THE RULES FOR ARSOUF

A crusader game for two players.

As dawn breaks on September 7, 1191, Saladin's Moslem army lies in wait to attack the crusader force of Richard Lionheart. The crusaders know they must fight their way through to the friendly town of Arsouf. Will they succeed, or will Saladin's lighter-armed but faster-moving men prevent them?

1 The pieces

PIECES	FIGHTING VALUE *F.V.*	MOVES *EACH TURN*
THE CRUSADER ARMY 1 SQUADRON OF KNIGHTS TEMPLARS 1 " " " HOSPITALLERS 3 SQUADRONS OF KNIGHTS	4 4 3	} UP TO 2 SPACES
6 TROOPS OF INFANTRY 4 BAGGAGE TRAINS	2 1	} UP TO 2 SPACES ON THE ROAD. 1 SPACE ELSEWHERE ON THE BOARD. UP TO 2 SPACES
RICHARD LIONHEART	2 AND ADDS 2 TO ANY PIECE HE IS ADJACENT TO	
THE MOSLEM ARMY 4 SQUADRONS OF MAMELUKES 6 TROOPS OF HORSE-ARCHERS 5 " " SKIRMISHERS	3 2 1	} UP TO 3 SPACES
SALADIN	2 AND ADDS 2 TO ANY PIECE HE IS ADJACENT TO	

2 Extras
A dice (or use the spinner provided)

3 Object of the game
One player controls the crusader army of Richard Lionheart, the other controls the Moslem army of Saladin.

The crusaders must get 2 baggage pieces and any 2 other pieces to Arsouf.

The Moslems must stop them.

4 How to start
Choose sides. The player controlling the crusader army places all his pieces in the camp marked at the top-right corner of the board.

The player controlling the Moslem army places all his pieces in the area marked at the bottom-left corner of the board.

The river in front of the crusader camp can only be crossed at the ford. Pieces can wade over the stream at any point.

No piece can enter the Marsh of Birket-Ramadan.

The crusader player takes the first turn.

5 Moving
Both players can move as many pieces as they wish each turn. Only one piece can be in a space at a time.

The maximum number of spaces each piece can move per turn is given in section 1.

6 Attacking
After a player has moved all the pieces he wishes to move, he can announce attacks. A piece can attack any enemy piece on an adjoining space. Players can attack with as many pieces as are in a position to do so, but each piece can only make **one** attack a turn.

The attacking player throws the dice, and adds the fighting value of his piece to the number thrown.

The defending player then throws the dice. He adds the fighting value of his piece to the number thrown, and also adds **half** the fighting value of any other of his pieces on spaces adjoining the attacking piece.

> Either player can add 2 to the fighting value of his piece if the leader (Richard Lionheart for the crusaders, Saladin for the Moslems) is on an adjoining space.

The piece with the higher total wins. The losing piece is 'wounded' and is laid on its side. If the two totals are the same, both pieces remain as they are.

A wounded piece cannot attack, but can defend itself if attacked – its fighting value remains the same.

If attacked and defeated a second time, it is 'killed'. The piece is removed from the board.

Wounded pieces can move 1 space per turn. They 'recover' if there are no enemy pieces within 3 spaces. They are placed upright again, and can move and attack normally.
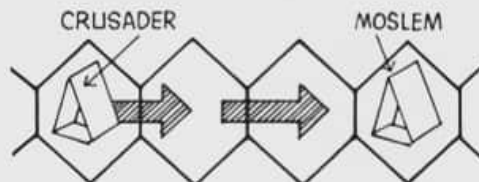
HOW TO ADD UP ATTACK AND DEFENCE SCORES

EXAMPLE
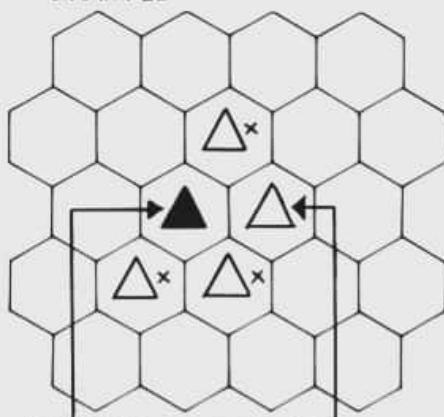
ATTACKER THROWS DICE AND ADDS HIS OWN *F.V.* TO THE SCORE

DEFENDER THROWS DICE AND ADDS HIS *F.V.* PLUS HALF THE *F.V.* OF HIS MEN NEXT TO THE ATTACKER (X,X) BUT *NOT* IF THEY ARE WOUNDED.

