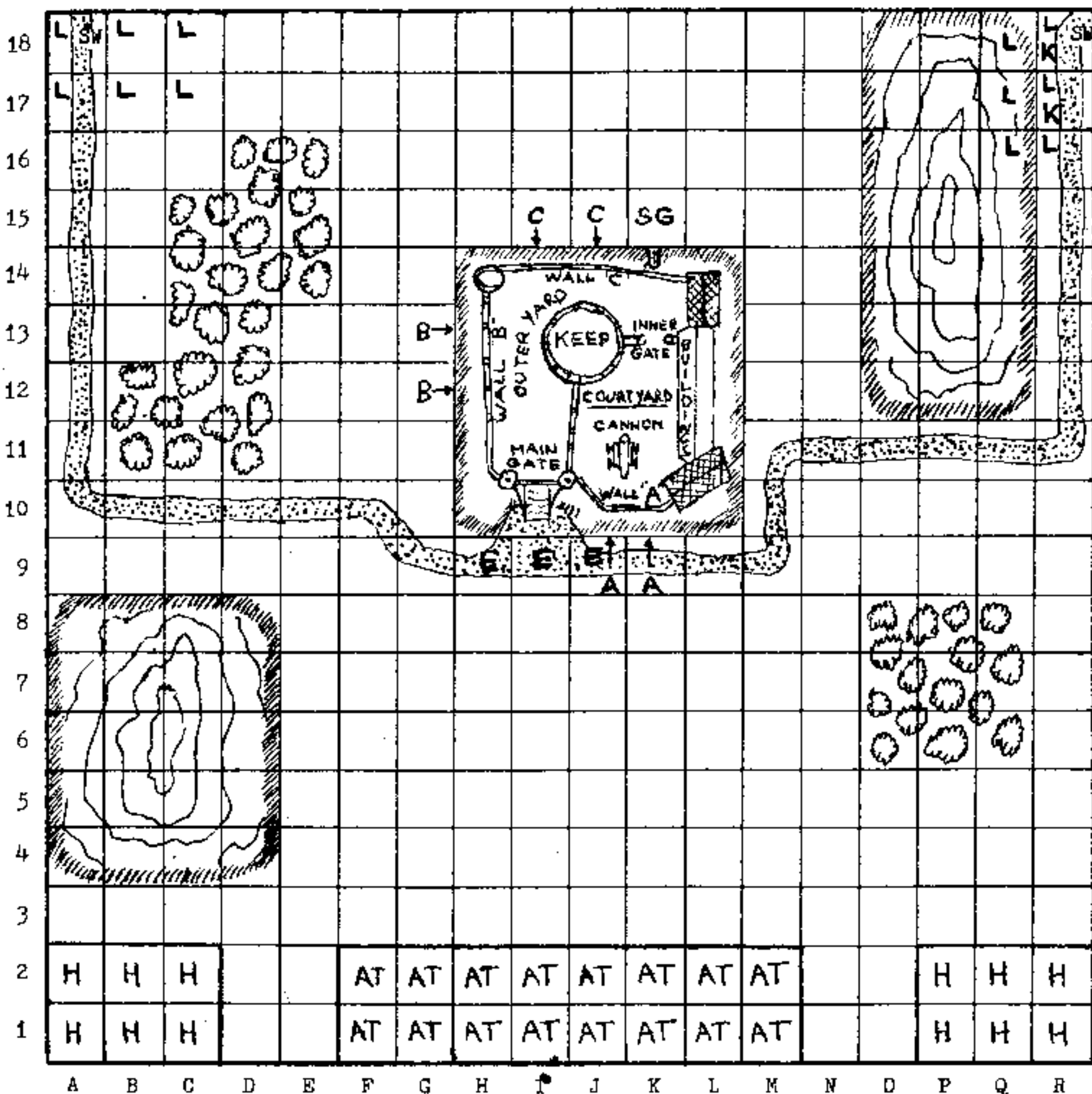


SIEGE OF BODENBURG

by Henry H. Bodenstedt

TABLE SETUP

TABLE DIMENSIONS 6 X 6 ft. - SECTOR DIMENSIONS 4 X 4 inches



LEGEND

- SW - Supply Wagon } (either corner)
- L - Lansquenets }
- K - Mounted Knights (Turn 3 or later)
- H - Huns (any six sectors)
- AT - Attacker's Footmen & Siege Equipment
- SG - Sally Gate Sector
- E - Sectors adjacent to Main Gate
- A } Sectors from which walls may be scaled.
- B }
- C }

ROADS

WOODS

HILLS

SETUP & SCOPE

EQUIPMENT:

This game is designed to be played with individual 40mm figures. Hand-to-hand combat is the basic component of this game. Therefore, trays with several men should not be used. Every man is to be removed as soon as he has acquired the allotted number of "hits".

