

PLAY SHEET 2

Missile Characteristics

Normans & Crusaders	Armenians	Turks	Type of missile weapon	Range			Frequency of fire	Limits of movement
				Short +0	Med +1	Long +2		
			Mounted Lance	1-3	4-6	7-9	Offensive only	No limit
			Foot Lance	1-4	5-8	9-12	Offensive only	No limit
			Foot Javelin	1-5	6-12	13-25	Offensive only	No limit
			Dagger	1-2	3-4	5-7	Offensive + Defensive	No limit
			Shortbow	1-10	11-25	26-50	Offensive only	No limit
			Mounted Composite Bow	1-8	9-15	16-35	Offensive + Defensive	Movement reduced by half*
			Foot Composite Bow	1-12	13-30	31-70	Offensive only	No limit
			Crossbow	1-15	16-30	31-60	Offensive or Defensive	Movement impossible

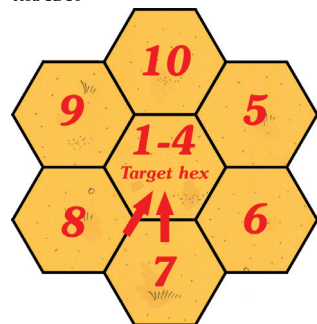
* Round down the number obtained if necessary.

Modifier	Circumstances	Modifier	Circumstances
+2	Long range	-1	Turkish horse archer
+1	Wounded shooter Medium range	-2	Archer/Crossbow within 4 hexes of his target

* Doesn't apply to Turcoples

Selection of the impact hex

All shooters + naphtha throwers:
Roll 1D10



Naphta

All 7 hexes of naphtha ignite simultaneously. Any character on a burning hex rolls 1D10.

Foot character	Mounted character
1 - 2: Character killed	1 - 2: Character stunned, animal
3 - 7: Character wounded and retreats one hex	3 - 4: Character stunned, animal retreats 2 hexes
≥ 8: Character retreats two hexes	≥ 5: Mounted character retreats 2 hexes

Note: Results for mounted characters are always checked for the hex in which the direction arrow is located.

Any stunned character in a fire hex rolls 1D10:

1 - 4: He regains his senses immediately and retreats one hex;
5 - 6: He is wounded;
≥ 7: He perishes in the flames!

Should the character retreat onto another burning hex, roll 1D10 again.

Ager Sanguinis

Missile Tables

Missile against mounted targets / 1D10

Die roll by weapon type			Cover Type			
Crossbow Dagger	Composite bow Lance	Shortbow Javelin	None	Light	Medium	Heavy
1			E	E	D	
2	1		E	D	C	
3	2	1	D	C	C	
4	3	2	C	C	B	
5	4	3	C	B	A	Heavy cover impassable to mounted characters
6	5	4	B	A	A	
7	6	5	A	A	-	
8	7	6	A	-	-	
+9	+8	+7	-	-	-	

Add +1 to the die roll if target is in armour (10+1=10)

Key

- : Shot misses. No effect.
- A : Offensive fire: Rider retreats 4 hexes immediately (§)
Defensive fire: Rider's movement allowance is reduced by 4 hexes for this turn.
- B : Horse/Camel unharmed, rider stunned and dismounted.
- C : Offensive fire: Horse/Camel unharmed, rider wounded.
Defensive fire: Idem + A. Horse/Camel alone: Killed
- D : Offensive fire: Horse/Camel killed, rider wounded
Defensive fire: Idem + armoured cavalryman can move 1 hex on foot, light cavalryman 2 hexes.
- E : Horse/Camel unharmed; rider killed & dismounted. Horse/Camel alone: Killed.

(§) The character affected must immediately retreat. He can retreat across hexes occupied by friendly characters. He can also displace friendly characters in order to end up at the required distance from his starting point. But if the retreating character or one of the displaced characters is forced to pass or stop on a hex adjacent to an enemy, he must submit to the consequences of the Infiltration Table.

It is impossible to retreat across a hex occupied by an enemy. A character that cannot retreat the full distance necessary is automatically wounded.

Important: A stunned or wounded character is considered to be dead if wounded or stunned again. A stunned character that is forced to retreat is also considered to be dead.

