# Hordes & Heroes®

# Medieval
## Siege & Assault
### Supplement



Fast Play, Hex Based Rules from Kallistra

# Epic battles in the medieval era

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# Medieval
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Published by Kallistra Limited
www.kallistra.co.uk

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# Foreword

Wargaming sieges and assaults have always presented many challenges to wargamers. Medieval sieges were by their very nature often very long drawn out affairs often lasting weeks, months or even years. They proved vital in most medieval campaigns and were far more numerous than pitched battles. Fortified towns, castles and strongholds controlled the land which was usually the primary source of food for the local population. They were the seat of power for the local feudal lord and his retainers and provided a safe haven from which offensive military operations could be conducted. Often situated on important roads or highway junctions, river crossings etc, they were not easily bypassed by invading armies without placing their crucial supply lines in jeopardy.

Placing a castle or fortification under siege was a fairly straight forward affair for any reasonably competent commander with a suitably large, well organised force at his disposal. By simply preventing access and exit of people and resources it would be just a matter of time before the besieged population would surrender through lack of food, water or resulting malnutrition or perhaps worse of all disease. Time was often the key factor in deciding whether or not to assault a stronghold or maintain a long siege which could turn out to be more costly to the attackers than well supplied defenders. It would often be more economical in terms of time and resources to assault and take a stronghold than conduct a long siege, especially if an invading force wanted to make relatively swift progress into their target territory. Once taken, a castle became a major asset to the invaders and would consolidate their hold on the surrounding land and population.

Assaulting a mountain fortress, castle or walled town required the use of often ingenious medieval engineering; battering rams, siege towers, trebuchets, mines, siege cannon are just some of the extensive range of equipment and techniques employed in the storming of a stronghold. Probably the most common piece of assault equipment available to most armies was the humble ladder, which afforded slow but effective access to most ramparts but was easy for most determined defenders to counteract by targeting the extremely vulnerable climber with missiles of various sorts. Siege towers, and in the far east, various forms of 'cloud ladder' afforded the attackers much greater protection and provided a fighting platform from which large numbers of men could assault the ramparts simultaneously.

The design of castles and defensive walls and the materials employed in their construction changed significantly during the medieval period, as did the engines constructed to assail these vital strongholds.

In Europe timber and earth fortifications were gradually superseded by stone castles which were often constructed on the same site. Castle builders made good use of natural defences by choosing sea cliffs, hills, escarpments, rivers etc, as the chosen site for the construction of their stronghold. When attacking such carefully positioned castles, improvised or customised siege equipment would often have to be built by the medieval engineers to overcome the particular problems encountered. Over time, as the design and strength of castles improved the quality and sophistication of the equipment required to overcome these also improved. Eventually the development of large gun power weapons would challenge even the strongest stone defences.

The particular period and geographical location in which your games are set will direct the types of armies, fortresses and siege equipment used and there are plenty of publications available for guidance. Sieges are an important feature of medieval campaigns but it is the attempt to take a stronghold by storm to which most of this publication is focussed. However, castles are generally besieged before they can be taken by assault, unless taken by stealth, surprise or treachery, and so we have included a detailed guide for setting up both troops and equipment ready for an assault.

These H&H rules and points system can be used to undertake sieges and assaults as part of a medieval campaign and so we have included a brief section to cover this topic. The construction of a medieval campaign is a very comprehensive and exhaustive subject which extends beyond the focus of this publication. However, we have endeavoured to create a framework onto which a campaign can be constructed based in any medieval period and geographical location.

# Introduction

This publication is a supplement to the core Hordes and Heroes Medieval rules which contains all the important game mechanics which also apply to this guide for conducting medieval sieges and assaults. To avoid repetition, it is presumed that the reader already has a copy of the core rules which can be downloaded free from the Kallistra website.

The use of hexes makes for a fast, clear and precise game system in which there is no ambiguity in the relative position, strength, and function of troops, fortifications, siege engines etc.

Because the Hordes and Heroes system is based on hexes, all castles, ramparts, earthworks and fortifications are divided into specific hexes. For an attacking army to force entry into a stronghold, it must do so via a forced gateway, breached wall, toppled tower, tunnel, scaling ladders etc. or any combination of one or all of these. Some hexes may contain just one very large tower or keep, others a length of wall or earth rampart or a small tower and shorter length of wall etc. It is a modular system and each hex represents a module of defences, which, when combined with other modules can be formed into strongholds of different size, strength, and configuration according to the requirements of any game or campaign.

Each fortification hex has different characteristics according to the materials from which it is constructed, height of walls or tower, ability to withstand impact from missiles, protection it affords the defenders etc.

The engineering required to breach any particular defence can be constructed using a points system based on the strength of the besieging army and the time period available for the building of siege engines etc. Therefore, a very large army could aim to assault a besieged stronghold far sooner than a relatively smaller force, which may in turn be allocated a far greater amount of time in which to undertake a successful siege and assault.

There are no points allocated to castles, town walls or any thing that could be regarded as permanent defensive structure – these are all presumed to be in existence before the campaign begins. These can be constructed to any size and strength using what ever models are available to the gamer. Trenches, trebuchets, siege towers, battering rams, ladders, siege cannon, wooden protective screens and stakes, indeed anything that can be constructed by an attacking or defending force has an allocated points cost.

# Choosing Armies for Siege & Assault Games

The H&H army lists can be used as normal to construct defending or besieging armies with a few alterations to reflect the more specialised task imposed on both sides, as one force assumes the role of a garrison under siege, and the other the besieging force.

The minimum percentage allocated to mounted troops, war wagons, pikemen, and chariots, are no longer compulsory but optional. Any compulsory percentages allocated to these units can be added to any of the other infantry units in the army lists. Field artillery points, if compulsory in the army lists, must be converted into siege artillery points. This system enables both sides to increase the infantry and artillery numbers in the army as required and choose particular infantry more suited to both assaulting and defending a stronghold.

If the game forms part of a campaign, once the siege is concluded the standard army lists must apply when the forces move away from the stronghold. The maximums and minimums for the various unit types can be re-established up to the remaining point value of the army.


*Ottoman Forces Assault and Eastern Medieval Fortress*

# Types of Fortifications

Geographical location, specific historic period or conflict, availability of building materials, local and regional politics and traditions, have all influenced the construction of fortifications. The bottom line is that wargamers should choose castles and fortifications most suited to the types of games and campaigns which they want to play.

For the purpose of H&H Medieval rules, we have classified all castles, strongholds and fortifications into three distinct types which were in widespread use throughout the medieval period:-

1. Stone or brick (S&B) – strong and thick masonry walls and towers of good height.

2. Earth and timber (E&T) – low palisade fence, possibly with wooden towers mounted on a steep earth embankment which could be surrounded by a ditch.

3. Timber (T) – walls and possibly towers of reasonable height constructed primarily from timber.

On the following page we have highlighted the key differences between these three types of fortifications as applied to these siege and assault rules:


*Earth and Timber Fort*


*Timber Fortification*

## Stone and Brick (S&B)

Un-breached walls can only be assaulted by units and stands using access equipment such as ladders, siege towers, sky ladders etc.

Siege artillery created using artillery points from the army lists and siege points, as well as mines can breach walls, topple towers and keeps etc.

Access from captured sections of rampart walls to the inside of a castle is only possible via scaling ladders or internal tower steps of captured towers.

Stone and brick walls cannot be damaged by fire.

All entrance gates are classified as **heavy**.



## Earth and Timber (E&T)

Earth and timber defences can be scaled without the need for access equipment if the assault is unopposed by defending stands. Two stands per hex, per movement phase can climb an undefended E&T wall section. Scaling ladders must be used if attacking stands are opposed 1 to 1, in which case defending stands add +2 to their hand-to-hand combat factor. Sky ladders and siege towers can also be used to enable attackers to engage defenders on equal terms.

Once a unit has captured an earth and wall hex it has open access to all interior hexes. In addition, if it is attacked by a unit on ground level inside the compound it enjoys a +1 uphill advantage in hand-to-hand combat.

Medieval siege artillery cannot be used as it is regarded in these rules as being ineffective against earth walls which can be easily repaired.

Earth walls cannot be damaged using fire.

Entrance gates are classified as **light**.



## Timber (T)

Un-breached timber walls can only be assaulted using access equipment such as scaling ladders, siege towers, sky ladders etc.

Once a timber parapet wall hex has been captured, attacking stands can access the interior of the fortification by descending from the timber ramparts without the need for ladders. However, they do not gain any uphill advantage in hand-to-hand combat because they have to fight while descending the relatively low wooden rampart.

