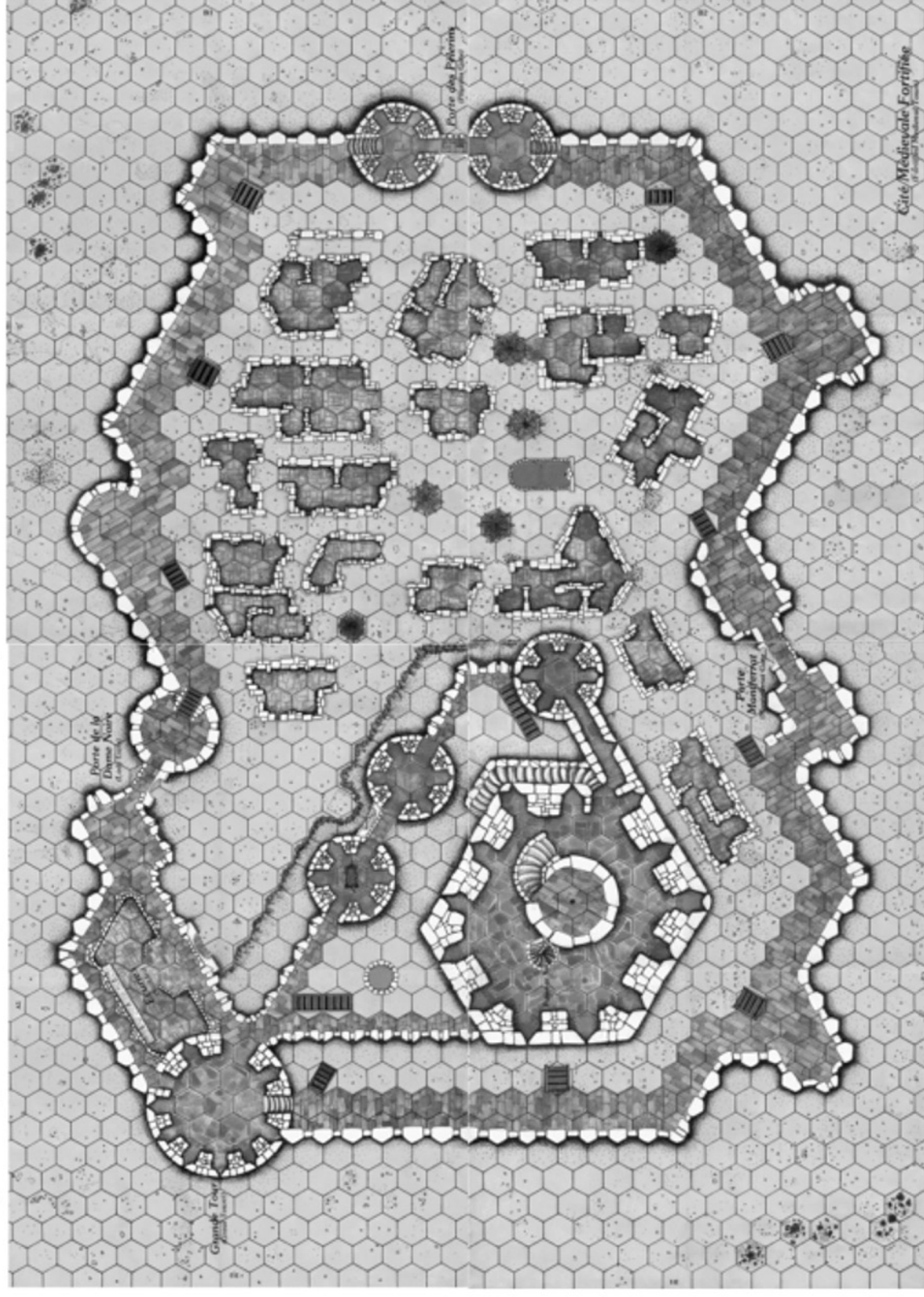


# The Fortified Medieval Town

## Battering Reference Sheet

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

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

Name of the town

## Battering Tables / 1D10

Die roll*	Number of battering points									
	1	3	6	9	12	15	18	21	24	27
1	1C	1C	2C	3C	4C					
2			1C	2C	3C					
3				1C	D/2C					
4					D/1C					
5					D	D				
6					D	D				
7				D	D	D				
8				D	D	D				
9			D	D	D	D				
10	D	D	D	D	D	D				

### Explanation of results:

D: The wall has been damaged

C : The specified number of battering points cannot be used because of wear to the engines

(this does not apply to battering rams)

**(\*) Modifications to the number obtained**

**on the die:**

-1 for round walls and walls at height level 2;

-2 for walls of the Great Tower;

-3 for walls of the keep,

and for the tower linked to the keep.

**Note: These modifications are not cumulative.**

### Battering points per siege engine

Mangonel:	1 point
-----------	---------

Trebuchet: 3 point

Battering ram: 9 points

Crusader	<input type="checkbox"/>
Saracen	<input type="checkbox"/>
Mongol	<input type="checkbox"/>