



# KINGDOM OF HEAVEN

THE CRUSADER STATES 1097-1291

RULES OF PLAY



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# KINGDOM OF HEAVEN

## THE CRUSADER STATES 1097-1291

### RULES OF PLAY

#### 1. INTRODUCTION

*Kingdom of Heaven* is a two-player game based on the wars between Christian, Muslim, and Pagan powers for possession of the Holy Land. For convenience, one player is termed the Christian Player and the other is the Muslim Player.

#### 2. GAME COMPONENTS

##### 2.1 INVENTORY

A complete game of *Kingdom of Heaven* includes a 22"x34" game map, this rule book, a scenario book, two player aid cards, 110 cards (divided into a basic deck of 60 cards and 50 scenario cards), and three counter sheets with a total of 528 counters.

##### 2.2 MAP

The map represents the geography of the Eastern Mediterranean during the period covered by the game. The map is divided into spaces connected by lines to regulate movement. A square space represents a walled city. All other spaces are circular. Jerusalem is a special case: It is a walled city in Scenarios A-D, and a regular space in scenarios E-J. Some spaces are ports; these are represented by a blue outline. Certain spaces are inhospitable to armies and are marked by a sun or mountain symbol to indicate they are harsh terrain (the two symbols have identical game effects).

Connections between spaces represented by three parallel lines are mountain passes, which inhibit movement and retreat. Movement via the connections running between Bosra, al-Azraq, Wadi al-Hasa, and Negev is allowed only upon the play of a card with an operations value of three.

The spaces on the map are grouped together into provinces. Each province is demarcated by an orange line, the ocean, and/or the edge of the map. Each province has a capital except for the Kingdom of Jerusalem which has two (Acre and Jerusalem). The capital of a province has its name in red and larger type than other spaces.

The faint blue outline running from Minya in Egypt to the Mediterranean indicates the course of the Nile river and its branches. The only game effect of this representation is that spaces crossed by the Nile River are vulnerable to the *Late Nile Floods* card used in Scenario E (see scenario book).

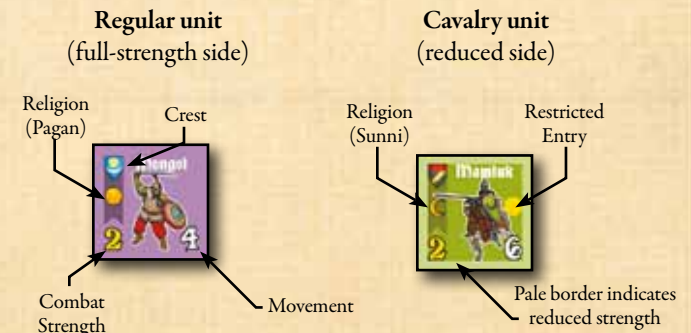
In addition to the above, there are three boxes that represent large off-map regions. These are Constantinople, the Mediterranean, and Mosul. Such boxes are treated differently from other spaces in ways that will be explained below.

##### 2.3 THE PLAYING PIECES

**Units:** Each playing piece with a picture of a soldier on it represents a body of troops. The nationality of a unit is indicated by the crest on the counter. Each unit has a religion, indicated by the color of the counter background and a corresponding symbol on the left side of the counter. The first number on a unit represents its combat strength (CS) (1 to 4) and the second number its movement allowance (MA), either 4 or 6. The reverse side represents that unit at reduced strength.

Although most units contain a mixture of infantry and cavalry, those units with a MA of '6' consist entirely of mounted troops – usually lightly armed and more mobile than typical European heavy cavalry. Such units are designated as cavalry and have special abilities.

Some units are marked with a yellow dot. This restricts how and when the unit can enter a scenario (see 7.3 for details).

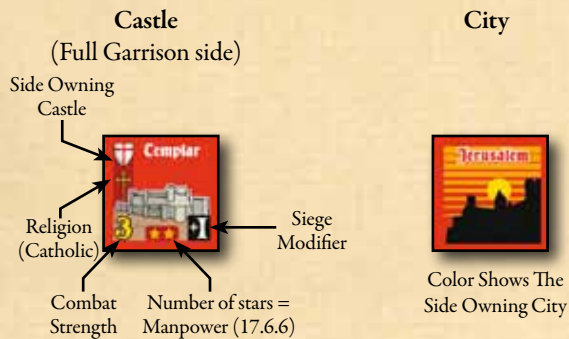


**Leaders:** These counters represent a leader and his personal retainers. Each leader is rated for his strategic ability, battle skill and command rating. In combat, a leader's battle rating also contributes to the total combat strength of the army. Leaders do not have a printed MA. Christian Leaders have a MA of four, while Muslim and Pagan leaders have a MA of six.





**Strongholds.** There are two kinds of strongholds. The square pieces bearing a crest are castles and belong to a specific nationality as indicated. Those without a crest are walled cities and are only distinguished as Muslim or Christian.



**Political Status Markers.** Each Power has a political status marker bearing its name to place on the diplomatic track in order to record its diplomatic orientation.

## 2.4 THE CARDS

The game includes 110 cards, of two types: the basic strategy deck (cards 1-60) and the special scenario cards (only used in a specific scenario as indicated on the card).



Each card has several pieces of information:

- In the upper left hand corner is a number (the operations value) which is used to activate and move units.
- On some cards the operations value is accompanied by a smaller yellow modifier. This indicates the card may be used to diplomatically influence a neutral or enemy-controlled Power (9.1).
- The title and text of an event is located in the center of the card. See 8.4.1 for more details. A blue title indicates that the card may be used as a battle event (8.4.2), while a red title indicates a response event (8.4.3).
- At the bottom of the card may be a siege event (a special event used only during sieges). Siege events indicate whether they can be used by the attacker (A), defender (D) or both (B) players during a siege. Most siege events can be used by both the Christian and Muslim players, although a few do specify a player in their text.
- At the bottom center of each card is an ID number. The basic deck is numbered 1-60. Scenario cards display the letter of the scenario and an ID number.

## 3. IMPORTANT DEFINITIONS

*The following are important game terms and abbreviations you should be familiar with before reading the rules.*

**Action Round:** Each turn consists of actions taken by each player in alternation, each of which is called an action round. Usually, but not always, an action round involves the play of a card. See 8.4 for the list of actions that may be performed during a round.

**Army:** An Army consists of any number of leaders and/or units in a space. The rules use "army" and "force" interchangeably.

**Control:** A player controls a space if there is a friendly stronghold in it, or if neither side has a stronghold in it and he has at least one unit in it (units currently activated to move do not count). If neither side has a stronghold or unit in the space, it is controlled by the player (or Power, if neutral) controlling its province. Off-map boxes are controlled like provinces. Note that in some scenarios no owner for a province is given. Such provinces are owned by Powers not represented in the game. They are treated as unfriendly to both sides. Control of a province changes only by diplomatically influencing the power controlling it (9.1)

*(Example: at the start of Scenario E, the Province "Kingdom of Jerusalem" is controlled by the Christian player. Therefore, he controls all spaces within its boundaries that have a Christian stronghold (by definition) as well as empty spaces (such as Hebron). Since the scenario setup specifies that the Ayyubids control Jerusalem, the Muslim player will control that space until it is taken by the Christians. If the Muslim player has a unit in Hebron, he controls the space for as long as it is there. Simply moving a unit through Hebron, however, does not make it friendly).*

**Dead Pile:** Each player keeps all the units he has lost in the dead pile for future replacement.

**Force Pool:** Each player has a force pool that is used to hold his available forces that are not on the map or in the dead pile. Neutral Powers share their own force pool. Units in the force pool are alive and well, but dispersed among their homes and currently unavailable for active duty until mustered at a central location.

**Friendly:** A space is friendly to a player if he controls that space. Moving units do not count an empty enemy space as being under their control (and thus friendly).

**Home Province:** All Powers that control at least one province or off-map box have a home province, which represents the seat of their government. The capital of a Power's home province (if any) is that Power's capital.

**Off-Map Box:** These represent large off-board areas and include the Mediterranean, Constantinople, and Mosul boxes.

**Operations Value:** The number located in the upper-left-hand corner of every Strategy Card.

**Power:** A group of units, strongholds, and/or provinces that have a collective diplomatic orientation. Powers have one of five separate religions: Catholic, Orthodox, Sunni, Shiite, or Pagan.

**Catholic Powers:** These include the Crusaders, Templars, Hospitallers, Kingdom of Jerusalem, County of Tripoli, Principality of Antioch, County of Edessa, and the Kingdom of Cyprus.

**Orthodox Powers:** These include Byzantium, the Principality of Cyprus, and Armenia.

**Christian Powers:** The Catholic and Orthodox Powers may be collectively referred to as the Christian Powers.

**Sunni Powers:** These include Damascus, Aleppo, the Ayyubids, the Seljuks, and the Mamluks.

**Shiite Powers:** These include the Fatimids and the Assassins.

**Muslim Powers:** The Sunni and Shiite Powers may be collectively referred to as the Muslim Powers.

**Pagan Powers:** The Mongols are the only Pagan Power.

*Note: The religion of a Power does not affect who may control them. The Christian Player may control Muslim or Pagan Powers, and vice versa.*

**Province:** A group of spaces located within a province boundary line. There are 12 provinces in the game. Each province has a capital, indicated by a red name in larger type. (*Exception: Acre and Jerusalem are \*both\* capitals of the Kingdom of Jerusalem.*)

#### COMMON ABBREVIATIONS:

**BR:** Battle Rating

**CRT:** Combat Results Table

**CS:** Combat Strength

**d6:** A six-sided die

**MA:** Movement Allowance

**MAN:** Manpower

**MP:** Movement Points

**OV:** Operations Value

**RF:** Resistance Factor

**RP:** Replacement Point

**RR:** Replacement Rate

## 4. SETTING UP THE GAME

### 4.1 UNITS, LEADERS AND STRONGHOLDS

Consult the scenario you wish to play and set up the pieces and strongholds according to the set-up instructions for the scenario. It is recommended that each player set up his forces facing his side of the map for ease of identification. Neutral units should be marked by placing a "Neutral" marker on the stack or nearby in their province.

### 4.2 POLITICAL STATUS MARKERS

Place the political status markers for each nationality in the appropriate box on the Political Status Track according to the specific scenario being played.

### 4.3 EVENT DECK

Every scenario has an associated set of special events that are in play only for that scenario. These cards are color-coded and labeled with the scenario letter (A-J). When setting up the game, shuffle the basic strategy deck (cards 1-60) along with the special events for the scenario you have selected. This forms the strategy deck used during play.

#### Optional Variant:

To aid getting the scenario events into play, you may use the following optional rule:

Before play, shuffle the scenario's special events separately and deal out one to each player as their first card of Turn 1. Then shuffle the remaining cards into the regular event deck and deal out the remaining cards for the first turn as usual.

### 4.4 RULES PRECEDENCE

Where there is a conflict between the printed rulebook and a card, the card takes precedence. Where there is a conflict between a card and the special rules for each scenario (given in the Scenario



Book), the scenario rules take precedence. Thus, the rules hierarchy (from lowest to highest) is: is rulebook – cards – scenario book.

## 5. SEQUENCE OF PLAY

*Kingdom of Heaven* is played in turns, each of which must be conducted in the order outlined below.

### 5.1 REPLACEMENT PHASE (SKIP THIS PHASE ON TURN 1)

Both players (beginning with the Christian player) move units from their dead piles to their force pools or flip units from reduced to full strength according to their scenario replacement rate (6.1).

### 5.2 MUSTERING PHASE (SKIP THIS PHASE ON TURN 1)

Both players (beginning with the Christian player) place any or all units and leaders in their force pools on the map (following the restrictions set out in section 7), and may adjust intrinsic garrisons in any owned castles.

### 5.3 DEAL STRATEGY CARDS (AND RANSOM)

Each player is dealt seven strategy cards (8.1). If any of your leaders are held prisoner, you may let your opponent draw one of your cards in exchange for one captured leader (who is placed in your Force Pool for Mustering next turn).

### 5.4 DETERMINE INITIATIVE

Each player consults the map and finds the highest-ranked leader (10.3) they currently control (if you have two leaders of equal rank, the one with the lowest strategy rating is selected). The player controlling the ranking leader with the lower strategy rating takes the first action round. In case of a tie, the Christian player goes first.

### 5.5 THE STRATEGY PHASE

The strategy phase consists of a series of action rounds alternating between the players. During each round, the active player either plays a card (or multiple cards in some cases), discards, passes without playing a card, or performs a special Vassal Move without playing a card.

Each strategy card played allows you to move leaders and units, cause events to occur, resolve sieges or diplomatically influence powers. The complete list of possible actions is given in section 8.

#### 5.5.1 ENDING THE STRATEGY PHASE

The players continue to alternate action rounds until neither player has any remaining cards. At this point, the strategy phase ends. If a player runs out of cards before his opponent, he may still conduct Vassal Moves (8.4) or pass.

### 5.6 DEMOBILIZATION PHASE

Each player (beginning with the Muslim player) must now demobilize his forces according to the rules in section 16 and returns the forces to the appropriate force pool.

### 5.7 END OF TURN

After completing the Demobilization Phase, advance the Game Turn marker one space. If the total number of turns allotted to the scenario have not been completed, begin another game turn.

### 5.8 VICTORY

During the game, both players keep track of victory points (VP) gained or lost. Usually, victory is determined after the allotted number of turns has passed, but some scenarios may end via an automatic victory. See section 20 and the individual scenario victory conditions for details.

## 6. REPLACEMENT PHASE

Both sides receive replacements at the start of each turn (*except on Turn 1*).

### 6.1 TAKING REPLACEMENTS

Each player (beginning with the Christian player) consults the scenario that is being played for the replacement rate (RR) for each of his Powers. This is the number of replacement points (RP) that Power receives each turn. A RR of “1/2” means that one RP is received every even turn. A RR of “1/3” means that one RP is received every third turn (turns 3, 6, 9, etc.).

If you have the Diplomatic Advantage marker (9.3), you may spend it to increase the RP of any one of your controlled Powers by 1, for that turn only. Place the marker in the neutral force pool to show that nobody owns it.

Each RP may be used to either:

- Rebuild one unit in the dead pile belonging to the corresponding Power on its reduced side (the unit is then placed in the player’s force pool), or;
- Flip one unit of the corresponding Power in the player’s force pool or on the map from reduced to full strength. This action may be combined with the preceding by spending 2 RPs and placing the unit into the force pool at full strength.
- Two RPs may be spent to return any leader with a command rating of three or less from the dead pile to the force pool. If a Power does not have two RPs to spend, it may spend one RP over two different turns. Flip the leader counter over to note that the first RP has been spent.

The following restrictions apply to choosing replacements:

- Crusaders only gain replacements via event.
- Blockaded units and units in an enemy-controlled space may not receive replacements. Besieged units that are unblockaded may take replacements.

- Leaders with a command rating greater than three may **never** be replaced.
- If a Power has neither dead nor reduced units, it forfeits replacements for that turn.
- Replacements never accumulate.