Siege artillery including any large missile throwing weapons, can be used against timber walls and towers. Ballistae and catapults can fire incendiary missiles at wooden walls, towers and entrance gates.

Timber walls and towers can be attacked using fire or battering rams.

Entrance gates are classified as **light**.

# Size & Shape of Castles & Fortifications

The smallest 'fortress' could in fact be a free standing tower or keep occupying a single hex, and the largest the massive walls of Constantinople or Belgrade in which towers and walls stretch across twenty hexes or more and have inner and outer walls.. The Great Wall of China would constitute perhaps the greatest medieval fortification of them all. There is in effect, therefore, no specific size limit but castles with inner courtyards will usually consist of seven hexes or more. A castle can be constructed along a knife edge ridge or coastal promontory, in which case they can be represented as being only a single hex wide on the wargame table.

## Modelling Castles and Fortifications

When modelling medieval fortifications for the wargame table there are really two main options available; to construct the model as a single structure usually on a base board with a fixed configuration, or alternatively, to make the castle from different modules which can be re-positioned to create a wide variety of different configurations using the same modular pieces.

## Fixed Configuration

In the example below the castle has been constructed on a base board using modular pieces which have been fixed permanently into position using an adhesive. It has been painted and inked to enhance the detail, then flocked to identify internal roadways and hexes. This type of fixed configuration model can be simply placed on the gaming table with little set-up time required before game play.



## Modular Configuration

With modular castles the individual resin walls, towers etc. can be fixed on to single Hexon boards, which can then be placed in position to represent the castle layout required for a particular game. Slope pieces can then be used around the perimeter of the walls to elevated the castle slightly and create a smooth transition down to the rest of the base board. With a modular castle such as this,

wall sections and towers can be removed and replaced with breached walls and toppled towers as the besiegers smash the defences prior to launching an assault.





*In the example above, the modular external wall piece has been replaced with a breached wall section. This breached wall could have been caused by siege artillery or undermining. Opposing units of troops can now fight each other for control of the breached wall hex.*

## Modelling Wet and Dry Moats

Using the Hexon terrain system there are many different ways of creating a moat around a castle. Perhaps the quickest way is to place stream hexes around the castle with the option of leaving a gap at the entrances. Another method is to use blue Hexon singles around the castle perimeter which enables greater flexibility, in that the width of the moat can be changed as required. Using layers of Hexon boards it is possible to elevate the castle and surrounding land to create a sunken moat with blue Hexon boards or stream pieces forming the bottom of the moat. This method can also be used to create a dry moat by using green flocked Hexon boards as the bottom layer.

# Garrison Troops within a Castle

Each castle or fortification hex can accommodate up to 4 stands. A 4 hex castle, 16 stands, a ten hex castle 40 stands etc.

The maximum number of occupying units is best expressed in terms of total number of stands because some units entering a fortification may have more or less stands than others e.g. Hordes (4 or 6), Chariots (3), guns (2), war wagons (2) etc. When entering a fortification mounted units can dismount and fight as infantry (selected from the most appropriate options in the army list). If the castle has a number of courtyard or inside hexes, these can accommodate mounted units, chariots, war wagons etc. It may be tactically beneficial to retain some units as mounted troops so that they can be used to launch surprise attacks and sorties through the entrance gates.

## Organising Units within a Fortification to Form a Garrison Force

Once specific units of troops enter a castle or fortification, and become a garrison under siege, they can be re-organised into ad-hoc units of infantry with mixed troop types and different levels of morale and training. Within a castle or fortification any single hex can contain four different types of infantry stands. As such, the garrison force is organised and functions very differently to a field army or the besieging army.

## Ad-hoc or Mixed Units in Combat.

Mixed units in hand-to-hand combat use only the stand with the highest combat factor from all the stands in the hex, add the impact bonus if applicable, plus the number of this particular stand type if there is more than one. The morale class of this stand(s) is also used when looking up combat outcome on the results table. This stand(s) is always lost first, in both hand-to-hand combat and shooting. The unit always reacts with the highest morale class of the remaining stands.



*Mixed units of infantry stands; spearmen and peasants*

## Retaining Mounted Units as Part of the Garrison

Unlike infantry units, mounted units, chariots, war wagons etc, if retained, must be kept as homogenous or combined arms units and be located in a courtyard or interior hex within the fortification.



## Single Stand Units

Unlike the open battlefield, it can become a reasonably common for a single stand to be left occupying a hex as the other stands from a unit are used to reinforce weak points, or replace stands on the ramparts and towers which have been lost as casualties. In the Hordes and Heroes Medieval rules, the last stand of any 4 stand unit reduced in number as a result of combat is removed from play as additional casualties. In a siege and assault game, the movement of individual stands within the garrison may result in a single stand occupying a hex – this is fine – because this is not the result of shooting, or hand-to-hand combat. Like single skirmishing stands in the core rules, single stands are removed by enemy units of two or more stands simply occupying or passing through their hex.



## Movement of Units, Stands and Generals within a Fortification

All movement of combat stands is normally restricted to two hexes per movement phase. To reflect the fact that many hexes inside a castle or fortification were 'built up areas', the movement of stands, units and generals between or into such hexes, is restricted to one hex of movement. Generals can move two hexes in their command move, and then another two in the movement phase, with or without a unit or stand of troops. Some large fortified towns, castles, or strongholds may have internal road-ways and or open areas, which must be clearly marked. These hexes enable normal movement limits for all troop types and generals.

# Command & Zone of Control

## Command

The normal general to unit ratio of 1:5, and number of permitted hero generals as detailed in the army list are still applied to a garrison force.

The command move for all generals and hero generals is 2 hexes within a stronghold. An area of 'open' ground or internal 'road' will enable the full normal command move to be used.

Generals maintain their normal command and control ranges and the exterior walls of a stronghold can be regarded as an unbroken line of command.

## Generals and Hero Generals in combat

Generals engage in hand-to-hand combat as normal and can move and fight independently of a host unit if required. When fighting independently they always retain the option of moving away from an enemy unit in their command move.

Any units hosting or in hex-to-hex contact with a Hero General ignores the first three hits, or the first three lines on the Combat Results table.

Generals can prove vital when defending a breached wall or leading an attack through an open gateway but their loss can be equally significant.

## Zone of Control

The Zone of Control of a unit or stand normally includes each of the six adjacent hexes. However, in the Siege & Assault rules the following adaptations apply:

A zone of control cannot extend from any ground hex, or base of the same hex 'up to' any parapet wall, tower, keep or parapet wall above a gateway hex. A unit of troops can pass through a gateway underneath enemy stands occupying the wall above. They are separated by height and cannot engage in hand-to-hand combat because they are not subject to the normal Zone of Control rules.

Any stands or units occupying the base of wall or tower hexes are at ground level and as such are subject to the normal Zone of Control rules. The inside hexes of a castle or fortification which are adjacent to these hexes can therefore affect these stands in the normal way.

Opposing stands fighting for control of a section of wall are locked in hand-to-hand combat if they are adjacent to each other regardless of which hex they occupy. Other stands not in contact with an enemy stand(s) have freedom of movement.

Stands preventing enemy access using scaling ladders, occupying towers or enjoying any significant height separation from their opponent are not affected by Zone of Control and are not 'locked into' hand-to-hand combat.

# Siege & Assault Equipment Options

## Siege Tower: 30 points (S&B, E&T, T)

A siege tower can move at a maximum of one hex and must be pushed by a unit of infantry who can be regarded as both inside it as well as behind it. Up to 2 siege towers can be used per hex. The tower gives an additional A2 protection from shooting to all troop types. Units pushing a siege tower do not recoil but flee if forced to do so by combat result leaving the tower in its current position.



Siege towers can be regarded as tall enough to reach the top of all walls, but are unable to reach high enough to be used against towers and keeps. Once in hex-to-hex contact with a wall hex, one stand of attacking infantry can occupy the platform bridge and engage one stand of infantry defending the wall on equal terms. The combat follows the normal hand-to-hand combat procedure. However, on the Combat Results table, any flee, recoil or disruption will result in the loss of the stand (defender or attacker). This combat is restricted to the single stand engaged and does not affect the rest of the unit. An attacking stand moved or removed, can be replaced immediately by placing another stand, from the same unit or hex, on the platform bridge. Once a defending stand is lost, the victorious attacking stand must occupy the vacated space on the parapet wall, where it can engage defending stands on equal terms during the next combat phase.

