

CROISADES TACTICAL SCENARIOS

Version 1.2: 11/02

Rulebook by Duccio Vitale 1987; this translation by Bob Gingell, April 2000. Section 4 of the rulebook for “Croisades” contains three groups of scenarios corresponding to the three sections of the rules: tactical scenarios for The Tactical Game, strategic scenarios for The Strategic Game and role-playing scenarios for The Role-Playing Game. A summary of the main changes introduced in “Croisades”, and of subsequent modifications in “Vikings” and “Dragon Noir”, is also included.

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1. SUMMARY OF TACTICAL RULES FOR “CROISADES”

The rules for the “Cry Havoc” series have evolved over time. In France the boxed game “Croisades” (1987), the two boxed Siege Extension Sets (1987) and the three later boxed games “Vikings” (1990), and “Dragon Noir” Volume 1 (1990) and Volume 2 (1993), have a number of rule amendments and additions. Most rules introduced in “Croisades” will also apply to the later games. Full details of these rules can be found in the translations for the games themselves.

This French version of “Outremer” has an enormous rulebook (128 pages) with rules and scenarios for the usual tactical game enhanced by rules and scenarios for strategic games and rules for a roleplaying game. It includes new rules on armour, defensive missile-fire, firing over other characters, ammunition limitations, leading horses, unhorsed riders, carrying stunned characters, infiltration of enemy lines, cavalry charges, command and morale, and clarification of terrain on the two maps with the game. “Outremer” and “Croisades” introduce new missile-fire character types, and methods for calculating points values for characters. “Croisades” also introduces new missile and combat results tables that became the standard for the rules in most ‘home-made’ supplementary scenarios, and amended some of the rules of “Siege”. The rules for missile weapons were simplified, and ranges shortened, in the later games “Vikings” and “Dragon Noir”.

A full translation of the tactical rules for “Croisades” is available separately as ‘Croisades Rules’.

1.1 THE RULES AND GAME AID TABLES

Summary of the rules as changed in “Croisades” from the earlier games

This summary is largely identical to that in Section 2.1 of my ‘Cry Havoc Supplement’.

Armour: These rules adapt characters from “Cry Havoc” and “Siege” to the new rules on armour. The consequence of armour is to add 1 to the die roll when shot at in missile-fire or struck at in combat. Unlike the conversion rules in “Outremer”, which are based on Attack Strength, “Croisades” identifies classes of character whose members will all be treated as being in armour.

Defensive fire: Instead of each player having two missile-fire phases in their own player turn, one before and one after movement, the player’s second missile-fire phase is shifted to the movement phase of the enemy player-turn. Enemy movement stops while all defensive fire on a hex is resolved. Under a rule dropped in later games, no more fire is allowed on that target until he has moved 1 (wounded foot), 2 (unwounded foot), 3 (rider) or 4 (rider charging) hexes.

Missile-fire over other characters: The “Croisades” rule differs from that in “Outremer” in 3 ways:

- (1) Archers and javelinmen can shoot over **any number** of characters at targets in light or no cover at medium or long range (“Outremer” limits this to 4; the change appeared first in “Samourai”).
- (2) Horse archers at short range can shoot over adjacent friendly foot characters; foot archers and other missile-men at short range cannot shoot over any characters.
- (3) Crossbowmen, archers and javelinmen can shoot through a row of friendly soldiers if standing just behind them; the row must consist of at least 3 identically armed soldiers of the same nationality. The line of fire extends forward in a straight line from the dividing line between two occupied hexes; it excludes the first 3 hexes, then alternates between 1 and 2 hexes in width.

Ammunition limitations: Javelinmen have a maximum of 4 javelins, and Assassins a maximum of 6 daggers that can be thrown. Archers have a maximum of 20 arrows. [The rule from “Cry Havoc” is that archers have 3D10 arrows.] These weapons can be passed from one character to another, or taken from a dead character (up to the carrying maximum), if they are adjacent at the end of the movement phase, so long as neither is adjacent to an enemy. Slingers have unlimited ammunition.

Leading horses by the bridle: Horses without a rider do not move, unless led by the bridle. A foot character, even a wounded one, merely has to pass adjacent to the horse to seize the bridle [Note that the English games require passing the head of the horse, which seems a better rule]. Up to 3 horses can be led, following after the character. The earlier games do not allow mounted characters to lead horses. This rule allows a mounted character to attempt to seize the bridle while passing, but the attempt is not automatically successful (and only 1 horse can be led):

- 1-6 on the die and the attempt succeeds, the horse following the rider parallel and adjacent to the rear hex of the rider; the rider will lose control of the bridle if engaged in combat.
- 7-10 on the die and the attempt fails, even if the rider ends his move adjacent to the horse.

This rule is also found in “Vikings” and “Dragon Noir”, but with no die roll so riders will always be successful in seizing the bridle. Horses without riders can be led through tree and water hexes, although riders cannot enter such terrain.

