

# CROISADES ROLE-PLAYING GAME RULES

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## The rulebook for “Croisades”

“Croisades” was written by Duccio Vitale and the game was first published in 1987 by Jeux Rexton, then later by Eurogames. The rulebook has four sections: Section 1 is the Tactical Rules (for skirmish games), Section 2 is the Strategic Rules (for campaign games), Section 3 is the Role-Playing Game Rules (presented in this document), and Section 4 is the Scenarios (to go with the three earlier sections). In addition there are three double-sided Game Aid Sheets, which contain all the tables and charts needed for the three sets of rules. The first two sections with their tables and the relevant scenarios were translated in the documents entitled ‘Croisades Tactical Rules’, ‘Croisades Tactical Scenarios’, ‘Croisades Strategic Rules’ and ‘Croisades Strategic Scenarios’. This set of rules was translated by Bob Gingell in 2002-2003.

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## INTRODUCTION

The role-playing game for “Croisades” is unique because there is no need for a Game Master. Each player is his/her own master and chooses for the rest of the game the role of a Knight or Royal Mamluk who has been given a Border Castle for services rendered during the campaigns at the end of the Third Crusade. However, at the beginning of the 13<sup>th</sup> century the two principal actors, Saladin and Richard the Lionheart, had left the scene and the status quo that had been established seemed to have put grand ambitions to sleep. Barons and Emirs returned to their usual intrigues, each profiting from the truce to enrich themselves and to plot against their neighbours. Only our heroes, who gnaw at the bit in their isolated castles, dream to obtain for themselves the objectives of their glorious ancestors...

The object of the game is to become the uncontested ruler of the whole of the Middle East, from the Nile to the Euphrates, having as vassals all the lords and princes of the great towns in the region. (But note that players who have too little time for this game can opt for one of the intermediate game objectives proposed in the ‘Scenarios’ section of this rulebook.) A tough task! Throwing themselves into such an adventure, players at the start only possess a small troop of soldiers in addition to the normal garrison of the castle that he occupies. But each one knows that to well-born men bravery is not consequent on age. In addition to the relevant physical characteristics – strength in combat both in attack and defence – five new characteristics have been added to complete the full picture of the future conquerors: honour, diplomacy, charisma, command capability and combat experience. A sixth characteristic will benefit those who are the boldest at the most appropriate time – Fame. Each of these characteristics will influence the capabilities of the major characters in areas as varied as, to give three examples, the surrender of besieged garrisons, recruitment of men-at-arms, or even the arrangement of a marriage with a Prince’s daughter.

All the characteristics evolve during the game. However, unlike most role-playing games, where character advancement is subject to the capriciousness of the die-roll or the arbitrary decisions of a

Game Master, in “Croisades” the increase (or decrease) in a character’s characteristics is dependent overall on the unadorned capabilities of the controlling player (see Rule 3.3).

Strength and combat experience together determine the characteristics of the soldiers and Non-Commissioned Officers (NCOs) that accompany the major characters. The accumulation of Experience Points during the game allows the soldiers and NCOs to rise progressively from one troop class to the next. The most gifted can hope to rise one day to the rank of knight or Royal Mamluk. They will then become the vassals of the lord or prince who raised them to that new status.

Thanks to recruitment and advancement, each player can thus assemble an army more and more numerous and warlike, and little by little extend his influence on the Strategic Map. But it is pointless to hope to control the whole map in a few Game Turns! Each player will have to consolidate his fief and protect himself against surprise attacks. Then he must try to obtain the allegiance of, or at least alliance with, his immediate neighbours, who will mostly be neutral lords. Finally, the time will come when direct confrontation between some of the players has become unavoidable. You will find that the dynamics of the Strategic Game are transformed by two major factors: the individual characteristics of each leader and politico-diplomatic machinations that will often have as much importance in the game as the battles themselves. The players will thus be encouraged to re-make history into a new history, in other words to change the events while still keeping to the realities of the era. Inshallah and God be with you! Note: Players wishing to carry the adventure further in the field of role-playing games can adapt for this game the rules of “Before Charlemagne” (D’avant Charlemagne), a role-playing game by François Nedelec published by ‘Editions Robert Lafont’, which covers a substantial part of the cultures and peoples of “Croisades” even though it deals with an earlier period.

Abbreviations: In the rules below ‘D10’ and ‘D6’ refer to ten-sided and six-sided dice.

## **SECTION 3.1: PREPARATION AND SEQUENCE OF PLAY**

### **3.11 Number and allocation of players**

There is no practical limit to the number of persons that can play in any one game. However, if you want to avoid spending too long a time on the game, we advise you to limit the number of players to 6 or 8. It is preferable to have an even number so as to be able to divide the players equally between the two sides: the Crusaders on one side and the Saracens on the other. In the event of an odd number of players, it is recommended to have more Saracens than Crusaders.

### **3.12 Equipment and space for the game**

It is necessary to know that the more players there are, the more need there is for equipment. Several sieges or battles can take place in the same turn, so extra maps will be necessary. In addition, the character counters supplied with the game will quickly prove insufficient if there are second players on each side. In short, to anticipate demand, it is best to have the following for each pair of players involved: 1 copy each of “Croisades”, “Siege”, “Cry Havoc”, the two Siege Extension Sets and as many tactical maps as possible. *[Note: This seems a little excessive, at least in the earlier parts of the game. One set of games per 4 players seems normally more likely to be sufficient, and until enormous armies are recruited even more players should be able to use these safely. Note also that the two Extension Sets in combination do add two extra sheets of counters for “Siege” and one extra set of counter sheets for “Croisades”.]* It is suggested that, to differentiate between the counter sheets of the different games, the bottom of each counter set should be underlined with a felt-tip pen of a different colour. By giving each player a particular colour, you can avoid confusion at the tactical level and it is much easier to sort them if the game is interrupted and when it ends.

Players must also prepare a large enough space for the game with more than one table so as to be able to simultaneously resolve separate tactical conflicts such as sieges and battles.

### 3.13 Choice of starting hexes

After dividing the players between the two sides, each player rolls 1D10. The player with the highest number chooses a border castle on the strategic map that will act as his entry-point into the game. This castle must be in a hex controlled by the side to which he belongs (the territory limits of each side being the same [*in reality similar rather than the same*] as those in Strategic Campaign Scenario #3) [*see note 3 below and the Scenario information*]. Then, the player of the opposing side with the highest number chooses in turn a border castle within the borders of his side's territory. Proceed in the same way for all the players, alternating between the sides, each keeping within the borders of his side's territory, in decreasing order of the numbers obtained on the die.

#### Notes:

- (1) If there is an uneven number of players, the highest roller on the Saracen side chooses first.
- (2) Players may optionally choose to exclude those castles that are listed as capable of being gained through marriage (see the Marriage Opportunity Table) [*i.e. 0705, 0905 in the South; 1710, 2809; 2920, 3118, 3317 in Cyprus; 4310, 4413, 4601, 4604, 4611, 4709, 4804 in the North*].
- (3) *There are four sides in Strategic Scenario #3: for the purposes of this game the Crusaders and Armenians form one side and the Egyptians and Syrians the other side. The rivalry between the Kingdom of Lesser Armenia and the County of Tripoli over Antioch had allowed Syria to keep control of Lattaquieh (Latakia), the only Syrian port on the Mediterranean.*

### 3.14 Creation of groups and the Character Sheets

Once all the players have chosen their border castle, each creates a starting group using the Character Sheets. Each player has a maximum of 120 points to create a character representing himself, and 300 points for companion characters. The points available for creating characters are allocated in the same way as those used when creating a border castle garrison in the event of a siege (see Rule 2.61).

The character representing the player must be a knight if the player is a Crusader or a Royal Mamluk if the player is a Saracen. This character is the lord and uncontested leader of all the other characters that the player controls! The 120 points to create the character are divided between a basic cost, calculated from the strengths on the counter when mounted and in full health, and the cost of the various characteristics that the player chooses to give to that character. The basic cost is equal to the Attack Strength plus twice the Defence Strength. The player then divides the remaining points (120 less the basic cost) between the other characteristics using the following formula:

3 points for each point of Combat Experience
3 points for each point of Charisma
4 points for each point of Diplomacy
5 points for each point of Command Capability
7 points for each point of Honour

The points given to each characteristic are written in the relevant spaces on the Character Sheet (see the sample page below). The player must allocate at least 1 point to each characteristic. In addition, the character receives automatically 1 point of Fame and 150 dinars of personal fortune. The total number of Life Points for the character is obtained by multiplying his mounted full-health Defence Strength by 3. [*Note that with a minimum of 22 points allocated to characteristics and PVs for Knights (excluding the Templars) and Royal Mamluks of between 36 and 66, there will be between 32 and 62 additional points to divide between the five characteristics.*]

The player continues by selecting the companion characters. The cost of these is shown in the table on page 104 [see below]. **Note:** It is not possible to choose a cavalryman without his horse. All the characters of lower rank than ‘officer’ will automatically receive 1 point of Combat Experience. Missile-men can receive modifications to shooting ability during the game itself (see Rule 3.37). As with Knights and Royal Mamluks, their Life Points are obtained by multiplying their full-health Defence Strength by 3, on foot if infantry and mounted if cavalry (see examples below).

A player can select other major characters (Knights or Royal Mamluks) as companions. These are considered to be vassals of the player’s own character. The player can give them up to 100 points, allocated in the same way as for the initial character. He must also give a minimum of 30 points of personal fortune to each vassal. All of these points (100+30) are deducted from the total of 300 points available for the player to create his army.

<b>PURCHASE COST TABLE: BASIC COST OF A CHARACTER</b>	
<b>Calculation</b>	<b>Character type(s)</b>
1 x ATT + 2 x DEF	Heavy cavalry (armoured)
1 x ATT + 1 x DEF	Light cavalry (unarmoured)
2 x ATT + 2 x DEF	Horse archer
2 x ATT + 1 x DEF	Mongol horse archer <i>[not available for the role-playing game]</i>
1 x ATT + 1 x DEF	Armoured foot character
1 x ATT + ½ x DEF (1)	Unarmoured foot character
2 x ATT	Javelinman
2 x ATT + 1 x DEF	Unarmoured Shortbowman
2 x ATT + 2 x DEF	Armoured Shortbowman; Assassin <i>[impliedly not available]</i>
3 x ATT + 1 x DEF	Unarmoured Crossbowman; Longbowman; Slinger
3 x ATT + 2 x DEF	Armoured Crossbowman
4 x ATT + 2 x DEF	Engineer
1 x ATT	Clergy; Peasant; Civilian
<p><b>Notes:</b> (1) Round down if necessary.            (2) ATT and DEF are abbreviations for Attack Strength and Defence Strength.            (3) It is not possible to select a knight on foot except for officers in a static garrison.            (4) <i>It should be assumed that any character types not included in the list of abbreviations at the bottom of the ‘Minor characters sheet’ are not available for normal recruitment.</i></p>	

Examples of use of the Character Sheets

**CHARACTER SHEET**

Crusaders

**Major characters**

Saracens

**SUZERAIN / LORD** (Character representing the player)

Name	Hakim-al-Yvan			Fame	1	Honour	2	Command Capability	4	Diplo-macy	5	Char-isma	1
Titles	Royal Mamluk			Combat Experience	2	Combat Skill points		Personal fortune in dinars	150				
	Group No	15	Morale level	10	LIFE Points (DEF x3)	45		Wounded		Wound heals on Game Turn No.			
								Dead					

The player Yvan belongs to the Saracen side. He has chosen the Royal Mamluk Hakim to represent himself. He has given him the full name of ‘Hakim-al-Yvan’ so as to avoid any confusion in the event that another player chooses the same character either at the start of the game or during it. In the space

reserved for the character's titles he will later be able to mark in any new titles obtained (Emir, Sultan, etc.). At the moment the basic cost of the character is 57 points (27 Attack Strength plus 2x 15 Defence Strength). He thus has 63 points remaining which he divides up as follows: 2 Honour (14 points), 4 Command Capability (20 points), 5 Diplomacy (20 points), 1 Charisma (3 points) and 2 Combat Experience (6 points).

## CHARACTER SHEET

Crusaders

### Minor characters

Saracens

Grp No.	Name	Type	Morale level	Combat exp.	Shot mod.	Skill points		Life points (DEF x3)	Wound	Turn of healing	Dead
						Combat	Missiles				
15	Rashid	H MAM	9	1	X		X	21			
15	Vezelay	H MAM	9	1	X		X	24			
15	Yaghi	H MAM	9	1	X		X	33			
15	Mongka	H BOW	4	1				18			
15	Ayub	H BOW	4	1				21			

The five characters entered on the sheet become part of the group commanded by Hakim-al-Yvan (see above). Three are Light Mamluks and two are horse archers. All receive 1 point of Combat Experience. The two archers will also be able to improve their archery skill during the game (see Rule 3.37). If, during combat, a character loses his horse, place a cross on the 'H' of the abbreviation for the type of character. The list of abbreviations is noted at the bottom of the sheet. At the bottom of the sheet can also be found a space for recording the equipment transported with each group (spare horses, mules, carts, siege engines, etc.).

### 3.15 Sequence of play

Each player places the one or more Group markers that he has just created on the hex of the border castle chosen as his starting point. The game can then start, following the order of play obtained by the earlier die-rolls. The organisation of the Game Turn is almost identical to that of the Strategic Game. The rules for the game with 3 or more players are used here (see Rule 2.9). The more players there are, the more important are diplomatic discussions. Every 5 Game Turns, an extra Phase is added to the end of the Game Turn. This consists of three parts:

- a) Collection of revenue in the towns and castles controlled by each lord, plus the taxes levied on caravan trade (see Rule 3.7: the Economic System).
- b) Advancement of characters for each player, recruitment of new characters and purchase of extra equipment in friendly towns.
- c) Identification of marriage opportunities that are available to the players over the next 5 Turns (see Marriage Table).

When you look at the following rules for the Role-Playing Game, all can be seen to run very like the Strategic Game, offering the players quite a large range of possible actions as a particular consequence of the characteristics of the major characters. Thus a Group that arrives in a town or castle hex that it does not control is not obliged to establish a siege. Its leader may engage in negotiations with the lord of the town or castle with a view to an alliance, or allegiance, or marriage, or even more simply, in the case of a town, to obtain permission to recruit troops there.

More so than in the Strategic Game, games of "Croisades" using the role-playing rules can be very long. In practice a game may easily last several days, and possibly more than a week if players prefer to maintain a balance of forces rather than destroy the weakest. On the other hand, the tactical level

battles do not necessarily need all the players to be present. It can happen that combats must be resolved before moving on to the next strategic turn. If the battle appears likely to be short – the forces are not very numerous – the players not involved can profit from that by using the time to discuss diplomacy between themselves. If the battle seems likely to be long, it may be better to interrupt the game at the end of the current strategic turn, freeing the players not involved in the battle. The game can re-start with all the players some hours later, or maybe the next day. At the moment of interruption of the game, each player keeps the Character Sheets with him and notes down the position of his Groups, ships and territory markers on the strategic map. In this manner, the setting up of the game afresh can be done quickly.