## Sky Ladder: 25 points (S&B, E&T, T)

This piece of siege ladder was primarily used in the Far East. A sky ladder can move at one hex and must be pushed by a unit of infantry. Unlike a siege tower the accompanying unit enjoys no additional armour protection but will not recoil from shooting or hand-to-hand combat. Once in contact with a wall a cloud ladder enables one

stand of attacking infantry to engage one stand of defenders in hand-to-hand combat on equal terms. Any flee, recoil or disruption results in a loss of this stand, but no other stands in the unit are affected by the combat. A lost stand can be replaced immediately by another stand from the same unit or hex. Basically, sky ladders can be used in the same way as siege towers but without providing users additional armour protection from shooting.



## Battering Ram: 30 points (E&B, E&T, T)
Battering rams move at one hex and must be pushed by a unit of infantry. They can only be used against entrance gates and wooden walls, excluding those mounted on top of an earth bank, and not against stone walls or towers. They must be pushed by a unit of infantry who are afforded an additional A2 armour protection from shooting. The effectiveness of a battering ram is determined using a D6 after contact is made with the gate, and can be used again in each attacking movement phase.

Once the battering ram is in contact with the gateway or wooden wall the attacker can attempt to bash through during their sides next movement phase. A score of 5 or 6 on a D6 is required to break through a heavy gateway or wooden tower or wall, and 4, 5 or 6 a light gateway. The ram can then be immediately moved aside by the attacking infantry unit who can then occupy the gateway hex or hole in a timber wall. Two or more battering rams cannot be used against a single gateway hex or timber wall hex at the same time.

When using battering rams against timber walls a score of 5 or 6 is required to cause a breach, and a 6 to topple a wooden tower.



## Scaling Ladders: 2 points per ladder (S&B, E&T, T)
Once a unit occupies an adjacent hex to a wall hex, in the next movement phase it can erect scaling ladders (up to 4, 2 in each of 2 adjacent wall hexes), and place one stand of infantry at the base of each ladder in the wall hex.

A maximum of 2 scaling ladders can be used against any wall hex. One ladder can enable one stand of infantry to access an undefended section of parapet wall per movement phase. A wall hex with two defending stands cannot be successfully assaulted using 2 scaling ladders until one of the stands is removed either as a casualty or withdrawn by the defending general.

Once an attacking stand has accessed a wall hex, defending stands can be engaged in hand-to-hand combat along the wall (see page 15). Once a wall hex is under the control of the attackers, scaling ladders can be used to access the inside hexes of the castle or fortress. This is achieved by first occupying the inside section of the wall hex.



## Wooden Screens: 5 points per hex
Wooden screens can be positioned two or more hexes away from the walls of any fortification. Once in position they are regarded as a 'hard target' and therefore offer full protection from shooting to any units occupying the hex. Occupying shooters can only have their own shooting suppressed. Artillery pieces can shoot as normal from these protected hexes and can only be targeted by enemy artillery. Defending infantry units do not recoil from hand-to-hand combat. They prevent the use of impact bonuses for both attackers and defenders. They are removed if a defending unit flees or is eliminated through hand-to-hand combat.

## Pavisses: 2 points per hex

Pavisses are very useful in siege games, in that, unlike normal games all infantry are permitted to use them.

They add an additional A2 protection to the armour of all units.

All units carrying pavisses are limited to one hex of movement even when in column unless starting and travelling the entire distance along a road in which case they can move two hexes. If the unit moves, it cannot shoot during the subsequent shooting phase which effectively halves its rate of fire. Units protected by pavisses do not recoil from shooting, but they can still become disordered. Pavisses do not affect hand-to-hand combat. Pavisses are removed from play if the unit is forced to recoil or flee through shooting or hand-to-hand combat.



## Wooden stakes: 2 points per hex

Wooden stakes or stake fences prevent the use of impact bonuses for both attacking and defending troops. Any unit behind stakes does not recoil from hand-to-hand combat, but will still do so if the recoil is caused by shooting.

In siege games stakes can be positioned two or more hexes from castle walls and can be used by all infantry types

It takes a full move for a unit to remove a line of stakes from its resident hex instead of moving – the unit can then move and fight as normal in the following game turn. Units behind stakes do not have to follow-up if they force an attacking unit to recoil in hand-to-hand combat. Stakes can be removed by an advancing enemy that causes an enemy unit to flee. The unit must stop in the hex to remove the stakes and cannot therefore pursue.



## Wagons: 10 points per hex (usually 2 wagons)

Man-handled wagons can be very useful in that they can form a barrier or last line of defence within a stronghold that is breached. Attackers can use them to block a gateway or access road, to prevent the garrison from escaping or launching surprise attacks.

They can be pushed by a unit of troops at a speed of 1 hex per movement phase, 2 if pulled by horses and 3 if pulled by horses along a road.

Wagons give hard cover protection from shooting, and in hand-to-hand combat prevent any impact bonuses being used by either side. Defending stands and units do not recoil and attackers must stop in and not pass through the wagon hex. Once captured wagons can be removed from play (this takes the occupying unit a full move without any other activity), or pushed aside into an adjacent hex, or used by the victorious unit as hard cover.



## Trenches and Earthworks: 5 points per hex

Trenches and earthworks are regarded as hard targets in that stands and units occupying trenches cannot be targeted by shooters. However, if they are shooters themselves they can have their own shooting suppressed by enemy shooters on a stand for stand basis.

No impact bonuses are counted for attackers or defenders and all units entering a trench hex must stop. Stands and units occupying a trench do not recoil from shooting or hand-to-hand combat.

A trench hex can accommodate 2 stands of infantry (3 at an intersection) but once in a trench hex a unit can spread itself into an adjacent trench hex and extend the unit frontage. A 6 stand horde can therefore spread itself across 3 trench hexes.

## Trebuchets, Bombards and Torsion Ballista: 30 points each

These high trajectory weapons can shoot over friendly troops who are not in an adjacent hex to their target. They can be used to batter walls, gates and towers or launch heavy missiles over the walls of a fortress to inflict pain and devastation on the besieged inhabitants. Their relatively slow rate of shooting makes them ideal for siege warfare where they can be used to gradually wear down the strength and resolve of the defenders in a campaign game.

They must only be used once against a fortification at the beginning of an assault game, or used to start fires using incendiary missiles (see Fires and Pyrotechnics section, page 13), and the intended target hex must be identified before the D12 is rolled.

Minimum range 2 hexes, maximum 4 hexes   (use 1xD12)

Wall hexes:  6+ to breach Stone & Brick, 3+ Timber, (Cannot be used against Earth walls)

Small tower and wall hexes: 8+ to destroy and breach Stone & Brick, 4+Timber.

Large Tower, Keep or gatehouse:   10+ to destroy Stone & Brick, 5+ Timber.

Heavy gate 6+, Light gate 4+



## Siege Cannon: 30 points each

Siege cannon can be used to batter walls, gates, and towers causing more damage to these external structures than any other missile weapons.  Because they fire large cannon balls at a relatively low trajectory, they cannot be used to inflict damage on the inside of castles in the same way as trebuchets and bombards. They cannot shoot over friendly units unless on elevated ground and the friendly unit is closer to the siege cannon than target hex.

Note: A besieging force that already has field guns can use these against Timber only walls, towers and light gates at no additional cost in siege points.

Siege cannon which can be bought using a combination of field artillery and siege points are only used once against a fortification at the beginning of a siege game, and the intended target must be identified before the D12 is rolled.
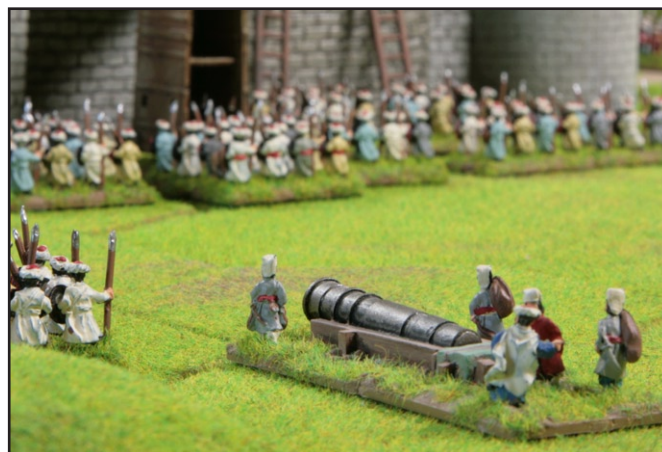
Maximum range 5 hexes (1xD12)

Wall hexes:  5+ Stone & Brick, 3+ Timber (Cannot be used against Earth walls)

Small tower and wall hexes: 7+ to destroy Stone & Brick, 4+Timber

Large tower, keep or gatehouse: 9+ Stone & Brick, 5+ Timber

Heavy gate 5+, Light gate 3+



## Moat Bridge: 25 points per hex

A moat bridge is a structure created by the attackers to fill in or bridge a wet or dry moat. It may consist of rocks and assorted rubble simply dumped into a moat, often at night, to fill and level an area of moat to help assault troops and siege equipment gain access to the walls or entrance gate. Alternatively, it might be a substantial wooden structure specifically designed to cross the gap left by a raised drawbridge, or enable a siege tower(s) to cross a moat and reach a wall hex. Once in position the moat bridge cannot be destroyed or removed until the besieging forces have withdrawn.

