

RULES FOR “CROISADES”: THE TACTICAL GAME

Version 1.2: 05/03

Rules written by Duccio Vitale and translated by Bob Gingell. The game was published initially by Jeux Rexton in 1987, and subsequently by Eurogames.

Translator’s note: The tactical rules for “Croisades”, dating from 1987, are the rules that are most commonly used in the supplementary scenarios for the games in the “Cry Havoc” series that have been published in French magazines. “Croisades” represents a turning point in the development of the “Cry Havoc” series of tactical medieval skirmish games, both in the length (128 pages) and detail of the rulebook and in the creation of a different set of ideas and approaches to the game series from that found in the English rules. The French versions of “Cry Havoc”, “Siege” and “Samurai Blades” (published under the name “Samourai”) had followed almost exactly the rules for the English games published by Standard Games. From “Croisades” onwards the French games, published initially by Jeux Rexton and subsequently by Eurogames, would go their own way. Counters and maps would be shared, but the rules and scenarios would be different. Many of the differences were minor, but the popularity of the games in France and two-year development of the French version of “Outremer”, renamed “Croisades”, did create a different vision. Rule changes underwent detailed playtesting and the games were widely played at conventions and tournaments.

Development of the “Cry Havoc” series did not stop at “Croisades”. Two boxed Expansion Sets for “Siege” appeared at the same time as “Croisades”, and three years later the games “Vikings” (based on Standard Games’ “Viking Raiders”) and “Dragon Noir” (based on Standard Games’ “Dark Blades”) appeared. Three new supplementary maps were also published around this time, joining ‘The Forest’ map published by Standard Games some years earlier. In 1993 the final game of the series was published: “Dragon Noir 2” was set entirely in underground caves and tunnels. However, enthusiasm for the game series seemed to be waning, so the next planned developments, an expansion for “Vikings” and two further volumes for “Dragon Noir”, were abandoned in 1996 (or thereabouts).

The basic rules of the series did undergo some simplification and modification in the last three games of the series, but fundamentally they were still the rules that had been developed for “Croisades”. An annex to this translation identifies the key changes made in those later games. Note that French players did publish suggested ‘advanced’ rules for the series in various magazines, and these optional extra rules can be found in the ‘Cry Havoc Supplement’ also translated by Bob Gingell.

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A. INTRODUCTORY SECTION

[This section included a foreword from the author of the rulebook, Duccio Vitale, and a brief history of the Crusades. The foreword appears in the translation of the Strategic Rules, and the history has not been translated. A separate sheet has a brief introduction and lists the game material supplied with the game, and that is translated here followed by the sub-sections on troop types (summarised) and counters.]

1. INTRODUCTION TO “CROISADES” AND GAME MATERIAL SUPPLIED

“Tactics + Strategy + Diplomacy + Role-playing game = CROISADES.

For the first time linking tactics, strategy, diplomacy and role-playing, CROISADES is a game that is exciting and ... complex. So, we advise those players without experience of simulation gaming to start with CRY HAVOC or SAMOURAI *[English version = Samurai Blades]*, two games in the same collection which will allow them to familiarise themselves with the base mechanics which are repeated and developed here.

Rules for offensive and defensive missile-fire, cavalry charges and counter-charges, strategic movement on land and sea, relationship between tactics and strategy, supply, command and morale, honour, fame, diplomacy, command capacity, charisma, combat experience, garrisons, initiative in the heat of battle, points values for characters, etc. Here you will find all of these on opening the box, not forgetting 6 tactical scenarios, 4 strategic scenarios and one gigantic scenario for the role-playing game which you can play as many number of times as you wish!

The box for “Croisades” contains the following material for the game:

- 1 strategic map of the Middle East
- 2 tactical maps: The Olive Grove (Oliveraie) and The Watering Hole (Point d’Eau / Oasis);
- 2 sheets of die-cut counters representing over 150 different characters;
- 1 sheet of 480 die-cut markers for the strategic game;
- 1 chart of principal and secondary characters (for the role-playing game);
- 4 charts for division of troops (for the strategic game);
- 2 sets of 3 game aid cards (Fiche de Jeu) for the tactical, strategic and role-playing games;
- 1 rules booklet with rules and scenarios for tactical, strategic and role-playing games;
- 3 dice: 2D10 and 1D6;
- 1 sheet with general introduction, list of game material and complexity rating.

Game complexity:

The complexity of the game is rated on a difficulty scale of 1-7, with 1 being ‘very easy’, 4 ‘medium’ and 7 ‘very difficult’. “Croisades” is rated at difficulty level 5.

2. THE CHARACTERS: CRUSADER, SARACEN AND CIVILIAN CHARACTERS

This section is summarised as this section of the rulebook is virtually identical to that in “Outremer”, describing the different troop types represented in the game. A significant addition is that the line drawings of characters in “Croisades” do clearly identify the relevant troop type.

Leaders: King Richard I the Lionheart (‘Coeur de Lion’) of England and King Philip II (‘Philippe Auguste’) of France are described as warrior general and politician, in similar terms to those in “Outremer” save that the description of Philip II is a little less complimentary. ‘Qutb Ad-Din’, who represents Saladin in “Outremer”, is renamed ‘Saladin’ (= Salah-ad-Din) on the counter in “Croisades”; his troop type is Seljuk heavy cavalry due to his Kurdish origin. No Saracen is identified or described as an Emir, although it might have helped to clarify matters if one had been so identified (Al-Kamil and Maarat are treated as Emirs in Rule 2.81).

Crusaders: The 8 knights of the military orders are all called ‘Templars’, and the 4 unarmoured clerics on foot are called ‘Templar chaplains’. The chaplain Ernest has his healthy attack strength corrected from 2 in “Outremer” to 4, the peasant Will’m has a healthy movement allowance of 8 (not 6); spearman Bryn has wounded strengths of 3/2-4 (to replace healthy strengths of 6/5-8 repeated in error on the second counter). Pictures of Sir Lacy and Sir Fitzwaren from “Siege” distinguish between ‘barons’ on caparisoned horses (like Sir Raymond), and the less well-equipped ‘average knights’ (like Sir Walter). Halberdiers, billmen (‘vougiers’) and spearmen (‘piquiers’) are distinguished: the difference between them is significant for the strategic game rules on morale (see Rule 2.81). The turcopole Arnulf is treated as a sergeant, and chaplains can command soldiers as if they were knights. Gareth is the only spearman that is armoured; the rulebook assumes that all spearmen are unarmoured and does not state whether Gareth has higher morale than his fellows [*but it may be assumed that he is equivalent to a billman*]. There are 4 Welsh longbowmen characters provided with the game, although it is acknowledged that they were not generally found in the Holy Land at this time [*so they can be used instead to represent unarmoured shortbowmen*].

Saracens: The Syrian heavy cavalryman Moonga has his healthy attack strength corrected from 10 in “Outremer” to 16 and the Syrian spearman Tossaun’s movement allowance is corrected to 8; Seljuk archer Yesugai’s horse has a defence strength of 1. Seljuk horse archers are distinguished from the other 7 horse archers. Only Sudanese foot are identified specifically as javelinmen; the Fatimids are ‘spearmen’, and the Syrians and Seljuks are ‘infantry’. All Saracen foot bowmen and horse archers carry a shortbow. The importance of the throwing-dagger for Assassins is emphasised.

Civilians: Peasants are useful mainly in siege defence, engineers mainly for sieges in the strategic and role-playing games, and ladies (due to their ability to pass fiefs to a husband) primarily in the role-playing game.

3. DESCRIPTION AND USE OF THE COUNTERS FOR THE GAME (rulebook page 18)

Some comments on time scales and distance

“Croisades” is a game that, on the tactical maps, simulates man-to-man combat. In other words, each game turn represents a very short period of real time: a few tens of seconds at most. Enough time to shoot an arrow, to strike a blow with a sword, or to run a few metres.

The width of a hexagon is equivalent to two metres, a space sufficient for one soldier to wield his weapon comfortably but not enough for a rider on a horse. It is for this reason that each mounted character occupies two hexes, and that it is forbidden to have two living characters on the same hex.

Missile-fire generally takes place at short or medium range. However, shooting at long range has been included for the benefit of players who wish to use additional maps so as to create a much larger game board. Such maps are either available separately, or in the complete games that are compatible with “Croisades”: **Cry Havoc** (No quarter!), **Siège** and **Samourai**.