Displacement of friendly characters by unhorsed riders: When a rider is dismounted by missile-fire or combat, the stunned, wounded or dead counter will displace a friendly character by one hex to make room if all the hexes adjacent to the horse are occupied by other characters. The dismounted rider will die automatically if all the surrounding characters are enemies. The horse stays where it is whether living or dead.

Carrying stunned characters: A character 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). At the end of his movement he drops the stunned character onto one of the hexes beside his own. This action is impossible if an enemy is adjacent in a position to attack. [This cannot apply to water, and should not apply to the supplementary rules relating to difficult terrain such as marsh or the tops of trees. Proposed that it should also not allow weak characters on their own to carry very heavy ones: current attack strength of the carrier should be greater than the unwounded defence strength of the character being carried.]

Infiltration of enemy lines: This rule was called “Challenges” when a rule with similar objectives was introduced as an option in “Viking Raiders”. The rule requires a die-roll when any character continues moving and does not stop after entering a hex adjacent to an enemy. If the character passes through more than one hex, further die-rolls may be required. In “Croisades” a roll on 1D6 of 5-6 for foot and 6 for mounted results in a wound. Wounded mover adds +1 and wounded challenger subtracts -1. In “Vikings” the rule is clarified as only applying once to a mounted character and not applying from ship to ship or through a window. The die-roll is changed to 1D10 with 8-9 wounded and 10 killed; modifiers are -1 for mounted or armoured, -2 for both, +2 if wounded, and the reverse for the challenger (+1 mounted or armoured, -2 if wounded). “Dragon Noir” gives extra bonuses in sneaking and interception to wardogs and Krobs.

Cavalry charges and countercharges: The rules in both “Croisades” and “Outremer” provide for charges against characters in line of sight in the rider’s frontal arc, with the final 4 hexes required to be in a straight line. “Croisades” adds the following rules for charges:

- The charge must cover at least 6 hexes with no sharp turns;
- Declaration of charges takes place before any movement.

A countercharge can be declared in response to a charge, so long as the countercharger can see the charger in his frontal arc and can move at least 2 hexes in a straight line towards the charger.

“Croisades” adds the following rules for countercharges:

- Any rider may countercharge (not just the target), so long as the countercharger is able to see the charger at the beginning of the charge;
- The countercharge must cover no more than half the distance of the charge;
- The final moves must place the countercharger in the last two hexes of the final 4-hex straight line of the charge while the charger finishes in the first two of those 4 hexes;
- No defensive fire is allowed against a charger if a countercharge is declared.

“Croisades” has no rules like those in “Outremer” on evading charges. A charger multiplies his Attack Strength by 1.5 (rounding fractions down) and a countercharger multiplies his defence strength by 1.5 [This clarifies the “Outremer” rule which confusingly refers to Attack strength in both cases]. “Croisades” adds the following rules: Combat between charger and countercharger is resolved separately from other combats (i.e. foot soldiers cannot join in a combined attack or defence); if the countercharger has a higher attack strength to that of the charger, the roles are reversed and the countercharger becomes the attacker. See Section 4.4 for rules from Claymore #8.

Command and Morale: These rules are specific to “Croisades” and apply to regular troops of this period. 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. 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” translation has full information, but see also the extensions for Byzantine and Mongol armies. “Outremer” has more limited rules on morale, panic and rout.

Terrain clarifications: The two maps for “Croisades” / “Outremer” are not clear as to which hexes are tree hexes. The following hexes are tree hexes:

- 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.

Characters in trench hexes (on The Camp map from “Siege”) are in light cover if fired on by another character in the same trench and with no bend in the trench between them. [Lutz Pietschker proposes a cost of +1 MP to enter a trench from a hex not an adjacent part of the trench system.]

New character types: “Croisades” identifies only the Sudanese spearmen as being javelinmen, whereas in “Outremer” (and in the Spanish Reconquista army list from Claymore #9) all Moslem spearmen may throw javelins. The rules on javelins, slings, daggers and horse bows are similar in the two versions but have some variations in ranges. Qutb Ad-Din is renamed Saladin, and attack strength errors are corrected: the Syrian Moonga to 16 and the chaplain Ernest to 4.

Missile and combat results tables: The longbow and crossbow have changed places compared to the earlier games (an approach also adopted in the “Dark Blades Expansion Set”), so that a crossbow is more likely to hit; daggers are also differently placed to “Outremer”.

The rules for “Siege” are amended so that javelins, slings and throwing daggers cannot be fired through arrowslits. One or two levels of elevation will add +1 or +2 to the die roll for daggers, which cannot be thrown at a difference of 3 or more levels. Add +1 to the die roll for javelins if the target is 2 or more levels different from the thrower. The healing table from “Siege” is revised, and rules are introduced to allow ballistas to be moved up to 2 hexes per turn by 4 people.