## Boats or Rafts: 10 points per unit/hex

Boats or rafts can be used to ferry infantry across moats, rivers and open water surrounding fortifications. A unit of up to 4 stands of infantry can move into a water or moat hex and can move from one water hex to another at a speed of one hex per bound of movement. They can be shot at by any shooters in range, and shoot and fight hand- to-hand as if they are disrupted. They can become disrupted by combat result and will recoil as normal, staying on the boats or rafts if they recoil onto another water hex. If a unit is forced to recoil or flee from a moat to a bank hex their boats or rafts are lost and cannot be reclaimed. A unit on boats or rafts which is forced by combat to flee, cannot cross a water hex and is therefore eliminated and their boats or rafts destroyed.

Units on rafts and boats can carry scaling ladders, stakes and pavisses, but no other larger siege equipment.



## Mines and Tunnels

Mines and tunnels can be dug underneath any castles or fortifications that are not surrounded by water or a wet moat. The entrance and path of a mine or tunnel must be at least two hexes away from any water hex. Some castles are constructed on solid rock, in which case mines or tunnels cannot be dug by attackers.

## Mines: 60 points each (Takes 1 week and 20 points per hex, minimum 3 weeks) (S&B, E&T, T)

A mine is usually dug by the attackers to undermine the foundations of a stone or brick wall or tower hex. It can be used against earth and timber or timber only fortifications but is far less effective due to the lack of weight in the structures undermined. Once the mine has reached its target hex, temporary wooden struts installed by the attackers can be fired, hopefully bringing down the structure above. They must be started at least three hexes away from castle walls and must start from a concealed position behind wooden screens or edge of a wood etc.

A mine tunnel can be any length but costs 20 points and 1 week of digging per hex.

A mine must be 'fired' at the beginning of a siege game. Roll 1xD12

Stone or Brick wall: 4+ to destroy

Tower, keep or large gatehouse 6+ to destroy

Any Earth and Timber structure 9+ to destroy

Any Timber only structure 10+ to destroy

Once the mine has destroyed the target, the hex is treated the same as a breached wall and can therefore be accessed by only infantry in column formation.

## Tunnels: Minimum 80 points each (Takes 1 week and 20 points per hex, minimum 4 weeks)

A tunnel is the same as a mine apart from its length (minimum 4 hexes) and purpose. A concealed tunnel enables a unit of infantry to access the interior of fortification and attack the defenders by surprise. This attack by stealth can form part of a general assault on the walls. The point at which the attackers break through to the inside of the fortress can be as hazardous to the attackers as the defenders.

A tunnel, once dug, can be used by the attacking force at any point during the game. A unit of infantry must already occupy the tunnel entrance hex before the attacker can declare that a tunnel attack is taking place. This tunnel attack must be declared at the beginning of the attackers next movement phase, and the attacker designates which inside hex is to be broken through. Both players roll a D6. To stop the tunnel attack, the defender must score higher than the attacker. If he does so, then the tunnel can be said to have been discovered, counter-mined or has simply caved–in. One stand is removed from the attacking unit for each point of difference on the dice roll; e.g. If the attacker is beaten by 2, he losses two stands. However, if he losses by 3, the entire 4 stand unit is lost – buried alive!
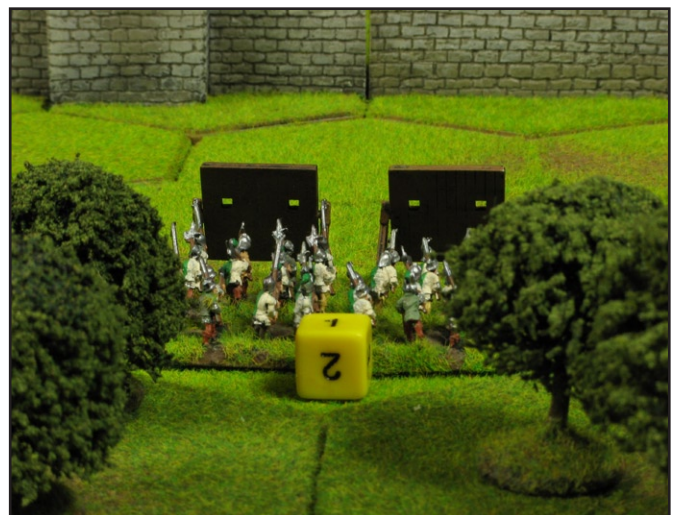
If the tunnel attack is successful, the attacking player can place the entire infantry unit on a chosen internal hex, which must be within the hex range paid for in siege points and tunnelling time. Any defending units or stands in the hex are displaced, which is regarded as a recoil move without causing disruption. Normal shooting and hand-to-hand combat can then take place inside the fortification.

Once the first unit has emerged from the tunnel, a second unit can enter the tunnel entrance hex. A D6 is placed next to this second unit with the one dot facing upwards. Each movement phase the dice is turned to show how far along the tunnel the second unit has travelled at one hex per move. It would take 4 moves for a second unit to emerge from a 4 hex tunnel. However, because the tunnel has already been discovered, any enemy unit can block this second unit by simply occupying the tunnel exit hex.

### Use of Fire and Pyrotechnics
### Starting fires using infantry. 20 points per hex for each attempt to start a fire

Infantry in hex-to-hex contact with a wooden wall, tower, built-up area or gateway hex can place firebrands and other combustible materials with the intension of burning a way into, or simply burning down a fortification or target hex. The placing unit must not be disrupted, be in hex-to-hex contact with an enemy unit, or shoot in the shooting phase. The fire is started at the beginning of the hand-to-hand combat phase by rolling a D6. The score gives the number of turns required to burn through the wooden target hex and the D6 is placed, score uppermost in the target hex. The defender can attempt to extinguish the fire by immediately rolling another D6. If the defender can exactly match the attackers 'fire D6' score the fire is permanently extinguished. This attempt to extinguish the fire can be repeated in each subsequent hand-to-hand combat phase after the 'fire D6' has been turned.

*Example: A unit starts a fire against a gate and rolls a 4, which means that the defender has 4 attempts at putting out the fire before the target gate has been burned down. In each subsequent hand-to-hand combat phase the die score is reduced by one and the defender can attempt to match the score and in so doing extinguish the fire. In this example, after 4 failed attempts the gate has burned down and an attacking infantry unit is able to assault the castle through the now open gate.*



### Starting fires using trebuchets, bombards, ballistae and other high trajectory missile throwing engines.
There is no additional siege points cost for attempting to start a fire using Greek fire or other incendiary missiles shot from these weapons because the same pieces cannot be used twice, or rather, at different targets in the same game.

Any wooden wall, tower, gate or built-up area within a fortification can be targeted as long as it falls within the range of these weapons. Although they can only be used once to start fires, this can be at any time during the game and not just at the beginning before the actual assault begins.

The same procedure is followed; placing a D6 in the target hex with the score uppermost.

If the target is a built-up area hex and the defender fails to extinguish the fire in the last attempt (with one uppermost on the D6), it will spread automatically to any and all adjacent built-up area hexes. One D6 is rolled for each and placed in each hex with the score facing upwards.



### Additional Notes on the Use of Fire

No single hex can be 'fired' twice. Defenders need to have at least one unit or stand in hex-to-hex contact with the fire hex to attempt to put out the flames. No unit or stand can continue to occupy a hex once a fire has been started – if it cannot move to an adjacent hex it is eliminated (treat this in the same way as a recoil move without causing disruption). A fire will not spread from one timber (T) wall, tower or gate hex to another provided that the hex is occupied by at least one stand of defending troops.

