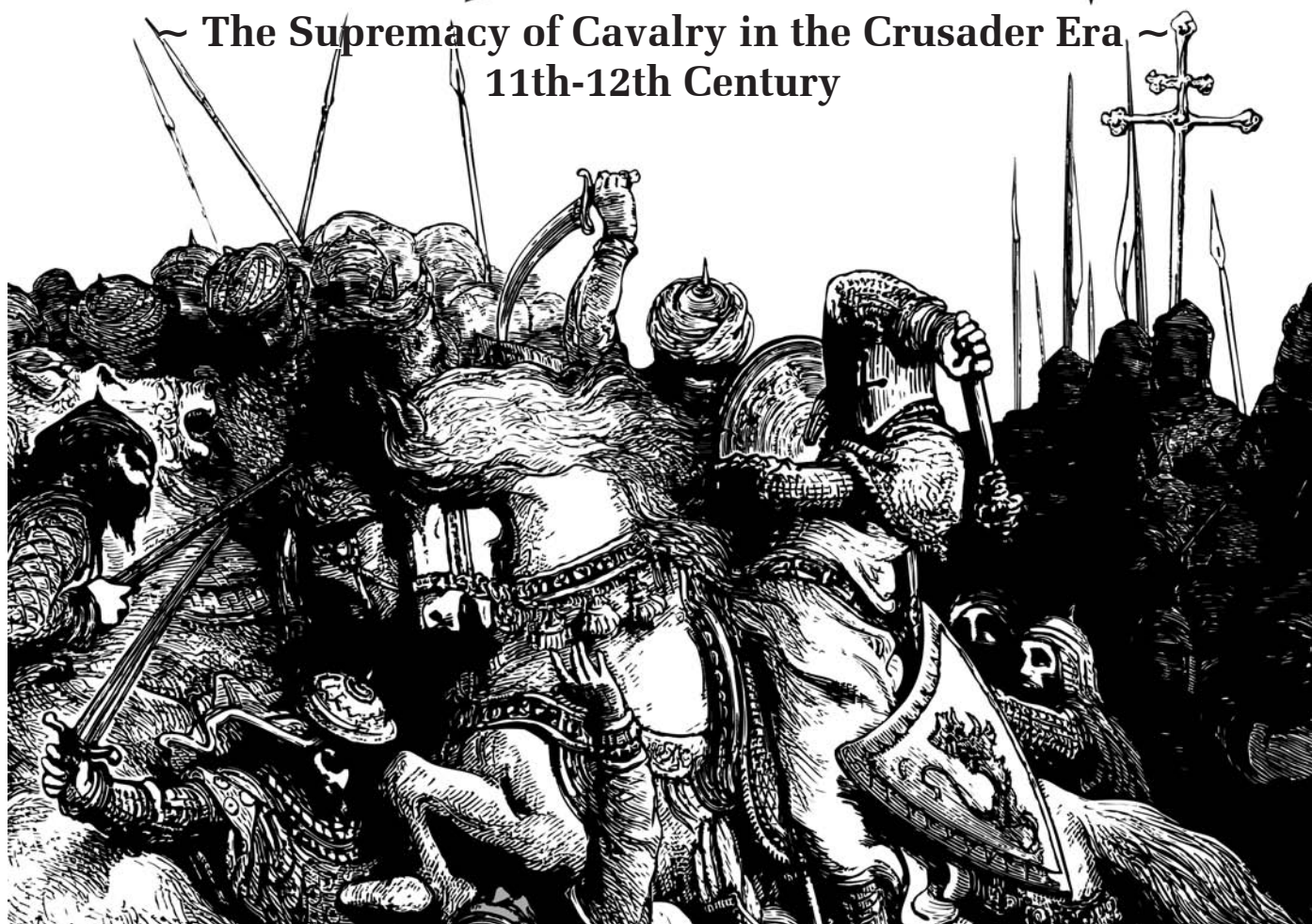


# RULE BOOK

# Infidel



The Supremacy of Cavalry in the Crusader Era  
11th-12th Century



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Rules Version 1.2 (1.1 changes in red, 1.2 in blue)

## 1.0 Introduction

*Men of Iron* is a play-oriented series of games covering the wide spectrum of land battles from, roughly, the era just prior to the first Crusades to the arrival of gunpowder.

The second volume in the series, *Infidel*, focuses on the major battles of the early Crusades era between the Christians and the Muslims (although there were battles with some of each on both sides). This is a period that saw cavalry reign supreme, and pitted the European heavy cavalry—armored “knights”—systems against the Eastern/Turkish light cavalry tactics.

The purpose of the *Men of Iron* series is to provide gamers with accessible, fast-playing, fun games of low complexity. To that end, much detail has been either omitted or factored in to overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that stated focus.

**Getting into the game:** Veteran gamers will find most of the rules quite familiar, as they use concepts basic to almost all simulation games. The sections on Continuity and some of the combat mechanics are not quite so familiar. Gamers new to the hobby should read once through the rules so they know the basic premises, pick out a scenario, and play a few player turns to see how everything works.

Each game includes:

- Two 22" x 32" game-maps, backprinted
- 560 counters on two sheets
- Two identical 11" x 17" Player Aid Cards
- One 8.5" x 11" Player Aid Card
- One Rules Manual
- One Battle Book
- Two ten-sided dice

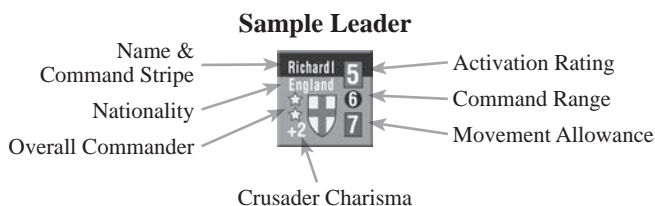
## 2.0 THE COMPONENTS

### 2.1 The Maps

The game maps cover the area over which the battles (supposedly) were fought. Each map is overlaid with a grid of hexagons—hexes—that are used to regulate movement and fire. Any terrain peculiarities are discussed in the rules for the individual battles.

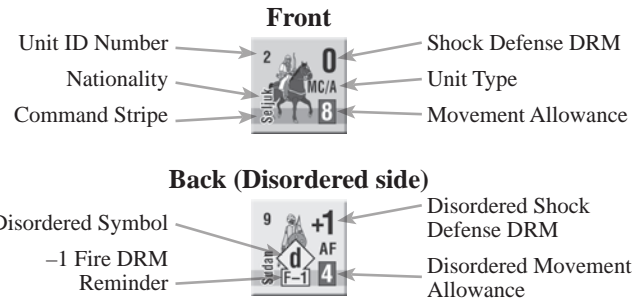
### 2.2 The Counters

We have four types of counters: leaders, combat units, Standards, and status markers (Retired, etc.).



There are several different types of combat units, divided into two groups: mounted units (cavalry) and units on foot (infantry). The reverse side of each combat unit is its “Disordered” side. If there is no reverse side, the unit cannot be Disordered (and is, instead, Retired).

#### Sample Combat Unit (Medium Cavalry/Archer)



#### Other Combat Units

	Knights (KN)	Heavy Cavalry (HC)	
	Medium Cavalry (MC)	Medium Cavalry – Archers (MC\A)	
	Light Cavalry – Archers (LC\A)	Archers (A)	
	Crossbowmen (CB)	Archers with Flails (AF)	
	Men-at-Arms (MA)	Pike Infantry (PK)	
	Pike Infantry Javelineers (PKJ)	Camp Followers (CF)	
	Wagons	Carroccio	

#### Markers

Charge	Counter-Charge Used	Retired	Continued Attack -1	Shock
Out of Command	Number of Successful Continuations	Flight Points	Victory Points	Standard

### Unit Types of *Infidel*

**A:** Archers  
**AF:** Archers with Flails  
**CB:** Crossbowmen  
**HC:** Heavy Cavalry  
**K:** Knights  
**LC\A:** Light Cavalry Archers  
**MA:** Men-at-Arms  
**MC:** Medium Cavalry  
**MC\A:** Medium Cavalry Archers  
**PK:** Pike Infantry  
**PKJ:** Pike Infantry Javelineers

## 2.3 The Die



The game uses a ten-sided die to resolve combat and other factors for which performance will vary. A '0' is a "zero", not a "ten".

## 2.4 Definitions & Abbreviations

It might help to be familiar with the following game terms, some of which are found in individual battles only:

**Activation:** All of the Moving, Firing, and Attacks of one Command, during which some of the opponents units may react.

**Activation Rating:** The number on a leader used for Continuation and some other game functions. It ranges from 1 to 5; most leaders have a value of 2 or 3.

**Active:** The leader and all units of the Command which is Activated (see Activation above).

**Active player:** The player who is currently Activating his Commands.

**Blocking Terrain:** Terrain in a hex which blocks LOS, see 11.4 for a complete list.

**Charisma:** The ability of a Crusader leader to inspire Knights in combat. See section 5.4.

**Command:** Term used to describe which units may move and fight. Commands can be identified easily by the color stripe on the counters. Commands are led by leaders.

**Command leader:** A leader of a specific group of combat units. See section 5.1.

**Command Range:** A number on a leader representing the number of hexes over which that leader can command his units. See section 5.2.

**Continuity/Continuation:** The mechanic used to determine which player goes next.

**Disordered:** The state of a unit that has lost cohesion due to combat. See section 14.2.

**DR, DRM:** Abbreviations for "die roll" and "die roll modifier," the latter being a plus or minus number used to adjust the die roll.

**Foot Unit:** All Archer, Archers with Flails, Camp Followers, Crossbowmen, Men-at-Arms, Pike Infantry, Pike Infantry Javelineers, and Wagons are foot units.

**FP (Flight Points):** See section 3.0 Victory.

**Free Activation:** A non-continuity/non-seized Activation. It is a Free Activation if your opponent Passes, your opponent fails a Continuity roll, fails a Seizure roll, or is the first Activation of the game.

**Leader Casualty Check:** The DR to determine if a leader dies in combat. See section 5.5.

**Loss Check:** The die roll to see if you lose the game. See section 3.0.

**Missile Unit:** All Archer, Archers with Flails, Crossbowmen, Light Cavalry Archer, Medium Cavalry Archer, and Pike Infantry Javelineer units are missile units.

**Mounted Unit:** Heavy Cavalry, Light Cavalry Archers, Medium Cavalry, and Medium Cavalry Archers are mounted units.

**Non-Active:** All units that do not belong to the Active Command.

**OC (Overall Commander):** The army Commander. See section 5.1.

**Seizure:** The game mechanic wherein one player tries to take away the other player's Activation.

**Shock:** A term for hand-to-hand combat.

**Standard:** The rallying point for units of a Command or army. See section 15.2.

**Surrounded:** When all hexes/hexsides adjacent to a unit are occupied by enemy units, impassable terrain (to it), or map edges.

**VP (Victory Points):** The battle of Arsuf uses Victory Points to determine the winner, rather than the standard Flight Points.

**ZOC (Zone of Control):** Used to delineate the hexes to the front of a unit into which that unit exerts its influence. Some units do not exert a ZOC.

## 2.5 Unit Types & Military Terms

**Knights and Heavy Cavalry:** Heavily (mail) armored, elite, cavalry units. Lance and sword were the main weapons. The Knights were usually mounted on *destriers*, combat horses distinguished from usual riding horses, and especially their Eastern counterparts, by their strength, musculature and training, rather than their size. Both types of soldier were usually equally armed/armored, but the Christian Knights had the psychological benefit (and sometimes detriment) of the chivalric code, which prized aggressive, individual combat and the honor it brought above anything else. They were thus often difficult to command as a group, especially in an era when Frankish battlefield tactics had to be cautious.

**Medium Cavalry:** Charge/shock oriented troops, but not as heavily armored. They tended more to lances than swords, although the Seljuks of Rum were sword users. The term "medium" is a game one, but it indicates lighter cavalry that still used shock combat, but not Charge.

**Light Cavalry:** Mounted archers, the backbone of Eastern armies. They excelled in fire and retreat, constant mobility and flanking maneuvers, which means they need large, open areas to function best. They were not suited to shock combat.

**Infantry:** The pike-armed footmen of the Crusades era was not a major factor in most battles. Frank infantry, somewhat better armed and protected than their Eastern counterparts, often included knights that had lost their horses (termed Men-at-Arms in the game), a constant problem, and these tended to give the Frank infantry a bit of solidity. But most Saracen/Fatimid infantry was there for “show” and to increase the size of the army, and thus extend its flanks.

**Missile Units:** Eastern armies—especially those we call *Saracens*—were based on the tactics of mounted archers. While the Fatimid archers were all foot, the rest of the East mounted theirs. Frank archers were invariably on foot, and their bows were somewhat bigger than the Eastern bows, which were built for mounted fire. Saracen (or Turk) mounted cavalry was highly trained in constant and rapid fire; they were the main attack force, albeit from a distance. Frank missile units, including crossbowmen, were more like skirmishers. Most missiles could penetrate the mail armor of the day, although only at close ranges.

## 2.6 The Scale

The map scale is about 250 yards per hex.

- Each pike infantry unit contains about 600 men.
- Each missile infantry unit contains about 300 men
- Each mounted unit contains about 150 men

(All of the above is quite loose, and we treat numbers here as relative, not absolute).

There is no time scale, as there are no turns, in the usual historical game sense. Most battles didn’t last more than a few hours ...some even less. In most cases, it will take longer to play one of the battles than the battle lasted.

## 3.0 VICTORY



Victory is primarily achieved by eliminating enemy units and named leaders. At the end of each Free Activation each player determines their Flight Points and makes a Loss Check. Each player rolls one die and adds the player’s Flight Point total (see below). If the DR plus Flight Points are greater than the Flight Level of that player in this battle, he loses. If both players’ totals exceed their Flight Level the battle is a draw. For much of the early parts of the game, Loss Checks will be unnecessary as players will be unable to exceed their Flight Level with the roll of one die.

The following Flight Points (FP) are added to the DR:

- 5 FP for losing your Overall Commander.
- 3 FP for each Eliminated Knight (KN) or Heavy Cavalry (HC).
- 2 FP for each other type mounted unit or named leader.
- 1 FP for each eliminated Foot unit or Retired unit regardless of type. (If a unit is rallied out of Retired status, adjust the Flight Point Track accordingly.)

When a Retired unit is eliminated, add the difference between the eliminated value and the retired value.

**EXAMPLES:** A Retired Heavy Cavalry is eliminated, 2 more FP are added to the track (3 – 1). A Retired Pike unit is eliminated, 0 FP are added to the track (1 – 1).



You may keep track of an army’s Flight Points on the Flight Point Track.

**DESIGN NOTE:** The DR adds uncertainty to an army’s breaking point, something which—while it probably will annoy some player, somewhere—adds some tension and flavor to the contretemps. This represents waxing and waning morale, fog of war, and other battlefield uncertainties.

## 4.0 SEQUENCE OF PLAY

There are no game-turns in the Men of Iron series. The game simply starts and keeps going until one player wins. To do this, the system uses a Continuation Activation mechanic; see 6.0.

### When One of Your Commands is Activated

When Activated, a Command’s units may Move and/or Fire, and, after all movement/fire is completed, they may engage in combat.

### When an Activation is Finished

When a Command has finished, that player selects another of his Commands (but not the Command that just went), giving his opponent the opportunity to Seize Continuity (see 6.0), and rolls the die:

1. If the DR is the *same as or lower* than the selected Command leader’s Activation Rating, that Command is Activated.
2. If the DR is *higher* than that rating, “play” passes to his opponent, who now has a Free Activation that he may use to Activate any one Command he wishes, no DR necessary.

Play continues in this manner until one or both players fail their Loss Check (see 3.0).

### Commands

Commands for each battle are identified by the color stripe across the counter top, corresponding to that of the (sometimes named) leader.

### Who Starts the Game

Each battle in the Scenario Booklet indicates which player goes first.

## 5.0 LEADERS

Every unit in the game belongs to a Command listed specifically in the Deployment instructions, and as identified by its color stripes, which correspond to that of the leader. When a Command is Activated, all units and leaders in that Command may move and fight. Leaders are not considered units and the rules for units do not apply to them.

## 5.1 Types of Leaders

There are two types of leaders; see 2.2 sample leader counter.



- **Overall Commanders.** These command the entire army. Most OC's are also leaders (as evidenced by their Command Stripe and Activation Rating). Others are just OCs and do not lead Commands; individual scenarios will have rules for these. Some armies do not have an OC.
- **Command Leaders.** These are the leaders for the units (in their Command).

## 5.2 Command Range

A leader's Command Range is traced in hexes, not Movement Points, from the leader to the combat unit, this does not need to be a straight line. Command status is determined at the start of Activation and stays with the unit throughout that Activation. You cannot trace Command range through an enemy unit, an enemy ZOC (9.0) hex not occupied by a friendly unit, or a hex(side) impassable to **all unit types**.

A combat unit not actually within Command Range but adjacent to a unit that is (or one that is considered in Command by virtue of this specific rule) is considered to be in Command (in a chain effect).

## 5.3 Restrictions & Abilities

A combat unit that is within its leader's Command Range may do anything and everything allowed by the rules.

Units that begin Activation outside their leader's Command Range (Out of Command) may not:

- Move adjacent to or Charge to an enemy unit.
- Move into a hex with an enemy Standard or enemy leader.
- In addition, foot units that start in an enemy ZOC hex may not move.

Leaders that are within Command Range of their Overall Commander have their Activation Rating increased by one for Continuation (6.2) and Seizure (6.3) rolls. **This does not apply to the Overall Commander himself.**

**Leaders grant an attacking Heavy Cavalry or Knight unit a plus one (+1) DRM when stacked with the attacking unit.**

A Command leader that has had his entire Command eliminated is removed from play without penalty, as long as he would not qualify for the capture rule (5.5) in his current hex. He rides off into the sunset to fight again another day.

## 5.4 Crusader Charisma

Some of the Crusader leaders have an additional rating: Charisma. This is a DRM you use when any Knights stacked with that leader are attacking in any way.

## 5.5 Leader Casualties

Leaders can get killed. (In game terms, that encompasses being captured and other not-so-hot events).

- **By Fire:** Anytime an adjusted Fire DR of 9 or more occurs, and there is a leader in the target hex, roll the die. If the DR is an '8' or '9' the leader is killed. Otherwise, there is no effect on the leader. **If the combat unit the leader is stacked with is Retired or Eliminated by missile fire the owning player places the leader with the nearest unit from his Command, unless he is surrounded in which case he is killed.**
- **By Shock or Charge:** Any time a leader is stacked with a unit that receives a **Disordered, Retired (including a Retire result that is converted to a retreat by a Knight), or Eliminated result**, roll the die for the leader subtracting his Activation Rating. **If the adjusted DR is 3 or higher that leader has been "killed".** If he survives, but the combat unit is Retired or eliminated, there is no effect on the leader, **the owning player places him with the nearest unit from his Command, unless he is surrounded in which case he is killed.**
- **By Capture:** If an enemy unit moves into a hex with only a leader(s), move that leader and place him with the nearest unit from his Command (see 5.3 if there are no more units in his Command). If he is surrounded—by enemy units and/or ZOC—he is, instead captured, thrown to the ground, and hacked to ribbons ...no DR necessary.

Killed/captured named leaders (not replacements) count towards the Flight Point total.

## 5.6 Replacement Leaders



When a leader is killed/captured, at the start of that player's next Activation—but after the Command for that Activation has been chosen **and rolled for (if necessary)**—flip the dead leader to its Replacement leader side and place with any combat unit from that Command. Replacement leaders are returned as often as necessary.

Replacements for Overall Commanders never count as Overall Commanders, only Command leaders.

# 6.0 ACTIVATION & CONTINUITY

## 6.1 Activation

When a Command is Activated, all units **and leaders** in that Command may move and/or fire. After **all** movement/fire has been completed, units eligible to do so may Shock attack or Charge.

When the player designates a Command for Activation, the player may use some or all of that Command's units, regardless where they are on the map. **Units that start the Activation outside the Command Range of their leader** have certain restrictions (see 5.3).

A player may always "Pass", instead of Activating or attempting to Activate a Command. If he does that, it is treated as if he failed a Continuation DR.

Number of Successful Continuations

After his first successful Continuation DR, a player adds one (+1) to his Continuation DR for each new such attempt. This penalty resets when he fails a Continuation DR, his opponent attempts to Seize Continuity (successfully or not), or he passes.

**EXAMPLE:** *Giuseppe has rolled successfully for Leader A's Continuation. He now seeks to roll for Leader B; he must add one (+1) to that DR. If he also succeeds there, he now adds two (+2) to the next such DR.*

## 6.2 Continuity

After the Active player has undertaken actions with his chosen Command, he may attempt to continue his “turn” by selecting another of his Commands to Activate. He cannot select the Command that was just Activated, unless the player has only one Command remaining. After selecting the Command, his opponent has the opportunity to Seize Continuity (see 6.3), if his opponent declines, he notes the Activation Rating of the Command's leader and rolls the die:

1. If the (adjusted) DR is the *same as or lower* than the selected Command leader's Activation Rating, that Command is Activated.
2. If the (adjusted) DR is *higher* than that rating, “play” passes to his opponent, who now gets a Free Activation (2.4).

## 6.3 Seizing Continuity

If a player is about to DR for Continuity, his opponent may attempt to Seize the Continuity before the former rolls the die. Instead, the non-Active player announces with which Command, of his, he will attempt the Seizure, rolls the die, and consults the Activation Rating of that Command's leader,

- If the DR is the *same as or lower* than that rating, that Command may undertake actions, and that player is now the Active player.
- If the DR is *higher*, there is no Seizure; In addition, the originally Active player gets a Free Activation (2.4) and may use that Activation to Activate any one Command even the one that just went!

**PLAY NOTE:** You cannot Seize a Seizure or Free Activation.

**EXAMPLE:** *Ascalon. The Crusader player goes. He selects Robert's Command to Activate. After that Activation, he selects Raymond's Command for an attempt at Continuity. The Fatimid player, however, decides it would be better if that didn't happen and announces, before the DR, that he is going to attempt to Seize Continuity with his Bedouin Cavalry Command. He rolls the die, getting a '6' which is higher than al-Afdal's Command Rating. The Crusader, with a free choice, now decides to Activate Robert's Command once again. If the Fatimid player had rolled a '1', he would have Seized Continuity.*

# 7.0 MOVEMENT

## 7.1 Movement Procedures

Units and leaders Move and/or Fire in the Move/Fire Phase. Individual units from the Activated Command may move in whatever order the player wishes; each unit, and any stacked leader moving with it, must complete its Move and/or Fire before another may begin its movement. See 11.0 for when missile units may Fire.

Each unit and leader has a Movement Allowance, representing the number of Movement Points (MP) it may expend in one Activation. The costs to enter the various types of hexes and cross certain types of hex sides are listed on the Terrain Effects Chart for the individual battle..

Units move from one hex to another contiguous hex. Units usually cannot move into a hex occupied by another combat unit, enemy or friendly, and they have to stop when they enter a hex in an enemy ZOC (except mounted missile units).

A leader stacked with a unit at the start of the units Activation may move with that unit, even if the leader belongs to a different Command than the unit. If a leader begins to move with a unit, it must continue to do so throughout the unit's movement and stop moving when the unit stops. A leader moving on his own uses the Movement Allowance printed on his counter and uses the most advantageous column of the Terrain Effects Chart for each hex entered or hex side crossed. A leader moving alone cannot enter a hex occupied by an enemy leader, unit, or Standard; in addition he may not enter a hex in an enemy ZOC (unless that hex contains a friendly unit). A leader stacked with a unit must Charge, Counter-Charge, Advance, or Retreat with that unit.

## Terrain

Most battlefields feature terrain of varying kinds, all of which are listed, with their movement effects (in terms of Movement Points expended; “NA” means entry Not Allowed)) on the Terrain Effects Chart for each scenario/battle. Some hexsides are uncrossable: no unit may move across these.

## 7.2 Movement Restrictions

Units may *not* move off the map (unless allowed by the rules for the individual battle). If forced to retreat off the map, they are Eliminated. See the restrictions of Zones of Control, 9.0.

A unit may not move into a hex where enemy reinforcements enter the map.

## 7.3 What is Movement, What is Not

There is a difference between moving counters around the map versus the game mechanic of Movement.

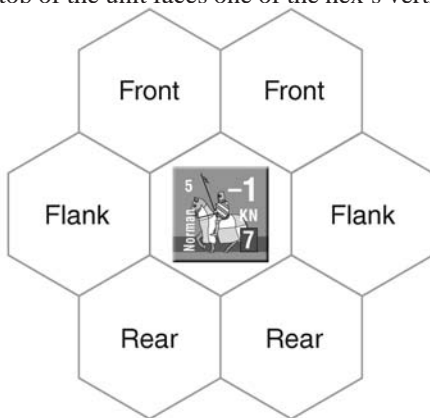
Movement, as a mechanic, is any action that requires the expenditure of Movement Points. Actions that move a unit (e.g., retreat, changing facing, Charge, etc.)—but do not require an expenditure of Movement Points—are not Movement in terms of a game mechanic.

## 7.4 Reinforcements

All reinforcing units and leaders are considered to begin in an off-map area adjacent to every reinforcement entry hex for their Command (as defined for this battle in the battle book). Their first MP spent moves them into any reinforcement entry hex for their Command; there are no additional costs for other units that may have entered into the same hex from off map. Every reinforcing unit and leader can spend its full MA the turn it enters the map. A reinforcing unit is considered to be in Command and can Fire Missiles, Shock attack, or Charge the Activation it enters the map. A reinforcing leader must enter the map with his units.

