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A Siege Supplement for *Lion Rampant*

I. Introduction

This supplement is a simple system for conducting medieval sieges in a format which is consistent with the general feel of Daniel Mersey's popular *Lion Rampant* medieval miniatures rules. The idea is that, by making a large castle model the centerpiece of the table (and the game), an entire siege can be fought to conclusion in a single gaming session. *Lion Rampant* is designed to be fun and fast-playing, permitting multiple games in a single session. This supplement builds on that to provide a form of campaign in which all the actions are connected by being parts of a single siege action.

While the game system is designed to depict small-scale actions in the open field, sieges are an integral part of medieval warfare. Many siege actions were not massive affairs - although surviving castles and fortifications are often large, many castles and fortified manor houses were much smaller, and these saw their share of sieges. Another issue with siege warfare is that it can be difficult to simulate accurately unless a lot of book-keeping is performed. *Lion Rampant,* with its stated goal of providing an excuse for pushing colorful miniatures around the table without overly much concern for simulation, is a perfect vehicle for creating a siege system that involves an absolute minimum of book-keeping (and probably realism), yet captures some of the tension, flavor, and fun of medieval sieges.

This system came about because we have a large medieval castle model and a big collection of medieval miniatures, neither collected for the purpose of playing *Lion Rampant* specifically, but both begging for their turn on the tabletop. This supplement may require more figures and different types of models than the basic *Lion Rampant* game, but it is not excessive, and many gamers will find their collections are well up to the task. Requirements for miniatures and terrain are given below. Comments, suggestions, and questions are welcome - please [contact](#) me.

II. Miniatures, Terrain, and Equipment

This game requires a larger collection that the basic *Lion Rampant* collection. Having 20 or more units of different types, including a few units of serfs (they prove to be extremely useful in a siege when you need "throw-away" units) is a good starting point. Mounted troops are at less of a premium, but are allowed to be converted to the corresponding foot troops as needed.

In addition to those figures provided for by the game, at least one artillery piece will be required. This might be a bombard, or a siege engine of some sort such as a catapult or trebuchet. The defenders may also have an artillery unit, so having two such models with their crew is good. (It is possible to play without artillery - some event cards must be removed - see the Event Cards section, below.)

During the course of play, additional units (including, but not limited to, artillery) will come into play. It is important that a few spare units, not allocated at the start of play, are available. These should total no fewer than 12 points in value.

The main requirement is to have a scale model of a castle, large enough to be the scene of action. While 25mm/28mm castles are widely available, they can be very expensive. The price and availability of 3D printers, however, is such that ownership of a castle has become a much easier goal to achieve. The castle will be the center-piece of the siege action, and will occupy the middle of the table, which may also feature other normal terrain features. The table itself should be as large as possible, 4 x 6 being a minimum size. There is no requirement for a moat of any sort. The castle must be large enough to house the defender's forces, and provide space also for a few extra units.

Storming the walls of the castle will require some siege ladders. These can easily be created with wooden dowels, toothpicks, glue, and brown paint. They are essentially markers to indicate when troops are equipped to storm the castle walls.

The game will also require about a dozen supply tokens (miniature barrels and crates work well). These perform the extremely limited book-keeping task required by the game, being placed on the table in their owner's territory. In addition, the rules provide for the use of supply convoys. These, as in Scenario G in the rule book, are basically markers, but having a scale model of a wagon or a pack mule is an attractive option for tabletop purposes.

The last requirement is for a way of marking undergound tunnels as they progress across the tabletop. A simple black disk the size of a poker chip or a bit smaller is good for the mine-head, and some mechanism for markeing progress toward the castle wall is also

needed. (Any marker will do, but Perry do an excellent set of [labourers](#) with sacks and shovels in their "War of the Roses" line. These make a visually appealing one.)

Finally, the cards used for random events must be printed out on card stock and be available during play.

III. Set-Up

Organization of forces is similar to that for normal play, except that the defender of the castle should be given only about a third as many points as the besieger (or a bit more: 2.5-to-1 seems to be the ideal force ratio). It is recommended that starting armies be as large as possible - it is difficult to defend a castle with fewer than 3 or 4 units, and initial force allocations should reflect this. The rule that only two units of any given troop type are permitted in a retinue should also be relaxed - the availability of figures is likely to provide a sufficient guarantee that a variety of troops types are represented on the table. Also, troops have different functions during a siege than in the open field - mounted men-at-arms are less useful, and missile troops are at a premium.

