

## **CROISADES STRATEGIC, PART 1: THE RULES**

*Version 1.2: 06/03*

This is Section 2 of the rulebook for “Croisades”, a set of rules for campaigns that use the strategic map supplied with the game. Some of the rules can be used in tactical scenarios, notably Section 2.8 on command and morale, while Section 2.6 includes some additions and modifications to the rules of the earlier boxed game “Siege”. Added at the end of this Part are notes on the strategic map. Section 4 of the Rulebook has 4 strategic scenarios to use these rules, and this can be found in Part 2 of the ‘Croisades Strategic’ translation. The rules and scenarios were written by Duccio Vitale in 1987, and translated by Bob Gingell in 2000/2001.

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### **1. INTRODUCTION**

#### **1.1 Preface (Avant-propos)**

The game that you have in your hands is of a new type. Linking together tactical sense, strategic vision and direction of characters, it fits in at the confluence of three great families of simulation games: the role-playing game, the wargame and the game of negotiation.

In the same manner as Russian dolls, each section of rules forms a complete unit and also is embedded within the next, so as to form a unique game of imposing dimensions, a game capable of offering all the flavour and diversity of the incredible era that made up the Crusades.

Following the success of the “Cry Havoc” / “Siege” / “Samourai” series of games, it seemed justifiable to us to offer players some game mechanisms that developed considerably the medieval world uniting the different games. Certainly what has emerged is a more complex game, but also (at least this is what we hope) a much richer and more varied game. It is as possible to play with two as it is with ten, as an expert tactician or a psychological genius, in one evening or over several days: from which factors the game will give as much satisfaction to solo players as to clubs.

In contrast to the game systems given in classic role-playing games, which do not offer any real compatibility between the individual level and the tactical/strategic level, “Croisades” allows an easy switch between the actions of individual characters and collective action, thanks to a lively and very adaptable game scale. To complete this process, we have developed new tactical maps (Kraak des Chevaliers [*The Templars Castle*] and The Fortified Medieval Town) which are available separately, in extension boxes.

After over a year of work, we are (at last!) happy to present to you this fourth game in the series. We wish to thank Richard and David Cockerill from Standard Games and Nicole Algaron from Jeux Rexton for their support and understanding, as well as all the retailers and gamers who have been willing to be patient in waiting for this happy event. So, forget the waffle and get going with the adventures!

Duccio Vitale, February 1987.

P.S. This game is an innovation, and like all innovations it is not free from the risk of imperfections. Players who write to us, and those that we encounter at conventions, are welcome to show us their reading of the tactical rules, as we give great weight to criticism and suggestions that are addressed to us. So do not hesitate to write to us about “Croisades”, as we do not want to see the same as when an English version is being prepared when no value is given to the experience of francophone players! [*The address given for Jeux Rexton in Paris is no doubt now obsolete. The next section, which summarises the history of the Crusades (on pages 2-10 of the rulebook), has been omitted.*]

## **1.2 Material supplied for the strategic game**

The boxed game contains material for the tactical game and the role-playing game as well as for the strategic game. Material specifically for the strategic game is noted below:

- 1 strategic map of the Middle East
- 1 card sheet of 480 strategic counters (frontiers, ships, castles, etc.)
- 4 Troop Division Charts

The strategic counter sheet contains the following ½ inch x ½ inch markers:

- 3 sets of 62 each frontier markers for Saracens, Crusaders and Mongols
- 3 sets of 40 each numbered army group markers for Saracens, Crusaders and Mongols
- 2 sets of 20 each numbered warship markers for Saracens and Crusaders
- 2 sets of 20 each numbered transport ship markers for Saracens and Crusaders
- 20 small (border) castle markers
- 18 large (baronial) castle markers
- 2 turn markers (1 for tens, 1 for units)
- 20 ‘CHARGE / CONTRECHARGE’ (charge / countercharge) markers for the tactical game
- 34 ‘TIR OFF / TIR DEF’ (Offensive fire / Defensive fire) markers for the tactical game

Each ‘Troop Division Chart’ holds 10 army groups. 4 groups have spaces marked for 12 character counters: 6 mounted and 6 foot; 6 groups have spaces for 4 characters: 2 mounted and 2 foot.

## **2. SECTION 2 OF THE RULEBOOK: THE STRATEGIC GAME (Le jeu stratégique)**

The strategic game allows players to direct realistic campaigns stretching from one end to the other of the Middle East. Battles and sieges must from now on be integrated into an overall picture of the conflict. Battles and sieges must be integrated within a wide-ranging vision of the conflict. The geography, communication routes on land and sea, sources of supply all become factors equally important to numerical superiority or quality of weaponry. This section also includes certain tactical rules (notably those that concern the command and morale of characters). They complete the rules laid out in Section 1 [*the Tactical Rules*].

To be able to play the strategic scenarios, the players must have a copy of “Croisades”, the two extension boxes, and the game “Siege”. Some scenarios will also require material from “Cry Havoc” or “Samourai”.

[In addition, to play the strategic game exactly as recommended, the following multiple copies of tactical maps are required: 6 copies of ‘The Crossroads’ (from “Cry Havoc”) for deserts, 5 copies of ‘The Forest’ (supplementary map) for mountains, and 3 copies of ‘The Olive Grove’ (from “Croisades”) for plains. See Section 3.27 below for suggested alternatives for these multiple maps.]

### **2.1 PREPARATION AND PLAYING THE GAME**

#### **2.11 Preparing the campaign**

The players start by selecting one of the campaign scenarios proposed at the back of the rules booklet. They can choose their side by common accord or by rolling a die. The territory markers must be laid out on the strategic map so as to identify the initial starting territories of the players. Within these territories are placed each side’s groups of characters and ships. Seas and deserts cannot be controlled by anybody and so mark the natural limits to each side’s territory. It is thus unnecessary to place territory markers on those border hexes. Desert hexes containing part of a road are, however, an exception to this: they can be controlled by the players.

Each player then builds his/her army by spending the points allocated to the side that he/she is representing. The cost of each character is calculated in the same way as for tactical scenarios (see the table on page 104 of the rulebook) [to be found in section 3.21 of these rules. A set of tables listing Points Values for all characters can be found in Section 7.5 of the ‘Cry Havoc Supplement’]. Depending on the campaign scenario chosen, each side also receives a certain number of ships, which must be placed in ports controlled by the relevant side.

Once the armies have been built, each player secretly divides his/her characters into whichever groups he/she wishes. The Troop Division Card (‘Feuille de Répartition des Troupes’) can be used for this, placing the characters on the spaces provided for this. Each group is given a number between 1 and 40. A group must consist of at least five characters. This number is reduced to three if the group consists solely of cavalry. Note particularly however, that a group that does not contain a character capable of command can only take a strictly defensive attitude (see Rule 2.8 on command). In the situation where one player wants to create more than 12 groups, he/she can use a second Troop Division Card. To allow reuse of these cards, it is advised that the numbers of the groups be written in ordinary black pencil.

#### **2.12 The Navigation Sheet and starting positions**

Before starting the game, each player must write down on a piece of paper the number of each of his/her ships followed by the starting port. This Navigation Sheet acts to note naval movement throughout the game (see Rule 2.3 on Naval movement and combat).

Then the players place the counters within their respective territories. Groups of characters must be placed on hexes containing a town or castle, and ship counters must be placed on the designated port hexes (the round boxes with the symbol of a ship's anchor).

There is no limit to the number of ships or groups that can be placed on the same hex.

The Turn Markers must be placed on the map in the sections provided: box '1' for the units marker and box '0' for the tens marker.

### **2.13 Playing the game**

Once all the groups and ships have been placed on the map, the game can start. It consists of a series of game turns, and each game turn is subdivided into several phases. But, in contrast to the tactical game, each phase includes all the players. In some phases the [players play simultaneously (e.g. supply, troop reorganisation, naval movement); in other phases each player takes their turn separately (e.g. land movement). Land battles and sieges are resolved using the tactical maps, while naval battles are resolved immediately on the strategic map.

At the end of each game turn, the units marker is moved forward one box on the Turn Record Track. When this marker reaches box '0', the tens marker is moved forward one box. On the next turn the units marker is moved to box '1', and so on... The taxes ('Revenus') shown on units boxes '5' and '0' act to remind players that at the end of those turns the players can collect their taxes.

The game ends when one side succeeds in achieving the special victory objectives for the scenario chosen. It is useful, however, to note that some games can be very long, particularly when the players have powerful forces or are very cautious. It is thus possible to sign a truce, interrupting the game on a game turn where there is no battle or siege. After having noted down the position of the territory markers (using the relevant hex numbers) and setting aside the characters and ships remaining on each side, the players can put the game away. On re-starting the game, the territory markers are replaced on the appropriate hexes and the players can reorganise their remaining troops as they wish. They will thus place their group markers and ships within the territories that they control in the same way as starting a new game.

## **2.2 ORGANISATION OF THE STRATEGIC GAME TURN**

### **2.21 General structure**

Each strategic game turn is organised in the following way:

- Phase 1 – Supply: Each player checks lines of supply for each of their groups of characters.
- Phase 2 – Troop reorganisation: Each player can freely reorganise groups that are in the same strategic hex.
- Phase 3 – Naval movement: The players secretly write down on the Navigation Sheet the movement orders of their ships. The ship counters are then moved in accordance with the written orders.
- Phase 4 – Land movement: Each player in turn moves his/her groups of characters on the strategic map.
- Phase 5 – Naval battles: Each time that enemy ships are in the same hex, a battle takes place. The players resolve these battles one by one.
- Phase 6 – Land battles: When enemy groups encounter one another in the same hex, and refuge in a town or castle is not wanted or is impossible, a battle takes place. The players resolve these battles one by one.
- Phase 7 – Sieges: The players resolve continuing sieges one by one. The level of supply for garrisons is modified at the end of each day of siege.

Note: It is important to keep the order of succession of the game phases. A new phase cannot be started until the previous phase has ended.

## 2.22 Detailed commentary on the Game Turn

- Phase 1: The fact of not being supplied for several game turns can have consequences on the troops' mobility and combat effectiveness, both on the tactical and strategic levels (see Rule 2.7 on Supply). When this situation arises, the player notes it down on a separate sheet of paper (e.g. on the bottom of the Navigation Sheet).
- Phase 2: All characters on the same strategic hex can be re-grouped or re-divided into as many groups as the player wishes. Remember, however, that a group must consist of at least five characters (or three if all are mounted). The player secretly modifies the composition of his groups on the Troop Division Card and checks that the group counters placed on the strategic map correspond with the new divisions. In the event that new groups are created and old ones dissolved, he/she places new counters on the map and removes the others.
- Phase 4: The order in which players carry out their land movement varies depending on the scenario. The precise way that this works is explained in each scenario.

In scenarios with 3 players, the order of play is generally determined in advance. But on each new game turn, the players change the original order by one place so that the first player on the previous turn now plays last, and the second player plays first and the third player plays second.

The precise way that the phase works is explained in each scenario.

Note here that when a player's group invades a hex in enemy territory and that hex does not contain a town, castle or enemy group, the player can immediately annex the hex in question. The territory markers are moved as a result.

- Phases 5, 6 and 7: If there are several naval or land battles in the same game turn, the players must decide the order in which these will be resolved. They make the decisions by agreement, or by a roll of the die. In this situation the player who obtains the highest number chooses the order of resolution of the battles.

Naval and land battles always end in a decisive result in the one game turn. Sieges, on the other hand, can stretch out over several game turns. When a battle and a siege take place in the same hex, the battle is always resolved first. Maintenance of the siege during the battle must comply with the specific conditions explained in Rule 2.66. The result of a land battle or siege can cause the annexation by one player of the hex involved; the territory markers are moved as a result. The end of a naval battle never affects the players' territory, but it can allow the creation of or breaking of a blockade of the port.

