

Blockade/Siege House Rules

The following rules are courtesy of Miguel Guerrero de Mier and Miguel Anhel Sanchez Galan. They have used them successfully with several of the designs. Enjoy.

Blockade Minimum Requirements

(Change to KROs 7.221)

- The minimum SPs required to Blockade is a) equal to the number of SPs in the Garrison, OR b) the Grade of the Fortification.
- The Blockading Side counts all SPs except Siege Artillery. The Blockaded Side counts all Infantry and Dragoon SPs.
- Check each Blockade at the end of each Impulse, and at the start of Step B.6 (Final Supply) during the Administration Phase.
- If Blockade requirements are no longer met, Withdraw the Blockading Formation to an adjacent hex (following normal Withdrawal rules).

Siege Minimum Requirements

(Change to KROs 7.221)

- SP requirements are met in the same way as Blockade, except that Besieging Cavalry SPs cannot be counted, while Blockading Cavalry SPs does count. *Exception:* some Cavalry SPs may be allowed by Exclusive Rule.
- If the requirements are not met, the current Siege Stage is reduced by ONE (-1) for EACH SP that the Besieging Formation is short of the requirement. From Investment, drop to Blockade, and from Blockade drop to Withdrawal.

Combat Option for a Blockaded Garrison

(Change to KROs 7.22)

Blockaded Garrisons may exit their Fortification as an act of Movement, to participate in a Battle. The Blockaded Garrison is considered to be a HQ Formation. The initial Participants are the Garrison and the Blockading Formation. The Garrison is limited as follows:

- If a Timid Leader Commands the Garrison, the Blockaded SPs must equal or exceed the Blockading SPs.
- If a Cautious Leader Commands the Garrison, the Blockaded SPs must equal or exceed THREE FOURTHS (3/4) the Blockading SPs.
- If an Aggressive Leader Commands the Garrison, the Blockaded SPs must equal or exceed ONE HALF (1/2) the Blockading SPs.
- If a Rash Leader Commands the Garrison, there is no SP limitation. *Exception:* if the Garrison would be Overrun by this action, the action cannot be made.

In each case, ALL SPs except Artillery are counted on both Sides.

In lieu of meeting the SP requirement, the Garrison Commander may always attempt to pass a LC. If successful, the action may be taken anyway. Regardless of success or failure, only ONE (1) such LC can be made per Blockaded Garrison per Turn.

A Battle fought between the Garrison and the Blockading force is resolved normally (if playing a brigade-scale game, in which the garrison will be comprised of SPs and not Units, treat the Garrison as a single brigade-sized Unit). To reflect the peculiar nature of the situation:

- The Garrison Commander is that Side's Generalissimo.
- The Garrison may voluntarily Withdraw into the Fortification at the end of any Round.
- If Forced to Retreat they *must* reenter the Fortification. There is no Pursuit (i.e. the Garrison will never Rout).

Taking note of the above, a Garrison can participate in *any* Battle in its hex. If Blockaded it will be the initial Participant. If not Blockaded it will be the first potential Reinforcing Formation.

For simplicity, regardless of the scale of the game, even if the Garrison wins the Battle, it must reenter the Fortification at the end of the Impulse.

With regard to Supply, the Garrison draws supply from the Fortification as if it were still inside it (i.e. the garrison ignores all Supply issues while engaged in Battle).

Combat Option for a Besieged Garrison

(Change to KROs 7.25)

Per the KR&Os, a Garrison cannot 'sortie' to cause a Battle once it is Besieged. However, the Garrison is allowed to use the Siege Progress Table by conducting a Siege Operation. All normal procedures are followed, except that ANY beneficial effect drops the Siege Stage ONE (-1) level. Investments drop to Blockades, If the SPT requires it, the Besieged Side may lose an OP.

The SSRT can be used, but if the result is Coup/Escalade, inflict ONE (1) SP loss on the Besieging Side (do not resolve an Escalade). All other results, including Honours of War, are applied normally.

Additional Siege Rules

- 1) In order to Assign Auxiliaries from the Available Box, a LoC must extend from the Fortification to the Blockaded Side's Hub. I.e. once the Blockade is in place, Water Access or a Bridge must be available. This rule also applies to Leaders being Posted. Water Access or a Bridge also permits the creation of a Depôt within the Fortification, provided the usual LoC can be traced.
- 2) Check the SRV at the end of each Administrative Phase in which forces have moved into or out of a Fortification, or a Depôt has been created there. In other words, the SRV will be affected in the next Turn rather than when the Siege Stage changes. (Changing Siege Stages still triggers a reevaluation of the SRV).
- 3) Make use of Enemy Veniality (KR&Os 9.23) during the Administrative Phase prior to using the Siege Table, NOT as a separate Siege

Operation.

4) Checking for Campaign Plan failure has been moved to the end of the Administrative Phase.