*Replacement Example: It is the Replacement Phase of Scenario D (The Third Crusade), turn 5. The Christian player has the following forces in his Dead Pile: one Crusader unit, one Hospitaller unit, one Jerusalem unit, Guy, Reynald. In the force pool (from demobilization) there is one reduced Jerusalem unit.*

*The Crusaders receive zero RPs. They cannot replace the dead unit or restore any units on the map to full strength.*

*Byzantium has no RPs and no units, so they do not replace either.*

*Antioch has one RP, but no dead units. The RP may be used to flip a reduced Antioch unit if one is on the map (and it meets the other conditions of 6.1) It may not be saved or given to another Power.*

*Tripoli, the Templars, and the Hospitallers have a RR of ½, meaning they get a RP every other turn. Since this is an odd-numbered turn, none of those powers get replacements.*

*Jerusalem has one RP, with many ways to spend it. It could rebuild the dead Jerusalem unit, placing it in the Christian force pool on its reduced side. It could flip any reduced Jerusalem unit on the map or the one in the force pool to full strength. It could be used to bring back Reynald (Two RPs are necessary, but since Jerusalem has only one, it may spend one RP over two different turns). Guy, however, may not be brought back as his command rating is greater than three.*

## 6.2 NEUTRAL POWERS

Neutral RPs must first be spent to flip any on-map units to full strength, and then on rebuilding leaders and units (full-strength if possible) in the dead pile. Leaders are rebuilt first. Determine which leaders and/or units receive replacements randomly when there is a choice.

## 7. MUSTERING PHASE

*(There is no Mustering Phase on Turn 1).*

### 7.1 PLACING LEADERS

During the Mustering Phase, each player (beginning with the Christian player) first takes all leaders from his force pool and places each on the map, one to a space, in any unbesieged space controlled by the corresponding Power. Leaders already on the map are not moved.

### 7.2 PLACING UNITS

Each player (beginning with the Christian player) now takes all units in his force pool and places them on the map in spaces (or off-map boxes) controlled by the respective Powers. See the glossary for a precise definition of friendly control. The maximum number of units that may muster in a space is as follows:

- No more than four units in any off-map box;
- No more than three units in a Power's capital (if a power has more than one capital, it may muster three units in both);
- No more than two units in a walled city or provincial capital that is not their Power's capital. (but see 7.2.1 for captured cities);
- No more than one unit in a space with a castle;
- No units may be placed by either side in a space with a besieged stronghold.

These muster limits are not affected by units already occupying the space, but does include units added by Intrinsic Garrisons (7.3).

The above restrictions are not cumulative. *For example, if a Power's capital happens to have a castle in it, that Power may only muster three (not four) units in that space.*

In addition to the above limits:

- Crusader, Templar and Hospitaller units may be placed without limit in any unbesieged space controlled by a Catholic Power.
- Byzantine units may be placed without limit in any unbesieged space controlled by Byzantium.

If a Power does not control enough spaces to muster all of its forces, the remaining units remain in the force pool.

#### 7.2.1 MUSTERING IN STRONGHOLDS

A Power may muster in a castle it controls even if that castle is not in a province the Power controls.

Walled cities are a special case in that they are not marked as belonging to a specific Power. If they are in a province controlled by a friendly Power, that Power may muster there normally. If they are in a province controlled by a neutral or enemy Power (i.e. they have been captured), no Power controls them (regardless of the presence of a garrison or who captured the city), and so no Power has mustering rights. Crusaders, Hospitallers, and Templars may muster there if there is a Catholic unit or leader already in the space via the exception in 7.2. Similarly, Byzantine units may muster there if there is a Byzantine unit or leader already there. Otherwise, you have to get units there the old-fashioned way.



See 16.1.2 for further restrictions on Jerusalem in scenarios in which it is Muslim-controlled.

## 7.3 INTRINSIC GARRISONS

When placing units, a player may remove from play one full-strength unit of any nationality he controls and flip up to two castles belonging to that Power from their Low Garrison to Full Garrison sides, or remove a step from any unit and flip one castle. Conversely, he may flip two castles belonging to a single Power from their Full Garrison to their Low Garrison sides and add one full-strength unit of that nationality to his force pool from the counter mix (which is eligible to be placed on board immediately as per 7.2), or flip one castle from Full to Low Garrison and add one reduced unit. A Power may do this any number of times, but must follow all restrictions regarding how many units may muster in a space.

**Selecting units:** When there is more than one type of unit in a nation's counter mix, and one needs to be selected to fulfill an event or when drawing down the intrinsic garrisons of castles, any unit may be chosen, except for 3-6 and 4-6 cavalry units, and Christian 2-6 cavalry units. These have a dot on the counter as a reminder.

The number of unit counters included in the game is an intentional limit, and may not be exceeded. This takes precedence over the above paragraph.

*(Play Note: This is a good way to beef up your field forces, if you are willing to risk weakening your strongholds. It is recommended that the players first adjust all intrinsic garrisons before placing any units on the map. This prevents confusion over the number of units already placed in a space.)*

## 7.4 NEUTRAL POWERS

Neutral Powers muster all their leaders and units in their capital, even if this would violate the limits of 7.2. If the capital is controlled by a different Power, the Neutral Power does not muster (this can happen if a Power becomes neutral while its capital is occupied).

*Mustering Example: The Mamluks own Egypt and the Transjordan and have castles in Kerak, Damietta and Alexandria. Baibars and two units are in Cairo. They have five units in the force pool. First, they decide they need some more forces, so they flip the castles in Damietta and Alexandria to their Low Garrison sides and add one full-strength 2-6 unit to their force pool. They could also strip the castle in Kerak but they aren't that desperate. Now they muster their six units. Three can go in Cairo, since it is the capital of their home province. The presence of units already there has no effect. Two units are placed in Kerak, which is the capital of a province they control, but not their home province. The presence of a castle does not add to the base value. That leaves one unit, which must be placed in either Damietta or Alexandria. If Kerak had been captured, the Mamluks would only be able to muster five units (three in Cairo, one each in Alexandria and Damietta), forcing them to leave one unit in the force pool to hopefully be mustered next turn.*

## 8. STRATEGY CARDS

All action in the game occurs through the play of strategy cards. Each strategy card can be played to move armies, cause an event to occur, conduct diplomacy or resolve a siege.

*Note: Cards with a title in blue text are battle events (8.4.2); those with a title in red are response events (8.4.3).*

### 8.1 RECEIVING STRATEGY CARDS

Each player draws seven strategy cards each turn from the strategy deck. The Christian player draws a card, then the Muslim player, and so on until each player has seven. If a player wishes to ransom one of his captured leaders (13.6), he may do so now.

### 8.2 PLAYING STRATEGY CARDS

During your action round, if you have one or more strategy cards in your hand you must play or discard one unless you currently have fewer cards than your opponent. If that is the case, you may also make a vassal move or pass in lieu of playing a card.

### 8.3 DUAL USAGE

Some strategy cards can be used to both move leaders/units and cause an event during the same round. You cannot use a strategy card for both purposes simultaneously unless the event specifically says so (e.g. Forced March, Winter Campaign).

### 8.4 ACTIONS

You may play a card to perform any of the following actions. Only one action may be taken per card played unless the card says otherwise. You must play or discard a card unless you have fewer cards than your opponent, in which case you may simply pass without playing.

Possible actions include:

- **Activate a leader** by playing a card with an operations value greater than or equal to his strategy rating. This allows you to move the leader along with any subordinate leaders and units that fit within his command rating (10.1).
- **Cause the event on the card to occur.** See 8.4.1 for details.
- **Resolve a siege.** For the attacker, there are four options when resolving a siege (event, fortunes of war, starvation, assault). For the defender there is only one option (event). All require play of a card, although assaults can be conducted as part of any siege resolution card play and do not require a separate card (17.4). Only one siege may be resolved during a player's action.



- **Use Diplomacy.** If a card has diplomatic modifiers in the upper right hand corner, it may be played to attempt to diplomatically influence any Power subject to Diplomacy, as specified by the scenario (9.1).
- **Make a Vassal move.** Either player may make a Vassal move by playing a card. This allows the player to move a number of units (but not leaders) equal to the operations value of the card (or the OV +1 if all the units are cavalry). The units need not all start or end in the same space. If a player has fewer cards than his opponent, he may make a Vassal move with one unit without playing a card. Vassal moves may not be used for any purpose other than moving units.
- **Discard.** You may discard a card without using any of its values or events, or to conduct an assault without first using a siege event.
- **Pass.** If you have fewer cards than your opponent, you may simply pass without playing or discarding a card.

#### 8.4.1 EVENTS

The card text describes what actions to take when a card is played as an event. The text of an event takes precedence over any rule, but otherwise the rules must be followed unless explicitly contradicted (e.g. if a card allows you to make an interception, you must follow all rules governing interceptions unless the card says otherwise).

Certain events can be played during a move or battle by the opposing player. Playing such an event during the strategy phase does not count as your normal move – you must still play the next strategy card when it is your turn.

**Must Be Played:** A card that has this text must be played by the player that has it and may not be discarded (except via an event played by the opponent). The player holding the card may wait until his last action of the turn but must play it then as an event if not before.

**Remove If Played:** When an event is played that states “Remove If Played”, the card is removed from the strategy deck after it is played because the event may only occur once per game. Such a card is not removed if the strategy card is not played as an event.

**Draw Replacement Card:** Some regular and siege events have this sentence. When the card is played as a regular or siege event, respectively, and the event can be implemented, then you may draw another card from that deck. Cards so drawn may not be played that action round—i.e. not until the drawing player has finished all card plays and movement for his round.

**Reinforcements:** When a card provides reinforcements, those units are taken from the counter tray and not the dead pile, unless there is no other alternative.

**Selecting units:** When there is more than one type of unit in a nation's counter mix, and one needs to be selected to fulfill an event or when drawing down the intrinsic garrisons of castles, any unit may be chosen, except for 3-6 and 4-6 cavalry units, and Christian 2-6 cavalry units. These have a dot on the counter as a reminder. If only such counters are available, the unit is forfeited.

#### 8.4.2 BATTLE EVENTS

Some events (those with titles in blue text) can be played to affect the outcome of battles. Most require the presence of a particular unit or units to play the event. There is no limit on the number of battle events that can be played in a battle. *Note that certain siege events have blue text. These (and only these) may be played during an assault to affect the result.*

#### 8.4.3 RESPONSE EVENTS

Some events (those with titles in red text) can be played as responses to the opposing player's action. These are played as soon as that action is announced or begun. Unless the card so specifies, the player using the response event does not automatically get a replacement card.

*Note that siege event titles are in red for ease of recognition, but they are not necessarily response events. Only those that cancel attacker siege events (Greek Fire, Countermines and New Well Discovered) may be played as response cards.*

#### 8.5 RESHUFFLING

If the strategy deck is emptied at any point during play, immediately reshuffle the deck using the discard pile. The deck is also reshuffled when certain cards are played (see card text). In this case, the strategy deck and the discard pile are shuffled together to form a new strategy deck at the end of the turn.

#### 8.6 OPTIONAL RULE: COMBINING CARDS

If both players agree, players may play multiple cards and combine their operations values to produce a high enough value to perform a specific action. *For example, you could combine three cards with an operations value of one in order to move a leader who has a strategy rating of three. However, you may not combine cards in order to conduct naval movement.*

### 9. DIPLOMACY

#### 9.1 DIPLOMATIC ORIENTATION

Each Power present in a given scenario begins the game with the one of the following orientations: pro-Christian, Neutral, or pro-Muslim, as described in the rules for the specific scenario. Each scenario also lists the Powers subject to diplomatic influence, where they start on the Diplomacy Track, and the roll needed for each player to influence them in their favor.

The Diplomacy Track on the map is used to keep track of the orientation of each Power. *Note that the Diplomatic Orientation of a Power is independent of that Power's religion.*

If a Power is pro-Christian, the Christian player controls all provinces, leaders, units, and strongholds belonging to that Power, and may enter any provinces it controls with any of his units freely. If a Power is pro-Muslim, the Muslim player likewise controls all of its provinces, leaders, units, and strongholds, and may enter any of its provinces with any of his units freely.

If a Power is Neutral, its leaders and units do not move, nor do they hinder the movement of other units. If a province or space with a stronghold controlled by the Neutral Power is entered by a player's units, or if a stronghold or unit belonging to the neutral Power is attacked by a player, the Neutral Power automatically and instantly shifts its allegiance to the other Player (*exception: free passage (9.4)*)

If a Power becomes Neutral as the result of diplomatic influence while units of one or both Players are in a Province it controls, it will only shift its orientation if its units/strongholds are attacked, or as the result of a successful attempt at diplomatic influence.

## 9.1.1 THE KINGDOM OF JERUSALEM AND THE MILITARY ORDERS

The Kingdom of Jerusalem, the Templars, and the Hospitallers all share the same diplomatic orientation (use the Kingdom of Jerusalem political status marker). Any change to the diplomatic orientation of one of these powers automatically affects the other two as well.

## 9.2 GIFTS AND BLANDISHMENTS

Powers may also shift their diplomatic orientation by a diplomacy action. The rules for each scenario will list the Powers whose allegiance may be influenced.

Each player may play a maximum of one card to influence any given Power each turn (not counting events). Only those cards with diplomacy modifiers in the upper left hand corner may be used. Once a Power is successfully influenced, further attempts to influence that Power (by either side) may not be made that turn (although events can still be played).

*(Note: If the Diplomatic Insult card is played to cancel a successful roll, that still counts as one attempt by the player who made the roll, but does not count as a successful attempt to influence that turn).*

Remember, if a Power is not listed under the diplomacy section of a scenario, it is not subject to diplomacy (although its diplomatic orientation may be affected by events).

## 9.3 DIPLOMATIC ADVANTAGE

The Diplomatic Advantage marker (6.1, 9.4 and 9.5) is used to note which player (if any) is exerting the greatest influence on the various smaller powers in the region. It always begins the scenario unpossessed (place in the force pool of the owning player, or the neutral force pool if uncontrolled).

A player may gain possession of the Diplomatic Advantage marker in one of four ways:

- If you capture a stronghold that is also a victory space and you make a subsequent die roll less than or equal to the VP value of the space, you gain possession of the marker. On a roll of six, your opponent gains possession if he does not already have it. If you successfully assault a castle that is not a VP space, you also roll to gain the marker. A roll of one succeeds (a six still gives it to your opponent).
- If you defeat an enemy force that has at least one leader in it and you make a subsequent die roll less than or equal to the number of enemy units eliminated, you gain possession of the marker. Regardless of the losses inflicted, if you roll a six, your opponent gains possession if he does not already have it.
- If your opponent ends a siege of a stronghold that is also a victory space (for any reason, including demobilization) and you make a subsequent die roll less than or equal to the VP value of the space, you gain possession of the marker. If you roll a six, your opponent gains possession if he does not already have it.
- You may play a diplomacy card to gain the marker if you do not possess it. This is just like influencing a Power (see below), and the modifier on the card applies. There is an additional +1 modifier if your opponent has the marker. You need to roll a three or less to gain the marker. This may only be attempted once per turn. There is no chance for the marker to pass to your opponent, unlike any of the above methods.

*(Note: Rolling to determine possession of the Diplomatic Advantage marker is mandatory, even if you already possess it. In such a case, only a roll of six will have a result).*

## 9.4 FREE PASSAGE

You may use the Diplomatic Advantage marker (return to the neutral force pool) to obtain free passage from any one neutral Power. This may be done during your action round, or during your opponent's (e.g. if you wish to retreat through the neutral Power's territory). If played during your round, you must leave the neutral power by the end of the round or its neutrality is violated. If played on your opponent's round, you must exit neutral territory by the end of your next action round, or its neutrality is violated.



## 9.5 THE DIPLOMACY ROLL:

When a card is played to diplomatically influence a Power, make a die roll. This is modified by the diplomacy modifier on the card.