The counters representing the characters

Each foot character is represented by two double-sided counters. The first shows on one side the character in good health and on the reverse the character stunned. The second counter shows the same character when he is wounded or... dead. Characters possessing a mount have four counters: two represent them on foot and two others mounted. On the back of the healthy mounted rider's counter is a picture of the horse without a rider, and on the back of the wounded rider is the dead horse (see the diagrams on page 19).

The system of double-sided counters is identical for all the characters in the game. It should be noted that a stunned character can neither move nor attack, and that his defence strength is reduced to the

passive protection offered by the equipment worn or carried.

On each counter are *[the name and picture of the character, as well as]* three numbers:

- **a black number:** it represents the attack strength of the character. Its amount is determined by the length and heaviness of the weapon, the skill of the man who is using it, and his physical condition.
- **a red number:** it represents the defence strength of the character. Its amount is determined by the skill of the character in parrying and dodging blows, as well as his physical condition. Characters in armour have their red number surrounded by a circle.
- **a blue number:** it represents the movement allowance of the character, in other words the number of movement points that he can spend each game turn. Its amount is determined by the mode of transport - on foot or on horseback, the weight of armour worn, and the physical condition of the character.

Markers for ‘Panic’, ‘Rout’ and ‘Ransom’

The Panic and Rout markers are used in the strategic campaign game explained in Section 2 of the rules. The Ransom markers are used in role-playing games when characters are captured by the enemy (see Section 3 of the rules). All these markers are placed, when the circumstances require, on top of the counters for the characters concerned.

Equipment counters

Counters for the cart, barrels of water and the draft horse are used in some of the tactical scenarios described at the end of this rulebook. In the strategic campaign game carts are used for supplying the troops and for transport of siege engines.

Note: On the reverse of the barrel of water counter is the same barrel save that it is empty.

Markers for missile-fire and charges

The missile-fire (‘tir’) and charge markers can be found on the same sheet of card as the strategic counters. They should be folded in two along the dotted line. When they are placed on top of a character, the side of the counter that faces up shows the type of shot (offensive or defensive) or the type of charge to be made (charge or counter-charge). The precise use of these markers is explained in Section 1 of the rules. *[There are 34 markers stating ‘TIR OFF / TIR DEF’ and 20 markers stating ‘CHARGE / CONTRE-CHARGE’.]*

The strategic counters

All the strategic counters *[are single-sided and]* can be found on the same sheet of card. There are:

- **Frontier markers.** These are used to identify the borders of territory controlled by each player on the strategic map. *[There are 62 for each of the Saracens, the Crusaders and the Mongols.]*
- **Army group and ship counters.** These are numbered from 1 to 40 *[the army groups for Saracens, Crusaders and Mongols]* and from 1 to 20 *[the ships for Saracens and Crusaders]*. They are used to represent groups of characters and the ships of each player on the strategic map.
- **Castle counters.** These are divided into border castles *[20 small]* and baronial castles *[18 large]*.
- **Markers to show the strategic game turn.** *[2 ‘TOUR’ markers – 1 for tens and 1 for units.]*

The use of all these counters, except the castle counters, is explained in Section 2 of the rules. The use of the castle counters is explained in Section 3 (see Rule 3.75 *[of the role-playing game rules]*).

Note on use of rules from the Strategic Game in the Tactical Game

[Some of the rules for the Strategic Game can be used as optional additions to the Tactical Game, in particular elements of Rules 2.6 (Sieges), 2.7 (Supply), and 2.8 (Command and Morale).]

B. SECTION 1: THE TACTICAL GAME

1.1 TYPES OF TERRAIN APPEARING ON THE MAPS (page 21 in rulebook)

Terrain type	Movement cost per hex	Type of cover	Effect of terrain on combat
Flat terrain	1	None	0
Scrub	2	Light	-
Tree	2 on foot; Impassable to riders	Light	-
Slope	2	Medium if shot crosses lip of slope	-
Water	5 on foot; Impassable for riders and armoured	Light unless shooter at edge of the water	-

As we will see later, the type of cover affects shooting at a distance, while the disadvantage attached to certain terrain (-) affects hand-to-hand combat.

1.11 Numbering the hexes

At the top of each of the maps can be found a series of letters running from A to Y. By allocating number 1 to the hex containing the letter, and number 2 to the hex immediately below that, and so on down the vertical column for each of the letters, we obtain a numbering system (A1, A2, A3, A4, etc.) which allows identification of each individual hex on the map. This numbering is used in some scenarios to allow a player to place his/her characters hidden from the enemy (in ambush, for example). This system can easily be extended to all the maps in the games “Cry Havoc”, “Siege” and “Samourai”.

1.12 Clarifications relating to the terrain on the maps

Unlike the other games in the series, the English designer appeared to forget a little the essentials of the game, notably in relation to trees. It is consequently worth remembering that as a general rule hexes are not tree hexes unless at least 50% of the hex is covered in leaves. On the other hand, for the purposes of playability we propose that some hexes that are only partially filled with leaves should be transformed into full tree hexes. The list of relevant hexes is noted below using the hex numbering system explained in Rule 1.11. For additional clarity we recommend that players colour all these hexes in green crayon and draw the leaves in black biro.

Tree hexes to be completed:

The Olive Grove –

A8, I6, K5, N4, Q3, R4, S3, V10, V13, W4, W12, W14, W15, X10, X14.

The Water Hole –

K7, M4, M5, N5, N11, O5, O12, S9, U6, V12, V13, W11, W13, X12, X13.

On this latter map, clarification is also needed that all the hexes where there is water are treated as being exclusively water hexes (except hex N11 is a tree hex and not a water hex). In addition, the hexes that surround the palm trees are scrub hexes: F11, F12, G12, etc. A hex with a palm tree is treated as a normal tree hex.

1.2 HOW THE GAME WORKS (page 22 in the rulebook)

The players first choose one of the scenarios. Some scenarios are “ready to play”, others give the players substantial freedom in the choice of characters and starting positions (see the Tactical Scenarios). Once the preparations have been completed, the first game turn can be commenced. The game itself consists of a sequence of Game Turns, which give the initiative alternately to one or the other side. In rotation each player shoots, moves and attacks with his characters. In his or her own turn, each player will thus make his/her characters shoot, move and fight. When there are several players on each side, the characters of the same side will shoot, move and fight at the same time.

As you will see below, a player may also intervene during his opponent's turn with cavalry counter-charges and defensive fire.

1.21 Sequence of playing a game-turn

Each game turn is divided into phases as follows:

Player A turn

1. **OFFENSIVE FIRE**
All the characters from Side A that have a missile-weapon may shoot, with the exception of those in contact with an enemy character.
2. **ANNOUNCEMENT OF CAVALRY CHARGES AND COUNTER-CHARGES**
Player A announces one by one the charges that he/she intends to make with his/her cavalry. Player B has, in some cases, the possibility of declaring counter-charges (see Rule 1.56 Cavalry Charges and Counter-charges).
3. **MOVEMENT AND DEFENSIVE FIRE**
All the characters from side A that have not fired in Phase 1 can move normally. Others must observe the relevant conditions for each type of missile-weapon (see Rule 1.31 Fire and Movement).
During the moves of side A's characters, Player B can use defensive fire with missile-men that are not in contact with an enemy. These characters must also observe the special conditions applying to defensive fire (see Rule 1.31 Fire and Movement, and Rule 1.33 Defensive Fire).
4. **COMBAT**
All characters from side A in contact with enemy characters may attack, with the exception of those that fired in Phase 1.
5. **STUNNED CHARACTERS**
All characters from sides A and B who had been stunned during the preceding game-turn [i.e. player-turn] get back on their feet (turn over the relevant counters).

Player B turn

The turn of Player B occurs in exactly the same order as that of Player A, but this time it is side B that has the initiative and plays instead of side A. Player A can intervene with counter-charges and defensive fire in Phases 2 and 3. When Phase 5 has been completed, a new Game Turn starts and Player A restarts with Phase 1.

Note: It is important to keep to the order of succession of the Phases. A new Phase cannot be started until the previous one has been completed.

1.3 MISSILE-FIRE (page 23 in the rulebook)

Six missile weapons are available in this game: the throwing-dagger, the javelin, the sling, the shortbow, the longbow and the crossbow. Only characters that are carrying these weapons at the start can use them during the missile-fire Phases. Each character can only fire once during a missile-fire Phase, but it is possible to shoot more than once at the same target with different missile-men. Note

that the shortbow is used both on foot and on horseback, and that the throwing-dagger is only used by Assassins.