## 2.3 NAVAL MOVEMENT AND COMBAT

### 2.31 Transport ships and warships

The players have two types of ship available: transport ships (T – 'navires de transport') and warships (C – 'navires de combat'). Transport ships can carry either troops, dismantled siege engines, or supplies. The quantities that can be transported are shown on the table below. Warships can only be used for naval battles and port blockades.

## Capacity of a transport ship

Type of cargo	Maximum capacity of transport	Siege engine formula
		1 siege tower is equal to:
Troops	24 men or 8 horses or any combination of these (on the basis that 1 horse = 3 men)	2 Battering rams 2 Trebuchets
Siege engines	2 siege towers or any combination using the formula to the right	4 Mangonels 6 Ballistas
Supplies	500 points worth of supplies	12 screens 12 ladders

### **2.32 Naval movement – coastal movement and the open seas**

The players move their ships using the special sea boxes shown on the strategic map as circles containing a ship's anchor. Each sea box matches a specific coastal hex: the one containing the linked port.

Two types of movement are possible for ships: coastal movement, and navigation across the open seas. Coastal movement allows passage during the same game turn from one sea box to another so long as they are directly connected by a dotted line (e.g. Famagusta-Gibleet or Acre-Jaffa).

Navigation across the open seas allows movement to any sea box in two game turns. The ships thus spend the first turn at sea: place the relevant counters on the 'Haute Mer' (High Seas) box. On the next turn they reach their intended destination. A ship is not allowed to spend more than one turn on the open seas.

When the movement orders for ships are written, the players must always identify the final destination (the name of the port matching the sea box), even if the ship will be travelling across the open seas. A ship that travels via the open seas cannot change its destination on route.

Note: It is not possible to place ships in the Red Sea or in the Dead Sea.

### **2.33 Naval battles**

There will be a naval battle when enemy ships end up in the same sea box at the end of their movement, except in the 'Haute Mer' box. There is no limit to the number of ships that can be in one sea box. Each naval battle takes place in successive rounds, until one player loses all his/her ships or decides to flee to the open seas. In each round the players roll as many dice as they have ships, using the following formula:

- For each warship: 1D10
- For each transport ship: 1D6

The damage inflicted in each round is added together to give a total achieved by the ships of each player. If a player obtains more than his opponent does, he sinks one of his ships. If he obtains double the points, he sinks two ships. If he obtains triple the points or more, he sinks three ships. The player to whom they belong chooses the ships sunk. If the two players obtain equal scores, it is a draw and the battle moves on to the next round [*with no loss on either side*].

Before each round, a player can announce that one or more of his ships will flee to the open seas. In this situation, the players carry out a final round but the player who decided to flee cannot sink any enemy ship whatever the result of the die rolls. At the end of the round, the player who had announced his/her flight places the surviving ships on the 'Haute Mer' box and notes down their final destination. In any circumstance, a naval combat does not end until all the ships in that sea box belong to the same player.

All troops, siege engines or supplies being carried on board a ship that is sunk are destroyed. The player concerned removes the relevant characters and siege engines from the Troop Division Card.

Note: No disembarkation (see the following section) is possible before the battle has been resolved.

### 2.34 Loading and unloading of cargoes

To be able to load troops, siege engines or supplies, a ship must be in the sea box corresponding to the coastal hex containing the cargo or groups concerned. If this condition is satisfied at the beginning of the turn, the ship can leave immediately with its cargo. The group counter is then placed on top of the ship counter.

When unloading takes place in a coastal hex containing a friendly port, the disembarking troops can move in the subsequent phase (Phase 4) but only up to half of their normal movement allowance (rounding down if necessary). When disembarkation takes place in a hex where an enemy controls the port, the disembarked troops must stop in the coastal hex in question. They can, if they wish, take part in a battle or siege in that hex. Siege weapons and supplies can only be landed if the player has sufficient men, mules or carts to carry them (see Rules 2.63 and 2.71).

The unloading of troops or provisions destined for a port town under siege is only possible [a] if the port town is not blockaded by the enemy, in other words there cannot be an enemy ship in the same sea box, and [b] if the outer walls are still in the hands of the defenders. If this is not the case, it is assumed that the besiegers control the port. In the case of a blockade, it is of course possible to take part in a naval battle, but only the side that wins that battle can then unload its ships.

## 2.4 LAND MOVEMENT

### 2.41 General rule

When his/her turn starts, each player moves his/her groups of characters one by one on the strategic map, with the exception of groups engaged in battle. These latter groups cannot leave the strategic hex that they occupy.

Each group has its own movement allowance. This is determined by the movement allowance of the slowest character in that group. The allowances of the different characters are as follows:

Character type	Number of points of strategic movement
Draft animals with carts; Wounded men on foot	1
Men on foot in full health; Wounded cavalry	2
Heavy cavalry and mules	3
Light cavalry	4

Hexes on the strategic map can be divided into three types according to their cost in movement points:

Type of terrain entered	Cost in movement points
Road in plains or desert hex	½
Road in mountain hex; PLAINS hex; DESERT hex	1
MOUNTAIN hex	2

Calculation of movement on the strategic map follows the same principles as for movement on the tactical maps. To be able to benefit from the advantage of a road, a group must already be on the road in the previous hex. A road that passes through a town or castle held by an enemy cannot be used. The cost of movement will then be that of the hex and not that of the road. There is no limit on the number of groups that can occupy any one hex at the same time.

#### **2.42 Movement in enemy territory**

Once a player enters enemy territory, three situations can apply:

- a) The invaded hex does not contain a town, castle or enemy group. In this situation the hex immediately changes possession and the players move their territory markers as a result. For each hex invaded the same procedure is followed. One group can thus annex several hexes during one movement phase.
- b) The invaded hex contains a town or castle held by the enemy, but no enemy army. The player must decide immediately if his/her group will establish a siege or continue on its journey. If he/she establishes a siege, the group ends its movement on that hex. The player can bring groups there as reinforcements if they have not already moved that turn. All the groups taking part in a siege must have their counter on the relevant hex. While this situation continues, the hex does not for the moment change its owner.
- c) The invaded hex contains one or more enemy groups. In this situation, the opposing player must choose between placing his/her group or groups into the shelter of the castle or town (if there is one in the hex), or giving battle to the invader. Before making this decision, he/she has the right to be told the number of characters on foot and mounted that make up the invading force, but not any further details. If he/she decides to take shelter in the town or castle, the invading player can, as in situation (b) above, either establish a siege or continue his/her journey. However, if the defending player decides to give battle, the invading group must stop there even if they still have movement points remaining.

When the hex invaded has neither town nor castle, there is only one option: to give battle.

The invader also has here the possibility of reinforcing his/her army with groups that have not yet moved. But, if he/she brings up reinforcements, his/her enemy also gains the right to call up reinforcements, subject to the following limitations:

- The reinforcing groups must be in a hex immediately adjacent to the one where the battle will take place.
- They must be moved after the enemy reinforcements have been placed on the hex.
- They cannot be already involved in another battle.

All the groups taking part in the battle must have their counters in the hex concerned. As long as the battle has not been resolved, the hex does not change ownership.

Note: The fact that a player has already played does not stop him/her moving groups of reinforcements to defend his/her territory, so long as the conditions above are met.

#### **2.43 Movement in home territory**

Movement of groups that a player makes in his/her own home territory is not impeded by the presence of enemy groups besieging one of his/her strongholds. When a group advances into a hex where an enemy group has established a siege, a battle will automatically take place.

In the situation where the player moves other groups of reinforcements to try to break the siege, the besiegers also gain the right to reinforcements so long as they meet the conditions listed above (in Rule 2.42). The defender can take advantage of the battle to attempt a sortie (see Rule 2.66).

#### 2.44 Movement in the desert

When a player's group crosses a desert hex containing an enemy group, the player concerned rolls 1D10. If he/she obtains a result of 1 or 2 on the die, a battle takes place. Neither of the two sides can call in groups of reinforcements. If he/she obtains a result of more than 2, the battle does not take place and the group can continue its journey normally.

However, in the event that one or both players have a group of whom the majority are Bedouins, that player can if he/she wishes launch the battle. In this case, ignore the result of the die roll.

Enemy groups can remain in the same desert hex without necessarily having a battle. If they remain in the same hex for the following turn, a fresh D10 is rolled.

Note: On the strategic map certain desert hexes are crossed by a road. These hexes are controllable by the players. As a result, the movement rules that apply to these hexes will be those explained above, applying either Rule 2.42 or Rule 2.43.

### 2.5 LAND BATTLES

#### 2.51 Initiative

Before engaging in a battle, the players must determine who has the initiative. For this, each player rolls 1D10 and adds to that number:

- 1 point if one of the groups is commanded by a Knight or Royal Mamluk
- 3 points if it is commanded by a Baron or Emir
- 6 points if it is commanded by a King or Sultan.

The player gaining the highest total wins the initiative. In the event of a draw, the dice are re-rolled.

#### 2.52 Choosing and assembling the tactical maps

The player with the initiative starts by drawing at random the 4 tactical maps that will form the field of battle. To do this he/she rolls 1D6 and consults the table corresponding to the terrain type of the strategic hex in which the battle is to take place (see Section 3.27, Game Aid Card No 2). The numbers obtained on the die will show a combination of 4 tactical maps. Players that do not have all the necessary maps can by agreement replace one map with a different one. Then the player with the initiative assembles the maps as he/she wishes, according to the following general layout:

	Side B		
Side A	Map	Map	Side C
	Map	Map	
	Side D		

#### 2.53 Deployment of troops and starting the battle

The player without the initiative then decides which side of the game board (A, B, C or D) that he will deploy his/her troops. His/her opponent must then take the opposite side. If sides A and C were chosen, each player can deploy his/her troops along the whole length of the map-edge and to a depth of up to 20 hexes inclusive from the outer edge of the game board (but excluding half-hexes). If sides B and D were chosen, the principle is the same but the deployment in depth is limited to 5 hexes from the outer edge of the game board (see diagrams below).

	<i>b1</i>		<i>b2</i>				Side B		
Side A	20 □	map	map	20 □	Side C	<i>a1</i>	5□	5□	<i>c1</i>
	20 □	map	map	20 □			<i>a2</i>		
	<i>d1</i>		<i>d2</i>				Side D		

The marked areas show the troop deployment zones depending on the option chosen.

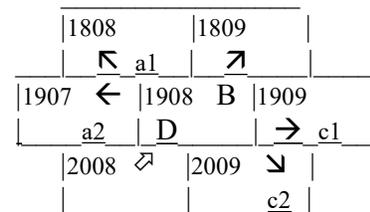
The procedure for deployment is as follows: after having reorganised their forces for the battle if they wish, the players note down in secret, using the hex-numbering system explained in Tactical Rule 1.1, the starting hexes of the group leaders and other commanders (barons, kings, emirs, etc.). They then place them on the hexes chosen, and deploy around each leader those characters that are under their orders. Deployment of troops must comply with the command rules explained in Rule 2.8, under penalty of seeing some of them being unable to attack. Note that the organisation of troops on the battlefield can be different from the organisation of the previous strategic movement. Once deployment has been completed, the player who has the initiative can determine the side that will start the battle. All the rules of the tactical game (in Section 1 of the Rulebook) will apply.

#### 2.54 Relationship of the field of battle to the strategic map

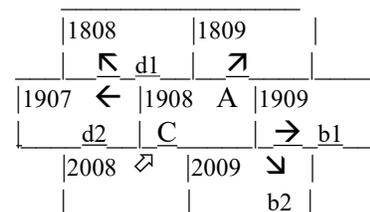
The orientation of the field of battle will be determined by the first group that provoked the confrontation, by arriving in the hex where there is already an enemy group. The side of the battlefield on which this group is deployed will correspond with the last strategic hex crossed before entering the hex of the battle.

##### Examples:

**Diagram 1:** Troop G2, having passed through hex 2008, arrives in 1908 and encounters an enemy group. A battle takes place, and the opponent decides to deploy on Side B. G2 must then deploy on Side D. Side D corresponds on the strategic map to hex 2008; as a result Side B corresponds to hex 1809, and Sides A and C are divided into two equal zones, each corresponding to one adjacent hex to 1908.



