier (*L’huissier*)

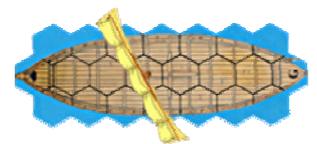
Called ‘Huissier’ in French (from an old word meaning « gate »), this type of ship was specially designed to enable horses to board. It is equipped with a side gate to access the lower deck directly. This entrance had to be sealed while sailing, as it lies partially under water. Horses are held in place by a belt passing under their belly.

The horse transport depicted in the game can accommodate 12 horses and has two decks plus an aftercastle. The mast carries a 7-hex wide sail with a crow’s nest on top.



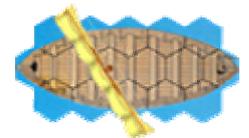
14.1.4 The felucca (*La felouque*)

This vessel is used both by Arab merchantmen and by Saracen pirates. Moving only under sail, its triangular lateen sail allows it to capture the wind and to manoeuvre easily. The single-deck felucca is represented by a Viking drakkar with a 5-hex wide sail.



14.1.5 The cog (*La cogue*)

A general-purpose ship, used primarily for coastal trade but also for open-sea navigation, the cog is mainly used to carry supplies and construction materials. Its rectangular sail with a complex system of control makes the boat very slow and difficult to manoeuvre. The single-deck cog is represented by a Saxon galley with a 5-hex wide sail.



14.1.6 The longboat (*La chaloupe*)

This boat is used to embark and disembark passengers from galleys and nefes when they are not moored in port. It is operated by oars alone and has no rudder. Like the rowboat, it is easy to capsize. The longboat is represented by a Saxon galley.



14.2 Crew tasks

The high morale which was enjoyed by the Vikings, and which gave them their strength, had been long lost by the 11th and 12th centuries. The medieval ships are treated as being crewed by four types of characters with well-defined roles:

14.2.1 Galley slaves and oarsmen

The only characters considered to be galley-slaves are those designated as such at the beginning of the scenario and enemy characters taken prisoner during an earlier fight. They only perform one task: rowing, under the orders of a slave-master, soldier or noble. The galley-slaves will stop rowing either if there is no guard on the ship's lower deck or if the guard is engaged in combat. As they are chained to their benches they cannot attack and their defence strength is reduced to 1. They cannot bail.

Exception: Byzantine galleys are crewed by paid oarsmen who are consequently better motivated.

14.2.2 Sailors

The sailors can be used to row (in a longboat), steer (on a galley), or manage the sails (on nef, felucca, horse carrier or cog). They can also bail and can also be used to operate the war engines and to throw grappling-hooks. They can be used as oarsmen on a galley if, for any reason, an oarsman's space is empty. They cannot take part in boarding actions but will defend themselves if attacked.

14.2.3 Soldiers

The soldiers are primarily assigned to the tasks of boarding, grappling and operating the war engines. They can bail. They can manage a sail but only if they are supervised by a sailor. They can row (but only in a longboat) if a space is empty and there are no more sailors on the boat.

14.2.4 Nobles

The noble knights, mamluks and klibanophoroi can only take part in boarding actions or command the operation of a war engine in place of an engineer. They can never lower themselves to take the place of a sailor or oarsman.

The allocations of the different tasks are summarised in the table below (with the empty spaces indicating actions that are prohibited):

TABLE OF CREW TASKS

Task	Galley slave	Byzantine oarsman	Sailor	Soldier	Noble
Row	X	X	X	(X)	
Steer			X		
Manage a sail			X	(X)	
Operate a war engine			X	X	
Bail		X	X	X	
Throw a grappling hook		X	X	X	
Ready to board				X	X

14.3 Ship movement

14.3.1 Initiative

The ship with the highest effective speed moves first. In the event of equal speed, ships move in the following priority order: galleys, feluccas, nef, horse carriers, cogs, longboats and rowboats.

14.3.2 Sailing ships

14.3.2.1 Sailing ship characteristics

TABLE OF SAILING SHIP CHARACTERISTICS

	Cog	Felucca	Horse Carrier	Nef 2 sails (1 sail)
Number of sailors to manage the sail	4	4	6	6 per sail
Number of Sail Points	6	8	6	8 per sail
Maximum speed / Acceleration				
Wind ahead (In irons)	0 / -1	0 / -1	0 / -2	0 / -1 (0 / -1)
Wind on the bow (Close hauled)	2 / +1	4 / +2	2 / +1	3 / +1 (2 / +1)
Wind astern (Running before the wind)	5 / +1	6 / +2	5 / +1	6 / +2 (4 / +1)
Wind on the quarter (Broad reach)	6 / +2	8 / +3	6 / +2	8 / +2 (5 / +1)
Deceleration - conditions needed				
Wind ahead	Reduction to 0	Reduction to 0	Reduction to 0	Reduction to 0
Wind on the bow	-3 max per phase	-3 max per phase	-3 max per phase	-3 max per phase
Wind astern	-1 max per phase	-1 max per phase	-1 max per phase	-1 max per phase
Wind on the quarter	-2 max per phase	-2 max per phase	-2 max per phase	-2 max per phase
Number of points of hull damage before a ship sinks				
	13	19	25	30
Effect of damage on speed & acceleration				
Speed	- 1 per 3 points of hull damage		- 1 per 6 points of hull damage	
Acceleration	- 1 per 6 points of hull damage		- 1 per 8 points of hull damage	

14.3.2.2 Number of sailors

In addition to the steersman, there must be 4 sailors to manage each sail during manoeuvres (6 for large ships). If there are only 2 or 3 sailors per sail (or 4 or 5 on a large ship), the speed of the ship is reduced by 1 extra point for each manoeuvre (except when turning from wind astern to wind on the quarter or vice versa, which only concerns the steersman). If there is only 1 sailor for the sail (or 1 to 3 sailors on a large ship), or if there are no sailors at all, the ship remains on the last heading that it was facing. If the ship is moving forward with the wind astern or on the quarter, it can change heading so long as there is still a steersman.