### **3.16 Death of a major character during the game**

If the character representing a player dies during the game, the player concerned can choose a successor from among his vassals. This character then receives all of the titles of the deceased but not his characteristics. If the player does not own any vassal at the time of his character's death, all the castles and towns that he controlled become neutral and he must start again from scratch: he chooses a new Border Castle and creates a new Group with the same number of points as at the beginning of the game (120 + 300). The Border Castle chosen cannot be controlled by any of the other players. In other words, he cannot set up in territory conquered by a player. If all the Border Castles are under the control of opponents, the player concerned is eliminated from the game.

*[Note: The eliminated player should have a free choice of Border Castles belonging to his side, and it is suggested that the optional rule that dowry castles are excluded from the list of available castles should not be applied where a player is re-joining the game after being eliminated.]*

The death of a vassal does not affect the course of the game. The player simply re-allocates his titles to another vassal or to the suzerain (the character representing the player).

## **3.2 THE CHARACTERISTICS OF THE CHARACTERS**

### **3.21 Honour**

Honour is above all respect for the given word. This characteristic will be significant in obtaining the surrender of a besieged garrison. The losers are, in reality, forced to rely on the word of the winner in hope of having their lives spared. This characteristic is equally important in negotiating alliances: knowing that he keeps his word is, here also, a characteristic that is much appreciated. In a more general way, honour is knowing to acknowledge the valour of a courageous enemy, it is respecting the duties to a vassal and respecting the life and welfare of civilians, in particular pilgrims, whether they be crusader or saracen.

### **3.22 Diplomacy**

Diplomacy is used to make peaceful solutions prevail over violent solutions. In short, to be a good diplomat is to add value to your interests and extend your power without recourse to arms. This characteristic will therefore have an important influence on negotiations of alliances and will be decisive in the acceptance of allegiance. Better to make allies and vassals by persuasion, however muscular, than by brute force, which normally involves a loss of strength and considerable time.

### **3.23 Charisma**

Charisma can be defined in a thousand and one different ways and is used in an infinite number of situations. In this game, its significance is however very close to its natural meaning: a hero with the gift of charisma is more likely to obtain the favours of a rich princess or a well-endowed widow than a hero without it. This is a warning to you! The hunt for a rich heiress did indeed have a special importance at the time of the Crusades, because, with the lack of sufficiently well-established male lines, the Frankish aristocracy of Syria and Palestine allowed transmission of a fief and the

corresponding title through marriage to the ruler's daughter if he had no male heir, and with his widow if he was unfortunately no longer of this world.

An arrant rogue like Renaud of Chatillon re-established himself in high position several times thanks to his charisma as a great adventurer, which above all is what he was. On the Muslim side marriage to the daughter of an Emir or Sultan certainly showed important support, but its social importance was more limited. For game balance, however, the situation on both sides is treated as being equal.

Note that Charisma also influences, in a not at all negligible manner, the negotiations of alliances. This characteristic thus takes on its more general meaning.

### **3.24 Command capability**

The capability to command is like the personal charisma of the leader in his ability to take decisions at the right time and to keep his troops well-disciplined. On the battlefield this characteristic shows itself by visibility and accurate orders when needed, and by being in the right place at the right time. In this game, this characteristic is significant in three areas: recruitment of soldiers, the capability to win the initiative during a battle or siege, and the ability to inspire the fighting spirit of the troops in combat.

### **3.25 Fame**

“What is fame?” asked the Caliph. “For a man like you”, replied the Sage, “fame is reckoned by the number of mouths that speak your name each day”.

In “Croisades”, fame is obtained on battlefields and through control of towns. Bravery, wisdom and power: three branches off the same tree. In this game Fame is a significant characteristic because it reinforces all the others: it gives weight to honour, augments charisma and legitimises command. Even in the area of combat, Fame can intervene to inspire the courage of the troops. Whether it fascinates or frightens, fame is, in all time periods, the characteristic that most strikes mankind's imagination.

### **3.26 Combat experience**

Combat experience is the adding of value to strength through knowledge. Thus, the more experience that a character has, the more that he will gain in strength, skill and confidence. This is why, in the game, experience adds to Attack Strength, greatly improves the ability to dodge, and progressively improves morale. In fact, the accumulation of Experience Points allows a simple soldier to climb in rank and eventually change his social status. This characteristic is common to all characters in the game, whether they be major or minor characters.

### **3.27 Shooting skill**

This characteristic is reserved solely to those characters that have an ability to shoot: archers, crossbowmen, slingers, javelinmen and assassins. As a result, it will never concern major characters. Thanks to the accumulation of Shooting Skill Points during combat, a character can obtain modifiers to shooting that will gradually improve his effectiveness. This characteristic does not affect character advancement.

## **3.3 IMPROVEMENT AND REDUCTION OF CHARACTERISTICS DURING THE GAME**

Throughout the game, the characters' characteristics will develop as a result of actions in which they take part. With the exception of Combat Experience and Shooting Ability, which can only improve, characteristics may rise or fall depending on the results achieved. A characteristic cannot, however, fall below a level of 0 points, which is the minimum level. Honour, Diplomacy, Charisma, Command Capability and Fame only concern the major characters. Shooting Ability only concerns missile-men. Combat Experience, on the other hand, concerns all characters.

### 3.31 Development of Honour

The situations in which a character gains or loses honour are as follows:

- When the enemy besieges the town containing his wife, a character gains 2 Honour Points if he comes to her aid and succeeds in raising the siege. On the other hand, he loses 2 Points if he does not come to her aid and the town is captured. Obviously this situation does not apply when the character himself is in the town when the siege starts. To gain the 2 Points the character must be part of a Group sent to help and must engage in battle with the besiegers. If he wins the battle he gains the 2 Honour Points. If he loses the battle he gains no Points but does not lose any, even if the town is captured. In any situation where the siege fails, the character will not lose any Points.
- When the town containing one of his vassals is besieged by the enemy, the character that represents the player (the vassal's suzerain) gains 1 Honour Point if he comes to his aid and succeeds in raising the siege. He loses 1 Honour Point if he does not come to help and the town is captured (same conditions as above).
- When the town containing his suzerain (the character representing the player) is besieged by the enemy, a vassal gains 1 Honour Point if he comes to the aid of his lord and succeeds in raising the siege. He loses 1 Honour Point if he does not come to help and the town is captured (see the conditions noted above). This situation applies to all the vassals, i.e. each vassal can gain 1 Point by coming to his suzerain's aid or lose 1 Point if he does not come.
- When, during a battle or siege, a valorous enemy asks for mercy, the character that grants him his life gains 2 Honour Points. If he refuses the plea, he loses 2 Honour Points (unless the character asking for mercy has 0 Honour himself). The enemy in question must be within 5 hexes of the character to whom he addresses his plea for mercy. *[Note that this is different from the surrender rule in "Cry Havoc", which requires that the character asked for mercy must be adjacent.]* If there is more than one character in range, the enemy player chooses the character to whom he will address his plea for mercy. Only major characters have the right to grant or to plead for mercy. However, to be considered valorous, a character must either be wounded or completely surrounded by enemies at the time that the plea is made.
- When a suzerain pays the ransom for a vassal, he gains 1 Honour Point. If he does not pay, he loses 1 Honour Point every 5 Game Turns. For further details on paying ransoms, see Rule 3.77.
- When a vassal gives up all his personal fortune to pay his suzerain's ransom, he gains 1 Honour Point. As long as the suzerain's ransom is not paid, all the vassals lose 1 Honour Point every 5 Game Turns (see Rule 3.77).
- When a character pays the ransom for his wife, he gains 1 Honour Point. If he does not pay, he loses 2 Honour Points every 5 Game Turns (see Rule 3.77).
- When a player kills a major character that he had taken prisoner at the end of a siege or after a plea of mercy, he loses all the Honour Points of the character that represents him, unless the death follows an attempt to flee or the prisoner attacked his guards. Wives of characters are treated as being major characters.
- When a player breaks a treaty signed with another player, the character that represents him loses 3 Honour Points. Only treaties drawn up in writing and signed by all the players concerned are taken into account. When a treaty lasts for a limited period of time, the Game Turn in which it comes to an end must be written down clearly.

### 3.32 Development of Diplomacy

If, when revenues are collected, a player receives more money than the previous occasion and his troops have not been engaged in any combat (at sea or on land) during the immediately preceding 5 Game Turns, he can add 1 Diplomacy Point to the major character of his choice (either the one that represents himself or one of his vassals). In the reverse situation, if the revenues have dropped and he has been involved in one or more combats during the preceding 5 Game Turns, he must lose 1 Diplomacy Point from whichever of his characters has the most.

Note: Do not take account here of any actual increase of revenues resulting from a 50% surtax (see Rule 3.73).

### 3.33 Development of Charisma

Although a character's commanding presence can assert itself through the passage of years, particularly if power and fame combine, it is extremely difficult to change one's physical appearance, symbolised here by the number of Charisma Points that his creator has decided to give him... But the rough life that is led by Knights and Royal Mamluks of the 13<sup>th</sup> century often results in them being exposed to physical risk and so to suffer the possible consequences of that. Thus, each time that a character is wounded, the player concerned rolls 1D6: 1 on the die: the character loses 1 Charisma Point due to a disfiguring wound that leaves him bitter; 2-5 on the die: the state of the character has no long-term effect on his Charisma; 6 on the die: the challenge that he has overcome strengthens the character's spirit such that he gains 1 Charisma Point.

### 3.34 Development of Command Capability

Command Capability is tested in the heat of action, in other words on the field of battle. To gain points in this area, a player must satisfy three conditions:

- a) The forces that he involves in the battle must total at least 20 points.
- b) He must finish the battle without any desertions from his side (see Rule 2.58).
- c) The total of his forces engaged in the battle added to 1.5 times the losses suffered must be less than the total of enemy forces plus enemy losses.

In summary this gives:

$\text{Starting army of the player} + (\text{Losses} \times 1.5) < \text{Starting army of the enemy} + \text{Losses}$
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To calculate the forces engaged and the losses on each side, players use the following formula:

Light infantry: 1 point	Light cavalry: 3 points	Knight or Royal Mamluk: 6 points
Armoured infantry: 2 points	Armoured cavalry: 4 points	

Note: Characters that desert must be included among the losses.

If the player fulfils conditions (b) and (c), and his initial army is at least 20 points, he can allocate 1 Command Capability Point to the character of the highest rank. If the army consists of several characters of the same rank, he can allocate the point to whichever character he chooses.

If the player's initial army is at least 50 points, he can allocate 2 Points. If it is at least 100 points, he can allocate 3 Points. If he wishes, he can divide these points between several characters that participated in the combat, but the character of the highest rank must always receive at least as many points as his subordinates.

If the initial army is composed of a coalition of several players, they will divide up the points gained. Start by giving 1 Point to the player with the most important army, then 1 Point to the second, and so on. E.g.: Two players are allied to give battle. One leads 70 points of troops, the other leads 50. The initial army therefore totals 120 points. If, at the end of the battle they fulfil conditions (b) and (c), they will divide up 3 Command Capability Points. In this case, the player leading the most troops receives 2 Points and his ally receives 1 Point. If there were three allies, each would have received 1 Point. If there had been 4, the player who led the fewest troops would not have received any points.

Reduction in Command Capability: As a reverse of the conditions for the gaining of points, we can identify the conditions that require points to be lost:

- If a player finishes a battle with one or more desertions from his side, and if

$$\text{Initial army of the player} + \text{Losses} > \text{Initial army of the enemy} + (\text{Losses} \times 1.5)$$

Then all the characters of the player (suzerain or vassal) that have participated in the battle lose 1 Command Capability Point. This situation applies whatever the size of the player's initial army. If there were several players involved, all the major characters are penalised in the same way.

Note: The result of a battle has no effect on the development of this characteristic. A player can retreat and gain points, while his opponent can lose everything while still retaining control of the battlefield. Sieges and naval battles are ignored for this purpose.

### 3.35 Development of Fame

A player can gain Fame Points for his characters by taking control of towns and by winning magnificent victories on the battlefield.

Control of towns: Each time that a player takes over control of a medium-size town, either by force or through diplomacy (by gaining allegiance), he earns 1 Fame Point for the character to whom he gives the relevant title (e.g. Baron of Jaffa or Emir of Homs). In the same way, important towns will earn the following points: Nicosia, Tarsus, Antioch, Tripoli: 2 points; Acre, Aleppo, Alexandria: 3 points; Damascus: 4 points; Jerusalem, Cairo: 5 points.

Stunning victories: To win a magnificent victory in battle, a player or coalition of players must fulfil three conditions:

- a) The forces involved on both sides must total at least 40 points;
- b) The enemy side must be forced to flee: they must retreat or leave the map in rout;
- c) The total of forces involved on the victorious side plus twice the losses suffered must be less than the total of forces involved on the losing side plus their losses. In summary this gives:

$$\text{Initial army of the victorious side} + (\text{Losses} \times 2) < \text{Initial army of the losing side} + \text{Losses}$$

The formula used to calculate the initial armies and the losses on each side is the one used in Rule 3.34.

The number of Fame Points allocated to the victor(s) will depend on the size of the total forces involved from both sides, as shown in the following table:

Initial sum of the two armies	Fame Points	Notes
40 – 79 points	1	The final division of Fame Points between more than one characters or players is made in the same way as for the previous characteristic (see Rule 3.34: Development of Command Capability).
80 – 149 points	2	
150 – 249 points	3	
250 – 399 points	4	
400 + points	5	

Reduction of Fame: By reversing the conditions for earning points, we obtain the conditions that cause them to be lost:

- Loss of a medium-size or important town loses the relevant Fame Points for the character that had received the title.
- A player ends a battle in flight (retreat or rout), and if:

$$\text{Initial army of the player} + \text{Losses} > \text{Initial army of the victor} + (\text{Losses} \times 2)$$

All the characters of the player (or players if it is a coalition) that took part in the battle will lose 1 Fame Point. This consequence does not apply if the initial total of both armies is less than 40 points.

Note: Sieges and naval battles are not counted for this purpose.