**Diagram 2:** If the enemy had decided to deploy on Side A, then it would be Side C that corresponded with hex 2008. A then corresponds to 1809, and B and D are divided into two equal zones, each corresponding to one adjacent hex to 1908.



The linking of the tactical and strategic levels on the geographical map is of great importance in relation to reinforcements and retreats. It should be noted that the strategic hexes along the sides only offer a limited number of links when the sea borders several sides of the battlefield.

#### 2.55 Reinforcements

As we have already seen in relation to land movement (Rule 2.42), players can, once a battle is set to occur, bring in other groups as reinforcements. Groups of reinforcements will always intervene through the zone of the game board that corresponds to the strategic hex from which they came.

If this zone is the same as the edge chosen for deployment of their side, the reinforcements are integrated with the rest of the troops and deployed normally. If the zone is not the one chosen for deployment, they cannot enter the field of battle until the 5th turn of that player, and will enter through the map-edge corresponding to the hex they started from. A player can, if he wishes, voluntarily hold back the entry of reinforcements into the game, or even not enter them at all.

Example of arrival of reinforcements:

Using the example of diagram 2 above (Rule 2.54), the player has unleashed a battle by making Group G2 arrive on hex 1908 when it is occupied by an enemy group. Group G5 is moved to reinforce and advances through the same hex as G2 (hex 2008). It will consequently deploy normally. Groups G1 and G6 are also brought in as reinforcements, but their entry hexes are not the same as G2. These two groups will each arrive in their appropriate zone on the 5 <sup>th</sup> turn of the player to whom they belong.			2009	
	<b>Side A</b>	map	map	2008
		map	map	↔ G2, G5
		↑ G1		<b>Side C</b>
	1808			

**2.56 Retreat**

From the second turn if he/she has not got the initiative, and from the third turn if he/she does have it, a player can sound the retreat to his/her troops. On sounding the retreat, the player obtains the right to exit his/her characters through one of the 4 edges of the game board. The map-edge chosen must be announced at the same time as the retreat. Two additional tactical maps are then placed against the edge chosen. The choice of these maps is specified at the same time as the selection of the four maps that make up the game board (see Rule 2.52). The player making the retreat determines the layout of the maps, following the general layout shown in the diagram below.

	Side B Retreat map 1	Side B Retreat map 2	
Side A Retreat map 1	Battle map	Battle map	Side C Retreat map 1
Side A Retreat map 2	Battle map	Battle map	Side C Retreat map 2
	Side D Retreat map 1	Side D Retreat map 2	

Characters that manage to exit the additional maps through the side chosen for retreat cannot be pursued. As with the arrival of reinforcements, the retreat must take account of the links between tactical and strategic maps. The 4 edges of the game board correspond in fact to 6 exit zones (see Rule 2.54). The zone through which the retreating groups leave the map will correspond to the strategic hex in which those groups must be placed at the end of the game turn. If it turns out that the hex in question contains an enemy group, a new battle must take place in the following turn.

In the event that the side chosen for the retreat gives access to two exit zones, the player can choose one or other of them, or even both. In the latter case he/she will divide the groups between the two destinations. A player cannot choose an exit zone that leads into the sea, a lake, or a hex not represented on the map.

**Effects of retreat on combat:** Once a player sounds the retreat, his/her characters cannot attack the enemy unless they are completely surrounded. In any other situation, they will favour retreat over combat, even to risk being wounded from passing adjacent to an enemy (see Rule 1.54 on Challenges). The retreating characters will, however, continue to shoot and defend normally.

**Retreat and reinforcements:** In the event that reinforcements will arrive through the side chosen for the retreat, these can enter on the 3<sup>rd</sup> turn of the player concerned through the corresponding zone on the additional maps. If the reinforcements belong to the player making the retreat, they are subject to the same combat restrictions as the rest of the troops (see above).

### **2.57 Abandonment of pursuit and the end of the battle**

If the player who is pursuing the retreating troops has no characters on the additional maps, he/she can announce the end of the pursuit and consequently the end of the battle. In any case the battle will end when there are no remaining characters on the game board (including the additional maps). Once the battle ends, the players reorganise their remaining characters, keeping to the minimum quantities required for each group (at least 5 characters or 3 if all are mounted). For each wounded character, the players roll 1D6 and consult the Healing Table from Game Aid Card No. 2 (Section 3.22). This will give the number of game turns before the character regains full strength.

### **2.58 Desertions**

For any character that leaves the game board in panic or rout (see Rule 2.8), the player concerned must consult the Desertion Table on Game Aid Card No. 2 (Section 3.27), so as to determine if the character will rejoin his group or desert permanently. The characters that leave the battlefield voluntarily through a side other than that chosen for retreat are always treated as routing. Remember that a character cannot leave the game board as a consequence of retreat in combat; if he cannot retreat on the game board he will stay where he is and is wounded.

## **2.6 SIEGES**

### **2.61 Garrisons for towns and castles**

The castles and towns within the players' territory are held by garrisons. The men of the garrisons are additional to the regular troops of each player. But, unlike groups of characters, which are mobile, the men of the garrisons always stay on the same strategic hex and only intervene in the event of a siege. Four categories of garrisons exist, corresponding to the three tactical maps:

- Garrisons of border castles: 'The Castle' map from the game "Siege";
- Garrisons of baronial castles: 'The Templars Castle' from "Extension Set No. 1";
- Garrisons of medium-sized towns and garrisons of important towns: 'The Fortified Medieval Town' from "Extension Set No. 2".

The 2 latter types of garrison are placed on the same map but their military forces are not the same.

A garrison is composed of soldiers and civilians that have taken refuge behind the walls at the approach of the enemy. When a siege is declared, the player owning the besieged town or castle chooses the soldiers of the garrison until the number of points shown has been reached (see the table below). The cost of each character is the same as in the Purchase Cost Table on page 104 (Section 3.21). Note that it is possible to choose dismounted cavalry as NCOs.

To simplify the calculations, the civilian characters for each garrison are chosen from all those belonging to one game (excluding the engineers). Although the soldiers must belong to a particular side, the civilian characters can be used freely by any player. In the table below can also be found he points of supply to support each garrison, the number of mules and carts available for supply sorties, and lastly the number of barrels of oil and ballistas for defence.

Obviously groups will be added to the fixed garrisons if they decide to take refuge in the town or castle.

Note: The rules for command apply equally to garrisons, for soldiers as well as for civilians. Any characters out of command will defend but cannot attack.

### 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

### **2.62 Building siege engines**

An engineer must always supervise the construction of siege engines. Each engineer with 5 characters under his orders can build:

- In one game turn: 6 screens or 6 ladders or 1 mangonel or 1 ballista
- In two game turns: 1 trebuchet or 1 battering ram or 1 siege tower.

Note: 1 game turn = 3 days of siege.

The engineer and the characters taking part in the building must stay on the same strategic hex throughout the period of work. It is only on the game turn following the time spent building that the engines can be used or, if the player wishes, transported.

Garrisons of towns and castles situated on a plain or in mountains can build siege engines from the moment that one or more engineers is present. It is impossible to build siege engines on a desert hex, or in a town or castle under siege.

### **2.63 Transport of siege engines and re-assembly**

It is possible to build siege engines in one place and then transport them somewhere else. Transport can be effected by sea (Rule 2.31) or by land. Transport by land can be done by carriage on the backs of men or by using carts. In both cases the speed of transportation is that for carts (Rule 2.41). Only men can transport siege equipment through a mountain hex without a road (at 1 hex per turn).

On the backs of men, the transport needs are:

- 2 men for each ladder or screen
- 4 men for each ballista
- 6 men for each mangonel
- 12 men for each trebuchet or battering ram
- 24 men for each siege tower.

A cart pulled by a horse can transport 6 screens or 6 ladders or 2 mangonels or 3 ballistas or 1 trebuchet or 1 battering ram. Two carts can transport 1 siege tower.

Carts and siege engines do not necessarily need to be represented on the Division of Troops Card, but in this case they must be recorded on the Movement Sheet [*presumably this means on the bottom of the Navigation Sheet*]. If the group convoying the siege engines is involved in a battle, all the equipment, including the carts, will be treated as lost in the event of a retreat. Carts can be bought by the players in any friendly town at the beginning of or during the game.

Once arrived in the hex containing the town or castle that is being besieged, the equipment must be re-assembled. Re-assembly requires one day for screens, ladders, mangonels and ballistas, and two days for trebuchets, battering rams and siege towers. It is possible to re-assemble several engines at the same time so long as there are 3 men for each engine (6 ladders or 6 screens = 1 engine), and at least one engineer to supervise it all. The same applies to engines transported by sea.

#### **2.64 Conduct of a siege**

Each strategic game turn is equivalent to three days of siege. Unlike battles, sieges will thus stretch over several game turns. For the conduct of a siege, the players can take as a guide the rules for Scenario 6 of the boxed game “Siege” with the following modifications:

Initiative: If the besieger gains the initiative, he/she can also decide to use the day of siege to negotiate for the surrender of the defenders (see Rule 2.67). In this case he/she can neither attack nor batter the castle during that particular day.

Supplies and rationing: At the end of each day of siege, the defending player subtracts from the remaining supply points 1 point for each defender still alive. The possible effects of rationing are those explained in Section 2.65 of this Rulebook.

Action 1: Assault!: Only the castle (or town) map is used. The besieger can enter his/her forces through any map-edge in any turn. But, on the turn immediately before their entry onto the map, the besiegers involved must be set out along the map-edge chosen. In this way the defenders have one turn to re-deploy before the new attackers enter play.

- Besiegers and defenders can both use ballistas. Transported by 4 characters, who can do nothing else during the turn, a ballista can be moved 2 hexes per turn on flat terrain or 1 hex in obstructed terrain (scrub or stairs) [*i.e. it has a movement allowance of 2 Movement Points*]. The besiegers can if they wish protect their ballistas with screens. Before the assault, the defenders can place their ballistas wherever they wish within the castle or town.
- The special rule explained on page 7 of the scenario booklet [*in Scenario 4, on halting the assault when the defenders are all in the keep*] is extended to apply to defensive walls behind one another (e.g. the exterior walls of the town, then the citadel walls, etc.). But, on each retreat by the defenders they can only take with them half of their remaining supply points.

Action 2: Sally against the enemy camp: This is conducted in the manner shown, without alteration.

Action 3: Sally for supplies: The special placing of ‘The Village’ map alongside the Templars Castle and the Fortified Medieval Town is explained in the rules supplied with each of those Extension Sets.

- So long as they hold the outer walls of the castle or town, then each time that they gain the initiative the defenders can carry out sorties for supplies. Characters that accompany mules and carts must be chosen from the garrison. It is assumed that they will sally out under cover of night and try to return before daybreak with the survivors. There cannot be more than one attempt per day of siege. The mules and carts used for these sorties are those initially available to the garrison (see Rule 2.61) and cannot be replaced during the siege. A mule carries 25 points of supply and a horse and cart 125 points. A port town can be supplied and receive reinforcements by sea if it is not under blockade from the enemy and the defenders still control the town ramparts.
- Patrols by the besiegers consist of a maximum of 8 men, and each patrol cannot contain more than 2 cavalrymen and 2 missile-men.
- Starting positions and beginning the action: The defender player starts the first game turn by entering the supply group through Side 3 of 'The Village' map. During this first turn, the characters in the patrol, or patrols if a second one arrives, can only move half of their normal movement allowance (rounded down if necessary); see the special rules on this [*in Scenario 6, page 15 of the "Siege" scenario book*]. No defensive fire can be carried out by the patrol during that first turn. From the second game turn onwards everything returns to normal.