# Shooting at and from Walls & Towers

## Shooting and Suppression of Shooting (Small Arms)

All fortifications whether they are constructed from stone, brick, wood or earth are regarded as 'hard targets' and as such, stands and units occupying these structures cannot be targeted by shooters in the normal way. However, if they are shooters themselves they can have their own shooting suppressed. This is done on a 2 stands for 1 basis with no calculations or dice to roll. It therefore takes 2 stands of attacking shooters to suppress 1 stand of defending shooters in elevated hard cover such as a wall or in a tower or gatehouse.

Shooters 'firing' from towers and keeps have their effective range extended from 2 to 3 hexes and all stands can shoot in any direction. Because of their elevated position they can shoot over any troops and at any target within 3 hexes, including walls. Only enemy units directly behind walls or major obstacles cannot be targeted. Attacking shooters behind hard cover such as wooden screens can only be suppressed. Unsuppressed shooters on towers can shoot down on enemy stands occupying adjacent wall sections as normal because these attacking stands are not in hard cover.

Shooters 'firing' from walls maintain the normal range of 2 hexes, but can shoot over any troops and target any units within range unless they are directly behind walls or major obstacles.

Shooters on the ground 'firing' up at towers, keeps and walls from outside have a normal range of 2 hexes.

When opposing units of shooters are both behind hard cover on the same level, they can suppress each other on a 1:1 or stand to stand basis.

> **The basic rule**: When suppressing enemy shooting, the advantage always lies with the shooters in an elevated position at a ratio of 2:1.



*4 stands of bowmen behind pavisses suppress the shooting of 2 stands of bowmen in the round tower*

## Shooting (Artillery and Missile Engines)

In H&H siege and assault games, attacking siege artillery and missile engines purchased using siege points and army points, cannot target units of defending troops, only the walls, towers, keeps and gates of the fortification under siege. This may seem peculiar at first but makes sense once you set up and play your first game through. Attacking siege artillery must do its job before the assault takes place by demolishing as much as it can in the weeks before the assault. Defending siege artillery on the other hand, if it still has somewhere in the castle where it can be placed that has survived the initial artillery barrage, mines, and pyrotechnics, must undertake its role once the attack has begun by targeting siege towers, sky ladders, battering rams, trebuchets, units of troops etc throughout the assault game.



*Defensive trebuchet mounted on tower*

### Artillery shooting over walls
Only high trajectory weapons such as trebuchets, ballista and bombards located inside or outside fortifications can shoot over walls. Their target hex must be at least 2 hexes away from any wall or tower hex. They must have a clear line of hexes over the wall hex to their target and cannot shoot over towers, keeps, or large gatehouses.

### Defensive artillery shooting
Unlike attacking artillery, which will generally fall silent during the assault, the various forms of defensive artillery can shoot as normal in their sides' game turn in their shooting phase.

Defending siege artillery can combine the effects of its shooting with that of any small arms shooting at the same target. Designated targets are identified and a D12 is rolled for each artillery piece. Defending artillery can use the 'hold fire order' – see H&H Medieval main rule book.

The effect of defensive shooting from defending siege artillery as follows:-

Target is:
Siege tower, cloud ladder, battering ram  8+ disruption to pushing unit, 10+ siege tower destroyed. 1 stand lost, recoil disrupted.

Units of troops in the open 7+ disruption, 10+ recoil disrupted, one stand lost.

Units of troops behind hard cover 8+ disrupted, 10+ recoil disrupted, one stand lost and hard cover destroyed. (Trenches are not destroyed)

### Defensive artillery shooting from towers and keeps

Unlike small arms, defensive artillery pieces mounted on towers and keeps cannot be suppressed. Their long range is also extended by one hex, but their closest target must be at least two hexes away. They are positioned after the attackers initial bombardment on any towers, gatehouses which are still standing. Once positioned ready for an assault game they cannot be moved, but they can shoot in any direction outwards from the fortification.


*Defensive artillery mounted on large gatehouse*

# DEFENDING AND ATTACKING WALLS

## Fighting to Gain Walls and Ramparts

Each wall hex requires two stands of infantry to defend it against enemy infantry attempting access using two scaling ladders and/or 1 or more siege towers – one for each half of the wall hex. If there is only one defending stand in a wall hex an attacker can place a stand of infantry onto a rampart via a scaling ladder/siege tower and engage the single defending stand in hand-to-hand combat on equal terms. This is done during the attackers movement phase.

Each wall hex is 100mm wide and in the case of a straight section of wall, can be thought of as two 50mm sections. Each 50mm section can accommodate one stand of infantry or one general. A hex could contain a 50mm wall section and a 50mm tower, in which case 2 stands of infantry can be located in the tower and one in the wall section.

During the movement phase the defender can use their 2 hex movement allowance to interchange stands or re-enforce walls, towers or keeps with additional stands of infantry. Stands adjacent to enemy stands are automatically engaged in hand-to-hand combat and therefore cannot be moved. On a long stretch of wall without towers or access by steps, replacement of stands within the 2 hex movement allowance is not always possible.

Two additional stands can be located on the inside base of the hex and used to replace lost stands during the movement phase as hand-to-hand combat takes place along a wall, or prevent access from the wall into the courtyard via a tower stairwell, steps or scaling ladder.


*Space on rampart*
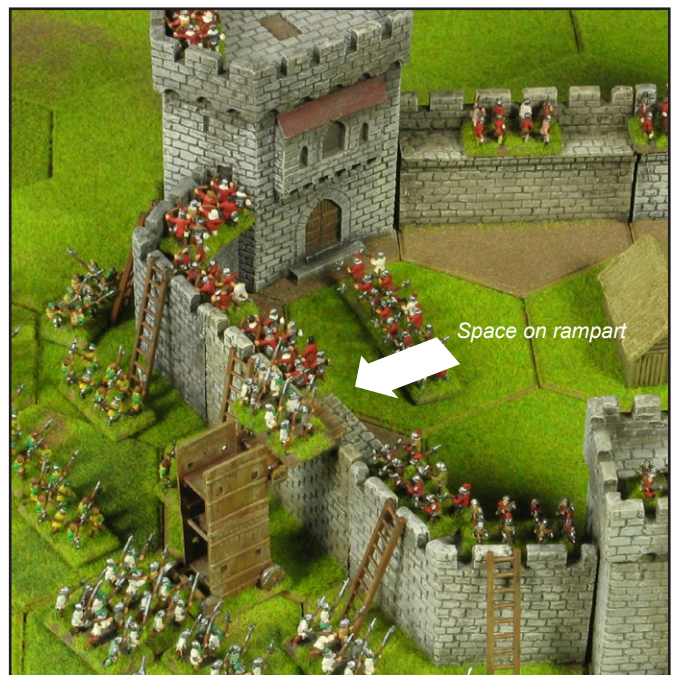
## Fighting Along Walls and Ramparts

Once a stand of infantry has gained access to the castle walls it can engage in hand-to-hand combat with an enemy stand in the same or adjacent wall hex. The combat procedure is the same as normal but any disruption, recoil or flee resulting from combat means that the loosing stand(s) is eliminated. There are no impact bonuses applied to any troop type, so stands with a high combat factor can dominate even when fighting two stands. This makes the fighting fast and furious and adds to the excitement and desperation for both the attacking and defending player.

A defending stand on the ramparts that is blocking an enemy unit which is attempting to gain access using a scaling ladder, can still fight an enemy stand already on the rampart without penalty. However, if the defending stand moves along the rampart wall or to the other half of the wall hex to engage the attacker, leaving a space, another attacking stand will be able to access the rampart using the ladder during their next movement phase.



## Fighting Through Gateways

Once a gateway has been broken through by battering ram, fire or siege artillery, the attacker can attempt to move troops through or into the gateway hex. Infantry or cavalry can advance through a broken gateway, but no wheeled units such as chariots or war wagons. Any unit passing through, or defending a gateway must adopt a column formation. Normal combat and shooting rules apply, therefore when in column, only the front 2 stands can shoot or fight, and the maximum impact bonus is therefore + 2.



## Fighting Through Breached Walls and Toppled Towers

Once a wall or tower has been destroyed by undermining or artillery the breach created can be passed through by infantry adopting a column formation. It takes a full move to move into or out of a breached wall or toppled tower hex. Mounted troops cannot attack through a breach because the ground would be unsuitable for horses. Combat is the same as fighting through a gateway.



## How do Assaulting Stands Enter the Courtyard Once a Wall is Captured?

European medieval castles and town walls were, for good reason, and almost without exception, constructed without direct access from the walls to the internal courtyard. Instead, the walls were reached via stairs, usually left–hand spiral upwards, situated in wall towers and keeps. This was to prevent attackers gaining immediate access down into a castle from a captured stretch of wall. Sometimes castles with concentric inner and outer walls did have steps down from the outer walls - this was presumably to enable the defenders to access and evacuate the ramparts quickly without compromising the security of the inner ward. The castle of Beaumaris on Anglesey is a good example of this.