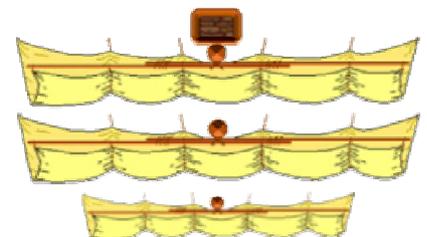
Soldiers can be requisitioned to replace sailors. Due to their inexperience in navigation, at least one sailor must be present to direct them in handling the sails. If 3 soldiers help 1 sailor (or 5 soldiers help 1 sailor on a large ship), the ship can change to a new direction at a cost of 1 extra point for each manoeuvre.

14.3.3 Using the sail

The 4 types of sailing ship used (nef, horse carrier, felucca and cog) can only move as determined by the strength and direction of the wind.

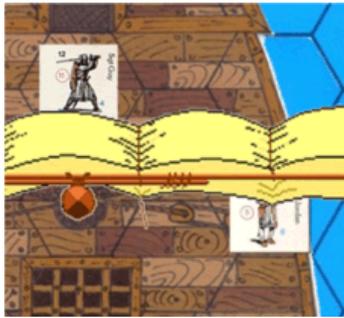
14.3.3.1 The position of the sail

The sail is represented by three different types of marker: one that is 5 hexes in width, one that is 7 hexes in width and another that is 7 hexes in width but has a crow's nest. The mast is placed on the hex containing a black circle. The sail will always be placed at right angles to the wind direction. Its position in relation to the ship may thus change whenever there is a change of heading.



The bottom of the sail is approximately 1.5 metres (5 feet) above the deck. A sail hex does not block movement by characters, but the sail does obstruct movement a little by forcing them to duck under it. Due to graphical limitations movement is obstructed only in those hexes containing the yard arm, not in those hexes that merely contain a part of the sail. Characters must always be placed beneath the sail marker.

Any sail hexes that extend outside of the ship are well above the water and do not obstruct the movement either of the sailing ship itself or of other ships trying to board it.

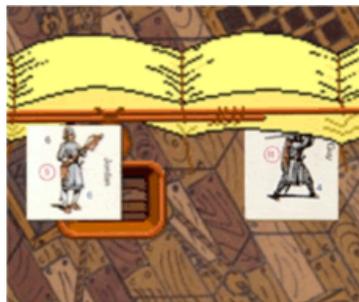


Example:

In the event of combat, Jordan the crossbowman will be hindered by the sail but Sergeant Guy will not be affected because the yard arm passes through the hex aft of him.

14.3.3.2 The crow's nest

The Nef and the Horse Carrier both have a crow's nest. On the Nef, it is the rearmost mast that has the crow's nest. A character in the crow's nest will always be placed in the hex containing the mast, whatever is the actual position of the crow's nest when the ship turns (since for visibility of the graphics the crow's nest is shown fixed to the sail although in reality it was fixed to the mast and would not turn as the sail turns). A character in the crow's nest is always placed on top of the sail marker.



Example :

Jordan is now in the crow's nest while Sergeant Guy is on the deck.

Characters can climb from the upper deck to the top of the ladder-like rigging on the nef (4 MPs) or if unarmoured can climb to the top of any of the ropes (8 MPs). From that position they can enter the crow's nest at a further cost of 2 MPs. Climbing down to the deck is quicker, costing a total of only 4 MPs whether from the crow's nest (by any route) or from the top of the ropes or rigging. Nobles (with MA of 4) cannot climb the rigging because of their heavy armour. A character in the crow's nest has a combat advantage (+) against any enemy on the rigging (-) or ropes (- -). A character on the rigging or ropes can spend one full turn to pull a dead body out of the crow's nest so long as he is not engaged in any other action.

14.3.3.3 Steersman Stand

The « G » locations for steersman have been forgotten on the galley and the horse carrier. The pictures below show where to place the steersmen. Put a « Lower Deck » marker on them to show that they are located on the upper deck and not the Aftcastle.



Horse Carrier



Galley

14.3.4 Movement under sail

14.3.4.1 The wind and the facing of the ship



Each ship has 4 possible headings in which it can face as a consequence of its orientation in relation to the wind: wind ahead, bow, quarter and wind astern. The facing will depend on the seagoing characteristics of each ship.

The wind marker shows the direction of the wind. The wind does not vary within each scenario, neither in strength nor in direction. The wind direction will be identified at the beginning of each scenario.