### 2.65 Effects of rationing

A player can decide to distribute only half rations or quarter rations to those defenders still alive, in which case he/she only subtracts one half point or one quarter point of supply per person. Rationing must be the same for all, and its effects are as follows:

- a) Half rations: Starting from the day following the distribution of half rations, the defenders have their tactical movement allowance and their morale level reduced by one point. In addition, all attacks that they make, except missile-fire and attacks with boiling oil, have their odds shifted by one column to the left (so 4:1 becomes 3:1, etc.).
- b) Quarter rations: Starting from the day following the distribution of quarter rations, the defenders have their tactical movement allowance and their morale level reduced by two points. In addition, all attacks made by the besiegers, except missile-fire, have their odds shifted by one column to the right (so 3:1 becomes 4:1, etc.). This modification to the odds is additional to the modification applicable for half rations.

Summary table of effects of short rations while besieged (added by Bob Gingell)

Supply level	Effect on movement	Effect on combat	Effect on morale
Half rations	-1	(-) attack	-1
Quarter rations	-2	(-) attack and defence	-2

### 2.66 How to break a siege

Starting on the strategic game turn following the establishment of a siege, the defending player can bring groups of reinforcements to intervene and try to break the siege. A battle will then take place on the strategic hex concerned, between the reinforcing groups and the besiegers. The procedure applied to this battle is the same as for other battles (see Rule 2.5).

In order to maintain the siege during the battle, the besieging player must post men near the castle or town of a number superior to the number of surviving soldiers belonging to the defender (armed peasants are not counted as soldiers). The characters left to maintain the siege cannot take part in the battle. The siege continues normally during the battle.

If the besiegers do not leave sufficient men to maintain the siege during the battle, the garrison's supplies revert automatically to their starting level. In addition, all the characters in the garrison can attack the besiegers' camp, which will only be defended by the characters left there. If no besieger has been left there, all the siege engines and the camp itself are considered to be destroyed.

The objective of the battle will either be the continuation or lifting of the siege. If the besieging side retreats during the battle, the siege is automatically lifted and all the siege engines destroyed. The besiegers that may have been left by the town or castle will rejoin the retreating main army after the end of the battle. If the defending side retreats, the siege continues or may be re-established if it was interrupted during the battle.

Note: The besieger can also receive reinforcements during the course of a siege.

### **2.67 Surrender of a castle or town**

A castle or town will automatically surrender in two situations:

- There is insufficient food left for those defenders still alive.
- All the characters with a capacity to command have been killed.

During a day of siege, the besieger can also attempt to negotiate the garrison's surrender. He rolls 1D10 and consults the Surrender Table on Game Aid Card No. 2. The number obtained is modified to take account of the specific situation affecting the defenders: if he obtains 12 or more, the garrison surrenders. Each time that a castle or town surrenders, the besieger takes possession of the corresponding strategic hex and all the defending characters are eliminated. The players move the territory markers as a consequence of this. From the game turn following the surrender, the troops of the garrison are returned to their starting strength and the damage inflicted on the ramparts are considered to be repaired.

### **2.68 Abandonment of a siege**

In the event that the besieger decides to raise the siege and leaves the hex containing the town or castle under siege, the troops of the garrison automatically return to their starting strength from the next game turn. The damage inflicted on the ramparts is considered to be repaired.

### **2.69 Modification of the rules of the boxed game "Siege"**

Taking account of the different movement allowances for characters in "Croisades" and the introduction of new missile-weapons, it is necessary to add the following modifications to the rules for "Siege":

1. It is impossible for a character to climb a ladder and pass onto a rampart hex in the same game turn. On the other hand, a character that is already up a ladder can make this move normally.
2. Javelinmen, slingers and Assassins cannot shoot through an arrowslit.

3. An Assassin throwing a dagger at a target that is on a level of elevation different by one or more levels, shifts the range by one column (e.g. short range becomes medium range). If the difference is 2 levels or more, the range is shifted by 2 columns (short range becomes long range). For a difference of 3 levels or more, shooting is impossible.
4. A javelinman throwing at a target that is on two levels of elevation different, must shift the range by one column (e.g. medium range becomes long range).
5. In “Croisades” the defenders of a castle or fortified town can be affected by panic but not by rout (see Rule 2.8).
6. Note finally that the Healing Table for wounded characters supplied on Game Aid Card No. 2 is not the same as that supplied with “Siege”.

## **2.7 SUPPLY**

### **2.71 Supply of armies on campaign**

An army on campaign is made up of all the groups of one player that are in the same strategic hex at the same time. The restrictions of supply depend on the numbers in the army, all groups combined:

- Up to 15 characters: an army is considered to be automatically in supply if it is in a hex controlled by its side or if its side controls all the hexes connecting it to a friendly border castle. In this latter situation it is not necessary that it controls the hex that it occupies.
- Up to 25 characters: an army is considered to be in supply if its side controls all the hexes connecting it to a baronial castle.
- Up to 50 characters: an army is considered to be in supply if its side controls all the hexes connecting it to a friendly town.
- Over 50 characters: an army is considered to be in supply if its side controls all the hexes connecting it to an important town (Cairo, Alexandria, Acre, Jerusalem, Tripoli, Damascus, Antioch, Aleppo, Tarsus, Nicosia).

A line of supply cannot pass through desert or mountain unless it follows a road. No hex that is part of a line of supply can contain a town or castle besieged by an enemy. An army can, to be careful, bring supplies with it that are transported on the backs of mules or in horse-drawn carts. Each mule can carry 25 points of supply and each cart 125. At the beginning of each game turn out of supply, the player can distribute 2 points of supply per man or animal that make up the army. They are then considered to be in supply for one turn. It is not possible to supply only one part of an army and not the rest. All incomplete supply will not be counted. As in a siege, the player notes the amount of supply still available on a separate sheet of paper. Mules, horses and carts can be bought in any friendly town. If the army is engaged in a battle and retreats, beasts of burden, carts and supplies are considered to be lost.

Note: Supply points are obtained for free in friendly towns. Only the means of transport must be bought, either at the beginning of the game or during it. Some scenarios do in fact give additional purchase points during the game. Supply points that have been transported by a group will automatically return to their maximum level once the group ends a turn in a friendly town.

### **2.72 Effects of lack of supply**

At the beginning of each game turn, players check the supply lines for their groups (Phase 1). In the event that supply is not confirmed (see Rule 2.71), the effects are as follows:

- On the 2<sup>nd</sup> game turn out of supply, the characters in the group or groups concerned have their tactical movement allowance and morale level reduced by one point.
- On the 4<sup>th</sup> game turn out of supply, the tactical movement allowance and morale level is reduced not by one point but by two points.
- On the 6<sup>th</sup> game turn out of supply, the following is added to the preceding effect: the strategic movement allowance is reduced by one point and the odds are shifted one column to the left when the characters concerned attack the enemy (in siege or battle).
- On the 8<sup>th</sup> game turn out of supply, the tactical movement allowance and morale level is reduced not by two points but by three points. To the preceding effects must also be added a shifting of odds by one column to the right when the enemy attack the characters concerned.
- On the 10<sup>th</sup> game turn out of supply, the groups concerned disintegrate immediately. For each character in these groups the Desertion Table is consulted under 'Rout'. Those that do not desert will individually rejoin at the nearest friendly town, where they can be reorganised.

The effects of loss of supply take effect in the same turn that it occurs. These effects remain in force as long as the player has not succeeded in re-establishing his/her supply lines or possibly in moving supplies to the group concerned. Each player must keep count of the days out of supply for their groups. Once supply is re-established for a group, the negative effects stop and the counting of days without supply goes back to zero.

### 2.73 Supply in the desert

Each character carries with him sufficient water and food so as to stop one turn in the desert and leave on the following turn. For each extra turn that a group ends its strategic movement in the desert, 3 points of supply must be spent per character or animal that is part of the group, during the supply phase that follows (see Rule 2.71 for transport of supplies). Any character or animal not receiving these 3 points of supply is eliminated.

Note: A group that is out of supply at the beginning of a turn cannot enter a desert hex.

Summary table: Effects of short rations and while on campaign (added by Bob Gingell)

Out of supply	Effect on movement		Effect on combat	Effect on morale
	Tactical	Strategic		
2 days	-1			-1
4 days	-2			-2
6 days	-2	-1	(-) attack	-2
8 days	-3	-1	(-) attack and defence	-2
10 days	Test for desertion		Not possible	Rout

## 2.8 COMMAND AND MORALE OF THE TROOPS

Note: The rules for command and morale that are explained in this section are not absolutely essential for playing the campaign scenarios. They do, however, add a certain realism to the tactical confrontations and prevent manoeuvres that are too fantastical or suicidal... They also give value to the human factor in the unfolding of a battle.

As far as Panic and Rout are concerned, these rules replace those in “Siege”.

### **2.81 Detailed rules on the different classes of characters**

The command rules are based on a division of characters into distinct classes, as can be seen in the table that follows this section. The terms used to describe each class have no historic significance; they serve only to show the correspondences between the different armies of the period and to simplify usage in the rules. In addition to a clear identification of which class a character belongs to, some extra detailed rules are needed in relation to counters from “Croisades”, “Cry Havoc”, “Siege” and “Samourai” that will be used in the different scenarios proposed.

a) “Croisades”: Among the Crusader counters, there are two characters with the rank of King. These are the counters representing Richard I and Philip II, two kings that took part in the Third Crusade. In the scenarios they will also be used to represent other Crusader kings. Among the knight counters, all those with an attack strength of 30 or more will have the rank of Baron; the others are considered to be ordinary knights. The Turcopole Arnulf has the rank of a sergeant, from the point of view not only of command capacity but also of his level of morale.

The Templar chaplains have a special status in that they are not only members of the clergy but also Templar knights; they are considered to be knights just like the others.

Among the Saracen counters, Saladin has the rank of Sultan. This counter will also represent other sultans in the proposed scenarios. The Royal Mamluks Al-Kamil and Maarat have the rank of Emirs.

b) “Cry Havoc” and “Siege”: If the players decide to use counters from these two games, they must treat all the knights whose mounts are caparisoned as if they were barons; the others will stay as ordinary knights.

c) “Samourai”: The counters from this game serve to represent Mongol troops in Scenario 4. The Samurai Tadatsuna has the rank of Great Khan; Tomomori, Munehisa and Jichu that of Khan. All the other mounted samurai are considered to be elite cavalry. The foot samurai and ronin represent elite Mongol warriors. The regular Mongol infantry is composed of Naginatas (soldiers with 9 or 10 attack points). The levy infantry [‘infanterie d’appoint’] is represented by Yaris (soldiers with 6 to 8 attack points). Finally the mercenary archers are made up from archer counters which are neither samurai nor ronin. Armed peasants, engineers and civilians are the same as for the Crusaders and the Saracens. The remaining characters from this game are put on one side.

Note: Adaptation of the characteristics of these counters to the rules of “Croisades” (movement, armour, etc.) is explained in the Scenarios section of the rulebook.

*[An alternative and improved method of providing characters to represent the Mongols is proposed by Christian Delabos in the ‘Mongol Army extension’, published in Claymore #7 and translated separately by Bob Gingell.]*

Command table

Character class		Crusaders	Saracens			Mongols	Range of command	Power of command
1	Supreme commander	King	Sultan			Great Khan	12 hexes	25 nobles or officers
2	High ranking dignitary (noble)	Baron	Emir			Khan	10 hexes	15 officers or NCOs
3	Officer	Knight	Royal Mamluk			Elite cavalry	8 hexes	10 NCOs or soldiers (mounted or on foot)
4	Non-commissioned officer (NCO)	Sergeant	Light Mamluk ↓	Seljuk heavy cavalry ↓	Syrian heavy cavalry ↓	Elite warrior	6 hexes	8 soldiers on foot OR 5 light cavalry
5	Regular soldiers	Turcoples	Horse archers	Seljuk light cavalry		Regular infantry		
		Halberdiers						
		Billmen	Fatimid infantry	Seljuk infantry	Syrian infantry	Levy infantry		
		Spearmen						
		Archers	Sudanese archers + javelins	Cross-bowmen	Slingers	Mercenary archers		
Crossbowmen								
6	Irregular soldiers	Armed peasants	Armed peasants			Armed peasants		

Morale table

Morale level	Crusaders	Saracens	Mongols
15	King	Sultan	Great Khan
12	Barons	Emirs	Khan
10	Knights	Royal Mamluks	Elite cavalry
9	Sergeants	Light Mamluks	
8	Clergy	Assassins	Elite warriors
7	Halberdiers	Syrian heavy cavalry; Seljuk heavy cavalry	
6	Turcoples; Billmen	Bedouins	Regular infantry
5	Spearmen	Fatimid, Syrian + Seljuk infantry; Javelinmen	Levy infantry
4	Archers; Crossbowmen	Foot archers; Horse archers; Crossbowmen; Slingers	Mercenary archers
3	Engineers		
2	Armed peasants		
1	Civilians		

## 2.82 How command is exercised

To be commanded, a character must be within the range of command of a superior in rank. Note that soldiers can only be commanded by officers and NCOs. A baron, for example, has the power of command over a sergeant but not over a spearman. Note also that in the Saracen army, which is a combination of combatants of various different nationalities, the characters of the NCO class cannot command any type of soldier. A Syrian cavalryman, for example, can command a slinger but not a Fatimid spearman or a crossbowman. This reflects the composition of the Arab armies of this period, from the viewpoint both of their internal structure and their combat tactics.