### 3.36 Development of Combat Experience

During sieges and battles, each time that a character is successful individually in an attack, counter-attack or dodge (see Rule 3.54) against a character of the same or a higher class, he earns 1 Combat Skill Point. (The six classes are those listed in the Command Table, Rule 2.28.) If a character confronts several enemies (2 or more) in the same combat, and succeeds in one of the three actions above, he gains 1 Skill Point whatever the class of his opponents. If several characters jointly confront one enemy of a higher class, and succeed in an attack or a counter-attack, the player can allocate 1 Skill Point to one of them. When a character has a total of 5 Skill Points, these points can be exchanged for 1 Combat Experience Point. The owning player crosses out the 5 Skill Points on the Character Sheet and increases the Combat experience of the character by 1 Point.

Note: This characteristic can only increase. However, when a character advances he may discard some of his Experience Points so as to obtain a better Attack Strength and Defence Strength, or to train in mounted combat (see Rule 3.62).

### 3.37 Development of Shooting Skill

A missile-man earns 1 Shooting Skill Point each time that one of his shots causes the death of an opponent. When he has accumulated 10 Skill Points, the character obtains a '-1' modifier when shooting. In other words, in future he will subtract 1 pip from the number rolled on the die each time that he shoots. With a further 20 Skill Points he gains a '-2' modifier when shooting. After that, if he accumulates 50 more Skill Points [*i.e. after earning a grand total of 80 Shooting Skill Points*], he obtains a '-3' modifier when shooting. Each time that the Modifier changes, the owning player must erase the relevant Skill Points on the Character Sheet and write in the new modifier in the relevant column. A missile-man can never gain a modifier greater than '-3'.

Note: This characteristic can only increase. The number '1' is the best result that is possible to obtain from a shot; when the number on the die less the Modifier is lower than 1 it is automatically brought back to a value of 1.

## 3.4 THE ACTIONS OF THE MAJOR CHARACTERS

Major characters can make use of their characteristics in seven different actions: negotiate an alliance, enable acceptance of allegiance, recruit troops, conclude a marriage, gain the initiative during a battle or siege, inspire the fighting spirit of the troops, or obtain the surrender of a besieged garrison.

Alliances, allegiances and marriage are actions that can take place in any turn after the resolution of battles and of continuing sieges. Winning the initiative is an action that takes place at the beginning of each turn of siege or before the start of a battle, while inspiring one's troops is an action that takes effect during combat. Negotiations with a view to obtaining the surrender of a besieged garrison take place during the resolution of the siege in question, in place of a day of assault or battering. Finally, recruitment of troops takes place every 5 Game Turns after revenue collection.

### 3.41 Negotiating an Alliance

When a player's Group passes through a hex containing a castle or town that it does not control, it can stop there and engage in negotiations to establish an Alliance with the lord of that area. To do this, the player identifies one major character that is part of the Group to lead the discussions. It is this character's characteristics that are taken into account to determine the result of the negotiations. The calculation is carried out as follows: the player adds together all the character's points from Honour, Diplomacy, Charisma and Fame, and multiplies that total by the strength of his accompanying troops. If there are several Groups, the full total of all the troops is counted, not just those in the Group that contains the character. To calculate the size of the forces accompanying the character, the player uses the formula from Rule 3.34.

The alliance is concluded if:

HONOUR + DIPLOMACY + CHARISMA + FAME	x	Strength of the	≥	Relevant
number				
		of the character		accompanying
troops		in the table below		

Alliance table		
Negotiations entered with:	Alliance concluded if (H+C+D+F) x Troops ≥ to:	
	Same side	Opposing side
Border castle	200	250
Baronial Castle	500	625
Medium-size town	1000	1250
Important towns:		
Nicosia, Tarsus, Antioch, Tripoli	2000	2500
Acre, Aleppo, Alexandria	3000	3750
Damascus	4000	5000
Cairo, Jerusalem	5000	6250

Alliance with a castle or town that is already allied with another player: Two situations can arise:

- a) The titular ally has one or more Groups within the place. If this force totals at least 10 points for a Border Castle, 15 points for a Baronial Castle, 30 points for a Medium Town or 50 points for an Important Town, a change of alliance is impossible (using the formula from Rule 3.34 to determine the number of Troop Points). However, if the titular ally's troops are less than the number of points stated, the opposing player can try to achieve a change of alliance, but must subtract the number of Troop Points of the opponent from his own Troop Point total. In addition, if the titular ally has a major character inside the place, the opposing player must also subtract the total characteristic points of that character (H+D+C+F) from the characteristic points of the character leading the negotiations. If the titular ally has several major characters inside the place, it is the highest set of characteristic points that will count. If, after these subtractions, the result if the multiplication is equal to or greater than the relevant number on the table above, the castle or town will change Alliance. The army of the old ally is required to immediately evacuate the hex in question, moving into one of the six adjacent hexes. If all the adjacent hexes are occupied by enemy forces or are impassable (e.g. sea hexes), all the characters in the force are captured.
- b) The titular ally has none of his characters inside the place. The opposing player can try to obtain a change of alliance, but must subtract the Fame Points of the character representing the titular ally (the suzerain) from the characteristic points of the character leading the negotiations. If, after subtraction, the result of the multiplication is equal to or greater than the relevant number in the table above, the castle or town will change its Alliance.

Alliance with a castle or town controlled by another player: As a general rule it is not possible to make an Alliance with a castle or town that is controlled by another player. However, Alliance is possible if the player has imposed extra taxes during the preceding Revenue Phase (see Rule 3.73). The procedure followed is the same as if the castle or town was ordinarily allied to the player instead of controlled by him (using the procedure described above).

How to show an Alliance on the strategic map: Each player holds back a number of territory markers, on which should be written "ALLIED". Each time that an Alliance is concluded, one of these markers is placed on the relevant castle or town.

The practical effects of an Alliance: An allied castle or town offers refuge and supply to the Groups of the player that concluded the Alliance. The latter can pass on this advantage to his own allies, in other words those players with whom he has concluded an Agreement. An allied town, belonging to the same side as the player who concluded the Alliance, will also offer the possibility of recruiting troops there (see Rule 3.44).

In the situation where a town or castle allied to one player is besieged by the troops of another player, the player who concluded the Alliance will take command of the garrison for the duration of the siege.

### 3.42 Enabling the swearing of Allegiance

To enable the swearing of Allegiance, a player proceeds in the same manner as with negotiating an Alliance. However, only the Diplomacy and Fame of the character leading the discussions are taken into account for this purpose. In addition, the numbers needed to establish Allegiance are higher, as per the table below.

Allegiance is established if:

DIPLOMACY + FAME of the character	x	Strength of the accompanying troops	≥	Relevant number in the table below
--------------------------------------	---	--	---	---------------------------------------

<b>Allegiance table</b>		
<b>Discussions entered with:</b>	<b>Allegiance accepted if (D+F) x Troops ≥ to:</b>	
	<b>Same side</b>	<b>Opposing side</b>
Border castle	300	400
Baronial Castle	750	1000
Medium-size town	1500	2000
Important towns:		
Nicosia, Tarsus, Antioch, Tripoli	3000	4000
Acre, Aleppo, Alexandria	4500	6000
Damascus	6000	8000
Cairo, Jerusalem	7500	10000

Allegiance with a castle or town allied to another player: When a player attempts to make a castle or town that has already allied to another player swear Allegiance to him, he adopts exactly the same procedure as for an attempt to make an Alliance (see Rule 3.41: Alliance with a castle or town that is already allied to another player). In the event that the titular ally has a major character inside the place, the only characteristics taken into account are Fame and Diplomacy.

Allegiance of a castle or town controlled by another player: A player cannot attempt to make a castle or town already controlled by another player swear allegiance to him unless the latter has no troops of his own inside the place apart from the normal garrison. If the wife of the Lord of the area is present, that will also prevent any attempt to change Allegiance through Diplomacy. In addition, the player that attempts to obtain the new allegiance must subtract twice the Fame Points of the suzerain (the character representing the player who controls that place) from the total of the characteristic points of the character leading the discussions.

Note: If a player has imposed extra taxes on his castles and towns during the preceding Revenue Phase (see Rule 3.73), it becomes easier for them to change Allegiance. The procedure followed is the same as if the castle or town was ordinarily allied to the player instead of controlled by him (see Rule 3.41: Alliance with a castle or town already allied to another player).

The practical effects of Allegiance: Most importantly the castle or town that has sworn allegiance becomes from that time onwards a part of the territory of the player concerned. As a consequence of this, the player moves his territory markers. Then the player allocates any Fame Points resulting from this to the major character of his choice. This character will be given the guardianship of the town [or castle], and receives any relevant title (see Rule 3.61). NOTE: In the event of voluntary Allegiance, i.e. where no force is used, the castle or town accepting the suzerainty of the player does not change sides. If, for example, a Crusader lord obtains the Allegiance of a Saracen town using peaceful means, it still remains a Saracen town. So it is recommended that players note down those castles and towns that each player controls on a separate sheet of paper, stating the hex number for the castles and the name for the towns, followed by the symbol of the side it belongs to: a cross for the Crusaders and a crescent moon for the Saracens [see the suggested “List of castles and towns owned” in the Game Aids section below]. This list will also make it easier to calculate the taxes due (see Rule 3.7).

Control of a castle or town offers the same advantages as from an alliance (see Rule 3.41), with the addition of the following advantages:

- Every five Game Turns the player’s character that was given guardianship of the castle or town gathers the relevant taxes from it (see Rule 3.7: Economic system). These taxes are placed in his personal fortune and can be used to recruit troops, buy equipment, etc.
- If the troops of the player are engaged in battle in the hex containing the town or castle, or in one of the six adjacent hexes, the town or castle will provide a contingent of soldiers equal to 50% of the points allowed for the garrison (see Rule 2.61 [and Garrison Table in Game Aids section below]). Note that the points in question are those used to create characters; this has nothing to do with the formula used in Rule 3.34, which is used solely for the purpose of assessing the strength of a force in a battle or negotiation. The contingent provided in this way must be commanded by an NCO or higher rank, and is drawn from characters belonging to the same side as the castle or town providing it. A player may thus find himself at the head of an army composed of both Crusader and Saracen soldiers, a situation that occurred several times in this era, even in the large battles. This rule is additional to the rule on reinforcements (see Rule 2.55).

Note: A besieged castle cannot provide a contingent. In the event of a player having raised extra taxes, it will not be certain that the reinforcements will arrive before the battle (see Rule 3.73). All additional contingents that participate in a battle will return to their place of origin at the end of the combat. Any losses that are incurred will be automatically replaced from the next Game Turn.

### 3.43 Concluding a Marriage

Every five Game Turns, at the same time as collecting revenue, one randomly determined player must consult the Matrimonial Opportunities Table (see the Game Aids section). By rolling 1D6 twice, he will obtain the name of a Lady available for marriage for each side. These matrimonial opportunities last throughout the next five Game Turns. To conclude a marriage, the suitor must travel in person to the town listed as the place of marriage, and achieve a number equal to or higher than the relevant number shown in the Matrimonial Opportunities Table. To do this, the player concerned adds the character’s Charisma Points and Fame Points, and multiplies the total by 1D6.

In summary this gives:

Marriage concluded if: $\text{CHARISMA} + \text{FAME} \times 1\text{D}6 \geq \text{number shown on the Table}$
--

Once a character has succeeded in concluding the marriage, he receives the relevant title and takes control of the hexes or territory offered as dowry. This matrimonial opportunity therefore cannot be repeated for the rest of the game, unless the player loses all his characters and is forced to start again from scratch (see Rule 3.16).

If more than one suitor attempts to conclude a marriage during the same Game Turn, and all obtain a number equal to or higher than that stated, the one with the highest number wins (isn't this usual?). Several characters owned by the same player can take their chances against one another, but each character can only make one attempt every five Game Turns.

The same matrimonial opportunity can recur several times during a game, so long as the Lady in question has not yet found a husband of sufficient quality.

The wives of major characters will stay, for the duration of the game, within the medium or important town that they brought to their husband as dowry. In the event of a siege, the character of Lady Blodwin represents the wife of the lord of the area. If she is killed during the siege, her husband has the right to remarry. It is possible to capture the wife of a character and demand a ransom in return for her freedom (see Rule 3.77).

Note: A character cannot conclude a marriage with a Lady of the opposing side. He would have ranged against him not only the fanatics from both sides preaching Holy War or Jihad, but also his vassals and the other lords from his own side. O tempora, O mores!

### 3.44 Recruiting troops

Every five Game Turns, after tax collection, a player can recruit troops if he has major characters in towns that he controls or in allied towns (towns that must belong to the same side as the player). He can also try to recruit soldiers if he has characters in a neutral town belonging to the same side as himself, but he must then roll 1D10. To the number obtained he adds the recruiting character's Fame Points. If the total is equal to or greater than 7 (with 0 counting as 10), the lord of the area authorises the character to recruit in his town. If the total is less than 7, the character in question cannot recruit. A player can recruit in the same town with several characters. However, if the town is neutral, each recruiting character must obtain separate authorisation from the lord of the area.

Two allied players can recruit together within the same town. If they are not allies, there will automatically be a battle and only the victor will then be able to proceed to recruiting. It is impossible to recruit within a town under siege. Recruited characters can be integrated into one or more Groups that accompany the recruiting character, or can even form new Groups. In this event, the new Group markers must be placed in the relevant town hex.

Quantity and quality of recruitment: The number of men that a character can recruit every five Game Turns is determined by multiplying by 2 the total of his Command Capability Points and his Fame Points.

In summary this gives:

$$(\text{COMMAND CAPABILITY} + \text{FAME}) \times 2 = \text{Number of men that the character can recruit}$$

Then, for each man, the player rolls 1D6. Multiplying the total of Command Capability Points and Fame Points of the recruiting character by the number obtained on this die gives the maximum number of points that can be spent to create the recruited character (see the Character Creation Table below).

In summary this gives:

$$(\text{COMMAND CAPABILITY} + \text{FAME}) \times 1\text{D}6 = \text{Maximum points total to create the character}$$

In the event that the maximum points total is sufficient for him to pay the basic cost of a Knight or a Royal Mamluk, the player can spend extra points for the character's characteristics, up to a total of 100

points including the basic cost (using the same procedure as in Rule 3.14). He must also give the character 30 dinars from his personal fortune.

The points spent to create the recruited characters, and to give them if necessary characteristics and a sum of dinars, are subtracted from the personal fortune of the recruiting character. In the event that several characters are recruiting in the same place at the same time, they can lend money to each other under a repayment agreement.

### 3.45 Winning the initiative in a battle or a siege

Before starting a battle, each player rolls 1D10 and adds to the number rolled the Command Capability Points of the character commanding the army. The player that obtains the highest number wins the initiative. He can decide to set up his soldiers first, or he can let the opposing side set up first. If the players are tied, the character that has the highest Command Capability wins the initiative. If they are still tied, each re-rolls 1D10.

If there are several players on one side, they must appoint one Commander-in-Chief from among the major characters taking part in the battle. It is the Command Capability of the Commander-in-Chief that will be used to determine which side wins the initiative.