7 Charging
Crusader knights who attack Moslem pieces after 'charging' 2 spaces directly at them add 1 to their fighting value.


CRUSADER   MOSLEM

THE CHARGE MUST BE IN A STRAIGHT LINE.

8 Tips on tactics
● The crusaders must protect their weak baggage pieces. In the real battle, Richard kept the baggage train near the sea, protected by a shield of infantry and knights.
● In real life, Saladin did his best to encircle the crusaders, attacking all along the line and in the rear. Try doing the same.
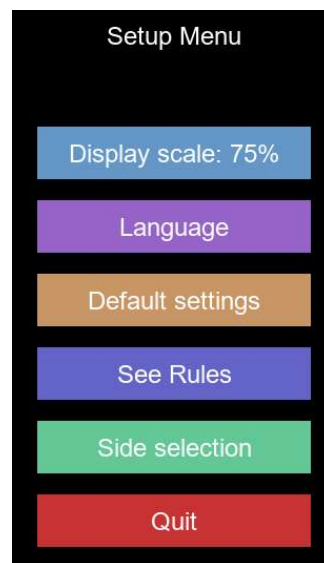● Put Saladin and Richard next to their strongest men.

Game Manual

The Battle of Arsouf
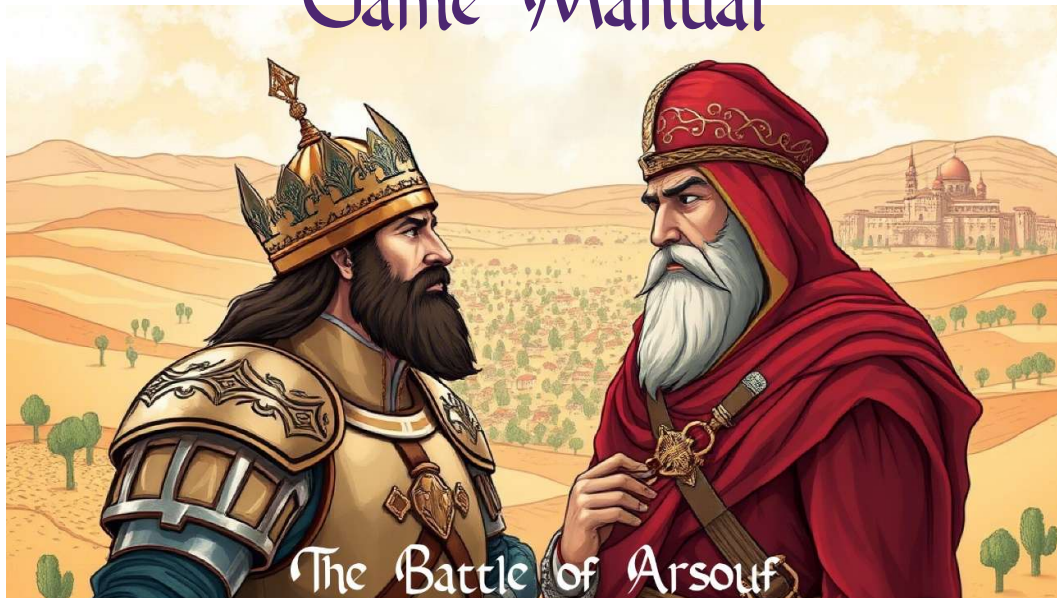
1 MAIN MENU

- **Display scale:** Change resolution, 40%, 50%, 60% or 75% of board size (2340x1740px)
- **Language:** Switch between EN and ES.
- **Default settings:** Restores the default values.
- **See Rules**: Displays the rules of the game and this manual.
- **Side selection:** See section 2 below.
- **Quit**: Quit the game.