The command range can pass over sunken obstacles (e.g. ditch, watercourse, etc.) but not across walls except through doors and windows. A wounded character can still command, but a character cannot do so if stunned, panicking or routing.

A mounted character can command men on foot or mounted. A character on foot can only command men on foot.

Members of the clergy can only be commanded by a King or a Baron, Bedouins and Assassins only by an Emir or Royal Mamluk. Engineers must be commanded by a minimum rank of an officer. Civilian characters will be commanded according to their own rank: a Baron commands a Countess, a sergeant commands a peddler, etc.

## 2.83 The effects of command

The presence or absence of command has three essential effects: one on shooting and movement, another on morale, and the third on the combat strength of the characters concerned.

### a) Effects of command on shooting and movement

A soldier who is out of command cannot shoot nor advance into a hex adjacent to an enemy. Thus, each player must check at the moment of carrying out missile-fire, and before moving any of his/her characters, whether they are in command or not. An uncommanded soldier that is already in contact with an enemy can either stay put and fight normally, or fall back. But in the latter case, he cannot enter afresh into contact with the enemy unless command is re-established in a subsequent turn. When he is attacked, an uncommanded character always defends normally. **It is important to note that these rules only apply to soldiers.** All other types of character, including Assassins, Bedouins and clergy, can shoot and move normally even if they are not within the range of command of a superior in rank.

Note: As long as a character is in command during the Offensive Fire Phase, he can always carry out defensive fire in the following player-turn, even if command has been interrupted in the meantime.

### b) Effects of command on morale

When a soldier is commanded by an officer or NCO, his morale is normal (the morale level shown on the table above (Section 2.81)). When a character is commanded directly or indirectly by a noble, his morale is raised by one point. When he is commanded directly or indirectly by the commander-in-chief of the army, his morale is raised by two points (but note that in this case the presence of a noble in the chain of command is ignored). Example: A noble commands a sergeant who commands a halberdier. The sergeant and the halberdier both have their morale raised by one point (to 10 and 8 respectively).

When a soldier is out of command, his morale drops by one point. For all other classes of character, the absence of command does not alter the morale level.

c) Effects of command on combat strength

A commander-in-chief influences the odds of combats taking place within a range of 5 hexes around him. All attacks carried out by characters of his side have their odds ratio shifted by one column to the right when consulting the Combat Results Table. All attacks carried out by the opposing side will have their odds ratio shifted one column to the left. To benefit from this advantage, the friendly characters involved in the attack or defence must all be within the 5-hex range. The position of the enemy defenders or attackers does not matter.

**2.84 Testing morale**

A character must test morale each time that he finds himself in one of the following circumstances:

- The character is on foot and is being charged by heavy cavalry. The test is made after all movement has been carried out but before the combat in question.
- An officer, noble or commander-in-chief of the same side as the character dies as a result of missile-fire or combat within a range of 3 hexes, or 5 hexes for the commander-in-chief. The test is made immediately the death of the character in question occurs. Only characters of equal or lower rank to the deceased character must test their morale.
- A character of the same side routs within a range of 3 hexes. The test is made before the routing character carries out his movement. Only characters of equal or lower rank to the routing character must test their morale.
- The character must be displaced to make room for a panicking or routing character. The test is made after the panicking or routing character has completed his movement. Only characters of equal or lower rank to the panicking or routing character must test their morale.

Note: If several characters are required to check morale, the test is always made first for those with the highest unmodified morale levels (see the Morale Table in Section 2.81).

A morale test may require modification of the normal morale level of the character according to the following table:

Table of modifications to morale

Character commanded directly or indirectly by a noble OR	+1
Character commanded directly or indirectly by a commander in chief	+2
Enemy character affected by panic within a range of 6 hexes OR	+1
Enemy character affected by rout within a range of 6 hexes	+2
Character involved in a combat where the odds are 3:1 or more in his favour	+1
Character situated in a doorway	+1
Character situated behind a window or in a trench	+2
Character situated behind a rampart, with no enemy foothold on that rampart within 6 hexes	+3
Soldier out of command	-1
Friendly character affected by panic within a range of 6 hexes OR	-1
Friendly character affected by rout within a range of 6 hexes	-2
Character involved in a combat where the odds are 3:1 or more in favour of the enemy	-1
Officer killed this turn within a range of 3 hexes OR	-1
Noble killed this turn within a range of 3 hexes OR	-2
Commander in chief killed this turn within a range of 5 hexes	-3
Commander in chief killed during a preceding turn whatever the range	-2
Character wounded	-2
Character already affected by panic	-3

If the level of morale of a character after modification reaches the value of zero or less, the character will rout automatically. A 'ROUT' marker is immediately placed on the character concerned. The player representing that character must follow the rules explained in Section 2.86.

If the level of morale of a character after modification is above zero, the player concerned rolls 1D10. If the resulting number is lower than or equal to the morale level after modification, the character keeps up his morale and continues to move and fight normally. If the number obtained is higher than the modified level of morale, the character panics. A 'PANIC' marker is immediately placed on the character concerned. The player representing that character must follow the rules explained in Section 2.85.

All these tests and their consequential effects must be resolved before the carrying out of any unresolved missile-fire, movement or combat.

Important: A character's morale can only be checked once during any phase of a game turn (missile-fire, movement, combat), whenever the particular situation arises (see Section 2.84). If, during that same phase, other situations arise, they are ignored. On the other hand, the same character may have to undergo several morale tests in a turn, each within a different phase.

### **2.85 The effects of panic**

A panicking character immediately retreats away from the enemy a distance equal to half his movement allowance, rounding the number up if necessary, taking account of the limitations imposed by the nature of the terrain and ensuring if possible that each hex crossed increases the distance from the enemy. It is not possible to move back a second time into the same hex. Cavalry that panic start their retreat with a 180° turn on the spot if they are facing the enemy. The movement points required for that manoeuvre are deducted from the points total that they have to retreat.

The retreat can be made across hexes occupied by friendly characters. It is also possible to displace one or more friendly characters in order to permit the panicking character to reach the distance required from his starting point. But, in this situation, any displaced character or characters of equal or lesser rank than the panicking character must also test their own morale.

The results of these new tests are applied immediately. It is thus possible to cause a realistic chain of panic that sweeps away several characters.

If while retreating the panicking character has to pass through or stop on a hex adjacent to an enemy, he must check each time for the result on the Challenges Table, adding +1 to the die roll (see Section 1.54). In addition, his panic is transformed into rout, and he must continue his retreat but now spending all his movement points (see Section 2.86).

During subsequent game-turns, a panicking character loses his capacity to command and cannot enter into contact with enemy characters. If attacked, the attackers benefit from the following advantages in the combat: the odds ratio is shifted by one column to the right and any results that might affect the attackers are ignored.

A character stays panicked until one of the two following situations occurs at the end of a movement phase:

- A character capable of commanding him (see the Command Table in Section 2.81) is in a hex adjacent to him without him being in contact with an enemy.
- The character is at least 6 hexes away from the nearest enemy character.

Once one of these two situations occurs, the 'PANIC' marker is removed from the character and he will regain his normal characteristics.

Note: Retreat due to panic does not affect the movement allowance of the character during the following turn.

### **2.86 Effects of rout**

A routing character acts just like a panicking character, save that he must immediately retreat his full movement allowance, and repeat the same procedure in each subsequent movement phase. If while retreating he has to pass through or stop on a hex adjacent to an enemy, he must check for the result on the Challenges Table, adding +2 to the die roll (see Section 1.54).

A routing character continues to flee until a character with the capability to command him (see the Command Table in Section 2.81) occupies an adjacent hex at the end of the movement phase (so long as the routing character is not in contact with an enemy). Once this situation occurs, the 'ROUT' marker is removed and the character regains his normal characteristics.

Note: When a panicking character is affected by rout, he must complete his movement until the distance travelled (in both panic and rout) has made him expend his full movement allowance.

Characters in fortified castles or towns can panic (this changes the rule in "Siege") but cannot rout.

### **2.87 Enemy advance after panic or rout**

During combat, if panic or rout affects a character in contact with the enemy, the enemy characters that were adjacent can exercise the possibility of advancing up to half of their normal movement allowance. This advance does not affect their movement allowance in the following turn. This advance takes place after the retreat of the panicking or routing characters. In the event that the fleeing character causes panic or rout among other characters, the advancer will not take place until all of the retreats have been carried out.

Characters that advance must take account of the rules on challenges (infiltration of enemy lines – see Section 1.54), except when it concerns a panicking or routing character (see Section 2.89).

### **2.88 Leaving the map as a result of panic or rout**

The player whose character leaves the map in a state of panic or rout must roll 1D6 and consult the appropriate column of the Desertion Table (from Game Aid 2, see Section 3.27).

### **2.89 Special situations**

Panic, rout and infiltration of enemy lines: A panicking or routing character has no influence on the hexes around him. As a result, an enemy character that passes next to panicking or routing characters does not risk being wounded [from the result of a die-roll on the Challenges Table]. This applies even if the enemy character is himself in state of panic or rout.

Panic and rout within a castle or fortified town: Characters fighting in the **interior** of a castle or fortified town, whether they are assailants or defenders, are subject to panic but not to rout.

Surrounded characters: A panicking or routing character that cannot carry out his the whole of his retreat because he is obliged to pass through a hex **occupied** by an enemy, is automatically wounded. If he is already wounded, he dies.

## **2.9 RULES FOR THREE PLAYERS OR MORE**

### **2.91 Supply**

A player can supply a group belonging to another player, or allow that group's line of supply to cross his/her territory.

### **2.92 Naval movement**

Allied players can have their ships in the same hex without having to fight.

### **2.93 Land movement**

The order in which players carry out their land movement is either shown in the scenario selected or is determined by die roll. In each new game turn the players shift the order of play by one place: the first player in the previous turn becomes the last player, the second plays first, the third plays second, etc.

A group belonging to one player can cross a strategic hex occupied by a group belonging to another player without hindrance if the player has obtained agreement from the latter. The group may even stop in the same hex.

Note: If any one of these two players wants a battle, it must obligatorily take place. A player cannot make a different move because he has been refused free passage.

### **2.94 Naval battles**

When more than two enemy players have ships in the same sea box, they can choose either to fight each one separately or to form a coalition.

If each is to be battled separately, each player during his/her turn (turn order being the same as for land movement for the turn in question) must choose one opponent from among the other players involved in the battle, and conduct one round. Each player conducts one round in turn until only one player remains in control of the box. It is possible to change opponent in each new round.

If the players form coalitions, the ships of one coalition are treated as being one force. If there are two coalitions, the combat unfolds as for two players (see Rule 2.33). If there are more than two coalitions, it unfolds as explained above (see the preceding paragraph).