In summary this gives:

$\begin{array}{ccc} \text{COMMAND CAPABILITY} + 1\text{D}10 & > & \text{COMMAND CAPABILITY} + 1\text{D}10 \\ \text{of Commander-in-Chief} & & \text{of enemy commander} \end{array}$
--

In the case of a siege, the players attempt to win the initiative at the beginning of each day (see Rule 2.64). The principle is the same as for a battle in open country, but the besieger must add 4 points to his total. In the midst of a siege it is natural that a besieger will be in a better position to win the initiative.

Note: If the character representing the player himself is present for the battle, he must be the one appointed as Commander-in-Chief.

### 3.46 Inspiring the fighting ability of the troops

This action refers to the rule that, in the Strategic Game, allows the fighting ability of troops to be raised within a range of 5 hexes around the Commander-in-Chief of an army (see Rule 2.83c). In the Role-Playing Game this option is available to all suzerains (the characters that represent the players), whatever their rank. The range within which this applies is equal to the total of the character's Command Capability Points and Fame Points.

In summary this gives:

$\text{COMMAND CAPABILITY} + \text{FAME of the suzerain} = \text{Range within which troops are inspired}$
---

Within the range indicated, all characters from the suzerain's army can roll two dice and choose the best result when attacking, counter-attacking or dodging (see Rule 3.54: Tactical Combat). Remember, however, that this rule does not apply if the characters are separated from the suzerain by a wall without an opening (door or window).

### 3.47 Obtaining the surrender of a besieged garrison

When a player attempts to obtain the surrender of a besieged garrison, and when he also has at least 2 bonus points on the die-roll (see the Surrender Table in Game Aid No. 2), he can also add the following bonus points if relevant:

$$\frac{\text{HONOUR} + \text{FAME}}{4} \text{ of the besiegers' Commander-in-Chief} = \text{Bonus points added to the Surrender die-roll}$$

Always round the bonus points downward. Example: The leader of the besiegers has 3 Honour Points and 7 Fame Points. This gives 10 divided by 4 = 2.5, in other words the player can add 2 extra bonus points. If the besiegers have three times the number of those besieged, and they have opened a breach in the outer wall of the town, there will be an initial 3 bonus points to which are added the 2 bonus points for the Commander-in-Chief. This would mean that the player must roll at least 7 on the die to obtain the garrison's surrender (7 + 3 + 2 = 12).

When a major character commands the garrison, his Fame Points are subtracted from the total of Honour Points and Fame Points of the besiegers' Commander-in-Chief (but see Rule 3.73 for an exception to this). In the example above, if the besieged garrison was commanded by a character with 3 Fame Points, the bonus points would be calculated in the following manner: (10-3) divided by 4 = 1.75. In other words, the leader of the besiegers would only add 1 bonus point instead of 2.

In the event that the garrison surrenders, the besieging player takes control of the castle or town from which he will receive taxes from this time onwards. In the event that the castle or town belongs to the opposing side, it changes sides. If, for example, a Saracen player captures a Crusader town, it will in future be treated as a Saracen town. Note that this is not the case where a castle or town is gained through diplomacy (see Rule 3.42: Accepting allegiance).

Major characters that are among the besieged troops will be taken prisoner, as will be the wife of the lord of the area if she is present. The victor can demand a ransom in return for their freedom (see Rule 3.77). Other characters among the besieged troops will normally be eliminated. However, nothing stops a player from trying to obtain a ransom for a particularly heroic soldier or NCO. From the next Game Turn onwards, any losses inflicted on the garrison during the siege are automatically treated as having been replaced. Similarly, the battlements are treated as having been fully repaired.

### 3.5 SHOOTING AND TACTICAL COMBAT

The rules explained here partly modify the rules for shooting and combat described in Section 1 of the Rules Booklet [*i.e. the Tactical Rules*]. The result of missile-fire or combat is no longer described in terms of "stunned, wounded or dead", but by the loss of a certain number of Life Points. Hand-to-hand combat is carried out simultaneously and can take several forms: attack, counter-attack, dodge or withdrawal.

#### 3.51 The general system of Life Points

This system, which is well-known to players of role-playing games, aims to translate the gradual weakening of the characters as a result of hits from missiles and blows inflicted during a battle or siege. When each character is created, he will be given a number of Life Points equal to three times his Defence Strength. For riders the strength taken into account is that shown on the counter for him mounted and in full health. For characters on foot, the strength taken into account is that shown on the counter for him on foot and in full health.

Wounded and dead characters: Each successful shot or combat will cause the loss of a certain number of Life Points from the character concerned. Thus, each time that one of his characters suffers a hit from a shot or a blow, the player concerned must deduct the sum of the injuries from the current Life Points total of the character on the sheet for that character. If, after deductions, the total of the character's Life Points is less than half of his initial Life Points when first created, the character is

treated as being **wounded**. Replace the full-health counter with the wounded counter. When a character has no more Life Points, in other words when his total has dropped to zero, he is **dead**.

Stunned characters, dismounted characters and dead horses: When a character, following shooting or combat, loses a number of Life Points greater than the Defence Strength on the counter representing him, he falls stunned. If the character is mounted, he is both stunned **and** dismounted. If the number of Life Points lost by a rider is greater than twice his Defence Strength, the horse is also killed. As opposed to this, when a wounded character is injured, the Life Points taken into account for this purpose are those that a character suffers **from a single hit** in the one shooting or one combat phase.

Note that a character can be both wounded **and** stunned. In that case, place the stunned counter on top of the wounded counter. Remove the top counter when the character regains consciousness. In the same way, a character may remain stunned for a further turn if he suffers fresh injuries that are greater than his Defence Strength while stunned.

Regaining Life Points: At the end of a battle or an assault during a siege, those characters that are not wounded automatically recover all those Life Points lost during the fighting. However, for each wounded character, the owning player must roll 1D6 and consult the Healing Table on Game Aid Sheet No. 2. He then writes down the turn of completed healing on the character's Record Sheet.

### **3.52 Modifying the results of shooting**

The Missile Results Tables are used exactly as in Section 1 of the Rules [*i.e. the tactical rules*], but the results are translated differently, as can be seen in Game Aid Sheet No. 2. From now on, after an initial roll of 1D10 the player concerned must then re-roll one or more dice to determine the exact total of Life Points lost by the target character.

### **3.53 New combat system**

After having carried out all his movement, the player whose turn it is resolves the combats entered into one by one. For each combat, he selects from among his own characters those that will be the attacker or attackers, and from among the enemy characters those that will be the defender or defenders. For simplicity, it is possible to attack with many against one, or with one against many, but not with many against many. Once the attack has been declared, the opposing player has the choice between three options: counter-attack, dodge or withdrawal. When there are several defenders, they must all choose the same response.

Special situation: If a defender is on his own and stunned, he can only dodge. If he is accompanied by other defenders, these can counterattack to protect him. If the counter-attack fails, the stunned character will suffer the consequences along with the other defenders.

### **3.54 The different combat options**

#### Option A: ATTACK / COUNTER-ATTACK

The attacking player starts by adding together the Attack Strength of his character's counter and his Combat Experience Points. As in the Tactical Rules, the Attack Strength of a charging rider is multiplied by 1.5 (rounded down). If there are several attackers, the player adds together all their Attack Strengths and Combat Experience Points. He then rolls 1D10 + 1D6 if the defender is unarmoured or 2D6 if the defender is wearing armour or if there are several defenders. The total of Strength + Experience + Die Rolls gives the active attack strength.

For his part, the defender proceeds in exactly the same manner to determine the strength of his counter-attack. Note that for this purpose it is the Attack Strength of the defender that is taken into account, not the Defence Strength.

The side that ends up with the lowest total strength suffers a number of hits equal to the difference between the two totals. If there are several attackers or if there are several defenders, the opposing player selects the character that will suffer the hits. The owning player then reduces the relevant number of Life Points on the character's Record Sheet.

In summary this gives:

<b>ATTACK</b>		<b>COUNTER-ATTACK</b>		<b>RESULT</b>
Attack Strength + Combat Experience of the attackers + <b>1D10 and 1D6</b> (if defender is unarmoured) or + <b>2D6</b> (if defender is in armour or there is more than one defender)	-	Attack Strength + Combat Experience of the defenders + <b>1D10 and 1D6</b> (if attacker is unarmoured) or + <b>2D6</b> (if attacker is in armour or there is more than one attacker)	=	Number of Life Points lost by one character on the losing side

Note: If the attack total is equal to the counterattack total, neither side suffers injury. If all the characters from the same side are within the relevant range from their suzerain, they gain a second roll of the dice and the player can choose the best result (see Rule 3.46).

Example of Attack/Counter-attack: The Light Mamluk Taki (ATT20/DEF13/EXP3) charges Sergeant Guy (ATT24/DEF12/EXP2), who decides to counter-attack. This gives:

$$\text{Attack} = (20 \times 1.5) + 3 + 2D6; \quad \text{Counter-attack} = (24 \times 1.5) + 2 + 1D10 + 1D6.$$

In this combat Sergeant Guy has armour but Taki has none. If Taki is lucky and rolls 10 while Guy rolls 3, this gives Attack: 30+3+10 versus Counter-attack 36+2+3: Guy would lose 2 Life Points.

#### OPTION B: ATTACK / DODGE

The attacking player carries out the same calculation as for Option A. The defender adds together the Defence Strength on his character counter and twice his Experience Points. He then multiplies this total by the sum obtained from 1D6 -1. In other words, if he rolls 5 he multiplies by 4; if he rolls 3, he multiplies by 2; etc. However, if he rolls 1 on the die, he still multiplies by 1 (not by 0). If there are several defenders, each rolls separately. The calculations are then carried out individually.

In summary this gives:

<b>ATTACK</b>		<b>DODGE</b>
Attack Strength + Combat Experience of attackers +1D10 and 1D6 <u>or</u> +2D6	compared to	Defence Strength + (Combat Experience x2) multiplied by (1D6 -1) for <u>each</u> defender attempting to dodge

Note: If all the attackers are within the relevant range from their suzerain, they gain a second roll of the dice and the player can choose the best result (see Rule 3.46). If a defender is similarly within the relevant range of his suzerain, he can re-roll 1D6-1 and choose the best result.

Result:

- If the Attack is greater than the Dodge: Dodge fails. The defender attempting to dodge loses a number of Life Points equivalent to Attack Total minus Dodge Total.
- If Attack is less than Dodge: the Dodge succeeds. The defender has the benefit of surprise and delivers a quick blow on his opponent. The attacker loses 1D6 Life Points if he is in armour or 1D10 if he is unarmoured. If there are several attackers, the defending player chooses which one will suffer the hits. If several defenders succeed in dodging, each delivers a blow to the attacker.
- If Attack equals Dodge: the Dodge only just succeeds. No hits to either side.

Stunned defenders: A stunned defender can try to dodge. He is treated as if he has only been dazed and is in the process of regaining consciousness. The Defence Strength taken into account is that shown on the counter: 2 or 1 depending on whether he is wearing armour or not. It is thus primarily his Combat Experience that will enable him to avoid the blow (e.g. by rolling away). A stunned character that dodges successfully cannot strike a blow at his opponent.

Example of Attack/Dodge: Using the characters from the previous example. Sergeant Guy, angry at losing the last round, attacks in his own turn. Taki decides to dodge. As the two characters are adjacent, no charge is possible. This gives:

Attack:  $24+2+1D10+1D6$ ; Dodge:  $13 + (3 \times 2) \times 1D6 - 1$ .

Sergeant Guy rolls 8 but Taki fails to dodge badly with a 2. Result: Attack  $24+2+8 = 34$  – Dodge  $(13+6) \times 1 = 19$ . Taki loses 15 Life Points. He is stunned and dismounted. If he had already lost 5 Life Points in earlier combats, he will also be wounded because  $15+5$  is greater than half of his initial Life Point total (of 39).

### OPTION C: ATTACK / WITHDRAWAL

A withdrawal is a refusal of combat. The defender attempts to extract himself from the attack, but turning his back on the attacker can dangerously expose him unless he is faster and has nerves of steel. To determine the result of such a combat, the players compare the Movement Allowances of the attackers and the defenders. Like Dodge, Withdrawal is resolved individually.

The different possible results are as follows:

- If the attacker's Movement Allowance is equal to or greater than the defender's Movement Allowance: The defender suffers 1D6 hits if he is wearing armour or 1D10 if he is unarmoured.
- If the attacker's Movement Allowance is less than the defender's Movement Allowance: The defender suffers 1D6 – 2 hits if he is wearing armour (1 or 2 on the die = 0 hits) or 1D6 if he is unarmoured.

The Life Points lost are multiplied by 2 if the attacker is mounted and the defender is on foot, or if the attacker is charging a mounted defender. They are multiplied by 3 if the attacker charges a defender on foot.

Before retreating each defender deducts his hits and then must pass a morale test. If his morale stays high, he retreats normally (see the rules below). If he panics or routs, he must comply with the relevant rules for that (see Rules 2.85 and 2.86).

If there are several attackers against one defender, each attacker, depending on his Movement Allowance, will inflict the relevant hits on the defender. If there is one attacker against several defenders, the attacking player must choose one retreating defender that will suffer the hits. Even if there is only one attacker, all the defenders must take the morale test.

Retreat rules: The retreat is of 2 hexes for characters on foot, and 3 hexes for mounted defenders. The latter must also turn around on the spot if they are facing the enemy. This manoeuvre is not taken into account within the 3 hexes of the retreat. A character that retreats must move away from the enemy if possible in each hex entered. He cannot pass over the same hex twice.

The retreat can be carried out across hexes occupied by friendly characters. It is also possible to displace one or more friendly characters so as to allow the retreating character to achieve the necessary distance from his starting point. But, in this case, any character or characters displaced that is of an equal or lower character class than the character that is retreating must also take a morale test.

If, during a retreat, a character is forced to pass through or stop on a hex adjacent to an enemy, he must suffer the results of the rule on Infiltration of Enemy Lines (Challenges) as adapted to the Life Points system (see Rule 3.56).

Enemy advance after the defender's retreat: In the case of a withdrawal, the attacker(s) will benefit from Advance after Combat (see Rule 1.75). If the retreat is transformed into panic or rout, Rule 2.87 applies.

Special retreat situations: In the event that the attacker and defender are either side of a window, a battlement or a screen, the retreating defender does not suffer any injury. The same applies when the attacker is on a hex in a river, pool or castle moat, and the defender is on the edge of the water or moat.