DEFENDERS:

- 30 Heavy Footmen (Knights)
- 15 Archers
- 12 Mounted Knights (Not before 3rd turn)
- 24 Lansquenets (Regulars)
- 6 " , Arquebusiers
- 1 Supply Wagon (w. 10 bags of supplies)
- 1 Castle (Elatolin # 9733)
- 1 Small Cannon (in castle courtyard)

ATTACKERS:

- 40 Heavy Footmen
- 14 Archers
- 24 Mounted Huns (incl. 4 horse archers)
- 16 Operators (f. catapults, siege tower)
- 1 Catapult, large (Blide)
- 2 Catapults, small (Trebuchet)
- 4 Movable Parapets
- 4 Scaling Ladders
- 1 Siege Tower

SECTOR CAPACITY:

6 Footmen or 6 Equestrians (may be mixed).
1 Siege Tower with a max. of 8 Footmen on it and 6 Footmen at the base.

Only one piece of heavy equipment (catapult, siege tower, supply wagon) is allowed in any one sector. Up to 6 Footmen (not mounted men) may be added to a sector containing heavy equipment. Two Parapets and/or three Scaling Ladders may be added to any sector without heavy equipment.

SETUP:

The defender's 30 Knights and 15 Archers are considered to be inside the buildings of the Bodenburg.

The 30 Lansquenets are arranged around the Supply Wagon in the sectors marked 'L' on either corner of the board, behind the castle.

The 12 Mounted Knights are kept off the board until turn 3 (or later at the defender's option) when they may be placed in the two sectors marked 'K'.

The attacker selects any six of the twelve sectors marked 'H'. At this time, he may place only four Huns in each one of these six sectors.

All of the attacker's remaining forces, including siege equipment, are placed in any of the 16 sectors marked 'AT'.

MAP NOTE:

The entire castle area (25 sectors) counts as one single sector as far as firing range is concerned. While archer fire is restricted (see castle rules), catapults can hit any part of the castle from any direction, as long as they are within range.

VICTORY CONDITIONS:

Note: In order to avoid any possible confusion, the Huns and Attackers will be identified as "INVADERS", while the castle's defenders, incl. the lansquenets, will be identified as "KNIGHTS" in all of the following rules.

The INVADERS win if they:

- 1) eliminate all of the Knights (not including Lansquenets) or:
- 2) capture the castle within the prescribed time limit.

The KNIGHTS win if they:

- 1) eliminate all of the Invaders, or:
- 2) manage to hold the castle throughout the entire game.

TIME LIMIT: The game ends upon completion of the fifteenth turn.

SEQUENCE of a "COMPLETE" TURN:

1. Invaders move men and equipment.
 2. Knights shoot archers.
 3. Invaders fire catapults.
 4. Invaders check MORALE where physical contact with enemy has been made.
 5. Invaders resolve MELEES.
- This ends the Invader's portion of a turn.
6. Knights move.
 7. Invaders shoot archers.
 8. Knights fire cannon.
 9. Knights check MORALE.
 10. Knights resolve MELEES.

This ends a complete turn.

MOVEMENT



Men and equipment may be moved, each turn, up to the maximum number of sectors listed on the Movement Chart. They move less than the full distance, or not move at all.

UNIT:	OPEN	HILL	WOOD
CATAPULT, large	1	no	no
CATAPULT, small	1	no	no
SIEGE TOWER	1	no	no
ARCHER LANSQUENET OPERATOR	3	2	2
FOOTMAN, Heavy	2	1	1
KNIGHT, mounted	3	2	no
HUN, mounted	4	3	1
SUPPLY WAGON	2	1	no

All men must stop in the first WOODS or HILL sector they reach, regardless of how many sectors of their movement remain unused. This applies also to units with a woods or hill speed of two or three sectors. Movement from Woods or Hills directly onto Open Terrain is not restricted.

