

# LORDS & LEVIES



***Medieval card driven  
wargames rules  
SIEGE SUPPLEMENT***

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# LORDS & LEVIES.

## Card driven medieval miniature battles. SIEGE SUPPLEMENT.

### FASTPLAY VARIANT:

In order to shorten the game time, saving throws (and defence throws) can be omitted: this results in a faster and bloodier game, ideal for an introduction, demo or participation game, enabling the players to field about 20 units each and still finish the game in 60-90 minutes.

### PHILOSOPHY BEHIND THIS SIEGE RULES SUPPLEMENT.

These rules are written to form a siege supplement for “Lords & Levies” medieval card driven rules. Therefore, movement is hex-based. However, this can be easily adapted to other (non-hex) rules, provided the players substitute the term “hex” by a distance conform with their own rules.

Since the idea behind these rules is to create an easy set without measurement or too much rule reading during the game, most of the information to conduct a siege (engines, siege actions etc) is printed on cards that are in front of the players during the game. Endless cross referencing with the rulebook is thus avoided and the application of the card’s content will normally suffice to do the job.

It must also be clear that this is a **supplement** and the original rules of “Lords & Levies” still form the basics of the game.

### COMMAND CARDS.

The “standard” and “special” command cards from the “Lords & Levies” game are used as the basic deck for movement & action. On top of that, another deck of “**siege cards**” is added and used a **second deck** in the game. Though a normal battle might be run with 4-5 standard/special command cards per side, when conducting a siege each side should have 6-7 cards.

### OBJECTIVE OF THE GAME.

Is to eliminate a number of enemy units (1 victory point per unit destroyed/commander) and/or conclude the siege successfully as per scenario. The first player to gain his quota is the victor.

### GAME TURN.

The player listed in the staffing notes goes first. If no mention is made of this, either the besieger goes first or a D6 is thrown; highest score chooses who goes first.

1. Draw a new *command card* or a *siege card* (your choice).
2. Play the *event card* (in case you have drawn one) or (if not) play a standard/special *command card* or a *siege action card* from your hand.
3. *Order* units.
4. *Move* the ordered units.
5. *Battle*.
6. Spend CP’s to activate new siege engines and play a new *siege construction card* (when you’ve activated a new siege engine).
7. Cast the *CP-dice*.

## SIEGE CARDS.




There are 3 types of siege-cards:



- **Large & small siege-engines construction cards (use of engineer workshops):** when such a card is played at the end of the game turn, it is placed under one of the players' *engineer workshops*. In case the engine under construction has its own artillery crew, the figure carrying the colour code for the engine is also placed in the *engineer workshop*. The siege engine is then under construction and can be finished at the end of the player's next turn at the earliest, or whenever (at the end of a later turn) the player wishes to spend the number of CP's ("*Construction Points*") needed to complete the construction of the engine. Therefore, it takes at least 2 turn (players' turn and opponents' turn) to finish a new siege engine, but it might also take several turns more, until the player is able or willing to spend the CP's needed to complete the engine. Once the engine is paid for (and therefore ready), it can be activated through a card with the colour of the unit manning (artillery) or pushing (siege towers etc) it the next turn. Once the engine is finished and leaves the *engineer workshop* to take part in combat, the card is removed from under the *workshop* and placed on the player's baseline, face up until the engine is destroyed and the card is discarded. Finished siege engines are placed in the ZOC of the *engineer workshop* they were built in.  
As long as the player has unused *siege engine cards* available, he **must** activate a new *construction card* by placing it under the *engineer workshop* as soon as an engine is built, so that the workshop isn't idle. However, should he have no cards left, the *engineer workshop* is closed and removed from the game (as are all engineers present at that time in the workshop). After closing down an *engineer workshop* the player recovers 50 CP's. *Engineer workshops* may not be closed down voluntarily.  
As long as the besieger has no siege-tower in the field, he places new construction cards face-up under his *engineer workshop*, to be seen by his opponent. As long as the besieger has no siege-tower in the field, the besieged places his construction card face down under his *engineer workshop* (simulating the fact that the besieger cannot look inside the castle without having a siege tower).
- **Siege action cards:** triggers a siege-action in the field and are played as special/standard *command cards*. Once the action has been completed, these cards are discarded. This may take several turns, as for instance when digging a mine.
- **Event cards:** must be played when drawn and are discarded after being played.