### **3.55 The influence of terrain and supply on combat**

Influence of terrain: In the case of Attack/Counter-attack or Attack/Dodge when the enemies are in different terrain, the nature of the terrain will interfere as follows:

- Neutral terrain (0): no effect on the combat
- Advantageous terrain (+): The character in that hex adds 3 points to his Attack Strength or Defence Strength, depending on the option chosen.
- Disadvantageous terrain (-): The character in that hex subtracts 3 points from his Attack Strength or Defence Strength, depending on the option chosen.

In the case of Attack/Withdrawal the defender subtracts 3 points of extra injury if he is in terrain more disadvantageous than that of the attacker, and suffers 3 points of injury less if he is in more advantageous terrain.

Influence of supply: In the event of rationing during a siege (see Rule 2.65) or loss of supply for an army on campaign (see Rule 2.72), the restrictions applied are the same as in the Strategic Game, with the following modifications:

- The shifting of odds by one column to the left during combat becomes “a reduction of 3 Attack Strength Points for those characters affected by lack of food”.
- The shifting of odds by one column to the right becomes “a reduction of 3 Defence Strength Points for those characters that are affected”.

### **3.56 Infiltration of enemy lines (Challenges)**

This rule is applied in exactly the same way as in the Tactical game (see Rule 1.54), but the phrase “the character is wounded while passing” is replaced by “the character suffers 1D10 + 1D6 injury points during passage if he has no armour and 2D6 if he is armoured”.

### **3.57 Missile-fire and Combat against a riderless horse**

If a player decides to shoot at a riderless horse, he resolves the shot as if made against an unarmoured mounted character. To kill the horse he must inflict at least 12 injury points if the horse is caparisoned, or at least 10 points if it is unprotected. If several missile-men shoot at the same time at an animal, they can add together the injuries inflicted.

If a player decides to attack a riderless horse, he resolves the combat like an Attack (see Option A above). If the horse has a caparison, he rolls 2D6, if it does not, then he rolls 1D10 + 1D6. To kill the animal he must reach a total Attack strength equal to at least 20 points.

In the event of missile-fire or combat, if the horse is not killed immediately it is treated as unharmed [*i.e. any injury points will not be carried forward into future attacks on that horse*].

### **3.58 Capture of an enemy character**

There are two methods of capturing an enemy character: either during combat, when a character pleads for mercy from his adversary, or at the end of a siege, when the garrison of the castle or town surrenders (see Rule 3.47).

In the case of capture during combat, the optional rule from the game “Cry Havoc” should be used. It is, however, necessary to apply two modifications to that rule:

- a) The plea for mercy is decided by the owning player and not by a die roll.
- b) A character cannot plead for mercy unless either he is wounded or he is completely surrounded by enemies.

The prisoner keeps the strengths shown on the ‘Ransom’ marker while he is in the hands of his guards. His Life Points, however, remain unchanged. If he is freed after payment of a ransom (see Rule 3.77) the player keeping the prisoner gives him a horse and weapons and he immediately recovers the Attack Strength, Defence Strength and Movement Allowance that correspond to his current state of health (i.e. wounded or in full health). If he manages to escape, he must find his own horse, weapons and all necessary equipment *[so as to regain his normal strength.]*

Note: A player that is holding a character prisoner must show his actual movements, in other words when he leaves one place to lead the prisoner to somewhere else. A player can try to free a character, or take him prisoner on his own account, through a battle or siege.

### **3.59 Morale Tests**

When a morale test takes place, the procedure in the Role-Playing Game is identical to that in the Strategic Game. However, the importance of certain ranks (e.g. Commander-in-Chief, Noble) is slightly different (see Rule 3.65) and two amendments must be made to the morale modifiers on the Morale Modifications Table (see Rule 2.84). Instead of “Character involved in combat where the odds are 3:1 or greater in his favour”, the Table should read “Character involved in a combat where the total of Attack Strength and Experience Points on his side is at least twice as much as the total of attack strength and Experience points of the opposing side”. In the opposite situation, instead of “Character involved in combat where the odds are 3:1 or greater in favour of the enemy”, the Table should read “Character involved in a combat where the total of Attack Strength and Experience Points on his side is at least half that of the total of Attack Strength and Experience Points of the opposing side”.

Example: The Turcopole Kamal is engaged in combat against the Syrian soldier Mehmet. Kamal has 18 Attack Strength points while Mehmet has 8. Both have 1 Combat Experience Point. In the event of a morale test, Kamal gains a bonus of 1 Morale point while Mehmet deducts 1 point, since Kamal has an Attack + Experience total of 19 while Mehmet has a total of 9.

Special notes: Adapting the rules of “Siege” to the Life Points system: As a general rule, when a character is stated to be stunned during an action, he will suffer 1D10 hits, and when he is wounded he will suffer 1D10 + 1D6 hits. This applies to a character on a drawbridge when it is raised (1D10), a character on a ladder that is tipped over (1D10 + 1D6, with any characters on whom he falls suffering 1D10), and a character on a rampart hex when it is destroyed (1D10 + 1D6). A character that is in a hex that catches fire and he cannot retreat also suffers 1D10 + 1D6 hits. A stunned character in a hex on fire suffers 2D10 hits if he fails to recover consciousness in time. A character that is not protected by a siege engine and who is struck on the head by a barrel of boiling oil suffers 2D10 + 1D6 hits.

Note: The hits caused by fire and boiling oil cannot stun a character, even if the total of Life Points lost is greater than the character’s Defence Strength (this is an exception to Rule 3.51).

### **3.6 CHARACTER ADVANCEMENT**

Character advancement takes place every 5 Game Turns, after tax collection. It allows characters to improve their characters’ Attack strength and Defence strength, their number of Life Points and their Morale Level. When a soldier becomes an NCO, he also acquires Command Capability. When an NCO becomes a Knight or Royal Mamluk, he achieves the status of a major character and the owning

player must allocate Characteristics to him. We will see the details below on how to carry out Character Advancement.

### **3.61 The pre-requisite conditions for advancement**

To be a candidate for advancement, a character must first belong to one of the classes shown on the Advancement Table below. In addition, he must be in full health and have accumulated a sufficient number of Combat Experience Points for the type of advancement desired (see the Advancement Table). Finally, he must be in company with one of the player's major characters. If the character selected for advancement wishes to be made into a Knight or Royal Mamluk, the presence of the suzerain (the character representing the player) or of two major characters is necessary.

When a character reaches the status of Knight or Royal Mamluk, the conditions for advancement change. It is no longer experience in combat that is taken into account, but the amount of taxes raised. Thus a Royal Mamluk must have at least 50 Revenue Points to gain the title of Emir. If he were lord of a town, such as Baalbeck, he would gain the title of Emir of Baalbeck. Titles obtained by major characters are written into the relevant space on the character's Record Sheet.

Note: The method whereby characters obtain Combat Experience Points is explained in Rule 3.36. A wounded character must wait to be healed before he can benefit from an advancement.

### **3.62 Exchanging counters**

Except for major characters, each time that a player advances a character, he exchanges the counter that represents that character for a counter representing a character belonging to the new character type. Example: A spearman has accumulated 2 Experience Points and wishes to become a billman. The owning player must then exchange the spearman counter for a billman counter. If the billman chosen has an Attack Strength and Defence Strength equal to that of the spearman, the exchange only involves a few modifications: the player changes just the name and the character type on his Record Sheet, as well as the new morale level. The Life Points stay the same and the 2 Experience Points of the spearman are transferred to the billman. But the player may alternatively choose a new character that has an Attack Strength and Defence Strength higher than that of the original character. He must then determine the difference between the strengths before and after the advancement. For 2 extra points of extra strength in both Attack and Defence, he must delete one Experience Point from the character concerned. Referring to the earlier example, if the spearman had an Attack Strength of 7 and a Defence Strength of 6, the player could decide to delete 1 Experience Point and exchange him for a billman with an Attack Strength of 9 and a Defence Strength of 8. The new character will only have 1 Combat Experience Point, instead of the 2 previously, but he will be stronger and his Life Points would increase from 18 to 24.

A player can delete several Experience Points from a character in order to reach a strong Attack and Defence Strength, but he must always leave at least 1 Experience Point to transfer to the new character. Going back again to the example above, if the spearman had 3 Experience Points instead of 2, the player would have been able to delete 2 Experience Points and exchange him for a billman with 4 more Strength points. There will be many occasions when there is no longer a character with the strengths that correspond exactly with the increases desired. In this situation, a player can be forced to choose a character whose Defence Strength, and/or less commonly Attack Strength, will be lower than the numbers that it is theoretically possible to achieve.

Note: So as to provide an intermediate category of advancement for Saracen soldiers, we have introduced into the game the elite Saracen infantry. When a player proceeds to advance a Fatimid, Seljuk or Syrian infantryman to an elite infantryman, he does not change the counter but he deletes 1 Experience Point from the character. Against this Experience Point loss, the character gains a morale level of 6 points, an Attack Strength and a Defence Strength increased by 2 points each, and a

consequential increase of 6 extra Life Points. If further advances take place, it is these new characteristics are the ones that are taken into account.

Exchanging a character on foot for a mounted character: When the advancement of a foot character leads to an exchange for a mounted character, the new character's counter used as a reference point is always the one that represents him **on foot** in full health. It is the Attack and Defence Strengths marked on this counter that are compared to the character's strengths. In addition, the player must remove 2 Experience Points from the character to cover his training in mounted combat. Example: A spearman with 3 Experience Points wishes to become a turcopole. The player must delete 2 of his Experience Points to convert him into a cavalryman. As there is only one Experience Point remaining, and that must be transferred to the new character, the player must choose a turcopole that, on the counter showing him on foot, has an Attack and Defence Strength equal to, or if necessary lower than, that of the spearman. If the spearman had earned 4 Experience Points instead of 3, the player would, by spending an extra 1 Experience Point, have been able to choose a turcopole that had 2 extra points of Attack Strength and Defence Strength. **Note:** The number of Life Points of a character is re-calculated from the Defence Strength marked on the counter for the character **mounted** and in full health.

Exchanging one mounted character for another mounted character: In this situation as well, the counters used for reference are those that show the characters on foot and in full health. It is the comparison of the strengths marked on these counters that determine the number of Experience Points that the player must delete from his character in order to make the advancement possible. On the other hand, it is not necessary to delete Experience Points for training in mounted combat when the original character is himself a cavalryman.

CHARACTER ADVANCEMENT TABLE					
Character class	Crusaders	Saracens			Morale level
6		Armed peasant			2
	2 EPs ↙			↘ 2 EPs	
5	Spearman	Regular infantry			5
		Fatimid	Syrian	Seljuk	
	2 EPs ↙		↘	↘ 2 EPs	
	Billman	Elite infantry			6
	Turcopole	Fatimid	Syrian	Seljuk	
2 EPs ↙	↘	↘	↘		
Halberdier				7	
3 EPs ↙	↘	↘ 3 EPs	↘		
4			Syrian heavy cav	Seljuk	7
		heavy cav			
	Sergeant	Light Mamluk			9
5 EPs ↙	↘	↘	↘		
3	Knight	Royal Mamluk			10
	↙	↘ At least 50 Revenue Points			
2	Baron (Count, Duke, etc.)	Emir			12
	↙	↘ At least 100 Revenue Points including a Medium Town			
	Prince	Prince			13
↙	↘ At least 200 Revenue Points including an Important Town				
1	King	Sultan			15

	↓	↓	<b>Winner of the game</b>	
	Emperor of the Eastern Latin States		Mamluk Emperor	
Note on abbreviations: <b>EPs</b> = Combat Experience Points; cav = cavalry. Progress requirements are identified in red.				

Note: Assassins, bedouins, members of the clergy, missile-men, engineers and civilians cannot benefit from advancement. They can, however, accumulate Experience Points.

Example of advancement: The peasant Jasper (ATT 4, DEF 3) starts a game with 1 Experience Point. He wins 5 combats and obtains a second Experience Point. He becomes the spearman Hayden (ATT 6, DEF 5) by giving up 1 Experience Point. He wins 10 more combats and so has 3 Experience Points. He becomes the billman Cliff (ATT 10, DEF 6), deleting 2 Experience Points, and being bought a coat of mail by his suzerain. He wins another 10 combats and again has 3 Experience Points. He becomes the halberdier Frederick (12/8), deleting 1 Experience Point. He wins 5 combats and returns to 3 Experience Points. He becomes Sergeant Pugh (12/8) and wins a further 10 combats to reach 5 Experience Points. He becomes the knight Raoul (14/10 on foot and 29/15 mounted), losing 3 Experience Points (1 point to reach 14/10, 2 points for mounted combat training). His two sponsors furnish him with a horse and its equipment. With 40 successful combats the peasant Jasper has travelled a long way! [*Note that Sir Raoul is a Holy Order Knight, but these are treated just like ordinary knights for advancement purposes.*]

### 3.63 Purchase of equipment and mounts

In the case of an advancement, when a new character wears armour whereas the previous character had none, the player must buy him a coat of mail (3 dinars). In the same way, when the new character is mounted but the previous character was on foot, he must buy a mount (12 dinars). If the mounted character is a heavy cavalryman, he must also buy him the appropriate equipment (3 dinars for outfitting the horse and providing the heavy cavalryman's weapons, and 3 dinars for a coat of mail if he does not already have one). The dinars spent must be subtracted from the personal fortune of one of the player's major characters that is in the same strategic hex.

### 3.64 Converting a minor character into a major character

When an NCO is made into a Knight or Royal Mamluk, the player follows the same procedure as in Rule 3.14. He can allocate points to each characteristic, except for Combat Experience. The Experience Points of the character will be those that remain after his advancement (see Rule 3.62). The number of points that the player can spend is equal to 100 less the base cost of the character. But, unlike characters chosen for recruitment, the points that are spent here on the character's characteristics are free. The only expense that falls on the suzerain, or on the two major characters that have taken on the role of sponsors, arises from the 30 dinars of fortune that are allocated to the new character.

### 3.65 Character classes, command, and morale tests

In the Role-Playing game, all suzerains are considered to be Commanders-in-Chief, whatever their titles. Any vassal that has at least the title of Baron or Emir is considered to be a Noble (a Dignitary of High Rank). If more than one suzerain is allied during a battle, only the one that is selected as Commander-in-Chief can give the benefits of the supreme commander during combat. The other suzerains are considered to be Nobles. Having taken into account these detailed rules and those given in Rules 3.46 and 3.59, the players will then apply normally the rules on command and morale explained in Rule 2.8.

### 3.66 Can a player choose the same character twice?

Yes, if he already possesses within his army all the characters of that particular type: e.g. Fatimid spearmen, horse archers, turcoples, etc. He must then mark on the counter and the Character Record

Sheet some symbol (such as a star or a circle) that will avoid confusing that character with his double.  
Note: The boxed game Extensions for “Croisades” and “Siege” contain extra sheets of characters.