The Game Aid Card

ORGANISATION OF THE GAME TURN

Player A’s Turn

- 1) **OFFENSIVE FIRE:** All characters on Side A that are carrying a missile-weapon can shoot, with the exception of those that are in contact with an enemy character.
- 2) **ANNOUNCEMENT OF CAVALRY CHARGES AND COUNTER-CHARGES:** Player A announces one after the other the charges that he intends to make with his cavalymen. Player B has, in this situation, the right to announce counter-charges (see Rule 1.56 on cavalry charges and counter-charges).
- 3) **MOVEMENT AND DEFENSIVE FIRE:** All characters on Side A that have not shot in Phase 1 can move normally. Others must observe the appropriate conditions on firing their particular weapon (see Rule 1.31 on Fire and Movement).
During movement of Side A’s characters, Player B can carry out defensive fire with characters that are not in contact with an enemy. These characters must observe the relevant restrictions applicable to defensive fire (see Rule 1.31 on Fire and Movement and Rule 1.33 on Defensive Fire).
- 4) **COMBAT:** All characters on Side A in contact with enemy characters can attack, with the exception of those that shot in Phase 1.
- 5) **STUNNED CHARACTERS:** All characters from Side A and Side B that were stunned during the previous game-turn recover and are stood up (their counters are turned over).

Player B's turn

Player B's turn takes place in exactly the same manner as that of Player A, but this time it is Side B that has the initiative and which plays instead of Side A. Player A can respond with counter-charges and defensive fire during Phases 2 and 3. When Phase 5 has been completed, a new game-turn starts and Player A starts again with Phase 1.

TERRAIN EFFECTS

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	-

SHOOTING

Combined table: modifications due to missile range, and frequency of fire and movement

Range	Short	Medium	Long	Frequency of fire	Limits on movement (3)
Modification (1)	0	+1	+2		
Throwing dagger	1-2	3-4	5-7	Offensive + defensive	No limit
Sling	1-10	11-25	26-45	Offensive only Offensive + defensive	½ movement (2) Movement impossible
Javelin	1-7	8-15	16-30	Offensive only	No limit
Mounted Shortbow	1-12	13-30	31-55		
Foot Shortbow	1-15	16-40	41-70	Offensive + defensive	½ movement (2)
Crossbow	1-25	26-55	56-90	Offensive OR defensive	Movement impossible
Longbow	1-30	31-60	61-120	Offensive only Offensive + defensive	½ movement (2) Movement impossible
Most important optional extra weapons added from Claymore magazine (issues 6 and 7)					
Mounted Javelin	1-4	5-10	11-15	Offensive only	No limit
Mongol bow (mtd)	1-27	28-50	51-105	Offensive + defensive	No limit
Mongol bow (foot)	1-30	31-55	56-110	Offensive only Offensive + defensive	½ movement (2) Movement impossible

NOTES

- (1) Shooter wounded: +1 to die roll.
- (2) Round down fractions to the lower number.
- (3) Movement limitations only apply to the game-turn preceding defensive fire. A character who decides not to shoot during his own player-turn and that of his opponent can still move normally.

Shooting against mounted characters / 1D10

If the target character is armoured, the shooter adds +1 to the die.

Die roll depending on weapon used				Result depending on cover		
Ballista	Crossbow Dagger	Longbow Sling	Short bow Javelin	None	Light	Medium
1				F	F	F
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 reduced by 4 hexes.
- B:** Horse unharmed, rider stunned and dismounted.
- C:** Offensive fire: horse unharmed, rider wounded; Defensive fire: same + A. *Horse alone: killed.*
- D:** Offensive fire: horse killed, rider wounded and dismounted. Defensive fire: the same, + heavy cavalry can advance 1 hex on foot, light cavalry 2. *Horse alone: killed.*
- E:** Horse unharmed, rider killed and dismounted. *Horse alone: killed.*
- F:** Horse killed, rider killed and dismounted. *Horse alone: killed.*

Shooting against characters on foot / 1D10

If the target character is armoured, the shooter adds +1 to the die.

Die roll depending on weapon used				Result depending on cover			
Ballista	Crossbow Dagger	Longbow Sling	Short bow 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 applicable to both missile fire results tables

Retreats: The target character must retreat immediately. He can retreat across hexes containing friendly characters. He can also displace friendly characters so as to finish the retreat at the required distance from his starting-point. But, if the retreating character or one of the displaced characters is forced to pass through or stop on a hex adjacent to an enemy, that character must test to see if he suffers injury under the 'Infiltration of Enemy Lines Table'.

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

Important note: A stunned or wounded character is dead if he is wounded or stunned a second time. A stunned character that is obliged to retreat is also dead.