## 8.0 FACING

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex's vertices, not the



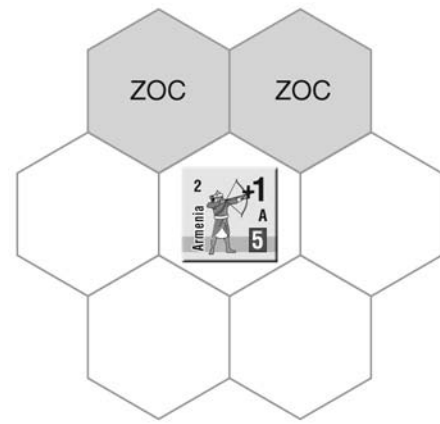
side of the hex. A unit may ignore this facing when moving, but once it stops movement or conducts missile fire it must be faced in a specific direction. The two hexes to each side of the vertex the unit is facing are Frontal, the two at the other end, the Rear; the side, Flank.

Facing determines a unit's Zone of Control, at whom missile units may fire, and in what direction cavalry may Charge. In general, this applies to only their (two) frontal hex/hex sides.

Facing does *not* matter when determining movement direction (except for Charging cavalry), and units are free to change facing as much as they want during movement, at no cost, unless they are in an enemy ZOC (see 9.0). However, they may do so only when Activated.

**Exception:** Units in an enemy ZOC can only change facing one vertex, if they stay in the hex. If they are moving out of that hex, they can change facing any number of vertices.

Changing facing is not considered movement for purposes of "Fire or Movement", as it does not expend Movement Points.



## 9.0 ZONES OF CONTROL (ZOC)

All mounted combat units and missile armed infantry, but not other infantry, exert a ZOC into their frontal hexes. **Zones of Control** do not extend into or across hexes or hexsides that a unit is prohibited from entering or crossing.

*DESIGN NOTE:* ZOC's represent a unit's ability to exert its presence—usually through fire or mobility—into the space to its front.

If a unit begins its Activation in the ZOC of an enemy unit it may move to another hex. A unit that begins its move in or enters the ZOC of an enemy unit during movement may not enter or re-enter a hex in the ZOC of the same enemy unit during a single Activation. This means a unit may move from one enemy unit's ZOC to another enemy unit's ZOC, but not enter or re-enter a hex in the same enemy unit's ZOC. A moving unit (except mounted missile units) must stop if it enters an enemy ZOC.

- +2 MP for a foot unit to exit a hex in the ZOC of an enemy mounted unit.
- +1 MP for any unit to exit a hex in the ZOC of an enemy missile unit. (cumulative with the modifier above).

A mounted missile unit, and any leader stacked with it, may enter and then exit a hex in an enemy ZOC, regardless of the unit type exerting the ZOC, in the same turn by paying an additional 1 MP to leave, see 11.0. The prohibition of entering or re-entering a hex in the ZOC of the same unit during the same Activation still applies.

*Developer Note:* the above rather large change clarifies wording and intent. It does not change the rules.

## 10.0 STACKING

Combat units may not stack (be together in the same hex) at *any* time, even during movement. Leaders, markers, and Standards stack freely with any unit.

## 11.0 MISSILE FIRE

### 11.1 Missile Units

Missile units—archers (both on foot and mounted), Crossbowmen, and Javelin armed Pike Infantry—are capable of firing at enemy units (**not lone leaders**). The Maximum Range—the maximum number of hexes over which that unit may fire is 2 hexes. You count the target hex, but not the firing hex. Missile units may fire through their frontal and flank hex sides (8.0), although when using Reaction fire, that is limited to Frontal hex fire. **ALOS** that passes down a hex spine between Flank and Rear counts as Rear for missile fire, this means that a missile unit may not fire down those hex spines or use Return Fire if it is fired at down those hex spines. Archers may fire over other units (see 11.4).

**DESIGN NOTE:** Realistically, the maximum range of regular bows and crossbows—maybe about 350-400 yards—was not much past what we have as one hex here. However, for play purposes, we have enabled them to so fire, albeit at minimal effectiveness.

**HISTORICAL NOTE:** Crossbows—and here we are dealing with the wooden variety—and both longbows and composite bows, the smaller but exceptionally sturdy bow of the steppes and East—have about the same maximum range, with perhaps a slight advantage to bows. The Crossbows have greater penetration power, especially at short distances, but the Long/ Composite Bows have a far greater rate of fire, at least 3 to 1, maybe more.

### 11.2 When Units May Fire

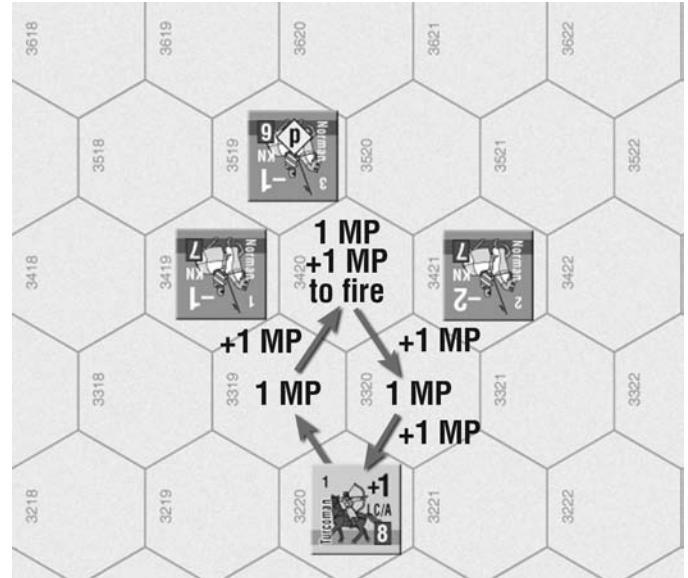
There are three opportunities for Missile Fire, each one available depending on the unit type: Active Fire, Return Fire and Reaction Fire.

#### Archers (mounted or on foot) May Fire:

- **Active Fire, Foot Archers:** when they are Activated. A unit may fire once when its Command is Activated at any time during Movement. However, once they fire, their movement for that Activation is finished. Thus, if they fire before moving they cannot then move.
- **Active Fire, Mounted Archers:** Mounted archers may fire during their Movement. If in a hex in an enemy ZOC when they fire, it costs 1 MP to fire, otherwise firing costs 0 MP. Mounted archers may leave a hex in an enemy ZOC they have entered in the same Activation, paying an additional 1MP cost to do so. They may not enter another hex in the same enemy units ZOC during that Activation. Mounted archers may continue to move before/after firing. **A mounted archer may only fire once in its Activation.**

**EXAMPLE:** The Turcoman LC/A beginning in hex 3220 wants to fire at the Disordered Knight in the rear of the Crusader formation. It spends 1 MP moving to hex 3319. It then spends 2 MP to move to hex 3420 (1 MP for clear terrain + 1 MP to leave the ZOC of the Knight in hex 3419). The LC/A fires at the Disordered Knight, spending 1 MP because the Knight in hex 3519 exerts a ZOC into 3420, even when Disordered. The Knight is not forced to Counter-Charge because it is Disordered. From the Fire/Range DRM Chart, the DRM for the missile fire is a net -1 (+1 for range, -1 for firing at Knights, and -1 for mounted

archers firing). The luck of the LC/A is poor and it rolls a 2. A 1 (DR of 2 with a -1 DRM) on the Target Mounted Disordered column of the Fire Results table equals “No Result.” It then moves to 3320, spending another 2 MP (1 MP for clear terrain + 1 MP to leave the ZOC of the Knight in hex 3519). Finally, the Turcoman moves back to its starting hex 3220, spending its last 2 MP (1 MP for clear terrain + 1 MP to leave the ZOC of the Knight in hex 3421).



**HISTORICAL NOTE:** The capability of mounted archers (our Light Cavalry) to do this is part of their harass and disperse tactics, riding close to the enemy lines, firing quickly, and then riding away, all in a continual series of squadrons. The Franks learned how to deal with this by using their fairly mobile heavy cavalry and Counter-Charge tactics, plus the awareness that Moslem tactics depended greatly on having lots of area to maneuver, especially around flanks.

- **Return Fire (Non-Active Only):** When fired at by an enemy Missile unit, if the latter is within Range. The Return Fire and the Active Fire are resolved simultaneously, before any results are applied. Archers may not use Return Fire if fired at through a Rear hex.
- **Reaction Fire (Non-Active Only):** When any enemy unit moves or Charges into its adjacent frontal hexes. This applies to each enemy unit that does so and it is resolved the instant the frontal hex is entered. This does not apply to retreat, Advance After Combat, or Continued Attack.

**PLAY NOTE:** Archer units using Reaction or Return Fire may fire at each enemy unit that becomes “eligible”, as per the above, any number of times per Activation.

#### Crossbow and Javelin Units may fire:

- **Active Fire:** When they are Activated. A unit may fire once when its Command is Activated at any time during Movement. However, once they fire, their movement for that Activation is finished. Thus, if they fire before moving they cannot then move.
- **Reaction Fire (Non-Active Only):** When any enemy unit moves or Charges into its adjacent frontal hexes. This applies to only one enemy unit that does so in a given Activation

and it is resolved the instant **the frontal hex is entered**. They may use Reaction Fire only once during a given enemy Activation. This does not apply to retreat, Advance After Combat, or Continued Attack.

- They may *not* use Return Fire.

**PLAY NOTE:** The differences between Crossbows, Javelins, and Composite bows, noted above, are factored into their Missile DRM and the above mechanic.

### 11.3 Resolving Fire

To Fire, check the range and consult the Fire/Range DRM Chart. The chart gives any DRM for the firing unit at that Range. Now roll one die, noting whether the target is Disordered or in normal status. The **DRM for Missile Fire** Table lists all of the circumstances (as DRM) that provide additions to (or subtractions from) the DR. Compare the adjusted DR to the Fire **Results** Table to get the result, as defined in 14.0.

**EXAMPLE:** An archer firing at a range of 1 hex gets a DRM of +1. But if he is firing at Knights or Heavy Cavalry, that incurs an additional DRM of -1, for an accumulated DRM of '0'.

During Reaction Fire, if multiple units react to a single unit, the firing player chooses the order of fire resolution and results are applied immediately, as they occur. The instant the unit is no longer in the hex that caused the Reaction Fire (due to retreat, Retire, or Elimination), Reaction Fire ends.

**Angle of Fire:** Missile Fire aimed at Medium or Light Cavalry through the latter's Flank hexsides earns the firing unit a +1 DRM. Fire that passes down a hex spine does not count as Flank. This reflects firing at the easier-to-hit, unprotected flanks of the horses.

**HISTORICAL NOTE:** Missiles, especially crossbow shafts, could pierce the mailed armor and shields of the better-protected enemy, although the latter were better off than the lesser armored men. However, this ability dissipated greatly with distance (as well as angle of fire), so the distance factor. The ability of knights to close quickly against missile fire became part of the tactics.

### 11.4 Line Of Sight (LOS)

A unit must be able to see a unit to fire at it. To do so, the player must be able to trace an unblocked LOS from the center of the firing hex to the center of the target hex. LOS is blocked

- by Woods, Garden, Drumlin, and City hexes. You may fire into these hexes, but not through one.
- if the LOS passes through any intervening slope which is higher—of greater elevation—than both the firing and target hex. It may be necessary to use a string to measure between hexes to determine this LOS case.
- Crossbowmen may not fire through other units. Archers may. (They're actually firing over them.)

If a hex contains terrain considered blocking terrain, then the entire hex is treated as blocking, not just the graphic feature inside the hex.

However, a LOS may be traced along a hexside if only one of the hexes adjoining the hexside contains blocking terrain.

## 12.0 SHOCK

**DESIGN NOTE:** Units' weapon systems, armor and morale are represented by a combination of the System Matrix and the unit Defensive DRM.

### 12.1 The Shock Phase



In the Shock Phase, all (eligible) **Activated** units listed as Attacker on the Weapon System Matrix may (not must) Shock attack. However, if they choose to do so, they must Shock any/all enemy units that are in their frontal hexes, unless those units are being attacked by other friendly units. **Any declared attacks must be completed, there is no ability to "call off" a declared attack.** Units not listed in the "Attacker" row may never Shock attack (or Charge). They do defend, though. A unit can only participate in one attack per Activation (*Exception: Continued Attack result; 14.6*). This attack can be with or without other units against a single defender or by itself against two defenders in its frontal hexes.

**EXAMPLE:** Three units attack two defending units. The attacker must choose to attack one defender with two units and the other with 1 unit, the middle unit cannot split its attack against both defenders.

### 12.2 Retreat Before Combat

**Mounted units that are not Disordered may Retreat Before Combat if attacked solely by foot units, by moving one hex away from all attacking units. The Retreating unit must be able to end its Retreat one hex away from all attacking units or it may not Retreat.** They may not enter a hex in an enemy ZOC, the path of a Charge, or an occupied hex, but they may change facing at will. One attacker may advance into the vacated hex, if the player so wishes, but may not then Shock or change facing. If one attacker is attacking two defenders and both defenders Retreat Before Combat, the attacker may pick which hex to advance into as above. If only one defender retreats, resolve the attack on the other.

**DESIGN NOTE:** There is no penalty for mounted units retreating before shock against dismounted units, unlike in *Men of Iron Vol I*. This reflects the superiority of cavalry in this era.

Light Cavalry, that are not Disordered, may Retreat Before Shock or Charge if attacked by Knights, Heavy Cavalry, or Medium Cavalry by moving one hex away from the attacking unit and then rolling the die, adjusting the DR by the Retreating unit's Defensive DRM rating.

- If the adjusted DR is 5 or less, the Retreat has no negative effect.
- If the adjusted DR is 6 or more, the unit retreats but is Disordered.

However, if such attack is a Counter-Charge (see 13.6) the above DR results change to:

- If the adjusted DR is 3 or less, the Retreat has no negative effect.
- If the adjusted DR is 4-7 or more, the unit Retreats but is Disordered.
- If the adjusted DR is an 8 or more, there is no Retreat allowed, move the unit back to its original hex and resolve

the Charge.

All of the restrictions on Retreat Before Combat, and the ability of an attacking unit to Advance, listed in the first paragraph also apply to Light Cavalry Retreat Before Combat.

**Retreat Before Combat applies to any attack, including a Continued Attack.**

## 12.3 Shock Resolution

*DESIGN NOTE: Shock resolution uses a mechanic somewhat different from most games of this type. Shock/Charge is resolved against each defending unit individually, regardless of how many units are attacking and/or how many units are being attacked.*

### Order of Shock Resolution

Shock is resolved after all Movement is finished, in the following order:

1. The Active player designates which of his units are attacking which defending units, including Charges.
2. One at a time, the Active player moves each Charging unit adjacent to its target. Any Reaction fire caused by this move is resolved. If required, the Charging unit makes a Charge Reluctance roll. Any Retreat Before Combat by the defender is resolved at this time. The defender attempts any Counter-Charges of which he is capable.
3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The Charge Table is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by reaction fire, not Reluctant, not Counter-Charged); otherwise the Shock Table is used. Advances are taken and Continued Attack markers are placed.

**PLAY NOTE:** Attacks by a single attacker against multiple defenders are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative) applied after both attacks are resolved.

4. All Continued Attacks are now resolved. Begin again at Step 1, except that all units marked with a Continued Attack marker (**only those units**) must attack; Charging and Counter-Charging is not allowed.

All of the below are cumulative; “+” DRMs favor the Attacker; “-” DRMs favor the Defender.

### Die Roll Modifiers for Resolving Shock

To resolve Shock, roll the die, then apply any DRM that apply from the following situations.

1. Strength Advantage
2. Position Advantage
3. The Defender’s Shock Defense DRM
4. Leader Presence
5. Unit type (Weapons System Matrix)
6. Attacker Status (Disorder/**Charging unit moved**)
7. Defender’s Status (Retired)
8. Continued Attack

**1. Strength Advantage:** The player with the higher number of units receives the differential between the number of units as a DRM.

*EXAMPLE: One Heavy Cavalry unit attacks two infantry units. There is a -1 Strength (Dis-)Advantage DRM to the Shock resolution for each infantry unit.*

The Strength Advantage, or Disadvantage, that the defense may have is applied (as a DRM) to each *separate* DR.

**PLAY NOTE:** If one unit is attacking two units, the attacker will roll twice, each with a -1 DRM ...and undergo possible adverse results twice.

*EXAMPLE: A Knight unit Shock attacks two LC. In resolving each defender separately, the Knight gets a Continue Attack against the first, but is Disordered in the second combat. The Knight must then Continue Attacking, but is Disordered.*

**2. Position Advantage:** There are 2 types of position advantage:

**A. Angle of Attack:** This reflects the advantage of attacking from an angle other than (only) frontally (only one applies):

- If any Shock/Charge attacking units are attacking through a Defender’s Flank, there is a +2 DRM
- If any Shock/Charge attacking units are attacking through a Defender’s Rear, there is a +3 DRM
- If the attackers are attacking through **two or more sides (Front, Rear, Left Flank, or Right Flank)** of a unit there is a +4 DRM

**B. Terrain:** See the Terrain Charts for the individual battles for the effects of terrain on combat. The row for the defender’s terrain is used with the column for the attacker’s unit type (i.e. Mounted or Foot) to find the modifier for each attack. If more than one unit is being attacked, the terrain of each individual defending unit is what matters. If there is more than one attacker with different terrain considerations (e.g., one is attacking across a river, the other isn’t) then the terrain DRM most favorable to the defender is used.

**3. Shock Defense DRM:** The defending unit’s—not the attacker’s—individual Shock Defense DRM is added.

*EXAMPLE: A Templar Knight is attacked by two Ayyubid Medium Cavalry from the front. The Knight’s Shock Defense Rating is -3, which is added to the strength advantage the Ayyubid have. This makes the cumulative modifier 1 + (-3) = -2!*

**4. Leader Presence.** Knights and Heavy Cavalry units stacked with their Command leader or the Overall Commander gain a +1 DRM when attacking. A Crusader leader with Charisma also adds their Charisma rating as a DRM to the attack. This only applies once, no matter how many leaders a unit is stacked with.

**5. Weapons/Armor Comparison.** The Attacker uses the Weapons System Matrix to compare his Attacking unit Type to that of the Defender. The matrix provides the appropriate DRM. If an attacker is doing so with two units, each of a different type, he may use the DRM with the best benefit for the Attacker.

**EXAMPLE:** A Fatimid Pike Infantry (0) and a Sudanese Archer with Flails (+1) are attacking a Crusader Pike Infantry. The +1 DRM would be used.

**Play Note:** Use the MC column for MC/A units.

#### 6. Attacker Status: 2 attacker statuses can affect an attack:

- **Disorder:** If any Attacker is Disordered, there is a -2 DRM. (Defenders' Disorder status is covered by the chart itself.)
- **Move before Charge:** If any Charging Attacker moved during its Activation, there is a -1 DRM.

**7. Defender Retired.** If the Defender is Retired (14.4) add two (+2) to the Attacker's DR, and use the Disordered portion of the Combat Resolution Table.

**8. Continued Attack.** Units undertaking Continued Attacks (see 14.6) earn a cumulative -1 DRM for each such attack it undertakes in that Activation.

To resolve the Shock, roll the die for *each* defending unit, apply the DRMs and consult the appropriate Combat Results Table. If at least half of the attacking units are Charging, use the Charge Table, otherwise use the Shock Table. Look under the column appropriate to the defending unit's status (Normal or Disordered) to find the result.

## 12.4 Advance After Combat



Advance is part of combat resolution and is undertaken after a unit has finished all of its attacks, if a defender vacates a hex as a result of a Shock or Charge attack. The attacker must, if possible, Advance one of his eligible attacking units into that hex. A unit is ineligible to Advance if:

- It is Disordered or a Foot unit, and not marked with a Continued Attack marker (14.7).
- It would have to cross or enter terrain that it is prohibited from moving across or into.

If more than one unit attacked follow the priorities below to determine which unit must Advance.

1. A Charging unit
2. A Mounted unit
3. A non-Disordered unit

If a unit attacked more than one defender and both hexes are vacated, the attacker chooses which hex to Advance into. The advancing unit may change its facing as it wishes after such advance (unless a Continued Attack resulted, in which case no facing change is allowed).

**PLAY NOTE:** Remember that Disordered units and infantry only Advance due to Continued Attack results.

**PLAY NOTE:** A Continued Attack result always forces the unit obtaining it to Advance and attack, regardless of any other combat results that unit incurs, including retreat.

## 13.0 CHARGING

Charging is a method of Shock attack in which the attacking units use their weight and momentum to obtain a more favorable result. It is thus available solely to (some) mounted units.

**PLAY NOTE:** Experience, from previous designs using this system, has shown us that this is the one section of rules that causes some confusion, mostly because of the number of possibilities it raises. We've tried to cover as many of these as possible, but if we have failed to do so, and you are stumped beyond repair, try to visualize what is happening and the rules are attempting to portray. That's what we do when we write them.

*It helps to remember that Charge is just another form of Shock that uses a different Combat Results Table.*

### 13.1 Which Units May Charge

Only Knights and Heavy Cavalry can Charge. Charge is *not* Movement; it is part of Combat.

- **Knights and Heavy Cavalry** that start *their* Activation adjacent to an enemy unit may not Charge during Activation.
- **Disordered Knights and Heavy Cavalry** may not Charge; they may still Shock without a Charge.

### 13.2 Charge Procedure

To Charge, a **Knights or Heavy Cavalry** unit must start the Shock Phase with a **LOS** (see 11.4) and either one or two hexes between it and the target unit. The path to the target must be through the unit's frontal hexes and it may only change facing one vertex to reach the target which must end in the Charging unit's frontal hexes. A Charge is a special form of Shock that targets only one unit, an exception to 12.1. If a Charging unit is Disordered during its Charge, the attack is resolved as a Shock attack against the original target of the Charge, the Disordered unit is not required to attack all units in its frontal hexes.



All Charges are designated prior to actually resolving any one Charge, along with other Shock attacks in Step 1 of the Shock Phase. Charges are resolved by moving the Charging unit adjacent to the target, in Step 2 of the Shock Phase. (Remember, this is not actual game Movement, so there is no use of Movement Points.)

### 13.3 Charge Restrictions

**Knights and Heavy Cavalry** may not Charge across rivers or steep slope hexsides, nor may they Charge a unit in a Woods, Marsh, City or Rough hex. **Knights and Heavy Cavalry** may not Charge into or across terrain which they are prohibited from moving into. They may Shock into/across those hexes/sides without a Charge (see 12.0 SHOCK), as long as there is not an NA in the Shock/Charge column of the TEC for mounted units. A Charge may not cross a hex in an enemy ZOC, but may end in a ZOC hex.

The Charging unit must have a path free of friendly or enemy combat units to the target at the time the Charge is declared. The path cannot be shared with other Charging units and must include the hex, adjacent to the target, the Charging unit will end its Charge in.

### 13.4 Benefits and Results of a Charge

Charging *Knights and Heavy Cavalry* resolve their attack using the *Charge Table* (not the *Shock Table*).

Any *Charging unit that has moved* (used Movement *Points*) in that Activation, prior to the Combat portion of its Activation subtracts one (–1 DRM) from its Charge Resolution DR.

A unit that has Charged and attained a “Continue Attack” result is no longer Charging when it resolves the Continued Attack. The “Continued Attack” is resolved as regular Shock.

### 13.5 Charge Reluctance

Horses do not like to “Charge” a heavily defended line of Pike Infantry (showing much more common sense than their riders). To reflect this, whenever Heavy Cavalry (but not Knights!!) are Charging a Pike Infantry or Men-at-Arms unit through its frontal hex, the Charging player rolls the die, adjusting that DR by the Charging unit’s Shock Defense DRM.

- If the adjusted DR is 6 or less, the attacking unit successfully Charges
- If the DR is a 7 or more, the Charge is blunted by the reluctance of the horses to close, and the unit must attack using the Shock Table, not the Charge Table.

**EXAMPLE:** A Saracen Heavy Cavalry with a Defender DRM of –1 rolls a ‘7’ when checking for Reluctance. The DRM of –1 adjusts that to a ‘6’, so he completes his Charge. If he had rolled an ‘8’, he would have to use the Shock Table, instead.

A unit which passes a Counter-Charge DR does not roll for Charge Reluctance.

**PLAY NOTE:** As you can see, Knights do not undergo Charge Reluctance. They and their superbly trained warhorses never showed any reluctance to do so, regardless of the situation.

**DESIGN NOTE:** Yes, the die rolls are different from *MoI Vol I*. This reflects the superiority of cavalry in this era.

### 13.6 Counter-Charge

Heavy Cavalry and Knights may attempt to Counter-Charge when Charged, Shock attacked, or they suffer missile fire *through their front or flank hexsides*. Disordered Heavy Cavalry and Knights or Heavy Cavalry and Knights units that began the Activation in the ZOC of another enemy unit may not attempt to Counter-Charge. *Unlike a Charge, a Heavy Cavalry or Knight unit can Counter-Charge a unit in an adjacent hex. Counter-Charges must meet all restrictions in 13.3.*

**PLAY NOTE:** If a Knight or Heavy Cavalry begins an Activation in the ZOC of a unit, place a Counter-Charge Used marker on it for reference.



Only the non-Active player’s units may Counter-Charge. Only one Counter-Charge per Activation is allowed. Once a unit has *attempted to Counter-Charge* place a Counter-Charge Used marker on it as a reminder. A defending Heavy Cavalry or Knight unit may change facing one vertex *if it succeeds in Counter-Charging Against*

*Charge or Shock*, but may not change facing during the Counter-Charge. The Counter-Charge path must be through its frontal hexes and the target(s) must end in the unit’s frontal hexes.

If a unit is attacked by enemy units using both Shock and Charge combat, the owner may choose Counter-Charge either the Shocking Attackers or the Charging Attackers (but not both). A unit may Counter-Charge more than one unit, but all Counter-Charged units must end in the Counter-Charging unit’s frontal hexes.