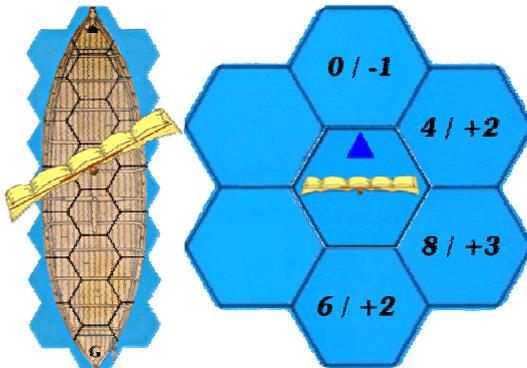


14.3.4.2 The speed of the ship

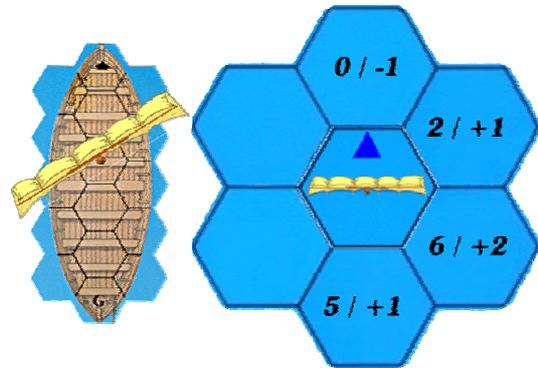
Each ship has a maximum speed (the first number) and an acceleration allowance (the second number) which are determined by its facing.

Note: In the examples below, the wind marker indicates the orientation of the ship.

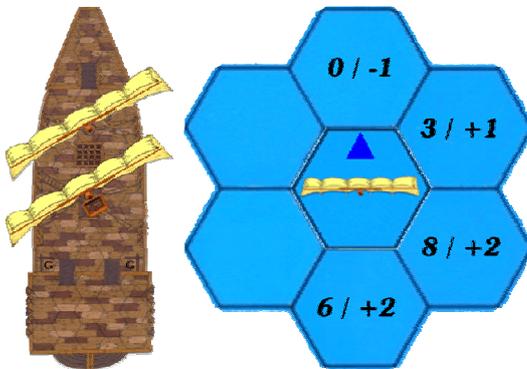
The felucca



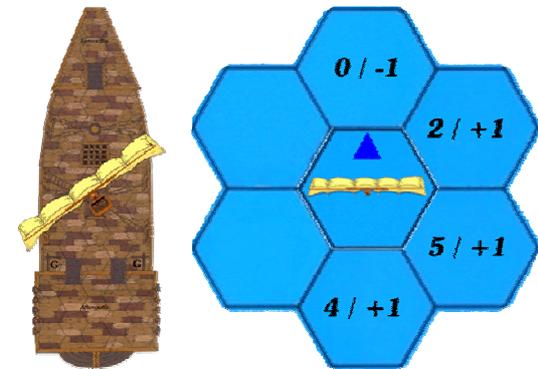
The cog



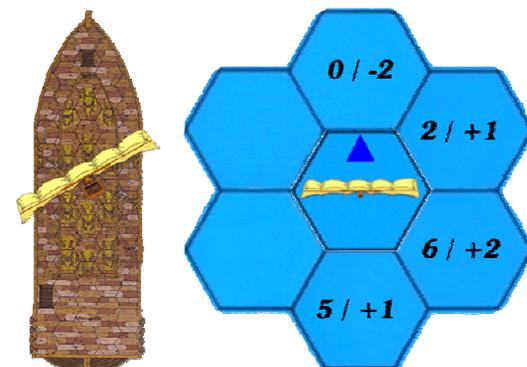
The nef (2 sails)



The nef (1 sail)



The horse carrier



14.3.4.3 Speed during the movement phase

> The Phase Speed (PS) is the speed at the end of the previous phase plus or minus changes in speed made at the start of the present phase.

> The speed at the end of the present phase is the PS less any reduction in speed due to manoeuvres.

Of course the speed at the end of the phase cannot be more than the maximum speed of the ship.

14.3.4.4 Number of changes of direction

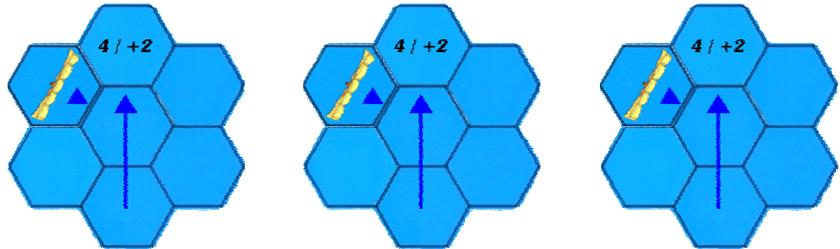
Ships can only make one change of direction each phase. Each turning into a different facing costs 1 movement point and reduces the speed of the ship by one point during this phase.

14.3.4.5 How does this work?

The examples below show ships moving in three successive phases. The arrows show the ship's facing at the end of each phase.

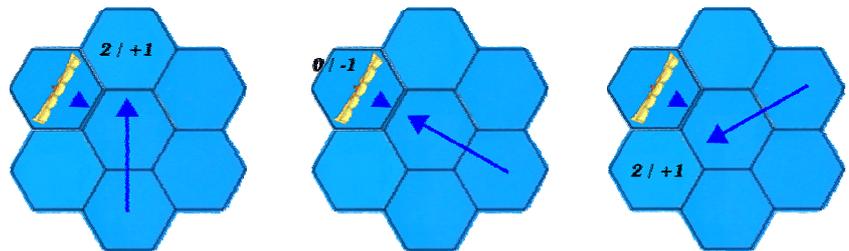
Example 1: The felucca

Direction of ship is shown at end of the phase



Speed at end of previous phase	1	3	4
Acceleration	+2	+1 (as it cannot exceed the maximum speed)	0
Speed in the current phase	3	4	4
Speed at the end of the phase	3	4	4
Maximum speed	4	4	4