MOVEMENT (continued)

Men on a ROAD, or reaching a road during their move, may add up to TWO SECTORS to their maximum movement. The Supply Wagon may take this Road Bonus also, but not the catapults or the Siege Tower. The two Road Bonus sectors must be taken consecutively.

Movement is not restricted by sectors containing friendly forces, even if such sectors are filled to capacity. Sectors occupied by hostile forces will restrict movement as follows:

- 1) Sectors containing at least three of the enemy's men are BLOCKED and cannot be passed through. A blocked sector may be entered with troops not to exceed the max. capacity of that sector (excluding the enemy's men), and a MELEE must be declared.
- 2) It is not permissible to pass in between two diagonally adjacent blocked sectors.
- 3) A sector containing two or less of the enemy may be passed through, providing that at least an equal number of ones own men remain in the sector to engage the enemy in combat.

CATAPULTS and SIEGE TOWER may be moved by OPERATORS only. Four Operators are needed to move the Siege Tower, three to move the large Catapult, and two to move the small one. They must be in the sector with the unit to be moved at the beginning of the turn and remain in the sector with the unit at the end of the turn.

PARAPETS and SIEGE LADDERS may be moved by any FOOTMAN. Two Footmen may transport a ladder or parapet without having to reduce their normal speed. One Footman may transport a ladder or parapet one sector per turn.

It is not permissible to bring ladders or parapets into woods or hills, and they may not be transported by mounted men.

ARCHER FIRE

ARCHERS and ARQUEBUSIERS

may fire once per turn at any target within range, immediately after the opponent has completed moving his men and equipment.

They may shoot from several sectors at one target or from one sector at different targets. The dice allotted to a single archer may not be divided against separate sectors.

To lump fire, the target sector must be indicated before the dice are rolled. It is permissible to add archer shots to a sector in which more casualties are desired, but extra pips from previous shots are voided.

Archers and Arquebusiers may not shoot from a sector in which a melee is in progress, except when first charged. When firing into a sector containing both enemy and friendly men, casualties must alternate. Die roll determines who gets the first hit.



Men charging into a melee may be fired upon by Archers and Arquebusiers. Target sectors being the ones the attackers moved from or through. If the attack was made from a distance of two sectors or more, die-roll determines the range of the archer fire. Also, the defender must indicate whether his archer fire was aimed at the charging men, or at other men who may now be in the sector(s) from or through which the melee charge was made. It is permissible - if indicated beforehand - to shoot certain archers at the charging men, and others at those now in the sectors charged from or through.

The Attacker must follow-through with his charge even if casualties from archer fire have changed the odds in favor of the defender.

ARCHERS may shoot over sectors occupied by friendly or hostile men or equipment. They may shoot into, but not over, a sector containing WOODS.

FIRING CHART:

TYPE:	RANGE IN SECTORS	
	1	2
ARCHER on foot	2 dice	1 die
HUN ARCHER ARQUEBUSIER	1 die	NO

COMPUTING HITS:

Roll the total number of dice allotted to all Archers and/or Arquebusiers shooting at one target. (See FIRING CHART). Hits are computed by dividing the total roll against this target by the.....

HIT DIVISOR:

Open Terrain,	HD 5
1 Parapet, small catapult, or Supply Wagon in sector.	HD 7
2 Parapets, or large catapult in sector	HD 10
HILLS, WOODS.	HD 10
Within CASTLE (even if walls are down or through open gates) . .	HD 10
SIEGE TOWER:	
Men at the base	HD 10
<u>Bridge closed:</u> Men at the very top (2 max.)	HD 10
Men inside tower	SAFE
<u>Bridge open:</u> Men inside and on top (usually charging out) . . .	HD 7

Note: Division must be even. Remainders are disregarded and cannot be carried over. A man is considered KILLED, and must be removed, as soon as he has received the number of hits equalling his COMBAT VALUE. Each hit must be carried (hang marker) until the end of the game or until the man is killed.

If a target sector contains different types of men, hits must be absorbed evenly, one at a time, in accordance with the...

HIT PRIORITY LISTING:

MOUNTED KNIGHT or HUN	1st
HEAVY FOOTMAN	2nd
ARCHERS, OPER., LANSQ.	3rd

ARCHER FIRE (continued)

EXAMPLE: Target Sector has received 5 Hits.