Each weapon has its own specific characteristics that will influence how it is used: strength, frequency of fire, range, handiness, and for some types ammunition limitation.

1.31 Fire and movement

Frequency of fire and handiness are two factors that influence the mobility of the shooter. Thus, the handier a weapon is, the less that movement is limited. But, a character that wants to make both an offensive shot **and** a defensive shot will generally move less than a character that only makes the one offensive shot. The relevant characteristics of each weapon are summarised in the following table:

Type of weapon	Frequency of fire	Limits on movement
Throwing dagger	Offensive AND defensive fire	No limit on movement
Javelin & Shortbow (on foot or mounted)	Offensive fire only	No limit on movement
	Offensive AND defensive fire	Movement reduced by half (*)
Sling & Longbow	Offensive fire only	Movement reduced by half (*)
	Offensive AND defensive fire	Movement impossible
Crossbow	Offensive OR defensive fire	Movement impossible

(*) Round down the number obtained if necessary.

Note: The limitations on movement only apply to the game-turn preceding defensive fire. A character that decides not to fire during both his own turn and the enemy turn can always move normally.

1.32 Missile-fire and combat

A character cannot fire when he is on a hex adjacent to an enemy character at the moment of firing. He is treated as being involved in hand-to-hand combat. This rule obviously does not apply if the enemy character is not in a position to attack the hex occupied by the shooter (see Rule 1.76 Restrictions on Combat).

Once a player decides that his/her character will shoot during his/her turn (offensive fire) and/or the enemy player-turn (defensive fire), the character cannot attack an enemy character. This does not prevent the character from moving later into contact with an enemy, nor does it prevent him from defending normally if he is attacked during the enemy turn.

Note: The limitations on combat only apply in the game-turn preceding the defensive fire. A character that decides not to fire during his turn and the *[subsequent]* enemy turn can always attack normally.

1.33 Defensive fire

Only characters that have observed the requisite conditions for movement and who have not been attacked during the previous turn can carry out defensive fire. In addition, only crossbowmen that have not made an offensive shot will have the right to make a defensive shot in the subsequent turn.

Unlike offensive fire, which is used against immobile characters, defensive fire takes place while the

enemy is moving. The player using defensive fire can thus interrupt a character's move at any moment on a specific hex and declare that he/she is firing on him there with one or more missile-men. As a result of simultaneous firing, all the missile-men that will intervene at this moment must be identified **before** the shots are resolved. Whatever the results of the shots, all are treated as having fired. In other words, if a player identifies, for example, three missile-men and the enemy character is killed by the second shot, the third missile-man will still have carried out his shot. His shot will not have had any additional effect: a result often produced in reality.

If, after having survived one or more shots in one hex during his movement, the enemy character can still move, a fresh defensive fire cannot be carried out against him unless he has moved:

- 1 hex further if he is on foot and wounded
- 2 hexes further if he is on foot and unharmed
- 3 hexes further if he is mounted
- 4 hexes further if he is mounted and charging

So from here to there he may perhaps have the time to hide behind a tree or arrive in contact with the character that had just shot at him...

Note: It is not possible to use defensive fire against a character that has not started his move, unless the other player declares that the character will not be moved that turn. It is not possible to fire at one character, then at another, and then to return to fire again at the original target. Once the shots against one character have been finished, that character cannot be targeted again until the next game-turn.

1.34 How to use the missile-fire markers

At the beginning of his/her player turn, the player concerned decides on the actions that will be made by his/her missile-men. The missile-fire markers are provided to make this task easier, particularly in scenarios where there are a lot of missile-men.

When a missile-fire marker is placed on a character, that shows that the character will be shooting and that he cannot make an attack during his turn. Once the decision has been made, it cannot be altered until that player's next player-turn.

For crossbowmen, limited to one missile-fire Phase, the player must place the marker in such a way that the Phase chosen – offensive fire or defensive fire – appears face up. The marker will stay in that position until the end of the next enemy player-turn.

For other missile-men, the player must place the markers for offensive and defensive fire gradually as the missile-men take their shots. In this way the player knows at each moment which of his/her characters have already shot. During the subsequent Movement Phase, the player must observe the relevant conditions on movement for each type of missile-weapon (see Rule 1.31 Fire and Movement above). The player should also leave the markers on those characters that satisfy the special conditions for defensive fire and must remove them in the contrary case.

When a player starts a new game-turn, he/she re-positions the markers as it seems best – he/she can shoot again or place them anywhere else – and once again follows the procedure already described.

1.35 Limited ammunition

Daggers and javelins. To improve realism, Assassins and javelinmen only carry a limited number of their weapons:

- 6 throwing daggers for each Assassin
- 4 javelins for each javelinman

The player concerned writes on a sheet of paper the names of the Assassins and javelinmen among

his/her characters, and then marks the ammunition expended gradually as missile-fire is used by them. Once a character has used up his ammunition, he can no longer shoot, unless a better provided colleague shares his ammunition with him.

To exchange daggers or javelins, two characters must be on adjacent hexes at the end of their movement and neither can be in contact with an enemy. The exchange takes effect immediately and the player must in consequence correct the quantities of ammunition attributed to each. It is also possible to take ammunition from a dead character, subject to the same conditions.

Note: The quantity of ammunition carried by each character can never exceed the initial amount.

Arrows. Players that wish to extend realism a little further can also limit to 20 the number of arrows carried by each archer or crossbowman. Noting shots and later exchanges of ammunition can be done in the same way as for daggers and javelins.

Note: Slingers will always have an unlimited amount of ammunition at their disposal.

1.36 Resolving missile fire

Even though it is primarily the die that determines the result of missile-fire, there are in addition several factors that may modify the circumstances of firing. Look at Game Aid card No. 1.

On the Game Aid card, all the tables for resolution of missile-fire can be found to the left of the table showing types of terrain. The first table shows the modification to be made to the die roll numbers depending on the range of the shot and the health of the shooter. The two subsequent tables each correspond to one category of target: on foot or mounted. Whatever the situation arising, you will refer to one of these two tables, in the column corresponding to the weapon used. For each shot roll the die once. Follow the horizontal line for the number rolled (after modifiers), and in the column corresponding to the target's cover will be found the result of the shot: A, B, C, D, E or F. The description of the results is given at the bottom of each table. The cover offered by each type of terrain is shown on the central table.

Note: It should be remembered that the result of a shot against a character on foot or mounted is different if the character is wearing armour or is unarmoured.

1.4 RESTRICTIONS ON FIRING AND COVER (page 27 in rulebook)

1.41 Line of fire

A character can fire on an enemy character at any time that an unblocked line of fire exists between the shooter's hex and the target. The line of fire consists of an imaginary straight line drawn from the centre of the hexagon of the shooter to the centre of the hexagon of the target. If that line of fire crosses a hex containing either a character or any type of terrain other than flat terrain, the shot is subject to restrictions explained in the following paragraphs.

1.42 Firing over other characters

If the line of fire of a crossbowman, slinger or Assassin passes through a hex occupied by a living character, shooting is impossible. For a living character the rule applies also to animals but not to stunned characters; the latter do not block the line of fire.

On the other hand, archers and javelinmen can shoot over other characters on condition that the target is at medium or long range and only benefits from light cover (or no cover at all), and is not in contact with a character from the same side as the shooter.

Exceptions:

- 1) A character in a water hex does not block a line of fire. He can be shot over freely.
- 2) Horse archers can fire over friendly characters that are immediately adjacent to them (see Fig. 1). They are, however, bound to observe all the other restrictions on firing.
- 3) Some combat formations allow archers, crossbowmen and javelinmen to shoot through a row of friendly characters that are immediately adjacent to them. This row must consist of at least three characters identically armed and, on the Arab side, of the same nationality (see Fig. 2). Apart from the characters that form this row in front of the missile-men, all the restrictions apply normally. [The line of fire extends in a straight line from the dividing line between the two front row hexes, and is either 1 or 2 hexes in width from hex 4 onwards.]
- 4) When a shooter on a slope cannot see a character situated at a lower level (see Rule 1.43c), he can fire overhead freely.

Fig 1

	A, B, D and E are fighting against C, F and G.
A ⇨ B C	- Character 'A ⇨' is a horse archer. Because he is higher than B, A can shoot over him at C.
D E F	- D is also an archer, but he is not mounted. Consequently he cannot fire over E at F.
G	- A cannot fire over E at G because he is not adjacent to E.