INFILTRATION OF ENEMY LINES (Challenges)

When a character crosses, during his move, a hex adjacent to an enemy that is able to attack that hex, the player concerned rolls a six-sided die (1D6).

Die roll	Effect
1-4	The character crosses the hex without injury
5-6	The character is wounded while crossing the hex (but only on 6 for cavalry: see below)

Notes

A character on horseback that tries to infiltrate is only wounded if a 6 is rolled on the die.

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

COMBAT

Effects of terrain on combat

- = disadvantageous terrain; 0 = neutral terrain + = advantageous terrain

Attacker in	Defender in	Effect on the column of possible results (1-1, 2-1, 3-1, etc.)
-	+	Shift two columns to the left
-	0	Shift one column to the left
0	+	Shift one column to the left
0	-	Shift one column to the right
+	0	Shift one column to the right
+	-	Shift two columns to the right

If the characters are both on equivalent terrain, the column is not shifted and the odds remain the same.

Combat results against mounted characters / 1D10

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

Die Roll	Odds (1)											
	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 (2).
- C : Defender retreats one hex (2).
- D : Horse killed (3), rider stunned and dismounted.
- 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.*

Combat results against foot characters / 1D10

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

Die Roll	Odds (1)											
	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 (2).
- C : Defender retreats one hex (2).
- D : Defender stunned.
- E : Defender wounded.
- F : Defender killed.

Notes applicable to both Combat Results Tables

- (1) Die roll results: add +1 to the die roll if the defender is in armour (10+1=10).
- (2) Retreats apply to all the defenders or attackers involved. A character may retreat across hexes containing friendly characters. It is also possible to displace friendly characters so as to finish the retreat at the required distance from its starting point. But if the retreating character, or a displaced character, is forced to pass through or stop on a hex adjacent to an enemy, he must submit to the consequences of the Infiltration of Enemy Lines (Challenges) Table. It is impossible to retreat across an enemy-occupied hex. A character that cannot retreat the full distance required is automatically wounded.
- (3) In the combat against mounted results tables for “Vikings” and “Dragon Noir” the horse is unharmed.
- (4) A stunned or wounded character is considered dead if he is wounded or stunned afresh. A stunned character that is required to retreat is also considered dead.

1.2 NOTES ON CHANGES INTRODUCED IN “VIKINGS” AND “DRAGON NOIR”

Mounting and dismounting horses: The earlier games in the series, and “Viking Raiders”, allow mounting and dismounting at a cost of 1 full turn without shooting, moving or combat, to or from one of the two hexes either side of the middle of the horse. A wounded character takes 2 turns. The new rule allows speedier mounting and dismounting, and permits movement before and afterwards. 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).

Slopes: Slope movement costs are doubled for horses. This rule should be used for all the games.

Marshy scrub: Some scrub, including that on ‘The Waterhole’ map in “Croisades”, is depicted as grassy tussocks instead of small bushes. All such scrub is near water. In “Dragon Noir” this type of scrub doubles the movement cost for horses, and it is suggested that this rule should apply to all games where this terrain design appears. So, just like slopes, ‘marshy’ scrub would cost 2 for foot and 4 for mounted.

Buildings: The maps in the boxed game “Croisades” have no buildings, but the newer rules from “Vikings” and “Dragon Noir” should be used in preference to those from “Cry Havoc” and “Siege”. The rules are now clear that windows cost +3 to cross, and are (-) for the attacker and (+) for the defender when combat is through a window in either direction. Characters in a building shot at through a window, including those inside the building shot at from just outside the window, gain medium cover. Doorways (except stable doorways) cannot be entered by horses and are (+) in defence from either direction.

Riders jumping over water and crevasses: Movement cost is 1 MP but 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 and 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.]

Missile weapons: The ranges are reduced quite substantially for short bow, crossbow and longbow, and the frequency of fire rules are simplified to do away with limitations of only being able to move half the movement allowance if shooting. This approach was first adopted for the short bows in “Vikings”, and extended to crossbows and longbows in “Dragon Noir”. If these rules were applied to all the other missile weapons from “Croisades” and the supplements based on it, the effect would be to change all limits of “½ movement” to “No limit” as per the lists below:

Offensive only fire: Slings, Longbow, Mongol bow (foot), Samurai bow (foot).

Offensive and defensive fire: Short bow (mounted or foot), Javelin (foot).

Ranges for other longer-range missile-weapons should be reduced proportionately if the revised ranges for these weapons are used (see table below).

Modified missile ranges and frequency of fire (from later games):

These ranges from “Vikings” and “Dragon Noir” represent the final form of re-thinking of missile rules in the French versions of the “Cry Havoc” series. Players may choose to mix “Croisades” frequency of fire rules with ranges from this table, or vice versa. Shorter ranges reduce over-effectiveness of missiles.