The defender of the castle is allowed to field an artillery unit (see rules below) if two are available. One must be kept in reserve for the besieger (the only one if but a single model is to hand). The besieger must wait for the siege train to arrive before they may include an artillery unit in their retinue. (Given available models, each side may also have more than one.)

It is possible for player forces to grow quite large over the course of the game. At any point where player retinues grow to be more than 24 points in size, they may be split into two retinues, each with its own leader. Players may never have more than one retinue of less than 24 points.

Each side will also have three supply tokens at the start of play, which are kept on the tabletop and may be subject to seizure and/or destruction.

The defender's forces will set up inside the castle. The besieger's forces will set up outside of it. The besieger does not dig entrenchments or other man-made cover (Vauban wasn't born until 1633), nor is there a requirement that the castle be fully surrounded. Medieval sieges were much less organized affairs than they later became.

Besieger forces may set up anywhere outside the castle except for within less-than-long missile range. This effectively places a distance of 12 inches on besieger set-up (12-18 inches is long range). If the besieged has artillery, it is not considered for these purposes, having an unlimited range.

The castle should be in the center of the table, with at least 18 inches surrounding it on all sides, preferably 24 or more. Other terrain should be agreed by players at the beginning of the game. The same table set-up is used for the entire siege.

IV. Sequence of Play

The siege is conducted in a series of "siege turns," some of which will include the conduct of an entire tabletop battle. The siege turns have the following sequence:

1. Draw a card from the complete and fully-shuffled deck. The events described are immediately put into effect. The deck is re-shuffled after each draw.

2. The defender may now decide to sally out from the castle. This will cause a tabletop action to be fought, which is immediately conducted until both players agree it is done. There is no requirement that the gates be opened or that the defender's forces actually leave the castle - simply firing missiles from the walls is an acceptable reason to declare a sally. If a sally is declared, the defender is the "Attacker" for the purposes of the tabletop action, and goes first.

3. If the defender does not choose to sally out, the attacker has the option of storming the walls, which will cause a tabletop action to be fought. This does not actually require that the castle walls be stormed - any combat activity will be an acceptable reason for declaring that the walls are being stormed. The action will be fought to a conclusion - both players agreeing that the action is done. The besieger is considered the "Attacker" for the purposes of the tabletop action, and will go first.

4. Once any tabletop action has been concluded, as determined by player agreement, players may re-position their forces anywhere within their territory (the defender inside the castle, the besieger outside), using the same rules as for initial set-up. Units may not be re-positioned within attack range of each other unless separated by the castle wall. Re-positioning is done unit-by-unit, with the first go being diced for and subsequently alternating for each unit being positioned.

   At this point, all units are restored to half strength if they have fallen below that level. Mounted units may dismount or foot units with horses mounted as part of the re-positioning. Mounted men-at-arms become dismounted ones and vice-versa; mounted crossbows become crossbows; mounted serjeants foot serjeants, mounted yeomen foot yeoman. Exchanges are made on a figure-by-figure basis: a full-strength mounted serjeant unit becomes a half-strength foot unit. Note that units starting the game dismounted may not magically develop horses later during play (any extra horses are considered to have been eaten long ago!) Leaders may switch units as part of re-positioning: the number of figures per unit does not change, but the leader is simply recognized as an existing figure in their new unit, and the old leader switches to being a member of the rank-and-file.

Note that all tabletop combats resulting from the defender sallying out or the besieger storming the walls will begin with units exactly as they stand on the tabletop. Repositioning is only allowed during the last part of each siege turn.

V. Winning the Siege

The siege is conducted until all of one side's figures have been put to the sword, or one player agrees to concede defeat. If a leader is killed during play, a new one steps forward to

continue the fight, being recruited from existing figures. Players may involve the Glory system for winning and losing according to their preferences - we prefer to play the siege to a conclusion instead.