Fig 2

C CB B BA A A	<p>A, B, C, D = shooters; I = infantrymen; ↖ a, ↖ b, ↖ c, ↙ c, ↙ d = direction of shot from each shooter.</p> <p>Each missile-man can only fire straight in front of him between two characters in the front row. The field of fire of each shooter is shown by the corresponding letters (A, B, C, D). Any enemy that is less than 3 hexes from the front row cannot be shot at.</p>
C C CB B BA A	
C C CB B ↖ a I	
C C ↖ b I A	
↖ c I B	
I C	
↙ c I D	
C C ↙ d I	
C C CD D	
C C CD D D	

1.43 Firing across particular terrain and types of cover

- a) Scrub: It is possible to shoot into and across scrub hexes. A character benefits from light cover if he is on a scrub hex or if the line of fire crosses a scrub hex.
- b) Trees: If there are trees or branches of trees between the shooter and his target, the shot is impossible. It is possible, however, to fire at a target **in** a tree hex so long as the line of fire does not cross any other tree hex. A character on a tree hex benefits from light cover.
- c) Slope: Slope hexes do not block the line of fire so long as it does not cross the top lip of the slope. When the line of fire crosses the lip of a slope, shooting is not possible unless the character on the lower level is at least as far away from the slope hex as the character on the upper level. If he is closer, no firing is possible between them because they cannot see each other.
Exception: Shooting is possible when the character on the lower level is on the slope hex itself. He can then shoot, but he can also be shot at because it is considered that he is half-way up the slope. A character on a slope hex benefits from medium cover if the line of fire passes over the lip of the slope.
- d) Water: A character in a water hex cannot fire. Water hexes do not block a line of fire in any way. A character in a water hex benefits from light cover except when the shooter is standing at the edge of the water.

1.44 Riders in cover

A mounted character occupies two hexes. If the two hexes do not provide the same cover, treat him as benefiting from the heaviest cover. Example: A mounted character occupying a flat terrain hex and a scrub hex benefits from light cover.

1.5 MOVEMENT (page 29 in the rulebook)

Each character has a number of movement points (MPs) identified (as a blue number) on the counter, which represents him. The following table summarises the different movement allowances in the game:

Type of character	Movement in full health	Wounded movement
Unarmoured character on foot	8	4
Armoured infantry	6	3
Dismounted knight	4	2
Unarmoured cavalry	15	15
Armoured cavalry	12	12

Each hex entered requires the spending of a number of MPs corresponding to the difficulty of the terrain encountered (see Rule 1.1 Terrain Types). Each turn a player can move all or only some of his characters, using all or a part of the movement allowance for each. Unused MPs cannot be transferred from one character to another, nor can they be kept in reserve for future turns.

1.51 Restrictions on movement

- 1) Characters cannot pass through hexes containing enemy characters unless they are stunned or dead. On the other hand, crossing hexes containing friendly characters causes no problem.
- 2) Mounted characters cannot move into a tree hex or a water hex. On the other hand, horses without riders and led by the bridle can cross such hexes normally.
- 3) Only unarmoured characters on foot can move through a water hex, at a cost of 5 MPs per hex. These hexes are impassable to all other characters.
- 4) Hexes containing three dead persons or one dead horse cost one movement point more than the normal cost.
- 5) Hexes containing six dead persons or two dead horses become impassable. (The same rule applies if a hex contains three dead persons and one dead horse).

1.52 How to clear a hex that has become impassable

Two characters on foot can move three dead persons or one dead horse by **one** hex. The two characters cannot do anything else during their turn, neither move nor shoot nor fight. If the corpses are thrown into the water they will sink into the depths and the counters representing them are removed from the map.

1.53 How to carry a stunned character

A character on foot that moves through a hex containing a stunned character may carry that character on his back, but his remaining movement points will be divided by two (rounding down if necessary). At the end of his movement he drops the stunned character onto one of the hexes beside his own.

1.54 Infiltration of enemy lines (Challenges)

When a character crosses a hex during his movement, which is adjacent to an enemy who is in a position to attack, the player concerned rolls 1D6:

- 1 to 4: the character crosses the hex without injury.

- 5 or 6: the character is wounded while crossing. *
- * For mounted characters attempting to infiltrate, only a 6 on the die causes a wound.

Roll the die for each hex that is crossed. In the event that the character is on foot and is already wounded, the player adds one point to the die roll result. In the event that the enemy or all the enemies that are in a position to attack are wounded, the player deducts one point from the die roll result.

Note: This rule only applies to hexes that are being **crossed**. A character that **ends** his movement on a hex adjacent to an enemy does not cause a die roll.

1.55 Special movement rules for mounted characters

The arrow drawn on the counters of mounted characters shows the general direction of movement. To advance into the hex towards which the arrow is pointing or into one of the two hexes adjacent, the rider spends movement points (MPs) normally. However, once the rider turns his horse greater than this, he spends 1, 2 or 3 points more than the normal cost for the hex, as shown on the diagram below.

The numbers on the hexes show the cost of entering each one from the initial position of the rider.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="width: 20%;"></td> <td style="width: 20%; text-align: center;">Tree</td> <td style="width: 20%; text-align: center;">Scrub</td> <td style="width: 20%;"></td> <td style="width: 20%;"></td> </tr> <tr> <td></td> <td style="text-align: center;"> </td> <td style="text-align: center;">X</td> <td style="text-align: center;">3 (+1)</td> <td style="text-align: center;">2 ↗</td> </tr> </table>		Tree	Scrub					X	3 (+1)	2 ↗	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="width: 20%;"></td> <td style="width: 20%; text-align: center;">Terrain</td> </tr> <tr> <td></td> <td style="text-align: center;">1 x tree</td> </tr> </table>		Terrain		1 x tree
	Tree	Scrub														
		X	3 (+1)	2 ↗												
	Terrain															
	1 x tree															
The arrows show the direction of the hexes that form the frontal arc of the rider (see Rule 1.56)	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="width: 20%;"></td> <td style="width: 20%; text-align: center;">4 (+3)</td> <td style="width: 20%; text-align: center;">RIDER ></td> <td style="width: 20%; text-align: center;">1 →</td> <td style="width: 20%;"></td> </tr> <tr> <td></td> <td style="text-align: center;"> </td> <td style="text-align: center;">3 (+2)</td> <td style="text-align: center;">2 (+1)</td> <td style="text-align: center;">1 ↘</td> </tr> </table>		4 (+3)	RIDER >	1 →				3 (+2)	2 (+1)	1 ↘	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="width: 20%;"></td> <td style="width: 20%; text-align: center;">2 x scrub</td> </tr> <tr> <td></td> <td style="text-align: center;">rest flat</td> </tr> </table>		2 x scrub		rest flat
	4 (+3)	RIDER >	1 →													
		3 (+2)	2 (+1)	1 ↘												
	2 x scrub															
	rest flat															

Note: A rider who makes a complete half-turn on the spot spends 3 MPs.

1.56 Cavalry charges and counter-charges

The cavalry charge is a form of attack that allows improved combat odds. Before effecting his/her moves, a player can announce cavalry charges. For each charge the player identifies the rider concerned, the target and the route selected. To be permissible, a rider's charge must meet the following conditions:

- The enemy chosen must, at the beginning of the charge, be situated within the frontal arc of the rider (see the diagram below) and visible to him. A line of sight is identical to a line of fire but only mounted characters will block the line of sight of a rider.
- The rider must travel at least 6 hexes and his movement cannot include any sharp turning that would require the expenditure of extra movement points above the normal cost of each hex (see Rule 1.56).
- The four final hexes of the charge must be in a straight line towards the target's hex.

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After the announcement of each charge, the opposing player has the opportunity to declare a counter-charge by one of his/her own riders. This declaration must be made immediately, without waiting for the identification of other later charges. The character carrying out the counter-charge need not be the character chosen as a target by the opposing charge. To be permissible, a rider's counter-charge must meet the following conditions:

- a) The counter-charging rider must have the charging rider within his frontal arc (see the diagram above) and similarly must be able to see him.
- b) A counter-charge must always end with the designated rider occupying the final 2 hexes of the route of the opposing charge. In other words, charge and counter-charge will encounter one another face-to-face on the 4 final hexes of the originally declared charge, with each rider occupying respectively 2 of these hexes (see the diagram below).
- c) To reach this position, the counter-charging rider cannot travel more than half of the number of hexes declared for the original charge (rounding down if necessary). In addition, as for the opposing rider, his movement cannot include any sharp turning that would require the expenditure of additional movement points.

