

Noblemen & Peasants

Medieval Siege rules

By Thomas Jantzen (v.1.10)

The sequence of play per turn:

1. All figures are assigned 3 actions
2. 1st Action is carried out
3. 2nd Action is carried out
4. 3rd Action is carried out
5. After all figures have had their actions: Breakpoint check if necessary.

Scale:

1 25 mm figure is one person

1 Player controls one leader figure and 10 to 20 subordinate figures

1 pace is 1 cm

Visibility: No limits except line of sight, in woods where it is 30p and by night

Visibility into structures or woods: One base depth

A figure can take one injury. A second injury results in death.

The figure may try to convert the receiving hit from an injury to a demoralized marker by scoring equal or less than its armor class on a D10.

All demoralized marks are cumulative as modifiers

Armor class:

AC1: No armor at all

AC2: Leather armor

AC3: Metal scale or chain mail

AC4: Partial plate armor

AC5: Full plate armor

Training:

Veteran: Seasoned warriors

Trained: Some military training

Untrained: Militia, peasants with no combat experience

Special Skills:

Crack shot: Expert with a missile weapon

Swordsman: Expert with hand-to-hand weapon

Strong arm: 1AP less when carrying objects

Craftsman: 1 extra AP when building and repair things

Hero: 50% chance of inspiring 3 AP for free

Siege master: 1AP less when loading siege weapon per turn

Religious: A man of The Faith. Special scenario rules

Defense value:

Towers: DV30

Wall section: DV20

Gates & drawbridges: DV15

Siege tower: DV12

Battering ram: DV10

Doors: DV4

Siege engines: DV4

Mantlets: DV2

Siege ladder: DV1

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Actions:

Each figure has 3 action points (AP) per turn.

All figures move simultaneous taking their first action, second and then third action.

First all figures hiding or taking cover declared. Then shooting for that action is resolved then moving is resolved and then melee combat is resolved.

-Hiding or taking cover:

A figure can only go into hiding or cover if he is already behind cover or other structure obstructing part of the view.

-Crawling:

A figure can move hidden only if no enemy is visible within 30p

-Climbing ladders:

Only armor class 1 to 3 may climb ladders

-Jumping:

A figure can be forced to jump half or one level. Only jumps of half a level may be voluntary jumps. To survive the jump uninjured, the figure has to roll higher than its armor class for each half level of jump. A roll of 10 is an automatic uninjured jump. (ex. An AC3 is forced to jump one level and to avoid an injury he has to roll over twice his armor class, so he is uninjured on a roll of 7 to 10)

-Inspire:

A leader can inspire a figure under his command within 10p by transferring up to 2AC back to back to one or two figures. (Back to back means that he can transfer two consecutive action points either from one turn or two turns) The assigned action points are carried out at the same time as the normal action point. (Example: a leader uses his first action point to move close to a x-bowman who is using his first action to shoot. The leader uses his second action to inspire the x-bowman for two actions while the x-bowman uses his action for loading. The leader transfers his third action point to the x-bowman who can now do two actions of loading during the third action which makes him ready to fire his x-bow next turn. The leader is also transferring his first action to the x-bowman who chooses to use his 3 action points for aimed fire. Two of the three aimed fire actions are resolved in the first turn and the last aimed fire is resolved in the second turn where the x-bow is fired first, then the leader uses his action point to move into contact with an enemy and melee is resolved as the third action point while the x-bowman is loading again)

A hero has a 50% of inspiring up to 3 AP for free.

All actions are simultaneous and can be carried out over more turns as long as the action is not interrupted.

Each action is carried out before next action is applied.

More figures can combine action points to perform an action (ex. Raising a bridge).

The cost of different actions are as follows:

ACTION COST

Moving 10p:	1AP	Loading bow:	1AP
Horse move 20p:	1AP	Loading crossbow:	3AP
Crawling (hidden) 5p:	1AP	Loading handgun:	3AP
Jumping half a level:	1AP	Loading siege weapon:	9AP
Carrying ladder 10p:	4AP	Aimed fire:	3AP
Move siege machine 10p:	8AP	Fire:	1AP
Carry two man object 10p:	2AP	Leader inspire:	1AP
Ramming:	12AP	Hero inspire:	2AP
Dropping Bridge:	1AP	Repair 1DV:	10AP
Raising Bridge:	6AP	Destroy 1DV:	8AP
Ascending/descending 1 level:	2AP	Break free from hand to hand:	1AP
Mounting/dismounting horse:	2AP	Recover one Demoralized marker:	3AP
Hiding or taking cover	1AP	Rally action	1AP

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Missile fire:

Figures who's action was Fire or Aimed fire may fire in this round. All fire is simultaneous and all targets are declared before firing. The designated target has to be the closest or the most logic choice. With Aimed fire any figure can be designated as a target if it is within range.

If shooting at a figure in base contact with other figures, divide the chance of hitting the other figures evenly. A crack shoot gets an additional 30%(short range), 20%(medium range), 10%(long range) chance of hitting the designated figure instead of the other figures in the group.