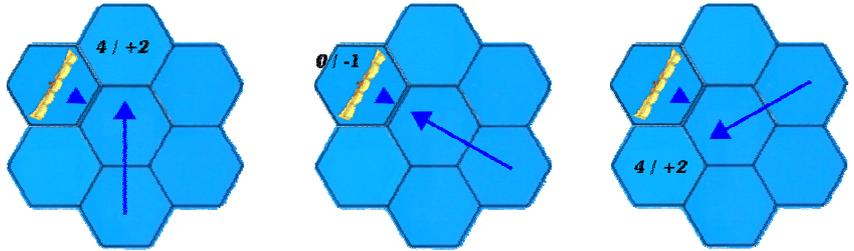
Example 2: The cog – Tacking



Speed at end of previous phase	1	2	1
Acceleration	+1	0	-1
Speed in the current phase	2	2	1 - 1 = 0
Speed at the end of the phase	2	1 (-1 for turning)	-1 (-1 for turning)
Maximum speed	1	2	1

Note that the cog will need to move backwards in the next movement phase but can still change facing (at a cost of yet another movement point). So one possibility is to accelerate +2 to a speed of 1 so as to move 1 hex forwards, and an alternative is to accelerate +2 but continue turning in which case the ship reduces to a speed of 0.

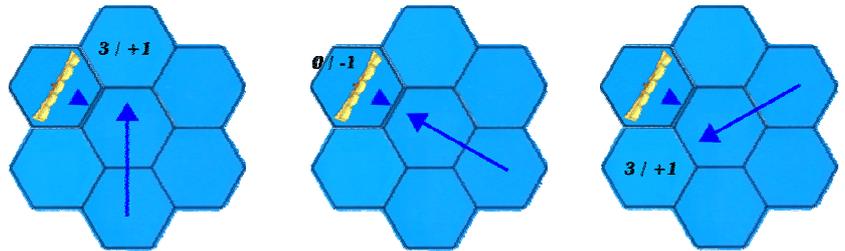
Example 3:
The felucca –
tacking



Speed at end of previous phase	1	3	3
Acceleration	+2	+1	-1
Speed in the current phase	3	4	3 - 1 = 2
Speed at the end of the phase	3	3 (-1 for turning)	1 (-1 for turning)
Maximum speed	1	3	3

Note: When the ship starts its turn with the wind ahead, its first move must be a change of direction to port or starboard. It cannot move forward directly into the wind!

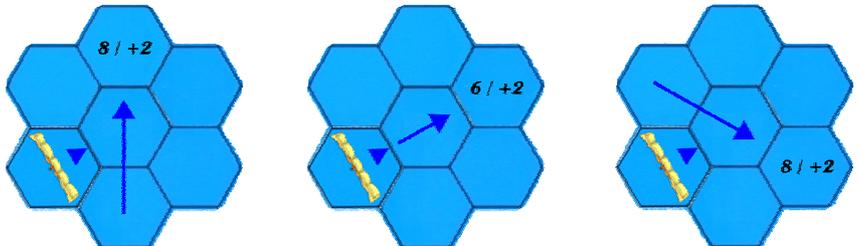
Example 4:
The nef (2 sails) –
tacking



Speed at end of previous phase	1	2	1
Acceleration	+1	0	-1
Speed in the current phase	2	2	1 - 1 = 0
Speed at the end of the phase	2	1 (-1 for turning)	-1 (-1 for turning)
Maximum speed	1	2	1

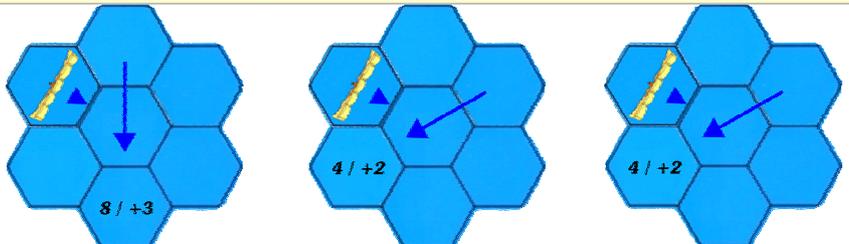
Note: Even with a speed of zero, it is always possible to change direction whatever the ship's facing. The notes on the next movement phase for Example 2 above also apply to this example.

Example 5:
The nef (2 sails) –
turning with the wind



Speed at end of previous phase	4	6	5
Acceleration	+2	0	+1
Speed in the current phase	6	6	6
Speed at the end of the phase	6	5 (-1 for turning)	5 (-1 for turning)
Maximum speed	4	6	5

Example 6:
The felucca –
beating into the wind



Speed at end of previous phase	8	8	4
Acceleration	0	0	0
Speed in the current phase	8	8	4
Speed at the end of the phase	8	4 (maximum speed in this new facing)	4
Maximum speed	8	8	4

Note: The felucca can run 3 hexes on a broad reach (with the wind on the quarter), turn to starboard (losing 1 Movement Point) and then move forward 4 more hexes close hauled (with the wind on the bow). Irrespective of when it makes the change of direction, the number of hexes that it can sail close hauled cannot exceed 4 since that is the maximum speed for this ship with that facing.