Example of charge and counter-charge

A	A	<p>A declares a charge against B over 10 hexes.</p> <p>C decides to counter-charge and moves to encounter A by occupying the 2 final hexes of the original charge route.</p> <p>D could alternatively have been chosen to counter-charge, but E could not because the latter did not have A within his frontal arc at the beginning of the charge.</p>
↘	↘	
*	*	
*	*	
*	*	
*	*	
*	*	
*	*	
*	*	
*	a	
*	a	
I I ↙	I I c	
I ↙	I c	
↗ B	↗ * * B *	
D ↗ I	D ↗ I	
C	C	
E ⇒	E ⇒	

It is not possible to carry out more than one charge or counter-charge against the same character in the same game turn. Once a charge or counter-charge has been declared, it cannot be withdrawn nor can the route be modified. No defensive fire is allowed against a charging rider if a counter-charge has been declared.

If a rider is subjected to an enemy charge of a range of at least six hexes and this charge is directed

against his frontal arc, he can counter-charge, In this situation, he advances two hexes towards the enemy following the same route as the latter.

In those scenarios with a large number of riders, it is recommended that the charge/counter-charge markers be used. These markers are placed on top of the characters concerned.

1.57 Mounting and dismounting from a horse

Mounting and dismounting from a horse takes a complete turn during which the rider can neither move, nor shoot nor fight. The change in his situation is carried out at the end of the turn in question, during Phase 5.

To be able to mount a horse, a character must be on one of the two hexes marked with a cross on the diagram. Only riders can later mount a horse captured in combat. When a rider mounts or remounts a horse, the counters for the rider on foot and the horse are replaced by a single counter representing that same rider on his mount.

	X		Note: A wounded character takes two turns instead of one to mount or remount a horse.
<	HORSE		
	X		

1.58 Horses without a rider

Horses without a rider stay immobile until they are mounted or led by the bridle.

To lead a horse by the bridle it is enough for a character (even a wounded one) to pass through one of the hexes adjacent to the horse. The character can continue on his route, followed by the horse, which is treated as a simple extension of the counter leading it. If the character is mounted, taking control of the horse is not automatic unless halted, in other words when the character starts or ends his movement on one of the hexes adjacent to the riderless horse.

During movement, a mounted character can attempt while passing to catch the bridle of an uncontrolled horse, but it is necessary to roll 1D10 to see if he succeeds:

- 1 - 6: The manoeuvre is successful and the character can finish his move leading the riderless horse with him. The riderless horse must be placed on one side or the other of the mounted character, in parallel and slightly behind in relation to the latter.
- 7 – 10: The manoeuvre fails. The riderless horse remains where it is. Even if the character ends the move adjacent to the horse, he will not be able to control it this turn.

A horse without a rider stays under the control of the original player so long as he has a living character who is not stunned next to the horse. When this is not so, the horse will belong to the first player who takes control of it.

A mounted character holding another horse by the bridle will automatically lose control of it if he engages in combat or is attacked.

Note: A character on foot can lead up to three horses by the bridle. A mounted character can only lead one.

1.59 Draft horses and carts

A draft horse has a movement allowance of 4 points. It can only move if it is led by the bridle. In order to lead a draft horse, a character must be in a hex adjacent to the animal **at the start** of the movement Phase. All the other rules relating to horses without a rider (see above) will also apply to a draft horse.

A cart can either be moved by a draft horse or by men. If a draft horse pulls it, it will move at the same speed as the horse. If two men move it, it has a movement allowance of 2 points per turn. If there are three or more men, the movement allowance is 3 Movement Points per turn. The draft horse or at least one of the men moving the cart must be on one of the hexes marked with a cross on the diagram below.

			X			Note that only the rear half of the animal must be adjacent to the front of the cart.
		CART	X			
			X			

A character must spend a complete turn to harness or unharness a draft horse to or from a cart, whether the animal is living or dead. To be able to move a cart the designated characters must all start their movement Phase on a hex adjacent to it.

The two hexes occupied by a cart are impassable for mounted characters and cost 4 MPs for characters on foot. (It is possible to pass through a cart hex but not to remain there). If an archer's line of fire passes through a cart hex, the target character benefits from medium cover.

1.6 STACKING OF COUNTERS (page 34 in rulebook)

During the game it is possible for characters to pass **through** hexes containing a friendly character, a stunned character or a dead character. But at the end of each movement phase there must be no more than one living character on any hex, whether person or animal.

1.7 COMBAT (page 35 in the rulebook)

When two characters, or more, are on adjacent hexes, they can fight each other. Each combat is optional. The decision whether or not to attack rests with the player whose turn it is [*the active player*]. His/her characters are called the attackers. In the following player-turn they will defend against the opponent's attackers. Each character can only make one attack per turn, but a defender can be attacked several times by different attackers.

To resolve a combat, divide the attack strength (black number) by the defence strength of the character being attacked (red number). This will give an odds ratio which matches a column of possible results on the relevant Combat Table. The attacker then rolls the die to determine the exact result of the combat in question. On Game Aid card No. 1 there are two Combat Tables - one is used to resolve combats against mounted characters, the other against characters on foot.

When calculating the odds ratio, the number obtained must be rounded, if necessary, in favour of the defender. Thus an attacker with a strength of 8 against a defender with a strength of 3 gives a ratio of 2.6 against 1 which rounds down to 2 against 1 (2:1). Attacks attempted at odds of less than 1 against 1 (1:1) are impossible.

1.71 Effects of terrain on combat

The odds ratio of a combat can be modified by the nature of the terrain occupied by each of the characters involved. You can see from the Terrain Types table (see the Game Aid card) that a terrain can influence combat in two ways: it can be neutral (0), or disadvantageous to the character occupying it (-).

According to the terrain that each occupies, the odds ratio may need to be modified by shifting the column of possible results to the left or to the right. This is shown on the table above the two Combat Tables on the Game Aid card.

A mounted character is considered to occupy the **least advantageous** terrain of the two hexes occupied.

1.72 Combat against more than one character

When a character occupies a hex adjacent to several opponents, he can choose to fight some, all or none. If he decides to attack more than one, he must add their defence strengths to make one single total factor, which is then used with his attack strength to calculate the odds.

When two characters (or more) decide to attack one enemy character, they can attack individually, or alternatively they can add their attack points to create a single total factor which is used to calculate the odds against the defender's strength. If they attack together, they may, as a bonus, shift the odds column so obtained by one column to the right (see example below). This rule does not apply to a mounted character unless he is attacked by several riders.

When the result of the combat shows that one of the attackers or defenders has been stunned or wounded, the player of the side affected decides which of the characters receives the blow. On the other hand, the result "Attacker retreats" or "Defender retreats" applies to **all** the characters that participated in the attack or defence.

A stunned character is automatically dead if, during the action, enemies occupy all the hexes surrounding him.

If the attackers decide to attack jointly and they are on different types of terrain, the least advantageous terrain will be counted to compare with that occupied by the defender. **Example:** Assume that two characters attack an enemy at 4 against 1 (4:1). If one is on terrain (0) and the other on terrain (-), the two attackers are considered to be on terrain (-). If the defender occupies terrain (0), the Terrain Effects table (see the Game Aid card) shows that the odds ratio must be shifted one column to the left (4:1 becomes 3:1). But if they attack together they can shift the odds ratio one column to the right. The combat will thus be resolved at 4:1, the number of attackers having counterbalanced the terrain disadvantage.

1.73 Combat against a defender in armour

When a character attacks a defender in armour (a defence strength with a circle around it), he adds 1 point to the number rolled on the die. It is this modified number which indicates the result of the combat. If there are several defenders and not all are in armour, this rule does not apply but any resulting injuries will be inflicted on an unarmoured character.

1.74 Cavalry charges and counter-charges

A charging rider has his attack strength increased by half. A counter-charging rider has his defence strength increased by half. If necessary the resulting number should be rounded down. Example: A knight with an attack strength of 28 charges a Syrian cavalryman with a defence strength of 9. The knight gains a bonus of 14 points, which gives him an attack strength of 42 points this turn. If the Syrian cavalryman were able to counter-charge, he would add 4 points to his defence strength.

Charges and counter-charges are always resolved as a separate combat, independent of any other attacks against one or other of the riders involved.

Note: In the event that the counter-charging rider's defence strength is greater than the attack strength of the charging rider, the roles are reversed between them [*so the defender becomes the attacker*].