Men in sector:	Hit Distribution:
1 Mounted Knight	1st(wound); 4th(2nd wmd.)
2 Heavy Footmen	2nd(1 man wounded) 5th(wounded man killed)
2 Archers	3rd(1 Archer killed)

Results: 1 Heavy Footman and 1 Archer killed, Mounted Knight rec'd. two wounds.

Note: No additional men of the same Hit Priority may be wounded, until already wounded ones in the same sector are killed. E.g., a sector containing 4 Heavy Footmen receives 4 Hits: Two of the four footmen are killed (not all four wounded).

Archer and Arquebusier fire will not damage or destroy Siege Equipment, Cannons, or parts of the Castle.

CATAPULT FIRE

Dice per Unit	Target distance in sectors:					
	1	2	3	4	5	6
LARGE CATAPULT	-	-	-	3	2	1
SMALL CATAPULT	-	3	2	1	-	-
FORTRESS GUN	3	3	2	1	-	-

CATAPULTS and FORTRESS GUN.....

may be fired once per turn, providing they have not been moved during that turn.

Firing and computation of hits are done in the same fashion as listed under "Archers" except that the HIT DIVISOR is always HD 5, regardless of the target sector's terrain or protective devices in it.

Catapult and Gun fire is effective against Parapets, Supply Wagon, Catapults, Siege Tower, and certain parts of the CASTLE.

The following number of hits are required to destroy the indicated unit:

Parapet	1
Small Catapult.	3
Large Catapult.	5
Supply Wagon.	5
(each hit on Supply Wagon reduces contents by 20 Rations)	
Siege Tower	6
CASTLE: Walls B or C	4
Main Gate, Keep.	6
Wall A (incl. Gun)	10

Hits are accumulated and carried until the end of the game or until destroyed.

If men are in the same sector with Siege Equipment, hits must alternate. Roll die to see whether men or equipment receive the first hit. (Scaling ladders cannot be hit by catapults or cannon).

When shooting a catapult at the CASTLE, the section fired at must be indicated beforehand. If several hits are scored in any one turn, they are alternately applied to the castle section and the men behind it as follows:

The first hit is always applied against the castle section.

Shots aimed at Walls B, C, or at the Main Gate effect men in the OUTER YARD, shots aimed at Wall A effect men in the COURTYARD, shots aimed at the KEEP effect men on the KEEP.

The Fortress Gun is considered permanently fixed to Wall A. It is destroyed as soon as Wall A falls (10 Hits).

If there aren't any men in the designated area, the first, third, and fifth hits are applied against the castle section under fire, the even hits are duds.

The above alternate-hit rules apply even if the castle section fired at is already destroyed.

Catapult fire may be lumped against one sector, if so indicated beforehand. It is not permitted to split the dice allotted to any one catapult against several target sectors.

When firing into sectors in which a melee is in progress or at sections of the castle which is being stormed, hits on men must be evenly distributed between hostile and friendly forces. Die roll decides who gets the first hit.

Catapult and Cannon fire is indirect. It is possible to shoot over occupied sectors.

To be eligible for firing, a small catapult must be manned by at least one OPERATOR; a large catapult by two OPERATORS. The Cannon may be fired by any two men (incl. Archers) stationed in the courtyard.

Catapults cannot be fired during the turn they were manned. OPERATORS are the only men qualified to move catapults and the siege tower, and to fire catapults. They carry no heavy weapons, but defend like light footmen. They are only allowed to attack - or support an attack - to recapture a lost catapult or the siege tower.

Armed men (incl. Archers) may abandon their weapons, and then are permanently converted to Operators. If this conversion is made at the beginning of the turn, they may be used in the same turn to move or fire catapults and move the siege tower.

MELEES

After completion of moving, and after casualties from Archer, Catapult, and Cannon Fire have been removed, the MORALE of opposing men within the same sector is checked. This is done, one sector at a time, according to the following procedure:

Determine Odds: First, add the Combat Values (CV) of the Attacker's men, then of the Defender's men. (Each hit hung on a man reduces his remaining CV by one). Compute odds by dividing the lower total into the larger one. In case of an uneven division odds are rounded up in favor of the Defender.