### 13.7 Counter-Charge Against Cavalry Charge

Counter-Charge against an enemy Cavalry Charge attack reflects the ability of Knights and Heavy Cavalry to negate the momentum of any such enemy attack by launching its own Charge.

To Counter-Charge, the defender rolls the die before the enemy Charge against the Heavy Cavalry or Knight is resolved;

- add the Counter-Charging unit’s Defense DRM;
- if the Counter-Charging unit must change facing to effect the Counter-Charge add one (+1) to the DR.



If the *adjusted DR is 3 or less*, the unit has successfully Counter-Charged and the Charge of that Attacker has been negated and the **Charge marker** replaced with a **Shock marker**.

If the *adjusted Counter-Charge Attempt DR is 4 or more the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.*

*After Counter-Charging have been resolved*, if at least half the Attackers are marked with a Charge marker, the Charge table is still used when resolving the attack. Otherwise, the Shock Table must be used when resolving the attack.

### 13.8 Counter-Charge Against Shock

Counter-Charge against an enemy Shock attack (by infantry or cavalry) reflects the ability of Knights and Heavy Cavalry to negate the force of any such enemy attack by launching a Charge.

To Counter-Charge, the defender rolls the die before the Shock is resolved;

- Add the Counter-Charging unit’s Defense DRM;
- If the Counter-Charging unit must change facing to effect the Counter-Charge add one (+1) to the DR.

If the *adjusted DR is 4 or less*, the unit has successfully Counter-Charged. The original Attacker is still the Attacker, but now he must subtract two (–2) from his DR when resolving the attack. This applies even if the attack includes Charging units and will be resolved on the Charge Table. In cases where one Attacker is attacking two defending units, a successful Counter-Charge by one Defender applies the Counter-Charge modifier only to the resolution of the attack against the Counter-Charging unit.

If the *adjusted Counter-Charge Attempt DR is 5 or more the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.*

### 13.9 Counter-Charge Against Fire

Enemy Missile Fire may induce targeted Knights and Heavy Cavalry to Charge the firing units.

- For Knights, this inducement is automatic—they *must* Counter-Charge when fired at if they are not Disordered or already in a hex in an enemy ZOC.
- For Heavy Cavalry, it is voluntary.

**For Heavy Cavalry:** The process and the DR is the same as for Counter-Charge against Shock, except that the Counter-Charge DR is made *before* the Fire is resolved, **the missile fire is resolved**, and then if the Counter-Charge DR was successful the Counter-Charge takes place, with the Heavy Cavalry moved adjacent to the firing /missile unit and then performing a Charge attack (If the Counter-Charge DR failed the unit stays where it is **and does not change facing**, its Counter-Charge being unsuccessful).

**For Knights:** A Knight *unit* must Counter-Charge an enemy unit that is firing at it, unless there is no clear Charge Path, in which case there is no possibility of Counter-Charge. If the Knight Counter-Charges, the procedure is the same as Heavy Cavalry above. If the player does not want his Knight to Counter-Charge and its Command leader is **in** Command Range (see 5.2), he must roll one die, from which he subtracts the Command leader's Activation Rating.

- If the adjusted DR is 3 or less, no Counter-Charge takes place
- If the adjusted DR is 4 or more, the Knight Counter-Charges.

**PLAY NOTE:** Remember, restraining those impetuous Knights is voluntary on the part of the player. Also remember that Light Cavalry Archers have that Retreat Before Combat ability, which is the main part of their tactics against Knights.

If the successfully Counter-Charging unit is Disordered by the fire which initiated the Counter-Charge (as above), the Counter-Charge is still undertaken, but is resolved as a normal Shock attack. Any Light Cavalry Retreat Before Combat still rolls on the Light Cavalry Retreat Before Counter-Charge Table.

Any Counter-Charge attack is resolved immediately (as stated above). The Counter-Charge ends the movement of the missile unit, even if it would still otherwise be eligible to move after firing (mounted archers). **Any Continued Attacks that result from a Counter-Charge Against Fire should be resolved immediately. Treat this as a mini-Shock Phase for just this unit. The Continuing unit must attack all units in its frontal hexes, those units can Retreat Before Combat, and there can be more Advances and/or Continued Attacks.**

## 14.0 COMBAT RESULTS

**SUGGESTION:** Please refer to the Fire, Shock, and Charge Combat Results Tables located on the *Infidel* Player Aid Card while reading this section.

### 14.1 The Combat Results Tables

Missile Weapons use the fire Charts and Tables. Charging Knights and Heavy Cavalry use the Charge Table. All other Shock attacks use the Shock Table.

Shock and Charge combat results depend on whether the *defending* unit is Normal or Disordered. Missile Fire results depend on whether the target is mounted or infantry and Normal or Disordered. There are separate results columns for each status.

**PLAY NOTE:** Remember, Shock/Charge is resolved separated for each, individual defending unit.

### 14.2 Disorder

When a unit is *Disordered*, flip the counter to its “Disordered” side. If there is no Disordered side, the unit is, instead, Retired. The effects of being Disordered are:

- –1 to its Movement Allowance (as noted on the counter), this penalty does not apply until the unit's next Activation if the Disorder result occurred during movement.
- –1 if firing missiles while Disordered (as noted on the counter).
- Reduced Defender DRM Rating when Shock attacked/Charged (as noted on the counter).
- Shock attacks made by Disordered units incur a –2 DRM.
- A Disordered unit may not Charge or Counter-Charge.
- A Disordered unit may not Retreat Before Combat.

Additional Disorder results have no further effect on a unit which is already Disordered.

### 14.3 Retreat

A unit that must *Retreat* must move one hex away from the unit(s) inflicting the result. It must end its retreat one hex from every unit which participated in the attack that caused the retreat. It may not Stack, and it may not move into a hex occupied by an enemy unit, but may move into a hex occupied solely by an enemy leader (see 5.5) or Standard. It may move into an enemy ZOC, and it may change facing. If its retreat is blocked by a friendly foot-archer/crossbowmen unit, it *may* retreat *through* that unit an extra hex. If it does so, the Missile unit is Disordered; if already Disordered, it is Retired. Any leader stacked with the Retired missile unit must make a Leader Casualty Check (5.5) as if the unit suffered the Retire result from Shock combat.

If it cannot retreat, satisfying the above conditions, it is eliminated. Any leader stacked with the unit must make a Leader Casualty Check (5.5) as if the unit suffered the Eliminated result from Shock combat.

**Note:** If the unit and leader are totally surrounded, the leader will be eliminated also, per 5.5.

### 14.4 Retire



Pick up the unit and place it as close to its Standard as you can, including in the Standard hex—place a “Retired” marker on top of it—unless that unit is unable to trace a route to the Standard not blocked by enemy

units and impassable terrain (but not ZOC), in which case it is Eliminated. The hex chosen must not be adjacent to the enemy units that caused the Retire result, if this is not possible, it is Eliminated. Retired units are counted towards that army's Flight Level (see 3.0).

Retired units have a Movement Allowance of 1 hex per Activation, and may (if they need to) move only towards their Standard. If a Retired unit is attacked or fired upon, treat it as Disordered, but add two (+2) to the Shock Resolution DR. Any Retreat, Disorder, or Retire result results in that unit being Eliminated.

If a Command or army's Standard has been captured, a Retired result becomes an Eliminated result.

**PLAY NOTE:** Retired units are Activated along with other units in their Command.

### 14.5 Eliminated

The unit is no longer effective as a fighting force and is finished for the day. Remove it from the board. Eliminated units are counted towards that army's Flight Level (3.0).

**PLAY NOTE:** Eliminated does not mean that all men in the unit have been killed. It represents the loss of men and/or catastrophic loss of morale past the point the unit can remain effective.

### 14.6 Continued Attack



After all combats are resolved, another Shock Phase is conducted for all units marked with a Continued Attack marker. During this Shock Phase these units must Shock attack, no Charges or Counter-Charges are allowed, otherwise it is resolved identically to 12.0. After all Continued Attacks that resulted from the initial Shock Phase are resolved, those marked Continued Attack -1, remove the Continued Attack markers from any units that did not earn another Continued Attack result. If any unit that has a Continued Attack marker on it obtains another Continued Attack result, increment the Continued Attack marker (i.e., flip a Continued Attack -1 to Continued Attack -2 or add another Continued Attack -1 marker to the unit) and conduct another Shock Phase for all of those units still marked with Continued Attack markers. Continue this procedure until no unit is marked with a Continued Attack marker.

When resolving a Continued Attack, subtract one (-1) from the Resolution DR for each *previous* Attack undertaken by that unit in that Activation, this will be denoted by the sum of the Continued Attack markers on the unit.

**PLAY NOTE:** The DRM reflects the ongoing loss of formation and impetus such attacks are subject to.

**PLAY NOTE:** There is no limit to the number of times a unit can obtain a Continued Attack result. If you run out of Continued Attack markers, add some other marker to designate the additional modifiers.

## 15.0 RALLYING UNITS

### 15.1 Rally

*Disordered* units may cure their Disorder status by spending their entire Activation doing nothing. Flip the Disordered unit to its normal side, if they are not adjacent to an enemy unit after all combat has concluded and they have neither moved, changed facing, fired missiles, attacked, or been attacked that Activation. **Note:** The unit may have started the Activation adjacent to an enemy unit, but can still rally if there are no enemy units adjacent after combat.

*Retired* units that are in or within one hex of their Standard may be Rallied if that Standard is Activated; see 6.0. When Activated, remove the Retired marker from every eligible unit and make sure the units are in Disordered status.

Units may not Rally if adjacent to an enemy unit. Units may Rally if within range of an enemy Missile unit or Out of Command.

### 15.2 Standards



The Standards of the armies were the rallying point for units. Any unit that is Retired and is within one hex of its Standard when the Standard is Activated has its status changed from Retired to Disordered.

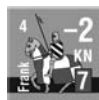
Standards may be Activated only in a Free Activation; they may not be Activated by DR. A Standard is Activated instead of a Command. When a Standard is Activated, the player may either move the Standard (and just the Standard, not any units near it) or Rally Retired units.

A Standard may be moved to any hex on the game-map. However, when doing so, any Retired units that are within 1 hex of the Standard prior to its being moved must check to see what effect this has on them. Roll one die; **add** the unit's Disordered Shock Defense DRM. If the adjusted DR is a '5' or higher, that Retired unit is now Eliminated.

Standards may be captured by the enemy, if an enemy combat unit enters a hex occupied solely by the Standard. **When a Command (or Army if there is only one Standard) loses its Standard, Eliminate all currently Retired units; thereafter all Retired results become Eliminated for that Command (or Army).** Standards may not Retreat Before Combat.

## 16.0 KNIGHTS AND OTHER SPECIAL UNIT TYPES

### 16.1 Knights



Knights have special rules which reflect their aggressive (sometimes overly), independent spirit:

- Knights are never Out of Command, regardless where their Command leader is, except for purposes of Charge Reaction to enemy missile fire.

- No Charge Reluctance for Knights.
- Charge Reaction to Missile Fire is automatic, unless restrained by their Command leader (see 13.9).
- Knights never Retire (see 14.4). Whenever a Knight suffers a Retire result it is Retreated (14.3) instead.

## 16.2 Sudanese Archers



The Fatimid and Ayyubid Armies contained large numbers of Sudanese (or Ethiopians; the names are intermixed in the various sources ...some sources call them “azoparts”, an old word apparently derived from a French word for Ethiopians. Now there’s a piece of worthless trivia). The Sudanese were archers with a kick: they carried flails, maces on chains, which they could swing with great effect. They also knelt when firing.

The Sudanese Archers with Flails may fire as regular Archers. Unlike regular Archers, they may also use (and defend, like other Archers, against) Shock attack, using the AF column/row on the Weapons Matrix. However,

- If they Fire when Activated, they may not Shock attack, and vice versa.
- If they use Reaction Fire, they must defend against Shock attacks against them in that Activation as Archers, not as Archers with Flails.

## 16.3 Bedouin Pike Infantry Javelineers



The Bedouin Pike Infantry Javelineers may move, throw their javelins and attack/defend as Pike Infantry all in the same Activation. See the Javelineer row on the Missile Fire/Range DRM Chart.

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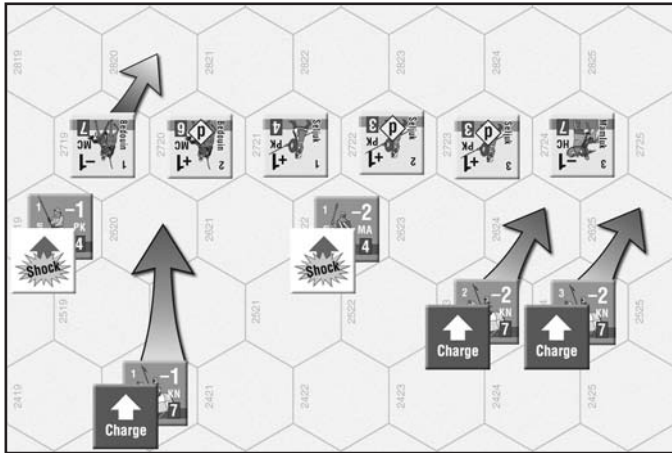
## Example of Combat

This example begins after the movement phase of a Crusader Activation. Norman KN 2 and Norman KN 3 moved during the Activation to reach their respective hexes.

### Shock Phase Step 1: Declaration of Attacks

Norman PK 1 will Shock attack Bedouin MC 1. Norman KN 1 will Charge Bedouin MC 2. Norman MA 1 will attack Seljuk PK 1 and Seljuk PK 2. Norman KN 2 will Charge Seljuk PK 3. Norman KN 3 will Charge Mamluk HC 3.

**Note:** Norman KN 1 could have charged Bedouin MC 1 and attacked together with Norman PK 1, rather than Charging Bedouin MC 2. The Knights would not have to attack Bedouin MC 2, as a Charge targets one defender; per 13.2. This would prevent Bedouin MC 1 from Retreating Before Combat (see 12.2) in Step 2. This attack would have been resolved on the Charge table, as at least half of the attackers would be marked with a Charge marker.



### Shock Phase Step 2: Before Resolution

The counter for Norman KN 1 is placed adjacent to Bedouin MC 2 in hex 2620. The counter for Norman KN 2 is placed adjacent to Seljuk PK 3 in hex 2624. The counter for Norman KN 3 is placed adjacent to Mamluk HC 3 in hex 2625.

The Fatimid player decides that Bedouin MC 1 Retreats Before Combat, the counter is placed in hex 2820. The Crusader player decides not to advance Norman PK 1 into hex 2719. Mamluk HC 3 declares a Counter-Charge (see 13.7) against Norman KN 3. Consulting the Counter-Charge vs Cavalry Charge table, the HC's Shock Defense DRM (-1) is added to a die roll to determine the effectiveness of the Counter-Charge. The Fatimid player rolls a 2-1 DRM = 1. The Mamluk HC's Counter-Charge is successful and Norman KN 3's Charge marker is replaced with a Shock marker.

### Shock Phase Step 3: Attack Resolution

The Crusader player decides to resolve his attacks in order from left to right. Since all combat is simultaneous the order of resolution only matters for advance and retreat decisions.

#### Norman KN 1's Attack on Bedouin MC 2

From the Weapons System Matrix, a KN attacking a MC has a +2 DRM. The defender's Shock Defense DRM is +1 (from the counter). No other DRMs apply. Total DRM +2 +1 = +3. The combat will be resolved on the Charge Combat Results table using the Defending Unit's Status Disordered column. The Crusader player rolls a 3 + 3 DRM for a total of 6, a result of Defender Eliminated, Continue Attack. Bedouin MC 2 is removed from the map, the Fatimid Flight Points are increased by 2 (see 3.0), Norman KN 1 advances into hex 2720, and is marked with a Continued Attack -1 marker.

#### Norman MA 1's Attack on Seljuk PK 1

This attack and the attack on Seljuk PK 2 must both be resolved before applying results to the attacker.

From the Weapons System Matrix, a MA attacking a PK has a +1 DRM. The defender's Shock Defense DRM is +1 (from the counter). The attacking MA is at a strength disadvantage of 1:2, so a -1 DRM applies. No other DRMs apply. Total DRM +1 +1 -1 = +1. The combat will be resolved on the Shock Combat Results table using the Defending Unit's Status Normal column. The Crusader player rolls a 0 + 1 DRM for a total of 1, a result of Attacker Disordered, Retreat 1 Hex.

#### Norman MA 1's Attack on Seljuk PK 2

From the Weapons System Matrix, a MA attacking a PK has a +1 DRM. The defender's Shock Defense DRM is +1 (from the counter). The attacking MA is at a strength disadvantage of 1:2, so a -1 DRM applies. No other DRMs apply. Total DRM +1 +1 -1 = +1. The combat will be resolved on the Shock Combat Results table using the Defending Unit's Status Disordered column. The Crusader player rolls a 6 + 1 DRM for a total of 7, a result of Defender Retired. Seljuk PK 2 is placed near its Standard (see 14.4), and the Fatimid Flight points are increased by 1 (see 3.0).

Combat results are now applied to Norman MA 1. From the attack on Seljuk PK 1 it is flipped to its Disordered side, then it must Retreat 1 hex; the Crusader player chooses hex 2521. There are no results from the attack on Seljuk PK 2, as Advance After Combat only applies for cavalry without a Continued Attack result. Even had Norman MA 1 been cavalry instead of infantry, the Disordered result would have prevented it from Advancing. Had the Crusader player rolled a 7 during the attack on Seljuk PK 2, the total would have been 8 resulting in a result of Defender Eliminated, Continue Attack. In this case, the MA would first be Disordered, then would be forced to advance into hex 2722, and finally marked with a Continued Attack -1 marker.

#### Norman KN 2's Attack on Seljuk PK 3

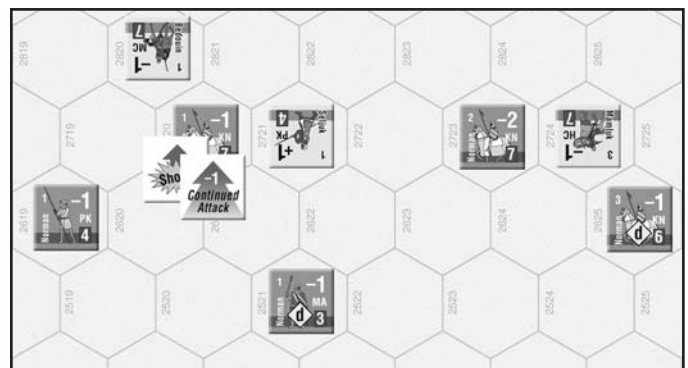
From the Weapons System Matrix, a KN attacking a PK has a +2 DRM. The defender's Shock Defense DRM is +1 (from the counter). The KN moved in the Activation prior to Charging -1 DRM. No other DRMs apply. Total DRM +2 +1 -1 = +2. The combat will be resolved on the Charge Combat Results table using the Defending Unit's Status Disordered column. The Crusader player rolls a 3 + 2 DRM for a total of 5, a result of Defender Eliminated, Continue Attack. Seljuk PK 3 is removed from the map, the Fatimid Flight points are increased by 1 (see 3.0), Norman KN 2 advances into hex 2723, and is marked with a Continued Attack -1 marker.

#### Norman KN 3's Attack on Mamluk HC 3

From the Weapons System Matrix, a KN attacking a HC has a +1 DRM. The defender's Shock Defense DRM is -1 (from the counter). No other DRMs apply. Total DRM +1 -1 = 0. The combat will be resolved on the Shock Combat Results table using the Defending Unit's Status Normal column. The Crusader player rolls a 3 + 0 DRM for a total of 3, a result of Attacker Disordered. Norman KN 3 is flipped to its Disordered side.

### Shock Phase Step 4: Continued Attack resolution

All units marked with a Continued Attack marker must now begin again at Shock Phase Step 1, declaring attacks against all enemy units in their Frontal hexes (see 14.6). In this example, only Norman KN 1 has an enemy in its Frontal hexes. It declares a Shock attack targeting Bedouin MC 1. As Norman KN 2 will not attack, its Continued Attack marker is removed.



## *Infidel* Extended Sequence of Play

**A. Activation Phase:** Choose a Command (6.1), Standard (15.2), or Pass.

- If a Standard is Activated skip to **Phase D** or move the Standard (15.2).
- Place any replacement leaders (5.6) at the end of the Activation Phase.

**B. Move/Fire Phase:** Move (7.0) and/or Fire (11.0) with any or all of the units and leaders in the Activated Command.

- Before moving any units check Command status for all Activated units.
- A mounted missile unit may fire at any point during its move.
- A foot missile unit may fire only at the end of its move.
- A unit may fire without moving.
- Each unit or leader must finish its movement/firing before another unit may begin to move/fire.
- The Non-Active player's units may qualify for Reaction/Return fire (11.2) or Counter-Charge (13.6) depending on the Active player's actions.

**C. Shock Phase:** After all movement/firing for the activated Command is complete, Shock combat (12.0) and Charges (13.0) may be initiated.

1. The Active Player designates which of his units are attacking which defending units, including Charges.
2. One at a time, the Active player moves each Charging unit adjacent to its target. Any Reaction fire caused by this move is resolved. If required, the Charging unit makes a Charge Reluctance roll. Any Retreat Before Combat by the defender is resolved at this time. The defender attempts any Counter-Charges of which he is capable.
3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The Charge table is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction fire, not Reluctant, not Counter-Charged), otherwise the Shock Table is used. Advances are taken and Continued Attack markers are placed.

**Play Note:** Attacks by a single attacker against multiple defenders are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative) applied after both attacks are resolved.

4. All Continued Attacks are now resolved. Begin again at **Step 1**, except that only units marked with Continued Attack markers Shock and they must Shock; Charging and Counter-Charging are not allowed.

**D. Rally Phase:** During the Activation of a Command, Rally (15.0) any Disordered units that did nothing for the entire Activation and that are currently not adjacent to an enemy unit. If a Standard was Activated, Rally (15.0) any Retired unit within one hex of the Activated Standard.

**E. Continuation Phase:** If the completed Activation was a Free Activation, both players make a Loss Check (3.0). If the game does not end due to Loss Check, Pass or choose to Continue with a Command.

- This cannot be the Command that just Activated, unless the Active Player has only one Command.
- The Non-Active player may attempt to Seize Continuity (6.3). If so, he chooses one of his leaders to Activate and rolls the die adding any modifiers and compares it to his leader's Activation Rating. If successful, he Activates that Command and proceeds from **Phase B**. If not, the Active player gets a Free Activation, proceed to **Phase A**, this Free Activation may even be used to Activate the Command that just completed Activation.
- If no Seizure attempt occurs, roll the die adding any modifiers and compare it to the chosen leader's Activation Rating. If successful, Activate that Command and proceed from **Phase B**. If not, the Non-Active player gets a Free Activation and proceeds to **Phase A**.



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# BATTLE BOOK

# Infidel



~ The Supremacy of Cavalry in the Crusader Era ~  
11th-12th Century



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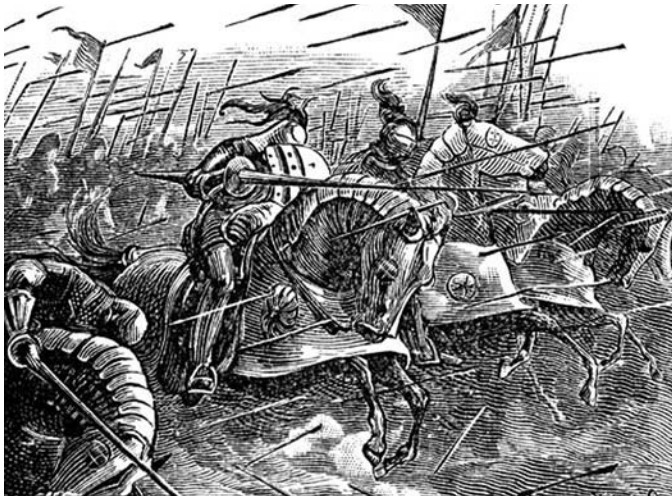
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Rules Version 1.2 (1.1 in red, 1.2 in blue)



## PREFACE

The battles of the Crusades were between two different military styles, both dominated by cavalry. Unlike in the original *Men of Iron* game, infantry played a secondary role in most battles of the Crusades.

European warfare of the time centered around heavily armored Men-at-Arms—we'll use the term "knight"—that closed with their enemies and sought to destroy them in hand-to-hand combat. The knights relied on mass, skill with weapons, and élan, to win battles.

The type of warfare prevalent in the Middle East relied on large numbers of lightly armored mounted archers. These mounted archers used arrows and the speed of their horses to wear down opponents, while trying to avoid direct engagements. Their main tactic was to ride near an enemy, let loose a barrage of arrows at them, and then ride away before the enemy reacted and counter-attacked. Similar tactics had been used for centuries; for example the Parthians used them to capture the Roman Consul Crassus and destroy his seven legions at the battle of Carrhae in 53 BC.

Many works have been written about the battles of the Crusades, but much of the information is unreliable, incomplete, or contradicts other sources. Writers contemporary to the events often give scant details about a battle or do not agree with other authors about a battle's sequence of events. Just as in the original *Men of Iron* game, we have created one possible interpretation of each battle represented by combining information from various sources.

What is clear from all of the sources is that cavalry, and its tactics, tended to dominate battles, or at least the writing by contemporary sources about the battles. In some cases no mention is even made of infantry, as with some accounts of the reinforcing Crusaders at Dorylaeum. Whether this is due to the absence of infantry, its secondary role to cavalry, or merely to the prejudices of the writers, we may never know.