Range	Short	Med	Long	Frequency of fire	Limits on movement
Modification	0	+1	+2		
Throwing dagger	1-2	3-4	5-7	Offensive + defensive	No limit
Mounted Javelin (2)	1-4	5-10	11-15	Offensive only	No limit
<i>Foot Javelin</i> (1) (2)	1-5	6-12	13-25	Offensive only	No limit
<i>Mounted Shortbow</i>	1-8	9-15	16-35	Offensive + defensive	<i>No limit</i>
Foot Shortbow (1)	1-10	11-25	26-50	Offensive only Offensive + defensive	No limit No limit
<i>Sling</i> (1)	1-8	9-15	16-30	Offensive only Offensive + defensive	<i>No limit</i> Movement impossible
<i>Samurai bow (mtd)</i>	1-10	11-20	21-60	Offensive only	No limit
<i>Mongol bow (mtd)</i> (3)	1-12	13-28	29-80	Offensive + defensive	No limit
<i>Mongol bow (foot)</i> (3)	1-12	13-30	31-85	Offensive only Offensive + defensive	<i>No limit</i> Movement impossible
Longbow <i>Samurai bow (foot)</i>	1-12	13-30	31-90	Offensive only Offensive + defensive	No limit Movement impossible
Crossbow	1-15	16-30	31-75	Offensive OR defensive	Movement impossible
<i>Ballista</i>	1-30	31-60	61-105	Offensive only, every 3 turns (2 turns loading)	Movement impossible

NOTES

- (1) Missile weapons and effects are in **bold** type if the rules have appeared in an official form (in “Vikings” or “Dragon Noir”). *Italics* represent changes: the proposed range changes above maintain relative positions in relation to the ranges of close-range missiles (whose ranges are unchanged) and to the ranges of weapons altered by “Vikings” and “Dragon Noir”.
- (2) The modified foot javelin ranges were proposed in Claymore #6. The rules for mounted javelins (also from Claymore #6) seem to have been proposed as applicable to both “Croisades” and “Vikings”, using the same ranges in both games. As there are no changes in range for that weapon, no changes are proposed either to any other weapon ranges that are shorter than those applying to mounted javelins.
- (3) Mongol bows are from the ‘Mongol Army Extension’ supplement in Claymore #7. Horse archers armed with a Mongol bow use the same frequency of fire rules as shortbows, while the same characters on foot use the longbow rules. The Samurai bow (from “Samurai” / “Samurai Blades”) is included for comparison: it is just like a longbow on foot, but is a much clumsier weapon than the Mongol bow when used mounted.

2. INTRODUCTION TO THE TACTICAL SCENARIOS FOR “CROISADES”

Some tactical scenarios require the use of specific characters, as in scenarios for “Cry Havoc”, “Siege” and “Samourai”. Other scenarios give each side a set number of points, which allow the players to choose the set-up of their own army. To do this, players use the Purchase Cost Table below. This table is also provided on two of the three Game Aid Cards.

Players who know well the characters from “Cry Havoc”, “Siege” and “Samourai”, will note that the movement points in “Croisades” are different. They have been modified to make the game more flexible and the movement of horsemen more interesting. So as to be able to use all the characters together, we present below a quick guide to adjusting the characters from other games up to the standards of “Croisades”. We also indicate which characters are armoured and whose defence strength should be in a circle. A red pen with a fine point will deal with the matter perfectly.

Adaptation of counters from other games for “Croisades”

CRY HAVOC: The following characters are in armour: Knights, Sergeants, Halbardiers, Crossbowmen shown wearing armour.

The knights have a Movement Allowance of 12 on horseback and 4 on foot. The other armoured characters have a Movement Allowance of 6 on foot. Unarmoured characters and mules have an allowance of 8.

SIEGE: The following characters are in armour: Knights, Sergeants, Halbardiers, Billmen. The alterations to Movement Allowances are the same as for “Cry Havoc”.

SAMOURAI: The characters from this game are used here as Mongol warriors. The Buddhist monks, Ninjas and peasants are not put on one side. None of the characters possess armour. All the horsemen have a Movement Allowance of 16 points, and men on foot an allowance of 8. Archers on horseback and on foot carry shortbows.

[Note that alternative and improved amendments for the Mongol army are provided in ‘The Mongol Army Extension’ translation from Claymore magazine issue #7. Some key points on characters from that extension are noted below:

- Muslim light cavalry and turcoples from “Croisades” are used to represent the very numerous Mongol light horse archers. All are treated as carrying compound bows (equivalent to longbows and capable of being fired from horseback at full dismounted range less only 10%).
- Mounted Samurai are used to represent the elite armoured Mongol heavy cavalry.
- Chinese engineers can fire ballistas and are represented by the unarmoured monks.
- Ashigaru bowmen (with shortbows) and yaris represent Chinese auxiliary infantry.
- Unarmoured cavalry has 15 Movement Points, and armoured cavalry 12.]