14.3.4.6 Deceleration:

A sailing ship cannot really decelerate, but it can reduce its speed by facing into the wind, by trimming the sails by a small amount if that will do what is necessary, or by furling the sails.

- > Wind astern: deceleration maximum of -1 per phase.
- > Wind on the quarter: deceleration maximum of -2 per phase
- > Wind on the bow: deceleration maximum of -3 per phase
- > Wind ahead: possibility of reducing speed to zero

14.3.4.7 Damage to the sails

Damage can be caused to the sails by projectiles hurled by war engines, and by flaming arrows. The Ship Characteristics Table shows the maximum speeds that can be achieved by sailing ships with undamaged sails (which will be either 6 or 8 Sail Points depending on the ship). A damaged sail reduces the maximum speed of a ship by the number of Sail Points lost during the different phases. Lost points cannot be repaired during a scenario. When all of a ship's Sail Points have been lost, the ship cannot move. The nef can operate with only one sail, but its sailing is less efficient.

Note: These Sail Points are distinct from the 5 or 7 hexes representing the ship's sail. The sail marker is not removed unless all the Sail Points have been lost.

Type of damage	Sail Points lost
Large stone	1 point
Greek fire	1 point every 3 phases for each hex affected.
Flaming arrow	1 point every 3 phases if the fire is not extinguished

14.3.5 Oared Ships

14.3.5.1 Oared ship characteristics

TABLE OF OARED SHIP CHARACTERISTICS

	Galley	Longboat
Maximum number of oarsmen	20	6
Maximum speed forwards	8	3
Maximum speed backwards	2	3
Actual speed	Equal to number of pairs of oarsmen *	Equal to number of pairs of oarsmen
Acceleration and deceleration - conditions needed		
+1**	At least 1 pair of oarsmen	At least 1 pair of oarsmen
+2 or -2	At least 3 pairs of oarsmen	At least 3 pairs of oarsmen
+3 or -3	At least 6 pairs of oarsmen	-
Effect of different types of movement on ship speed		
Straight line	None	None
Sideways movement	Speed -1	None
Turning	Speed -2	Speed -1
Restrictions:	Max 60°, 1 per phase	Max 60°, 2 per phase
Number of points of hull damage before a ship sinks		
	25	3
Effect of damage on speed and acceleration		
Speed	-1 per 3 points of hull damage	
Acceleration	-1 per 6 points of hull damage	

* Like a drakkar, a galley can achieve a maximum speed of 8 if there are 10 pairs of oarsmen on board.

** A ship with no-one rowing will lose speed at 1 Movement Point per phase.

14.3.5.2 Galley Slaves

A non-Byzantine galley can only move if a guard is present on the lower deck and that guard is not engaged in combat. As soon as that condition ceases to be met, the galley-slaves will stop rowing.

14.3.5.3 Number of oarsmen

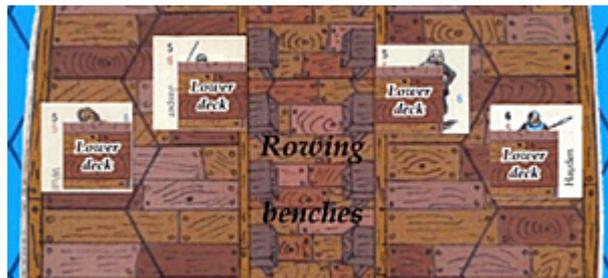
The galley is equipped with 10 rowing benches, 5 on each side, with each bench being able to hold 2 oarsmen. The maximum number of oarsmen is thus 20 oarsmen. The principle of pairs of oarsmen used in § 13.3.2 is applied to rowing benches: a pair of rowing benches consists of 4 oarsmen split across two benches, with one bench on each side of the ship (however, it is not necessary that they be opposite one another). The

consequence of this is that each oar is rowed by a bench of 2 oarsmen. If one of the 2 oarsmen is not at his post on the bench, the oar cannot be used.

The oarsmen are located on the lower deck. To avoid confusing them with characters located on the upper deck, a “Lower Deck” marker should be placed on top of their character counters. As in the drakkar, they will be identified by their positions, facing towards the front of the ship.



Since the lower deck rowing bench hexes are hidden below the upper deck, a brief further explanation will identify which specific hexes must be used for the oarsmen. Five of the hexes in the lower deck gangway show two bench ends: the outer oarsman sits beside the hull parallel to one of these gangway hexes and the inner oarsman sits in the inside hex between these and to the rear. The example below shows two fully-manned benches that each contain two oarsmen. Note that although the example shows two manned rowing benches opposite one another, the galley would be rowed just as efficiently if the two oarsmen on the starboard side (the left of the picture) were instead sitting on the bench in front.



Example : Wulf and Jasper occupy the same rowing bench and so they operate the same oar. The same is true on the other side of the ship for Hayden and Gobin. The 4 characters form a pair of rowing benches.

14.4 Landing

14.4.1 Running aground

14.4.1.1 Galley, nef and horse carrier.

These large ships cannot approach the shore closer than 12 hexes without risking running aground. A large ship with a speed equal to or less than 3, will stop automatically as soon as it reaches the first hex that is 12 hexes from the shore. It is treated as run aground without damage and cannot move until the end of the present scenario. A large ship with a speed greater than 3 does not stop until the next hex (i.e. 11 hexes from the shore) and its hull is torn open on the rocks. The situation is treated like a frontal collision with a ship travelling at the same speed (see § 14.5).