## Note on Selecting Units

Some units appear in more than one battle. They are made identifiable for scenario purposes by their Command Color Stripe. In the Deployment sections of each battle they are so listed, along with the numbers and Shock Defense DRM of units to be

used. Seven errata counters appeared in C3i #26, see the FAQ (available for download at the GMT Games website) for details on these counters. A replacement for Player Aid Card #2, which corrects a minor error, is available for download from the GMT Games website.

# DORYLAEUM

## Northwest Anatolia, 1 July, 1097

### Historical Background

Following their victory at Nicea, the large contingent of Crusaders left for the Middle East. The Normans, some 20,000 strong (mostly foot), left before the rest, with what was left of the People's Crusade in the middle. The difficult path towards their next goal, Antioch, wound its way through the rough hills of northern Anatolia, a path well-known to the Seljuk Turks, under Kilij Arslan licking their Nicean wounds and eager for retribution.

The vanguard of the Crusaders entered a wide valley near the ancient city of Dorylaeum only to realize that they had walked into an ambush set by the Seljuks. Bohemund immediately moved his infantry into an informal camp in the center of the valley and moved his mounted knights out to protect his men. The Seljuks, entirely mounted, had fewer total men than the Crusaders, but their cavalry was at least three times as great as that of the Christians.

The Turkish army attacked, firing shower after shower of arrows from their mounted archers into the camp. Bohemund's knights' sporadic counterattacks were unable to deter the Turks. The Turks were riding into camp, cutting down noncombatants and foot soldiers, which were unable to outrun the Turkish horses and were too disoriented and panic-stricken to form lines of battle. To protect the relatively unarmored foot and noncombatants, Bohemund ordered his knights to form a defensive line surrounding the camp.

While this formed a battle line and sheltered the more vulnerable men-at-arms and noncombatants, it also gave the Turks free rein to maneuver on the battlefield. The Turkish mounted archers attacked in their usual style—charging in, firing their arrows, and quickly retreating before the Crusaders could counterattack. The archers did little damage to the heavily armored knights, but they inflicted heavy casualties on the horses and unarmored foot soldiers. Bohemund had sent messengers to the other Crusader army and now struggled to hold on until help arrived. The marshy riverbanks protected the Crusaders from a mounted charge, as the ground was too soft for horses, and the armored knights formed a circle protecting the foot soldiers and noncombatants from arrow fire, but the Turks kept their archers constantly supplied and the sheer number of arrows was taking its toll, reportedly more than 2,000 falling to the Turkish horse-archers.

Bohemund's knights were impetuous—although ordered to stand ground, small groups of knights would periodically break ranks and charge, only to be slaughtered or forced back as the Turkish horsemen fell back beyond range of their swords, while still firing

at them with arrows, killing many of the knights' horses out from under them. And although the knights' armor protected them well (the Turks called them "men of iron") the sheer number of arrows meant that some would find unprotected spots and eventually, after so many hits, a knight would collapse from his wounds.

Just after mid-day, the main column, which had been some two miles to the west, began to arrive. Godfrey of Bouillon arrived with a force of 50 knights, fighting through the Turkish lines to reinforce Bohemund. Through the day small groups of reinforcements (also from Raymond, and Hugh, as well as Godfrey) arrived, and the Crusaders held on. Finally, Raymond's knights arrived, launching a vicious surprise attack across the Turkish flank that turned them back in disarray and allowed the Crusaders to rally. The Crusaders had formed a line of battle with Bohemund, Tancred, Robert of Normandy, and Stephen on the left wing, Raymond, Robert of Flanders in the centre and Godfrey, Robert of Flanders, and Hugh on the right, and they rallied against the Turks. Although the ferocity of the Norman attack took the Turks by surprise, they were unable to dislodge the Turks until a force led by Bishop Adhemar of Le Puy, the Papal legate, arrived in mid-afternoon, moving around the battle through concealing hills and outflanking the archers on the left, Adhemar's force fell on the Turks from the rear. The Crusader mounted force now was almost equal in numbers to the Turks, but their superior armor and weaponry were telling, forcing Kilij Arslan to withdraw. The Crusaders had won a hard-fought victory.

## PLAYING TIME

Playing Time ran about 3 hours for the playtesters.

## INITIAL DEPLOYMENT

**Crusaders set-up first.**

### The Crusader Army Vanguard [a]

**Leaders:** Stephen, Tancred, Tatikios, Robert of Normandy, Bohemund, Peter, Raymond, Adhemar, Godfrey, Robert of Flanders, Hugh

**Standard:** The Crusaders have one Standard, which is placed in any Camp hex.

**Facing:** All units are faced towards the Seljuks

### Deployment:

Hexes	Units
Within 3 hexes of 1920	8 Norman Pike Infantry (#1, 3 -1, #2, 4-6 0, #7-8 +1), 1 Norman Archers (#1 +1), 1 Norman Crossbowmen (#1 +1), <i>Stephen of Blois</i> , and
(In Camp)	10 Sicilian Norman Pike Infantry (#1, 2, 5, 7 -1, #3, 4, 6, 8 0, #9, 10 +1), 2 Sicilian Norman Archers (#1-2 +1), 1 Sicilian Norman Crossbowmen (#1 +1), <i>Tancred of Taranto</i> , and
	3 Byzantine Pike Infantry (#1-2 0, #3 +1), <i>Tatikios</i>

2417-2428, 2616-2628 [b] 10 Norman Knights (#1, 4-10 -1, #2-3 -2), *Robert of Normandy*; 10 Sicilian Norman Knights (#1-6 -2, #7-10 -1), *Bohemund of Taranto*

2131-2141 3 People's Pike Infantry (#1-2 0, #3 +1), 8 Camp Followers (#1-8 +5), *Peter the Hermit* [c]

**a:** The Vanguard was approximately 2 miles ahead of the main force. The Camp Followers were straggling in the middle.

**b:** The Knights may be placed in any of these hexes, as the player wishes.

**c:** Most of the armed units of the People's Crusade had been destroyed at Nicea, but there were still several units—not all of them bad—plus a large number of "camp followers".

## Reinforcements [a]

The following units all enter through hexes 2143-2444 (western edge of map).

- *Raymond of Toulouse* and the 6 Aquitaine Knights (#1-3 -2, #4 -1, #5-6 0)
- *Adhemar of Le Puy* and the 9 Provencal Knights (#1, 3-4 -2, #2, 5-8 -1, #9 0)
- *Godfrey of Bouillon* and 6 Burgundian Knights (#1, 4 -1, #2-3 -2, #5, 6 0)
- *Robert of Flanders* and the 4 Flemish Knights (#1-3 -2, #4 -1)
- *Hugh of Vermandois* and the 7 Lorraine Knights (#1-2 -2, #3-6 -1, #7 0)

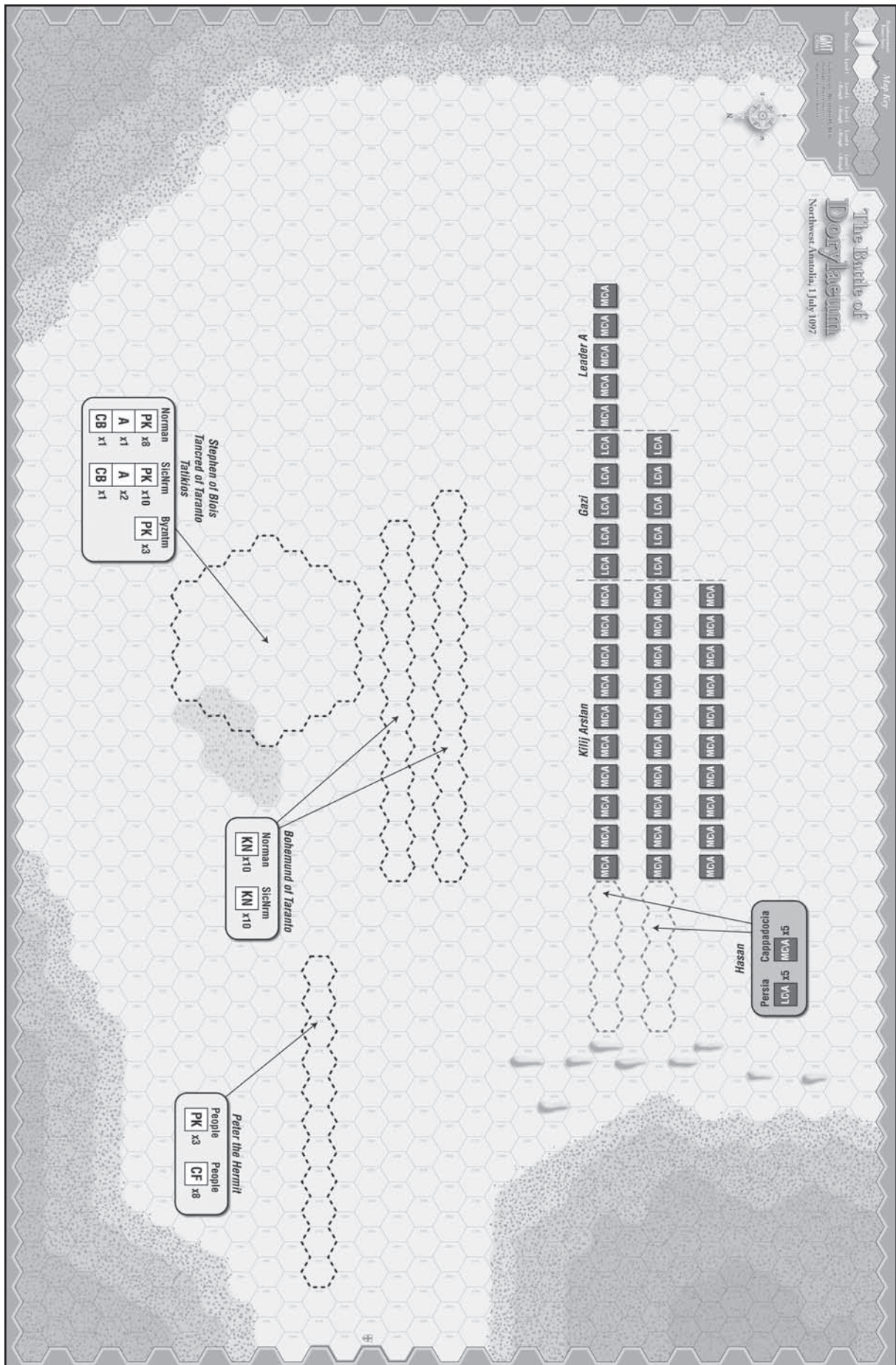
The Crusader player rolls one die (1d10) each time he gets a Free Activation. He adds to that DR the number of times he has previously rolled to bring in the reinforcements. When the adjusted DR is '11', he may start bringing in his reinforcements. This die roll is in addition to the Free Activation and represents the travel time from the main Crusader column to the battle.

**Example:** For the 4th Free Activation the Crusaders get, the player rolls a '0', which plus the 3 for the previous Free Activations, gives him a '3', so he's still short.

Players should use the Raymond of Toulouse, or another reinforcing leader, counter on the Flight Point track to keep a record of the number of Free Activations they have received.

Once the Crusader player may bring in reinforcements, he may enter one command by using a Free Activation. Off-board commands may not be entered on Continuity or Seized Activations.





Unit placement map for Dorylaeum scenario

**a:** There is no indication that any of the infantry in the main column ever got into the battle, so we have left them out of the game.

**HISTORICAL NOTE:** *Although the Main column was only about 2 miles to the rear (off the western side), when they were notified of the battle the knights had to prepare themselves for combat and then form up for the approach, which they did piecemeal. This apparently took several hours.*

## THE SELJUK ARMY [a, b]

**Leaders:** Kilij Arslan, Leader A, Hasan, Gazi

**Standards:** Kilij Arslan, Leader A, Hasan, Gazi; the Seljuk Standards may be placed anywhere the Seljuk player wishes

**Facing:** All units are faced towards the Crusaders

### Deployment:

Hexes:	Units:
3219-3228, 3419-3428, 3619-3628	30 Seljuk Medium Cavalry Archers (#1-5 +0, #6-20, +1, #21-30 +2), <i>Kilij Arslan</i>
3229-3233, 3429-3433	5 Cappadocian Medium Cavalry (#1-5-1), 5 Persian Light Cavalry Archers (#1-5 +1), <i>Hasan</i>
3214-3218, 3414-3418	10 Danishmend Light Cavalry Archers (#1-10 +2), <i>Gazi</i>
3209-3213, or in any Level 3 hex along the eastern edge of the map	5 Seljuk Medium Cavalry Archers (#1-5 -1), <i>Leader A</i>

**a:** The entire Seljuk army, a total of maybe 9,000 men, were all mounted, and were all primary mounted archers. They used a variety of the standard steppe composite bow, but this was not a very powerful bow, and the penetration power of their light shafts was effective against armor only at short ranges. For the most part, it was the sheer volume of arrows and their ability to fire and retreat—standard steppe warfare—that was so effective. However, these mounted archers sometimes did follow up their fire with shock attacks, using their swords to destroy disordered troops. Thus, the Seljuk cavalry—in the game—is treated as Medium Cavalry with the ability to Shock, but not Charge.

**b:** The army includes troops from Rum, as well as Seljuk allies in Cappadocia, Danishmend, as well as contingents from the Albanian Caucasus and even Persia.

### WHO GOES FIRST

The Seljuks have the first Activation to start the game.

### OVERALL COMMAND

There is no Overall Crusader Commander.

Kilij Arslan I is the Overall Commander for the Seljuks, as well as commanding most of the Seljuk cavalry.

### TERRAIN

The battle took place in a wide, flat valley, surrounded by hills, most of them rough and steep. The location of the marsh is conjecture as to exact placement, although it is mentioned as

“guarding” part of the approach to the camp. How difficult it was to traverse is also unknown.

### Drumlins

The small hills in the southwest section of the map are called ‘drumlins’, relatively small, angular formations made by retreating glaciers. These are Level 3 hexes.

### THE CRUSADER CAMP

Bohemund, aware of the nearness of the Seljuks, upon arriving in the valley immediately placed all his foot in camp, tightly packed, for their protection. There are no “camp” hexes, as no formal camp appears to have been constructed.

The Crusaders do not have to stay In Camp, but moving out into the open does put them at the mercy of the Seljuk archers.

### CRUSADER RALLY

Camp Followers that suffer Retreat or Retire results are, instead, Eliminated.

### SELJUK RESTRICTIONS

No Seljuk units may move within six (6) hexes of the western edge of the map, unless they are attacking units from the Crusade.

**HISTORICAL AND PLAY NOTE:** *It seems that the Seljuks were unaware that there were more Crusaders to the west, and the arrival of Godfrey, et al., came as a nasty surprise. Thus this rather artificial play restriction.*

### SELJUK COMMAND

Players should note that the Seljuks really do not need any leaders to do what they mostly do: move and fire with their mounted archers (which they can do even if not in Command Range), as long as they fire and then move away from the target units. Note however that they need to be in Command Range to move adjacent or Shock attack the Crusaders (per 5.3).

### GAME BALANCE

The Seljuks have to do a lot of damage to the Crusader Vanguard or they will lose the battle. The Knights are far too difficult to turn into Flight Points, especially when they equal the Seljuk cavalry in numbers. This means that the Turk player must be determinedly aggressive, almost to a fault.

Optional Seljuk free setup (favors Seljuk):

The Seljuks may set up their cavalry in any Level 1 hexes in the 31-hexrow and south. They may also place up to 5 units—the five LC under Leader A—in any Level 3 hex along the eastern edge of the game map, if they wish. (There are indications some Seljuk units did start there.) The free setup will help the Seljuks, as they can then make different plans.

Optional Crusader Reinforcement entry:

If Adhemar's group is the last Crusader reinforcement group entered, they can enter through hexes 4230-4236.

## FLIGHT LEVELS

**Balance:** The Crusaders are favored.

Crusader Camp Followers are worth 1 Flight Point each.

Leader A counts as a Named Leader for Flight Points.

The Crusader Flight Level is 70.

The Turk Flight Level is 45.



# ANTIOCH

## Northern Syria, 28 June, 1098

### Historical Background

*We suggest you read about the rather long, but exciting and complex, siege of Antioch—there were actually two sieges—which led up to the actual field battle.*

On Monday, June 28, the Crusaders emerged from the city gate, in three distinct divisions (made up of several smaller contingents each), attempting to form a battle line with the hills as a left flank. Kerbogha hesitated against his generals' pleadings, hoping to attack them all at once rather than one division at a time, but he underestimated their size. He pretended to retreat to draw the Crusaders to rougher terrain, while his archers continuously pelted the advancing Crusaders with arrows. A detachment was dispatched to the Crusader left wing, before it could reach its appointed position, but Bohemund quickly formed a fourth division and beat them back in a very tough battle at the rear of the Crusader line. The three Crusader divisions, with very few mounted troops—maybe 700, with their toughened infantry up front—advanced steadily against the disorganized forces Kerbogha did dispatch from his camp. The battle was short. When the Crusaders reached Kerbogha's line, Duqaq's force deserted, and most of the other Turks panicked. Soon the whole Muslim army was in retreat.

### PLAYING TIME

Playing Time ran about 2 hours for the playtesters.

### INITIAL DEPLOYMENTS

**Turks set-up first.**

**DESIGN NOTE:** Three factors had to be kept in mind with this battle, two of which played heavily on the outcome:

- *Kerbogha was reluctant to commit his entire force at the beginning, purportedly to allow the entire Crusader army to deploy so he could defeat it in entirety. Then there was...*
- *There was much internal dissension among Kerbogha's allies and emirs. Far more than with the Crusaders at this point, who, for once, were very united.*
- *The course of the battle is a bit confusing, as the period sources conflict in many places as to what happened when. We have gone with the flow as described by John France in his "Victory in the East".*

### The Crusader Army [a, b]

**Leaders:** Hugh, Godfrey, Adhemar, Bohemund

**Standard:** City of Antioch (see Crusader Standard special rule)

**Facing:** All units are faced towards the Turks

### Deployment:

Hexes	Units
4519-4526	1 Flemish Men-at-Arms (#1 -2), 1 Norman Men-at-Arms (#1 -2), 2 Flemish Pike Infantry (#1 -1, #2 0), 1 Norman Pike Infantry (#1 -1), 1 Flemish Archers (#1 +1), 1 Norman Crossbowmen (#1 +1), 1 Norman Knights (#2 -2); <i>Hugh of Vermandois</i> [c]
4527, 4628	Any two units of Godfrey of Bouillon's division (see below); the remainder enter as reinforcements

### Reinforcements

The following units are in Antioch, in line, getting ready to move onto the battlefield. All enter through hex 4628, in the order of Divisions listed. Order of actual units is up to the player. Units enter when Activated, and the divisions may be Activated even when off the board.

- *Godfrey of Bouillon*, 1 Lorraine Men-at-Arms (#1 -2), 1 Burgundian Men-at-Arms (#1 -2), 2 Lorraine Pike Infantry (#1 -1, #2 0), 1 Burgundian Pike Infantry (#1 -1), 1 Lorraine Archers (#1 +1), 1 Burgundian Knights (#2 -2)
- *Adhemar, Bishop of Le Puy*, 1 Provencal Men-at-Arms (#1 -2), 1 Aquitaine Men-at-Arms (#1 -2), 1 Provencal Pike Infantry (#1 -1), 1 Aquitaine Pike Infantry (#1 -1), 1 Provencal Archers (#1 +1), 1 Aquitaine Archers (#1 +1), 1 Provencal Knights (#1 -2)
- *Bohemund of Taranto*, 3 Sicilian Norman Men-at-Arms (#1-2-2, #3 -1), 4 Sicilian Norman Pike Infantry (#1-2-1, #3-4 0), 1 Sicilian Norman Archers (#1 +1), 1 Sicilian Norman Knights (#1 -2) [d]

**a:** While Raymond of St Giles, Count of Toulouse, was in nominal command of the Crusaders, he was too ill to fight and was busy commanding the rear guard at the Citadel, way off map. Bohemund took over for him but is not recognized as an Overall Commander for game purposes. The Crusader divisions pretty much fought on their own, albeit with a single plan in mind. The plan was to extend the army out from the walls to the foot of the mountains to face the oncoming Turks.

**b:** Most of the Crusader knights had lost their horses; the number of mounted knights at this battle was below 1000. Many knights fought dismounted. These are the “Men-at-Arms” infantry.

**c:** Hugh is the brother of the King of France; this division also included the two Roberts (Count of Flanders and of Normandy)

**d:** These Normans also included those from Apulia (Italy), under Tancred, as well as a contingent of Gascons.

### The Turk Army under *Kerbogha, Atabeg of Mosul* [a]

**Leaders:** Kerbogha, Balduk, Qaradja, Duqaq, Soqman, Soliman

**Standard:** None (see Turk Standard special rule)

**Facing:** All units are faced towards the Crusaders

### Deployment:

Hexes	Units
Within 2 hexes of 5022	6 Turcomen Light Cavalry Archers (#1-2 +1, #3-6 +2) [b]

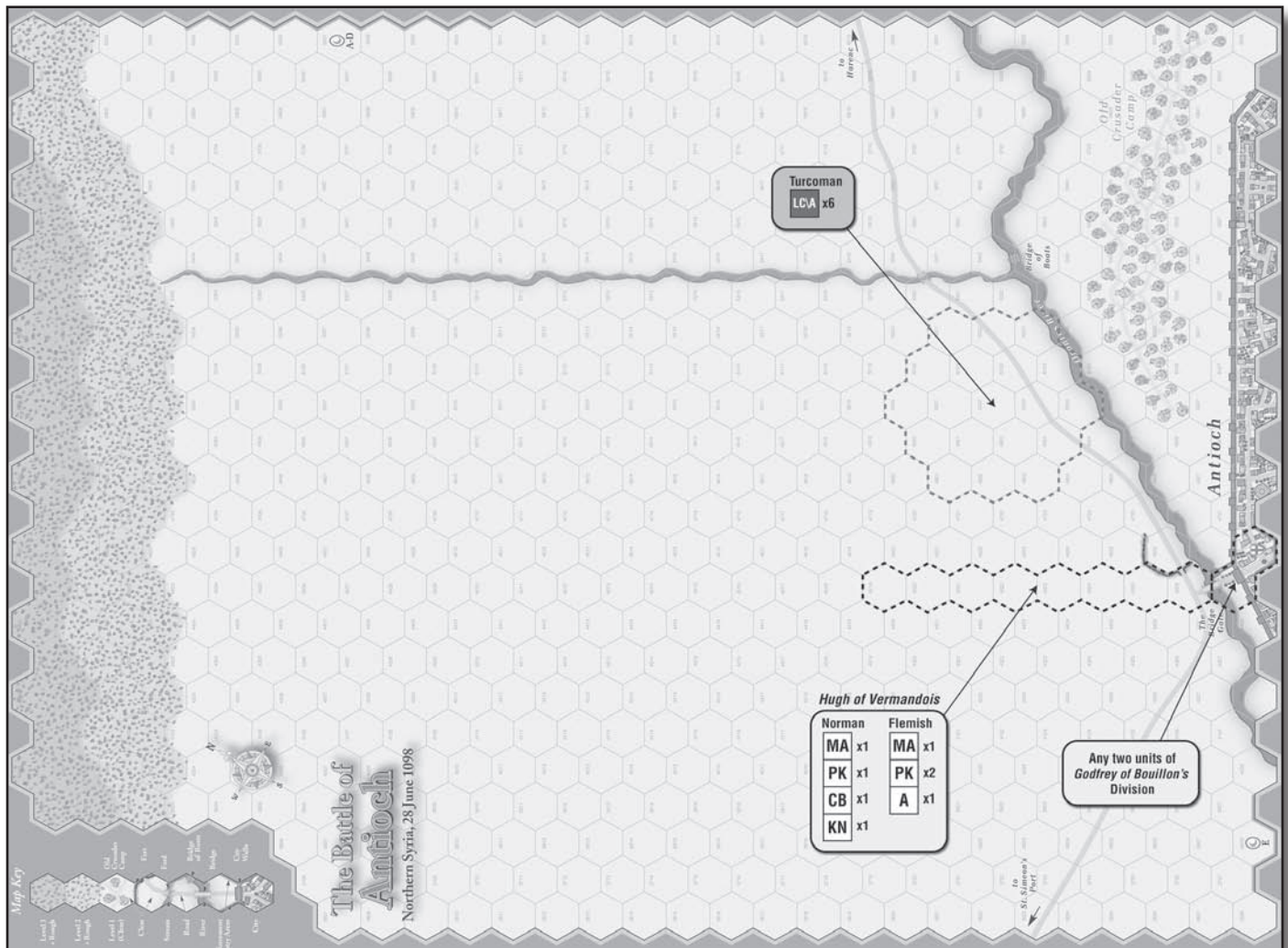
### Reinforcements [c]

Turk reinforcements are divided into five Reinforcement Groups, as delineated below. See the rules for bringing them in.