PURCHASE COSTS

Basic cost for a character

ATT and DEF are abbreviations for Attack Strength and Defence Strength. It is not possible to select a knight on foot except for officers in a stationary garrison.

Calculation	Character type(s)
4 x ATT + 2 x DEF	Engineer
3 x ATT + 2 x DEF	Armoured Crossbow, [Armoured Mongol horse archer (1)]
3 x ATT + 1 x DEF	Unarmoured Crossbow, Longbow, Sling, [Mongol horse archer (1)]
2 x ATT + 2 x DEF	Armoured Shortbow, Horse archer, Assassin
2 x ATT + 1 x DEF	Unarmoured Shortbow, Mongol horse archer (1), [Mounted javelin]
2 x ATT (2)	Foot with javelin
1 x ATT + 2 x DEF	Heavy cavalry (armoured)
1 x ATT + 1 x DEF	Light cavalry (unarmoured), Armoured foot
1 x ATT + ½ x DEF (3)	Unarmoured foot
1 x ATT (2)	Clergy, Peasant, Civilian

NOTES:

- (1) The Mongol Army extension uses more powerful bows, so horse archers under those rules would be 3x ATT instead of 2x ATT, while bow-armed heavy cavalry would be 2x DEF.
- (2) Since characters with particularly high defence strengths are undervalued by this method of calculation, it is suggested that +1 purchase point be added if DEF is higher than ATT.
- (3) Round down the calculation of ½ x DEF if necessary.

Animals, equipment and supply

Number of points	Item
12 points	Fully-equipped cavalry mount, Cart
8 points	Draft horse
6 points	Mule, Ox
3 points	Coat of mail (armour), Harness for heavy cavalry (excluding armour)
1 point	5 supply rations

Siege engines

Number of points	Item
35 points	Siege tower
30 points	Battering ram, Ballista, Trebuchet
12 points	Mangonel
2 points	Scaling ladder, Screen
1 point	Fascine (for filling moat)

Ships and castles

Number of points	Item
500 points	Baronial (large) castle
300 points	Border (small) castle
150 points	Combat ship
100 points	Transport ship

3. TACTICAL SCENARIOS

The scenarios are presented in an increasing order of complexity. The first two scenarios are designed to be played with just the material from “Croisades”. Scenarios 3 to 6 require extra maps and for the two final scenarios you will also need to use characters from “Cry Havoc”.

All the scenarios involve two sides. They are consequently designed for two players or two groups of allied players.

Entry of characters onto the map: Characters which enter the map during a scenario start by spending movement points for the first hex entered. They move normally, taking account of the limitations due to the nature of the terrain crossed. The half-hexes on the edge of the game board are usable. They are counted as if they were complete hexes.

Exit of characters from the map: Any character who exits the map voluntarily cannot re-enter until the end of the game. A character forced to retreat following missile-fire or combat, and who is forced to exit the map as a consequence of the retreat, will instead stay put and receive a wound. If he is already wounded, he is treated as dead.

3.1 SCENARIO 1: THE TEMPLARS' CHARGE

Map layout: 1 Water Hole 3 | 3 Olive Grove 1. ^ North

Background: The Battle of Hattin, 1187. The Crusader army is being cut to pieces under a boiling sun. A group of Templar knights tried desperately to flee the battlefield by a flanking manoeuvre. Between success and death: a reserve unit of Saracen infantry.

The sides

The Templars – The 8 Templar knights.

The Saracens – The 10 Fatimid spearmen, the 6 Sudanese javelinmen, the 6 Syrian spearmen, the 3 slingers, the 4 Seljuk infantrymen.

Starting positions and beginning the action: The Saracen player places his men anywhere on the game board, but at least 6 hexes from the Southern map-edge (side 4 of the Water Hole and side 2 of the Olive Grove). The Templar player starts the game by entering all the knights through the Southern edge. It is possible for them to charge on the first turn.

Victory conditions: The Templar player must try to exit the largest number of knights through the Northern edge of the game board, even if they are wounded. The Saracen player must try to stop them. If there are more knights that succeed in escaping than dead knights, it is a victory for the Templars. In the opposite situation, the Saracens are declared to be the victors. If 4 knights escape and 4 knights are dead, it is a draw.

(Note: Any knight escaping through any other side than the Northern map-edge is considered to be dead.)

3.2 SCENARIO 2: THE KNIGHTS OF ALLAH

Map layout: 3 Water Hole 1 | 1 Olive Grove 3 ^ North

Background: Battle of Jaffa, 1192. Saladin attempts to force the left wing of the Crusader army with his best cavalry. Richard the Lionheart rushes to assist the endangered flank with a company of archers.

The sides

The Saracens – Saladin, the 5 Royal Mamluks, the 6 Mamluk light cavalry, the 7 horse archers, the 6 Syrian heavy cavalry, the 4 Seljuk light cavalry (horse archers), the 2 Seljuk heavy cavalry.