14.4.1.2 Felucca and cog

These small ships cannot move into shallow water hexes without risking running aground. A sailing ship with a speed equal to or less than 3 will stop automatically on the first hex that is 2 hexes from the shore. It is treated as run aground without damage. It can be pushed back into deep water using the rules in § 13.4.5. A sailing ship with a speed greater than 3 does not stop until the next hex (i.e. one hex from the shore). The ship is treated as firmly aground in the sand and it cannot be moved until the end of the scenario.

14.4.1.3 Longboat

This follows exactly the rules for the rowboat.

14.4.2 Refloating

This rule does not apply to the large ships, which cannot run aground on the beach. 2 characters are needed to push a longboat into the water, and 4 for a felucca or cog.

14.4.3 Docking in a harbour

14.4.3.1 The docking manoeuvre

It is not possible for sailing ships to dock with all their sails up. The number of sailors needed to take down the sails is the same for each type of sailing ship as that shown as needed for managing the sails in section **Erreur ! Source du renvoi introuvable.** This manoeuvre takes a full turn, during which the sailors cannot do anything else.

For oared ships, the oars must be shipped before they can dock.

Once the sail has been taken down (or the oars shipped), the ship decelerates at -3 points per phase.

The speed of the ship cannot be greater than 1 when it docks with the quay, otherwise it will risk damaging the hull.

14.4.3.2 The ship at the quay

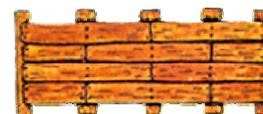
A ship is treated as being docked at the quay when:

- Its sail(s) have been taken down: the Sail marker(s) are removed to show that they do not allow the possibility of movement. It is, however, still possible to climb up into the crow's nest while the ship is docked at the quay.
- The ship is moored to the quay: place a rope marker on the edge of the quay to indicate this situation. The process of mooring requires two characters, a sailor on board and another person on the quay. This action takes one full turn during which neither of them can undertake any other task.

14.4.3.3 *The gangplank*

Landing stages in a harbour are treated as being at level -0.5, the same as the water level in the harbour, while the quays are at level 0 (see § 14.6.1). A gangplank covering 2 hexes must be set in place in order for characters to move from a Quay hex to a hex on the upper deck of a large ship.

A gangplank is stored along the upper deck bulwarks of each large ship and it takes 2 characters one full move to set it in position once the ship has been moored. Due to the slope, a character on the gangplank hex nearest to the quay will be in a position of disadvantage compared to an attacker on the other gangplank hex. If the enemy is on the quay or in the ship, the character on the gangplank will also be in a position of disadvantage.



14.5 Collisions

14.5.1 Impacts and rigging

When two ships collide, roll 1D10 and on 1-6 the rigging of the two ships will become entangled. In order to disentangle the ships a roll of 1-4 must be rolled on 1D10 at the beginning of a phase.

14.5.2 Drifting of ships attached to one another

When two ships are bound together (by tangled rigging or by grappling hooks), they will immediately have a speed of zero. The two ships will then drift one hex per phase in the direction of the wind.

14.5.3 Effect of damage

14.5.3.1 *Nef, galley & horse carrier*

Crew: Characters located on either deck, on the hexes hit and on hexes that strike the other ship, can be stunned, wounded or killed. The damage affecting members of the crew will apply to each deck, which may double the losses. If the hull hex on which he is located receives one point of damage, a galley slave (since he is chained to his bench) will also have to pass a drowning test at the beginning of each turn.

Hull: A waterline hole is made in the lower deck. For the galley, an oar cannot be rowed from a hex that has lost 1 point of damage (or more).

14.5.3.2 *Felucca & cog*

The same rules apply as for a Viking drakkar or Saxon galley.

14.5.3.3 *Longboat*

If a large ship hits a longboat or rowboat with an effective speed of 3 or more, this will automatically sink it and the characters aboard will fall into the water. The large ship does not suffer any damage but its speed is reduced by 1 point. If a longboat hits a large ship, the collision has no effect.

14.5.4 Another type of collision: The Diekplus

This naval tactic was known under this name by the ancient Greeks and it is apparent that it was also used during galley combat in the Middle Ages. When 2 galleys strike one another, the attacker can try this manoeuvre to break the oars of its opponent.

To succeed in this type of attack:

- The attacking ship must first ship oars to avoid damaging them. This action must take place before the collision and costs 1 Movement Point. After this moment, the speed of the ship will automatically drop by one point per phase until the oars have been put back into the water.
- The attacked ship also has the possibility of shipping oars before being struck, but only if it succeeds in the following initiative test: The morale level of the highest ranking character on board the ship and not adjacent to an enemy is noted (e.g. 8 for a kataphraktos). If the result on 2D10 is equal to or less than this morale level, the test is passed and the oars can be shipped. All the restrictions noted in the paragraph above will apply. If the result is higher, the ship has not seen the danger or has not had time to achieve this manoeuvre.
- If the 2 ships have their oars shipped, the attack ends with the simple collision of one ship with another.
- If the attacked ship has not been able to ship its oars in time, the attack breaks the number of oars shown on 1D6.

14.6 Influence of the tasks on the course of the game

14.6.1 Comparison of elevation levels

To keep some consistency with the elevation levels of the various fortresses in the game, half-levels are being introduced to prevent a crow's nest being as high as the keep of the Templars' Castle. This is an important point should you play a scenario in the Fortified Harbour, where ships are within range of missile fire from the walls or towers.