M E L E E S (continued)

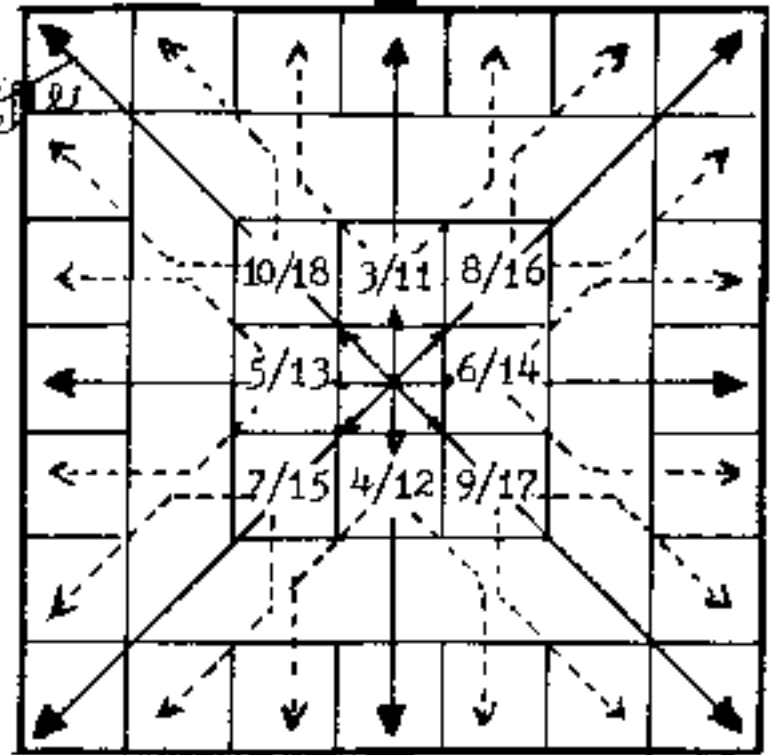
COMBAT VALUES:

- MOUNTED KNIGHT 3
- HEAVY FOOTMAN 2
- MOUNTED HUN 2
- ARCHER on foot 1
- LANSQUENET (ARQUEBUSIER) 1
- OPERATOR 1

Roll one die for the sector, and follow the instructions given in the appropriate odds column of the....



Routing Compass



...is placed on the table with the INDICATING ARROW pointing toward row 18.

MORALE TABLE

DIE ROLL:	O D D S (First digit is the attacker's CV)								
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
1	M	M	M	DW	DR2	DR3	DX	DX	DX
2	AW	M	M	M	DW	DR2	DR3	DX	DX
3	AR2	AW	M	M	M	DW	DR2	DR3	DX
4	AR3	AR2	AW	M	M	M	DW	DR2	DR3
5	AX	AR3	AR2	AW	M	M	M	DW	DR2
6	AX	AX	AR3	AR2	AW	M	M	M	DW

Explanation of Results:

● AX or DX: Attacker or Defender eliminated. All of the loser's men in the sector are removed at no loss to the winner, who has now undisputed control of the captured sector.

● AW or DW: Attacker or Defender withdraws. The loser withdraws all of his men into one or several adjacent sectors. The INVADERS must withdraw towards their starting line, the Knights toward the Castle.

It is not permissible to withdraw into sectors occupied by hostile men. If his general direction of retreat is blocked, the loser may withdraw into other adjacent sectors. If the loser is completely surrounded by enemy held sectors, he is captured. If he can only move into sectors filled to capacity by friendly men, he may move into those sectors, providing an equal number of men withdraw from there towards the starting line.

Captured men are removed from the board. They may re-enter on the next turn. The Invaders must be entered at their original starting line (1 A-R), Knights at sector 18R only. Lansquenets are eliminated when captured and may not re-enter.

Catapults and Siege Equipment may be taken along in a withdrawal, providing the required minimum of Operators are with the unit.

The Winner has undisputed control of the captured sector.

● AR or DR: Attacker, resp. Defender is routed. First, the loser must remove at least 25% of his remaining CV (loser may chose where hits are to be applied, but all wounded men must go first). Next, the....

The loser rolls three dice and moves the remaining men the full distance (two or three sectors, as indicated on the morale table) into the exact direction rolled. A straight line, diagonal, vertical, or horizontal, must be followed.

If the first sector in the direction of the rout is either (a) occupied by hostile men, (b) impassable terrain, or (c) off the board, the routing men are CAPTURED.

From the second sector on, routed troops may deviate from the straight line by one sector, but only if the straight-line route is blocked. Mounted Knights, forced to rout into or through wood sectors, abandon their horses and continue on foot.