1.75 Advance after combat

If at the end of a combat the attacker or the defender have been forced to retreat (or if one or the other has been stunned or killed) the victorious player can advance one of his/her characters by 2 hexes if on foot or by 3 hexes if mounted. The first hex crossed must always be one of the hexes evacuated by the enemy (or the hex of the stunned or killed character).

Advance after combat is not obligatory but it must be carried out immediately, without waiting for the resolution of the other combats in process.

Only a character involved in the combat can benefit from the advance after combat. The MPs used during the advance after combat do not prevent the character concerned from moving normally during the next game turn.

Note: The advance after combat must take account of the rules for infiltration of enemy lines [challenges] (Rule 1.54), but with the following restriction: an enemy character adjacent to the hex crossed cannot roll the die if he is simultaneously engaged in combat, either in attack or defence. Whether the combat has or has not already taken place is irrelevant.

1.76 Restrictions on combat

As a general rule, any combat is impossible if the attacker could not move into the hex that he is attacking. **Examples:** a soldier in armour cannot attack a character in a water hex; a rider cannot attack a character in a tree hex.

1.8 MISSILE FIRE AND COMBAT CONCERNING HORSES (page 37 in the rulebook)

When a rider is dismounted following combat or missile fire, the player to whom he belongs places the appropriate counter - rider stunned, wounded or dead - on one of the hexes adjacent to his horse. In the event that all the adjacent hexes are occupied, a friendly character is shifted one hex to make room for the dismounted rider. If he is completely surrounded by enemies, a dismounted rider is automatically killed. The horse itself remains in the same place and must be represented by its own counter (dead or alive according to the result shown).

If a player decides to attack a riderless horse or a draft horse, he resolves the combat or missile fire in the same way as for an unarmoured mounted character. However, the results C, D, E and F for missile fire, and E, F, G and H for combat, cause the death of the horse.

When a draft horse harnessed to a cart is required to retreat, the cart retreats as well. If a horse is held by the bridle and is forced to retreat, the animal retreats but not the character leading it.

Note: All the horses have a defence strength of 1 point. *[This rule is changed in “Dragon Noir”, and can be retrospectively altered for the earlier games so that armoured horses have a defence strength of 2.]*

Other sections of the rulebook: MODIFICATIONS TO THE RULES OF EARLIER GAMES

Many of the rules in Section 1 above alter the rules of the earlier games of the series, “Cry Havoc” and “Siege”. In general all the changes should be applied retrospectively to those games, and also to “Samurai” (Samurai Blades), the third game of the series which was set in Japan.

List of tactical rules changed from earlier games

1.1 (Terrain Types – water), 1.11 (Numbering the Hexes), 1.21 (Sequence of Play), 1.31 (Fire and Movement – extra weapons plus change to longbows), 1.33 (Defensive Fire), 1.34 (Missile-fire Markers), 1.35 (Limited Ammunition), 1.36 (Resolving Missile-fire – new missile ranges and results tables for both missiles and combat in Game Aid card), 1.42 (Firing over other Characters),

1.51.2 (Leading Horses by the Bridle), 1.51.4 (Dead Bodies), 1.53 (Carrying Stunned Characters), 1.54 (Infiltration of Enemy Lines), 1.55 (Mounted Movement), 1.56 (Cavalry Charges and Counter-charges), 1.58 (Riderless Horses – leading by the bridle), 1.59 (Draft Horses and Carts), 1.73 (Armour), 1.74 (Charges and Counter-charges), 1.75 (Advance after Combat).

One rule for horses in “Samurai Blades” and “Samourai” is not repeated in “Croisades”:

- Foot samurai are allowed to ride any horse, adding +5 to their Attack Strength once mounted. Such a rule could be applied to the foot sergeants (who are not specifically trained as cavalry).

The rules below are found within the Strategic Game and the Scenarios rules (Sections 2 and 4 of the rulebook), but relate primarily to tactical games using the maps from “Siege” and its expansions.

2.64 Operation of a siege – Action 1: The assault

Besiegers and defenders can use ballistas. Transported by 4 characters who do not do anything else during that turn, a ballista can be moved 2 hexes per turn in flat terrain and 1 hex only in rough terrain (scrub or stairway) [*i.e. terrain costing 2 MPs*]. The besiegers can also protect their ballistas with screens. [*This latter rule implies that ballistas can shoot over or through screens.*]

2.69 Modifications to the rules of the game “Siege”

Taking account of the different movement allowances for characters in “Croisades” and the introduction of new missile-weapons, it is necessary to make the following amendments to the rules for “Siege”:

- 1) It is not possible for a character to climb a ladder and cross onto a rampart hex in the same game-turn. However, a character that is half-way up a ladder may carry out such a move normally. [*The rules of the “Siege Extension Sets” amend this further so that if the ladder covers 2 levels of elevation, the character who climbs up or down it must end his turn **on** the ladder, however many movement points he has remaining. But if the ladder covers 1 level of elevation it is possible for a character with 8 movement points to climb a ladder and move onto a rampart hex (which costs 4) during the same game turn, so long as the ladder had been raised on a previous turn.*]
- 2) Javelinmen, slingers and Assassins cannot shoot **through** arrowslits.
- 3) An Assassin throwing a dagger at a target that is one or more levels of elevation different from his own hex must shift the range by one column (e.g. short range becomes medium range). If the difference is 2 levels or more, the range must be shifted by 2 columns (short range becomes long range). For differences of 3 levels or more, shooting is impossible.
- 4) A javelinman throwing at a target that is two or more levels of elevation different from his own hex must shift the range by one column (e.g. medium range becomes long range).
- 5) In “Croisades” the defenders of a castle or town may be affected by panic but not by rout.
- 6) The healing table for wounded characters (on Game Aid card No. 2) is different.

2.7 Supply

Troops that are out of supply will progressively lose from 1 to 3 morale points and 1 to 3 points off their movement allowance, with the effects getting worse every two days out of supply. As their situation deteriorates further, they will also lose a column shift on the Combat Results Table. See the “Croisades Strategic” translation for full details of these rules.

2.8 Command and Morale

These rules are specific to “Croisades” and apply to regular troops of this period. [*They replace the “Cry Havoc” Advanced Game optional rules for command control.*] A hierarchy of authority exists, with higher morale at the higher levels; commands can only be given within a specified range to the two next lower levels of authority. Soldiers out of command cannot shoot or move next

to an enemy, and morale drops 1 point. Friendly forces that are within 5 hexes of the Commander-in-Chief gain a shift of one column on the Combat results Table, and morale is higher if an effective chain of command links the troops to their commanders. Morale tests may result in panic or rout (replacing those rules in “Siege”). Characters in a castle or fortified town can panic but will not rout.

The “Croisades Strategic Rules” translation has full information, but see also the extensions for Byzantine and Mongol armies (translated from “Claymore” magazine).

3.58 Capture of an enemy character

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

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 a die roll. *[Although this modification is relevant to the role-playing game, it may 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 requirement of 8:1 odds.]*

[In addition, Royal Mamluks are treated as equivalent to knights, and pleas for mercy can be made to any knight within 5 hexes instead of requiring the knight to be adjacent. In “Cry Havoc” only a knight can be taken prisoner, but character advancement rules in “Outremer” allow any character except a peasant to be captured, and do not require a knight to be involved on either side. It is suggested that players could optionally remove the limitation 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 soldier, or 2 peasants, would be needed to guard a captured sergeant). Knight, baron and king are treated as being of the same class.]

The prisoner keeps the strengths shown on the ‘Ransom’ counters while he is in the hands of his guards. If he manages to escape, he will have to obtain a fresh horse, weapons and all the necessary equipment *[so as to regain his normal strengths (whether that be full health or wounded).]*

4.0.1 Adapting counters from other games for “Croisades”

The preliminary section of Section 4: Scenarios (at page 103 of the rulebook) adapts all characters from “Cry Havoc” and “Siege” to the new rules on armour and movement.

Armour: Unlike the conversion rules in the English “Scenario Book 2” and the “Dark Blades Expansion Set”, which are based on Attack Strength only (and so can result in characters in “Dark Blades” being armoured on horseback but not on foot), “Croisades” identifies classes of character whose members are all treated as being in armour. These are all the knights, sergeants and halberdiers, those crossbowmen from “Cry Havoc” depicted wearing armour, and all the billmen from “Siege”. Samurai characters from “Samouraï” can be used as Mongols but are treated as being unarmoured. *[The separate ‘Mongol Armies Extension’ improves on these rules for Mongols.]*

Movement: The movement allowances for all characters from the two earlier games are changed to the movement allowances used in “Croisades” (see Rule 1.5 on page 12 above). Movement allowances for mules are also raised to 8. *[Note that in contrast to this, “Scenario Book 2” retains the original movement allowances so as to ‘add to the style of the scenario’.]*

4.0.2 Points values

A detailed scheme is provided: see the Scenarios translation for details of the formulae for calculating points values and the 'Cry Havoc Supplement' for a table of calculated individual points values.