Missile against infantry / 1D10

Die roll by weapon type			Cover Type			
Crossbow Dagger	Composite bow Lance	Shortbow Javelin	None	Light	Medium	Heavy
1			C	C	C	B
2	1		C	C	B	B
3	2	1	C	B	B	B
4	3	2	B	B	B	A
5	4	3	B	B	A	A
6	5	4	B	A	A	A
7	6	5	A	A	A	-
8	7	6	A	A	-	-
+9	+8	+7	-	-	-	-

Add +1 to the die roll if target is in armour (10+1=10)

Key

- : Shot misses. No effect.
- A : Offensive fire: Character retreats 2 hexes immediately (§)
Defensive fire: Character's movement allowance this turn is reduced by 2 hexes.
- B : Offensive fire: Character wounded;
Defensive fire: Character wounded, and can only move half of remaining movement allowance (rounding down if necessary).
- C : Character killed.

Combat Tables

Combat against mounted opponents / 1D10

Die	<-5	-5/-1	0/4	5/8	9/12	13/20	21/30	31/50	51/70	71/90	>90
1	C	D	F	F	G	H	H	I	I	I	I
2	C	C	E	F	F	G	H	H	I	I	I
3	B	C	D	E	F	F	G	H	H	I	I
4	B	B	C	D	E	F	F	G	H	H	I
5	A	B	C	C	D	E	F	F	G	H	H
6	A	A	B	C	C	D	E	F	F	G	H
7			A	B	C	C	D	E	F	F	G
8					B	C	C	D	E	F	F
9						B	C	C	D	E	F
10							B	C	C	D	E

If there is more than one mounted attacker, shift one column to the right.

Add +1 to the die roll if defender is in armour (10+1=10)

Key

- A - One attacker wounded
- B - All attackers retreat one hex (§)
- C - All defenders retreat one hex (§)
- D - One rider stunned and dismounted
- E - One rider stunned and dismounted, animal killed
- F - One rider wounded
- G - One rider wounded and dismounted, animal killed
- H - One rider killed and dismounted, animal unharmed
- I - One rider killed and dismounted, animal killed

Infiltration test

When a character crosses a hex adjacent to an enemy who is in a position to attack, he must immediately face an infiltration test before continuing his movement. The consequences of an infiltration test are put in effect immediately (a wounded character may not end his movement as a result). The opposing player rolls 1D10 and checks the Infiltration Table. He rolls the die as many times as there are enemies adjacent to the hex in question (only one attack per enemy per phase). This rule only applies to hexes that are crossed. A character ending movement in a hex adjacent to an enemy does not cause a die-roll. Only roll the die once for mounted characters, even though they occupy two hexes. It is the front part of the counter that is used for the infiltration rule. The infiltration rule does not apply when the enemy is on the other side of a window or arrow-slit.

Combat against infantry / 1D10

Die	<-5	-5/-1	0/4	5/8	9/12	13/20	21/30	31/50	51/70	71/90	>90
1	C	D	E	E	E	F	F	F	F	F	F
2	C	C	D	D	E	E	F	F	F	F	F
3	B	C	C	D	D	E	E	F	F	F	F
4	B	B	C	C	D	E	E	F	F	F	F
5	A	B	B	C	C	D	E	E	E	F	F
6	A	A	B	B	C	D	D	E	E	E	F
7			A	B	C	C	D	D	E	E	E
8				A	B	C	C	D	D	E	E
9					B	B	C	C	D	E	E
10						B	B	C	C	D	E

If there is more than one attacker, shift one column to the right.

Add +1 to the die roll if defender is in armour (10+1=10)

Key

- A - One attacker wounded
- B - One attacker retreats one hex (§)
- C - All defenders retreat one hex (§)
- D - One defender stunned
- E - One defender wounded
- F - One defender killed

Infiltration table

1 - 5	No effect		
6 - 7	Movement stopped		
8 - 9	Character wounded		
10	Character killed		
Character attempting to infiltrate (bonuses can be added)	Character attempting to oppose the infiltration (penalties can be added)		
Rider	-1	Rider	+1
Armoured	-1	Wounded	-2
Wounded	+2		