If a tower or keep is captured, attackers can then descend the tower steps and emerge onto any adjacent hex within the castle courtyard, including the base of the wall hex from which they have just descended. Up to two stands may descend the steps at a time.

Scaling ladders can also be used to descend to the inner base of a wall hex – one stand at a time per ladder. If the base of the wall hex is defended by two stands of defenders, they prevent this access, but one defender stand will enable one stand of attackers to reach the base of the wall. This single stand can then engage in hand-to-hand combat with defending stand(s) both in the same wall hex and adjoining courtyard hexes.

*Attacking stand (in blue) using scaling ladder to enter the castle interior*

## Attacking and Defending Towers and Keeps

Wall towers and keeps in many respects present the greatest challenge to any attacking force. A curtain wall incorporating wall towers is a much greater obstacle than one without because an attacker gaining access onto the rampart wall will not be able to progress along the wall beyond the tower. Defended keeps can often hold out for a while after the rest of the stronghold has fallen.

A small 50mm wall tower or a round tower can accommodate two stands of infantry, one artillery stand, or one general.

A large keep or gatehouse can accommodate 4 infantry stands, 2 artillery stands, 2 infantry stands and one artillery stand , one general and 3 infantry stands or any combination which can physically hold up to a maximum of 4 pieces.

### Moving to and from Towers and Keeps
During their movement phase defending stands can move from towers to re-enforce adjacent wall hexes or leave the tower to enter an adjacent internal courtyard hex or visa versa. No stand can move more than one hex to or from a tower, keep or large gatehouse.

### Hand-to-hand combat in Towers and Keeps
Towers and keeps can be assaulted using scaling ladders positioned on any connecting walls but not from ground level. If the tower has only one defending stand, or a general, then one of two assaulting stands using scaling ladders can access the tower and hand-to-hand combat can take place on top of the tower.

If a large tower or keep is defended by a full complement of 4 stands, the tower can only be assaulted when every hex surrounding the tower is occupied or under the control of the assaulting forces. Only then can the challenging task of assaulting the easily defended doors and stairwells begin. A single assaulting stand and defending stand is identified by both sides. The chosen attacking stand is placed next to the entrance door to the tower. The defending stand adds +2 to its combat factor and the hand -to-hand combat takes place as normal. Any recoil, disruption or flee results in the loss of a stand to either side. A general fighting alone

(using 2x D6 +2 if defending), can be used in the attack or defence and is lost if defeated. When the number of defending stands has been reduced to one, the tower can then be assaulted by stands of infantry using scaling ladders from adjoining walls if desired. The advantage of doing this is that the defender then loses the +2 bonus in hand-to-hand combat.


*Assaulting a keep when all surrounding hexes are already occupied*

## Hand-to-Hand Combat Inside Castles, Walled Towns and Fortifications

The normal hand-to-hand combat rules apply when fighting in courtyards and open ground within fortifications. The big difference is really the 'terrain' that is being fought over. Hexes containing buildings are treated as built-up areas or village/town hexes in the main rules. It is important to identify which interior hexes are 'built-up' using a removable building model and or a different coloured hex. Other hexes can be designated as open ground or roadways. The built-up areas prevent impact bonuses being used by any troops, and all mounted troops fight as if disrupted when attacking or defending these hexes.

Recoiling and fleeing units can pass through open gateways or through breaches in the walls, but cannot climb onto ramparts or up towers, or send component stands in different directions in an attempt to escape destruction. As with the main rules recoiling or fleeing units cannot enter the zone of control of an enemy unit.

The main difference between fighting on an open battlefield compared to fighting within a fortification is the way units, and stands, respond to combat results requiring them to recoil or flee. Because of the lack of space, recoiling units will quickly disrupt other units as they are displaced and fleeing units fair even worse. The walls of the castle behave in the same way as impenetrable ground in that fleeing and recoiling units are quickly destroyed as there is no where left for them to flee or recoil. The normal 'zone of control' rules apply, which means that units have little room to escape and are easily cut down or surrender. The combat tends to be fast and furious and the role of generals and hero generals is crucial.

# Length of Siege & Preparation for Assault

Because medieval sieges could last from less than a week to many months or even years, an assaulting force could have very little time to prepare for an assault, or alternatively, have many weeks to construct siege engines, dig tunnels etc and generally make ready an assault. Therefore, for an assault game it is important to decide how long both sides have been preparing for the attack. For each week a fortress has been under siege , the besieging army can accumulate 10% of its strength in 'siege points', These siege points can then be used to 'buy' or more accurately build siege equipment, dig trenches and tunnels etc. as detailed in the following section. These additional siege points cannot be used to buy more troops, or field artillery, only equipment necessary for conducting a siege and assault. It represents the combined human effort and ingenuity of the medieval engineers, artisans and labourers within the besieging force.

A besieging army of 250 points which has laid siege to a castle for 4 weeks can expend 100 points (4x25) and after a 10 week siege 250 points.

Some castles or fortifications could be very formidable and their assault require lengthy preparations, and others with far more modest defences, but with the same size garrison, require little or no preparation before an attack is launched.

## Preparations For Defence

The defending force does not receive any siege points, but can choose to expend up to 30% of its points value on siege defences such as trebuchets, stakes, wagons etc. This is a straight exchange for troop points, but this could prove to be a wise investment if the castle is to survive the forthcoming assault. These expended points can be changed back into troops again once the siege is over and the besieged army is free to move out once more.

# Setting up a Siege and Assault Game

1. Choose the layout of the castle which is currently under siege and is about to be assaulted.

2. Decide the relative sizes of the attacking and defending forces. For this example the attacker/defender point ratio is 2:1, 200 points (Ottomans), against 100 points (Hungarians).

3. Decide for how many weeks the castle has been besieged. In this case the period of siege is 11 weeks in which the attacking Ottomans have prepared their assault and therefore have 220 siege points to spend on siege equipment (10% of 200 x 11 weeks).

4. Both sides re-allocate their army and siege points using the army lists and select, then place, all siege equipment up to the points limit.

5. The attacking side targets walls, towers and gates with trebuchet, siege cannon, mines etc. The roll of the dice will decide which of the various methods employed to breach the defences has been most effective. The 'castle terrain' is then set ready for the assault game to begin.

6. Both commanders then position their troops. Ideally the attacker should deploy first to enable the defender to respond to the dispositions of the attacking formations. The defender can place his forces anywhere within the walls. The attacker can place his units within 2 hexes of the walls if they are in hard cover e.g. behind wooden screens or in trenches, and 4 hexes away if they are in open hexes. Any siege towers, battering rams etc, which need to be pushed into action, must start at least 4 hexes away.

7. The attacking player makes the first move – let the game begin!

## Example Game

### Ottoman Besieging Army, 200 points

The Ottoman army points were allocated as follows:

      1 x Hero General 15 points
      3 x Generals (@10) 30 points
      1 x Sipahis Cavalry 12 points
      11 x Spearmen (@8) 88 points
      1 x Janissary Halberdiers (@10) 10 points
      6 x Azab archers (@7) 42 points

Ottoman Army = 197 total points

The attacking Ottomans have used their accumulated 220 siege points after 11 weeks to purchase the following:

1 x siege cannon (@30)...30 points
2 x siege towers (@30) ...60 points
1 x mine 3 hexes long (@60)...60 points
2 hexes of wooden screens (@5)...10 points
1 x battering ram (@30)...30 points
11 x scaling ladders (@2)...22 points
4 hexes of pavisses (@2)...8 points
2 hexes of wooden stakes (@2)...4 points

### Hungarian Defenders Army, 100 points

The Hungarian defenders have used 30 points (30%) to build a trebuchet which they have placed on a small tower to destroy siege towers and inflict as much damage as possible on the Ottomans as they assault the walls. The remaining 70 points has been allocated to units of troops which form the garrison force:

      1 x Hero general 15 points
      1 x General 10 points
      1 x Spearmen  10 points
      1 x Handgunners 8 points
      2 x Archers(@8) 16 points
      4 x Peasants (horde) (@3) 12 points
      1 x Trebuchet 30 points

Hungarian Army = 101 points (we'll forgive the Hungarians their extra point!)