- **Group A, Balduk's Command:** 7 Syrian Pike Infantry (#1 0, #2-5 +1, #6-7 +2) and 3 Armenian Archers (#1-3 0); *Balduk, Emir of Samosata*
- **Group B, Qaradja's Command:** 2 Syrian Pike Infantry (#1 0, #2 +1), 3 Syrian Light Cavalry Archers (#1 –1, #2-3 0), 6 Syrian Medium Cavalry (#1 –1, #2-6 0); *Qaradja of Harran*
- **Group C, Duqaq's Command:** 10 Agulani Heavy Cavalry (#1-2, #10 –2, #3-9 –1); *Duqaq, Emir of Damascus*
- **Group D, Soqman's Command:** 5 Syrian Pike Infantry (#1 0, #2-5 +1), 4 Syrian Light Cavalry Archers (#1-4 0), 3 Syrian Medium Cavalry (#1-2 0, #3 +1); *Soqman the Artukid, of Diyar-Bakr*
- **Group E, Soliman's Command:** 3 Syrian Light Cavalry Archers (#1 0, #2-3 +1), 5 Syrian Medium Cavalry (#1 –1, #2-5 0); *Soliman* [d]



Kerbogha's presence—he never enters the map—is represented by the Turk player's ability to bring in Reinforcements. Whenever it is a Turkish Activation



Unit placement map for Antioch scenario

or the Turkish player attempts **Continuity or Seizure**, the Turk Player may attempt to Activate (any) one of his Reinforcement Groups. To do this he uses Kerbogha's Activation Rating (his only Rating) and states which Group he is attempting to Activate. He then rolls one die, **this DR serves as both the Reinforcement attempt and Continuity/Seizure DR (if part of a Continuity or Seizure attempt)**:

- If the attempt is being made as part of a Free Activation, the Turk subtracts one from the DR.
- If the Group being Activated is Soliman's Command, add one to the DR (to account for the great distance from Kerbogha and the usual snafus).

If the adjusted DR is the same as or lower than Kerbogha's Rating, the designated Group is Activated and may enter as designated. **If not, the Reinforcement attempt fails.** If the attempt is made as a Free Activation, regardless of success or failure, the Turk may try for Continuity (for any on-board command). If the attempt **fails** as a Continuity **or Seizure** attempt, it is treated as a **failed Continuity or Seizure attempt** and play passes to the Crusaders. When a Reinforcement attempt is made, it counts as an Activation by Kerbogha, not the reinforcing leader. This means that two reinforcement rolls in a row cannot be made, unless the Crusaders fail a Seizure attempt.

Until at least four (4) Reinforcement Groups have entered the map, any Turk Free Activations must be used for a Reinforcement Activation attempt.

Reinforcement Groups A through D are brought into the game along the Eastern edge of the map, hexes 6004-6010.

Reinforcement Group E enters through hexes 3727, 3828, and/or 3927.

**HISTORICAL NOTE:** *Not every source gives Soliman's command as entering from this area. Then again, there is not much agreement as to how the Turk army arrived. We have gone with the detailed description of the battle from John France's "Victory in the East", mainly because it makes a lot of sense (as well as a good game mechanic).*

**a:** This was an army in name only, and almost entirely that of the Turks of Northern Syria and Anatolia (Rum). Kerbogha, not the greatest of leaders, had little control over his individual commands, a motley collection of local and distant emirs and political enemies often more reluctant to help out their supposed brethren than fight the invaders.

**b:** That's right, they have no leader. They're not about to Charge anyone, anyway. Historically they were sent to seize the redoubt at the Bridge gate, but they cut and ran faster than a paranoid poker player.

**c:** The Turk camp is just off the Northeastern edge of the map, below the mountains. Much of the Turk army never even left the camp. The names of Kerbogha's subordinate commanders are a bit "up in the air". The ones we have used were there; who commanded what depends on which source you read. Some sources state that Ridwan of Aleppo, a political opponent of Kerbogha who had led a large force to Antioch previously, was present, but that does not appear to be the case. Other commanders, such as Arslan-Tasch, Janah ad-Daulah, Tughtigin, Wassab ibn-Mahmud, et al. have been left on the sidelines for play purposes (and a lack of surety as to who led what and where).

**d:** Soliman, although not listed in most sources as one of Kerbogha's allies, is noted as leader of the rear action cavalry attack.

## WHO GOES FIRST

The Crusaders have the first Activation to start the game.

## OVERALL COMMAND

The Crusaders have no Overall Commander in this battle.

Kerbogha is the Overall Commander for the Turks, but never enters the map.

## TERRAIN

The area around the city was somewhat wooded before the Crusaders arrived, but they used every spare piece of wood during the long siege.

## Fortification

The small fortification just outside The Bridge Gate was a redoubt built by the Crusaders to protect the gate entrance. It can be crossed by travelling down the road between hexes 4526 and 4626. It was, supposedly, the target of all those Turk LC that start on the map. **ZOCs do not extend across the Fortification, nor is Reaction Fire allowed across a Fortification hexside.**

## Antioch

The walls of Antioch were extensive and massive, one of the largest in the world at the time. They are not crossable by any unit, except through The Bridge Gate. No Turkish unit may enter Antioch. **Any hex bisected by the city walls is considered to be within the city. No unit may either attack or engage in missile fire across the walls. This is not a siege battle.**

## Bridge of Boats

The "bridge of boats" was just that, built by the Crusaders at the start of the siege. It was in pretty bad shape at the time of the battle, as the Crusaders now had control of The Bridge Gate.

## Crusader Camp

The Crusader Camp, outside the walls, had been mostly (but not fully) abandoned as soon as the Crusaders took the main part of the city. It is on the map purely for historical/decorative purposes.

## Orontes River

**ZOCs do not extend across the river, nor is Reaction Fire allowed across a river hexside.**

## TURK STANDARD

Turk units that suffer a Retired result are Eliminated instead.

## CRUSADER STANDARD

**All Retired Crusader units are kept just off the SE edge of the map (further inside Antioch). If a Leader must move to one of his units due to rule 5.5 or 5.6, he may be placed with his Retired units in Antioch if they are the only units of his Command remaining. Only 15 Crusader units can occupy this area. If a Crusader unit is Retired and the total number of units (Retired or not) would exceed 15, Eliminate the newly Retired unit instead. Units re-enter the map using the Crusader Reinforcement entry hex and rule 7.4.**

## TURCOMEN LIGHT CAVALRY

They have no Command Leader, see note (b). All surviving units may be Activated as a single Command using a Free Activation. Having no Command Leader, they are always considered Out of Command.

## AUTOMATIC VICTORY

The Turks win instantly if the Crusaders have no units outside the walls of Antioch. The Crusaders win instantly if there are no Turk units on the game-map.

## FLIGHT LEVELS

**Balance:** Fairly even, with the Crusaders favored.

The Crusaders suffer 2 Flight Points for each Men-at-Arms unit lost (not 1).

The Crusader Flight Level is 20.

The Turk Flight Level is 35.



# ASCALON

Southern Palestine, 12 August, 1099

## Historical Background

While the Crusaders and the various northern Muslim groups were battling it out over the Middle East, the Egyptian Fatimids seized Jerusalem, which they promptly lost to the Crusaders. The Palestinian army, under Vizier al-Afdal Shahanshah (as opposed to the Fatimid Caliph, Ahmed al-Musata'li, sitting in Cairo; al-Afdal pretty much ran the country) then retired to Ascalon, where they were chased by most of the Crusaders, now seeking to secure the southern flank of Jerusalem.

The Fatimids in Ascalon had around 25,000 troops, consisting of Seljuk Turks, Arabs, Armenians, and Ethiopians, in addition to a large contingent of recently levied locals. Their strongest force was the Mamluk heavy cavalry of the vizier. The precise number of Crusaders is unknown, but the accepted number is about 1,200 knights and 9,000 infantry.

Al-Afdal camped in the plain of al-Majdal in a valley outside Ascalon, preparing to continue on to Jerusalem and besiege the Crusaders there, apparently unaware that the Crusaders had already left to meet him. On August 11 the Crusaders found oxen, sheep, camels, and goats, gathered there to feed the Fatimid camp, grazing outside the city. According to captives taken by Tancred in a skirmish near Ramla, the animals were there to

encourage the Crusaders to disperse and pillage the land, making it easier for the Fatimids to attack. However, al-Afdal did not yet know the Crusaders were in the area and was apparently not expecting them. In any case, these animals marched with them the next morning, making their army appear much larger than it actually was.

On the morning of the 12th, Crusader scouts reported the location of the Fatimid camp and the army marched towards it. During the march the Crusaders had been organized into nine divisions: Godfrey led the left wing, Raymond the right, and Robert of Flanders, along with Tancred, made up the center.

According to most accounts (both Crusader and Muslim), the Fatimids were caught unprepared and the battle was short. A contingent of Bedouin cavalry tried to outflank the Crusader left, but they were driven off by Godfrey's knights. In the meantime, the Fatimids advanced their archers, who were able to get off only one or two flights before the Frank infantry crashed into them. The Ethiopian flail-armed foot held off the Franks for a short while, until the Crusader knights charged through, scattering what troops the Fatimids had been able to deploy.

The battle seems to have been over before the Fatimid heavy cavalry was prepared to join it. Al-Afdal and his panicked troops fled back to the safety of the heavily fortified city; Raymond chased some of them into the sea, others climbed trees and were killed with arrows, while others were crushed in the retreat back into the gates of Ascalon. Al-Afdal left behind his camp and its treasures, which were captured by Robert and Tancred. Crusader losses are unknown, but the Egyptians lost about 10–12,000 men.

(Swiped from Wikipedia, with some editing and additions.)

## PLAYING TIME

Playing Time ran about 2 hours for the playtesters.

## INITIAL DEPLOYMENTS

Fatimids set-up first.

### Crusader Army [a]

**Leaders:** Raymond, Robert, Godfrey

**Standards:** Raymond, Robert and Godfrey; placed wherever the Crusader player wishes

**Facing:** All units faced towards the Fatimids (south)

### Deployment:

Hexes	Units
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5405-5410	2 Provencal Pike Infantry (#1 –1, #2 0), 2 Aquitaine Pike Infantry (#1 –1, #2 0) [b], 1 Provencal Archers (#1 +1), 1 Aquitaine Archers (#1 +1)
5505, 5507, 5509	2 Provencal Knights (#1 –2, #2 –1), 1 Aquitaine Knights (#1 –2), <i>Raymond Count of Toulouse</i>
5411-5416	2 Flemish Pike Infantry (#1 –1, #2 0), 2 Norman Pike Infantry (#1 –1, #2 0), 1 Flemish Archers (#1 +1), 1 Norman Crossbowmen (#1 +1)
5511, 5513, 5515	2 Norman Knights (#1 –1, #2 –2), 1 Flemish Knights (#1 –2), <i>Robert of Normandy [c]</i>
5417-5422	2 Lorraine Pike Infantry (#1 –1, #2 0), 2 Burgundian Pike Infantry (#1 –1, #2 0), 1 Lorraine Archers (#1 +1), 1 Burgundian Archers (#1 +1)
5517, 5519, 5521	1 Lorraine Knights (#1 –2), 2 Burgundian Knights (#1 –1, #2 –2), <i>Godfrey of Bouillon</i>

**a:** There is no Overall Commander for the Crusaders—part of their problem in the First Crusade—but by this time, after two years of campaigning and fighting together, the Crusaders were a tight, disciplined, well-trained army.

**b:** By this time, a fair number of the knights had lost their mounts, and were fighting dismounted. These units are represented by the better-rated foot.

**c:** This is the son of William the Conqueror. Second-in-command to Robert, albeit not in his mind, was Tancred of Taranto, whose former commander, Bohemund, with most of his Sicilian Normans, had remained in Antioch to form his own state. Also with this division was Robert, Count of Flanders.

### Fatimid Egyptian Army

commanded by *Vizier al-Afdal Shahanshah*

**Leaders:** Al-Afdal

**Standard:** Al-Afdal; placed in any tent hex in the camp

**Facing:** All units faced towards the Crusaders (north)

### Deployment:

Hexes	Units
4706-4723 plus any 7 hexes between 4607-4623	10 Sudanese Archers with Flails (#1-2 –1, #3-10 0), 5 Armenian Archers (#1-5 +1), 5 Seljuk Pike Infantry (#1 +1, #2-5 0), 5 Egyptian Pike Infantry (#1-2 +1, #3-5 +2)
4525, 4424-5, 4322-25	7 Bedouin Medium Cavalry (#1 –1, #2-3 0, #4-7 +1)
4007-09, 4011-15	8 Berber Medium Cavalry (#1-2, #4 –1, #3,5-8 0) (In Camp, Disordered)
3908-09, 3911-18	10 Mamluk Heavy Cavalry (#1-2 –2, #3-7 –1, #8-10 0) [a] (In Camp, un-Alerted and Disordered. See “Egyptian Army in Camp” special rules below.)

Any Hex

*Vizier al-Afdal Shahanshah*

**a:** Most of these are al-Afdal's personal guard. Good troops, unfortunately asleep at the switch.

### A Note on Fatimid Tactics

Unlike any other Eastern army, the Fatimids did not use mounted archers. They were thus, usually, easy prey for the Shock attack tactics of the Franks, who had much more difficulty with the Turko-style light cavalry fire-and-run tactics. The Fatimids could be tough opponents, though, when well-led and organized.

### WHO GOES FIRST

Each player rolls a die, with the high roller getting the first Activation to start the game. Historically, the battle seems to have started with a volley of arrows from the Fatimid archers (which was quickly reacted to by the Crusader right and center), as well as an effort by the Bedouins to flank the Crusader left, to which Godfrey's Knights turned their attention. You can choose to give the Fatimids this leg up by giving them the first Activation to start the game.

### OVERALL COMMAND

The Crusaders do not have an Overall Commander.

Al-Afdal is the only and Overall Commander.

### TERRAIN

#### Sand/Dune

The sand/dune hexes along the Mediterranean were, apparently, not conducive to easy maneuver.

#### Plateau

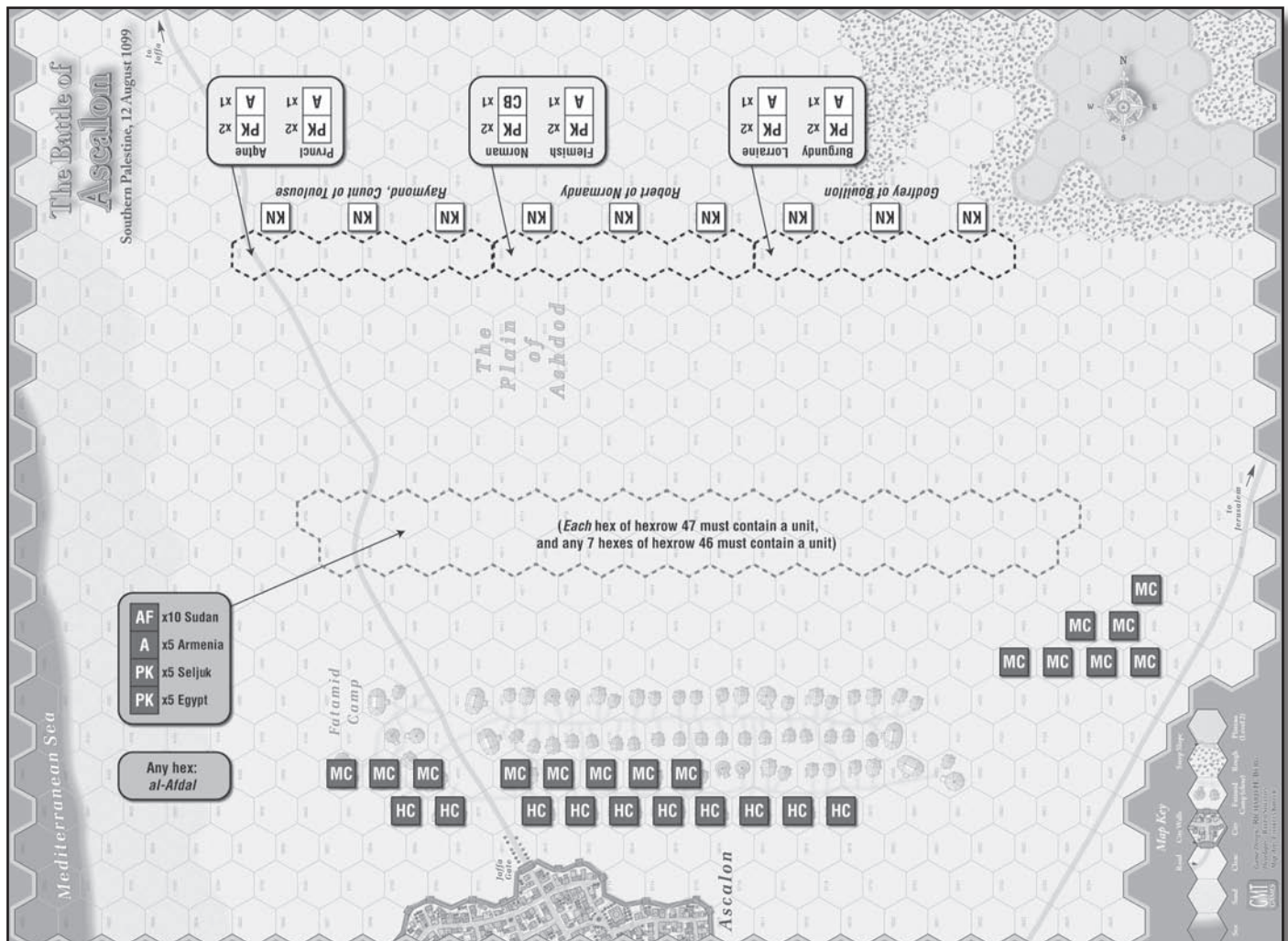
The Plateau hexes in the NE corner of the map are atop a very steep incline, although they are "clear" terrain at the top.

#### Ascalon

The Jaffa Gate, one of several into Ascalon, was shut; fleeing Egyptian troops couldn't even get into their own city.

### FATIMID COMMAND AND ACTIVATION

The Egyptians have five contingents of men: Archers, Pike Infantry, Bedouin Medium Cavalry, Berber Medium Cavalry and the Mamluk Heavy Cavalry, as indicated by their different Command color stripes. However, they have no individual leaders.



Unit placement map for Ascalon scenario

(mainly because our access to Islamic sources is very limited). Treat each contingent as a separate Command for Continuation and Seizure (i.e., the player cannot choose to Continue with the same contingent, unless his opponent just failed a Seizure roll).

Thus the Egyptians have only one Command leader, al-Afdal, and he is used for all Activations. However, the limitation of being in Command Range does not apply to the Fatimid army. They are never considered Out of Command.

## EGYPTIAN ARMY IN CAMP

The rather sudden arrival of the Crusaders seemed to catch most of the Egyptians napping, for some troops literally. They were able to get their foot units up and deployed, and the Bedouin cavalry rushed out quickly to try and flank the Christians, but the Berber mounted units were only partially ready, and the Mamluk heavy cavalry was totally unprepared.

To reflect this,

- All Berber Cavalry starts the game Disordered.
- All Mamluk Heavy Cavalry starts the battle un-Alerted, which means they cannot be Activated until they are Alerted. To Alert the Mamluks, the Fatimids have to use a Free Activation. Once Alerted, they are still Disordered, but can now be Activated. If any Mamluk Heavy Cavalry is attacked before they are Alerted, all Mamluk Heavy Cavalry are Alerted.

**Game Balance Alternative:** If you want to see what would have happened had the Egyptians not been so unawares—and give them a rather nice leg up in terms of game balance—all units, even those In Camp Tents, start Normal. No un-Alerted, no Disordered.

## FLIGHT LEVELS

**Balance:** The Crusaders are favored.

The Crusader Flight Level is 20.

The Fatimid Flight Level is 25.



# HARRAN

**Crusader Kingdoms of Antioch/Edessa,  
7 May, 1104**

## Historical Background

In 1104 Baldwin II of Edessa had attacked and besieged the city of Harran. For his further support Baldwin sought help from Bohemund I of Antioch and Tancred, Prince of Galilee. Bohemund and Tancred marched north from Antioch to Edessa to join with Baldwin and Joscelin of Courtenay.

The Seljuks, under Jikirmish, governor of Mosul, and Soqman, the Artukid of Mardin, gathered in the area of the Khabur. In May, the combined Turkish army moved towards Harran intent on relieving the siege. The civilian leaders of the city had surrendered, but the military garrison refused and held out in the Citadel. Bohemund and Baldwin began a premature argument over who controlled the city. At that point the Seljuk army approached and drew up for battle.

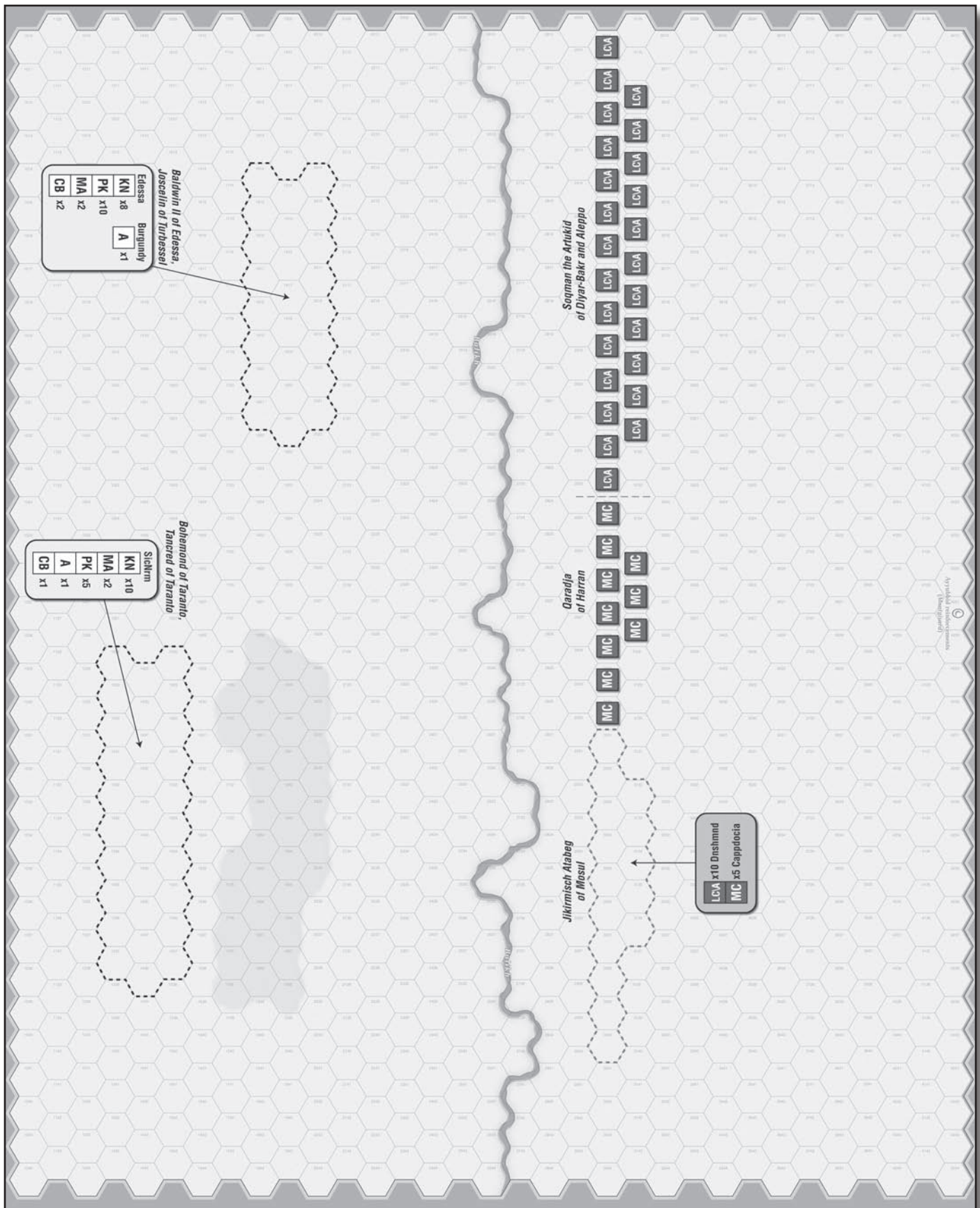
Baldwin and Joscelin commanded the Edessan left wing while Bohemund and Tancred commanded the Antiochene right, which deployed hidden behind a small rise. Soqman's Turcoman cavalry archers immediately attacked the Edessans in the usual hit-and-run manner, and Baldwin, unfortunately, bit. His men chased the Turcomans across the river where the latter turned to face the Edessans, along with other Turks.

Baldwin's troops were completely routed, with Baldwin and Joscelin captured by the Turks. Antiochene troops along with Bohemund, however, remained cautious, beat off an attack by Jikirmish's Seljuks and were able to escape to Edessa. Joscelin and Baldwin were not released until sometime before 1108, and 1108 respectively.

**Note:** The town of Harran used to be called Carrhae, and the site of this battle is the site of the famous battle where the Parthians destroyed Crassus of Rome.

## PLAYING TIME

Playing Time ran about 1 to 2 hours for the playtesters.



Unit placement map for Harran scenario

## INITIAL DEPLOYMENT

Crusaders set-up first.

### The Antioch Army

**Leaders:** Bohemund, Tancred

**Standard:** Bohemund; placed wherever the Crusader player wishes

**Facing:** All units faced towards the Turks

#### Deployment:

Hexes	Units
1528-1537, 1429-1438, 1328-1337	10 Sicilian Norman Knights (#1-6 -2, #7-10 -1), 2 Sicilian-Norman Men-at-Arms (#1-2 -2), 5 Sicilian-Norman Pike Infantry (#1-2, 5 -1, #3-4 0), 1 Sicilian-Norman Archers (#1 +1), 1 Sicilian-Norman Crossbowmen (#1 +1), <i>Bohemund of Taranto</i> , <i>Tancred of Taranto</i>

However the player wishes, there are more hexes than units.