MISSILE RANGE:

	Short range	Medium range	Long range			
Dropping rocks (HM)	5	10	15			
Dropping liquid (IA)	5	10	15			
Misc. throwing weapons	5	10	15			
Javelin	10	20	30			
Sling (HM)	10	25	40			
Bow	20	40	80			
Crossbow (IA)	30	60	80			
Longbow	20	60	100			
Handgun (IA)	20	40	60			
Espringal (IAA)	30	-1DV	100	NA	150	NA
Trebuchet (TS)	40-60	-6DV	100	-4DV	200	-2DV
Catapult (TS)	40-60	-5DV	80	-3DV	150	-1DV
Small cannon (TS)	10-60	-6DV	80	-3DV	100	-1DV
Large cannon (TS)	10-60	-8DV	100	-4DV	150	-2DV

IA: Ignore Armor on short range, on medium range Armor class AC5, AC4, AC3 becomes Armor class AC 2

IAA: Ignore All armor, all armor classes becomes AC1

HM: Helm Modifier, target is 1 better Armor class if wearing a helmet at medium and long range

TS: Target structures only

Missile combat modifiers:

Aimed fire:	+1	Medium Range:	-1
Crack shot:	+1	Long range:	-2
Siege Master	+1	Target moved last action:	-1
Short range:	+1	Target in cover:	-1
Consecutive shot:	+1	Untrained:	-1
Veteran:	+1	Demoralized:	-1
Bombarding:	+2		

To hit: Roll modified D10 and score 6-10. A roll of 1 is a critical miss. A roll of 10 is an automatic hit with no saving throw possible.

If a critical miss is rolled. Reroll and the figure gets demoralized on a roll of 9 and 10

To hit structure: Roll modified D10 and score 6-10 and subtract the appropriate amount from the structures defense value. A roll of 1 is a critical miss. Reroll and the siege machine takes 1DV damage on a roll of 9 and 10. When the structure's defense value is reduced to 0, the structure is destroyed.

(Consecutive shot only applies if neither target structure nor shooting siege weapon has moved since last shot and the shooting siege weapon has not been shooting at other targets in between and the shot is not a Bombarding shot.)

(Bombarding only applies if the last shot was a Consecutive shot that scored a hit or if the last shot was also a bombarding shot. Further more the Bombarding shot has to be at the same unmoved target as the last shot)

(the idea is that first you shoot at a structure, then you correct you fire, -consecutive shot-, until a hit is achieved and then you start bombarding. If you change target or move, you have to start all over again!)

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Saving throw modifier to armor class:

Shielded side:	+1	In close combat:	-1
Veteran:	+1	Untrained:	-1
Long range shot or drop:	+1	Short range shot or drop:	-1
In hard cover (stone wall):	+2	Demoralized:	-1
		Unhelmed:	-1

To save: roll D10 and score modified AC or less to save. A roll of 1 is an automatic save. A roll of 10 is an automatic hit (dead).

An unsuccessful saving throw results in an injury. A second injury results in death.

Hand to hand combat:

When two or more figures end an action in contact with an enemy figure it will result in a hand to hand combat except for polearmed figures who can melee with figured 2 paces away but counts as normal melee (but not in contact) except that the opponent does not score hits on polearmed figures.

A figure cannot get bonus for both polearmed and shield

During each action one melee action is carried out for each figure in hand to hand combat. All other actions except melee and break free actions for the figures in hand to hand combat are canceled until a melee outcome is obtained.

Instead of hitting back, a figure may use its action to defend itself against the attacker(s) by using the parry modifier and can therefor not score a hit on the opponent.

During each turn that a figure is in hand to hand combat, the figure may try to break free of the hand to hand combat (I.e. once every 3 actions)

If the break free is successful, the opponent may try to follow up by moving one D10 paces in pursuit.

Break free modifiers:

Untrained:	+1	Demoralized:	+1
Outnumbered:	+1	Wounded:	-1
Opponent is of better AC:	+1	Hero:	-1

To break free: Score a modified 7 to 10 on a D10 and move the modified dice in paces away from enemy.

On a score of an unmodified 1 the break free attempt fails automatically and the figure has to take a moral test.

Hand to hand modifiers:

Polearmed first round:	+1	Target in hand to hand with other figures:	+1
Polearmed consecutive rounds if in contact:	-1	Target is parrying the attack:	-1
Veteran:	+1	Targets shielded side:	-1
Untrained:	-1	Target in cover or on higher ground:	-1
Swordsman:	+1	Target is a Hero:	-1
Parrying the attack:	+1	Target is wounded or demoralized:	+1
Berserking:	+1	Target is Berserking:	+1
		Target had an automatic miss last round:	+1
		Target Unhelmed:	+1

To hit: Roll a modified D10 and score more than opponents armor class. An unmodified score of 10 is an automatic hit and an unmodified score of 1 is an automatic miss.

If both figures scores a hit, both hits are canceled and the figure with the lowest score or the one parrying the attack is forced back if possible the difference in scores in paces with the winning figure following up.

A hit results in an injury except when dealt by a parrying opponent and a second injury results in death.