### 3.7 THE ECONOMIC SYSTEM

Every five Game Turns, after resolving the current battles and sieges, the players collect taxes due to them from the castles and towns that they control. The taxes of a castle or town are placed in the personal fortune of the character that has responsibility for it and possibly its associated title. All the taxes are expressed in dinars, the money unit most prevalent during that era. A character does not need to be in a location in order to receive its taxes. If a player does have several characters in one strategic hex at the time of revenue collection, he will be able to divide between them as he thinks fit any expenses for recruitment, purchase of equipment, etc.

#### 3.71 Revenue Table

REVENUE TABLE			
Hex controlled contains	Revenue in dinars	Hex controlled contains important town	Revenue in dinars
Border castle	10	Nicosia	100
Baronial castle	20	Tarsus, Antioch, Tripoli	120
Medium town	50	Acre, Aleppo	150
Medium town with port	70	Alexandria	180
Caravan route (camel symbol)	+20	Damascus	200
		Jerusalem	250
		Cairo	300

#### 3.72 Reduction and extinction of revenues

In order to be able to receive his taxes, a player must have effective control of the corresponding strategic hexes. Thus, a town or a castle that is under siege at the time of revenue collection will provide nothing. If the hex in question contains a camel symbol, the taxes on the caravan route cannot be collected either.

A port under enemy blockade, in other words with enemy ships in the corresponding hex, only brings in 50 dinars if it is a medium town, or two thirds of its normal revenue if it is an important town.

Example: Tripoli under blockade only provides 80 dinars instead of 120. A besieged port brings in nothing. However, if it is not under enemy blockade, it can receive supplies by sea.

#### 3.73 Increasing taxes by 50%

A player can impose the payment of 50% extra tax on the castles and towns that he controls. This measure must apply to all the castles and towns that he controls, without exception. However, this does affect the Fame of the player’s characters and also the loyalty of the castles and towns affected. Thus, during the next five Game Turns, the modifications below are applied to the player’s castles and towns:

- In the event of sieges, if a besieger attempts to obtain the Surrender of a castle or a town belonging to the player, the Fame of any character commanding the garrison is ignored (see Rule 3.47).
- If an enemy player tries to negotiate an Alliance or persuade the swearing of Allegiance with one of the castles or towns concerned, the procedure followed is the same as if the castle or town were merely allied to the player and not controlled by him (see Rules 3.41 and 3.42).
- In the event of a nearby battle, the castle or town runs a risk of turning a blind eye if it is asked to send half of its garrison to the battle (see Rule 3.42). To determine its response, the player rolls 1D6: on 1, 2 or 3 the contingent will, as if by accident, arrive too late for the battle; on 4, 5 or 6 loyalty overcomes bitterness and the contingent will participate normally in the combats. The die is not rolled until after the battle has been declared.

In other words, to be sure of your subjects, you must not hit them too hard in their wallets!

### 3.74 Financial transactions

After each Revenue Collection Phase, the players can lend money or give it away free. A player can exchange, give or sell part of his possessions and of his properties to another player. Each determines a price and conditions of the transaction as he wishes. A player can insist on a written treaty in order to conclude a transaction. A player could equally demand a special fee to be paid to allow the passage of another player's troops across his territory or to guarantee the transport of equipment or troops of another player on one of his ships. In short, anything is possible, so long as the parties concerned are in agreement.

### 3.75 Expenses: Men, equipment, siege engines, ships and castles

The spending on men and equipment is carried out every five Game turns, after tax collection. This spending concerns recruitment of new characters (see Rule 3.44); purchase of weapons and equipment needed for the advancement of a character (see Rule 3.63); purchase of warhorses and draft horses, mules, carts and the supplies that they may carry; purchase of raw materials and payment for the necessary labour to construct siege engines, ships and castles.

Recruiting soldiers and purchase of equipment (weapons, animals, supplies, etc.) must be carried out in a town that meets the conditions explained in Rule 3.44. The cost of each character and the purchase price of the different goods are shown on the Purchase Table below.

Unlike the expenditures above, the purchase of raw materials and spending on labour essential for the construction of siege engines, ships and castles, does not require the actual presence of a major character in the location chosen. Siege engines can only be constructed within a castle or town controlled by the player, or alternatively on the spot once a siege starts (see Rule 2.62). Ships can only be built in a port town controlled by the player. A castle can only be built in a hex controlled by the player that does not already contain either a castle or a town.

<b>PURCHASE TABLE</b>			
<b>Basic cost of a character</b>		<b>Animals, equipment and supplies</b>	
Heavy cavalry	ATT + 2DEF	Fully equipped riding horse	12
Light cavalry	ATT + DEF	Draft horse	8
Horse archer	2ATT + 2DEF	Mule, Ox	6
Mongol horse archer	2ATT + DEF	Cart	12
Armoured foot	ATT + DEF	Coat of mail	3
Unarmoured foot	ATT + ½DEF *	Heavy cavalry equipment (excluding coat of mail)	3
Javelinman	2ATT		
Unarmoured shortbowman	2ATT + DEF	5 rations (points of supply)	1
Armoured shortbowman, Assassin	2ATT + 2DEF	<b>Siege engines</b>	
Longbowman, Unarmoured crossbowman, Slinger	3ATT + DEF	Fascines (to fill moats)	1
		Siege ladder	2
		Screen	2
Armoured crossbowman	3ATT + 2DEF	Mangonel	12
Engineer	4ATT + 2DEF	Trebuchet	30
Clergy, Peasants, Civilians	ATT	Ballista	30
* Round downwards if necessary		Battering ram	30
		Siege tower	35
<b>Notes:</b> ATT and DEF are abbreviations for Attack Strength points and Defence Strength points. It is not possible to select a rider on foot except when selecting NCOs for a fixed garrison.		<b>Ships and castles</b>	
		Transport ship	100
		Warship	150
		Border castle	300
		Baronial castle	500

Men and equipment are available immediately and must be join an already-existing group in that location or a new group formed for this purpose. Siege engines, after the necessary time has been spent on constructing them, must also join a group in order to be transported elsewhere. If the castle or town where they have been built falls under an opponent's control before they have been transported elsewhere, the siege engines are considered to be destroyed.

A transport ship costs 100 dinars to build; a warship costs 150 dinars. Transport ships and warships are only available 5 Game turns later. If in the meantime the town falls under an opponent's control, they are considered to be destroyed. If, at the time when they are launched, the town is under enemy blockade, a naval battle takes place. A player can delay the launch of his ships so as to avoid a naval battle, but in this case the blockade will continue to be maintained.

A border castle costs 300 dinars to build; a baronial castle costs 500 dinars. Once the decision to build is taken, the player pays half the money and notes the number of the strategic hex where construction will take place. 10 Game Turns later, the player pays the other half of the costs and places the appropriate castle counter on the hex chosen. If the hex has in the meantime fallen under an opponent's control, the new owner of the area can finish construction himself by paying the half of the total cost that is now due. In the event of non-payment on the due date, construction of the castle is cancelled. It is assumed that the site is no longer guarded and the neighbouring villagers have pillaged the materials (dressed stone, wood, etc.) from the site for their own uses.

### 3.76 Spending on supplies

The supplies that are necessary for an army on campaign can be bought at the beginning of each Game Turn in a town that is allied or friendly by one of the major characters accompanying the army unit. Supply is integrated into the centre of a Group and accompanies the army as it moves carried by mules and carts, which can be bought at the same time.

Remember that it is not necessary to purchase supplies for an army unit while it fulfils the normal conditions for supply (see Rule 2.71).

### 3.77 Payment of ransom

Payment of ransoms is carried out every five Game Turns, after collection of taxes. When a player has succeeded in capturing an enemy character (see Rule 3.58), he can demand payment of a ransom at the time of the next collection of taxes. In theory it is only possible to collect a ransom for a major character or his wife. However, a player can also try to obtain a ransom for a brave soldier or NCO, but in this case refusal to pay the ransom carries no adverse consequences, unlike what happens in relation to a major character or his wife (see Rule 3.31: Development of Honour).

The amount of a ransom is fixed in the following manner:

- Major character: The amount of the ransom is equal to:

$\text{FAME} \times \text{HONOUR} \times \text{COMMAND CAPABILITY} \times \text{DIPLOMACY of the character}$
--

- Wife of a major character: The amount of the ransom is equal to
  - 100 dinars for the wife of a baron or emir
  - 200 dinars for the wife of a prince
  - 500 dinars for the wife of a king or sultan
- Minor characters: The player that is holding the character can freely fix his own price.

To pay a ransom, a player can sell or exchange some of his possessions with other players, including the one that is holding the prisoner (see Rule 3.74). If a player does not pay the ransom straight away, his characters' Honour can suffer (see Rule 3.31). The player that is holding the prisoner can demand a ransom afresh five Game Turns later. If there is another refusal, the characters' Honour will suffer once more. This continues until the ransom is paid.

The amount of the ransom is always paid to the character that granted mercy or who commanded the men that made the capture.

When a character is freed after ransom, the player that was holding the prisoner must give him back his arms and his horse. The freed character joins the nearest friendly Group.

## SCENARIO FOR THE ROLE-PLAYING GAME

The progress of the general scenario has already been largely defined at the beginning of Section 3 of the rules [see *Introduction*]. We will not repeat that here. By contrast, players will find in the following paragraphs details concerning the territories of each side, the sequence of play, and rules for some special situations. They will also find a precise definition of the victory conditions, and proposals for intermediate game objectives, which can allow the game to be shortened.

### The territories of each side

The Crusaders: Along the Palestinian and Lebanese coastline, their territory extends up to the following hexes (inclusive): 1411, 1310, 1410, 1509, 1609, 1708, 1809, 1908, 2009, 2108, 2209, 2308, 2409, 2509, 2610, 2709, 2809, 2908, 3008, 3108, 3208, 3209, 3309, and 3410. To the North and North-East it includes all the territory belonging to the Armenians in Strategic Scenario 3. Although the Kingdom of Lesser Armenia was not, strictly speaking, a Crusader state, its creation was due indirectly to the Crusades, its religion was the same as that of the Crusaders, and its foreign policy was very similar despite its local conflict with the County of Tripoli over the control of Antioch. In addition to these possessions, the Crusaders also controlled the whole of the Island of Cyprus.

The Saracens: Their territory included all the hexes on the map to the East and south of Crusader territory, with the exception of desert hexes without roads.

The town of Attalia is neutral and does not belong to either side. In the event of negotiations of alliance or allegiance, it is treated as if it were a town belonging to the opposing side.

### Sequence of play

Order of play of the players: In the first Strategic Game Turn, the order in which the players carry out their land movement is the same as that in which they chose their starting positions on the map (see Rule 3.13). This means that throughout the game there will always be a Saracen player sandwiched between two Crusader players and vice versa. However, in each new Game Turn, the order of players is shifted by one in the manner explained in Rule 2.93 [*The first player in the previous turn goes last, the second player goes first, the third player goes second, etc.*].

Diplomatic discussions: In relation to the series of diplomatic discussions, we strongly advise that they be limited to 5 minutes at the beginning of each Game Turn, except in recommending a longer period, of 15 minutes for example, every 5 Game Turns after the collection of taxes.

Newcomers: So long as there are still neutral Border Castles on the map, it is possible to allow new players into the game. This procedure is interesting as it allows a player to familiarise himself with the rules by watching the others play, and then to enter the game when he feels capable of facing up to his destiny. This also allows eliminated players to return to the game in the next turn after their elimination. “Croisades” is a game that is sufficiently flexible to allow a player to seize a place in the sun, even if he has arrived well after the others. Above all, it often happens that one important battle can overturn the balance of forces on the strategic map.

Vassal players: In order to avoid being eliminated, a player can accept or even propose vowing allegiance to another player. The two players must make an agreement on the division of revenues that are due from the vassal’s possessions. It is not forbidden to put all this down in writing. A vassal keeps control of his troops and ships, but must submit to all the obligations of a normal vassal. A player can refuse allegiance proposed to him by another player. In the event of elimination of the suzerain player, the vassal player automatically recovers his independence. A vassal can decide to unilaterally break his vow of vassalage. He loses 3 Honour Points in the case of a vassalage formulated in writing, and does not recover full support of his towns and castles unless he has a Group of his within each one. If this is

not the case, the town or castle will remain faithful to the suzerain. In the event of a breaking of allegiance, there must be a battle in all the hexes where the troops of the suzerain and the troops of the rebel vassal are in the same hex.

### **Victory conditions**

Object of the full game: The scenario ends when all the towns shown on the map, both medium and important, recognise the sovereignty of one single player. This player is then declared to be the victor. For neutral towns an alliance is sufficient.

Intermediate game objectives: There are three ways of reducing the length of the game without losing too much of its charm:

- 1) Set targets of points and possessions for each player at the beginning of the game. One could thus agree 800 points for each plus control of 100 points of revenue within the same region (e.g. 2 medium towns, or a port + a baronial castle + a border castle).
- 2) Reduce the area of the game. E.g. Palestine, Lebanon and central Syria. In the South this would mean that the map stops in the hex-row starting 11 and in the North in the hex-row starting 34.
- 3) Set objectives less general than control of the whole map.

By linking, for example, proposals 1 and 2, and fixing victory objectives of 10 Fame Points and 600 dinars in revenue (excluding the 50% surtax), you can instantly obtain a game that is clearly shorter but which is still full of events.

### **Neutral towns and allied towns**

When a player besieges a neutral town or castle, another player must be chosen at random to command the garrison. This player must if possible belong to the same side as the town or castle, and must not be allied, even verbally, with the player owning the besiegers.

When a town or castle that is allied to one player is besieged by another player, it is always the allied player who will take command of the garrison.

### **Delegation of power**

Any player, if involved during the same turn in several battles or sieges, can delegate the power to command some of his troops to an allied or neutral player with the aim of speeding up the progress of the game. This gives a little scent of realism to the course of events, since it is difficult to be everywhere all the time!

### **Breaking the banks of the Nile**

It is perfectly logical to include this special rule in the framework of the general scenario. It is applied here in its complete form, in other words as explained in Strategic Scenario 1 with the additions noted in Strategic Scenario 4 [*see below*].

Special rule on flooding: The player that controls the town of Cairo can decide, at any time during the game, to break the banks of the Nile to counter an attempted invasion. The breaking of the banks has the following consequences on the land of Egypt:

- 1) Crossing a strategic hex containing a river will now take a whole game-turn, irrespective of the types of troops in the group.
- 2) It is impossible to move directly from one river hex to another river hex. Any enemy group that as a consequence finds itself unable to move will automatically be taken prisoner and thus eliminated.

- 3) If an enemy group enters a river hex containing an Egyptian group, the invading player must, before engaging in battle, roll 1D6 for each character in the group and consult the following table:

Troop type	Drowns	Safe and healthy
Character in armour	1 or 2 on the die	3 – 6 on the die
Unarmoured character	1 on the die	2 – 6 on the die

Characters that drown are eliminated and cannot take part in the battle.