The Winner has the option to pursue with some or all of his men one sector distance less than the rout called for. The first sector they enter must be the one in the direction of the rout. If this sector is occupied by hostile forces, the winner may enter it, but must roll morale against the newly encountered troops. If DR is rolled, the attacker may pursue again. If "M" melee is rolled, both sides remain in the same sector without combat. The Defender has the option to withdraw or counter-attack in his turn. He may also bring up reinforcements. If the defender stays, Morale must be checked again during the next turn, the original defender now being the attacker.

Catapults and Siege equipment must be abandoned in a rout. The winner may capture them and has the option to either man or destroy them during the following turn.

M E L E E S (continued)

If a ROUT is rolled for men engaged in one of the CASTLE's sectors, routed Knights are to be moved into the buildings (regardless of the routing distance rolled).

Hunted Invaders move back over the nearest wall, or through the Main Gate, to an outside sector; from there they must move in a straight line away from the castle.

● **M: MELEE.** All of the Attacker's men in the sector must engage the enemy in hand-to-hand combat.

Procedure: Each of the attacker's men receives one BASIC ROLL for every one of his remaining Combat Values.

BASIC ROLL: The Attacker selects the two men to be engaged in combat and rolls three dice: one green, one white, and one red.

RESULTS: Each 'ONE' or 'TWO' rolled on the green or white die puts a hit on the Defender. A 'One' or 'Two' on the red die puts a hit on the Attacker.

TRIPLES... rolled kill the Attacker without any harm done to the Defender (regardless of the pips rolled or the Attacker's remaining CV).

DOUBLES... on the green and red dice give the Attacker the option to roll these two dice over again, but only against the same opponent. This may be repeated as often as doubles are rolled or one of the combatants is killed.

If an Attacker has one or more BASIC ROLLS still due him after he has killed his enemy, he must attack another man in the same sector until his entire CV is used up, or no more hostile men remain in the sector.

After Combat, if there are still hostile men in the same sector, the Defender in his turn has the option to withdraw or counter-attack. He may also bring in reinforcements not to exceed the capacity of that sector. If the defender decides to stay, MORALE must be checked again, the original Defender now being the Attacker.

Mounted Knights may attack a WOODS sector from open terrain by "dismounting". To do so, their CV is reduced by one and they must return to the sector they started from after the melee is over.

AMBUSH: When attacking out of HILLS or WOODS directly into an adjacent OPEN TERRAIN sector, the next higher attacking odds column, on the MORALE table, must be used.

DEFENSE BONUS: When attacking from an OPEN terrain sector directly into HILLS or WOODS, when storming a wall from Scaling Ladders (not Siege Tower), when attacking men on the KEEP, or men on the SIEGE TOWER from the base, the next lower odds column on the morale table is used.

Ambush and Defense Bonuses do not apply to a melee carried over from the previous turn, even if it is reinforced. If in an Ambush or Defense Bonus situation, the attack is made from sectors of different terrain,

the majority of the Attacker's Combat Values must charge from sector(s) subject to these rulings. Example: If 4 CVs scale Wall "B" and 6 CVs charge through the Main Gate to melee the Outer Yard, no Defense Bonus is given to the men in the Outer Yard.

LOGISTICS

250 Supply Rations are stored in the CASTLE at the beginning of the game. Each man within the walls of the castle consumes one Ration per complete turn. These rations are deducted from the initial supply at the end of each Knight's turn. (Invader's men on the castle grounds do not use up rations).

Any man for whom there are no rations available at the beginning of the Knight's turn, must be out of the castle by the end of that turn ("live off the country") lest he succumbs to starvation and is removed from the game.

Mounted Knights inside the castle consume two rations per turn. They may donate their horses toward the food supply which will add 5 Rations per horse to the castle's supply. To do so, they are permanently converted to Heavy Footmen. A mounted Knight with one hit becomes a Footman with one hit and receives ration allowance for his horse. A mounted knight carrying two hits has the option to become a Footman with one hit without being entitled to a ration allowance, or he may get the 5 rations for the horse, but is then removed from the game altogether.

The SUPPLY WAGON contains 200 supply rations (use bags or boxes of 20 rations each). On its way to the castle it is guarded by lansquenets, who must always remain within two sectors of the Supply Wagon. However, ATTACKS by lansquenets may only be made into sectors adjacent to the Wagon. The Wagon may also be brought into melees, but does not add to the CV of the attackers. Lansquenets may only pursue routers, if this does not remove them more than two sectors from the Wagon.