VI. Storming the Walls

Castle fortifications are designed to provide cover, and present a formidable challenge for the attacker. This is reflected by the following rules:

- Figures behind battlements get +2 to their Armour, instead of the usual +1 for cover. Battlements are considered very effective cover.
- Figures storming the walls (which is not allowed for mounted figures) must carry appropriate siege equipment (ladders, scaling hooks, etc.). This will slow their movement by half. Such equipment may be abandoned at will, but the assaulting player must specify which units are carrying it at the time that the intent to Storm the Walls is declared.
- Units making an attack against targets on the battlements will have an attack and defence of 5+ (Fierce troops are the exception with a 4+ for Attack). Their Armour is a 2. Battlements do not count as rough - these rules supplant the normal rules for rough terrain.
- If an attack on the battlements is not repelled - if the attacking unit does not fail a Courage Test - then they have reached the battlements and will fight as normal in subsequent combat.

Unless equipped to storm the walls, units are not subject to the Wild Charge special rule. Units with siege ladders may drop them at any point, and they may be picked up by any non-mounted unit in contact with the abandoned siege equipment. The location of siege ladders (etc.) should be marked on the tabletop. Abandoning and picking up siege equipment does not require an action, merely proximity to the siege ladder marker.

VII. Opening the Gates and Lowering the Drawbridge

The gates of the castle (including the drawbridge, if any) may be opened and closed by whoever is inside the castle and in contact with the gate. This action is a normal move action. When units are re-positioned, whoever controls a gate may specify whether it is raised or lowered. Unless open, no units may move through the castle gate. An attack through an open castle gate will treat the defending unit as if they are in cover, but does not act as rough terrain.

VIII. Digging Mines and Tunnels

As event cards are drawn, the besieger may create one or more tunnels/mines from any position occupied by a friendly unit toward the walls of the castle. The progress of any given tunnel is always determined from the end closest to the castle (if there is a collapse as a result of a curse, it comes off the end nearest the castle). Each tunnel/mine will have a head, which is its start location. This is indicated on the tabletop with a small marker (1 inch or so in diameter). All progress is measured from the head, but is assumed to be underground,

and does not affect events above it. Enemy units can make a Move action spent entirely at the mine head destroying the tunnel or mine if they wish. The besieger should thus take care to protect their mine/tunnel heads.

Once a tunnel/mine has reached the castle walls, it may be used to try to breach the castle wall at any point during the besieger's turn while it remains intact (neither partially nor fully destroyed/collapsed). This involves rolling two dice, and scoring a 7+. The breach will effectively remove a 3-inch wide section of wall. Any figures on top of the wall section which is breached will be killed on a 3+ on one die, and Courage Tests must immediately be made as for any other combat. A failed mine (one which scores less than 7) may not be used again to make a breach attempt until the following siege turn.

Alternately, a tunnel may be driven underneath the castle wall to allow friendly units to pass inside the castle. One unit is designated as performing the "breaking through" action, and will establish a tunnel exit with a normal Move action. They are then placed adjacent to the tunnel exit. Other units may move into the tunnel (one move action) and then exit the tunnel (a second move action) at the rate of one unit per turn entering and/or exiting the tunnel. Thus, one unit may be entering at the tunnel head while another is exiting in the same turn. Mounted units may not enter tunnels. Like tunnel/mine heads, the tunnel exit may be destroyed by a unit spending a Move action standing adjacent to it.

IX. Artillery Rules

Below are given the rules Daniel Mersey provided for [using artillery](#) in *Lion Rampant* on the Dux Rampant forum.

Artillery

- *Use 1 artillery model plus 6 crew (Your Leader can't be part of this unit).*
- *May be operated so long as 1 crewman is still alive.*
- *Points cost: 4 points (maximum of 1 artillery piece per Retinue).*
- *Range: Anywhere within line of sight on the tabletop.*
- *Shoot value: 7+.*
- *Damage: Roll 12 dice against the target unit, hitting on 3+. Ignore cover.*
- *Reload value: 10+. After a successful Shoot action, the artillery may not be fired again until a successful Reload action has taken place. This is carried out as a normal, ordered activation.*
- *May not move during the game and must be deployed in the player's deployment zone.*
- *If contacted, shot at, and for Courage tests, the crew count as Serfs at their current strength (6 models or less).*
- *The crew must maintain cohesion around the artillery model (not moving more than 3" beyond it).*

In addition to these rules, the besieger's artillery (once it has arrived - a random event) may choose to target the castle wall instead of an enemy unit. Roll two dice: the wall is breached on an 7+. The breach is exactly like one created by effectively setting off a mine to create one. Each artillery piece used during a siege turn will cost the owning player a supply token, which is removed the first time the artillery fires during the siege turn.