*In the photograph below, the Ottoman attack is in full flow. The walls are being assaulted with siege towers and scaling ladders. A breach has been created in the far wall by undermining, through which assault troops are trying to access the castle interior.*



## Preliminary 'bombardment' and Game Summary

At the start of the game the Ottoman siege gun failed to destroy its target wall and tower hex and the Hungarian commander was able to place his trebuchet in this tower. The Ottoman mine successfully created a breach in the wall creating a focal point for the attack.

The Hungarian commanders' investment in a trebuchet proved an expensive error as it failed to stop either of the siege towers reaching the walls through poor shooting. The breach created by the mine was valiantly defended by the Hungarian spearmen with opposing hero generals pitched against each other. The Hungarian peasants held the battlements well against the masses of Ottoman spearmen, but the siege towers proved decisive and two sections of wall were taken. Suppressive shooting from the Ottoman bowmen sheltering behind pavisses neutralised the defensive shooting from the castle towers throughout the game. The battering ram finally bashed through the gateway on the fourth attempt and an Ottoman general lead 2 units of spears followed by the Sipahis cavalry into the castle interior. The Hungarians by this point had no reserves left to plug this new hole in their defences and the castle was taken...Huzzah!

# Setting up a Breakout Game

When an attacking force arrives at a castle or stronghold the defending force might choose to line up and engage the attacker in front of the castle rather than become besieged. It would be logical that scouts would have pre-warned the defenders about the impending danger. The defenders have the option of keeping a proportion of their troops as garrison force within the walls. These troops could emerge and join the fight later or offer shooting support from towers and ramparts.

1. The attacker places the castle in contact with his opponent's table edge and chooses the orientation of the castle i.e. which side his forces are to face. Any rivers roads and terrain features can then be placed accordingly.

2. The attacker then deploys his forces up to 3 hexes away from his own table edge.

3. The defender deploys his forces up to 5 hexes away from the castle walls and at least three hexes away from the attacking force.

4. The attacker has the option of moving first or second.

Note: Once a siege is established the besieged force can choose to attempt to break out and engage the besiegers at any time i.e. 2 weeks, 6 weeks, 3 months etc. However, because a state of siege has already been established follow the guide for the normal siege and assault game.



# Optional Rules

## Option 1. Diminishing Resources

The onset of starvation, disease, treachery, desertion, failing moral rebellion etc amongst the besieged garrison.

After the first month (4 weeks) that a fortress has been under a state of siege, the defender rolls a D12. A score of 1 means that one or more of the above factors are beginning to affect the garrison. By the end of the second month a score of 2 or under, and the third month 3 or under and so on. This roll per month continues until the end of the eleventh month when the garrison automatically starts to be diminished by the hardships of their ordeal. As soon as the defender rolls on or under the required score, 10% of the total initial garrison point value is lost for each month since the problem has arisen.

*Example: An assault is to take place after a siege that has lasted for 8 months. After rolling successfully for the first 3 months, the defender rolls a 2 for the fourth month. As a result the defender looses 40% (10% per month) of his army points total before the assault begins.*

In a campaign game it is optional that this roll can take place after each month of siege so that the attackers are aware of their opponents weakened state rather than during the setting up of the assault game itself.

## Option 2. Effect of a Long Siege on a Besieging Force (Campaign Games)

As long as the forces besieging a fortress can trace a line of supply along a road or trade route back to a controlled town, castle, port, boarder etc which has been allocated an 'economic yield', the force can maintain or increase its points value. However, as soon as this chain of supply is broken by enemy activity the besieging force is subject to exactly the same diminishing resources rule as the besieged.

## Option 3. Catastrophe

Throughout history natural disasters and unlucky events occur which can have a decisive effect on one or both sides e.g. the 'divine wind' that destroyed the Mongol fleet during the invasion of Japan. After every month of siege both sides roll a D12, and if both roll the same score a D6 is used to identify the catastrophe that has occurred.
D6 Score:

1. A local river bursts its banks through heavy rainfall and major flooding destroys or damages the supplies and equipment of the attackers - reduce besiegers army points by 30% and accrued siege points by 50%.

2. A period of very severe winter diminishes both the garrison and besiegers - reduce both sides army points by 20%

3. A major fire breaks out in the castle destroying vital stores - reduce garrison points by 30%

4. The castles water supply becomes poisoned by chance or design - reduce the garrison points by 50% and the rest of the garrison must surrender in two weeks or less.

5. The garrison overthrows its leaders and surrenders – the garrison is allowed to depart in piece and the castle is taken without further bloodshed. All the garrison points are lost.

6. The garrison through negotiation changes sides - all the garrison army points are transferred to the besieging force and the fortress is occupied.

## Option 4. Assault Game Begins as a Result of a Successful Breach in the Defences

Because an assault would normally be triggered when a point of weakness has been created in the defences of a castle or fortification, this would often signal the beginning of the assault. Therefore, one attempt at the destruction or execution of a mine, tunnel, gateway, wall or tower etc achieves its purpose without the need to roll a die. The attacker chooses in which hex this has been achieved and must have already 'paid' for this device with the appropriate siege points. All other simultaneous attempts to breach or penetrate the castle defences must be diced for in the normal way.



*The fortress above has two breaches in it's walls, one of which is automatic signalling the start of the assault, and the other was successfully diced for using a D12. There might have been other attempts at toppling towers or smashing gateways but these have all failed. The attacking and defending forces can now be placed in position ready for the game to begin.*

# Creating a Medieval Campaign

Because sieges were invariably an important part of a medieval campaign, we thought it would be right to include a brief section on setting up a medieval campaign. This section is far from comprehensive but it does contain concepts and ideas that will hopefully prove useful. The basic structure is generic in that it can be applied to a range of campaigns before or after the medieval period.

1. Choose or create a hex grid map to represent the area over which the campaign is to be fought. All the important castles, towns, rivers, mountains, forests, lakes etc must be clearly marked along with the primary routes or 'roads' connecting the important settlements an or castles. Each village castle, town or even city regardless of its size is represented as occupying one hex on the campaign map. Each road or primary route and river must pass through a hex. Mountains, large lakes, forests, coastlines and seas may extend over many adjacent hexes on the campaign map.

2. Choose the size and shape of each major stronghold, on both sides, up to an agreed total maximum and minimum in hexes. This can be very specific to the point that the size and position of every tower, wall, and gateway of each castle is specified.

3. Allocate an 'economic yield' in army points which each major settlement can produce each month (every four weeks), and can then be used to build or reinforce armies and garrisons. This could be equal for both sides or only apply to a defending side facing a foreign invasion.

Additional notes about 'economic yield'

If a castle or stronghold is taken, the economic yield is henceforth allocated to the new 'owner' on a monthly basis. The invading force could be directly allocated additional points each month if it can maintain an unbroken supply line along a primary trading route from its home territory, controlled port, captured castle, town etc. These new points cannot be allocated directly to any existing friendly force if there is a broken line of supply. However, they can be retained and accumulated at their point of origin to create a relief force for example.

All new forces created using economic yield points must originate from, and make their first movement from this point of origin.

4. Specify the initial size (in points but not composition) and location of the armies which are to fight for control of the region.

## Campaign Movement

All forces can move 2 hexes per week along marked 'roads' and trade routes, and one hex across open country. All mountain and forest hexes are deemed impassable unless there is a 'road' hex passing through. All rivers are crossed by roads via a bridge, and any fordable rivers are clearly marked.

All players move simultaneously using separate maps and counters. When opposing forces land in, or attempt to pass through, the same hex at the same time, a battle must be fought. An invading force must stop when reaching the adjacent hex to an enemy castle or stronghold. The defender must then decide whether or not to emerge and fight a pitched battle or stay behind the walls and become besieged or fight a breakout battle. A siege is declared by the attacking player occupying the castle hex in the next simultaneous move, after which, the defender cannot move any force from the besieged castle apart from during an assault game. If a crossover occurs in that the defending force attempts to move out of the castle hex at the same time as the attacker moves in to establish a siege, then a breakout game occurs.

## Breakout Games

This is an attempt by the defenders to leave the castle, and fight to prevent becoming besieged. See page 20, breakout game.

## Assault Games

An assault game can only occur when the besieging general decides to attack, which may be one week or 20 weeks or more from when the siege commenced. The longer the siege, the more siege points can be accrued (see main rules).

## Points and Army Composition During Campaigns

During a campaign armies and forces move as 'points' and not specific troop types. Once a pitched battle or assault game is over, the remaining point value of the armies can be reconstituted into any troop types in accordance with the specified army list. See the 'Winning the Battle' Section 3, of the Hordes & Heroes Medieval main rules for working out point loss after a battle.