The following modifiers apply to the roll:

- -2 if you control the Power's capital.  
(*Note: A maximum modifier of -2 applies to the Kingdom of Jerusalem even if both of its capitals are occupied.*)
- Events may also modify the roll.
- If you have the Diplomatic Advantage marker, you may expend it to increase or decrease any Diplomacy roll by one. Place the marker in the neutral force pool.

## 9.6 RESULTS OF THE ROLL

The scenario rules will indicate a target number for each player to influence a given Power. A player must roll equal to or less than that number (after modifiers) to move that Power on the Diplomatic Track one space in his direction.

### 9.6.1 CHANGES IN DIPLOMATIC ORIENTATION

If a Power becomes pro-Christian or pro-Muslim, that Player gains control of all its units, leaders, strongholds, and provinces. He may move and attack with those units freely in subsequent rounds. (*Note: There is no restriction on Powers of the same religion attacking each other, as long as they are controlled by different players.*)

If a Power becomes Neutral, all of its leaders and units in an area not in one of its provinces nor containing a stronghold controlled by it are removed to the force pool, and all its other units are frozen.

If a Power becomes Neutral, and its forces occupy a walled city, then follow the appropriate instruction:

- If the Power is the sole occupant of the city, the Neutral Power remains there. The city does not count for victory for either side while the Power is Neutral.
- If the Power occupies a city jointly with other Powers, and the city is not in a Province controlled by the Neutral Power, the Neutral Power's forces are removed to the Force Pool.
- All units belonging to either player in a province controlled by the Neutral Power are moved to the nearest (in MPs) friendly stronghold (owner's choice if more than one is equidistant) unless they are already in a friendly stronghold.

*Diplomacy Example: Armenia is subject to Diplomacy and its Diplomacy marker is in the Neutral box on the Diplomacy track. Its diplomacy number is two for the Christian player and one for the Muslim player. During the turn, the Muslim player plays a card to influence Armenia, hoping to woo it to his side. The modifier on the card is -1. The Muslim player therefore needs a 2 or less. He rolls a 2 and Armenia becomes pro-Muslim.*

*The Christian player had a nice juicy -2 card that he was planning to play, but the Muslim player forestalled him. He must hope to draw another diplomacy card next turn.*

## 10. MOVEMENT

### 10.1 WHO MAY MOVE

A leader and any units he can command can be activated by playing a strategy card whose operations value is greater than or equal to that leader's strategy rating. Alternately, a card can be used to make a Vassal move. This allows the player to move a number of units (but not leaders) equal to the operations value of the card (or the OV + 1 if all the units are cavalry). If a player has fewer cards than his opponent, he may make a Vassal move with (only) one unit without playing a card.

#### 10.1.1 MULTIPLE ACTIVATIONS

Certain events (such as *Able Subordinate*) allow more than one leader to activate in a round. Each leader moves on his own, (independent of other leaders activated by the card) and must complete all movement and battles before another leader may move. The player playing the card may move a stack of up to three cavalry units instead of moving a leader. A unit may only move once per round.

### 10.2 MOVEMENT PROCEDURE

Each unit has a movement allowance (MA), which is the number of movement points (MPs) it may expend during one activation. Most spaces cost one MP to enter, but it costs two MPs to enter a space via a mountain pass. (The path from Herakleia to Mersin costs an additional MP, or three). Cavalry units and Muslim or Pagan leaders have six MPs. Other units and leaders have only four MPs. A leader can move with a number of units, including subordinate leaders (10.3), less than or equal to his command rating. Each subordinate leader moving with a higher-ranked leader counts as one unit, but can bring along additional units equal to or less than his command rating for free. There is no limit to how far this chain of subordinates may go, but each counts against the command rating of his immediate superior. *Note that Command Rating and Rank are sometimes two separate functions in this game, see 10.3.*

#### 10.2.1 COMMANDING OTHER POWERS AND RELIGIONS

A leader can command only one unit from each Power not his own, but he can command any number of subordinates from those Powers, who in turn can command whatever their own capabilities allow. In addition, Leaders may never directly com-

mand units of another religion, although they can command subordinate leaders of another religion, who in turn can command whatever their own capabilities allow.

*Command Example: Richard The Lion-hearted (a Crusader leader -- 1/4/6) is in Acre with four Crusader units, one Templar unit, three Hospitaller units, and two Kingdom of Jerusalem units. With a Command rating of six, Richard can move with the four Crusader units, the Templar unit, and a Hospitaller unit. He could take along one Kingdom of Jerusalem unit instead of one of the others, but cannot take both as he is not a Kingdom of Jerusalem leader.*

*If Guy (a Kingdom of Jerusalem Leader -- 2/1/5) is in the space, Richard could command the four Crusader units, one of the Templars / Hospitallers, and Guy (total six). Guy in turn with his Command Rating of five could command both the Kingdom of Jerusalem units and another Templar/Hospitaller. The total force would contain eight units. Either way, one Hospitaller will have to be left behind, as there are only two leaders and neither is Hospitaller.*

As you move a leader, you can pick up and drop off units along the way (at no cost in MPs), so long as there are never more units moving with the leader or his subordinates at any time than is permitted by his/their command rating(s), and no unit or leader moves twice (thus units dropped off may not move further). You may move an army into any space that is adjacent (i.e. connected by a line) to the space that the army occupies, assuming it has sufficient MP. However, when you move an army into a space containing one or more enemy or neutral units, the army must temporarily stop and a battle is immediately resolved. If the moving army is victorious, it may then resume movement and possibly fight additional battles.

## 10.3 RANK (LEADER SUBORDINATION)

A leader can only command another leader (i.e. carry the other leader along as he moves) if he outranks that leader. Rank is determined as follows:

- A Crusader leader outranks all Catholic non-Crusader leaders
- A leader from the Kingdom of Jerusalem outranks all other Catholic non-Crusader leaders.
- If the above cases do not apply, then a leader outranks any leader with a lower command rating, otherwise neither leader outranks the other.

In a battle, the highest-ranked leader on each side is used to modify the die rolls. If an army has two leaders of equal rank, determine the leader for that battle (only) randomly. The highest-ranked leader on each side is also used to determine initiative. (5.4)

## 10.4 COMMANDERS AND SUBORDINATES

A leader in a stack with generals who outrank him may be activated and move off separately, but the forces he commands are limited by his command rating. His superiors are not affected by the activation and may not move (unless the card event allows multiple activations).

## 10.5 STACKING

There is no limit to the number of units and leaders that can be stacked in a space. A maximum of three leaders/units can be inside a castle at any one time, while an unlimited number may be outside.

### 10.5.1 EXAMINING STACKS

Stacks may be examined at any time during play by any player. There are no "fog of war" or "hidden unit" mechanics in this game.

## 10.6 SPECIAL TERRAIN AND OFF-MAP BOXES

**Mountain Passes:** Movement across mountain passes costs two MP, with the exception of the pass between Herakleia and Mersin, which costs three MP (the extra MP cost is noted on the map). Interception, battle avoidance (but not shadowing), and retreats are prohibited across mountain passes.

**Nile Spaces:** The faint blue outline running from Minya in Egypt to the Mediterranean indicates the course of the Nile river and its branches. The only game effect of this representation is that spaces crossed by the Nile River are vulnerable to the *Late Nile Floods* card used in Scenario E (see scenario book).

**Harsh Terrain:** Some spaces are marked with Harsh terrain (usually mountains or desert). Harsh terrain may trigger foraging (10.7) and negatively affects any foraging roll required.

**Arabian Desert Spaces:** Movement via the connections running between Bosra, al-Azraq, Wadi al-Hasa, and Negev is allowed only upon the play of a card with an operations value of three.

**Off-Map Boxes:** Units in off-map boxes may move on-board using normal movement at no additional cost. Units on-board may never re-enter off-map boxes. When an army enters the map from the Constantinople box, it must immediately roll on the Attrition Table, representing the march across Asia Minor. Byzantine units are not counted in the Attrition Value for this purpose, nor may they be used to take losses. Units in the Mediterranean box may only enter the board using naval movement.

Units in off-map boxes do not affect nor are they affected by units in the same off-map box or on-board. Combat never occurs in off-map boxes. Interceptions, retreats, and avoiding battle are not allowed inside, out of, or into off-map boxes.



## 10.7 FORAGING

A force that moves through or ends its move in a space containing an enemy stronghold or Harsh terrain must roll for attrition (15.2) at the end of its move. Friendly strongholds negate Harsh terrain for this purpose. Harsh terrain spaces also do not trigger foraging attrition if the force begins and ends its move in a friendly stronghold or off-map box (though if its path passes through an enemy stronghold, it will still have to forage). Foraging attrition always takes place after all movement, battles, and Calls for Surrender (which may alter the modifiers or prevent the need to roll altogether). Starting a move in an enemy-controlled space does not by itself trigger attrition. Interception does not trigger foraging, although retreat and avoiding battle do.

## 10.8 NAVAL MOVEMENT

A leader, up to five units, and any number of subordinate leaders (regardless of the superior leader's command rating) may move from a friendly port space on the Mediterranean to any other port space on the Mediterranean using naval movement. The five-unit limit includes any units commanded by subordinates. Either or both ports may be besieged at the moment of movement, but neither may be blockaded (unless you are doing the blockading). Naval movement is possible when a card with an OV of three is played, or by play of certain other events (but see "Fleet Availability" below). A force must use all of its MPs to make a naval move (but may still besiege an enemy stronghold after landing). Units not accompanied by a leader may use naval movement only if landing in a friendly port. Only one force activated by a card may make a naval move.

**Fleet Availability:** Unless a player uses an event or is moving from the Mediterranean box, he must roll 1-4 on one die to successfully move. A -1 modifier applies if a leader is moving alone. If the roll is failed, the moving stack may not move and the activation is lost.

**Enemy-Occupied Ports:** Naval movement is allowed into any port space including a port containing an enemy stronghold. In such a case, your units are landing outside the stronghold. You may also use naval movement to move units out of or into an unblockaded friendly stronghold. Such movement may trigger a foraging roll just like normal movement.

**Christian Naval Supremacy:** Only the Christian player can use naval movement in the Mediterranean Sea other than by an event. Both players may use naval movement in the Red Sea but only by the play of the Corsairs event.

## 10.9 MOVEMENT AND DIPLOMACY

You may freely enter friendly or enemy territory (see the Glossary for definitions of friendly and enemy). You may also enter Neutral territory, but such action will result in the Neutral Power entering the camp of your enemy (9.1).

## 11. INTERCEPTION

Interception is a special kind of movement that allows an army to advance one space during an opposing army's move and interrupt its movement. Interception forces the moving army to fight a battle.

### 11.1 WHEN CAN AN INTERCEPTION OCCUR?

You may attempt to intercept an enemy army if it moves (or debarks) into a space that is adjacent to one of your armies. Your army may attempt to intercept each time an enemy moves into an adjacent space. Assuming that all other conditions, are met, you may attempt to intercept with only a portion of an army. However, an army in a given space may make only one interception attempt for each space entered by an enemy army (i.e. you may not make two or more interception attempts from the same space in the hope that at least one will make it).

Interception Restrictions:

- The intercepting army (or the portion that chooses to intercept) must have a leader that can command it, or (if no leader is participating) must consist of no more than three cavalry units (infantry units without a leader may never intercept).
- You may not intercept across a mountain pass or into an off-map box.
- You may not intercept into a space with an enemy unit or stronghold unless a friendly unit is present.
- Armies inside a stronghold with enemy units in the same space may not intercept.
- Interceptions may only be attempted against enemy movement. You may not intercept an attempt to avoid battle (including shadowing), or a retreat, nor may you intercept an interception.

### 11.2 RESOLVING AN INTERCEPTION ATTEMPT

To intercept, roll a die. If the modified die roll is less than or equal to the intercepting leader's battle rating, the interception attempt is successful. Unaccompanied cavalry units are considered to have a battle rating of one for this purpose.

The following modifiers apply:

- -1 if the space your army is intercepting into contains a friendly stronghold and no enemy units.
- +1 when attempting interception of a cavalry army (18.2)
- -1 when attempting interception with a cavalry army.

All modifiers are cumulative. Regardless of modifiers, a roll of '1' is an automatic success, and a roll of '6' is an automatic failure.

## 11.3 SUCCESSFUL INTERCEPTIONS

If your interception succeeds, you must move the intercepting force into the space. By moving into that space, you will force your opponent to fight a battle. His army ends its movement temporarily and a battle is immediately resolved, with the intercepting player the attacker. In a battle caused by a successful interception, the intercepting player gets a +1 modifier on the subsequent battle roll to simulate the effects of surprise. Friendly units already in the interception space attack along with the intercepting army, assuming they can be commanded (see 13.1).

## 11.4 COMBINING INTERCEPTIONS AND AVOIDANCE

You may conduct more than one interception attempt into the same space if you have more than one army adjacent to the space your opponent is trying to enter (but see 11.1). You may also attempt to avoid battle out of a space while another army attempts interception into that space.

You must predesignate all interception/avoidance attempts before any are resolved. *(Example: if an enemy army attempts to enter a space with one of your forces present, you may attempt to avoid battle with that force and also intercept with an adjacent force. However, if you successfully roll to avoid battle, the other force must still attempt to intercept, and vice versa).*

## 12. AVOIDING BATTLES

If an enemy army enters a space containing one of your armies, you may attempt to move your army away to avoid battle. If your army does succeed in moving away, the enemy army may continue moving.

### 12.1 AVOIDING BATTLE

If an enemy army enters a space containing one of your armies, you may attempt to avoid battle. To determine whether this is possible, roll the die. If the die roll is less than or equal to the battle rating of the ranking leader in the army, that army successfully avoids battle. Unaccompanied cavalry units are considered to have a battle rating of one for this purpose. Unaccompanied infantry units may not attempt to avoid battle.

The following modifiers apply to the roll:

- -1 if your army is a cavalry army (18.2).
- -1 if your opponent is entering from a space containing one of your strongholds.
- +1 if your army has no cavalry and your opponent's army is a cavalry army.
- +1 if your force is besieging an enemy stronghold
- +1 if you are attempting to shadow (12.4) and your opponent has any cavalry.

All modifiers are cumulative. An unmodified roll of 1 results in automatic success, and an unmodified die roll of 6 results in automatic failure.

A successful avoidance allows you to move all leaders and units (even if there are not enough leaders to command all the units) out of the battle space and into any one adjacent space (see below). Failure means there will be a battle (*exception: you may still choose to retreat into a friendly stronghold if there is one in the space*). This movement does not cost movement points.

If the die roll was greater than the leader's battle rating, then the army remains in the space and a battle is resolved.

Armies that avoid battle:

- May not cross a mountain pass or enter an off-map box
- May not enter a space containing an enemy stronghold or unit unless a friendly unit is present
- May not enter the space from which the enemy army is advancing.
- An army that enters the battle space with an interception is prohibited from attempting to avoid battle.
- A force besieging a stronghold may only attempt to avoid battle against a force entering the space via a land connection, and such an attempt earns a +1 modifier.

## 12.2 COMBINING INTERCEPTIONS AND AVOIDANCE

You may also attempt to avoid battle out of a space while another army attempts interception into that space. You must predesignate all interception/avoidance attempts before any are resolved.

## 12.3 CONTINUATION

If you successfully avoid battle, your opponent may continue moving using any remaining MPs. The retreating force (and any additional forces and leaders it encounters during its retreat) need not roll again for avoiding battle in that activation; they automatically succeed, although they are not obligated to retreat. However, if a second enemy force attempts to enter your space that round, you must make a separate avoid battle roll.