### The Edessan Army

**Leaders:** Baldwin II, Joscelin

**Standard:** Baldwin II; placed wherever the Crusader player wishes

**Facing:** All units faced towards the Turks

#### Deployment:

Hexes	Units
2014-2021, 1914-1921, 1814-1821	8 <b>Edessan</b> Knights (#1-2 -2, #3-4 -1, #5-8 0), 2 <b>Edessan</b> Men-at-Arms (#1-2 -2), 10 <b>Edessan</b> Pike Infantry (#1-6 -1, #7-10 0), 1 Burgundian Archers (#1 +1), 2 Edessan Crossbowmen (#1-2 +1), <i>Baldwin II of Edessa</i> , <i>Joscelin of Turbessel</i>

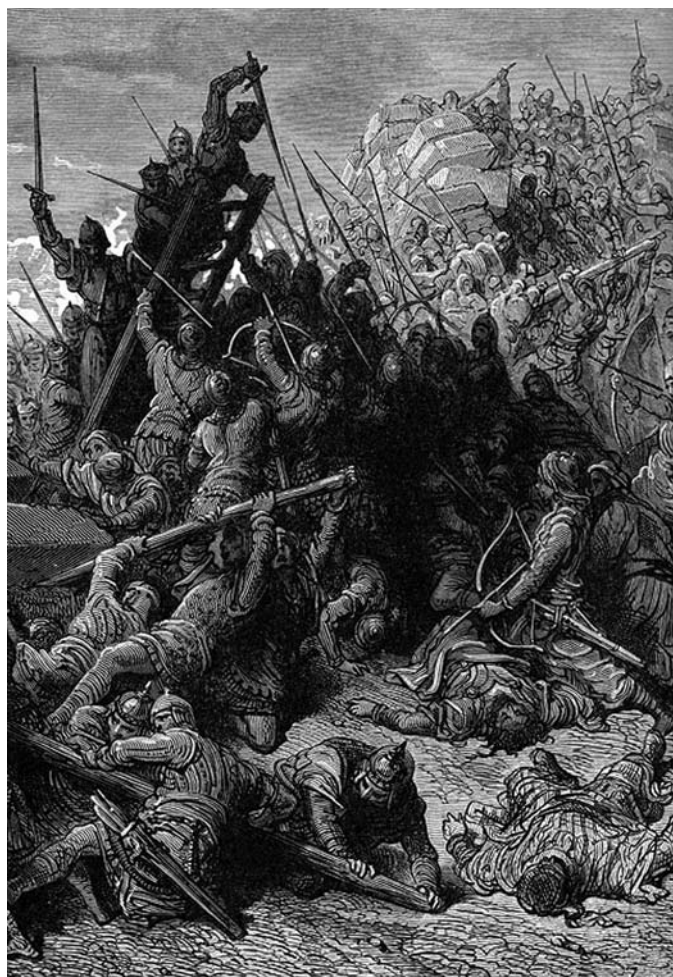
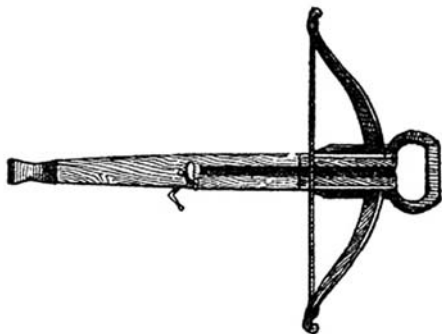
However the player wishes, there are more hexes than units.

*Note: The Burgundian Archers represent an Edessan Archer unit. An Edessan Archer replacement counter can be found in C3i #26.*

### The Turkish Army

**Leaders:** Soqman, Qaradja, Jikirmisch

**Standards:** Soqman, Qaradja, Jikirmisch; placed wherever the Turkish player wishes



**Facing:** All units faced towards the Crusaders

#### Deployment:

Hexes	Units
3010-3023, 3111-3121	25 Turcoman Light Cavalry Archers (#1, 6-7, 10-11, 14-17, 20-21, 24-25 +1, #2-5, 8-9, 12-13, 18-19, 22-23 +2), <i>Soqman the Artukid of Diyar-Bakr and Aleppo</i>
3024-3030, 3125-3127	10 Syrian Medium Cavalry (#1 -1, #2-10 0), <i>Qaradja of Harran</i>
3031-3040, 3132-3136	10 Danishmend Light Cavalry Archers (#1-10 +2), 5 Cappadocian Medium Cavalry (#1-5 -1), <i>Jikirmisch Atabeg of Mosul</i>

**Note:** Use the *Soqman of Aleppo* leader counter.

**Note:** Both Qaradja and his units, and Jikirmisch and his units accidentally ended up with Blue Command Stripes. They are not the same Command and should not be treated as such.

## WHO GOES FIRST

The Turks have the first Activation to start the game.

## CRUSADER COMMANDS

The two Frank armies are separate. They each have their own Overall Commander and Standard.

Baldwin Commands the Edessan Knights, Joscelin Commands the Edessan infantry. Bohemund Commands the Antioch Knights, while Tancred Commands the Antioch infantry.

## OVERALL COMMANDER

Bohemund is the Overall Commander of the Antioch army. Baldwin II is the Overall Commander of the Edessan army.

Soqman is the Overall Commander of the Turkish army.

## GAME BALANCE

Optional Turk free setup:

- 25 Turcoman Light Cavalry Archers (#1,6-7,10-11,14-17,20-21, 24-25 +1, #2-5, 8-9, 12-13, 18-19, 22-23 +2). *Soqman the Artukid of Diyar-Bakr and Aleppo.*
- 10 Syrian Medium Cavalry (#1 -1, #2-10 0). *Qaradja of Harran.*
- 10 Danishmend Light Cavalry Archers (#1-10 +2), 5 Cappadocian MC (#1-5 -1). *Jikirmisch Atabeg of Mosul.*

These can be deployed anywhere south of the River Balikh but at least three hexes distant from that river.

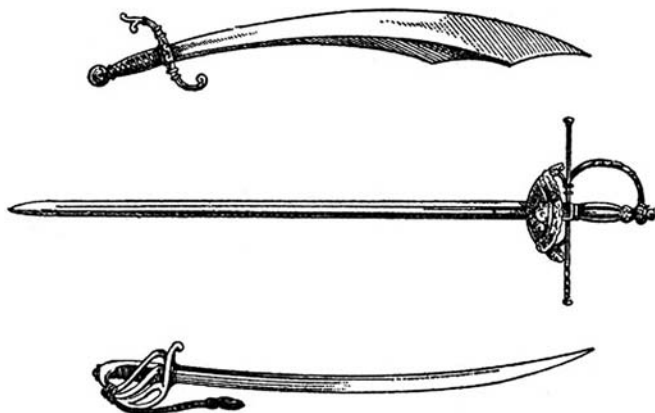
## FLIGHT LEVELS

**Game Balance:** The Turks are favored.

This battle is recommended for skilled players. The two Frankish armies are outnumbered, but the Seljuks and Turcomans are mostly light. We doubt that the game will play as decisively for the Seljuks as history, as hindsight and the birds-eye overhead view greatly helps the Franks.

The Crusader Flight Level is 30.

The Turk Flight Level is 40.



# MONTGISARD

## Frankish Kingdom of Jerusalem, 25 November, 1177

### Historical Background

Saladin planned his own invasion of the kingdom from Egypt. Learning of Saladin's plans, Baldwin IV, a teenager with leprosy but a most able commander, left Jerusalem with, according to William of Tyre, only 375 knights to attempt a defense at Ascalon, but Baldwin was stalled there by a detachment of troops sent by Saladin, who, again according to William of Tyre, had 26,000 men. Accompanying Baldwin was Raynald of Chatillon, Lord of Oultrejordain, who had just been released from captivity in Aleppo in 1176. Raynald was a fierce enemy of Saladin, and was the effective commander of the army, with King Baldwin too ill to command it personally.

The Christians, led by the King, pursued the Muslims along the coast, finally catching their enemies at Montgisard near Ramla. Saladin was taken totally by surprise. His army was in disarray, out of formation and tired from a long march. The Islamic army, in a state of panic, scrambled to make battle lines against the enemy. As Saladin's army rushed to prepare, Baldwin began the charge across the sand.

The Jerusalem army smashed into the hurriedly arranged Muslims, inflicting huge casualties. The King, fighting with bandaged hands to cover his terrible wounds and sores, was in the thick of the fighting and Saladin's men were quickly overwhelmed. They tried to flee but hardly any escaped. Saladin himself only avoided capture by escaping on a racing camel. Only one tenth of his army made it back to Egypt with him.

### GAME-MAP

This battle uses the Harran battle-map, but ignores the river and the hill. All the terrain is level, sand/dirt.

### PLAYING TIME

Playing Time ran about 1 to 2 hours for the playtesters.

### INITIAL DEPLOYMENT

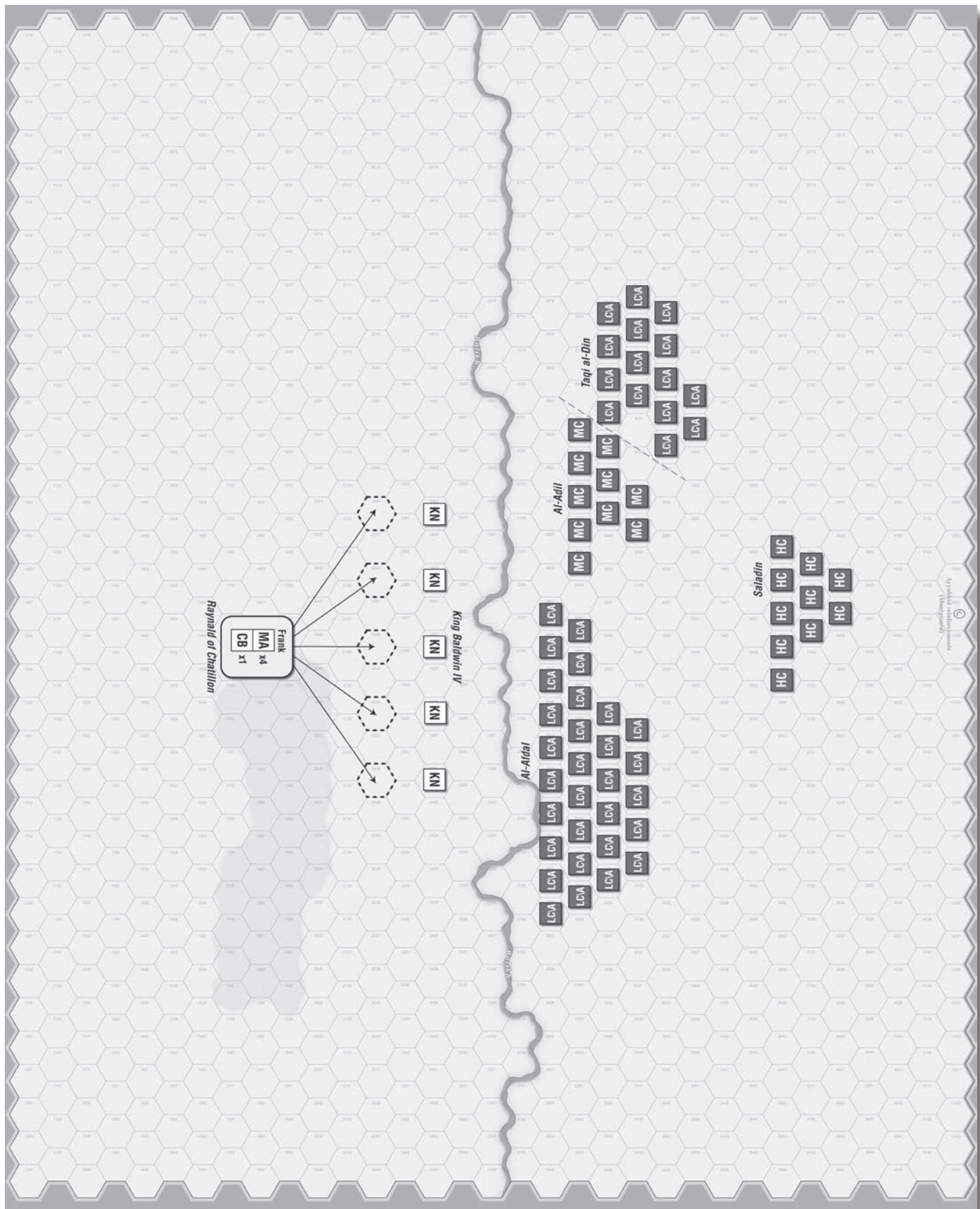
*Ayyubids set-up first.*

### The Frank Army

**Leaders:** King Baldwin IV, Raynald

**Standard:** Raynald; placed wherever the Crusader player wishes

**Facing:** All units faced towards the Ayyubids



Unit placement map for Montgisard scenario

## Deployment:

### The Crusader/Frank Knights

Hexes	Units
2424, 2426, 2428, 2430, 2432	1 Templar Knights (#1 –3), 4 Frank Knights (#1-4 –2), <i>King Baldwin IV</i>
2224, 2226, 2228, 2230, 2232	4 Frank Men-at-Arms (#1, 4 –1, #2-3 –2), 1 Frank Crossbowmen (#1 +1), <i>Raynald of Chatillon, Lord of Oultrejordain [a]</i>

**a:** Raynald is considered by many to be one of the great “bad guys” of the Frankish kingdoms in the Middle East and the provocateur of the fall of Jerusalem. A deeply bigoted thug, if you saw “Kingdom of Heaven”, his character was somehow embodied by the movie character of Guy. Not sure why.

### The Ayyubid Army

**DESIGN NOTE:** These are the same units—plus 15 additional LC—that are used in *Arsouf*. The make-up of Saladin’s armies tended to remain constant in terms of unit types. As we have little info on the subordinate leaders, we have used the ones from *Arsouf*.

**Leaders:** Saladin, Al-Adil, Al-Afdal, Taqi al-Din, Muzaffar

**Standards:** Saladin, Al-Adil, Al-Afdal, Taqi al-Din, Muzaffar; placed wherever the Ayyubid player wishes

**Facing:** All units faced towards the Crusaders

## Deployment:

Hexes	Units
2827-2836, 2927-2935, 3030-3035, 3130-3134	30 Seljuk Light Cavalry Archers (#1-4, 21-24 –1, #5-20, 25-30 0), <i>Al-Afdal [a]</i>
2921-2925, 3022-3024, 3123-3124	5 Berber Medium Cavalry (#1-5 0), 5 Syrian Medium Cavalry (#1-4 –1, #5 0), <i>Al-Adil [b]</i>
3018-3021, 3117-3120, 3218-3222, 3320-3321	5 Kurd Light Cavalry Archers (#1-4 –1, #5 0), 10 Mosul Light Cavalry Archers (#1-4 –1, #5-10 0), <i>Taqi al-Din [c]</i>
3625-3629, 3725-3727, 3826-3827	3 Mamluk Bodyguard Heavy Cavalry (#1-3 –2), 7 Mamluk Heavy Cavalry (#1-5 –1, #6-7 0), <i>Saladin [d]</i>

**a:** Saladin’s eldest son. His other son, al-Aziz was probably there, too, but we had enough al-Dins to keep everyone happy.

**b:** Saladin’s brother, also known as Saphadin.

**c:** Saladin’s nephew.

**d:** Saladin’s army is part of the Ayyubid (Egyptian) sultanate, which Saladin founded. It does contain contingents from many of the Muslim emirates in the Middle East, a gathering of “enemies” that gave the Saracens much of the power they lacked at the time of the First Crusade. Saladin, himself, was a Kurd.

## Reinforcements

**The Infantry:** 5 Sudanese Archers with Flails (#1-2 –1, #3-5 0), 3 Bedouin Pikemen Javelineers (#1-3 +1), 7 Egyptian Pike Infantry (#1, 5 0, #2-4, 6-7 +1), *Muzaffar al-Din*.

Enter the map through any hex in row 42xx. Place Muzaffar’s Standard in any hex when his command enters the map.

**Important:** Every unit in the Ayyubid army starts—or enters—the game Disordered. The army is racing up to deploy against the approaching Franks and was rather tired to begin with. Later in life Saladin’s fully admitted that fighting when and where he did was one of his poorer tactical decisions.

## WHO GOES FIRST

The Crusaders have the first Activation to start the game.

## CRUSADER COMMAND

While this small army was supposed to be under the direct command of Raynald—because of Baldwin’s disabling leprosy (which is why he wore the face mask)—it appears that it was Baldwin who was much the driving force, engaging in the hand-to-hand fighting and driving his force on with his skill and charisma. Baldwin IV was one of the great positive forces of the Kingdom of Jerusalem.

In game terms we have assigned the Knights to Baldwin and the footmen to Raynald.

## CRUSADER COUNTER-CHARGE

When rolling to Counter-Charge, the Frank player subtracts two (–2) from every DR. The Knights Templar unit does not roll for Counter-Charge, it automatically succeeds.

## OVERALL COMMAND

Baldwin IV is the Crusaders Overall Commander.

Saladin is the Ayyubid Overall Commander.

*Note: Use the Saladin counter that has an Activation Rating of 5, rather than the counter with an Activation Rating of +1.*

## GAME BALANCE

This battle is recommended for skilled players.

Taking a look at the numbers: the Ayyubids have 80 combat units to the Franks’ 10. You would think the Saracens are way ahead in this area. However, the final historical outcome would seem to say the battle is totally unbalanced in favor of the Franks: the Ayyubids lost 90% of their army, the Franks took very few casualties.

Which means game balance depends greatly on how each player handles his army.

To balance the game in the Ayyubid’s favor, increase the Ayyubid Flight Level to either 65 or 70.

## FLIGHT LEVELS

**Balance:** The Crusaders are favored, but need to make good use of the time that the Ayyubid army is Disordered.

The Crusader/Frank Flight Level is 15. The Crusaders do not have a DR added to their Flight Points when making Loss Checks.

The Ayyubid Flight Level is 60. (No, the Franks do not have to eliminate 90% of the Ayyubids; this is the point at which the Ayyubid army will flee ...which is where and when most of its force was wiped out).

This should produce the historical Frankish victory most of the time.



# ARSUF

## Ayyubid Kingdom of Jerusalem, 7 September, 1191

### Historical Background

After the success at Acre, Richard gathered what was left of his still large army and headed south to retake Jerusalem. His goal was to use Jaffa, on the coast, as a base, especially as it would allow his army to be re-supplied by his Italian fleet. Saladin, however, had no intention of allowing Richard to reach Jaffa unmolested and, with his renewed army of some 20,000+, he began to shadow Richard's movements down the coast, harassing him almost daily.

Richard, aware of the tactics of the Turkish horse archers, and the difficulties his knight-centered force would have in reacting to such tactics, formed his army into three tightly packed and rigidly disciplined columns. In the center were his knights, on their eastern flank were his infantry and crossbows, while along the shore was his baggage train, guarded by more infantry and squads of turcoples. Alternating days of slow march with those of rest, the units were under strict orders to remain in rank and not respond to the Saracen harassing attacks.

On the morning of September 7th, the Crusaders broke their camp near the mouth of the Nahr-el-Falaik river and began marching the six miles down the road to Arsuf, their target for the day.

Richard suspected that a battle would be fought that day. Scouts spotted Ayyubid forces in the Wood of Arsuf, which paralleled the coast road the entire distance to the town.

After the Crusaders had marched a short distance down the road, the Ayyubid army swept out of the wood and descended upon them. The skirmishers led the way and began their usual tactics of moving in, showering the Crusaders with arrows, and then slipping away trying to entice them to break ranks and attack. Behind the skirmishers, the Mamluk and other cavalry waited for an opening to appear in the Crusader line. Saladin appears to have concentrated on the rear of the column, perhaps in the hope of separating them from the main body and destroying the two groups piecemeal. However, following Richard's orders, the Crusaders kept up their march down the road exchanging missile fire with the skirmishers.

Fra' Garnier, the Hospitaller commander at the rear of the column, repeatedly requested permission to charge, which Richard kept denying. Finally, as the Hospitaller troops began losing touch with the main body of the column, Garnier ordered a charge on his own. Seeing the Hospitallers charge and knowing they were doomed without support, Richard ordered the pre-arranged signal for a general charge be sounded. The charge rippled like a wave down the Crusaders line and slammed into the surprised skirmishers which broke and ran. This precipitated a general rout of the Ayyubid army. Saladin rode forward and tried to halt the rout, but was unable to rally his army. The road to Jaffa now lay open before Richard.

### General Note

Because of the unusual nature of this battle—mostly in terms of Richard's plans and what the Crusaders did—we have to adjust some of the basic rules to account for these factors. We suggest that this scenario be undertaken by those familiar with not only the game system but how best to handle the individual unit types.

### PLAYING TIME

Playing Time ran about 2 hours for the playtesters.

### INITIAL DEPLOYMENTS

**Crusaders set-up first.**

### The Crusader Army

**Leaders:** Richard, Garnier, James, Guy, Robert, Hugh

**Standard:** Carroccio (see special rules)

**Facing:** All units faced towards the Ayyubids (east)



**Deployment:**

<b>Knights</b>	
<b>Hexes</b>	<b>Units</b>
1801	1 Hospitaller Knights (#1 –2); <i>Fra Garnier de Nablus</i>
1802-1808	1 Provencal Knights (#1 –2), 1 Aquitaine Knights (#1 –2), 2 Norman Knights (#1 –1, #2 –2), 1 Flemish Knights (#1 –2), 1 Lorraine Knights (#1 –2), 1 Burgundian Knights (#1 –1); <i>James of Avesnes</i>
1809	Richard's Standard ( <i>Carroccio</i> ), <i>Hugh of Burgundy</i>
1810	1 Anglo-Norman Knights (#1 –2)
1811	1 Poitevin Knights (#1 –2); <i>Guy of Lusignan</i> [a]
1812	1 Breton-Angevin Knights (#1 –2)
1813	1 Templar Knights (#1 –3); <i>Robert of Sable</i>
any of above	<i>Richard I</i> [b]

*Note: Robert of Sable is the Robert counter marked Templars with a Purple Command stripe.*

<b>Infantry</b>	
<b>Hexes</b>	<b>Units</b>
1901	1 Hospitaller Crossbowmen (#1 +1)
1902	1 Norman Pike Infantry (#1 –1)
1903	1 Provencal Pike Infantry (#2 0)
1904	1 Aquitaine Crossbowmen (#1 +1)
1905	1 Flemish Pike Infantry (#1 –1)
1906	1 Lorraine Pike Infantry (#2 0)
1907	1 Anglo-Norman Crossbowmen (#1 +1)
1908	1 Burgundian Pike Infantry (#2 0)
1909	1 Anglo-Norman Pike Infantry (#1 0)
1910	1 Frank Crossbowmen (#1 +1)
1911	1 Poitevin Pike Infantry (#1 0)
1912	1 Breton-Angevin Pike Infantry (#1 0)
1913	1 Templar Men-at-Arms (#1 –1)

<b>Baggage Train</b>	
<b>Hexes</b>	<b>Units</b>
1603	1 Frank Pike Infantry (#1 –1) [c]
1604-5	2 Wagons (#1-2 +2)
1606	1 Frank Pike Infantry (#2 –1)
1607-8	2 Wagons (#3-4 +2)
1609	1 Frank Pike Infantry (#3 –1)
1610-11	2 Wagons (#5-6 +2)
1612	1 Frank Pike Infantry (#4 –1)

1713

1 Templar Turcopoles Light Cavalry Archers (#1 +1) [d]

**a:** Guy of Lusignan is the erstwhile King of Jerusalem, a political issue still roiling what is left of the Crusader kingdoms. He is opposed by supporters of the late Conrad of Monferrat (killed by The Assassins), some of whom are also with Richard's army. But Guy, no military genius to be sure, was a key friend and ally of Richard who eventually arranged for him to go off to Cyprus and rule there, establishing a dynasty that lasted for centuries. Who was "King of Jerusalem" was, in reality, a moot point.

**b:** Richard I, Coeur de Lion, to paraphrase one historian, a bad person, a bad husband, a bad king, but probably the greatest soldier of his era, and greatly feared—and rightfully so—by the Saracens.

**c:** It is not noted how many Franks—the term used for the European Christians in The Middle East—there were, or from where they came ... Tripoli, Acre, Antioch, etc. They were, as noted, politically fractured.

**d:** "Turcopoles," Turkish Light Cavalry Archers who fought for the Franks, mostly as scouts and screens, as the Franks never really deployed a large force of mounted archers like the Saracens did. The Saracens considered them traitors.

**The Ayyubid Army**

Saladin's army, which outnumbered Richard's by about 2-1, is part of the Ayyubid (Egyptian) sultanate, which Saladin founded. It does contain contingents from many of the Muslim emirates in the Middle East, a gathering of "enemies" that gave the Saracens much of the power they lacked at the time of the First Crusade. Saladin, himself, was a Kurd. His fame, especially in the East, is rather new, emerging in the 19th century, mostly because, despite his many victories, his "empire" did not last past his death.

**Leaders:** Saladin, Taqi al-Din, al-Adil, al-Afdal, Muzaffar

**Standards:** Taqi al-Din, al-Adil, al-Afdal, Muzaffar; placed wherever the Ayyubid player wishes

**Facing:** All units faced towards the Crusaders (west)

**Deployment:**

<b>Hexes</b>	<b>Units</b>
2907-2921, 3008-3022	15 Seljuk Light Cavalry Archers (#1-4 –1, #5-15 0), 5 Kurd Light Cavalry Archers (#1-4 –1, #5 0), 10 Mosul Light Cavalry Archers (#1-4 –1, #5-10 0), <i>Al-Afdal</i> [a]
2922-2929, 3023-3029	5 Sudanese Archers with Flails (#1-2 –1, #3-5 0), 3 Bedouin Pikemen Javelineers (#1-3 +1), 7 Egyptian Pike Infantry (#1, 5 0, #2-4, 6-7 +1), <i>Muzaffar al-Din</i>
3322-3326, 3423-3427	5 Berber Medium Cavalry (#1-5, 0), 5 Syrian Medium Cavalry (#1-4 –1, #5 0), <i>Al-Adil</i> [b]
3314-3318, 3414-3418	3 Mamluk Bodyguard Heavy Cavalry (#1-3 –2), 7 Mamluk Heavy Cavalry (#1-5 –1, #6-7 0), <i>Taqi al-Din</i> [c]
3320	<i>Saladin</i> [d]

**a:** Saladin's eldest son. His other son, al-Aziz was probably there, too, but we had enough al-Dins to keep everyone happy.

