

Note...
 the turn when Slave/Indians were recruited for each side. Each side may recruit only once per area. See 4.9.1 for effects

Sieges and Slaves/Indians

Siege Table

DIE ROLL MODIFIERS

- Add one Sieging Leader's Tactical Modifier
- Subtract one Defending Leader's Tactical Modifier


ODDS SHIFTS

- Works = Shift two odds columns to the right
- Besieging Naval Units = Shift one odds column to the right

RESULTS

- SO = Sortie. Eliminate one step of any besieging unit (besieging players' choice.) Eliminate Siege Works.
- DA = Defender Attrition. Eliminate one defending unit step for every four steps of besieging units. The defender loses at least one step regardless of the number of attacking steps.
- AA = Attacker Attrition. Eliminate one besieging unit step for every four steps of besieged units. The attacker loses at least one step regardless of the number of defending steps.
- NE = No Effect. Nothing happens.
- B = Breach. Roll again without counting the intrinsic defensive factor of the fortress.
- SR = Surrender. Eliminate all defending units.

1D6	SIEGING FORCES / DEFENDING FORCES - ODDS RATIO								
	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1
-1	SO	SO	SO	SO	SO	AA	NE	NE	DA
0	SO	SO	SO	SO	AA	NE	NE	DA	DA
1	SO	SO	SO	AA	AA	NE	DA	DA	B
2	SO	SO	AA	AA	NE	DA	DA	B	B
3	SO	AA	AA	NE	NE	DA	B	B	SR
4	AA	AA	NE	NE	DA	B	B	SR	SR
5	AA	NE	NE	DA	DA	B	SR	SR	SR
6	NE	NE	DA	DA	B	SR	SR	SR	SR
7	NE	DA	DA	B	SR	SR	SR	SR	SR
8+	DA	DA	B	SR	SR	SR	SR	SR	SR

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