The Crusaders – Murda; the 6 turcoples; Sergeants: Baldwin, Guy; Foot Sergeant: Llewellyn; Crossbowmen: Alric, Roger, Emlyn; Billmen: Shawn, Cliff; Halbardier: Fursa; Spearmen: Aki, Arnold, Stori, Hayden, Gareth, Bryn; Armed peasants: David, Geoffry, Gawain, Dylan, Jasper, Ivor, Morris, Will'm.

The Crusader reinforcements – Richard I, Sir Walter, Sgt Pugh, the 10 armoured archers.

Starting positions and beginning the action: The Crusaders are placed anywhere on the game board, with the exception of the reinforcement group. The Saracen player starts the game by entering his cavalry through the southern map-edge. In the Crusader player's first turn, the Crusader reinforcements enter the game board through the Northern edge.

Victory conditions: Each side counts the points value of enemy characters eliminated, according to the formula below:

- Each knight or Royal Mamluk killed: 6 points
- Each heavy cavalryman killed: 4 points
- Each light cavalryman killed: 3 points
- Each armoured soldier killed: 2 points
- Each unarmoured soldier killed: 1 point.

The side which achieves the highest number of points is the victor. If the difference is less than 15 points, it is a narrow victory. From 15 to 30 points of difference it is an overall victory. Over 30 points of difference is a stunning victory.

3.3 SCENARIO 3: THE KING'S STANDARD

Map layout: 1 Olive Grove 3 | D The Camp B | 3 Water Hole 1

Background: Acre, 1191. The siege of the town held by the Saracens has continued for nearly 2 years. But the arrival of the Kings of France and England, accompanied by strong contingents of Crusaders, rekindled the ardour of the besiegers. Saladin attempted to shatter their morale with lightning attacks against the Crusader camps. The French camp, situated a little apart, seemed to be a choice target.

The sides

The French Crusaders – Philip II, Sir Raymond, Sir Gerard, Sir Raoul, Sgt Guy; the 6 turcoples; 8 armoured archers; 8 armoured crossbowmen; Billmen: Shawn, Cliff; Halbardier: Fursa; Spearmen: Aki, Arnold, Stori, Hayden, Gareth, Bryn; Foot sergeants: Llewellyn, Pugh.

The Saracens – Saladin; the 11 horse archers (7, plus the 4 Seljuks); the 6 light Mamluks; the 10 Fatimid spearmen; the 6 Syrian spearmen; the 4 Seljuk infantrymen; the 6 Sudanese javelinmen; the 3 slingers; the 4 Sudanese archers; the 2 armoured crossbowmen.

Starting positions and beginning the action: All the Crusader characters are placed on The Camp map. The knights and the sergeant are on foot, but their horses are also placed on the map. The Saracen player then starts the game by entering his characters through sides 1 of the Water Hole and Olive Grove maps.

Special situation: When a missile-man in a trench sees an enemy in the same trench without a bend between them, the latter will only benefit from light cover. [This rule should be applied in “Siege”.]

Victory conditions: The Saracen player has 12 turns in which to invade the camp and possibly seize the standard of the King of France held by Sir Raymond (this can be done by moving a character through the hex where Sir Raymond is lying stunned or dead). The Crusader player must, on the other hand, succeed in holding the perimeter of the camp (the entrenchments).

At the end of the 12th game turn, the Saracen player is awarded:

- A psychological victory, if he succeeds in carrying off the standard but the French hold at least part of the perimeter of the camp.
- An important victory, if he succeeds in seizing all the trench hexes but the King’s standard still flies over the camp.
- A decisive victory, if he succeeds in seizing all the trench hexes **and** the standard.

The Crusader player, in the same way, is awarded:

- An important victory, if he still holds part of the camp perimeter and the King’s standard still flies.
- A decisive victory, if he still holds all the camp perimeter and the standard is not in enemy hands.

If one or other player succeeds, at any time during the game, in capturing or killing in hand-to-hand combat the opposing ruler, he is immediately declared to be the winner.

3.4 SCENARIO 4: AMBUSH UNDER THE OLIVE TREES

Map layout: > 7 Crossroads 5 | 1 Olive Grove 3 | 1 Water Hole 3 >

Background: Palestine, 1234. Returning from an embassy to the Sultan of Damascus, a group of knights and men of the church took the road to Jerusalem across the arid plateau of Galilee. An essential resting place: an oasis situated one day’s march from Tiberias. But a nasty surprise awaits our brave emissaries at the entrance to the olive grove...

The Sultan of Cairo, realising the danger from a possible alliance between Jerusalem and Damascus, thinks that the sudden and inexplicable disappearance of the Frankish ambassadors will throw cold water onto Frankish-Damascene relations.