## Creating Campaign Maps

Campaign maps can be designed and sketched onto hex marked paper, such as Hexon Grid from the kallistra website. Alternatively, there are some programs on the internet with which you can create your own hex based campaign maps.

All castles/town, trade routes, rivers, lakes, forests, mountains etc. can be represented on the map, along with the economic yield of various castles and strongholds and their relative position to one another. The careful design of the campaign map is crucial in the creation of an absorbing and entertaining campaign game.





Dungeonographer ™
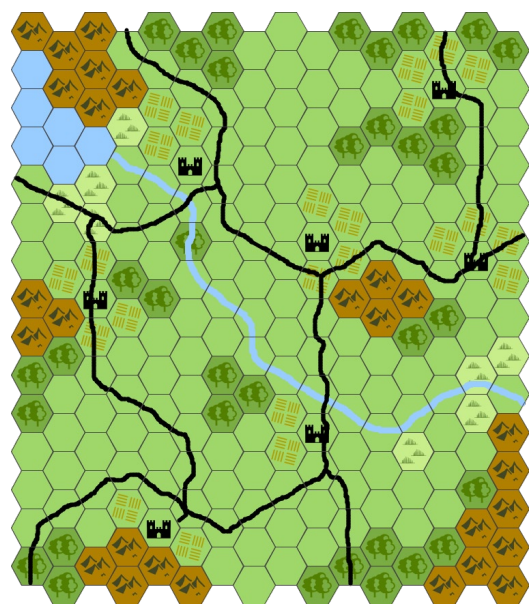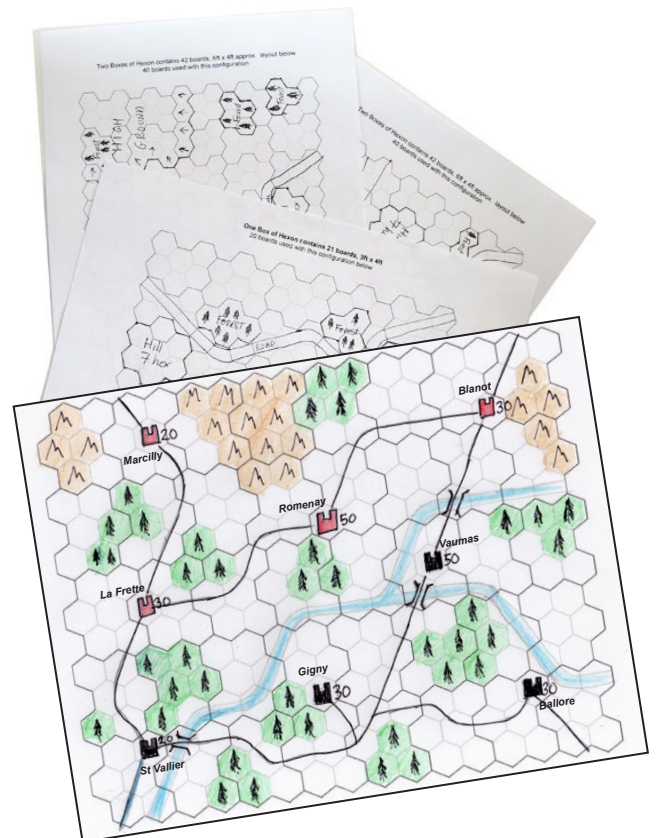
# Quick Reference and Summary Sheet

## Movement Inside a Fortress

2 Hex movement - All single stands,  infantry units with 2 hex normal move in column , generals ( 2 hex command move and then 2 hex tactical move with or without an accompanying stand or unit), along walls, in clear interior hexes, from inside hexes to walls via tower stairwells, through gateways etc.

1 Hex movement – To or from the top of a tower, keep, or large gatehouse, through a breach in a wall or toppled tower, pushing wagons, siege towers, battering rams, carrying pavisses or into a built up area hex.

*Passing through friendly troops.*
Any friendly stands or units can pass through or interchange with other friendly stands or units which are not in combat, disrupted, or already at the maximum occupancy limit for the hex. Recoiling and fleeing units can displace or pass through friends causing them to become disrupted. Any units unable to recoil or flee their full distance are eliminated.

*Movement along walls*
All stands and generals can move 2 hexes along walls. Friendly stands on walls can be passed through by other friendly stands as long as they are not 'locked' in combat with enemy stands.

Defending stands which are blocking enemy stands from accessing the ramparts using scaling ladders, are free to move and interchange with friends. Only if they leave a gap can enemy stands access the ramparts via a scaling ladder during their sides next  movement phase.

## Zone of Control (ZOC)

The 6 adjacent hexes to a unit. Any enemy unit that enters this zone must stop and engage in combat. Units can become isolated from their generals if the Zone of Control of an enemy breaks their line of communication. Elevated structures such as walls and towers are not subject to ZOC from stands and units at ground level, which are located inside or outside the fortification. Single stands on walls can only 'lock' adjacent enemy stands into combat with themselves – other stands in the same hex are free to move and respond as normal.

## Command and Control

Normal command ranges apply within a fortification up to a maximum of 3 hexes. This can extend along walls, down from towers, and through all friendly units beyond 3 hexes that occupy adjacent hexes that have not been disrupted (this line of contact has no limit). The line of command and control can not pass through an enemy Zone of Control. Generals can move and fight independent from a host unit. They cannot move from or issue orders if their host unit becomes disrupted - their host unit must rally from disruption first.

## Shooting

Shooting small arms - 3 hex shooting range from towers, keeps etc. 2 hex range from and to walls, and up to towers. Shooters in elevated positions on walls and towers can shoot over any units and target any troops within range.

Shooters on the ground can suppress shooting from elevated hard targets such as walls and towers at a ratio of 2:1 (shooters: suppressed). Shooters on walls and towers can suppress shooters on the ground in hard cover at a ratio of 1:1. Only shooters in or behind hard cover can be suppressed.

Artillery shooting – maximum and minimum ranges apply. Defensive artillery mounted on walls can extend their range by 1 additional hex.

## Attacking and Defending Walls, Towers etc.

Hand-to-hand combat along walls – stands fight each other using the normal hand-to-hand combat system but any recoil or flee results in the loss of the stand(s).

 Access using scaling ladders (2 per hex) is prevented on a stand for stand basis. Siege towers and sky ladders enable attacking stands to engage defending stands on ramparts in hand-to-hand combat.

Towers, keeps and very high structures cannot be reached using siege towers, but can be attacked using scaling ladders from adjacent walls. Towers and keeps, once surrounded, can be assaulted by one stand or a general through the ground floor entrance and stairwell.

# Hordes & Heroes
## Medieval

| | Notes | Number | Points each | TOTALS |
|---|---|---|---|---|
| General(s) | | | | |
| Hero General(s) | | | | |
| **Unit Type** | | | | |
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| Siege Tower | | | | |
| Sky Ladder | | | | |
| Battering Ram | | | | |
| Scaling Ladders | | | | |
| Wooden Screens | | | | |
| Pavisses | | | | |
| Wooden Stakes | | | | |
| Wagons | | | | |
| Trenches and Earthworks | | | | |
| Trebuchet, Bombards etc. | | | | |
| Siege Cannon | | | | |
| Moat Bridge | | | | |
| Boats and Rafts | | | | |
| Mines | | | | |
| Tunnels | | | | |

**Number of Combat Stands:** [ ]  **Number of Units inc. Generals:** [ ]  **Army Points:** [ ]

# A Closing Note

We hope this Siege and Assault supplement to the core Hordes and Heroes Medieval rules proves both informative and useful. Many very experienced gamers have contributed to its development with invaluable suggestions, refinements, ideas and observations which are now inherent in this publication. This hex based siege and assault system has been used to create many enjoyable games based on actual historical sieges as well as created scenarios. By making it more widely available, we hope to encourage more gamers to look beyond the medieval pitched battle and explore the fascinating subject of medieval siege warfare.

# Enjoy your
# Hordes & Heroes Medieval Battles

# Hordes & Heroes®

# Medieval

## Siege & Assault
### Supplement

## Epic battles in the medieval era



This Siege & Assault supplement to the Hordes & Heroes Medieval rules system will enable you to command forces to attack or defend a medieval fortress. Various different types of medieval defences and siege equipment can be employed in creating challenging and absorbing medieval assault games.

Using a clear and easy points system you can create opposing offensive and defensive armies and equip them with the necessary medieval technology for battle.

Fight campaigns in any period of medieval conflict using hex based campaign maps. Command your chosen army and face the challenge of your opponent in a truly absorbing and entertaining game that is easy to play, but more difficult to master.