	<i>Nef</i>	<i>Galley</i>	<i>Horse carrier</i>	<i>Felucca</i>	<i>Cog</i>	<i>Longboat</i>
Level 0						Deck
Level 0.5		Lower deck	Lower deck	Main deck	Main deck	
Level 1	Upper deck	Upper deck	Upper deck			
Level 1.5	Fore/After castle	Fore/After castle	After castle			
Level 2	Crow's nest		Crow's nest			

14.6.2 Cover

In relation to the rules in § 14.6.1, the new tasks of 'manage the sail' and 'operate a war engine', take place at the same time as the rowing task.

The particular situation of large ships with their two or three superimposed decks requires special treatment, but the longboat, felucca and cog are treated just like any other vessel with a single deck.

14.6.3 Missile fire

Only characters ready to board and on one of the upper decks can shoot. The steersman benefits from medium cover; the others only benefit from light cover as they are more exposed.

All characters on the lower deck benefit from infinite cover, so no-one can fire on them from the outside and they cannot fire at targets outside.

A character on the stairway between the upper and lower decks benefits from medium cover irrespective of from where he is shot at (i.e. from another ship, or from the same ship whether from the lower deck or upper deck). A missile-man on that stairway may fire at a target on either of the two decks but with a die-roll modifier of +1 (which is additional to the normal +1 for shooting from a moving ship).

The remaining possibilities when shooting are summarised in the table below. The operators of war engines, including the supervising engineer or noble, are treated like the steersman in relation to cover (i.e. medium cover) irrespective of whether the shot crosses the war engine hex.

Modification to die-roll for shooting from large ships

Location of shooter	Location of target	Task of target	Cover
Lower deck	Lower deck	-	0
	On the stairs	-	Medium
	Other	-	Impossible
Upper deck	Upper deck of another large ship	Ready to board	Light
		Steering	Medium
	In the crow's nest	-	Medium
	On the lower stairs	-	Medium
	On another type of ship	Ready to board	0
	Rowing / Steering	Light	
On the lower stairway	On one of the two decks	-	0
	On another ship	-	Impossible
Forecastle / Aftercastle	Castle of another large ship	Ready to board	Light
		Steering	Medium
	Upper or lower deck	Ready to board	0
		Rowing / Steering	Light
In the crow's nest	On the stairs / In the crow's nest	-	Medium
	On any deck	Ready to board	0
		Rowing / Steering	Light
	In the crow's nest of another ship	-	Medium
	On the lower stairs	-	Medium
On another ship or on land	Main or Upper deck or Castle	Ready to board	Light
		Steering	Medium
	On the lower stairs / In the crow's nest	-	Medium
	On the lower deck of the large ship	-	Impossible

If a shot crosses a sail hex, add +1 to the die roll.

14.6.4 Combat

Due to the higher elevation of the upper deck of a large ship (nef, galley or horse carrier), all characters ready to board a lesser type of ship (except a rowboat) will benefit from a doubly advantageous position (+ +) both in attack and defence. They are treated as being in an advantageous position (+) when boarding another large ship.

Characters steering or operating a war engine are (0) in defence and (+) in attack.

A character on stairs or a ladder is in a disadvantageous position: (-) in both attack and defence.

14.7 Movement & combat on the ships

14.7.1 Embarkation & disembarkation

14.7.1.1 Felucca, cog & longboat

Use the embarkation and disembarkation table in § 13.8.3.1 with the change that it now costs +1 to move to or from a longboat or rowboat.

14.7.1.2 Nef, galley & horse carrier

Taking account of the differences in level of decks, the table is modified as follows:

MOVEMENT COSTS TO AND FROM LARGE SHIPS

Entering a large ship		Leaving a large ship	
From an adjacent ship at same deck level	+ 1	Onto another ship at same deck level	+ 1
From another ship at one level different	+ 2	Into another ship at one level different	+ 2
From another ship at two levels different	+ 3	Into another ship at two levels different	+ 3
From a boat at three levels different	+ 4	Into a boat at three levels different	+ 4
From a deep water hex to upper deck only	+ 6		

It is not possible to climb into a large ship from land or shallow water since it cannot approach closer than 12 hexes from the coast. At this distance, although the depth of water is insufficient for the ship, it will still be treated in relation to the characters as if it were deep water.

Loading a horse on board: This action is only possible for horse carriers, cogs and feluccas. Horses cannot be transported in galleys. The longboat is too lightly built to sustain the weight of a horse.

14.7.2 Combats

Ship to ship: In the event of combat between a large ship and another type of ship (except a rowboat), a character on a large ship is always considered to be in favourable terrain (+) in both attack and defence. The advantage due to the large ship is neutralised if an enemy is also on the same level of deck. In the event of an

attack into a large ship from a rowboat or longboat, the attacker is also considered to be in unfavourable terrain (-). A combatant in a sail hex is considered to be in unfavourable terrain for both attack and defence.

Ship to sea: A character in the sea cannot fight a character on the upper deck of a large ship.