There are also 2 strength points cards in the *siege card* deck; one for each side. These are for reference only.

## SIEGE DICE.

Next to the “Lords & Levies” normal *battle dice*, there are two sets of *siege dice* in the game: **ATTACK DICE:** cast when conducting an *siege action* attack. On each card (left side), the symbols to be thrown in order to score a *hit* are pictured.




 or  or  = smaller fire device *hit* (e.g. flaming arrows).



 or  = larger fire device *hit* (e.g. fireballs).




 or  or  = smaller solid projectile *hit* (smaller cannonballs & stones).



 or  = larger solid projectile *hit* (large cannonballs & rocks).

**DEFENCE DICE:** cast as *saving throws* when suffering a *hit*. Pictured (barred) on the right side of each card.

 or  or  neutralizes damage of fire projectile *hit* (when pictured on card).

 or  neutralizes damage of fire projectile *hit* (when pictured on card).

 or  or  neutralizes damage of solid projectile *hit* (when pictured on card).

 or  neutralizes damage of solid projectile *hit* (when pictured on card).

## RANGE.



Range of the siege weapons is indicated as shown above. Some weapons are incapable of firing into an adjacent hex:

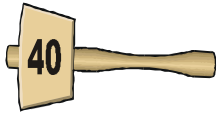


## MOVING SIEGE ENGINES.



In order to move siege engines, sometimes the crew (when there is one) suffices, sometimes more (minimum) manpower is needed. For instance: a catapult needs its crew (4 artillerymen, but, when casualties have been inflicted, this might be as little as 1) and **at least** 4 B or C class infantrymen (A-class infantry is too high up in society for manual labour...). If the B or C class infantry unit moving the catapult has more than 4 men in its ranks (could be 5-8), they are all supposed to be involved in moving the engine and therefore cannot take any other action. If the engine’s crew (artillerymen) and the assisting infantry have a different colour code, it takes a sergeant or an engineer to coordinate the movement (see “sergeants” under “Lords & Levies” rules).

## CONSTRUCTION POINTS (CP's).



Indicates the number of construction points needed to construct an engine or perform a *siege action*. As mentioned above, engines can remain under construction for several turns, but when taking a *siege action* (by playing a *siege action card*), the player must have enough CP's to spend immediately in order to be able to play the card. At the beginning of the game, each side is granted a number of CP's to spend (e.g. 100). This is up to the players or the game master (or scenario). **At the end of each turn each side receives again a number of CP's (e.g. 20), augmented by a 2D6 throw for the besieger and 1D6 for the besieged, but only for as long as the besieged party has at least one unit in the field outside the defence works.** This unit is supposed to be foraging and will no doubt be a target for the besieger. At the beginning of the game the besieged can be offered the opportunity to place one or more units in the field, or they might leave the defences via the gates or sally ports later on in the game.

## STRENGTH POINTS (SP's).

Each building, siege engine etc **without crew** has a maximum number of *strength points* as pictured on their card (die symbol). Once this number is reduced to zero, the engine or building is destroyed. Engines with crews are considered to be destroyed when their crew is killed. To keep track of the SP's, one or two small dice are placed next to the model once it has suffered damage (or any other method of recording you might prefer). The total number of spots facing upwards equals the remaining strength points of the engine or structure.



e.g.: a structure with 5 strength points remaining.

## ENGINEERS.

Engineers are specialists that operate in groups or individually. When operating in groups, they are considered (specialist) "units" and when operating individually, they are considered "commanders" (with the rank of sergeant), **this only for siege related activities** (building, moving, operating and constructing siege engines) but not for normal combat as described in the "Lords & Levies" combat rules.