### **2.95 Land battles and sieges**

a) When a player unleashes a battle or establishes a siege, he/she can ask other players to come and reinforce his/her side. In the case of a battle, this request can of course only be addressed to players that have not yet carried out their own movement. A siege can extend over several strategic game turns, so reinforcements can be sent at any time while the siege continues. A player cannot make troops intervene in a battle or siege without the agreement of one or other of the two sides present. There cannot be more than two sides fighting one another in a land battle or siege.

b) The entry into play of reinforcements during a battle is carried out in the way explained in Rule 2.55. However, if opposing reinforcements are due to arrive through the same map-edge, they prevent each other from arriving at all through that edge. They are instead deployed normally on the

field of battle at the map-edge originally selected for their side. They enter play on the first turn with the rest of the troops.

c) On the tactical map, characters belonging to allied players shoot, move and fight simultaneously in every game turn.

d) If, at the end of a battle or siege, allied players fail to reach agreement on who will control the conquered hex, they must then fight a battle on that same hex in the following turn.

### **2.96 Diplomacy**

In this game anything is possible except giving or exchanging characters. You can, for example, hand over command of your characters to another player for a battle or siege, although command can be taken back at any time. It is often very useful when battles or sieges take place simultaneously, even though this requires a high degree of trust between players.

It is strongly advised that all diplomatic discussions between players be prohibited during the game turn, so as to avoid a full scenario taking several months! Limit the discussions to 5 minutes (if possible) at the start of each new game turn, and provide a regular diplomatic session of an agreed time, e.g. 15 minutes, every five game turns. As an extra point, this method of proceeding is more realistic as it tends to stabilise alliances.

### 3. GAME AIDS AND TABLES

There are three double-sided game aids (“fiche de jeu”) provided with the game, plus a sheet to help players divide their armies into groups. The material for the strategic game is spread over all three Game Aids plus the strategic map. Side 1 of Game Aid 1 consists of rule summaries and tables for the tactical game, while Side 2 of Game Aid 2 and most of Game Aid 3 deal with the role-playing game.

- Side 2 of Game Aid 1 has Command and Morale, which can also be used in the tactical game.
- Side 1 of Game Aid 2 has a number of different tables: Purchase costs, Healing, Organisation of the strategic game turn, Supply, Transport by sea and land, Sea battles, Land battles, and Sieges.
- Side 1 of Game Aid 3 mainly relates to role-playing but includes the Income Table.
- The map includes tables on movement by land and by sea and a turn record chart.

#### 3.1 COMMAND AND MORALE (from Game Aid 1, Side 2)

##### 3.11 Command

###### Command Table

Character class		Crusaders	Saracens			Mongols	Range of command	Power of command
1	Supreme commander	King	Sultan			Great Khan	12 hexes	25 nobles or officers
2	High-ranking dignitary (noble)	Baron	Emir			Khan	10 hexes	15 officers or NCOs
3	Officer	Knight	Royal Mamluk			Elite cavalry	8 hexes	10 NCOs or soldiers (mounted or on foot)
4	Non-commissioned officer (NCO)	Sergeant	Light Mamluk ↓	Seljuk heavy cavalry ↓	Syrian heavy cavalry ↓	Elite warrior	6 hexes	8 soldiers on foot OR 5 light cavalry
5	Regular soldiers	Turcoples	Horse archers	Seljuk light cavalry		Regular infantry		
		Halberdiers						
		Billmen	Fatimid infantry	Seljuk infantry	Syrian infantry	Levy infantry		
		Spearmen						
		Archers	Sudanese archers + javelins	Cross-bowmen	Slingers	Mercenary archers		
Crossbowmen								
6	Irregular soldiers	Armed peasants	Armed peasants			Armed peasants		

###### The effects of command

- (1) A soldier out of command cannot shoot, nor can he advance into a hex adjacent to an enemy. If he is already in contact, he can either fight normally or withdraw. When he is attacked, a character out of command always defends normally.

- (2) A soldier commanded by an officer or NCO has normal morale. A soldier commanded directly or indirectly by a noble has his level of morale raised by 1 point. If he is commanded by the supreme commander of the army, his morale rises by 2 points. When a soldier is out of command, his morale is reduced by 1 point.
- (3) A supreme commander affects the calculation of odds for all combats that take place within a range of 5 hexes around him (see Rule 2.83c).

### 3.12 Morale

#### Morale Table

Morale Level	Crusaders	Saracens	Mongols
15	King	Sultan	Great Khan
12	Barons	Emirs	Khans
10	Knights	Royal Mamluks	Elite Cavalry
9	Sergeants	Light Mamluks	
8	Clergy [ <i>and Squires</i> ]	Assassins	Elite Warriors
7	Halberdiers	Syrian and Seljuk Heavy Cavalry	
6	Turcoples; Billmen	Bedouins [ <i>and Elite infantry</i> ]	Regular Infantry
5	Spearmen	Fatimid, Syrian and Seljuk Infantry; Javelinmen	Levy Infantry
4	Archers; Crossbowmen	Horse and Foot Archers; Crossbowmen; Slingers	Mercenary Archers
3	Engineers		
2	Armed Peasants		
1	Civilians		

#### [Notes:

- (1) *The Role-playing rules for “Croisades” also include two further troop types: Princes with a morale level of 13, and elite Saracen infantry. “Outremer” (in Rule 1.82) uses the same morale values as above, but adds the ‘Squire’ mounted Crusader troop type.*
- (2) *The Mongol Army Extension (published in issue #7 of Claymore magazine) proposes a more realistic set of troop types for the Mongols.]*

#### Testing morale (1D10)

A character must undergo a morale test when:

- He is on foot and is charged by heavy cavalry
- An officer, noble or supreme commander from his side dies within a range of 3 hexes (5 for the supreme commander)
- A character from the same side routs within a range of 3 hexes
- He must be displaced to make way for a panicking or routing character

If the level of morale of a character after modification reaches the value of zero or less, the character will rout automatically.

If the level of morale of a character after modification is above zero, the player concerned rolls 1D10.

If the resulting number is lower than or equal to the modified morale level, the character stays in good morale. If the number obtained is higher than the modified morale level, the character panics.

**Panic:** The character must immediately retreat a distance equal to half his movement allowance.

**Rout:** The character must immediately retreat a distance equal to the whole of his movement allowance, and repeat the same action on each game turn.

(For more details see Rules 2.85 and 2.86.)

### Table of modifications to morale

Character commanded directly or indirectly by a noble OR	+1
Character commanded directly or indirectly by a commander in chief	+2
Enemy character affected by panic within a range of 6 hexes OR	+1
Enemy character affected by rout within a range of 6 hexes	+2
Character involved in a combat where the odds are 3:1 or more in his favour	+1
Character situated in a doorway OR	+1
Character situated behind a window or in a trench OR	+2
Character situated behind a rampart, with no enemy foothold on that rampart within 6 hexes	+3
Soldier out of command	-1
Friendly character affected by panic within a range of 6 hexes OR	-1
Friendly character affected by rout within a range of 6 hexes	-2
Character involved in a combat where the odds are 3:1 or more in favour of the enemy	-1
Officer killed this turn within a range of 3 hexes OR	-1
Noble killed this turn within a range of 3 hexes OR	-2
Commander in chief killed this turn within a range of 5 hexes	-3
Commander in chief killed during a preceding turn whatever the range	-2
Character wounded	-2
Character already affected by panic	-3

## 3.2 GAME AID 2: GENERAL TABLES AND GAME AIDS (from Game Aid 2, Side 1)

### 3.21 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>	
		Fascines (to fill moats)	1
Longbowman, Unarmoured crossbowman, Slinger	3ATT + DEF	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
<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

### 3.22 HEALING TABLE (1D6)

For each character wounded at the end of a battle or an assault (during a siege), roll 1D6 and consult the table below:

Number obtained on the die	The 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	Throw the die again: 1-2 = the character dies; 3-6 = the character heals 5 turns later.	

### 3.23 ORGANISATION OF THE STRATEGIC GAME TURN

#### Phase 1: Supply

Each player checks lines of supply for each of their groups of characters.

#### Phase 2: Troop reorganisation

Each player can freely reorganise groups that are in the same strategic hex.

#### Phase 3: Naval movement

The players secretly write down on the Navigation Sheet the movement orders of their ships. The ship counters are then moved in accordance with the written orders.

#### Phase 4: Land movement

Each player in turn moves his/her groups of characters on the strategic map.

#### Phase 5: Naval battles

Each time that enemy ships are in the same hex, a battle takes place. The players resolve these battles one by one.

#### Phase 6: Land battles

When enemy groups encounter one another in the same hex, and refuge in a town or castle is not wanted or is impossible, a battle takes place. The players resolve these battles one by one.

#### Phase 7: Sieges

The players resolve continuing sieges one by one. The level of supply for garrisons is modified at the end of each day of siege.

### 3.24 SUPPLY

- Up to 10 characters, a troop is considered to be in supply if it controls the hex it occupies or if its side controls all the hexes linking it to a [friendly] border castle. Control of the hex it occupies is not necessary in the latter situation.
- Up to 25 characters, a troop is considered to be in supply if its side controls all the hexes linking it to a friendly baronial castle.
- Up to 50 characters, a troop is considered to be in supply if its side controls all the hexes linking it to a friendly town.
- Over 50 characters, a troop is considered to be in supply if its side controls all the hexes linking it to a friendly important town.

For the effects of lack of supply see Section 2.72 (page 57) of the rules.

### 3.25 TRANSPORT BY SEA AND BY LAND

#### By sea

Transport capacity of a ship	
Type of cargo	Maximum transport capacity
Troops	24 men, or 8 horses, or any combination on the basis that 1 horse = 3 men
Siege engines	2 siege towers, or any combination based on the following formula: 1 tower = 2 rams = 2 trebuchets = 4 mangonels = 6 ballistas = 12 screens = 12 ladders
Supplies	500 points of supply

#### By land

A cart drawn by a horse can transport 125 points of supply, or 6 screens, or 6 ladders, or 3 ballistas, or 2 mangonels, or 1 trebuchet, or 1 battering ram. Two carts can transport a siege tower. Transport on the backs of men requires 2 men per ladder or screen, 4 men per ballista, 6 men per mangonel, 12 men per trebuchet or battering ram, and 24 men per siege tower. A mule can transport 25 points of supply. Men carrying equipment move at the same speed as a cart. They can, however, move through a mountain hex without a road (at 1 hex per turn).

See also the Land Movement Table on the strategic map (section 3.32)

Movement allowances		Movement costs	
Character type	Movement allowance	Type of terrain crossed	Cost in movement points (MPs)
Draft animals and carts Wounded men on foot	1	Road in plain or desert	½
Healthy men on foot Wounded cavalymen	2	Road in mountain Plain or desert hex	1
Heavy cavalry Mules	3	Mountain hex	2
Light cavalry	4		

#### Construction and re-assembly of siege engines

Each engineer with 5 characters under his orders can build:

- In 1 game turn: 6 screens, or 6 ladders, or 1 ballista, or 1 mangonel.
- In 2 game turns: 1 trebuchet, or 1 battering ram, or 1 siege tower.

Note: 1 strategic game turn = 3 days of siege.

To be able to transport siege engines by sea or by land, they must be dismantled. Re-assembly requires one day of siege for screens, ladders, mangonels and ballistas, and two days for trebuchets, rams and towers. Re-assembly requires 3 men for each siege engine (6 ladders or screens = 1 siege engine), and one engineer to supervise them all.

### 3.26 NAVAL BATTLES

Each naval battle takes place in successive rounds, until one player loses all his/her ships or decides to flee to the open seas. In each round the players roll as many dice as they have ships, on the basis of 2D10 for each warship and 1D6 for each transport ship. The damage inflicted calculated from the total obtained by the ships of each player. If a player obtains more than his/her opponent does, he/she sinks one ship. If he/she obtains double the total, two ships are sunk. If he/she obtains triple or more, three ships are sunk. The player to whom they belong chooses the ships sunk.