**b:** Saladin's brother, also known as Saphadin.

**c:** Saladin's nephew.

**d:** Saladin's army is part of the Ayyubid (Egyptian) sultanate, which Saladin founded. It does contain contingents from many of the Muslim emirates in the Middle East, a gathering of "enemies" that gave the Saracens much of the power they lacked at the time of the First Crusade. Saladin, himself, was a Kurd.

## WHO GOES FIRST

The Crusaders have the first Activation to start the game.

## TERRAIN

### Arsuf

Arsuf (or Arsouf) as a city is almost totally destroyed. It is not the ultimate goal of the Crusaders; just a convenient stop along the way to Jaffa, Richard's planned jumping-off point to take Jerusalem. **The city walls had been torn down and have no effect.**

## SALADIN



Saladin commands no troops in this battle. Saladin can move during every Ayyubid Activation.

Once per game Saladin may automatically succeed in one Seizure attempt and use this to Activate an Ayyubid leader's Standard to rally Retired units. This is the only time a non-Free Activation can be used to Activate a Standard. Use the Saladin counter with +1 rather than an Activation Rating as a reminder that he Commands no troops, but is the Overall Commander.

***HISTORICAL NOTE:** In battle, Saladin tended to lead from the rear; letting his underlings (mostly relatives) do all the dirty work. At Arsuf, he only intervened once a general rout was in progress and by that time it was too late to save the day.*

## CRUSADER ARMY MOVEMENT: "SLOW MARCH"

All of the units in the Crusader army can move at the same time, under **either of** the following conditions:

- It is a Free Activation, **nothing but "Slow March" can be done with this Free Activation.**
- Once per Crusader Activation sequence, Richard can roll for Continuation and move the entire army. A Crusader Activation sequence consists of the Activations starting with a **Crusader Free Activation**, or successful Crusader Seizure attempt and ending with a Crusader Pass, failed Crusader Continuation attempt, or successful Ayyubid Seizure attempt.

Each unit may move a maximum of 3 hexes, they may spend up to their Movement Allowance to do so (i.e., leave ZOC, change elevation, etc). Retired units may move 1 hex towards the Wagons (see Carroccio rule below). The units may not fire missiles, attack, or Rally in this Activation.

***HISTORICAL NOTE:** The Hospitallers, in the rear, actually walked backwards so as to be able to defend. We don't have to represent this.*

## MAP EXIT

**In contravention of the normal movement rules, Crusader units can exit the map from hexes 1143, 1244, 1343, and 1444. They pay 1 MP to do so. If the unit is using "Slow March" this counts as one of the hexes the unit may move.**

## KNIGHT PASS THROUGH

Crusader Knights may move/Charge through a Crusader Cross-bow unit as if it were not there, at no additional cost in Movement Points. The Knight may not end up stacked with them, though.

## CRUSADER COMMAND

The Crusader Command is somewhat different than the base rules—and the counter colors—would normally delineate.

- Richard, James of Aveneses, and Hugh of Burgundy can Command any Crusader Knights or infantry (including Wagons and Carroccio), but not both Knights and infantry in the same Activation. This does not apply to Templars and Hospitallers, see below.
- Guy may command any Frankish (including Wagons, but not the Carroccio) units
- The Templars and Hospitallers are subject solely to their own individual Commanders, and none other, not even Richard.

When rolling to control the Counter-Charge of non-Templar/Hospitaller Knights, the Activation Rating of Richard is always used, if he is within range of the affected unit. If Richard is not in range, but James or Hugh are, use their Activation Rating instead. The Templar/Hospitaller Knights use their Commander's rating, if he is in Command Range.

## OVERALL COMMAND

Richard I is the Crusader Overall Commander. This does not apply to Robert of Sable or Fra Garnier de Nablus (the Templar and Hospitaller commanders).

Saladin is the Ayyubid Overall Commander.

## CARROCCIO

### CRUSADER STANDARD AND RALLY



The Crusader Standard is that of King Richard I, mounted on a *Carroccio* and placed, conspicuously, in the center of his line of Knights. The Carroccio, while a counter in the game, is not used for Retired units. Instead, whenever a Crusader unit is Retired, it is placed adjacent (or as close as possible) to one of the Wagons (except the Carroccio itself). When the Crusader player Activates his Standard, all Retired units adjacent to any Wagon (except the Carroccio itself) are Rallied. **When a Retired Crusader unit is Activated and is not adjacent to a Wagon, it can only move towards a Wagon with its Movement Rate of 1.**

In addition, whenever a Crusader infantry unit that can trace a line of hexes occupied by Crusader combat units to the Carroccio—no empty hexes—suffers a Retire result an infantry unit that is adjacent to a Wagon unit (except the Carroccio itself) may be instantly moved to the hex the newly Retired infantry unit just vacated, this cannot be a Retired unit. If there are no units to replace the Retired unit, it cannot be so replaced ...and there is now a hole in the Crusader line. A Crusader infantry unit that can trace a path as described above, can choose to ignore Retreat results.

The Carroccio **and Wagons** have a Shock Defense DRM, to account for the small guard attached to **them**, as well as a Movement Rate. They cannot stack with other units and can be attacked by **Missile Fire** as well as **Shock/Charge combat**, they count as foot troops for determining terrain effects on missile fire and combat. **Wagons, including the Carroccio, never Retire, instead when a Wagon or Carroccio suffer a Retire result it is Retreated (14.3). If all of the Wagons or the Carroccio are exited from the map or Eliminated, all currently Retired Crusader units are Eliminated and all subsequent Retire results are treated as Eliminated instead.**

**HISTORICAL NOTE:** *A Carroccio was a war chariot drawn by oxen. It was a rectangular platform on which the standard was erected and the trumpeters beside them encouraged the fighters to the fray.*

*In battle the Carroccio served as a rallying-point; its capture by the enemy was regarded as an irretrievable defeat and humiliation. It was first employed by the Milanese in 1038, and played a great part in the wars of the Lombard League against the emperor Frederick Barbarossa*

*As a culinary aside, you may find carroccio meatballs in some Italian restaurants.*

## AYYUBID SKIRMISHER INEFFECTIVENESS

During the battle the Ayyubid skirmishers were singularly ineffective in stopping the Crusaders progress down the coast road. To reflect this, all Ayyubid Light Cavalry Archers suffer from the following penalties:

- They do not exert ZOCs. They still get Reaction fire as a ZOC is not required for Reaction fire.
- They suffer an additional -2 DRM when firing missiles.
- They may not Retreat Before Combat in any attack that includes a Charging Knight. The Knight must still be Charging after any Reaction fire.

## GAME BALANCE

Ayyubid Skirmisher Ineffectiveness rule decrease missile DRM to -1 from -2 (favors Ayyubid player).

Ayyubid Skirmisher Ineffectiveness rule decrease missile DRM to 0 from -2 (favors Ayyubid player).

Ayyubid Skirmisher Ineffectiveness rule add ZOCs back to Light Cavalry Archers (favors towards Ayyubid player).

Ayyubid Skirmisher Ineffectiveness rule allow Light Cavalry Archers to Retreat Before Combat in attacks that include a Charging Knight (favors Ayyubid player).

Optional Ayyubid free setup (favors Ayyubid player):

The Ayyubids may deploy anywhere on the map east of hex row 29xx.

The Ayyubid army consists of:

- 3 Mamluk Bodyguard Heavy Cavalry (#1-3 -2), 7 Mamluk Medium Cavalry (#1-5 -1, #6-7 0), *Taqi al-Din*
- 5 Berber Medium Cavalry (#1-5 0), 5 Syrian Medium Cavalry (#1-4 -1, #5 0), *al-Adil*
- 15 Seljuk Light Cavalry Archers (#1-4 -1, #5-15 0), 5 Kurd Light Cavalry Archers (#1-4 -1, #5 0), 10 Mosul Light

Cavalry Archers (#1-4 -1, #5-10 0), *al-Afdal*

- 5 Sudanese Archers with Flails (#1-2 -1, #3-5 0), 3 Bedouin Pikemen Javelineers (#1-3 +1), 7 Egyptian Pike Infantry (#1, 5 0, #2-4, 6-7 +1), *Muzaffar al-Din*
- *Saladin*

## VICTORY

**Balance:** The Crusaders are favored.

The objectives in this battle are somewhat different than those in the others in the box. While Saladin's objective is to destroy the Crusader army by taunting it into battle, the Crusaders are intent on avoiding battle and reaching Arsuf as they continue their march towards Jerusalem.

Therefore, the Crusaders win by getting units to Arsuf and/or off the board through that road. The Ayyubids win by reducing the number of units that do so.

## Crusader Victory Points

- One (1) VP for every combat unit exited from the map through hexes 1143, 1244, 1343, and 1444.
- Two (2) VP for every Wagon, including the Carroccio, exited from the map through hexes 1143, 1244, 1343, and 1444.
- One (1) VP for every Ayyubid combat unit Eliminated.
- VP equal to the Activation Rating of any Ayyubid leader killed.
- Ten (10) VP if Saladin is killed.




























































































































































































































































































































## Ayyubid VP

- One (1) VP for each Crusader Combat unit Eliminated
- Three (3) VP for each Wagon unit Eliminated.
- Five (5) VP for Eliminating the **Carroccio**.
- VP equal to the Activation Rating of any Crusader leader killed.

The instant the Crusader Player reaches **30 VP** he wins.

The instant the Ayyubid Player reaches **25 VP** he wins.

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1	2	3	4	5	6	7	8	9	10
									
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1	2	3	4	5	6	7	8	9	10
									
1	2	3	4	5	6	7	8	9	10
									
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1	2	3	4	5	6	7	8	9	10
									
1	2	3	4	5	6	7	8	9	10
									

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[illegible]

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TURK Flight Points	Beldar Sonosato	Qasadi Harran	Sogman Dumassat	Kerbah Musal	Sogman Dy-Bat	Soliman	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540	541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560	561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600	601	602	603	604	605	606	607	608	609	610	611	612	613	614	615	616	617	618	619	620	621	622	623	624	625	626	627	628	629	630	631	632	633	634	635	636	637	638	639	640	641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656	657	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675	676	677	678	679	680	681	682	683	684	685	686	687	688	689	690	691	692	693	694	695	696	697	698	699	700	701	702	703	704	705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720	721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740	741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800	801	802	803	804	805	806	807	808	809	810	811	812	813	814	815	816	817	818	819	820	821	822	823	824	825	826	827	828	829	830	831	832	833	834	835	836	837	838	839	840	841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863	864	865	866	867	868	869	870	871	872	873	874	875	876	877	878	879	880	881	882	883	884	885	886	887	888	889	890	891	892	893	894	895	896	897	898	899	900	901	902	903	904	905	906	907	908	909	910	911	912	913	914	915	916	917	918	919	920	921	922	923	924	925	926	927	928	929	930	931	932	933	934	935	936	937	938	939	940	941	942	943	944	945	946	947	948	949	950	951	952	953	954	955	956	957	958	959	960	961	962	963	964	965	966	967	968	969	970	971	972	973	974	975	976	977	978	979	980	981	982	983	984	985	986	987	988	989	990	991	992	993	994	995	996	997	998	999	1000	1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	12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## Game Credits

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**BOX ART & PACKAGE DESIGN:** Rodger MacGowan  
**COUNTER GRAPHICS:** Rodger MacGowan, Mike Lemick and Charles Kibler  
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## **Infidel Errata/FAQ**

**May 11th, 2013**

**For use with Infidel rules version 1.2, available for download from [www.gmtgames.com](http://www.gmtgames.com)**

### **Counter Errata:**

There are two Lorraine Pike #2 units. One should be Burgundian Pike #2.

The Joscelin Crusader Leader erroneously has a name on the back, instead of Repl.

The Garnier Crusader Leader has the same values on both sides. The Activation and Command Range values on the Repl side should be 1 less. Repl Activation should be 3, Command Range should be 2, and there should be no Charisma bonus.

The Tatikios Crusader Leader has the name on the back and the same values as the front. The Activation and the Command Range values on the back side should be 1 less. Back side Activation should be 1 and Command Range should be 2.

The Templar Crusader leader Robert of Sable should not have a Charisma bonus on the Repl side.

Ayyubid Egyptian Pike #1 should have a Shock Defense DRM of +1 on the Disordered side.

Balduke of Sanosata should be from Samosata.

Correction counters for the above 7 errors are available in C3i magazine #26.

The light blue Seljuk Qaradja of Harran and 10 light blue Seljuk Syrian MC should all have a green command stripe, not a blue command stripe.

There are five extra counters that are not used in any battle: Burgundian Knights #7 & 8, Flemish Pike #3 & 4, Flemish Archers #2.

### **Player Aid Card #1:**

In the list of Possible DRMs for Shock or Charge, add +/-? Weapons System Matrix table modifier.

### **Player Aid Card #2:**

On the Flight Point Track, change the second 45 (the one without the Turk Flight Level for Dorylaeum) to 46 and change 46 to 47 (a replacement is available for download from [www.gmtgames.com](http://www.gmtgames.com) on the Infidel game page.)

# Infidel

## FIRE RESULTS TABLE

### Target on Foot

#### Normal

≤ 4: NE

≥ 5: Dis

#### Disordered

≤ 1: NE

2-3: Retreat

4-6: Retire

≥ 7: Elim

### Target Mounted

#### Normal

≤ 4: NE

≥ 5: Dis

#### Disordered

≤ 2: NE

3-7: Retire

≥ 8: Elim

On an adjusted DR of ≥ 9, and leader in hex, check for death of leader.  
Leader dies on subsequent DR ≥ 8.

NE = No Effect; Dis = Disordered; Elim = Eliminated

## FIRE/RANGE DRM CHART

### Range in Hexes

Unit Type	1	2
Archers	+1	-1
Crossbowmen	+2	-2
Javelineers	+1	Not Allowed










#s represent DRMs to Fire Results Table

## DRM FOR MISSILE FIRE

DRM	Reason
?	Range, as per range chart
?	Defender's Terrain, as per terrain chart
+1	Angled fire at Medium or Light Cavalry
+2	Firing at Camp Followers
-1	Disordered unit firing
-1	Mounted archers firing
-1	Firing at Knights or Heavy Cavalry

## WEAPONS SYSTEM MATRIX (for Shock and Charge)

### Attacker [a]

Defender		KN	HC	MC	MA	PK	AF
	KN	0	-1	-3	-1	-2	-1
	HC	+1	0	-2	0	-2	0
	MC	+2	+1	0	+1	0	+1
	LC	+3	+2	+1	+2	+1	+2
	MA	-1	-1	0	0	-1	0
	PK	+2	+1	0	+1	0	+1
	AF	+1	0	-1	+1	-1	0
	A & CF	+4	+3	+2	+3	+2	+2
	CB, Wagons, & Carroccio	+3	+2	+1	+2	+1	+1

a: Unit types not listed here as attackers may not Shock Attack or Charge.

### TERRAIN CHART: DORYLAEUM

Terrain Type	Movement Costs		Shock DRM	
	Mounted	Foot	Mounted	Foot
Clear	1	1	0	0
Marsh	3	2	0	0
Rough	3	2	-3	-1
Drumlin	3	2	-2	-1
Up Slope	+1	+1	0	0
Down Slope	0	+1	0	0
To leave the ZOC of a Mounted Unit	0	+2		
To leave the ZOC of a Missile Unit	+1	+1		
Mounted Archer firing in ZOC	+1	NA		
Mounted Archer leaving ZOC entered that turn	+1	NA		

### TERRAIN CHART: ANTIOCH

Terrain Type	Movement Costs		Shock DRM	
	Mounted	Foot	Mounted	Foot
Clear , including Road	1	1	0	0
Rough	3	2	-3	-1
City	1	1	0	0
Walls	NA	NA	NA	NA
River	NA	NA	NA	NA
Stream	0	+1	0	0
Gate Bridge	0	0	-2	-2
Fort	NA	NA	-2	-1
Bridge of Boats	+2	+1	-2	-2
Up Slope	+1	+1	0	0
Down Slope	0	+1	0	0
To leave the ZOC of a Mounted Unit	0	+2		
To leave the ZOC of a Missile Unit	+1	+1		
Mounted Archer firing in ZOC	+1	NA		
Light Cavalry leaving ZOC entered that turn	+1	NA		

### TERRAIN CHART: HARRAN and MONTGISARD

Terrain Type	Movement Costs		Shock DRM	
	Mounted	Foot	Mounted	Foot
Clear	1	1	0	0
Stream [a]	0	+1	0	0
Up Slope [a]	+1	+1	0	0
Down Slope [a]	0	+1	0	0
To leave the ZOC of a Mounted Unit	0	+2		
To leave the ZOC of a Missile Unit	+1	+1		
Mounted Archer firing in ZOC	+1	NA		
Light Cavalry leaving ZOC entered that turn	+1	NA		

a: Only applies for Harran



# Infidel



~ The Supremacy of Cavalry in the Crusader Era ~  
11th-12th Century



## MEN of IRON

Volume II



### TERRAIN CHART: ASCALON

Terrain Type	Movement Costs		Shock DRM	
	Mounted	Foot	Mounted	Foot
Clear, including Road, Camps and Plateau	1	1	0	0
Sand/Dunes	3	2	-2 [a]	-1 [a]
Rough	3	2	-3	-1
Sea	NA	NA	NA	NA
City	NA	NA [b]	NA	NA
Up Steep Slope	NA	+2	NA	-1
Down Steep Slope	NA	+2	NA	0
To leave the ZOC of a Mounted Unit	0	+2		
To leave the ZOC of a Missile Unit	+1	+1		

a: Applies to unit attacking from that hex.

b: Not even for Egyptian units. The locals shut the gates on the army. Nice folks.

### TERRAIN CHART: ARSUF

Terrain Type	Movement Costs			Shock DRM		Missile DRM
	Mounted	Foot	Wagon	Mounted	Foot/ Wagon	All
Clear, including Road	1	1	1	0	0	0
Sand	1	1	2	0	0	0
Garden	1	1	2	-1	0	-1
City (Arsuf)	2	2	3	-3	-1	-2
Marsh	NA	3	NA	0	0	0
Woods	2	2	NA	-3	-1	-2
Ocean, River	NA	NA	NA	NA	NA	NA
Stream, Ford	0	+1	+1	0	0	0
Up Slope	+1	+1	+1			
Down Slope	0	+1	+1			
To leave the ZOC of a Mounted Unit	0	+2	+2			
To leave the ZOC of a Missile Unit	+1	+1	+1			
Mounted Archer firing in ZOC	+1	NA	NA			
LC leaving ZOC entered that turn	+1	NA	NA			

## CHARGE RELUCTANCE

DR	Result
≤ 6	Attacking unit successfully Charges
≥ 7	Charge is blunted by the reluctance of the horses to close, and the unit must Shock without the benefit of the Charge

Add attacking unit's Shock Defense DRM

## COUNTER CHARGE vs CAVALRY CHARGE

DR	Result
≤ 3	Successful; negate Charge which is now resolved as a Shock Attack
≥ 4	Unsuccessful; defends normally

Add Counter-Charging unit's Shock Defense DRM

If the Counter-Charging unit must change facing to effect the counter-charge add one (+1) to the DR

## COUNTER CHARGE vs SHOCK/FIRE

DR	Result
≤ 4	Successful; apply -2 to Shock attack or Charge missile unit
≥ 5	Unsuccessful; defends normally

Add Counter-Charging unit's Shock Defense DRM

If the Counter-Charging unit must change facing to effect the counter-charge add one (+1) to the DR

## KN COUNTER-CHARGE vs FIRE RESTRAINT DR

DR	Result
≤ 3	No Counter-Charge takes place
≥ 4	Knight Counter-Charges

Subtract leader's Activation Rating if unit is in Command Range

## LC RETREAT BEFORE SHOCK/CHARGE

DR	Result
≤ 5	Retreat has no negative effect
≥ 6	Unit retreats, but is Disordered

Add the Retreating unit's Shock Defense DRM

## LC RETREAT BEFORE COUNTER-CHARGE

DR	Result
≤ 3	Retreat has no negative effect
4-7	Unit retreats, but is Disordered
≥ 8	No Retreat allowed, Counter-Charge is resolved

Add the Retreating unit's Shock Defense DRM

## LEADER CASUALTIES IN SHOCK/CHARGE

*Check when a unit the leader is stacked with suffers an adverse Shock or Charge combat result*

DR	Result
≤ 2	Leader Survives
≥ 3	Leader Dies (see 5.5)

Subtract the leader's Activation Rating



## ~ The Supremacy of Cavalry in the Crusader Era ~

### SHOCK COMBAT RESULTS (No Charge)

Adjusted DR	Defending Unit's Status	
	Normal	Disordered
≤ 0	Attacker Disordered, Retreat 1 hex	Attacker Disordered, Retreat 1 hex
1	Attacker Disordered, Retreat 1 hex	Attacker Disordered
2-3	Attacker Disordered	No Result
4	No Result	No Result
5	No Result	Defender Retired
6-7	Defender Disordered	Defender Retired
≥ 8	Defender Disordered, Retreat 1 hex	Defender Eliminated, Continue Attack

### CHARGE COMBAT RESULTS (for KN & HC)

Adjusted DR	Defending Unit's Status	
	Normal	Disordered
≤ 0	Attacker Disordered	Attacker Disordered
1	Attacker Disordered	Defender Retired, Attacker Disordered
2-3	Both Disordered	Defender Retired, Attacker Disordered
4	Defender Disordered	Defender Retired
5-7	Defender Disordered, Retreat 1 hex	Defender Eliminated, Continue Attack
≥ 8	Defender Disordered, Retreat 1 hex, Continue Attack	Defender Eliminated, Continue Attack

### POSSIBLE DRMs FOR SHOCK OR CHARGE

DRM	Reason
+/- ?	Defender's Shock DRM
+/- ?	Strength Advantage
-?	Defender's (sometimes Attacker's) Terrain (see TEC)
-2	Attacker is Disordered
-2	Counter-Charged Shock attack (13.8)
-1	All attacking units are on lower level than defending unit
-1	Charging cavalry moved during preceding Movement Phase
+?	KN stacked with leader with Charisma
+1	HC/KN stacked with leader when attacking
+2	Defender is Retired (use Disorder portion of table)
+2	All attacking units are attacking through defender's Flank
+3	All attacking units are attacking through defender's Rear
+4	If the attackers are attacking through any combination of front + flank, front + rear, or flank + rear



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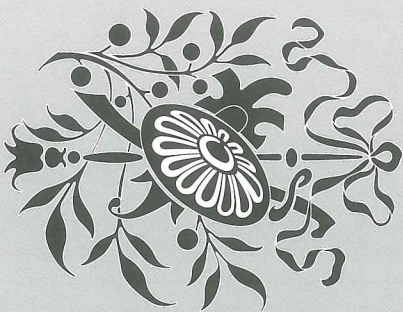
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## Flight Point Track

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
															<i>Crusader Flight Level Montgisard</i>

16	17	18	19	20	21	22	23	24	25	26	27	28
				<i>Crusader Flight Level Antioch ~ Ascalon</i>					<i>Turk Flight Level Ascalon Ayyubid VP Level Arsuf</i>			

29	30	31	32	33	34	35	36	37	38	39	40
	<i>Crusader VP Level Arsuf Crusader Flight Level Harran</i>					<i>Turk Flight Level Antioch</i>					<i>Turk Flight Level Harran</i>

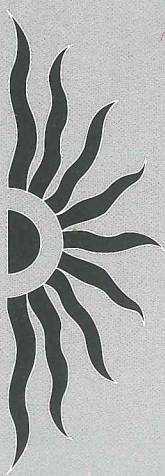


41	42	43	44	45	46	47	48	49	50	51	52	53	54
				<i>Turk Flight Level Dorylaeum</i>									

55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70
					<i>Ayyubid Flight Level Montgisard</i>										<i>Crusader Flight Level Dorylaeum</i>

## General Track

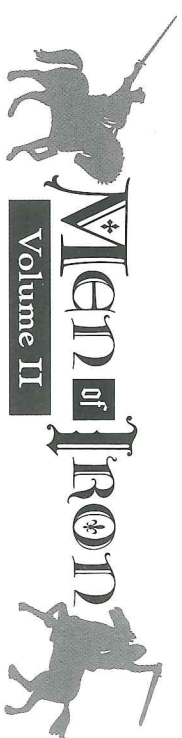
0	1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	---	----	----	----



