

# Regiment of Foote Siege Sheet

## Game setup for siege games

	Activity	Notes
1	<b>Agree upon a siege game</b>	Agree as to the attacker and the defender.
2	<b>Players build their armies</b>	Attacker has 140 points. Defender has 100 points. No cavalry.
3	<b>General's gifts</b>	Roll as in the main rules.
4	<b>Defender deploys fortified manor</b>	Touching 0,1 or 2 table edges.
5	<b>Attacker chooses his two start edges</b>	One short and one long, Neither edge contacted by the defences.
6	<b>Defender places his scenery</b>	Defender has first marsh, building, wood, road and stream
7	<b>Attacker places his scenery.</b>	Attacker places the rest of the scenery.
8	<b>Defender carries out nudge rolls.</b>	Defender has 3.
9	<b>Attacker carries out nudge rolls.</b>	Attacker has 6.
10	<b>Attacker carries out pounding</b>	7 separate locations. Defender rolls D6, attacker declares "higher / lower". Success = 1 damage to defences.
11	<b>Defender deploys inside defences</b>	Units not inside defences will be off table as reinforcements.
12	<b>Attacker deploys his army on two edges.</b>	Foot units in alternate squares of two edges. Then anywhere.
13	<b>15 death rolls on defender's units</b>	Max 6D6 per square. Max 4D6 per unit. Up to 3 units may be taken off by defender..
14	<b>Carry out cannonade</b>	This can be at units or defences.
15	<b>Attacker has first turn</b>	Game lasts an initial 8 turns.

### 14. Cannonade

**Light gun** D6-3 hits

**Medium gun** D6-1 hits

**Heavy gun** inflict D6 hits

Re-roll allowed, player's own choice.

Opponent's choice if he has no cannonade.

After all modifiers applied the score will be minimum of 1 hit.

### 10. Pounding

Attacker chooses **7 separate** locations

Defender rolls 1D6.

Attacker choose "higher or lower".

Same counts as no result, continue.

Continue until attacker chooses to stop or fails.

### A. Artillery at defences

Medium and heavy guns only. Defences save on

4,5,6

### E. Turn sequence

*all actions right to left*

1	<b>Pay for turn extensions after 8 turns.</b> Cost= 2D6.
2	<b>Place 0-2 breach parties and carry out</b>
3	<b>Gifts returned to C in C</b>
4	<b>Move generals (2 squares)</b>
5	<b>Morale</b>
6	<b>Movement</b>
7	<b>Fights</b>
8	<b>Opponent shooting</b>
9	<b>Reinforcements (5,6)</b>
10	<b>Replace all dead generals</b>
11	<b>Count turn, 8 turns</b>

### Game length

1	3	5	7
2	4	6	8
Further turns cost 2D6			
9			
10			
11			
12			

### F. Breach party

Need 8 (or more) on 2D6

Re-roll if 3 or less defender bases

Re-roll if defenders outnumbered.

**D6 damage**

<b>F. Breach parties</b>	1	2
	3	4

<b>Defences</b>
Start value =9
Min = 4

3.Generals	C in C 13D6	General 7D6	General 7D6
Attack			
Defend			
Morale			

### 13. Death rolls

15 in total  
Impose up to 6 per square and up to 4 per unit.

**Saving**

**Foot 5,6**

**Re-roll veteran**

Maximum 3 units off table