14.8 Movement costs and combat effects

SHIP TERRAIN SUMMARY CHART

Hex type	Movement cost	Cover	Combat
Open deck	1 MP	None / Light *	0 / +
Hatch cover (on nef)	2 MPs	None / Light *	-
Sail	2 MPs	None / Light * / +1	-
Mast	2 MPs (due to sail)	Medium	-
Open stairs (to castles)	2 MPs	None / Medium **	-
Covered stairway (to lower deck)	2 MPs	Medium	-
Rowing benches (on galley)	2 MPs	None	-
Rigging (to crow's nest)	4 MPs	None	-
Rope (to crow's nest)	8 MPs up / 4 MPs down	None	--
Crow's nest	2 MPs	Medium	+
War engine (<i>operators</i>)	Impossible	Medium	0 att, + def
Tiller / 'G' (<i>steersman</i>)	1 MP	Medium	0 att, + def
Gangplank	2 MPs	None	-

* Shooting into any deck or open stair hex across the bulwarks at the side of the ship will be against light cover; if this shot also travels *through* a sail hex then the target will benefit from medium cover due to the +1 from the sail.

** Characters on open stairs benefit from medium cover when shot at over the edge of the higher deck.

14.9 War engines

14.9.1 Description of the war engines

War engines can only be used on galleys. Each war engine requires a crew of 1 to operate it (3 for the catapult) and 1 engineer or noble to direct the shooting. There are 3 types of war engine that can be used:

- Ballista: Its main role is to hurl flaming arrows at long distance to set fire to enemy ships. It may also hurl normal ballista arrows using the ranges below and the Missile Results Table. Ballistas are represented by Ballista counters.

- Catapult: This is used to hurl large stones so as to damage enemy vessels. The types mounted on galleys are smaller and less powerful than those used during a siege. Catapults are represented by the 2-hex Mangonel counters.

- Siphon: This tube, located in the bow of Byzantine galleys, allows the dangerous Greek Fire to be projected onto enemy ships or onto the sea to protect the galley itself. The mixture of naphtha is set on fire by flaming arrows. It has the peculiarity of burning on water and cannot be extinguished other than with sand or vinegar. Siphons are represented by new counters.

WAR ENGINE CHARACTERISTICS TABLE

	Ballista	Catapult	Siphon
Number of operators	2 (inc. 1 engineer)	4 (inc. 1 engineer)	2 (inc. 1 engineer)
Range			
Short	1-30 hexes	1-25 hexes	5-10 hexes
Medium (+1 on die)	31-60 hexes	26-50 hexes	-
Long (+2 on die)	61-90 hexes	51-75 hexes	-
Frequency of fire (loading time)	Every 3 phases	Every 5 phases	Every 5 phases
Type of projectile	Arrow	Large Stone, Greek Fire	Greek Fire
Movement of the engine	Impossible	Impossible	Impossible

14.9.2 Damage caused by the projectiles

14.9.2.1 Determining the target and accuracy

The war engines are fixed in position, so the target must be situated in line with the engine; for the ballista and catapult this line must be determined at the start of the scenario. The siphon can only be placed in the foremost hex of a Byzantine galley but it can shoot at any target within the 120° arc of the three front hexes. The target must either be a ship hex or a sail hex. In the case of the hexes containing both ship and sail, the shooter must announce which is the target (ship or sail). The consequences of this choice are explained later.

However many hexes separate the war engine from the target hex, the accuracy of each particular shot is determined by consulting the War Engine Characteristics Table above and applying the appropriate penalty to the die-roll on the Missile Results table below.

14.9.2.2 Missile-fire results table

Die-roll	Arrow	Stone	Greek Fire
1	T	T	T
2	T	T + 1	T
3	T + 1	T + 1	T
4	T + 1	T + 2	T + 1
5	T + 2	T + 2	T + 1
6	T + 2	T + 3	T + 1
7	T + 3	T + 3	T + 2
8	T + 3	T + 4	T + 2
9	T + 4	D	T + 2
10	D	D	D

14.9.2.3 Explanation of results

T: Target hex. The projectile hits the hex chosen.

T + 'x': The projectile falls 'x' hexes distant from the target hex. Depending on the distance, the shooter rolls:

- 1D6 if the distance is 1 hex
- 2D6 if the distance is 2 hexes
- 3D6 if the distance is 3 hexes
- 4D6 if the distance is 4 hexes.

The result shows the hex in which the projectile falls. The die numbers are allocated clockwise, with hex number 1 being the hex that is located behind the target hex as a continuation of the straight line from the war engine.

D: Fault in the war engine, the projectile is not hurled. In each succeeding phase, and if the number of operators remains the same, a roll of 1D10 is used to determine whether there is a successful repair of the damage (e.g. a broken rope or jammed mechanism):

- 8-10: the war engine is repaired
- 1-7: the war engine remains broken.

Once the war engine is repaired, the number of phases to reload must be complied with.

14.9.3 Effect of damage

- Greek Fire: The inflammable mixture covers the surface of the 6 hexes around the target hex. The mixture will float on the surface of water. Place inverted fire markers on the 7 hexes affected. The mixture catches fire once a flame reaches it (due to a flaming arrow or an existing fire). Turn the fire markers face up. The mixture burns until the end of the scenario, even on water! Fire on a ship spreads as per the § 10.8.2. Roll each turn for each burnable adjacent hex, which should include the lower deck hex below an upper deck side hex: on 7-10 it spreads to that hex. Hexes where Greek Fire has spread are treated as ordinary fires. Characters cannot extinguish Greek Fire.

If one of the hexes reached by Greek Fire also contains a sail, this is also covered in naphtha and will catch fire at the same time as the rest...

- Flaming arrows: Use the rules in § 10.9.
- Large Stone: If the affected hex is on a ship (or the upper deck of a large ship), the damage points inflicted are equal to those from the '12-17' row on the Collision Table in § 13.5.2.3. If the affected hex is a sail, the damage is one sail point.