The sides

The Frankish ambassadors – The Frankish player has 700 points to purchase his characters. The 4 Templar chaplains must be part of the group. All the other characters are armoured and can be chosen from the knights, sergeants, halbardiers, archers and crossbowmen. The player can select characters from “Cry Havoc”.

The squad of killers – The player has 800 points to make up the group from among the Saracen characters. He can secretly designate up to 5 Assassins from among the infantry characters. Their names must be written down. Their cost is based on the calculations for assassins.

Starting positions and beginning the action: No Saracen counter is placed on the game board at the start of the game, because the positioning of the squad of killers is made secretly. The characters in the squad must be on the Olive Grove or Water Hole maps. Also, the player setting the ambush must write down on the secret list the hex number on which each of his characters is to be found and on which map (see the rulebook for the system of numbering the hexes).

The Frankish player starts the game by entering all the characters of his group through side 7 of The Crossroads. The ambush player can use defensive fire if he so wishes.

Special rules

- a) A killer must be placed on the map as soon as he moves or enters the line of sight of one of the Frankish ambassadors. The line of sight is equivalent to a line of fire, except that one character cannot mask another. A killer in a tree hex remains hidden so long as he does not move, shoot or take part in combat, or until an enemy tries to enter that hex.
- b) The only map-edge through which the ambassadors can exit the game board is side 3 of The Water Hole. Exit through any other map-edge is impossible.

Victory conditions: To win the game, the ambush player must not leave any ambassador alive. If even one ambassador succeeds in escaping through side 3 of The Water Hole map, the Frankish player will win. The survivor will be able to tell the truth of the event to the King of Jerusalem, and the moves to a Frankish-Damascene alliance will be reinforced.

3.5 SCENARIO 5: DRINK OR DIE

Map layout: > 7 Crossroads 5 | 1 Water Hole 3 | 3 Olive Grove 1 <

Background: Gaza, 1244. A great battle is imminent on the edge of the desert. The two sides are trying to assert control of a key oasis. To do this, each army sends a strong contingent each with the same absolute order: to hold the oasis whatever it may cost.

The sides

The Crusaders – The Crusader player has 1000 points to purchase the characters for his army.

The Saracens – The Saracen player has 1000 points to purchase the characters for his army.

Starting positions and beginning the action: Each player rolls 1D10. The one rolling the higher number enters his characters onto the game board first. His opponent determines which side he enters from: either side 7 of The Crossroads map or side 1 of The Olive Grove map. The sides each enter through an opposite side.

Victory conditions: The side that succeeds in holding the Water Hole map for three successive turns is the victor. This is achieved by being the only player to have characters on the map in question, including the hexes on the edge of the map.

3.6 SCENARIO 6: THE BATTLE OF ARSOUF

Map layout:

	5	Sea	7
South >	8 Crossroads	6 6 Crossroads	8 < North
	7 / 3		5 / 12
	2 Water Hole	4 11 Forest	9

Background: 1191. After the capture of Saint-Jean d’Acre, the Crusader army led by Richard the Lionheart marched back up the coast towards the North in search of the enemy. Surprised at the hills of the Wood of Arsouf by Saladin’s forces, the army engaged in battle under difficult circumstances.

The sides

The Army of Richard the Lionheart – The Crusader player has 1500 points to purchase the characters for his army. Characters can, if desired, be selected from the game “Cry Havoc”.

The Army of Saladin – The Saracen player has 1300 points to purchase the characters for his army.

Starting positions and beginning the action: The Saracen player must secretly divide his forces into two parts. To do this he must separate the character counters into two distinct groups: Group A and Group B. Next, the Crusader player starts the game by entering his characters through side 8 of the Southern Crossroads map. In the Saracen player’s turn, he can enter Group A through side 8 of the Northern Crossroads map. He can place the characters of Group B anywhere on The Forest map, but they cannot move or shoot on this turn.

Special rule: Side 5 of the Southern Crossroads map and side 7 of the Northern Crossroads map border the sea. Any character that tries to escape across one of these map-edges is automatically eliminated. A character escaping through any other map-edge must roll on the Desertions Table under the “rout” column (see Game Aid 2). If the character deserts he will count among the losses for the side to which he belongs.

Victory conditions: Each side counts up victory points each time that it eliminates an opposing character. The formula used to count points from such losses is the same as that used in Scenario 2.

The relative intensity of the victory is determined by counting up the difference in victory points between the two sides:

- Less than 10 points difference: A draw.
- 10 – 25 points difference: A tactical victory.
- 26-50 points difference: An important victory.
- Over 50 points difference: A decisive victory.

Version 1.0 completed April 2000; version 1.1 March 2001 adds reference to the full translation of the tactical rules and reduces revised maximum range for slings to 30 (as in the “Dark Blades Expansion Set”); version 1.2 adds rules for marshy scrub and buildings to section 1.2.

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