### 12.3.1 HARSH TERRAIN AND AVOIDANCE

If a force avoids battle and ends up moving through spaces containing Harsh terrain, it must make a foraging roll (15.1) as if it were moving. Only make one roll per battle avoidance attempt, after all enemy movement and battle.



## 12.4 SHADOWING

Shadowing is a special kind of battle avoidance open to cavalry armies only (18.2). The rules for avoiding battle (when and where it may happen) apply, and the die roll needed is the same. *Note that you may either avoid battle or shadow – you may not do both. When rolling to shadow, an additional +1 modifier applies to the avoid battle roll if the enemy army has any cavalry. If the enemy army is also a cavalry army, shadowing is not allowed.*

### 12.4.1 MOVEMENT OF SHADOWING ARMIES

An army that successfully rolls to avoid battle and chooses to shadow an opponent moves to any adjacent legal space (see below). Thereafter, for each space the moving army moves during that activation, the shadowing army may itself move one space (ignoring the movement cost of the connection). This may be the area the moving army departed from! The shadowing army must stay within one space of the moving army as long as it is shadowing the moving army. The shadowing army must always remain one space away from the moving army unless it wishes to cease shadowing and fight a battle.

A shadowing army may choose to stop shadowing at any time and remain in the space it occupies while the enemy army keeps moving (this is an all or nothing decision – the shadowing army may not drop off units as it goes). Once an army stops shadowing it is treated like any other force (e.g., it may attempt to intercept the moving force if it enters an adjacent space, and it must fight a battle if in the same space as the enemy army).

Shadowing armies may not enter a space containing an enemy stronghold, but they may cross mountain passes or enter the space from which the moving army is advancing, in contravention of normal avoid battle rules. If a shadowing army cannot stay within one space of the moving army without entering a space with an enemy stronghold, it must cease shadowing.

A shadowing army may enter a space containing enemy units (e.g. if the moving army wished to drop off a rearguard). If the shadowing army does so, a battle is immediately fought with the shadowing force as the attacker. The enemy units may attempt to avoid battle but no interception of a shadowing force is possible. If the shadowing army wins the battle, it may continue shadowing.

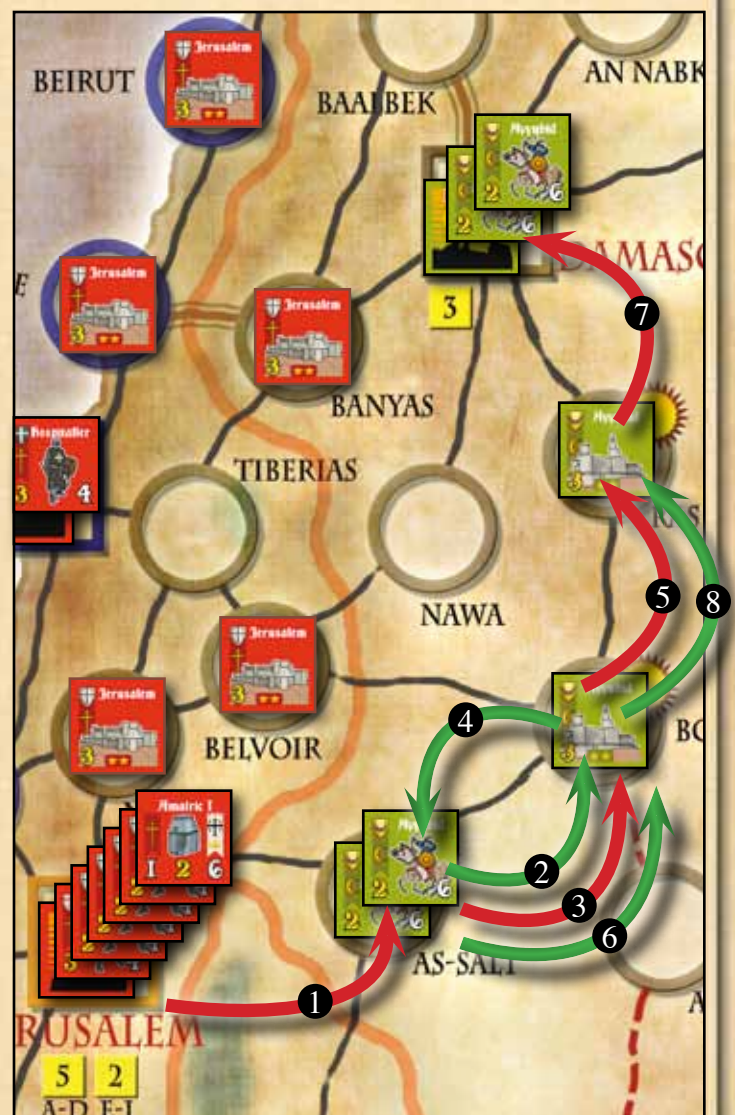
Once the activated forces cease movement, shadowing ends, and any shadowing in future activations is contingent on making another avoid battle roll under the restrictions for avoiding battle.

### 12.4.2 SHADOWING ARMIES AND FORAGING

A shadowing army is assumed to be skirmishing with the active army as it moves, harassing foraging parties and attempting to pick off stragglers. Such activity also wears down the shadowing forces. To keep things simple, the effects of shadowing are the same regardless of how much time a force actually spends shadowing.

A force that is shadowed for all or part of its move must make a Foraging attrition roll regardless of whether it entered enemy strongholds/Harsh terrain or not (although the usual benefits of friendly strongholds apply). The number of units in the shadowing force is added to the Attrition Value of the moving force. If the shadowing force engaged the moving force in battle (rare, but possible if it ceases shadowing and later intercepts the moving army), use the strength of the shadowing army after any battle casualties. The shadowing army must also make a foraging roll, although it does not add the size of the force it is shadowing to its Attrition Value.

*Shadowing Example: Amalric I (1/2/6) is in Jerusalem with one Templar 3-4 unit and four Jerusalem 2-4 units. Two Seljuk 2-6 cavalry units are in As-Salt. Amalric wishes to lead his army to Damascus. He is activated and moves to As-Salt (1). The 2-6 units choose to try and shadow Amalric. Their battle rating is considered to be '1' for this purpose. Combined with the -1 for having a cavalry army, they need a 1 or a 2. They manage to roll a '2' and succeed. They must move one space, and the only legal option is Bosra since both Kerak and Jerusalem are enemy strongholds (2).*





Amalric continues movement to Bosra (3). The Muslim force may continue shadowing by moving to As-Salt or Ras al-Ma'. Belvoir is not a legal move because of the enemy stronghold there. The Al-Azraq Oasis can only be entered under special circumstances (10.6). The Muslim player chooses As-Salt (4). Amalric uses his third MP, moving to Ras al-Ma' (5). The Muslim force could stop shadowing, but chooses to follow Amalric by moving to Bosra (6). Finally, Amalric enters the Damascus space (7), and the shadowing army follows to Ras al-Ma' (8).

Now Amalric will have to check attrition. To the five units he has in his force, he adds +6 for the three enemy strongholds entered, +3 for the three Harsh terrain spaces entered, and +2 for the size of the shadowing force, for a total Attrition Value of 16. This kicks him up to the 16-19 column. The Muslim player must check on the 1-2 column (2 units +1 for the Harsh terrain in As-Salt (ignoring those with Seljuk strongholds), -2 for the two friendly strongholds (Bosra and Ras al-Ma')).

Had the Muslim player suspected that Amalric was heading for Damascus, he could have kept his shadowing force ahead of the Christians, reaching Damascus before them, and adding to the garrison, while still having the same effect on the foraging roll. On the other hand, the Christian player might have chosen to cancel his offensive after the Muslim player made his avoid battle roll, returning to Jerusalem (with the Muslim shadowing him as far as As-Salt). He would still have had to make a foraging roll, but his Attrition Value would be only 5 +2 (shadowing force) +1 (Harsh terrain) -3 (3 MPs spent in Jerusalem), for a roll on the 5-6 column. Later, he could have tried again, hoping the Muslims wouldn't successfully avoid battle a second time.

## 13. BATTLES

### 13.1 WHEN BATTLES OCCUR

Battles are usually initiated when the moving player moves an army into a space containing an enemy army and that enemy army does not, cannot, or fails to avoid battle. Battles are also fought when one force intercepts another (11.3). If part of a besieging force leaves the siege, the besieged troops may make a free attack against any enemy force remaining behind in an effort to lift the siege (17.9). Finally, siege assaults (17.7) are resolved in a manner very similar to field battles.

### 13.2 RESOLVING BATTLES

The combat strength of the defending player is equal to the sum of the combat strength of all his units in the space plus the sum of the battle ratings of all his leaders in the space (the leader ratings represent personal bodyguards, etc.).

The combat strength of the attacking player is equal to the sum of:

- the combat strength of all his activated units or, in the case of an interception, all his units within the command span of the intercepting general and his subordinates in the space, PLUS
- the sum of the battle ratings of all his leaders in the space.

In very rare cases the attacker may have more units in the space than he can command, and in such cases the excess units do not add any combat value, although they can become casualties. (*Exception: all units in a besieged stronghold participate in any assault combat*).

Each side rolls on the Combat Results Table (CRT) on the appropriate column. The following modifiers apply to each roll:

- Each player examines the battle rating of his highest-ranked leader. The leader with the higher battle rating gets a positive modifier equal to the difference between the two. This is in addition to the contribution of his battle rating to the overall strength of his force. Units without leaders have a battle rating of zero.  
(*Example: If an army led by Saladin (battle rating three) fights an army led by Guy (battle rating one), Saladin's combat roll is modified by +2*).
- +1 for an army that made a successful interception that triggers a battle.
- +1 for an army attacking an army besieging a stronghold.
- -1 for an army that attempts to avoid battle but fails.
- +2 if defending against an assault (17.7).

Both players may also play one or more battle events. Most, but not all, must be played before battle rolls. These may provide additional die roll modifiers. The attacker declares if he wishes to play cards first, then the defender (for cards played after the die roll, attacker also declares first). You may only play a battle event if your total combat strength is at least 1/4 that of the enemy army.

The resulting number on the CRT is the number of steps lost by the other player (13.5).

#### 13.2.1 OTHER COMBATS

Certain events require one side or the other to make a combat roll. This roll is always unmodified unless the card explicitly says otherwise.



### 13.3 WINNING A BATTLE

The player who takes the fewest step losses wins the battle, unless one side is eliminated, in which case the surviving side wins the battle. If both players lose the same number of steps or are both eliminated, the battle is drawn (see 13.5 for when both sides are eliminated). The loser (or the attacker, if the battle was drawn) must retreat (see Retreats 14.1).

### 13.4 PURSUIT

If the winner of the battle inflicts at least double the number of step losses that he himself loses (or any step losses if he loses none himself), he has won a major victory. The victorious player also makes a pursuit roll if the defeated force retreats through an enemy stronghold (14.1). A maximum of one pursuit roll is made per battle. After distributing the losses from the battle, the victor rolls on the Pursuit Table under the appropriate column. Normal battle modifiers do not apply; instead use the following modifiers to the die roll:

- +1 if the victorious army has as many or more cavalry steps as it has infantry steps.
- +2 if the retreating force had to retreat through a stronghold it did not control and victorious force won a major victory.
- -1 if the victorious army tried to avoid battle before the combat.

The loser takes the corresponding number of additional steps as casualties.

### 13.5 TAKING LOSSES

Each step loss must be taken by either reducing a unit from full to reduced strength or eliminating a reduced strength unit. There are no restrictions on how a player distributes casualties, except that he must take the first loss from a Crusader unit, if one is present. If both sides would be eliminated by the results, each side retains one step (owning player's choice) and the battle is considered a draw. This supersedes the determination of victory and defeat.

### 13.6 LEADER CASUALTIES

When a battle results in the complete elimination of a force, then the leaders of that force must check to see if they become casualties. Roll two dice for each leader on the Leader Loss Table. Add the battle rating of each leader (representing personal bodyguards), and subtract 2 if the battle was a major victory for the opponent. The possible results are:

- **Death:** The leader dies and is placed in the dead pile. If his command rating is 3 or less, he is available for later replacement (6.1), otherwise he is out of the game permanently.

- **Prisoner:** Place the leader in the opponent's force pool. He is a prisoner and will remain there until ransomed. A player may ransom one prisoner each turn immediately after strategy cards are dealt. The opponent draws one card randomly from the ransoming player's hand after cards are drawn for each prisoner ransomed. Ransoms may not be refused. The leader is then placed in the ransoming player's force pool (thus, he will not be mustered and available until the following turn).
- **Escape?:** If there is a friendly stronghold within two spaces, and there is a path from the battle space to that space that does not pass through an enemy stronghold, then the leader is placed there (the owner chooses if more than one space qualifies). If there is no such space, roll another die. On a 1-3, the leader is taken prisoner (see above). On a 4-6, he is killed.
- **Escape!:** The leader manages to hide and escape. He is placed in the owning player's force pool, and is available for mustering next turn.

LEADER LOSS TABLE

DR (2D6)	RESULT	Modifiers:
2-6	Death	+ Battle rating of Leader
7-9	Prisoner	-2 if opponent won a major victory in a field combat
10-11	Escape?	-4 if successful assault of blockaded stronghold
12+	Escape!	-2 if successful assault of unblockaded stronghold

### 13.7 AFTERMATH

If a moving army wins a battle, it may continue moving with any remaining MPs. Otherwise, its move is over.

*Battle Example: Richard the Lionhearted (1/4/6) moves from Jaffa to Jerusalem with an army of six 3-4 Crusaders. Saladin (1/3/10) is in Jerusalem with eight 2-6 Ayyubids. Saladin chooses not to avoid battle.*

*Richard's strength is 18 for his units, +4 for his battle rating for a total of 22. Saladin has 16 for his units, +3 for his battle rating for a total of 19. Neither side chooses to play cards at the moment. Both sides will roll on the 17-25 column on the CRT. Richard gets a +1 since his battle rating is higher than Saladin's (4-3=1). The Christian player rolls a '3', the Muslim player a '4'. The result is a 4/4 tie. But wait! Saladin whips out his Feigned Flight card, which can be played after battle rolls, unlike most battle events. The result is changed to a 4/2 in Saladin's favor: a Major Victory! Richard eliminates two full-strength units to satisfy his four step losses while Saladin reduces two of his 2-6 cavalry units. Since the result was a Major Victory, Saladin gets to roll for pursuit. His post-battle strength is 17. He rolls on the 16-24 column on the Pursuit Table, with a +1 since his army is at least half cavalry. The die roll is 4+1 = 5. Richard takes 8 additional step losses, eliminating 8 steps, or the*

*rest of Richard's units. Richard's force is eliminated, and he must roll to see his fate. The modifier for the leader loss roll is +2 (+4 for Richard's battle rating, -2 since the battle resulted in a major victory. The dice total '5' and Richard ends up in a Muslim dungeon to await ransom.*

## 14. RETREATS

### 14.1 RETREAT PROCEDURE

The player who loses a battle (or the attacker in a draw) must retreat his army up to two spaces. Each space the army retreats into must be an empty space or a space he controls if possible. If no such space is available, the retreating force will suffer additional losses (see restrictions and penalties on retreats, below). If the moving/intercepting army must retreat, the first space it retreats into must be the space it entered the battle from (or the stronghold it attacked from if besieged). If such a retreat is impossible (see below), the army is eliminated. You may not leave behind any units or leaders as you retreat, and any friendly units encountered along the retreat path (if they don't outnumber the retreating units) are swept up in the retreat and must accompany the retreating force. (*Exception: You may always retreat part or all of your force into a stronghold you control in the battle space and retreat the rest elsewhere*).