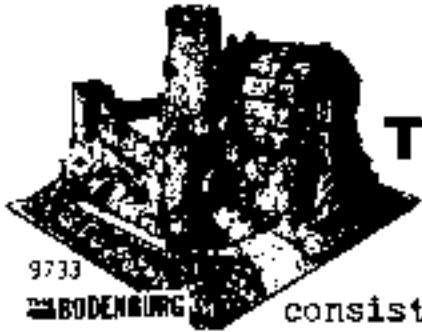
UNLOADING: The entire 200 rations must be unloaded the turn after the Wagon arrives in one of the three sectors marked "E". This takes place at the end of the Knight's turn, after all battles have been resolved. The Wagon cannot be unloaded if the Outer Yard or the sector with the Wagon has been captured, or a melee is in progress within them. Presence of Invaders in sectors adjacent to the Wagon, or in other sections of the castle, will not effect the unloading at the gate. It is mandatory that the drawbridge is lowered before unloading may begin, unless the Main Gate has been destroyed previously.

Supplies may also be brought in through the SALLY GATE, at the rate of 20 Rations per turn. Unloading may begin one turn after the Wagon arrives at the SG sector at the end of that turn, providing no melee is in progress in that sector.

LOGISTICS (continued)

CAPTURE: The Supply Wagon is captured if no Lansquenets (or Knights) are in the same sector with it, and the Invaders have at least one armed man (not an Operator) in the Wagon sector. The Invaders have now control over the Wagon and may move it in the following turns, (but not destroy it) until it is off the board or re-captured.

After capture, surviving Lansquenets must follow the Wagon and make an all-out effort to retake it. They may not be used in combat elsewhere (except to break through to the captured Wagon). Once the Invaders have managed to move the Wagon off the board, all remaining Lansquenets desert and are removed also.



THE CASTLE

9733
BODENBURG consists of four basic parts:

- a) Buildings
- b) The Keep
- c) Outer Yard
- d) Court Yard

It takes one turn for anyone to move from one of these sections to another one. This holds true even if part of the Castle is occupied by the Invaders. (Underground passages).

Mounted Knights are not allowed on the Keep. They must be permanently exchanged for Footmen to go there.

SALLYING: Beginning with the second turn, Knights stationed in the Outer Yard may sally out through the open Main Gate. In any one turn the Knights may either lower the drawbridge (which must be done at the beginning of the turn) or raise it (done at the end of the turn), but not both.

One of the three "E" sectors is the first one men leaving through the Main Gate must enter or - if occupied by the Invaders - melee. It is not possible to sally out over a standing wall. Walls destroyed by catapult action may be moved across from either direction by footmen. MOUNTED HUNS may never enter the castle.

SALLY GATE:

Two footmen per turn may leave or enter the castle through the Sally Gate, behind the castle. It takes one turn for a man to pass through the Sally Gate from inside the Buildings to sector "SG", and vice versa. Mounted Knights must be permanently converted to Foot Knights (see LOGISTICS rule) to pass through. It is not possible to move men through the Sally Gate in either direction while supplies are being unloaded there.

INVADERS cannot use the Sally Gate.

ARCHERS....

...positioned at a wall, may only shoot in the direction the wall is facing and diagonally out - in a 45 degree angle - counting

from the corners of the castle. Archers on the Keep may shoot all around the castle; they may also shoot into either yard. Archers may also shoot from the Outer to the Court Yard - and vice versa - and from either Yard up to the Keep. Any shooting within the castle's confines is considered as range "1" Hit Divisor "10".

The same directional restrictions apply to Archers shooting into the castle. I.e., men stationed in the Outer Yard can only be hit by Archers facing walls "B" and "C", etc. If the drawbridge is lowered, or if the Main Gate is destroyed, up to two Archers, stationed in the Outer Yard may shoot through the Main Gate at men facing Wall "A". By the same token, Archers positioned in any of the "E" sectors (no more than two per sector) may shoot through the open or destroyed Main Gate into the Outer Yard.

MELEES IN THE CASTLE:

A charge through the open (or destroyed) Main Gate or through the always open Inner Gate may be made by no more than four Footmen or two Mounted Knights per turn. The Defender also may only use the same number of men to defend the passageway. During the next turn, both sides may replenish their casualties with new men. Morale Odds are computed according to the CV of the men fighting at the gate, not counting other men in the sector, and only the men actually involved in combat must abide by the instructions given in the Morale Table.