X. Supplies and Convoys

The existence of food and water is critical during a siege, both for the besieger and the defender. The surrounding countryside is quickly stripped bare. The expenditure and replenishment of supplies is largely left up to the event cards, but is a concern for both players (supply tokens are also used to support artillery fire.) For the defender, additional supplies, when provided by the event deck, must be brought from the table edge into the castle by convoy. These convoys function exactly as they do in Scenario G provided in the rulebook. Once in the castle - or if captured - they transform into a single supply token. Supply tokens may always be transformed into convoys by their owners on an as-needed basis, with any unit in contact with them providing the escort. An enemy supply token may be captured by any unit beginning an action in contact with it, so long as there is no enemy unit also in contact.

XI. Battle Inside the Walls

The interior of a castle can be a cramped space once lots of figures have piled into it. One major change to the battle rules is as follows: if a unit is supposed to retire as a result of a failed Courage test or the results of a combat (bouncing), and there is insufficient space in which to do so, they will simply hold position. Units which begin their activation in contact with another unit may use it to move away from contact, in which case they must roll for a Move activation. Attack activations, however, are automatic, so long as the target of the attack is a unit with which contact has already been established.

Units which would ordinarily rout are still removed from play, but are deemed surrendered and/or put to the sword.

XII. The Event Cards

The event cards are the heart of the siege system. They are reproduced below so that they can be printed. Each of the cards is more fully explained in this section, although many are self-explanatory. The number of each card in the deck is indicated in parenthesis (there are two of some cards). For the exact wording of each card, please see the PDF card deck distributed with these rules.

> **The Dance of Death (2):** Self-explanatory. The plague-affected unit(s) is/are removed immediately.
>
> **Besieger's Supplies Depleted (2):** Self-explanatory. Any one of the player's supply tokens is removed, as they choose.
>
> **Defender's Supplies Depleted (2):** Self-explanatory. Any one of the player's supply tokens is removed, as they choose.
>
> **Betrayal From Within (1):** Besieger's units may be placed anywhere in the castle, but must deploy next to each other. Defender re-positions units after the besieger has placed theirs, if not surprised. If surprised, no re-positioning is allowed. Besieger units may not appear inside the space occupied by an enemy unit, but may appear within

attack range. Note that the besieger may declare a battle immediately at the point where this card is drawn, without waiting for the defender to declare a sally, and so will be the attacker for that battle, going first.

Relieving Army Arrives (2): The units selected by the defender after rolling can appear at any one area along the table edge. They will remain in play until destroyed or forced off the table.

Besieger Reenforced (1): Besieger may place the reenforcing units anywhere within their territory, but not within attack distance of an enemy not separated from them by a castle wall.

Supplies for the Besieged (1): One or more units arrive, one of which is the escort to a convoy containing one supply token. The rules from Scenario G in the rulebook apply as applicable. The supply token may be captured, and must be brought through an open castle gate in order to be turned into a useable supply token for the defender. Escorting defender units will remain in play until forced off the table or destroyed.

Scouring the Countryside (1): One supply token may be placed anywhere within the besieger's territory.

Mining and Tunneling (2): A tunnel/mine head is placed anywhere within the besieger's territory, and a length of tunnel toward the castle wall emplaced, or the tunnel distance is added to an existing tunnel.

Siege Train Arrives (1): An artillery unit and one accompanying supply token are placed anywhere within the besieger's territory. (If players have no artillery units, this card should be removed from the deck along with one of the "Relieving Army Arrives" cards,)

Unholy War (1): The Pope (well, er, one of the Popes, in some cases) or a similar figure of religious authority has declared that the siege is illegal, and threatened to excommunicate all who are pursuing it. Each besieging unit must roll one die to see if they abandon the siege on religious grounds.

Floods and Tempests (1): The besieger's army, being camped in the open, is subject to extreme elements, causing one unit to perish. The unit is selected by the besieger.

The Devil's Curse (1): As everyone knows, failures due to poor engineering are always the result of Satanic curses. The appropriate length of tunnel is subtracted from the end nearest to the castle wall as a result of collapse, etc.