#### Restrictions on Retreats:

- An army may not retreat (under any circumstances) across a mountain pass or into an off-map box.
- An army may not end its retreat in a space containing an enemy stronghold.
- Units and leaders that lose a battle cannot be retreated by sea. If the losing army landed in the battle space that round using naval movement, it is eliminated.
- The defender may not retreat into the space from which the moving army entered the battle space.

#### Penalties on Retreats:

- An army retreated into a space containing enemy units will lose an additional step for each enemy unit in the space, and may not end its retreat in such a space.
- An army retreating into a Harsh terrain space must roll for foraging (15.1) as if it were moving.
- If forced to retreat through a space with an enemy stronghold, the enemy gets to make a pursuit roll (13.4) even if he would not otherwise get to make one. If the battle resulted in a major victory for the opponent, then the pursuit roll is modified by +2.
- An army that has no place to retreat to is eliminated.

## 15. ATTRITION

### 15.1 WHEN ATTRITION OCCURS

A force is required to check for foraging during any action round in which one of the following occurs:

- Traveling through or stopping in an enemy stronghold always triggers attrition (enemy strongholds that surrender do not count for this purpose).
- Traveling through or stopping in a Harsh terrain space (even if it contains a friendly stronghold) triggers attrition unless the force starts and ends its move in a friendly stronghold or off-map box and does not need to roll for attrition for any other reasons.
- If an army is being shadowed, it must make a foraging roll whether or not it entered an enemy stronghold or Harsh terrain. The size of the shadowing army is added to its Attrition Value. The shadowing army must also make a foraging roll, although it does not add the size of the force it is shadowing.

Note that movement, retreat, and avoiding battle all trigger foraging. A force need only make one foraging roll per action round, regardless of how many of the above apply. Crossing a mountain pass does not by itself trigger a foraging roll.

Roll for foraging attrition following the procedure in 15.2 at the end of each stack's movement, after all combat and Calls for Surrender (17.5). If units are dropped off, roll attrition for those units only before the remainder continue movement. If units are picked up, they add to the unit total for the stack. Forces that avoid battle or retreat do trigger attrition rolls.

The following events also require a player to make an attrition roll. These occur in addition to any required foraging, and there is no limit as to how often they may occur per action round:

- Crossing Asia Minor: When an army enters the map from the Constantinople box, it immediately suffers attrition. (The +5 Attrition Value modifier for crossing Asia Minor only applies to this roll and never affects foraging)
- Events: When triggered by a regular or siege event.

Unlike foraging, which occurs only at the end of an action round, both of the above trigger an immediate attrition roll. Follow the procedure in 15.2.

### 15.2 ATTRITION PROCEDURE

The base Attrition Value is equal to the number of units (not leaders) in the affected stack. If you are being shadowed, add the number of units in the shadowing force. Shadowing forces do not add the number of units in the force they are shadowing.



When foraging, the Attrition Value (not the die roll) is modified by the availability of supplies along the route. These modifiers are as follows:

- +2 for each space entered or moved through which contains an enemy stronghold (do not count those that surrender, but do count those under siege).
- +2 for crossing a Mountain Pass.
- +1 for each Harsh Terrain space moved through (unless there is a friendly stronghold in the space).
- 1 for each friendly stronghold moved through.
- 1 for each extra MP spent in a space with a friendly stronghold (counting those that surrender).

When crossing Asia Minor, only the following modifier applies:

- +5 for crossing Asia Minor

*(Note: You are allowed to expend MPs in a friendly stronghold, at any time during movement, in order to reduce your Attrition Value. This represents time spent gathering supplies and preparing for the trip. You must announce these MP expenditures when at the strongholds themselves, not at the end of the move. You may not expend MPs in an entry box such as Constantinople).*

The owning player makes a roll for each required attrition check and consults the Attrition Table. The owning player cross-references the Attrition Value of his force with the roll to determine the number of steps lost. For forces with an Attrition Value greater than 20, instead add +1 to the roll for each multiple of 5 greater than 20 (+1 at 25, +2 at 30, etc.). Forces with an Attrition Value less than 1 never suffer attrition, so no roll is necessary.

When taking attrition losses, a player may not eliminate a reduced unit unless he has no full-strength units left. Leaders are never eliminated due to attrition.

*Foraging Example: Louis IX, with one subordinate (Edward) and five units are in Acre, with their eyes on Damascus. They have 4 MP. They choose to spend their first MP in Acre doing nothing (gathering supplies and mounts for the trip). They then move to Tiberias (which has a friendly Castle) and Banias (with a Mamluk Castle). With his last MP he moves to Damascus, where there are two Mamluk units. The Muslim player could choose to have them attempt to shadow Louis, but that would leave Damascus without a garrison. So they remain inside the city. Louis fails in his call for the garrison to surrender. He now must check attrition since he entered a space with an enemy stronghold this move.*

*The Christian strength for attrition is 5 (number of units) +4 (two enemy strongholds entered) -2 (two MP spent in friendly strongholds). The total Attrition Value is 7. As a result, he rolls on the 7-9 column. His roll is a six, so he must lose two steps. He must reduce two units. He cannot eliminate a unit unless all are reduced.*

## 16. DEMOBILIZATION

Both sides were heavily dependent on feudal troops, which meant that they had to be dismissed at the end of each campaigning season to attend to their lands and laboriously collected together again if campaigning was to resume the next year. The Latin Kingdoms, with access to Crusaders and the Military Orders (which did not need to oversee their lands personally) and who had many "money fiefs" (in which the soldiers were paid in cash and not in land), were less affected by this problem.

### 16.1 HOW DEMOBILIZATION OCCURS

Demobilization is the last phase in any game turn. Both players (beginning with the Muslim Player) are required to return all their on-map forces to their respective force pools. The following exceptions apply:

- Demobilization of leaders and the Military Orders (Templars and Hospitallers) is optional.
- A leader that does not demobilize may also retain units equal to half (rounded up) of his command rating (assuming he can command them normally), if he is the ranking leader in the space. *Exception: If the leader is currently besieging a stronghold, he must roll less than or equal to his battle rating to stay in the field over the winter (with the same restriction as above on the number of units he may retain). Otherwise, he and all his forces in the space demobilize.*
- Crusaders and the Mongols (including leaders) never demobilize except by event. This takes precedence over the above bullets.
- Neutral forces and leaders never demobilize.
- Units moved by a Winter Campaign card do not have to demobilize.
- Besieged units inside a walled city only demobilize if all the besiegers do. Besieged Muslim units wait until the Christian player demobilizes before demobilizing themselves (this is an exception to the usual order).
- Up to two friendly units may always remain in each captured city if no leader is present. This is not in addition to the above exemptions, but is only allowed if all other units have already demobilized.

*Example: Two Jerusalem units and two Templars are in a captured Damascus. The Christian player may choose to keep the Templars there, in which case the Jerusalem units are demobilized, or he may exercise the option to demobilize one or both Templars, in which case one or both of the Jerusalem units (respectively) may remain.*

*(Play Note: Demobilization/mustering can be used judiciously to redeploy units to more vital areas.).*

*Demobilization Example: The Christian player controls the Kingdom of Jerusalem. At the end of a turn he has two KoJ units in Acre and Manasses (3/1/3), two KoJ units, a Templar, and a Hospitaller in Jerusalem. Philip II (2/2/6) is besieging Damascus with three Crusaders. Philip and his Crusaders must stay outside Damascus because Crusaders never demobilize. The two KoJ units in Acre will demobilize since there is no leader there. In Jerusalem, Manasses can keep his entire army together if he wishes – his commanding of three allows him to keep units equal to half (two – round up) in the field. That covers the two KoJ units. The Templar and Hospitaller units don't have to demobilize. However, he decides to demobilize Manasses, the Templar and Hospitaller and, by necessity, the two KoJ units. His plan is to muster Manasses, one KoJ unit and the Hospitaller and Templar (which don't count against the mustering limit for a space) in his castle in Ailah, creating a force to raid Egypt.*

## 17. WALLED CITIES AND CASTLES (STRONGHOLDS)

As befits a period when strong walls were paramount, the siege rules are the most detailed in the game. Since a siege might last anywhere from a day to a year and a half or more, the siege rules try to allow for a wide range of possible results. Keep this in mind when trying to interpret what is happening on the board.

### 17.1 GENERAL CHARACTERISTICS

A friendly city or castle can only be entered by friendly troops, although enemy forces are not prohibited from entering the space in which that city or castle is located. The only way to convert control of a stronghold is to achieve a successful Call for Surrender or conduct a successful siege against it. Strongholds, while not hindering the movement of enemy units, have the following characteristics:

- A space may never have more than one stronghold; if a card permits the placement of a new stronghold (such as a castle), it may not be placed in a space in which a city or a castle already exists.
- You may not intercept or avoid battle into a space with an enemy stronghold unless a friendly unit is already present. You may not shadow into a space with an enemy stronghold under any circumstances.
- You may retreat through a space with an enemy stronghold, but there is a penalty (14.1). You may not end your retreat in a space containing an enemy stronghold.
- Armies that pass through enemy strongholds during their movement must make a foraging roll and have an increased Attrition Value (15.2).

#### 17.1.1 OWNERSHIP

Ownership of castles is indicated on the counter by the name and crest of the controlling Power. Walled cities only indicate whether they belong to the Christian or Muslim player.

The initial owner of a walled city is usually the Power controlling the province the city is located in. If a city is controlled by a neutral Power, the city marker can be placed on either side, but it does not count for victory for either player. Flip the marker to Christian or Muslim when the Power changes diplomatic orientation to indicate the controlling player.

#### 17.1.2 THE KINGDOM OF JERUSALEM AND THE CITY OF JERUSALEM

Although a single province, the Kingdom of Jerusalem is a bit of an oddity. For one, it has two capitals (Acre and Jerusalem). For another, in many scenarios Muslim Powers begin with units in Jerusalem. In those scenarios, Jerusalem is considered to be part of the Muslim Power that initially controls it unless and until an army captures Jerusalem by siege or a Call for Surrender. Christian units may not muster there even if the owning (Muslim) Power is pro-Christian at that moment. Once Jerusalem is taken in siege by either player, the above special rule ceases to be in effect. The owning player (either religion) may muster there as normal.

Jerusalem is treated as a walled city only in scenarios A-D. In scenarios E-J, Jerusalem is represented by a castle, with reduced VP.

*(Historical Note: After Saladin's capture of Jerusalem in 1187, its walls were pulled down and it became virtually an open city. The castle in scenarios E-J represents residual defensive capability from the buildings and natural features of the area).*

### 17.2 UNITS AND LEADERS IN STRONGHOLDS

When an enemy force enters a space containing one of your strongholds, you must decide whether some, none or all of your forces present in the space will go inside. This is the only time when the position of your forces within a space need be determined. You may wait until seeing the results of any avoid battle or interception rolls before making the decision. Those deemed to be inside the stronghold, as long as they don't exceed its capacity (17.2.1), do not hinder enemy movement. Those remaining outside will be obliged to fight a battle normally unless they avoid battle to some other space.

Once a stronghold is under siege, units of the besieged player may not exit or enter the space except to do battle with the besieging force unless he is entering an unblockaded friendly port using naval movement.

#### 17.2.1 STRONGHOLD CAPACITY

The maximum number of leaders and units (combined) that may be inside a castle is three. Cities have unlimited capacity.

### 17.3 RETREATS INTO FRIENDLY STRONGHOLDS

Armies defeated in battle may retreat inside a non-besieged, friendly stronghold (even if the battle occurred in the same space).



*A retreat into such a stronghold is an exception to the normal retreat rules requiring the losing side to enter an adjacent space. Some units/leaders may retreat into the stronghold (depending on its capacity) and others into an adjacent space.*

If the units under siege attack their besieger and lose, they must retreat back into the stronghold after the battle.

#### 17.4 RESISTANCE FACTOR

Every stronghold has a resistance factor (RF), which reflects the strength of its walls and the morale of its garrison. A stronghold's RF is variable, and depends on the nature of the garrison and/or the effects of various events. Calculate the RF of a stronghold only when an enemy force wishes to make a Call for Surrender (17.5) or begin a siege. A stronghold's base RF is 3. This is modified as follows:

- + half the battle rating (rounded up) of the highest-ranked defending leader.
- +1 if the stronghold is a port.
- +1 for every two steps inside a city (maximum +2) (this does not apply to castles).
- +1 if the stronghold is a Templar, Hospitaller, or Assassin castle (as shown on the counter).
- -1 if the stronghold is a castle on its Low Garrison side, as indicated on the counter (Templar, Hospitaller, and Assassin castles have no modifier on their low garrison sides).

The maximum RF (at any time) is 8. The RF may never be reduced below 0. Note this number with an appropriate counter near the stronghold.

Once a siege commences, the above procedure is no longer used unless the siege is lifted (17.9) and restarted at a later time.

#### 17.5 CALLS FOR SURRENDER

While a fully garrisoned castle that was well provisioned could resist a besieger for months or even years, the chronicles are full of examples of strongholds surrendering to an overwhelming opponent after only a few days or weeks. After Hattin, Jerusalem fell to Saladin in only a fortnight, and other castles were captured even quicker. In 1265, Jaffa surrendered to Baibars after a siege of only a day. Castles were much more likely to surrender if they lacked energetic leadership and were far from possible rescue.

When a force enters a space with an enemy stronghold and any enemy forces outside have been eliminated or forced to retreat, that force may choose to call for the stronghold to surrender. This is part of the force's regular movement and does not count as a siege. Only forces using normal movement may Call for Surrender. Retreating, shadowing, avoiding, and intercepting units may not. This may only be attempted once per stronghold per turn by each player. To

make a Call for Surrender, calculate the stronghold's RF (if this is the first attempt, or use the previously calculated value for follow-on attempts). The active player must roll higher than this number on 1d6 to capture the stronghold.

The roll is modified as follows:

- - the number of previously failed surrender demands (see 17.5.1)
- +1 if the active leader has a battle rating of three or four.
- -2 if the active leader has fewer than six units.
- -2 if there is, elsewhere, at least one unbesieged enemy army with a combat strength which is at least half that of the active force, and which has enough MPs to reach the space within one normal activation. This is a simple calculation of distance. Ignore any intervening troops from either side. It is not dependent on the defender having a card that could move the force. Command restrictions do apply (10.2).

##### 17.5.1 RESOLVING THE CALL FOR SURRENDER

If the surrender attempt succeeds, the stronghold falls. Its garrison is removed to the dead pile, while any leaders inside become prisoners as if they were captured in battle (13.6). Replace the stronghold marker with one belonging to the moving side (in the case of a walled city) or any of the moving powers (in the case of a castle). Treat the captured stronghold as if it fell to an assault (17.7.3). The activated army must stop unless the target was a castle and the final modified roll exceeded the RF by one or more.

If the surrender demand fails, the activated army may continue moving with any remaining MP. There is a cumulative -1 to all further surrender rolls (keep track of the number of failed attempts on the VP track) made by that player (against any strongholds). This modifier lasts until a stronghold is captured by conventional assault, in which case it is immediately reset to zero.

There is no automatically successful modified roll which forces a successful surrender. In many cases, forcing a surrender is impossible.

#### 17.6 SIEGES

Apart from a Call for Surrender (17.5), a siege is the only way to capture an enemy stronghold. A siege may only be initiated by an active army (i.e. an army which was activated by a strategy card) that occupies a space containing an enemy stronghold. Proceed to 17.6.1. This ends the active force's movement for that round.