### 3.27 LAND BATTLES

#### Initiative

Each player rolls 1D10 and adds 1 point if the troop is commanded by a Knight or Royal Mamluk, 3 points if a Baron or Emir, or 6 points if a King or Sultan. The player that obtains the highest total wins the initiative. He/she selects the tactical maps that will form the field of battle and assembles them as he/she wishes. The side without the initiative then chooses the side of the game board on which they will deploy. Once both sides have completed the deployment, the player with the initiative determines which side will move first. For the details, see Section 2.5 of the rulebook.

**Table of composition of the battlefield (1D6)**

Type of hex for the battle	Selection of maps following the result of the die-roll			Maps used for retreat
	1 or 2	3 or 4	5 or 6	
PLAIN	Olive Grove Olive Grove Crossroads Temple	Olive Grove Crossroads Village Forest	Olive Grove Village Forest Temple	Crossroads Olive Grove
MOUNTAIN	Forest Forest Forest Forest	Forest Forest Village Crossroads	Forest Temple Crossroads Watering Hole	Crossroads Forest
DESERT	Crossroads Crossroads Crossroads Crossroads	Crossroads Crossroads Crossroads Watering Hole	Crossroads Crossroads Watering Hole Olive Grove	Crossroads Crossroads

Note: When the ‘Temple’ map is used, the river must always occupy one of the external corners of the game board. In the desert, the water hexes on the ‘Crossroads’ map are treated as flat terrain.

*[The range of maps is based on those that were available when “Croisades” was published. All maps may be varied if the players agree. The ‘Open Field’ map could generally replace every second ‘Crossroads’ map, but also ‘The Ford’ (with a dry river bed in the desert), ‘The Camp’ (ignoring the trenches and the tents), ‘The Arena’ (ignoring The Cells and the lifting barrier), and ‘The Marsh’ (supplementary map from Claymore magazine, ignoring the marsh hexes) can easily be used in place of any ‘Crossroads’ map. ‘The Watermill’ may optionally replace the ‘Temple’ map. ‘The Olive Grove’ and ‘The Forest’ can substitute for one another, while additional tree markers (from “Dragon Noir” or photocopied) can create woods on any map. In strategic hexes where there are rivers, ‘The Ford’ and ‘The Watermill’ maps are particularly appropriate.]*

#### Desertion table

This table concerns all those characters that leave the map due to panic or rout. Note: A character that leaves the map voluntarily through a map-edge other than that chosen for the retreat is automatically treated as routing.

	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
<u>Role-playing game:</u> Principal characters can add their Honour Points to the result of the die-roll before consulting the Desertion Table, unless they left the map voluntarily through a map-edge other than that chosen for the retreat.		

### 3.28 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. 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 horse + cart	10	1
Important town	300 points	34 (Croisades + Cry Havoc + Siege)	950	6 mules, 2 carts, 2 draft horses	12	2

#### 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).
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 a command capacity are dead.

### 3.3 GAME AID 3: INCOME (from Game Aid 3, Side 1)

#### Income table

Type	Controlled hex contains:	Income in dinars	Hex contains:	Income
Castle	Border Castle	10	Baronial castle	20
Medium-sized town	Town without port	50	Town with port	70
Important town	Nicosia	100	Damascus	200
	Tarsus, Antioch, Tripoli	120	Jerusalem	250
	Acre, Aleppo	150	Cairo	300
	Alexandria	180		
Caravan trade route terminus (camel symbol)		+20		

### **Capture of an enemy character (Rule 3.58)**

*[Another method of raising money during a campaign is through collecting ransoms for captured enemy notables. The rule is included in the set of rules for role-playing, but is also of value in the strategic game.]*

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.

In the case of capture during combat, the optional rule proposed in the game “Cry Havoc” is used (see page 13 of that rulebook). It is, however, necessary to apply two modifications to that rule:

- a) The plea for mercy is decided by the player concerned and not by the roll of a die. *[This modification is relevant to the role-playing game, but can be ignored in tactical scenarios.]*
- b) A character cannot plead for mercy unless either he is wounded, or he is completely surrounded by enemies. *[This replaces the “Cry Havoc” rule requiring odds of 8:1.]*
- c) *[Addition from Rule 3.14]* Royal Mamluks are considered to be equivalent to knights.
- d) *[Addition from Rule 3.31]* A plea for mercy can be made to any knight in a range of 5 hexes.

The prisoner keeps the strengths shown on the ‘Ransom’ counters while he is in the hands of his guards. If he is freed after payment of a ransom, the player guarding the prisoner gives him a horse and weapons, and he regains immediately the attack strength, defence strength and movement allowance corresponding to his current health situation (in full health or wounded). If he manages to escape, he will have to buy himself a fresh horse, weapons and all the necessary equipment.

Note: A player that is holding a character prisoner must reveal his actual movement, in other words tell when he moves him from one place to take him to another place. A player can attempt to liberate a prisoner, or capture the character himself, as a result of a battle or a siege.

*[Under the rules in “Cry Havoc” only a knight can be taken prisoner, and then only if an enemy knight is part of the attack. The rules for character advancement in “Outremer” allow any character except a peasant to be captured, and do not require a knight to be part of an attack that captures another knight. It is suggested that optionally Rule 3.58 could also be applied in the same way, removing the limitation of the rule to knights. Applying the “Cry Havoc” rule for guarding knights, the guards must be 1 character of equal or one less status, or 2 characters of lower status (so 1 sergeant or man-at-arms, or 2 armed peasants, would be needed as guards for a captured sergeant). For guarding purposes, captured knights, barons and kings are all treated as being of the same class.]*

### 3.4 THE STRATEGIC MAP

#### 3.41 The map

Left side

Right side of map (columns 25 - 48) >

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
30	p	-	p	-	p	-	-	l	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
29	p	-	p	-	p	-	<b>R</b>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28	p	-	p	-	p	-	<b>P</b>	r	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
27	p	-	p	-	p	-	r	r	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
26	p	-	p	-	p	-	r	r	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25	p	-	p	-	p	-	<b>R</b>	p	r	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
24	p	-	r	-	p	-	<b>P</b>	r	r	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
23	<b>P</b>	-	r	-	r	-	r	<b>R</b>	p	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22	r	-	r	-	r	-	r	r	r	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
21	p	-	p	-	<b>R</b>	-	r	r	r	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
20	p	-	p	-	p	-	r	r	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19	m	-	p	-	p	-	<b>P</b>	<b>P</b>	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
18	p	-	p	-	p	-	<b>P</b>	p	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
17	-	p	p	-	d	-	d	d	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
16	p	-	d	-	d	-	d	d	<b>P</b>	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
15	d	-	d	-	d	-	d	d	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
14	d	-	d	-	d	-	d	d	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
13	d	-	d	-	d	-	d	d	p	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
12	d	-	d	-	d	-	d	d	d	<b>P</b>	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-
11	d	-	d	-	d	-	d	d	d	p	-	<b>P</b>	-	-	3	-	-	5	-	-	5	-	5	-	-
10	d	-	d	-	d	-	d	d	d	p	-	<b>P</b>	-												
09	m	-	d	-	d	-	d	d	d	p	-	m	-	p	-	<b>P</b>	-	p	-	<b>P</b>	-	<b>P</b>	-	<b>P</b>	-
08	m	-	m	-	d	-	d	d	d	d	-	<b>P</b>	-	<b>M</b>	-	<b>M</b>	-	<b>M</b>	-	r	-	<b>P</b>	-	<b>R</b>	-
07	-	-	m	-	m	-	d	d	d	p	-	p	-	p	-	<b>M</b>	-	r	-	r	-	<b>P</b>	-	<b>P</b>	-
06	m	-	m	-	<b>P</b>	-	m	m	m	p	-	p	-	p	-	<b>P</b>	-	p	-	<b>P</b>	-	<b>P</b>	-	<b>P</b>	-
05	m	-	m	-	<b>m</b>	-	<b>m</b>	<b>M</b>	<b>M</b>	m	-	<b>M</b>	-	m	-	d	-	d	-	p	-	<b>P</b>	-	p	-
04	m	-	d	-	d	-	d	d	d	d	-	d	-	d	-	d	-	d	-	d	-	d	-	m	-
03	d	-	d	-	d	-	d	d	d	d	-	d	-	d	-	d	-	d	-	d	-	d	-	d	-
02	d	-	d	-	d	-	d	d	d	d	-	d	-	d	-	d	-	d	-	d	-	d	-	d	-
01	d	-	d	-	d	-	d	d	d	d	-	d	-	d	-	d	-	d	-	d	-	d	-	d	-

For hex numbering, the column number is followed by the row number. The orientation of the map is with the top being to the West and North being to the right.

**Right side**

< Left side of map (columns 01 – 25)

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
30	-	-	-	-	-	-	-	-	-	-	-	-	-	<u>P</u>	-	-	-	-	-	-	-	-	-	-
29	-	-	-	-	-	-	-	-	-	-	-	-	0	<u>P</u>	p	-	-	-	-	-	-	-	-	-
28	-	-	-	-	-	-	-	-	-	-	-	-	-	<b>P</b>	m	p	-	-	-	-	-	-	-	-
27	-	-	-	-	-	-	-	-	-	-	-	-	-	<b>m</b>	m	p	-	-	-	-	-	-	-	-
26	-	-	-	-	-	-	-	-	-	-	-	-	-	<b>m</b>	m	p	-	-	-	-	-	-	-	-
25	-	-	-	-	-	-	-	-	-	-	-	-	-	<b>p</b>	m	p	-	-	-	-	-	-	-	-
24	-	-	-	-	-	-	-	-	-	-	-	<b>M</b>	-	m	m	p	-	-	-	-	-	-	-	-
23	-	-	-	p	-	-	-	-	-	-	-	<b>m</b>	m	m	m	p	-	-	-	-	-	-	-	-
22	-	-	-	<u>P</u>	m	p	-	-	-	-	-	<b>m</b>	m	m	m	p	-	-	-	-	-	-	-	-
21	-	-	-	<u>P</u>	m	p	p	p	-	-	-	<b>m</b>	m	m	p	-	-	-	-	-	-	-	-	-
20	-	-	1	<u>P</u>	<b>M</b>	<u>P</u>	<u>P</u>	<u>P</u>	-	-	-	<b>m</b>	<b>m</b>	<b>p</b>	<b>p</b>	m	-	m	m	m	m	m	-	-
19	-	-	-	-	<b>p</b>	<b>p</b>	<b>p</b>	<b>p</b>	-	-	-	-	-	<b>p</b>	m	m	m	m	m	m	m	m	m	-
18	-	-	-	-	<b>p</b>	<b>P</b>	<b>P</b>	<b>P</b>	-	-	-	-	3	-	<b>P</b>	m	m	m	m	<b>p</b>	m	m	m	m
17	-	-	-	-	-	p	<u>P</u>	<u>P</u>	-	-	-	-	-	-	-	<b>p</b>	<b>m</b>	m	<b>P</b>	m	m	m	m	m
16	-	-	-	-	-	-	6	-	p	-	-	-	-	-	-	-	<b>p</b>	m	<b>m</b>	m	m	m	m	m
15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	p	<u>P</u>	p	m	m	m	m	m
14	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	r	<u>R</u>	p	m	<b>M</b>	r	m	m
13	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	r	r	p	m	m	m	m	m
12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	r	r	p	<b>R</b>	m	m	m	m
11	-	-	-	-	-	-	-	-	-	-	-	6	-	-	-	p	-	2	-	r	r	m	m	m
10	<b>p</b>	<u>P</u>	-	<u>P</u>	-	-	-	5	-	<b>P</b>	-	<u>P</u>	-	<b>p</b>	<b>R</b>	<b>m</b>	<b>M</b>	<u>P</u>	<b>P</b>	<b>m</b>	m	p	<b>M</b>	p
09	m	<b>m</b>	<b>p</b>	<b>M</b>	<b>P</b>	<u>P</u>	<b>p</b>	<u>P</u>	m	<b>R</b>	m	<b>r</b>	m	<b>r</b>	<b>r</b>	p	m	m	m	<b>p</b>	p	p	<b>R</b>	p
08	<b>m</b>	<b>P</b>	<b>M</b>	<b>M</b>	<b>M</b>	<b>P</b>	<b>P</b>	<b>M</b>	m	<b>R</b>	m	<b>r</b>	<b>r</b>	<b>p</b>	<b>p</b>	p	p	m	m	<b>P</b>	p	p	r	p
07	<b>m</b>	<b>m</b>	<b>m</b>	<b>m</b>	<b>m</b>	<b>p</b>	<b>p</b>	<b>M</b>	m	<b>r</b>	<b>p</b>	<b>p</b>	<b>p</b>	<b>p</b>	<b>p</b>	p	p	m	m	<b>P</b>	<b>p</b>	p	r	p
06	<u>P</u>	<b>p</b>	<b>m</b>	<b>m</b>	<b>m</b>	<b>r</b>	<b>r</b>	<b>R</b>	m	<b>p</b>	<u>P</u>	<b>p</b>	<b>p</b>	m	m	<b>P</b>	p	r						
05	p	p	<b>m</b>	<b>m</b>	<b>m</b>	<b>p</b>	<b>p</b>	<b>p</b>	p	p	p	p	p	p	p	p	<b>p</b>	<b>p</b>	p	<b>P</b>	<b>p</b>	<b>p</b>	p	p
04	p	p	p	<b>P</b>	<b>p</b>	<b>p</b>	<b>p</b>	m	p	p	p	p	p	p	p	p	p	p	p	p	p	<b>P</b>	r	R
03	d	d	d	p	p	m	<b>p</b>	m	p	p	p	p	p	p	p	p	p	r	r	r	r	p	p	p
02	d	d	d	d	d	m	<b>p</b>	<b>p</b>	m	p	p	p	p	p	p	<u>R</u>	r	r	r	p	p	<b>p</b>	<b>p</b>	p
01	d	d	d	d	d	d	d	<b>p</b>	p	p	p	p	p	p	p	p	r	r	p	p	p	<b>P</b>	<u>P</u>	p