4.1.4 Tactical Scenario 4 (Ambush beneath the Olive Trees) – Rule relating to trench terrain

This rule appears in the special rules on page 109 of the rulebook.

Characters in trench hexes (on 'The Camp' map from "Siege") are only in light cover if fired on by another character who is in the same trench and where there is no bend in the trench between them.

C. GAME AID CARD No. 1 (Side 1: Charts and tables for the Tactical Game)

1. ORGANISATION OF THE GAME-TURN

Player A turn

- 1. OFFENSIVE FIRE**
All the characters from Side A that have a missile-weapon may shoot, with the exception of those in contact with an enemy character.
- 2. ANNOUNCEMENT OF CAVALRY CHARGES AND COUNTER-CHARGES**
Player A announces one by one the charges that he/she intends to make with his/her cavalry. Player B has, in some cases, the possibility of declaring counter-charges (see Rule 1.56 Cavalry Charges and Counter-charges).
- 3. MOVEMENT AND DEFENSIVE FIRE**
All the characters from side A that have not fired in Phase 1 can move normally. Others must observe the relevant conditions for each type of missile-weapon (see Rule 1.31 Fire and Movement).
During the moves of side A's characters, Player B can use defensive fire with missile-men that are not in contact with an enemy. These characters must also observe the special conditions applying to defensive fire (see Rule 1.31 Fire and Movement, and Rule 1.33 Defensive Fire).
- 4. COMBAT**
All characters from side A in contact with enemy characters may attack, with the exception of those that fired in Phase 1.
- 5. STUNNED CHARACTERS**
All characters from sides A and B who had been stunned during the previous game-turn [i.e. player-turn] get back on their feet (turn over the relevant counters).

Player B turn

The turn of Player B occurs in exactly the same order as that of Player A, but this time it is side B that has the initiative and plays instead of side A. Player A can intervene with counter-charges and defensive fire in Phases 2 and 3. When Phase 5 has been completed, a new Game Turn starts and Player A restarts with Phase 1.

2. TERRAIN TYPES

Terrain type	Movement cost per hex	Type of cover	Effect of terrain on combat
Flat terrain	1	None	0
Scrub	2	Light	-
Tree	2 on foot; Impassable to riders	Light	-
Slope	2	Medium if shot crosses lip of slope	-
Water	5 on foot; Impassable for riders and armoured	Light unless shooter at edge of the water	-

3. FREQUENCY OF FIRE AND MOVEMENT

Type of weapon	Frequency of fire	Limits on movement
Throwing dagger	Offensive + defensive fire	No limit on movement
Javelin & Shortbow (on foot or mounted)	Offensive fire only	No limit on movement
	Offensive AND defensive fire	Movement reduced by half (*)
Sling & Longbow	Offensive fire only	Movement reduced by half (*)
	Offensive AND defensive fire	Movement impossible
Crossbow	Offensive OR defensive fire	Movement impossible

(*) Round down the number obtained if necessary.

Note: The limitations on movement only apply to the game-turn preceding defensive fire. A character that decides not to fire during both his own turn and the enemy turn can always move normally.

4. INFILTRATION OF ENEMY LINES [challenges]

When a character, during his movement, crosses a hex adjacent to an enemy in a position to attack, the player concerned rolls a six-sided die [1D6]:

- 1-4: The character crosses the hex without injury
- 5-6: The character is wounded en route. *

* For mounted characters attempting to infiltrate, only a 6 on the die causes a wound.

Roll the die for each hex that is crossed. In the event that the character is on foot and is already wounded, the player adds one point to the die roll result. In the event that the enemy or all the enemies that are in a position to attack are wounded, the player deducts one point from the die roll result.

5. MISSILE FIRE

Die roll modifications for due to the range of the shot and the shooter's state of health

Type of missile-weapon	Short range + 0 to die roll	Medium range + 1 to die roll	Long range + 2 to die roll
Throwing dagger	1 or 2 hexes	3 or 4 hexes	5 to 7 hexes
Javelin	1 to 7 hexes	8 to 15 hexes	16 to 30 hexes
Sling	1 to 10 hexes	11 to 25 hexes	26 to 45 hexes
Shortbow mounted	1 to 12 hexes	13 to 30 hexes	31 to 55 hexes
Shortbow on foot	1 to 15 hexes	16 to 40 hexes	41 to 70 hexes
Crossbow	1 to 25 hexes	26 to 55 hexes	56 to 90 hexes
Longbow	1 to 30 hexes	31 to 60 hexes	61 to 120 hexes

Wounded shooter: +1 to die roll.

Shooting at mounted characters (1D10)

If the character aimed at is armoured, the shooter adds +1 to the die roll.

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

EXPLANATION OF RESULTS

- : Shot misses. No effect.
- A: Offensive fire: rider retreats 4 hexes immediately (*);
Defensive fire: rider's movement allowance this turn is reduced by 4 hexes.
- B: Horse unharmed, rider stunned and dismounted.
- C: Offensive fire: horse unharmed, rider wounded;
Defensive fire: same plus A. [Horse alone: killed.]
- D: Horse killed, rider wounded and dismounted. [Horse alone killed.]
- E: Horse unharmed, rider killed and dismounted. [Horse alone killed.]
- F: Horse and rider killed. [Horse alone killed.]

Shooting at characters on foot

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

EXPLANATION OF RESULTS

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

NOTES:

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

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

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

6. COMBAT

The effect of terrain on combat

- : Unfavourable terrain; 0 : Neutral terrain; + : Favourable terrain

Attacker in	Defender in	Effect on the odds column (1:1, 2:1, 3:1, etc.)
-	+	shift 2 columns to left
-	0	shift 1 column to left
0	+	shift 1 column to left
0	-	shift 1 column to right
+	0	shift 1 column to right
+	-	shift 2 columns to right

If the two sides are on equivalent terrain, the column does not change and the odds remain the same.

Combat against mounted characters (1D10)

If there are several mounted attackers, shift the odds one column to the right.

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

Die roll	Odds											
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1+
1	C	D	D	E	E	F	F	G	G	H	H	H
2	C	C	D	D	E	E	F	F	G	G	H	H
3	C	C	C	D	D	E	E	F	F	G	G	H
4	B	C	C	C	D	D	E	E	F	F	G	G
5	B	B	C	C	C	D	D	E	E	F	F	G
6	A	A	B	C	C	C	D	D	E	E	F	F
7	-	-	A	B	C	C	C	D	D	E	E	F
8	-	-	-	A	B	C	C	C	D	D	E	E
9	-	-	-	-	A	B	C	C	C	D	D	E
10	-	-	-	-	-	B	B	C	C	C	D	D

EXPLANATION OF RESULTS:

- : No effect.
- A : Attacker wounded, horse unharmed.
- B : Attacker retreats one hex (*).
- C : Defender retreats one hex (*).
- D : Horse killed, rider stunned and dismounted. [Horse alone unharmed].
- E : Horse unharmed, rider wounded. [Horse alone killed].
- F : Horse killed, rider wounded and dismounted. [Horse alone killed].
- G : Horse unharmed, rider killed and dismounted. [Horse alone killed].
- H : Horse killed, rider killed and dismounted. [Horse alone killed].

(* see below

Combat against foot characters (1D10)

If there are several attackers, shift the odds one column to the right.

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

Die	Odds											
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1+
1	D	E	E	E	F	F	F	F	F	F	F	F
2	C	D	D	E	E	F	F	F	F	F	F	F
3	C	C	D	D	E	E	E	F	F	F	F	F
4	B	C	C	D	D	E	E	E	F	F	F	F
5	B	C	C	C	D	D	E	E	E	F	F	F
6	A	B	C	C	C	D	D	E	E	E	F	F
7	-	B	C	C	C	C	D	D	E	E	E	F
8	-	A	B	C	C	C	C	D	D	E	E	F
9	-	-	A	B	C	C	C	C	D	D	E	E
10	-	-	-	B	B	C	C	C	C	D	D	E

EXPLANATION OF RESULTS:

- : No effect.

A : Attacker wounded.

B : Attacker retreats one hex (*).