There are several ways to weaken a stronghold's defenses in order to capture it:

- **Surrender**, which happens immediately upon establishing the siege and requires no cards;
- **Blockade**, which happens immediately and requires no cards;
- **Starvation**, which happens in rounds after the siege is established, and which requires that you play a card for its operations points value, after which your activation ends unless you choose to assault;
- **Fortunes of War**, which happens in rounds after the siege is established, and which requires that you discard a card, immediately draw another, and immediately play whatever siege event appears on that card. After this, your activation ends unless you choose to assault;
- **Play one or more Siege Events**, which happens in rounds after the siege is established, and which requires that you and your opponent alternate playing cards for their siege events (the play of cards is optional for the defender) until you (the attacker) do not play a card, choosing either to end your activation or assault (assaulting also ends your activation). If you are the defender (i.e. the besieged force), you may play a single card for its siege event as your entire play for a round.
- **Assault**, which happens in rounds after the siege is established, and either after the actions listed above or as an action on its own. Only in the latter case is a card play required. Simply discard any card and conduct the assault. The specific card has no bearing on what happens.

## 17.6.1 SIEGE PROCEDURE

Once a force elects to begin a siege, two things are done:

- The resistance factor is calculated (this may have already happened, if the active force made a Call for Surrender) (see 17.4)
- The besieger attempts to establish a blockade (if the stronghold is not a port: 17.6.2)

The siege may then be resolved in subsequent actions (beginning with the following player's turn).

## 17.6.2 ESTABLISHING A BLOCKADE

If the stronghold is a port, no blockade is established at this time. If the stronghold is not a port, subtract the number of units (not steps) inside the stronghold from the number of besieging units (not steps). A castle counts as one unit. You must roll that number or less on 1d6 to successfully implement a blockade. Mark the stronghold accordingly.

After this step, the blockade status is only altered by the play of siege events (e.g. Blockade Broken), or if the siege is lifted (17.9).

*Example: Saladin with ten units wishes to besiege Guy, who is in Jerusalem with five units. Saladin must roll a five or less (ten minus five) to establish the blockade.*

## EFFECTS OF A BLOCKADE:

- Units in a blockaded stronghold may not take replacements.
- Some siege events may only be played if the stronghold is blockaded.
- If a stronghold is taken by assault but is not blockaded, any leaders inside have a better chance of escape.
- The Starvation action may be taken by the besieger.

## 17.6.3 SIEGE RESOLUTION

After a siege is initiated and the procedure in 17.6.1 is completed, in later action rounds (not the one in which the siege is established), the active player may choose to resolve any one active siege in which he is either the besieger or the besieged. The besieger has four options:

- Starvation
- Fortunes of War
- Siege events
- Assault (which may be conducted separately by playing a card or freely after any of the preceding actions).

The besieged may only play a siege event. These actions are described below.

## 17.6.4 STARVATION

This represents waiting for the defender to run out of supplies. This option may only be chosen if the stronghold is blockaded. The besieger plays a card of any operations value. The besieged force must roll for attrition adding the operations value of the card to the roll. The attrition value is shifted one column to the right for every unit (not leader) greater than four in the stronghold. The besieging force then rolls for attrition with no modifier. No other modifiers apply.

After rolling, the besieger may choose to assault or end his activation. Note that the intrinsic garrison of any castle is not subject to attrition losses.

## 17.6.5 FORTUNES OF WAR

If the besieger has no good siege events and doesn't want to wait for starvation, he may, as his entire play for that round, discard any card in his hand and then draw the top card of the strategy deck. Whichever siege event is on the card takes effect (whether



it benefits the attacker or defender). If the *Truce* card is drawn, the event goes into effect. If the *Epidemic* card is drawn, it strikes the besieger on a roll of 1-3 and the defender on a roll of 4-6 (after which roll to see if it spreads normally). No replacement card is drawn regardless of the event text. The player whose force is under siege does not get to respond with a siege event (*except events that specifically cancel attacker siege events, such as Greek Fire*).

After resolving the siege event the besieger may choose to assault or end his activation. If the card drawn does not have a siege event, nothing happens and play passes to the next player as normal.

### 17.6.6 SIEGE EVENTS

The besieger's third option is to play a siege event from his hand. He may play only those events listed as usable by the Attacker (A) or Both players (B).

Some siege events have a manpower (MAN) requirement. The besieger must have the requisite number of full-strength units to play the card. Count two reduced units as one full-strength unit. If multiple siege events are played in the same action round, the attacker must have enough combined manpower to play them all. Manpower requirements only apply that action round. Manpower never affects the ability of the army to assault.

After the attacker plays and resolves a siege event, the defender may play any siege event from his hand useable by the Defender (D) or by Both players (B). This play must follow the same restrictions regarding manpower. Full-strength castles have a manpower rating of two plus whatever additional garrison is present. Low Garrison castles have a manpower rating of one. Cities have only the manpower supplied by their garrison. (*Note: Intrinsic garrisons have more manpower than regular units to allow for a more active defense*).

After the defender plays a card, or declines to do so, the attacker may choose to assault, end his action, or play another siege event (which then entitles the defender to another response, etc.) until the attacker runs out of cards, chooses to assault, or decides to end his action.

The besieged player may also play one siege event as his action for the round. The besieger does not get to play a card in response.

(*Note: The asymmetry between attacker and defender, whereby the attacker can play multiple events, and the defender is allowed to respond, while the defender can play only one event, and the attacker cannot respond, is deliberate.*)

Some siege events say that they can be played to cancel another siege event. If it is a Defender card, such as *Greek Fire*, it may only be played after the attacker plays the card that it cancels (unless the card says otherwise), and such a play counts as the

defender's response. If it is an attacker's card, such as *Lines of Circumvallation*, it can be played immediately after the appropriate card, and does not count as an attacker's siege event. Therefore, the attacker can play another siege event immediately following if otherwise allowed

Many siege events allow the player to draw a replacement card. Cards so drawn may not be played that action round — i.e. not until the drawing player has finished all card plays and movement for his round.

### 17.6.7 SIEGE EVENTS AND CASTLES

Siege events only have an effect on the intrinsic garrisons of castles if the event explicitly says so.

## 17.7 ASSAULTS

During each action round in which the besieger chooses to resolve a siege, he has the opportunity to assault the defender (see above). Assaulting may only be chosen after conducting one of the options in 17.6.4-17.6.6 or by discarding a card in place of playing a card for that round. Assaults can occur only as a result of one of those two actions. An assault is resolved as a battle with the following differences:

- The besieger's combat strength on the CRT is shifted a number of columns to the left equal to the RF of the stronghold. If the result is below the 1-2 column, the attacker automatically inflicts no casualties, but the defender still rolls normally.
- The only leadership modifier is +1 for the side whose ranking leader has the highest battle rating (no modifier if tied).
- The defender gets a +2 modifier to his roll, representing the advantages of a defender in an assault, regardless of the resistance factor.
- There is never any pursuit or retreat. A major victory can only be claimed by the attacker (see 17.7.3).
- Battle events may not be played other than siege events with blue text.

Certain siege events affect any subsequent assaults that round.

### 17.7.1 ASSAULTS ON CASTLES

A full-strength castle has a combat strength of three plus whatever additional garrison is present. A castle on its Low Garrison side has a combat strength of two. A single step loss flips a full-strength castle. A second step loss captures the castle.

## 17.7.2 ASSAULTS ON CITIES

Cities have no intrinsic garrison. This means that any result on the CRT will cause the city to fall.

Always keep your cities garrisoned!

## 17.7.3 ASSAULT RESOLUTION

An assault succeeds if either all defenders are killed and the attacker inflicts at least one step loss or the attacker gains a major victory. If the attacker succeeds, all remaining defending units are placed in the dead pile. All defending leaders roll for leader casualties (13.6). The stronghold is captured by the attacker. Flip the stronghold marker to the attacker's side if it is a city. If it is a castle, replace it with a marker belonging to a Power you control. If the castle is in a province controlled by a friendly Power, use that Power's marker. If not, use a marker belonging to any Power from the besieging force. The castle starts on its Low Garrison side unless the besieger immediately eliminates one step of the appropriate Power from the besieging units, in which case it may be flipped to the Full Garrison side. This ends the attacker's action for that round.

*(Note: the counter mix deliberately limits the number of Assassin, Templar and Hospitaller castles in play. Should you run out of other castles, you may make your own or temporarily substitute those belonging to another Power (preferably one out of play).)*

## 17.7.4 FAILED ASSAULTS

If the assault fails, then the RF is increased by one. This ends the besieger's action for that round.

## 17.8 RELIEF FORCES

If you send an army to attack an enemy army besieging one of your strongholds, you may not count the forces inside the stronghold during the battle nor may they absorb casualties. However, the relieving army gets a +1 modifier in any battle. Units inside a stronghold may be activated and attack the besiegers normally. They do not gain the +1 modifier for attacking a besieging army. If they attack and lose, they must retreat back into the stronghold.

## 17.9 LIFTING A SIEGE

A siege is lifted the instant there are no longer any enemy leaders or units in the space containing the stronghold. If the enemy seeks to reestablish the siege later, the RF is recalculated from scratch.

You may also attempt to lift a siege if the besieging player activates part of the besieging force and leaves the space with the stronghold. When this happens, the besieged force may immediately make a free attack against the enemy force left behind before any avoid battle/interceptions are resolved. Resolve the combat normally, after which the activated force may continue its move.

## 17.10 GARRISONS

A castle has an inherent garrison that can be converted into units during mustering (7.3). When this is done, the castle is flipped to its Low Garrison side. Sieges against castles with Low Garrisons are easier (as indicated by the RF modifier on the counter).

### 17.10.1 REPLENISHING GARRISONS

A castle may be flipped from its Low Garrison side via the following means:

- Events.
- During mustering by reducing units in the force pool (7.3)
- If friendly units occupy the castle and the castle is placed under siege by an opposing force, the owning player may (at that moment only) reduce any unit inside by one step and flip the castle to its full-strength side.
- If the castle is captured, the new owner may flip a unit of the appropriate Power to restore the intrinsic garrison.

The above are the only ways to replenish the intrinsic garrison of a castle. You may not spend RPs to flip castles, although you can use those RPs to rebuild units that then are used to replenish the garrison during mustering (7.3).

## 17.11 CONQUEST

If a Power has no strongholds on the board, it is immediately dissolved. All of its units are removed from play (even if besieged), and it is no longer subject to diplomacy. *Exception: The Crusaders, Byzantines, Mongols, Templars, and Hospitallers are never dissolved.*

*Siege Example: Hulegu Khan is in Marat an'Numan with six 4-6 cavalry and four 2-4 infantry units. Yusuf is in Damascus with four 2-6 cavalry units. Hulegu is activated and descends on the city.*

*His first MP is spent to move to Hama, where there is an Ayyubid castle with a reduced garrison. Hulegu chooses to Call for Surrender (17.5.2). To do so, the RF for Hama must first be calculated (17.4). The base value is three, reduced by one for the low garrison. To compel the castle to surrender, Hulegu needs to roll higher than the RF. This roll is modified by a +1 since Hulegu has a battle rating of four. Yusuf's combat strength in Damascus is only 10, less than half Hulegu's 36, so there is no penalty for a nearby enemy army. Hulegu also has more than six units, so there is no penalty for having a small army. Needing a two or better, Hulegu rolls a five, achieving the surrender. The castle at Hama is replaced by a Mongol castle on its low garrison side. Hulegu could reduce one of his units to restore the garrison (17.7.3), but chooses not to. Since Hulegu rolled higher than the minimum number necessary for success, he can continue moving. He proceeds to Homs, which has another Ayyubid castle. Hulegu can also call for this castle to surrender. The RF is three, so a roll of three or higher is needed (with the +1 modifier). However, Hulegu rolls a one. The castle laughs at the surrender demand! The Christian player*



notes the failed surrender on the game record track. Hulegu could stop here and start a formal siege, but he has bigger fish to fry. He opts to continue moving to Damascus, where Yusuf remains behind the safety of the city walls.

Once again, Hulegu can Call for Surrender. The city is a tougher nut, however. The base RF is three, with a +1 for every two steps inside. Yusuf has eight steps, but the maximum bonus is +2. Yusuf also contributes half his battle rating (rounded up), for an additional +1. The total RF is thus  $3+2+1=6$ . Hulegu needs to roll a seven or higher. With his +1 bonus, normally he could take the city by rolling a six. However, the failed Call for Surrender at Homs gives him an additional -1 modifier, which the Christian player will keep until he takes a stronghold by assault. This means that no surrender is possible. Instead Hulegu chooses to lay siege. His movement ends (his infantry was out of MP anyway), and he checks for blockade (17.6.2). He has ten units, and Yusuf has four. Ten minus four is six, so a blockade is automatically established.



With this, the Mongol round ends. Hulegu's chance for a quick victory disappeared with the failed attempt at surrender. He will have to wait until next round to try and hurt the Damascenes. The last action of the round is a foraging roll (15.2), since he entered a space with an enemy stronghold. The castle at Hama does not count, since it fell this round; in fact, Hulegu gets a -1 to his attrition value from it! Homs and Damascus, however, add 2 each to the attrition value. With 10 units, Hulegu rolls on the 13-15 column, but rolls a one and suffers no casualties.

It is now the Muslim round. He may resolve the siege by playing a defender siege event (17.6.6); in fact, this is his only option to resolve the siege, although he may take a regular action. He chooses to play Sortie by Besieged. This requires a manpower of one (17.6.6), but with four full-strength units, he has plenty to spare. He commits two steps and rolls a two and six. One step is lost, and the RF is increased to seven. The Christian player may not respond this round.

It's now the Christian player's round and Hulegu tries to resolve the siege. His first play is Chinese Artillery (a siege event on scenario card G1). The RF of Damascus is reduced to three! Now Yusuf, as the defender, gets a free response. He plays Besieger's Supplies Run Low. The RF is increased to four, and Hulegu must check attrition with a +3 modifier to his Attrition Value. Hulegu rolls a six on the 13-15 column and three Mongol infantry units are flipped. Now, Hulegu may assault, play another card from his hand, or end the round. Facing four column shifts from the RF, he chooses to play Construct Siege Tower. The RF is reduced to two, but wait! Yusuf plays Greek Fire to destroy the siege tower. Both players draw replacement cards, but these cannot be used this round.

Once again Hulegu can continue playing attacker cards, and Yusuf can continue playing cards, until Hulegu decides to assault, runs out of manpower (not likely; the Siege Tower card cost 2, and Hulegu has seven full-strength units and three reduced units, for a total manpower of 8, leaving him with 6 manpower left this round), or decides to end the round. Lacking good cards, and not willing to assault, Hulegu ends the round.

Yusuf chooses not to resolve the siege during his round, so Hulegu is faced with more options. Lacking attacker siege events, he chooses to play a three OV card from his hand to initiate a Starvation action. Both sides must check Attrition, but the defender adds a +3 die roll modifier (drm). Yusuf rolls a four on the 3-4 column and loses two steps. Hulegu rolls a three on the 10-12 column and reduces his last full-strength infantry unit.

The Muslim player once again acts elsewhere and the Christian player chooses to resolve the siege again. This time he decides to try Fortunes of War. He discards a card and draws one from the deck. The siege event on this card is Rats in Enemy Food Supply. Great! Had it been a defender card, that event would have taken effect. Damascus' RF is reduced to 2 and the last Ayyubid full-strength unit is reduced. Since the event was played via fortunes of war, there is no free defender response, and the attacker can play no further cards. The only options are assault or end the round. Since Hulegu doesn't want to give the defender time to regroup, he chooses to assault.