# In fidel



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Stephen Blois 3 4 7	Robert Flanders 3 5 7	Robert Normandy 3 6 7	James Avesnes 3 4 7	Hugh Burgundy 3 4 7	Bohemund Taranto 4 5 7	Tancred Taranto 3 5 7	Robert Templars 4 3 7	Garnier Hospitaller 4 3 7	Tatikius Byzantium 2 3 7
Adhemar Le Puy 4 5 7	Richard I England 5 6 7	Baldwin IV Jerusalem 5 5 7	Raymond Toulouse 5 6 7	Raynald Olyridat 3 3 7	Peter Hermit 2 4 7	Baldwin II Edessa 3 4 7	Joscelin Turbessie 2 4 7	Godfrey Bouillon 4 6 7	Hugh Vrmdagh 3 5 7
Guy Lusignan 2 4 7	Raymond	Robert	Godfrey	Crusaders	1 -1 4	2 0 4	3 -1 4	4 0 4	1 -2 4
1 +1 5	2 +1 5	1 -2 7	2 -2 7	3 -2 7	4 -1 7	1 +1 4	1 +1 5	1 -2 4	1 -1 4
2 0 4	3 -1 4	4 0 4	5 0 4	6 0 4	7 +1 4	8 +1 4	1 -1 7	2 -2 7	3 -2 7
4 -1 7	5 -1 7	6 -1 7	7 -1 7	8 -1 7	9 -1 7	10 -1 7	1 +1 4	1 +1 5	2 +1 5
1 -1 4	2 -1 4	3 0 4	4 0 4	5 -1 4	6 0 4	7 -1 4	8 0 4	9 +1 4	10 +1 4
1 -2 7	2 -2 7	3 -2 7	4 -2 7	5 -2 7	6 -2 7	7 -1 7	8 -1 7	9 -1 7	10 -1 7
1 -2 4	2 -2 4	3 -1 4	1 -3 7	1 +1 8	1 -1 4	1 -2 7	1 +1 4	0 4	0 4
3 +1 4	1 -2 4	1 +1 5	1 -1 4	2 0 4	1 -2 7	2 -1 7	3 -2 7	4 -2 7	5 -1 7
6 -1 7	7 -1 7	8 -1 7	9 0 7	1 -2 4	1 +1 5	1 +1 4	1 -1 4	2 0 4	1 -2 7
2 -2 7	3 -2 7	4 -1 7	5 0 7	6 0 7	1 +2 3	2 +2 3	3 +2 3	4 +2 3	5 +2 3
6 +2 3	1 0 4	Carroccio +2 3	1 -2 7	1 0 4	1 -2 7	1 -2 7	1 +1 4	0 4	1 +1 4
1 -1 4	2 -1 4	3 -1 4	1 -1 4	2 -2 4	3 -2 4	4 -1 4	1 -2 7	2 -2 7	

3 -2 7	4 -2 7	1 0 4	2 0 4	3 +1 4	1 +5 3	2 +5 3	3 +5 3	4 +5 3	5 +5 3
6 +5 3	7 +5 3	8 +5 3	1 -2 4	1 -1 4	2 0 4	1 +1 5	1 -2 7	2 -2 7	3 -1 7
4 -1 7	5 -1 7	6 -1 7	7 0 7	1 -2 4	1 -1 4	2 0 4	1 +1 5	1 -1 7	2 -2 7
3 -2 7	4 -1 7	5 0 7	6 0 7	7 0 7	8 0 7	1 +1 4	2 +1 4	1 -1 4	2 -1 4
CRUSADER VP	3 -1 4	4 -1 4	5 -1 4	6 -1 4	7 0 4	8 0 4	9 0 4	10 0 4	1 -2 7
Number of Successful Continuations	2 -2 7	3 -1 7	4 -1 7	5 0 7	6 0 7	7 0 7	8 0 7	1 -2 4	2 -2 4
Counter Charge Used	Counter Charge Used	Retired	Retired	Retired	Retired	Retired	Retired	Retired	Retired
Continued Attack	Continued Attack	Retired	Retired	Retired	Retired	Retired	Retired	Retired	Retired
1 -1 5	2 -1 5	3 0 5	4 0 5	5 0 5	6 0 5	7 0 5	8 0 5	9 0 5	10 0 5
1 +1 5	2 +1 5	3 +1 5	4 +1 5	5 +1 5	1 +1 4	2 0 4	3 0 4	4 0 4	5 0 4
1 +1 4	2 +1 4	3 +2 4	4 +2 4	5 +2 4	1 -1 7	2 0 7	3 0 7	4 +1 7	5 +1 7
6 +1 7	7 +1 7	1 -1 7	2 -1 7	3 0 7	4 -1 7	5 0 7	6 0 7	7 0 7	8 0 7
1 -2 7	2 -2 7	3 -1 7	4 -1 7	5 -1 7	6 -1 7	7 -1 7	8 0 7	9 0 7	10 0 7
AI-Aldal Fatimid 3 6 7	AI-Aldal	FATIMID	Continued Attack	Continued Attack	Continued Attack	Continued Attack	Continued Attack	Continued Attack	Continued Attack

Counter art by: Mike Lemick, Rodger B. MacGowan, Charles Kibler

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TURK Flight Points 3 6 7	Balduk Sanosala 3 6 7	Qaradja Harran 4 6 7	Dugaq Damascus 4 6 7	Kerbogha Mosul 5 6 7	Sogman Diyyer-Bakr 3 5 7	Soliman 3 5 7	1 0 4	2 +1 4	3 +1 4
4 +1 4	5 +1 4	6 +2 4	7 +2 4	1 0 5	2 0 5	3 0 5	1 0 4	2 +1 4	1 -1 8
2 0 8	3 0 8	1 -1 7	2 0 7	3 0 7	4 0 7	5 0 7	6 0 7	1 0 8	2 +1 8
3 +1 8	1 -1 7	2 0 7	3 0 7	4 0 7	5 0 7	1 0 4	2 +1 4	3 +1 4	4 +1 4
5 +1 4	1 0 8	2 0 8	3 0 8	4 0 8	1 0 7	2 0 7	3 +1 7	1 -2 7	2 -2 7
3 -1 7	4 -1 7	5 -1 7	6 -1 7	7 -1 7	8 -1 7	9 -1 7	10 -2 7	1 +1 8	2 +1 8
3 +2 8	4 +2 8	Saladin Ayyubid 5 6 7	Taqi al-Din Mamluk 3 6 8	al-Adil Syria 3 6 7	Muzaffar Dnshmd 3 6 7	al-Afdal Seljuk 2 6 8	BG1 -2 7	BG2 -2 7	BG3 -2 7
5 +2 8	6 +2 8	1 -1 7	2 -1 7	3 -1 7	4 -1 7	5 -1 7	6 0 7	7 0 7	1 -1 7
2 -1 7	3 -1 7	4 -1 7	5 0 7	1 0 7	2 0 7	3 0 7	4 0 7	5 0 7	1 -1 5
2 -1 5	3 0 5	4 0 5	5 0 5	1 0 4	2 +1 4	3 +1 4	4 +1 4	5 0 4	6 +1 4
7 +1 4	1 +1 4	2 +1 4	3 +1 4	1 -1 8	2 -1 8	3 -1 8	4 -1 8	5 0 8	6 0 8
7 0 8	8 0 8	9 0 8	10 0 8	11 0 8	12 0 8	13 0 8	14 0 8	15 0 8	16 0 8
17 0 8	18 0 8	19 0 8	20 0 8	21 -1 8	22 -1 8	23 -1 8	24 -1 8	25 0 8	26 0 8
27 0 8	28 0 8	29 0 8	30 0 8	1 -1 8	2 -1 8	3 -1 8	4 -1 8	5 0 8	6 0 8

7 0 8	8 0 8	9 0 8	10 0 8	1 -1 8	2 -1 8	3 -1 8	4 -1 8	Counter Charge Used	Counter Charge Used
5 0 8	Saladin	Taqi al-Din	al-Adil	Muzaffar	al-Afdal	AYYUBID VP	Saladin Ayyubid +1 6 7	Counter Charge Used	Counter Charge Used
Kij Arslan Seljuk 3 6 8	Sogman Aleppo 4 7 8	Leader A Seljuk 2 3 7	Gazi Dnshmd 2 5 8	Jikirmish Mosul 3 5 8	Hasan Cappadocia 2 4 7	Kij Arslan	Leader A	Gazi	Hasan
1 0 8	2 0 8	3 0 8	4 0 8	5 0 8	6 +1 8	7 +1 8	8 +1 8	9 +1 8	10 +1 8
11 +1 8	12 +1 8	13 +1 8	14 +1 8	15 +1 8	16 +1 8	17 +1 8	18 +1 8	19 +1 8	20 +1 8
21 +2 8	22 +2 8	23 +2 8	24 +2 8	25 +2 8	26 +2 8	27 +2 8	28 +2 8	29 +2 8	30 +2 8
1 +1 8	2 +2 8	3 +2 8	4 +2 8	5 +2 8	6 +1 8	7 +1 8	8 +2 8	9 +2 8	10 +1 8
11 +1 8	12 +2 8	13 +2 8	14 +1 8	15 +1 8	16 +1 8	17 +1 8	18 +2 8	19 +2 8	20 +1 8
21 +1 8	22 +2 8	23 +2 8	24 +1 8	25 +1 8	1 -1 7	2 -1 7	3 -1 7	4 -1 7	5 -1 7
1 +2 8	2 +2 8	3 +2 8	4 +2 8	5 +2 8	6 +2 8	7 +2 8	8 +2 8	9 +2 8	10 +2 8
1 -1 7	2 -1 7	3 -1 7	4 -1 7	5 -1 7	1 +1 8	2 +1 8	3 +1 8	4 +1 8	5 +1 8
1 -1 7	2 0 7	3 0 7	4 0 7	5 0 7	6 0 7	7 0 7	8 0 7	9 0 7	10 0 7
Qaradja Harran 4 6 7	Qaradja	SELJUK Flight Points	1 -1 7	Retired	Retired	Retired	Retired	Counter Charge Used	Counter Charge Used
2 -1 7	3 -1 7	4 -1 7	5 -1 7	Retired	Retired	Retired	Retired	Retired	Counter Charge Used

Out of Command  
?

Out of Command  
?

Out of Command  
?

Out of Command  
?

4	0	3	0	2	0	1	0	10	+1	9	+1	8	+1	7	+1
Kurd	LC/A	Kurd	LC/A	Kurd	LC/A	Kurd	LC/A	Mosul	LC/A	Mosul	LC/A	Mosul	LC/A	Mosul	LC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
<div><div>AYYUBID</div><div>Flight Points</div></div>										<div><div>Taqi al-Din</div><div>5</div></div>		+1	LC/A	7	

Soqman	Jirkmsh														
10	+2	9	+2	8	+2	7	+2	6	+2	5	+1	4	+1	3	+1
Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
20	+2	19	+2	18	+2	17	+2	16	+2	15	+2	14	+2	13	+2
Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
30	+3	29	+3	28	+3	27	+3	26	+3	25	+3	24	+3	23	+3
Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
10	+2	9	+3	8	+3	7	+2	6	+2	5	+3	4	+3	3	+3
Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
20	+2	19	+3	18	+3	17	+2	16	+2	15	+2	14	+2	13	+3
Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
5	0	4	0	3	0	2	0	1	0	25	+2	24	+2	23	+3
Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Seljuk	MC/A	Turegman	LC/A	Turegman	LC/A	Turegman	LC/A
6	6	6	6	6	6	6	6	6	6	7	7	7	7	7	7
10	+3	9	+3	8	+3	7	+3	6	+3	5	+3	4	+3	3	+3
Dnshmd	LC/A	Dnshmd	LC/A	Dnshmd	LC/A	Dnshmd	LC/A	Dnshmd	LC/A	Dnshmd	LC/A	Dnshmd	LC/A	Dnshmd	LC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
5	+2	4	+2	3	+2	2	+2	1	+2	5	0	4	0	3	0
Persia	LC/A	Persia	LC/A	Persia	LC/A	Persia	LC/A	Persia	LC/A	Cappodia	MC	Cappodia	MC	Cappodia	MC
7	7	7	7	7	7	7	7	7	7	6	6	6	6	6	6
10	+1	9	+1	8	+1	7	+1	6	+1	5	+1	4	+1	3	+1
Syria	MC	Syria	MC	Syria	MC	Syria	MC	Syria	MC	Syria	MC	Syria	MC	Syria	MC
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

Out of Command  
?

Out of Command  
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Out of Command  
?

Out of Command  
?

Shock

Shock

Shock

Shock

Shock

Shock

Shock

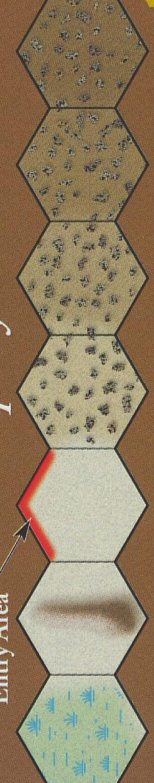
Shock

1	0														
Cappodia	MC														
6	6														
<div><div>SELJUK</div><div>Flight Points</div></div>										<div><div>Repl Harran</div><div>3</div></div>					
<div><div></div><div></div></div>										<div><div></div><div>5</div></div>					
<div><div></div><div></div></div>										<div><div></div><div>7</div></div>					

3	+2	2	+2	1	+1	Repl	2	Repl	2						
Syria	PK	Syria	PK	Syria	PK			Diyar-Bakr							
3	3	3	3	3	3	7	7	7	7						
1	0	2	+2	1	+1	3	+1	2	+1	1	+1	7	+3	6	+3
Syria	LC/A	Syria	LC/A	Syria	LC/A	Armenia	LC/A	Armenia	LC/A	Armenia	LC/A	Syria	PK	Syria	PK
7	7	7	7	7	7	4	4	4	4	4	4	3	3	3	3
2	+2	1	+1	6	+1	5	+1	4	+1	3	+1	2	+1	1	0
Syria	LC/A	Syria	LC/A	Syria	MC	Syria	MC	Syria	MC	Syria	MC	Syria	MC	Syria	MC
7	7	7	7	6	6	6	6	6	6	6	6	6	6	6	6
4	+2	3	+2	2	+2	1	+1	5	+1	4	+1	3	+1	2	+1
Syria	PK	Syria	PK	Syria	PK	Syria	PK	Syria	MC	Syria	MC	Syria	MC	Syria	MC
3	3	3	3	3	3	3	3	6	6	6	6	6	6	6	6
2	-1	1	-1	3	+2	2	+1	1	+1	4	+1	3	+1	2	+1
Agulani	HC	Agulani	HC	Syria	MC	Syria	MC	Syria	MC	Syria	LC/A	Syria	LC/A	Syria	LC/A
6	6	6	6	6	6	6	6	6	6	6	7	7	7	7	7
2	+2	1	+2	10	-1	9	0	8	0	7	0	6	0	5	0
Turegman	LC/A	Turegman	LC/A	Agulani	HC	Agulani	HC	Agulani	HC	Agulani	HC	Agulani	HC	Agulani	HC
7	7	7	7	6	6	6	6	6	6	6	6	6	6	6	6
BG3	-1	BG2	-1	BG1	-1	Repl	1	Repl	2	Repl	2	Repl	2	Repl	4
Mamluk	HC	Mamluk	HC	Mamluk	HC			Dnshmd		Syria		Mamluk		Ayyubid	
6	6	6	6	6	6	8	8	7	7	7	7	8	7	7	7
1	0	7	+1	6	+1	5	0	4	0	3	0	2	0	1	0
Syria	MC	Mamluk	HC	Mamluk	HC	Mamluk	HC	Mamluk	HC	Mamluk	HC	Mamluk	HC	Mamluk	HC
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
1	0	5	+1	4	+1	3	+1	2	+1	1	+1	5	+1	4	0
Sudan	AF	Berber	MC	Berber	MC	Berber	MC	Berber	MC	Berber	MC	Syria	MC	Syria	MC
4	4	6	6	6	6	6	6	6	6	6	6	6	6	6	6
6	+2	5	+1	4	+2	3	+2	2	+2	1	0	5	+1	4	+1
Egypt	PK	Egypt	PK	Egypt	PK	Egypt	PK	Egypt	PK	Egypt	PK	Sudan	AF	Sudan	AF
3	3	3	3	3	3	3	3	3	3	3	3	4	4	4	4
6	+1	5	+1	4	0	3	0	2	0	1	0	3	+2	2	+2
Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Bedouin	PKJ	Bedouin	PKJ
7	7	7	7	7	7	7	7	7	7	7	7	3	3	3	3
16	+1	15	+1	14	+1	13	+1	12	+1	11	+1	10	+1	9	+1
Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
26	+1	25	+1	24	0	23	0	22	0	21	0	20	+1	19	+1
Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A	Seljuk	LC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
6	+1	5	+1	4	0	3	0	2	0	1	0	30	+1	29	+1
Mosul	LC/A	Mosul	LC/A	Mosul	LC/A	Mosul	LC/A	Mosul	LC/A	Mosul	LC/A	Seljuk	LC/A	Seljuk	LC/A
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

Reinforcement Entry Area

Map Key



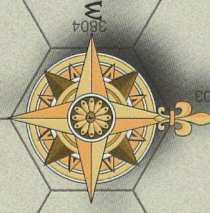
Reinforcement Entry Area Marsh Dredge Level 1 Level 2 Level 3 Level 4 Level 5 Rough Strong

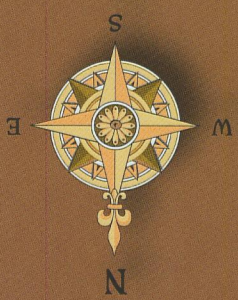


GMT Games  
Dariusz Radzinski  
Maple Mountain

# The Battle of Dorylaeum

Northwest Anatolia, 1 July 1097

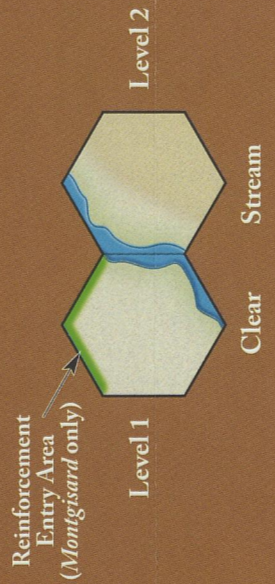




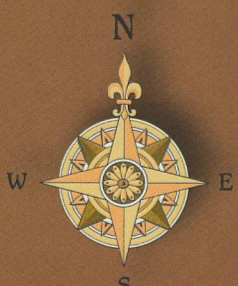
# The Battle of Harran

Crusader Kingdoms of Antioch/Edessa  
7 May 1104

## Map Key



(When playing *Montgisard* all terrain is Level 1 & Clear)

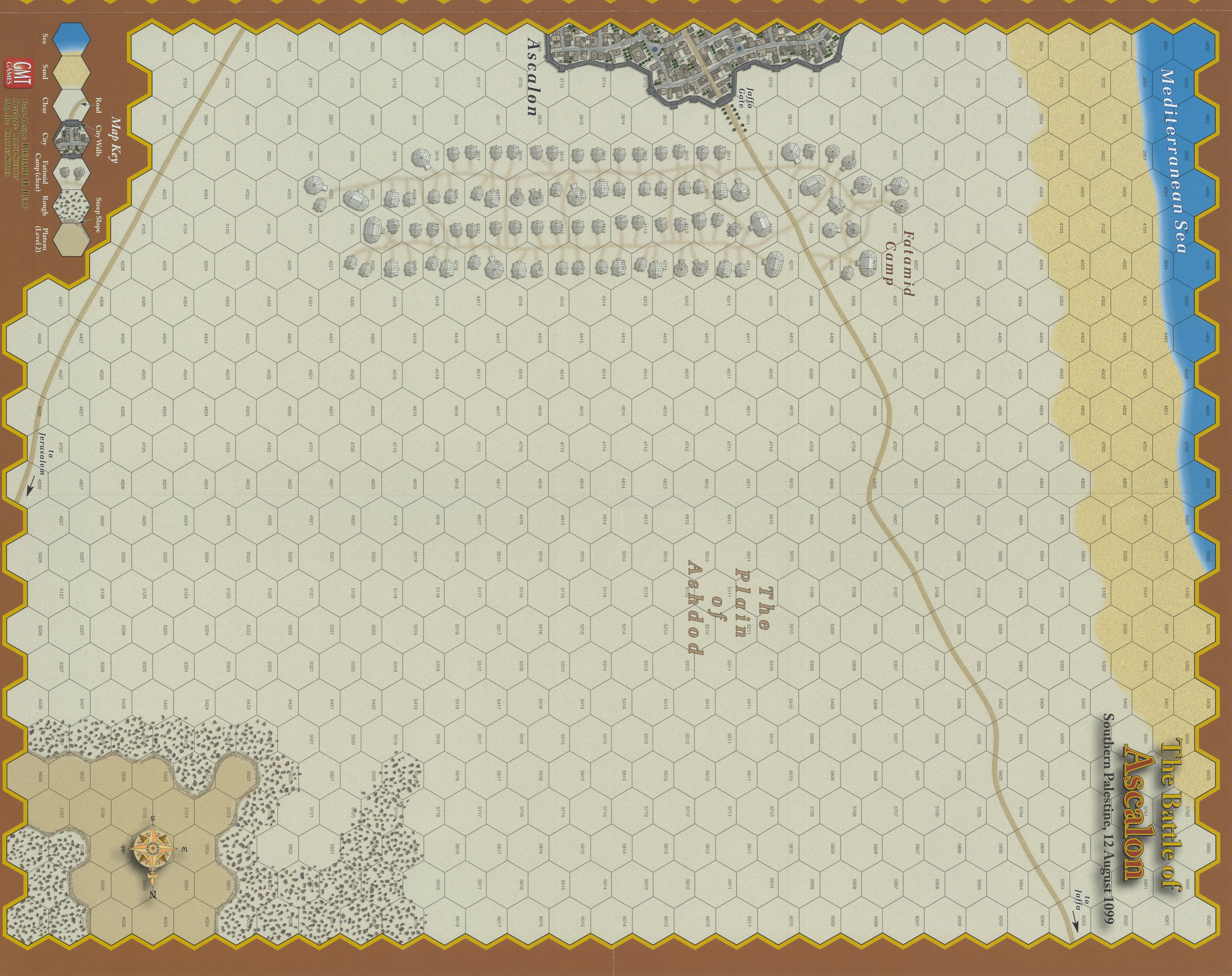
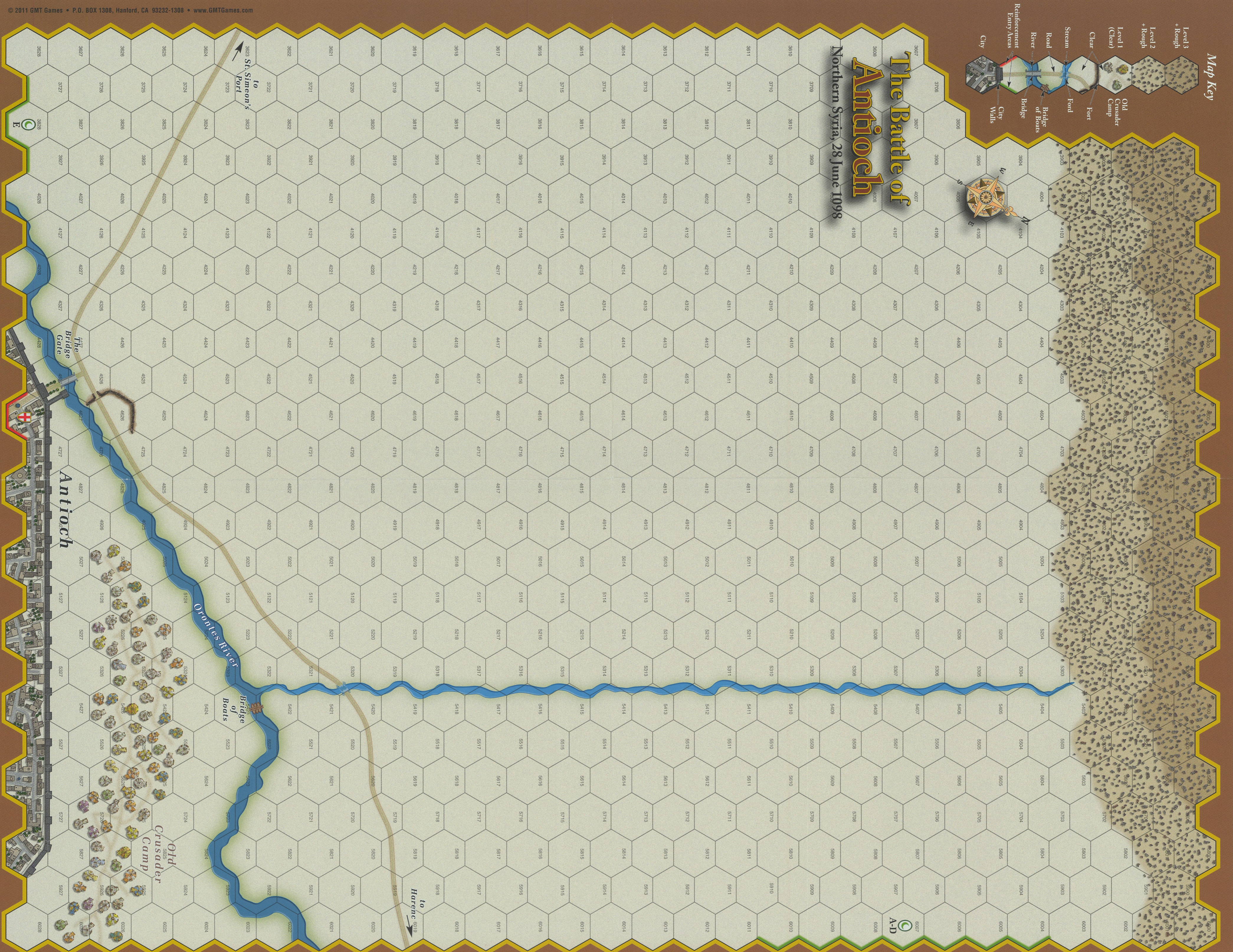


# The Battle of Montgisard

Frankish Kingdom of Jerusalem  
25 November 1177

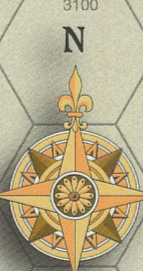
Game Design: RICHARD H. BURG  
Designer: RICHARD H. BURG  
Maps by: GAMESMASTER





# The Battle of Arsuf

Ayyubid Kingdom of Jerusalem  
7 September 1191



Marsh  
of  
Birkat  
Ramadani

Forest of Arsuf

Mediterranean Sea

Arsuf

1043  
Road  
to  
Jaffa