- 4) A line of supply cannot cross a river hex unless that hex is occupied by a group of the same side as the group being supplied.
- The Egyptian player is subject to restriction 1 but not to restrictions 2, 3 and 4. He has, in fact, at his command a multitude of small vessels navigated by experts in the holy river.
  - If the banks are broken, the towns of Cairo, Mansourah and Bilbeis are worth nothing if the floods continue during any one of the five turns preceding income collection.
  - The effects of flooding can be annulled. To do this it is necessary for the player that controls Cairo to announce aloud that he is starting to repair the dykes. The effects of flooding are then ended at the beginning of the 4<sup>th</sup> game-turn after the announcement.

### **Armies with very large numbers**

A game with very cautious players can result in the creation of very large armies... In this situation it is suggested that any eventual battles should be played out on a game board consisting of six maps, rather than the four normally required. The two extra maps can be chosen either at random or from those proposed for use in the event of retreat.

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# GAME AID SHEETS

## CHARACTER SHEET

Crusaders

**Major characters**

Saracens

### SUZERAIN / LORD (Character representing the player)

Name				Fame		Honour		Command Capability		Diplo- macy		Char- isma	
Titles				Combat Experience		Combat Skill points				Personal fortune in dinars			
	Group No		Morale level	LIFE Points (DEF x3)					Wounded		Wound heals on Game Turn No.		
									Dead				

### VASSALS

Name				Fame		Honour		Command Capability		Diplo- macy		Char- isma	
Titles				Combat Experience		Combat Skill points				Personal fortune in dinars			
	Group No		Morale level	LIFE Points (DEF x3)					Wounded		Wound heals on Game Turn No.		
									Dead				

Name				Fame		Honour		Command Capability		Diplo- macy		Char- isma	
Titles				Combat Experience		Combat Skill points				Personal fortune in dinars			
	Group No		Morale level	LIFE Points (DEF x3)					Wounded		Wound heals on Game Turn No.		
									Dead				

Name				Fame		Honour		Command Capability		Diplo- macy		Char- isma	
Titles				Combat Experience		Combat Skill points				Personal fortune in dinars			
	Group No		Morale level	LIFE Points (DEF x3)					Wounded		Wound heals on Game Turn No.		
									Dead				

Name				Fame		Honour		Command Capability		Diplo- macy		Char- isma	
Titles				Combat Experience		Combat Skill points				Personal fortune in dinars			
	Group No		Morale level	LIFE Points (DEF x3)					Wounded		Wound heals on Game Turn No.		
									Dead				

Name				Fame		Honour		Command Capability		Diplo- macy		Char- isma	
Titles				Combat Experience		Combat Skill points				Personal fortune in dinars			
	Group No		Morale level	LIFE Points (DEF x3)					Wounded		Wound heals on Game Turn No.		
									Dead				





	H TUR	Turcopole BOW	L BOW	Long-bo wman	I FAT	Fatimid infantry	I SEL	Seljuk infantry	IE SYR	Syrian elite inf.	ENG	Engin-e er
	HAL	Halberd-i er	CBW	Cross-bo wman	IE FAT	Fatimid elite inf.	IE SEL	Seljuk elite inf.	SLG	Slinger	CIV	Civilian
	BIL	Billman	CHA	Templar chaplain	SD BOW	Sudanese archer	CBW	Cross-bo wman	SD JAV	Sudanese Javelin		

## GAME AID SHEET No. 2

### ROLE-PLAYING GAME: SHOOTING AND COMBAT

#### Shooting at mounted characters

If the target character is wearing armour, the shooter adds +1 to the die roll.

Die roll depending on weapon				Result depending on cover			
Ballista	Crossbow Dagger	Longbow Sling	Shortbow Javelin	None	Light	Medium	(Heavy)
1				2D10+D6	2D10+D6	2D10+D6	There is no heavy cover for mounted characters
2				2D10+D6	2D10+D6	2D10	
3	1			2D10+D6	2D10	D10+D6	
4	2	1		2D10	D10+D6	D10	
5	3	2	1	D10+D6	D10	D6	
6	4	3	2	D10	D6	A	
7	5	4	3	D6	A	-	
8	6	5	4	A	-	-	
9+	7+	6+	5+	-	-	-	

#### EXPLANATION OF RESULTS

-: Shot misses. No effect.

A: Offensive fire: rider retreats 4 hexes immediately;

Defensive fire: rider's movement allowance this turn is reduced by 4 hexes.

Result A also applies to all shots that result in injury.

- If the amount of injury caused is greater than the Defence Strength, the character is stunned and dismounted.
- If the amount of injury caused is greater than twice the Defence Strength, the character is stunned and dismounted, and the horse is killed.

#### Shooting at characters on foot

If the target character is wearing armour, the shooter adds +1 to the die roll.

Die roll depending on weapon				Result depending on cover			
Ballista	Crossbow Dagger	Longbow Sling	Shortbow Javelin	None	Light	Medium	Heavy
1				2D10+D6	2D10+D6	2D10+D6	2D10
2				2D10+D6	2D10+D6	2D10+D6	D10+D6
3	1			2D10+D6	2D10+D6	2D10	D10
4	2	1		2D10+D6	2D10	D10+D6	A
5	3	2	1	2D10	D10+D6	D10	A
6	4	3	2	D10+D6	D10	A	-
7	5	4	3	D10	A	A	-
8	6	5	4	A	A	-	-
9	7	6	5	A	-	-	-
10	8+	7+	6+	-	-	-	-

#### EXPLANATION OF RESULTS

-: 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.

Result A also applies to all shots that result in injury.

- If the amount of injury caused is greater than the Defence Strength, the character is stunned.

## DEVELOPMENT OF SHOOTING SKILL

A missile-man gains 1 Shooting Skill Point each time that one of his shots results in the death of an enemy. When he has accumulated 10 Skill Points, the character obtains a modifier of '-1' to his shooting. In other words, from this point onwards he subtracts 1 pip from the number obtained on the die each time that he shoots. With 20 more Skill Points he obtains a shooting modifier of '-2'. After that, if he accumulates a further 50 Skill Points, he obtains a shooting modifier of '-3'. Each time that the modifier changes, the owning player must delete the related Skill Points and write the new modifier in the appropriate column of the Character Sheet. A missile-man can never obtain a modifier greater than '-3'.

## DIFFERENT COMBAT OPTIONS

Option A	Attack / Counter-attack			
<b>ATTACK</b> Attack Strength + Combat Experience of the attackers +1D10 and 1D6 (if defender is unarmoured) or +2D6 (if defender is in armour or there is more than one defender)	-	<b>COUNTER-ATTACK</b> Attack Strength + Combat Experience of the defenders +1D10 and 1D6 (if attacker is unarmoured) or +2D6 (if attacker is in armour or there is more than one attacker)	=	<b>RESULT</b> Number of Life Points lost by one character on the losing side

Option B	Attack / Dodge	
<b>ATTACK</b> Attack Strength + Combat Experience of the attackers +1D10 and 1D6 or 2D6	Compared to	<b>DODGE</b> Defence Strength + (Combat Experience x2) multiplied by 1D6 for <u>each</u> defender attempting to dodge
RESULT if ATTACK > DODGE	Dodge fails. The defender that attempted to dodge loses the number of Life Points equal to Total Attack less Total Dodge	
RESULT if ATTACK < DODGE	Dodge succeeds. The defender profits from the effect of surprise to deliver a quick blow to his enemy. The attacker loses 1D6 Life Points if wearing armour or 1D10 if unarmoured. If there is more than one attacker, the defending player chooses which one suffers the injury. If there is more than one defender, each one that succeeded in dodging can deliver a blow to the attacker.	
RESULT if ATTACK = DODGE	Dodge only just succeeds. No injury to either side.	

Option C	ATTACK / WITHDRAWAL
If Attacker's Movement Allowance > Defender's Movement Allowance	Defender suffers injury of 1D6 if armoured or 1D10 if unarmoured, + must test morale
If Attacker's Movement Allowance < Defender's Movement Allowance	Defender suffers injury of 1D6-2 if armoured (1 or 2 on the die = 0 injuries) or 1D6 if unarmoured, + must test morale
The Life Points lost are multiplied by 2 if the attacker is mounted and the defender on foot, or if the attacker charges a mounted defender. They are multiplied by 3 if the attacker charges a defender on foot.	

## THE EFFECT OF TERRAIN ON COMBAT

In the situations of Attack/Counter-attack and Attack/Dodge, when opponents are in different terrain types the nature of the terrain will interfere in the following manner:

Neutral terrain (0): No influence on the combat.

Favourable terrain (+): The character in that terrain adds 3 points to his Attack or Defence strength, whichever the option chosen.

Unfavourable terrain (-): The character in that terrain subtracts 3 points to his Attack or Defence strength, whichever the option chosen.

In the situation of Attack / Withdraw the defender suffers 3 extra injury points if he is in terrain that is less favourable than the attacker, and 3 fewer injury points if he is on terrain that is more favourable.

## STRATEGIC GAME TABLES AFFECTED BY THE ROLE-PLAYING RULES

DESERTION TABLE [for characters leaving the map]	Panicking character	Routing character
The character deserts and is eliminated if:	1-3 on the die	1-6 on the die
The character rejoins a friendly group after the battle if:	4-10 on the die	7-10 on the die
Major characters can add their Honour Points to the result of the die-roll before consulting the Desertion Table, unless the character left the map voluntarily through a map-edge other than that chosen for the retreat [This is rolled for as routing].		

**SIEGES: Conduct of a siege**

The besieged player starts by selecting the soldiers that will form the garrison (see the Garrison Table). Then, at the start of each day of siege (1 strategic game turn = 3 days of siege), each player rolls 1D10 [and each player adds his leader's *Command Capability*]. The besieger adds 4 points to the number obtained. The player who obtains the highest final number wins the initiative. If the besieger has the initiative, he can choose to launch an assault, to batter the ramparts, or to attempt to obtain the garrison's surrender (see the Surrender Table). If the defender has the initiative, he can choose to attempt a sortie for supplies or to attack the besiegers' camp.

**GARRISON TABLE**

Type of stronghold	Composition of the garrison		Supply points	Mules and carts	Barrels of oil	Ballistas defending
	Soldiers	Civilians				
Border castle	100 points	9 (Croisades)	350	4 mules	6	0
Baronial castle	150 points	15 (Cry Havoc)	500	6 mules	8	0
Medium town	210 points	24 (Croisades + Cry Havoc)	700	6 mules + 1 cart + 1 draft horse	10	1
Important town	300 points	34 (Croisades + Cry Havoc + Siege)	950	6 mules + 2 carts + 2 draft horses	12	2

*Note: If the castle or town is controlled by a player (or has sworn allegiance to that player), 50% of the points value of the garrison's soldiers may be used as reinforcements for battles nearby (a battle that is in the same hex or an adjacent hex).*

**SURRENDER TABLE (1D10)**

The besieging player rolls 1D10 and adds the relevant modification points that apply to the siege:

- +1 if the besiegers have at least twice the numbers of the defenders; or
- +2 if the besiegers have at least three times the numbers of the defenders.

- +1 if the defenders are on half rations; or
- +2 if the defenders are on quarter rations.

- +1 if the besiegers have succeeded in making a breach in the outer walls of the castle or town; or
- +2 if the besiegers have made themselves masters of the ramparts; or
- +3 if the besiegers hold the ramparts and have succeeded in making a breach in the wall of the citadel (of a town or a baronial castle) or the keep (of a border castle).

+ bonus points from the besiegers' *Commander-in-Chief* so long as at least 2 points have been added from those above

**If the modified number reaches 12, the castle or town surrenders. Less than 12: the siege continues.**

Automatic surrender: A garrison will surrender automatically if there is nothing left to eat, or if all the characters with *Command Capability* are dead.

**HEALING TABLE (1D6)**

Number on the die	The wounded character heals	Note
1 or 2	1 turn later	The reference here is to strategic game turns: 1 turn = 3 days of siege.
3 or 4	2 turns later	
5	3 turns later	
6	Roll again: 1-2 = the character dies; 3-6 = the character heals 5 turns later.	

**PURCHASE TABLE**

Basic cost of a character		Animals, equipment and supplies	
Heavy cavalry	ATT + 2DEF	Fully equipped riding horse	12
Light cavalry	ATT + DEF	Draft horse	8
Horse archer	2ATT + 2DEF	Mule, Ox	6
Mongol horse archer	2ATT + DEF	Cart	12
Armoured foot	ATT + DEF	Coat of mail	3
Unarmoured foot	ATT + ½DEF *	Heavy cavalry equipment (excluding coat of mail)	3
Javelinman	2ATT		
Unarmoured shortbowman	2ATT + DEF	5 rations (points of supply)	1
Armoured shortbowman, Assassin	2ATT + 2DEF	<b>Siege engines</b>	
Longbowman, Unarmoured crossbowman, Slinger		3ATT + DEF	Fascines (to fill moats)
	Siege ladder		2
	Screen		2
	Mangonel		12

Armoured crossbowman	3ATT + 2DEF	Trebuchet	30
Engineer	4ATT + 2DEF	Ballista	30
Clergy, Peasants, Civilians	ATT	Battering ram	30
<i>* Round downwards if necessary</i>		Siege tower	35
<u>Notes:</u> ATT and DEF are abbreviations for Attack Strength points and Defence Strength points. It is not possible to select a rider on foot except when selecting NCOs for a fixed garrison.		<b>Ships and castles</b>	
		Transport ship	100
		Warship	150
		Border castle	300
		Baronial castle	500