His total combat strength is 32. Yusuf's combat strength is six. Hulegu's CRT column is shifted two left for the remaining RF, to the 11-16 column. He will receive a +1 drm for having the superior leader. Yusuf gets a +2 for defending the walls. Both sides roll a three. The result is 3-1 – a major victory for Hulegu! Although Yusuf's army wouldn't be eliminated if this were a field battle, the major victory in the assault results in its elimination. Yusuf rolls to determine his fate (13.6), and ends up in a Mongol prison. Hulegu takes possession of Damascus. Whew!

## 18. NATIONAL CHARACTERISTICS

The Muslim (and, later, Mongol) armies faced by the Crusaders had very different organizations and tactics to those of the Christians. Based on light cavalry and stressing mobility, the Muslim armies were not as hard-hitting as the Christian knights. The Mongol armies, although rather similar to the Muslims, had the advantage of experience and the terror of their name.

### 18.1 CAVALRY

While most Christian (and some Muslim and Mongol) units have a movement allowance of four, most Muslim and Mongol units are cavalry and have a movement allowance of six. In addition, cavalry units may intercept without a leader. For this purpose they are considered to have a Battle Rating of one.

### 18.2 CAVALRY ARMIES

A cavalry army is any army that consists entirely of leaders and cavalry units. The following modifiers apply to a cavalry army:

- -1 to all interception rolls
- -1 to avoid battle die rolls.
- +1 modifier to enemy's roll when being intercepted.

A cavalry army may shadow (12.4) an enemy army, unless that army is also a cavalry army.

## 19. CRUSADES

### 19.1 SCHEDULED CRUSADES

In scenarios B, D and H, a Crusade is scheduled for a specific game turn listed in the scenario rules. The turn listed is the historical turn the Crusaders arrived, and assumes that the scenario is roughly paralleling history. At the beginning of that turn, the Crusaders are placed in the appropriate off-map box(es) unless on-map events alter the schedule.

### 19.2 CANCELLED CRUSADES

A special victory check is conducted at the beginning of the turn in which a Crusade is scheduled to arrive. If the Muslim VP total is greater than or equal to the value indicated in the scenario rules, then the Crusade arrives and the scenario continues. Otherwise the

scenario immediately ends in a Christian major victory (The Crusade is never launched).

## 19.3 OTHER CRUSADERS

Whether or not a Crusade is scheduled or a Crusade has arrived, the Christian player may always play events that give him Crusaders.

## 20. VICTORY

### 20.1 VICTORY POINTS (VP)

Several spaces on the map are labeled with a VP value. During the course of a scenario, each player gains the listed VP whenever he gains control of a VP space via war or diplomacy, and loses the VP if he loses control of the space, for whatever reason. Spaces belonging to neutral powers do not give VP to either player.

#### 20.1.1 JERUSALEM AND KERAK

Jerusalem is worth 5 VP in scenarios A-D and 2 VP in scenarios E-J. Kerak is worth 0 VP in scenario A and 1 VP in scenarios B-J.

### 20.2 CALCULATING VICTORY

At the end of a scenario, consult the victory conditions. Victory or defeat is determined by the VP controlled by each player. In several scenarios, only the VP level of one player is consulted to determine victory; the other player need not track his VP. If neither player meets their victory conditions the scenario ends in a draw.

(Optional rule: the player who comes closest to their victory conditions is considered to have won a marginal victory).

In the odd event that both players meet their victory conditions, the Christian player wins.

## 21. CREDITS

**Designer:** Scott de Brestian

**Developer:** Neil Randall

**Map:** Mark Mahaffey

**Cards and Counter Art:** Niko Eskubi

**Rules Layout:** Nick Richardson

**Playtesters:** Robert Feyerharm, Michael Gouker, Norbert Moehring, Peter Reese, Gary Phillips, Bill Stevens

## 22. RECOMMENDED READING

Maalouf, Amin. *The Crusades through Arab Eyes* (London 1984)

Nicolle, David. *Crusader Warfare* (London 2007)

Powell, James M. *Anatomy of a Crusade: 1213-1221* (Philadelphia 1986)

Riley-Smith, Jonathan, ed. *The Oxford Illustrated History of the Crusades* (Oxford 1995)

Tyerman, Christopher. *God's War: a New History of the Crusades* (Cambridge 2006)



## EXTENDED EXAMPLE OF PLAY

Rick and Sal are playing Scenario D. It is turn 4 (1190) and Sal's Muslims have made good progress against Rick's Christians. Guy and Raymond III have been killed in battle and Reynald has been captured by the Muslims. Sal has taken Jerusalem, Acre and Kerak, increasing his Victory Points (VP) to 25 and reducing the Christians to a mere 7 VP. He also has the Diplomatic Advantage marker. However, help is on the way as the Crusaders led by Barbarossa, Richard I, and Philip II are beginning to arrive on the scene (19.1).

Replacement Phase (6.1): Antioch gets 1 RP, but has suffered no losses. Jerusalem gets 1 RP, and Rick moves one unit from his dead pile to the force pool, placing it there on its reduced side. Tripoli has a RR of  $\frac{1}{2}$ , and since this is an even-numbered turn, it gets an RP. The Christian player could spend this toward the replacement of Raymond III (which costs 2 RP – see 6.1), but Rick chooses instead to flip the reduced Tripoli unit in his force pool to its full-strength side. The Templars, also with a RR of  $\frac{1}{2}$ , move a unit from the dead pile to the force pool on its reduced side. The Hospitallers, meanwhile, have no losses to replace.



Game Situation At The Start of Play



The Ayyubids have three units in the dead pile and 4 RP. Sal decides to replace two 2-6 units at full-strength. He could turn in the Diplomatic Advantage marker for an additional 1 RP but declines.

Mustering Phase (7.1): Leaders muster first (7.2). Rick has no leaders to muster but Saladin was ill last turn so Sal takes him from the force pool and places him in the Mosul box. Now units in the force pool muster. The Christian player has four units in his force pool (from replacements as well as demobilization last turn): a reduced Templar 3-4, a 2-4 Tripoli unit, a 2-4 Jerusalem unit, and a 1-4 Jerusalem unit. The Tripoli unit must go in Tripoli, as that is their only stronghold. The Kingdom of Jerusalem has two castles left (Beirut and Tyre), and a maximum of one unit can muster in each. Rick places the full-strength unit in Beirut and the other in Tyre. The Templar unit is not bound by normal mustering limits (7.2), and can go in any friendly space, so Rick places it in Tyre also.

Sal has a lot of units in his force pool from demobilization. However, he is also somewhat concerned about a possible landing in Egypt, and decides to flip the castles in Harran and Aila to their reduced sides and adds another full-strength 2-6 unit to his force pool (7.3). He places four 3-6 units in Mosul, which is the limit for the box. Of the remaining seven units, he places two in the walled city of Damascus, one in Edessa (he could place a second, but declines), one in Cairo, and one each in the castles at Hama, Homs, and Baalbek. Note that he cannot add to the existing garrisons in Acre or Jerusalem, as they were captured and are located in an enemy-controlled province.

Strategy Phase (8.1): Each side draws seven cards from the deck. Rick could choose to give one of his draws at random to Sal as ransom for Reynald, but Reynald just isn't that important with the Crusader armies approaching. Here are the hands for the turn:

Christian: *Greek Perfidy* (#20), *Militia Fills Out Garrisons* (#22), *Heretics Cause Unrest* (#29), *Religious Divisions* (#32), *Truce* (#52), *Campaign in Cyprus* (#D3), and *Death of Barbarossa* (#D6).

Muslim: *Aggravated Subordinate* (#1), *The Military Orders* (#7), *Old Man of the Mountains* (#28), *Turcopole Levies* (#38), *Madrasas Preach Jihad* (#40), *Plan of Attack* (#48), and *Crusaders Arrive* (#54).

Initiative (5.4): Both players check their ranking leaders: Barbarossa and Saladin, respectively. Since both have an initiative of one, the Christian player will go first this turn.

C1 (Christian Round 1): Rick plays *Truce* (#52) to activate Richard I (10.1) for a naval move with five units (10.8). Since this is a naval move, a card with an operations value (OV) of three (or an event) is necessary even though Richard I's initiative is one. As Richard I is leaving the Mediterranean Box, no die roll for naval availability is needed. The leader and five units are placed in Limassol, Cyprus. Since the Principality of Cyprus is Neutral,

the hostile invasion changes its diplomatic orientation to Pro-Muslim, which is noted on the Diplomacy display (9.1) This gives the Muslim player 2 VP (for control of Limassol and Famagusta), increasing his VP to 27 (20.1). Christian VP do not change. Rick decides to Call for the castle to Surrender (17.5). The base resistance factor (RF) for Limassol (as all strongholds) is three, which is increased by one since it is a port, so the RF is four (17.4). The Call for Surrender roll is modified by -2 since Richard I has only five units, but gets a +1 since Richard's battle rating is four. The net modifier is -1. The die roll is a two, which is a failure. The Christian Failed Calls for Surrender marker is moved to the '1' space on the game track (17.4.1). Rick decides to settle down for a siege (which is optional) (17.6.1). No blockade is possible as Limassol is a port (17.6.2). Finally, Richard I's army must make a foraging roll (10.7). Richard I has five units so the base Attrition Value (AV) is five. This is increased by two, to seven, for the enemy stronghold. Rick rolls a three on the 7-9 column on the Attrition Table and suffers no losses.

M1: Concerned that Barbarossa might threaten his northern territories, Sal plays *The Military Orders* (#7) to activate Saladin in Mosul with four 3-6 units. They move Deir ez-Zor – Ar Raqqa – Qalat Djabar – Maskanah – Aleppo, where he joins Al-Afdal and the one 2-6 Ayyubid unit already there. No enemy territory or harsh terrain was entered, so no foraging roll is required.

C2: Richard plays *Campaign in Cyprus* (#D3) as an event (8.4.1). Following the text on the card, the Cypriot castles in Limassol and Famagusta are replaced by Crusader castles. Christian VP increase to 9 while Muslim VP decrease to 25 again. Since Cyprus has no strongholds on the map, it is conquered (17.11) and its power marker is removed from the Diplomacy display. Since the Christian player has captured two victory spaces, he gets to roll twice to gain the Diplomatic Advantage (9.3). He needs to roll a one or less (the VP value of the spaces). He rolls a two and a four, so the Diplomatic Advantage marker stays with the Muslims.

M2: Sal plays *Crusaders Arrive* (#54) as a Vassal Move (8.4), allowing him to activate four cavalry units (the OV of the card (three) +1). He activates the cavalry units in Hama, Homs, Baalbek, and one of the units in Jerusalem. The Hama and Homs units move to Aleppo, and the Baalbek and Jerusalem units to Damascus.

C3: Rick plays *Death of Barbarossa* (#D6) to activate Richard I and the forces with him for another naval move, attempting to land in Tyre. Since the army is no longer in the Mediterranean box, the naval move is not automatic (10.8). Rick must roll a d6, with a result of 1-4 allowing the move. He rolls a one, and the move is successful. Richard I and the five units with him join Conrad in Tyre.

M3: With Richard landing in the south, Sal decides to try and create a bulwark in the north against Barbarossa, freeing Saladin to move south. He plays *Plan of Attack* (#48) to conduct diplomacy against Antioch (9.2). The card provides a -2 modifier, and Sal decides to expend his Diplomatic Advantage marker to supply another -1, for a total of -3 (9.5). Consulting the Scenario Book





### Campaign in Cyprus Card is Played

for Scenario D, he sees that the Muslim player needs a one or less to influence Antioch. The roll is a four, barely succeeding. As a result of the roll, Antioch goes neutral (9.6.1). The Christian player loses 5 VP, which takes him down to four. Antioch's units stay on the map, but will now follow the rules for Neutral Powers (9.1). Note that even if Sal were not prevented by scenario special rule from attempting to make Antioch go pro-Muslim, he could not try to influence the same power twice in one turn.

C4: Rick decides to play *Greek Perfidy* (#20) as operations to activate Richard I. He wishes to bring along as many of the troops in Tyre as possible, but is limited by his command rating (10.2). He can bring along five Crusader units, and Conrad of Montferat (Richard's subordinate; 10.3), for a total of six units/leaders. Conrad in turn can bring along another Crusader and the Hospitallers, equaling his command rating of two. The reduced Templar and Kingdom of Jerusalem unit remain behind. Note that Richard I and Conrad have their choice of men to bring along, as long as neither commands more than one unit from each non-Crusader Power (10.2.1; not a problem at the moment).

Unwilling to allow this array to march unhindered, Sal decides to play a card in response to the activation (8.4.3), playing *Aggravated Subordinate* (#1) before Richard I can move. Conrad must remain behind, along with two units. Rick can choose the units to leave behind; even though he had intended Conrad to command the Hospitallers, he decides to attach them to Richard

I and the latter moves out with five Crusaders and the knights militant (since Conrad isn't coming along, Richard can bring six units). Richard I expends three of his four movement points (MP) in Tyre in order to improve his foraging situation before using the fourth MP to move to Acre (15.2). The Ayyubid garrison wisely decides to remain inside the city walls (17.2). The RF of the stronghold is a base of three, +2 for the two-unit garrison, and +1 for being a port, for a total RF of six. To successfully Call for Surrender, Richard would need to roll a seven or

greater. Although he gets a +1 for his battle rating of four, he has a -1 modifier for the one failed Call for Surrender earlier this turn. That will only be reset when he takes a stronghold by assault (the *Campaign in Cyprus* card does not count, as it is an event, not an assault). Rick regrets the unnecessary roll earlier. Richard I settles down for a siege. No blockade roll is possible, as Acre is a port and can only be blockaded by play of a fleet event card. Since he entered a space with an enemy stronghold, Richard I must make a foraging roll. His Attrition Value is six (his # of units) +2 for one enemy stronghold entered, -3 MP spent in friendly strongholds, for a total of five. He rolls on the 5-6 column on the Attrition Table. The die roll is a five, resulting in one step loss. Rick decides to reduce the Hospitallers, since that won't affect his force's strength.

M4: Even though he played a response card to affect Rick's move, Sal still gets his normal card play. He worries that the Christian player has several good siege events that might mean the fall of Acre before Saladin can arrive. So he plays *Madrasas Preach Jihad* (#40) as an event to add two 2-6 Ayyubid units to the besieged city. He could instead have played it as a siege event (*Besieger's Supplies Run Low*) but decided against it.