CAPTURE:

The Castle is captured if both Yards and the Keep are completely cleared from Knights, and at least one of the Invader's men is occupying any one of these sections. Any Knights, still inside the Buildings, must surrender.

Melees, held over from the Invader's turn, may be reinforced by men from inside the Buildings during the Knight's next turn.

Melees still in progress on the CASTLE grounds AT THE END OF THE 15th TURN, must be continued UNTIL RESOLVED. (See MELEE rules on page 6). However, they may NOT be reinforced.

SUMMARY:

The Outer Yard may be attacked from the outside, across walls "B", "C" and/or through the Main Gate. It may also be attacked from the Court Yard through the inner Gate.

The Court Yard may be attacked from the outside across wall "A" only, or from the Outer Yard through the Inner Gate, or from the KEEP.

The KEEP can only be attacked from the Court Yard. Once the Keep is destroyed, it cannot be used to support men. Men on the Keep at the time the final catapult hit scores, perish in the rubble.

STORMING THE CASTLE:

SCALING: To charge over a standing wall, the **SIEGE TOWER** or **SCALING LADDERS** have to be positioned in one of the designated Scaling Sectors (see map on page 1). Each scaling sector holds either two ladders or the Siege Tower, not both. Only Walls "A", "B" and "C" may be stormed in this fashion. An attack through the Main Gate is only possible if the drawbridge is lowered or the gate destroyed. No siege equipment is needed to charge over a wall which has been previously destroyed.

SIEGE TOWER: The eight footmen on the Siege Tower may charge over the wall in the turn after it was brought up against it. This is dropping the tower's bridge at the beginning of the following turn and moving the men out.

Morale is checked next. If an AW is rolled, the Invaders move back into the Tower, but they cannot raise the bridge. The Knights, in their turn, may enter the Siege Tower and melee its occupants. In a **ROUT** the Invaders must move in a straight line the full distance away from the castle, the scaling sector being the first one counted. The knights may pursue and occupy the tower, which cannot be taken back on the rout. To burn the Tower, the Knights must have undisputed control of the Tower - inclusive the base sector - for two consecutive turns.

Knights cannot charge into the Siege Tower from the top, while its bridge is closed. The Invaders may keep the Tower in a scaling sector with the bridge in the "up" position for as many turns as they like to.

While the bridge of the Tower is up, six of the eight men in the Tower are considered concealed and safe from archer fire, while two men - usually archers - are on the very top and are subject to archer hits (HD 10). These "two on the top" are the only ones allowed to shoot out of the tower, if the bridge is closed.

To charge the Siege Tower from the ground, the attacker must first wipe out the men at the base, or - if two or less enemies are defending the base - pass through them in compliance with the **BLOCKING** rule. (See **MOVING**). The base of the Tower and the space inside the Tower are considered two separate sectors.

SCALING LADDERS: Three Footmen per ladder may scale a wall in the turn following the one in which the ladders were placed against the wall. They may either come from the sector the ladders are in, or from a sector adjacent to the scaling sector.

Morale odds are computed by totaling the CVs of all Invaders storming over the wall, regardless of how many ladders are used.

If the Morale Roll is AW, the attacker's men retreat to the base of the ladders. In a **ROUT**, the attackers must leave the ladders behind. The men in the castle may pursue them by climbing down the ladders. To burn the ladders, they must control of the sector in which the ladders are placed, for one complete turn.



SPECIAL NOTES

CATAPULTS: If, after a Rout or due to elimination, a catapult is abandoned, it can be captured by moving at least one armed man (not an operator) in with it. It may be fired by the captor on his next turn, providing it was not moved and an operator had been moved into the sector on the previous turn.

The captor may also spike the catapult, after he had undisputed control over the sector for one complete turn. (A catapult cannot be fired and spiked during the same turn).

Captured catapults can be re-captured in the same fashion.

HIDDEN MOVEMENT:

If a referee is present, the movement of the Supply Wagon with the Lansquenets, as well as the movement of the Huns, could be made on a hidden map until contact is established. This happens as soon as one of the hidden forces moves into a sector occupied by hostile men. Discovery is also made by men on the board running into hidden units. Hidden Huns, passing directly adjacent to the castle, must be put on the board.

Once on the board, all (formerly) hidden men must remain in the open until the end of the game.