## GAME AID SHEET No. 3

### DEVELOPMENT OF CHARACTERISTICS

<p><b>Development of Honour</b></p> <p>A major character can gain or lose Honour Points in the following situations:</p> <ul style="list-style-type: none"> <li>- When his lord, his vassal or his wife is in a castle or a town under siege by the enemy</li> <li>- When a brave enemy asks for mercy during a battle or siege</li> <li>- When a ransom is demanded for his lord, his vassal or his wife</li> <li>- When a captured major character is killed</li> <li>- When the player that he represents does not respect a treaty signed with another player</li> </ul>	<p><b>Development of Fame</b></p> <p><u>Control of towns:</u></p> <p>Each time that a character achieves control of a medium-sized town, he gains 1 Fame Point. The important towns give the following points:</p> <ul style="list-style-type: none"> <li>- 2 points from Nicosia, Tarsus, Antioch, Tripoli</li> <li>- 3 points from Acre, Aleppo, Alexandria</li> <li>- 4 points from Damascus</li> <li>- 5 points from Jerusalem, Cairo.</li> </ul>												
<p><b>Development of Diplomacy</b></p> <p>If, at the time of revenue collection, a player receives more money than the previous time without his troops having been engaged in any combat (at sea or on land) during the immediately preceding 5 Game Turns, he can add 1 Diplomacy Point to the major character of his choice (either the one that represents himself or one of his vassals). In the reverse situation, if the revenues have dropped and he had been involved in one or more combats during the preceding 5 Game Turns, he must remove 1 Diplomacy Point from whichever of his characters has the most.</p>	<p><u>Magnificent victories:</u></p> <p>Three conditions are necessary to gain Fame Points from a battle:</p> <ol style="list-style-type: none"> <li>The forces engaged from both sides must total at least 40 points</li> <li>The opposing side must be put to flight: it must retreat or leave the map in rout</li> <li>Victor's initial army + (Losses x2) &lt; Loser's initial army + Losses.</li> </ol>												
<p><b>Development of Charisma</b></p> <p>Each time that a character is wounded, the player concerned rolls 1D6:</p> <ul style="list-style-type: none"> <li>- 1 on the die: the character loses 1 Charisma Point</li> <li>- 2-5 on the die: no effect</li> <li>- 6 on the die: the character gains 1 Charisma Point.</li> </ul>	<p>The formula used to calculate the initial armies and losses is shown below.</p> <p>The number of Fame Points awarded depends on the size of the forces engaged:</p>												
<p><b>Development of Command Capability</b></p> <p>To gain points in this area, a player must:</p> <ul style="list-style-type: none"> <li>- Engage in a battle with at least 20 troop points (as per the formula below)</li> <li>- End the battle without any desertions on his side</li> <li>- And obtain the following result:</li> </ul> $\text{Player's initial army} + (\text{Losses} \times 1.5) < \text{Enemy's initial army} + \text{Losses}$ <p>If, at the time of revenue collection, a player receives more money than the previous time and has fulfilled the three conditions above, he gains <b>1 Command Capability Point</b> if his army was of 20-49 troop points, <b>2 Points</b> if it was between 50 and 99 troop points, and <b>3 Points</b> if it was of 100 points or more.</p> <p>On the other hand, if a player finishes with one or more desertions from his side and if:</p> $\text{Player's initial army} + \text{Losses} > \text{Enemy's initial army} + (\text{Losses} \times 1.5)$ <p>all of the player's characters (both lords and vassals) that participated in the battle will lose 1 Command Capability Point. This situation applies whatever the size of the player's initial army.</p>	<table border="1"> <thead> <tr> <th>Initial total of the two armies</th> <th>Fame Points</th> </tr> </thead> <tbody> <tr> <td>40-79 troop points</td> <td>1</td> </tr> <tr> <td>80-149 troop points</td> <td>2</td> </tr> <tr> <td>150-249 troop points</td> <td>3</td> </tr> <tr> <td>250-399 troop points</td> <td>4</td> </tr> <tr> <td>400 troop points or over</td> <td>5</td> </tr> </tbody> </table> <p><u>Reduction in Fame:</u></p> <p>Each time that a character loses control of a town, he also loses the equivalent number of Fame Points. Equally, if a player loses a battle by running away (either by retreat or in rout) and if:</p> $\text{Player's initial army} + (\text{Losses} \times 2) > \text{Victor's initial army} + \text{Losses}$ <p>all the player's characters that participated in the battle lose 1 Fame Point. This situation does not apply if the total of the two armies is at the start less than 40 troop points.</p> <p>The development of combat experience and shooting skill is covered on a different Game Aid Card.</p>	Initial total of the two armies	Fame Points	40-79 troop points	1	80-149 troop points	2	150-249 troop points	3	250-399 troop points	4	400 troop points or over	5
Initial total of the two armies	Fame Points												
40-79 troop points	1												
80-149 troop points	2												
150-249 troop points	3												
250-399 troop points	4												
400 troop points or over	5												
<p><b>FORMULA</b></p> <p>This formula is used to calculate the importance of the troop units and losses in the procedure of development of Command</p>													

Capability and Fame, and also in the procedure of negotiations for alliance or allegiance.					
Light infantry	1 point	Light cavalry	3 points	Knights or Royal Mamluks	6 points
Armoured infantry	2 points	Armoured cavalry	4 points		

## CHARACTERS' ACTIONS

<b>CONCLUDING A MARRIAGE / 1D6</b>	<b>Negotiating an alliance or imposing allegiance</b>		
	<b>Negotiations entered with</b>	<b>Alliance concluded if (H+D+C+F) x Troops ≥:</b>	
Marriage concluded if (Charisma + Fame) x D6 ≥ the number shown on the Matrimonial Opportunities Table	<b>Same side</b>	<b>Enemy side</b>	
	<b>RECRUITING TROOPS</b>	Border castle	200
Baronial castle		500	625
Every 5 Game Turns, a major character can recruit in a vassal, allied or neutral town. (Command Capability + Fame) x 2 = the number of men that the character has recruited	Town: Medium	1000	1250
	Important Nicosia, Tarsus, Antioch, Tripoli	2000	2500
Then, for each man roll 1D6: (Command Capability + Fame) x 1D6 = to make up the character			
<b>WINNING THE INITIATIVE IN A BATTLE OR SIEGE / 1D10</b>	Acre, Aleppo, Alexandria	3000	3750
To obtain the initiative in a battle, it is necessary for: Command Capability of the army commander +1D10 > Command Capability of the enemy commander +1D10	Damascus	4000	5000
	Cairo, Jerusalem	5000	6250
To obtain the initiative for each day of siege, compare: Command Capability of the leader of the besiegers +1D10 +4 to Command Capability of the besieged leader +1D10. The highest total wins the initiative.	<b>Discussions entered with</b>	<b>Alliance accepted if (D+F) x Troops ≥:</b>	
		<b>Same side</b>	<b>Enemy side</b>
	Border castle	300	400
	Baronial castle	750	1000
<b>INSPIRING THE FIGHTING ABILITY OF THE TROOPS</b>	Town: Medium	1000	2000
	Important Nicosia, Tarsus, Antioch, Tripoli	3000	4000
Command Capability + Fame = Range within which troops are inspired by their lord.			
<b>OBTAINING THE SURRENDER OF A BESIEGED GARRISON</b>	Acre, Aleppo, Alexandria	4500	6000
Honour + Fame of besiegers' leader = Bonus points to die roll on the Surrender Table	Damascus	6000	8000
	Cairo, Jerusalem	7500	10000

## ECONOMIC SYSTEM

<b>PURCHASE TABLES</b>		<b>REVENUE TABLE</b>	
<b>Basic cost of a character</b>		<b>Hex controlled contains</b>	<b>Revenue in dinars</b>
Heavy cavalry	ATT + 2DEF	Border castle	10
Light cavalry	ATT + DEF	Baronial castle	20
Horse archer	2ATT + 2DEF	Medium town	50
Mongol horse archer	2ATT + DEF	Medium town with port	70
Armoured foot	ATT + DEF	Important town	
Unarmoured foot	ATT + ½DEF (1)	Nicosia	100
Javelinman	2ATT	Tarsus	120
Unarmoured shortbowman	2ATT + DEF	Antioch	120
Armoured shortbowman	2ATT + 2DEF	Tripoli	120
Assassin	2ATT + 2DEF	Acre	150
Longbowman	3ATT + DEF	Aleppo	150
Unarmoured crossbowman	3ATT + DEF	Alexandria	180
Slinger	3ATT + DEF	Damascus	200

Armoured crossbowman	3ATT + 2DEF	Jerusalem	250
Engineer	4ATT + 2DEF	Cairo	300
Clergy, Peasants, Civilians	ATT	Caravanserai (camel symbol)	+20

Notes: (1) Round down if necessary. (2) ATT and DEF are abbreviations for Attack Strength and Defence Strength. (3) It is not possible to select a rider on foot except when choosing NCOs for a static garrison.

Animals, equipment and supplies		RANSOM	
Fully-equipped riding horse	12	<b>Major character:</b> The amount of the ransom is equal to: The Fame x Honour x Command Capability x Diplomacy of the character.	
Draft horse	8		
Mule or ox	6	<b>Wife of a major character:</b> The amount of the ransom is: - 100 dinars for the wife of a baron or emir - 200 dinars for the wife of a prince - 500 dinars for the wife of a king or sultan.	
Cart	12		
Coat of mail	3		
Heavy cavalry equipment (excluding coat of mail)	3	<b>Minor characters:</b> The player that is holding the character prisoner can fix the price freely.	
5 rations of supply	1		
Siege engines		DEVELOPMENT OF COMBAT EXPERIENCE	
Fascines	1	During sieges and battles, each time that a character is successful in an individual attack, counter-attack or evade (see Rule 3.54) against a character of the same troop class or a higher class, he gains 1 Combat Skill Point (the 6 troop classes are those identified in the Command Table, Rule 2.8). If a character confronts several enemies (2 or more) in a single combat and succeeds in one of the three actions above, he gains 1 Skill Point irrespective of the troop class of his opponents. If several characters confront an enemy of a higher class than theirs, and succeed in attack or counter-attack, the player can add 1 Skill Point to one of them.	
Scaling ladder	2		
Screen	2		
Mangonel	12		
Trebuchet	30		
Ballista	30		
Battering ram	30		
Siege tower	35		
Ships and castles			When a character has a total of 5 Combat Skill Points, those points can be exchanged for 1 Combat Experience Point. The player concerned deletes 5 Combat Skill Points from the Character Sheet and increases the character's Combat Experience by 1 point.
Transport ship	100		
Warship	150		
Border castle	300		
Baronial castle	500		

## CHARACTER ADVANCEMENT TABLE

Character class	Crusaders	Saracens	Morale level	
6		Armed peasant	2	
	2 EPs ↙			2 EPs ↘
5	Spearman	Regular infantry	5	
	2 EPs ↙	Fatimid    Syrian    Seljuk		2 EPs ↘
	Billman	Elite infantry	6	
	Turcopole	Fatimid    Syrian    Seljuk		
	2 EPs ↓			
	Halberdier			
3 EPs ↓		3 EPs ↓	7	
4		heavy cav    Syrian heavy cav    Seljuk	7	
	Sergeant	Light Mamluk	9	
	5 EPs ↓			
3	Knight	Royal Mamluk	10	

	↓	↓	<b>At least 50 Revenue Points</b>	
2		Baron (Count, Duke, etc.)		Emir
		↓	<b>At least 100 Revenue Points including a Medium Town</b>	↓
13		Prince		Prince
		↓	<b>At least 200 Revenue Points including an Important Town</b>	↓
1		King		Sultan
	↓	↓	<b>Winner of the game</b>	
		Emperor of the Eastern Latin States		Mamluk Emperor

Note on abbreviations: **EPs** = Combat Experience Points; cav = cavalry. Progress requirements are identified in red.

## MATRIMONIAL OPPORTUNITIES TABLE

[This table is on the back cover of the Rulebook.] Every 5 Game Turns, roll 1D6 twice to determine the marriageable Lady for each side. If the resulting marriage has already taken place, or if the town where it should take place is already controlled by a player, roll the die again.

Number on die	Number to reach	Matrimonial opportunity
1	40	Godelive, baroness of Giblet, seeks an ambitious and faithful knight to start a family. Marriage in the town. <u>Gives</u> : Title of Baron, the Town of Giblet and the Border Castle in the neighbouring mountains (2809).
2	40	Melisende, Baroness of Caesarea (Césarée), weary of contemplating the sea, seeks an attentive and tender husband to share her joys and pains. Marriage in the town. <u>Gives</u> : Title of Baron, the Town of Caesarea, and the small Castle on the road to Jaffa (1710).
3	40	Sibylle, Duchess of Sidon, who loves nature and long horse-rides, is waiting for a vigorous and charming young knight to put a ring on her finger. Marriage in the town. <u>Gives</u> : Title of Duke, the Town of Sidon and Castle of Beaufort (2409).
4	45	Raymond, Count of Tripoli, seeks a good match for his daughter Hildegarde. Picture requested by return of a fast horse. Marriage in Tripoli. <u>Gives</u> : Title of Baron, the Town of Tortosa and Castle of Marqab (3410). Keep away if not serious.
5	55	Nerses, King of Lesser Armenia, seeks a bold and courageous son-in-law for his daughter Maro, with the additional aim of securing his Eastern frontier. Marriage at Tarsus (Tarse). <u>Gives</u> : Title of Prince, the Town of Adana, and 4 Castles (4310, 4413, 4709 and 4611).
6	90	Yolande, Queen of Cyprus, a woman of resource and great heart, seeks a determined and faithful lord to put an end to her 7 years of widowhood. Marriage at Nicosia. <u>Gives</u> : Title of King and the whole of the island of Cyprus except the port of Limassol, which is under Venetian control (neutral).
1	35	Karim Abd-al-Rahman, Prince of Ascalon, proposes his daughter Homayra in marriage to a valorous young warrior. Marriage at Ascalon. <u>Gives</u> : Title of Emir and the Town of Gaza.
2	45	Jamal Najm-al-Din, Sultan of Damascus, seeks a brave and intrepid Mamluk to marry Ghazal, his third daughter. Marriage at Damascus. <u>Gives</u> : Title of Emir, the Town of Bosra and the Castle of Ascalon (1906).
3	45	Shafiq Abd-al-Hamid, the revered Emir of Homs, seeks a young and enterprising Mamluk to take charge of the port of Latakia (Lattaquieh). Alliance through marriage with Qamar, his beloved daughter. Marriage at Homs. <u>Gives</u> : Title of Emir, the Town of Latakia and the nearby Baronial Castle (3610).
4	45	Habib Ata-Allah, Prince of Aleppo, seeks a son-in-law to guard his borders in the North-East. His daughter Layla is expecting many proposals of marriage. Marriage at Aleppo. <u>Gives</u> : Title of Emir, the Town of Edessa, and 3 Castles (4601, 4604 and 4804).
5	60	Malek Shams-al-Din, Sultan of Jerusalem, seeks a right arm to control the pirates of the Hejaz who are threatening pilgrims bound for Mecca. Marriage at Jerusalem with his daughter Ahlam. <u>Gives</u> : Title of Prince, the Town of Akaba and 2 Castles (0705 and 0905).
6	85	Mostafa Sayf-ad-Din, Sultan of Cairo, seeks a loyal and trustworthy son to replace Makhtar, his beloved son who was lost at sea. Marriage at Cairo to Najiba, favourite daughter of his chief concubine. <u>Gives</u> : Title of Prince and the Town of Alexandria.



<p><u>Note on type of ownership:</u> A castle or town may be Allied to the player (A), or be Controlled directly by / owe Allegiance to the player (C). Players may, through diplomacy, gain control of places that belong to the opposing side.</p>				

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