**Abbreviations:** Blank = sea; **pPpP** = plain; **mMmM** = mountain; **rRrR** = river in plain; **dd** = desert. Number (0, 1, 2, 3, 4, 5, 6, 7) = sea box adjacent to port, showing number of coastal links to nearby ports. Capital letter represents town or castle, with towns underlined. Bold represents road; some roads run to off-map cities: 0103 to Mecca, 3401 and 4001 to Baghdad, 4601 to Mosul.

Unlike the strategic map supplied with the English game “Outremer” (and the similar one in “Dark Blades”), the contents and terrain of each strategic hex is absolutely clear.

Note: Land movement is impossible between the following hexes due to lakes or inlets of the sea –

- Left side of map: 0218/0217, 0218/0317, 0306/0307, 0419/0518, 0820/0720, 0820/0821, 1207/1208, 1407/1408, 2108/2008, 2108/2107, 2108/2208;
- Right-hand side of map: 4415/4414, 4415/4514.

The top right-hand corner of the map is land but has no terrain hexes marked.

### 3.42 Tables included on the strategic map

#### Land movement

Movement allowances		Movement costs	
Character type	Movement allowance	Type of terrain crossed	Cost in movement points (MPs)
Draft animals and carts Wounded men on foot	1	Road in plain or desert	½
Healthy men on foot Wounded cavalrymen	2	Road in mountain Plain or desert hex	1
Heavy cavalry Mules	3	Mountain hex	2
Light cavalry	4		

#### Naval movement

Where two ports are linked by a dotted line, a ship is allowed to pass between one and the other in one move. If the two ports are not directly linked by a dotted line, the ship must finish its move on the “High Seas” space. On the following turn the ship can reach the intended port.

#### Turn counter

<b>Units</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b> Income	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>0</b> Income
<b>Tens</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>

### 3.5 SUPPLEMENT: THE FORTRESSES OF “CROISADES”

(by Christian Delabos from Claymore #2)

The strategic map for ‘Croisades’ contains a large number of fortresses; these strongholds all had a historic importance. We are thus going to name them for the greater pleasure of amateur historians and those who are fanatics for campaign accounts. It is quite possible that there may be one or two errors; if you identify any, do not hesitate to let us know. Remember, however, that the designers of ‘Croisades’ have deliberately moved some fortresses in the interests of playability, and that many castles had several names (Arab, Armenian, Greek, Western or Turkish).

*[Translator’s notes: Some of the names have been amended to the spelling used in English historical atlases. Alternative names have also been added where identified, plus the names of other castles of importance in the same immediate area. The table below also clarifies town names with their English equivalent. Translator’s additions are in square brackets.]*

Table of locations of castles and towns on the strategic map for “Croisades”

Hex	Small castle	IV	Hex	Large castle	IV
0629	Damanhur	10	0705	Montreal / Shawbak [ <i>/Krak de Montreal</i> ] (c)	40
0719	Faqus	10	1310	Blanche Garde / Tell ac cafiyah	20
0915	Taphila	10	1906	Ailoun	20
1112	Darum / Deir al Balah	10	2009	Belvoir	20
1210	Beth Gibelin	10	2011	Chateau Pelerin / Athlit	20
1308	Hebron (c)	30	2210	Montfort	20
1411	Ibelin / Youbna (Yibneh)	10	2308	Baniyas [ <i>/Banyas / Belinas</i> ]	20
1608	Jericho	10	2608	Zahle	20
1610	Ramla	10	3108	Arima [ <i>/Aryma</i> ]	20
1706	As-Salt [ <i>for Amaniyeh / Amman</i> ] (c)	30	3208	Krak des Chevaliers / Hosn el Akrad	20
1710	Arsuf [ <i>/Arsouf</i> ]	10	3220	Kyrenia	20
1909	Le Grand Gerin [ <i>for La Feve</i> ]	10	3410	al-Marqab [ <i>/Margat</i> ]	20
2007	Habis Jaldak	10	3508	Chaysar (Shaizar)	20
2109	Mount Tabor [ <i>for Saphet / Safad</i> ]	10	3610	Sihyam / Saone	20
2208	Le Chastelet	10	3625	Anamur	20
2306	Safad / Calkhad [ <i>?? or Qalat Subaiba</i> ]	10	4310	Payas	20
2409	Tyron [ <i>for Belfort / Beaufort</i> ]	10	4406	Tell Bacher / Turbessel	20
2708	Mont Galvien	10	4413	Mamistra	20
2809	Al Mounaytira (/ Moinetre)	10	4604	Biredjik (/ Bira)	20
2904	Leboua	10	<b>Hex</b>	<b>Medium-size town</b>	<b>IV</b>
2908	Mont Pelerin (Mount Pilgrim)	10	0407	Akaba [ <i>/al-Aqaban / Aila</i> ] (c)	70
2909	Le Boutron (Botron) / al-Batrun	10	0521	Bilbeis	50
2920	Alaminno / Alamina / Alamine	10	0723	Mansourah	50
3008	Arqa / Akkar [ <i>/Gibelcar</i> ]	10	0820	Péluse (Pelusium) (p)	70
3118	Sigouri / Sivoirie (Sivouri) [ <i>for Larnaca</i> ]	10	0916	Faran [ <i>/Farama</i> ] (p)	70
3307	Barin / Montferrand [ <i>for Masyaf</i> ]	10	1014	El Arish	50
3317	Kantara	10	1022	Damiette (Damietta) (p)	70
3809	Kafartab [ <i>?? Arzghan or Bourzey</i> ]	10	1206	Kerak [ <i>/Krak des Moabites</i> ] (c)	70
3918	Choraq [ <i>Corycus / Korikos / Le Courc</i> ]	10	1212	Gaza	70
4009	Harim [ <i>/Harenc</i> ]	10	1311	Ascalon [ <i>/Asqalan</i> ] (p)	70
4110	Baghras [ <i>/Gaston</i> ]	10	1611	Jaffa (p)	70
4317	Lampron / Nemroum	10	1708	Naplouse (Nablus)	50
4408	Ravendel [ <i>/Ravendan</i> ]	10	1811	Césarée (Caesarea) (p)	70
4601	Harran	10	2105	Bosra [ <i>/Bostra</i> ] (c)	70
4607	Aintab [ <i>/Gaziantep</i> ]	10	2108	Tiberiade (Tiberias)	50
4611	Kum	10	2310	Tyr (Tyre) (p)	70
4615	Podandos Bozanti / Butrenton [ <i>for Tamrut</i> ]	10	2410	Sidon (p)	70
4709	Akkale	10	2610	Beyrouth (Beirut) (p)	70
4804	Hromgla [ <i>/Ranculat / Qalat ar-Rum</i> ]	10	2807	Baalbeck (Baalbek)	50
<b>Hex</b>	<b>Important towns</b>	<b>IV</b>	2810	Giblet (Gibelet) [ <i>/Jubail</i> ] (p)	70
0223	Le Caire (Cairo)	300	2821	Limassol (p)	70
	Le Caire (Cairo) [scenario #1 first capture]	450	3206	Homs [important in scenarios #1 and #4]	50
0729	Alexandrie (Alexandria) (p)	180	3218	Famagouste (Famagusta) (p)	70
1508	Jerusalem	250	3309	Tortose (Tortosa) (p)	70
	Jerusalem [scenario #2 Crusader capture]	400	3401	Palmyra (c)	70
2110	Acre (p)	150	3407	Hama (Hamah)	50
2506	Damas (Damascus)	200	3611	Lattaquieh (Latakia) (p)	70
3009	Tripoli (p)	120	3807	Maara [ <i>/Maarat-en-Numan</i> ]	50
3120	Nicosie (Nicosia)	100	3819	Séleucie (Seleucia) (p)	70
3910	Antioche (Antioch)	120	3830	Attalia (Adalia) (p)	70
4106	Alep (Aleppo) [ <i>/Halab</i> ]	150	4002	Jaabar	50
4216	Tarse (Tarsus)	120	4211	Alexandrette (Alexandretta) (p)	70
	<b>Medium town treated as important</b>		4314	Adana	50
3206	Homs [scenario #1 only]	150	4701	Edesse (Edessa)	50
	Homs [scenario #4 only]	120			

Abbreviations: (c) = caravan route; (p) = port; IV = income value

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### Translator's notes

- (1) *There are a total of 10 important towns, 34 medium-sized towns, 19 large castles and 39 small castles, giving a total of 102 strongholds.*
- (2) *The Assassins territory covered the mountains in 3307, 3308, 3408 and 3409. The castle in 3307 can represent the Crusader castle of Montferrand, or alternatively it can represent Masyaf, the capital of the territory of the Assassins.*
- (3) *There are 8 caravan routes, which end at 5 towns, 1 large castle and 2 small castles: Akaba (0407), Kerak (1206), Gaza (1212), Bosra (2105) and Palmyra (3401); Montreal (0705); Hebron (1308) and as-Salt (1706). There are 3 important port towns and 17 medium-sized ports; the latter only give an income of 50 points on capture in scenarios #1, #2 and #3. Only 3 coastal towns are not ports: Akaba (0407), El Arish (1014) and Gaza (1212). No castles are ports. The Income Value of inland towns can be increased for particular campaigns by adding a caravan route; as an example, Edessa may be undervalued with an Income Value of only 50.*
- (4) *The castle in 2306 is unlikely to be Safad as a castle of strategic significance bearing that name is in 2109. The only castle I could identify in or near 2306 is Qalat Subaiba.*
- (5) *The castle in 3809 can be one of many strongholds in that area, but it cannot be Kafartab (Kafir Tab) which is a long way from here in hex 3608.*

### Translation history

*Version 1.0, September 2001; Version 1.1 November 2001 added the rule on captures to section 3.3;*

*Version 1.2 modified sections 3.12 and 3.3, and put the translator's notes in italics.*

*RDG: Croisades Strategic Part 1: Rules, version 1.2, June 2003*