C : Defender retreats one hex (*).

D : Defender stunned.

E : Defender wounded.

F : Defender killed.

(*) Retreats apply to all the defenders or attackers involved. A character can retreat across hexes occupied by friendly characters. He can also displace friendly characters in order to end up at the required distance from his starting point. But if the retreating character or one of the displaced characters is forced to pass or stop on a hex adjacent to an enemy, he must submit to the consequences of the infiltration of Enemy Lines Table.

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

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

D. ANNEX: MAIN RULE CHANGES MADE IN LATER GAMES

The later games introduced some simplifications, additions and clarifications of the rules for “Croisades”. For simplicity the two games involved are abbreviated: “Vikings” as ‘VIK’, and “Dragon Noir” Volumes 1 and 2 as ‘DN’ (if the change applies to both volumes), ‘DN1’ and ‘DN2’.

1.1 Types of terrain appearing on the maps

The later games have a wider range of terrain, and do make a few changes and clarifications to these by comparison to the games that were published before “Croisades”. The two most significant changes, however, are to scrub and slope hexes, both of which are found in “Croisades”.

Scrub: “Dragon Noir” makes these hexes cost 4 MPs for horses, instead of 2 MPs for all characters.

Slope: “Vikings” makes these hexes cost 4 MPs for horses, instead of the previous 2 MPs. “Dragon Noir” introduces steep slope hexes as a replacement in both volumes of that game for ordinary slope hexes. These cost 4 MPs for foot and 8 MPs for horses. In other respects steep slope hexes are just like ordinary slope hexes, except that in DN2 only a character in a hex adjacent to the top of a slope can see and be seen by a character on the slope hex itself.

1.21 Sequence of playing a Game Turn

“Vikings” clarifies that characters recover from being stunned on the next player-turn (not game-turn).

1.31 Fire and Movement

In the Frequency of Fire and Movement table the limitation of half movement (consequent on firing once offensively for slings and longbows, and twice for javelins and shortbows) is replaced by no limitation on movement. See below for the revised table of frequency of fire and movement.

Type of weapon	Frequency of fire	Limits on movement
Throwing dagger	Offensive AND defensive fire	No limit on movement
Javelin & Shortbow	Offensive fire only	No limit on movement
	Offensive AND defensive fire	No limit on movement
Sling & Longbow	Offensive fire only	No limit on movement
	Offensive AND defensive fire	Movement impossible
Crossbow	Offensive OR defensive fire	Movement impossible

1.33 Defensive fire

The later games drop the restriction on repeated firing at a target until he has moved a specified distance. It is no longer stated that all missile-men firing must be declared at the same time.

1.34 How to use the missile-fire markers

The later games abandon the markers placed at the start of the turn to identify those archers that will be shooting and so cannot attack.

1.36 Resolution of missile-fire

Some changes to the tables are covered in the Game Aid card section below.

EXTRA RULE: Optional rule: Errare humanum est

To err is human... There is great confusion during combats. To simulate this state of events, each time that a shooter misses his target, the player concerned rolls the die a second time to see if he has wounded a character nearby by mistake. If he rolls a number from 1 to 6, the projectile will end its flight in one of the 6 hexes around the target and wound any character there. Characters in armour will not be wounded but will immediately retreat 2 hexes. Obviously if the line of fire is blocked by an obstacle, the character cannot be hit.

Note: Before rolling the die, allocate a number to each of the 6 hexes around the target. For mounted targets take as the centre the part of the counter containing the little black arrow.

1.54 Infiltration of enemy lines [challenges]

The die roll with 1D6 is replaced by 1D10. The die is rolled as many times as there are enemies adjacent to the hex. On a roll of 8-9 the character is wounded, and on 10 killed. The die roll is modified by +1 for a challenger that is armoured or mounted, +2 if both, and -2 if wounded; -1 for the infiltrator that is armoured or mounted, -2 if both, and +2 if the challenger is wounded.

1.57 Mounting and dismounting horses

The rules are revised to allow speedier mounting and dismounting, and to permit movement before and afterwards. [Although the diagram is omitted showing the hexes from which a horse can be mounted, it may be implied that a rider must still mount from these hexes.] The movement cost to mount or dismount is 2 MPs for unarmoured characters, 3 MPs for armoured characters. Remaining foot MPs after mounting are doubled; mounted MPs after dismounting are halved for unwounded characters, divided by 4 for wounded characters (rounding down).

1.58 Horses without a rider

The rules are changed for moving riders seizing the bridle of a riderless horse. There is now no die roll so riders will always be successful in seizing the bridle.

EXTRA RULE: Riders jumping over water (from DN1)

Cavalry can jump over rivers at a movement cost of 1 MP, but there is a risk of failure. The jumper must roll a die – 1-9 is successful, 10 is a refusal (rider falls off and is stunned), 11+ is successful but a bad landing (horse killed, rider wounded). The die roll is modified +1 for armour, +1 for wounded, and +4 for attempting a 2 hex jump. [This rule can replace the “Siege” rule for trenches, which allows riders to jump over trenches at a cost of 1 MP per hex, but omits any risk of injury.]

1.8 Missile-fire and combat concerning horses

Armoured (‘caparisoned’) horses are introduced in DN1. These horse cannot be led through water and count as armoured if attacked when riderless. Some have a defence strength on their own of greater than 1 (most commonly this is a defence strength of 2, but there are a few of 3, 4 and 5).

Game aid card No. 1, Section 5: Missile fire

The ranges were substantially reduced for shortbow, crossbow and longbow, and the frequency of fire rules were also simplified (see amendment to Rule 1.31 above). If these rules are applied to all the other missile weapons from “Croisades”, the effect would be as noted in the table below.

Missile-fire ranges and Die Roll Modifications due to the range of the shot

Type of missile-weapon	Short range in hexes + 0 to die roll		Medium range in hexes + 1 to die roll		Long range in hexes + 2 to die roll	
	Croisades	Revised	Croisades	Revised	Croisades	Revised
Throwing dagger	1 - 2	<i>1 - 2</i>	3 - 4	<i>3 - 4</i>	5 - 7	<i>5 - 7</i>
Javelin	1 - 7	<i>1 - 5</i>	8 - 15	<i>6 - 12</i>	16 - 30	<i>13 - 25</i>
Sling	1 - 10	<i>1 - 8</i>	11 - 25	<i>9 - 15</i>	26 - 45	<i>16 - 30</i>
Shortbow mounted	1 - 12	<i>1 - 8</i>	13 - 30	<i>9 - 15</i>	31 - 55	<i>16 - 35</i>
Shortbow on foot	1 - 15	1 - 10	16 - 40	11 - 25	41 - 70	26 - 50
Crossbow	1 - 25	1 - 15	26 - 55	16 - 30	56 - 90	31 - 75
Longbow	1 - 30	1 - 12	31 - 60	13 - 30	61 - 120	31 - 90
Ballista	1 - 50	<i>1 - 30</i>	51 - 100	<i>31 - 60</i>	101 - 175	<i>61 - 105</i>

Note on revised ranges:

Official revisions from later boxed games are in **bold**. Additional revisions proposed in ‘Claymore’ magazine and by the translator are in *italics*.

Although “Vikings” was only concerned with shortbows, “Dragon Noir” dealt with crossbows and longbows as well. Supplements proposed in the French magazine “Claymore” suggested revised ranges for javelins and mounted shortbows, and those are included here along with revisions suggested by the translator for slings and ballistas. No changes are proposed for daggers.

Note on ballistas:

The ballista has been added because it is included in the missile-fire results table for “Croisades”. The ranges given in “Siege” for shortbow, crossbow and longbow were reduced by between about 20% and 30% overall in “Croisades”. Arguably there should have been a similar reduction in ballista ranges, but in fact no range was given for ballistas in “Croisades”. The original ranges given here are thus those for “Siege”, but the revised ranges for ballistas have been reduced more than the revised ranges for other weapons so as to keep closer to the earlier proportionality.

Game aid card No. 1, Section 6: Combat

Combat Results Table: Combat against mounted characters

Combat result ‘D’ is changed from

- ‘Horse killed, rider stunned and dismounted’ to
- ‘Horse unharmed, rider stunned and dismounted’.

Version 1.0 completed March 2001; Version 1.1 (9/01): spell-checked, and minor amendments made to rules 1.8 (riderless horses) and 2.69a (ladders) so as to refer to rule changes from later games; Version 1.2: Layout corrected and translator’s additions in italics, amended A-2 (counter corrections) and B-3.58.