C5: Rick plays the siege event on the *Religious Divisions* (#32) card (*Construct Siege Tower*) as a siege event to reduce the RF of Acre to four (17.6). This entitles him to draw a replacement card, which is, unfortunately, the fairly poor card *Mercenaries* (#4). Sal



## Tyre Stack Details

These 7 counters move to Acre



x5

These 2 counters are left behind due to card play

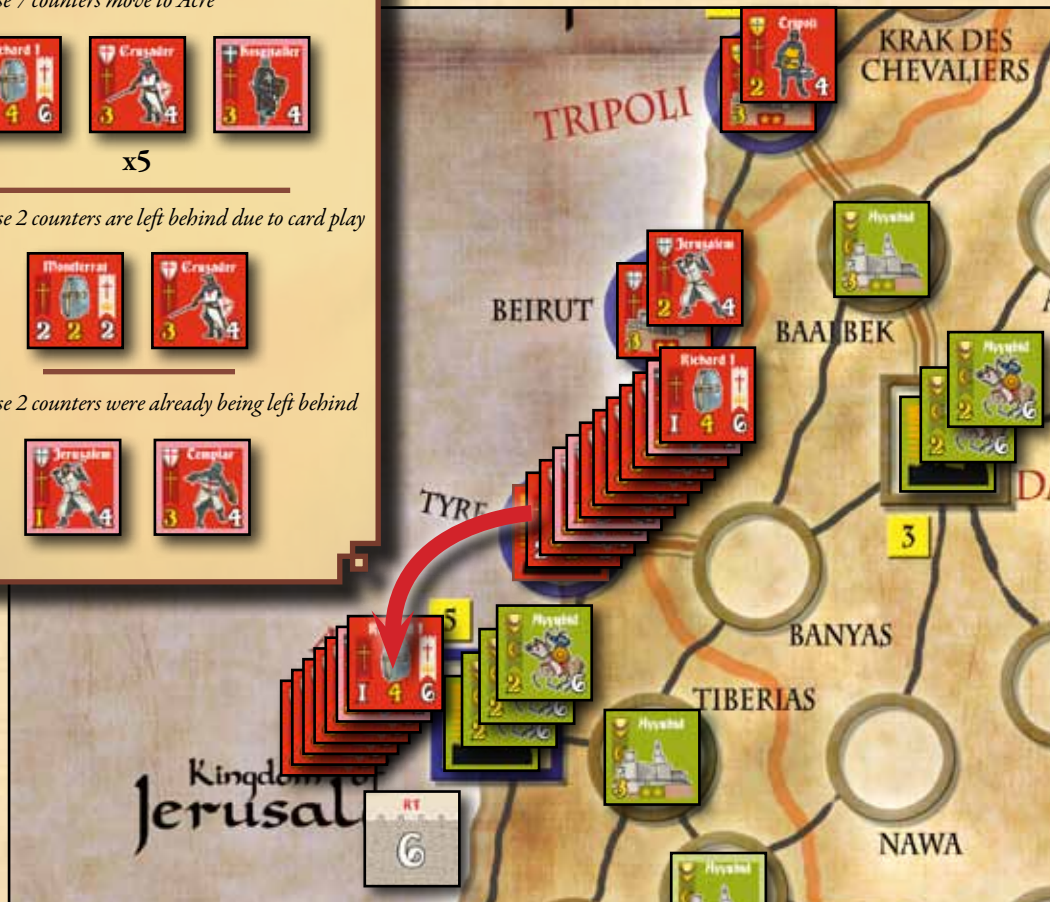


These 2 counters were already being left behind



C6: With no usable siege events, Rick's options at Acre are limited. He could play a card to try and starve out the garrison

(17.6.4), but that is a relatively slow process and with Saladin nearby, he feels he needs to gamble. So he discards *Militia Fills Out Garrisons* (#22) as Fortunes of War (17.6.5). This entitles him to draw the top card from the draw pile. Whatever siege event (if any) is on it takes effect, no matter which side it favors! He draws card #43, *Rats in Enemy Food Supply*. A stroke of luck! Acre's RF is reduced to two and three of the garrison units are flipped to their reduced side. Rick now must decide whether or not to assault (17.7). If he does, and is not successful, the RF will increase (17.7.4), so he must think carefully.



## The Christians Move on Acre

can now respond with a defender siege event. However, the only one in his hand, *Countermines*, can only be used to cancel *Sappers and Miners*, so he chooses not to play a card. Rick could now play another siege event. His total manpower (MAN) is five (the reduced Hospitallers don't contribute), and building the siege tower used up two of those, leaving three to use this round (17.6.6). However, the only attacker siege events in his hand, *Lines of Circumvallation*, cannot be played, so he cannot prosecute the siege further this round. Note that even if he had drawn a card with an applicable attacker siege event it couldn't be played the round it was drawn (8.4.1).

M5: Sal has fewer cards than Rick (two to three), so he could pass, but with Acre in danger he chooses to play *Old Man of the Mountains* (#28) to activate Saladin, al-Afdal, four 3-6, and two 2-6 units move Aleppo – Marat an'Numan – Hama – Homs – An Nabk – Damascus. A token 2-6 garrison is left in Aleppo; even if Rick activates Barbarossa, Sal figures he won't be able to effectively attack Aleppo this turn. Saladin has an ample command rating to move all of those units and al-Afdal. Since he didn't enter any enemy strongholds or harsh terrain, Saladin does not need to check for foraging losses.

fully. After mulling it over, Rick decides to chance fate again. Richard I commands six units with a total strength of 18, added his battle rating of four his total strength is 22. Sal's weakened city garrison has a strength of five. Rick earns the 17-25 column but the remaining two RF shift his strength left two columns, to the 7-10 column. He will get only a +1 for Richard I's leadership. Sal will roll on the 3-6 column, with a +2 as he is defending against an assault. Rick rolls a three, modified to four, resulting in two step losses inflicted. Sal rolls a three as well, modified to five, for one loss to the Christians. Since Rick inflicted twice as many losses as he suffered, he wins a major victory, which results in the immediate fall of the city (17.7.3). Sal's remaining garrison forces are cut down in the streets of Acre, and all units go to the Muslim dead pile. Rick still must lose one step, which must be a Crusader (13.5). Rick gains five VP, increasing his total to nine, Sal loses five, dropping him to 20. Since Acre fell to an assault, Rick resets the Christian Failed Calls for Surrender marker to zero (17.5.1). Finally, Rick rolls to see if he gains the diplomatic advantage (9.3). If he rolls five (Acre's VP value) or less, he gains the advantage, a six will give it to Sal instead. The roll is a four, and Rick takes the marker.

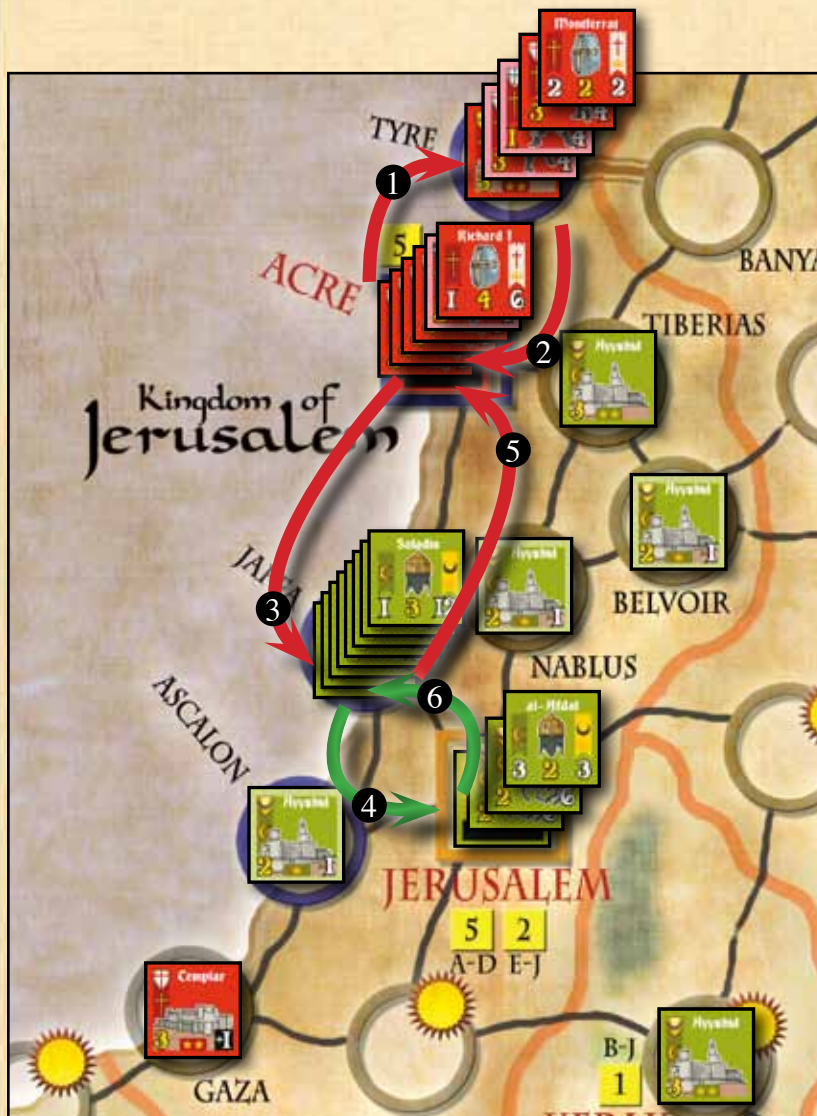
M6: Sal plays *Turcopole Levies* (#38) to activate Saladin, al-Afdal, four 3-6, and four 2-6 units in Damascus. The army moves Nawa – Belvoir – Nablus – Jerusalem for four MPs. Saladin drops al-Afdal and one 2-6 unit in Jerusalem, and moves with his remaining



forces to Jaffa for one more MP. Since Jaffa is adjacent to Richard I's army and does not contain an enemy stronghold, Richard may choose to intercept (11.1). That would move him into Jaffa where he would fight him with an extra +1 modifier. Rick decides to try and intercept with Richard I. He must decide before rolling what forces he will bring with and which he will leave behind. Since Sal has no cards left, he decides to attempt interception with all units present. Rick needs to roll a four or less (Richard I's battle rating) to succeed. There is a +1 modifier, however, since Saladin's army consists entirely of cavalry (18.2). The die roll is a six, and the interception attempt fails. Saladin has one more MP remaining, but Sal decides to end his move in Jaffa, blocking the road to Jerusalem.

C7: Feeling emboldened by his capture of Acre, Rick decides to try his fortunes against Saladin. Rick plays *Mercenaries* (#4) to activate Richard I. He leaves behind one reduced Crusader unit to garrison Acre and moves with the other four Crusader units and the Hospitallers. He moves first to Tyre (1), where he picks up Conrad, another Crusader unit, and the reduced Templar, both

of which operate under Conrad's command. Richard I then moves back to Acre (2). Since it is a Christian stronghold, Saladin cannot intercept this movement. Richard I uses his third MP to move to Jaffa (3). Since Richard I has a stronger force than Saladin, Sal decides to shadow Richard rather than fight (12.4). Saladin needs to roll a three or less (Saladin's battle rating) to successfully shadow, but he gets a -1 since his army is entirely cavalry (18.2). The die roll is a 3 and the shadowing roll succeeds. Saladin retreats (4) to an adjacent space (which cannot have a Christian stronghold) just as if he avoided battle (12.4.1). However, he can move again each time Richard I moves (12.3), as long as he remains within one space. In this case, Saladin moves to Jerusalem. Richard I now is in a quandary. If he moves on Jerusalem, Saladin has many options. He can stop shadowing and fight in Jerusalem, withdraw inside the city walls, or continue shadowing by moving to an adjacent space – even Jaffa! That would mean Richard I would be surrounded with no retreat routes. Furthermore, entering the Jerusalem space would worsen Richard I's attrition. Rick decides that discretion is the better part of valor and returns to Acre from Jaffa (5). Saladin continues to shadow Richard I's army, moving back to Jaffa (6).



The Christians Move, and the Muslims Shadow

Even though Richard I did not enter an enemy stronghold or harsh terrain space, the shadowing means he must still make a foraging roll. To the seven units in his army, he must add the seven in Saladin's army. He subtracts three from the result for the three MPs spent in friendly spaces, for a total attrition value of 11. He rolls on the attrition table on the 10-12 column and the result is a six, for two steps lost. He may not eliminate any units since he has unreduced units to take the losses (15.2), so he reduces two Crusader units. Saladin must now also make a foraging roll. He has seven units, spent one MP in Jerusalem, so his attrition value is six. His attrition roll is a one for no losses.

C8: Sal has no cards left so he must pass. Rick has one card left and decides to try and bring Saladin to battle once again. Rick plays *Heretics Cause Unrest* (#29) to activate Richard I and the units in Acre, save one reduced Crusader. To reduce possible attrition, Richard I expends two MP in Acre before leaving the space. This leaves him enough to reach Jerusalem if he wishes. His third MP is spent to enter Jaffa. Once again Saladin opts to attempt to shadow Richard I, needing a four or less as before. This time the roll is a five, however, and the attempt fails. There will be a battle in Jaffa! Note that Saladin could have had al-Afdal attempt to intercept into Jaffa with reinforcements, but he would have had to announce that before attempting the shadowing roll (11.4), meaning there would be a good chance al-Afdal would have to face Richard alone!

Both sides count their forces (13.2). Richard has 19 strength points worth of units. To this is added Richard I's battle rating of four and Conrad's battle rating of two, for a total of 25. He will roll on the 17-25 column, with a +1 die roll modifier as Richard I's battle rating is one greater than Saladin's. Saladin has 18 SP of units,



plus a battle rating of three, for a total strength of 21. He will also roll on the 17-25 column, but with a -1 for having failed an avoid battle attempt. Normally both sides could play battle cards now, but both Rick and Sal are out of cards. Now both sides roll a die. Both players roll a three. Rick's final result is  $(3 + 1 = 4)$ , resulting in four losses. Sal's modified result is  $1 (3 - 1 = 2)$ , so he inflicts only two step losses on Richard. A Crusader must take the first loss, and Rick flips two full-strength Crusader units to satisfy his losses. For his part, Sal reduces two 2-6 units and eliminates the third for his four losses. Since Rick inflicted twice as many losses on Saladin as he himself suffered, he wins a major victory (13.3) and may roll on the Pursuit Table (13.4). His remaining strength is 23. He rolls on the 16-24 column with no modifiers. The result is a two, for three more losses. Sal reduces three 3-6 units. Now Sal must retreat (14.1). He may retreat up to two spaces, but decides to retreat one space to Jerusalem. The battle is now over. Rick now rolls to gain the diplomatic advantage marker. Since he already has it, he can gain no benefit but a six still causes it to shift to his opponent, as potential backlash for his victory. The roll is a four, however, and nothing changes.

Richard I still has one MP remaining and could march on Jerusalem, as he won the battle (13.7). Saladin has been reinforced by al-Afdal and the city garrison, however, and Richard I's forces have been weakened. Rick decides to return to Acre and wait for Philip II and the French to arrive before proceeding further.

The final phase of the turn is the Demobilization Phase (16.1). The Muslim player demobilizes first. All units in spaces without leaders must return to the Muslim force pool: the garrisons of Edessa, Aleppo and Damascus all are returned there. al-Adil in Cairo has a command rating of four and so can keep two (half of four) there. He decides to do so and the leader and units remain on the map. In Jerusalem, Saladin can keep six units in the field. He also chooses not to demobilize al-Afdal, but al-Afdal cannot keep any additional units in the field with him, as he is not the ranking leader (16.1). Saladin keeps the 3-6, the three reduced 3-6 units, and the two 2-6 units. The two reduced 2-6 units go to the force pool.

Now it is Rick's turn to demobilize. Crusaders don't demobilize. The Templar and Hospitaller units in Acre could demobilize

(to mobilize them somewhere else, for example), but Rick decides to keep them there. The Jerusalem units in Tyre and Beirut, and the Tripoli unit in Tripoli, must demobilize and are returned to the Christian player's force pool. Neutral units do not demobilize so the Antioch units stay there.

This ends the turn, and this example of play. The Christians have taken Acre and won a victory over Saladin at Jaffa, but the cowardly behavior of Antioch means they still have a lot of work to do, and only two years in which to do it, before they can declare victory.



Battle of Jaffa Results

### Jaffa Stack Details, After Losses Applied

#### Christian Stack



x4

#### Muslim Stack



x3

x2