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Moral test:

A figure takes a moral test when:

- Taking a hit
- Scoring a critical miss in contact in hand to hand combat
- Figure from same outfit with higher armor class is killed within 20p
- Leader figure is killed within 20p
- C-n-C is killed
- Hero is killed within 20p
- After a shaken or panic outcome has been carried out

To pass moral test: Score 6-10 on a modified D10. An unmodified 10 is always a pass and a unmodified 1 is always failed.

Moral modifiers:

Leader dead:	-1	Hero:	+2
C-n-C is dead:	-1	Veteran:	+1
Outnumbered 2:1:	-1	Leader:	+1
Outnumbered 3:1:	-2	C-n-C:	+2
Outnumbered 4+:1	-3	Leader within 10p:	+1
Untrained:	-1	C-n-C within 20p:	+2
Injured:	-1	Inspired:	+1
Demoralized:	-1	Each friendly within 5p:	+1

Moral failure outcome:

Demoralized and if:

Miss by 3: Shaken: Cannot advance and must retreat 1AP toward nearest friendly figure.

Miss by 4+: Panic: Must retreat 3 AP toward friendly line or leader. Otherwise surrender.

If a figure had a Shaken outcome and cannot retreat roll a D10 modified as following:

Leader:	+1	Wounded:	+1	Outcome:	
Veteran:	+1	Demoralized:	-1	9+:	Go berserk
Hero:	+2	Untrained:	-2	4-8:	Carry on
Inspired:	+1			3 or less:	Surrender

Break point:

An outfit must test for breaking when:

- They have lost 50% of their original strength
- For each consecutive 10% loss after the first 50% loss
- The leaders is killed
- The C-n-C is killed
- The outfit Hero is killed
- 50% of the Outfit is demoralized

An army must test for breaking when:

- Half the leaders are dead
- The wall is breached
- 33% of the outfits are broken
- For each consecutive broken outfit after 33%
- The C-n-C is killed

Breakpoint modifiers:

For each 10% loss:	-1	For each breach in wall (attacker)	+1
For each 10% of broken outfits:	-1	For each Rally Action this turn	+1
For each breach in wall (defender):	-1	C-n-C is dead:	-1
Each siege engine lost:	-1	Each hero dead:	-1
		Each leader casualty:	-1

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Roll a modified D10. A roll of an unmodified 10 is always a pass otherwise the outcome is as follows:

- Less than 3: Broken. Defender surrender and attacker retreats
3-5: C-n-C and leaders must roll equal or less than number of Rally Action point spent otherwise defender surrender and attacker retreats
6-10: Pass breakpoint check
over 10: Pass breakpoint check . C-n-C and leaders may spent Rally Action points to remove demoralized markers within 20p.

Rally actions:

If it looks like an outfit is going to be forced to take a breakpoint test a the end of the turn, The C-n-C within 20p of the outfit and the outfit leader may spent Rally actions to boost the moral of the outfit for the coming Breakpoint test. If the Army is going to test for breaking, the C-n-C and all leaders of non broken outfits may spent Rally actions for the test.

If the outcome was 3-6. The C-n-C and leader must spent a number of future Rally actions to rally the outfit or army. After the Rally actions are spent, the outfit or army has to roll equal or less than the number of Rally action points spent. *(ex. The outfit scores a 5 on the breakpoint test. The leader designates his next two turns for rallying, 6 AP. The C-n-C nearby spends one turn rallying the unit, 3 AP. In all 9 AP are designated but after one turn the leader is attacked and the remaining 3 AP are canceled which gives the rallying outfit 6 AP in all. The outfit will then pass the Break point test on a roll of 1 to 6 and surrender or retreat on a roll of 7 to 10)*

Points Value:

Figure points value:

Armor class	Untrained	Trained	Veteran
AC1	1	3	5
AC2	2	4	6
AC3	4	6	8
AC4	6	8	10
AC5	8	10	12

Special Skills upgrade:

C-n-C:	8
Leader:	4
Hero:	4
Crack shot:	2
Swordsman:	2
Strong arm:	1
Craftsman:	1
Religious:	1
Siege master:	2

Extra equipment:

Shield:	2
Helm:	1
Banner:	8
Holy Relic:	10

Weapon points value:

Weapon type	Points
Sling	1
Bow	2
Longbow	3
Crossbow	2
Handgun	2
Javelin	1
Misc. throwing weapons	1
Hand to hand weapon	2
Pole weapons	2

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Equipment points values:

Equipment	Points
1 unit of boiling water	3
1 unit of burning pitch/oil	4
1 unit of rocks	2
1 unit of water	2
1 unit of Greek Fire	6
Pavise	1
Siege ladder	4
Draft animals	1
Ladder fender	20
Naptha Pot	2
Mobile Ramp	5
Ox Wagon	20
Mining equipment	8
	50

Equipment	Points
Small Bombard	30
Large Bombard	35
Espringal	40
Catapult	50
Trebuchet	10
Mantlet	10
Siege tower	40
Hand Battering ram	10
Mobil Battering ram	20
Crow	10
Boat	8
Raft	12
Gunpowder Charge	15