2   SIDE SELECTION

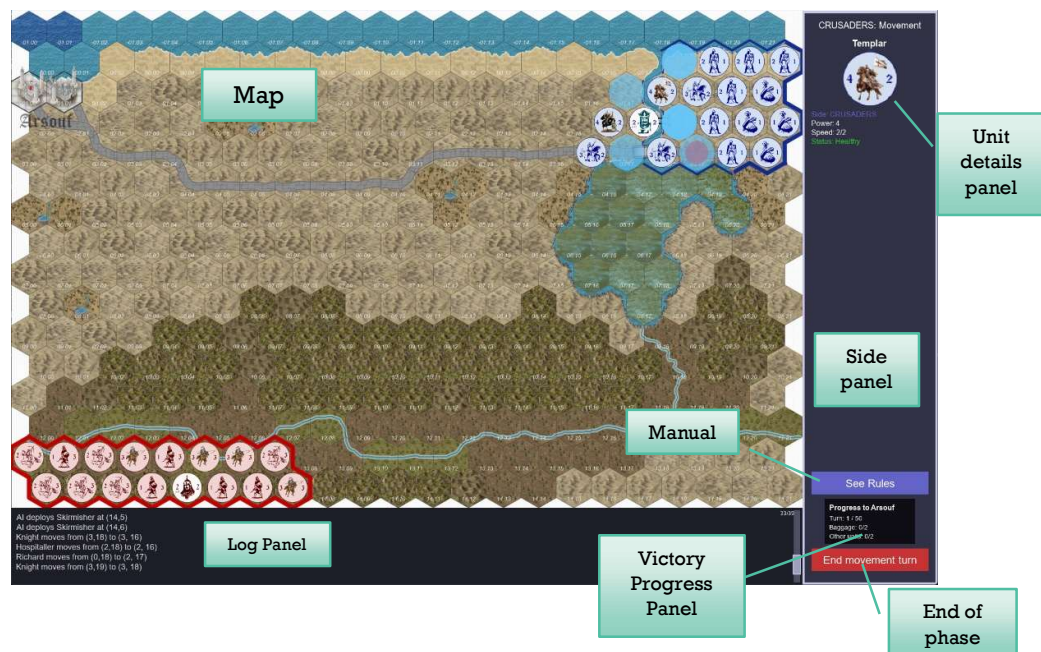- Choose between controlling Saladin or Richard Lionheart.

3   DEPLOYMENT

- The unit to be deployed is displayed in the log panel.
- Click on the desired hexagon to deploy the unit.

4   MAIN SCREEN (INTERFACE AND CONTROLS)

- **Map**: Visualize the battlefield, allied and enemy positions.
- **Unit Details Panel**: Show information about your selected troops.
- **Side panel**: Displays relevant information about the state of the game.
- **Log Panel**: Game events are logged here.
- **Victory progress panel:** Shows the current game progress.
- **'View Rules' button:** Show this manual.
- **End of phase button:** Ends the current phase (see phases below).

CONTROLS:

- **Mouse wheel**: Scroll vertically across the map.
- **CTRL + Mouse Wheel**: Scroll horizontally across the map.
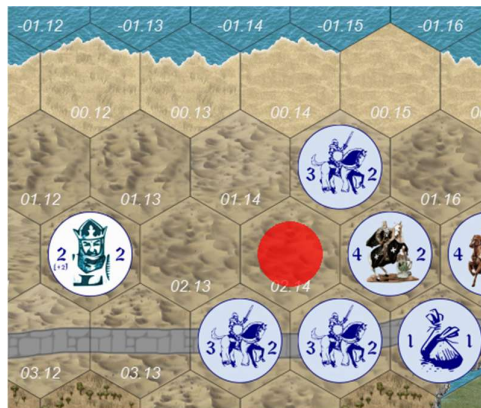- **ESC**: Quits the game.

5 MOVEMENT PHASE

- Select a unit. Its details will appear in the side panel, and its possible movements will appear marked with **cyan circles**.

- Left click on the selected destination to move the unit.
- A **red circle** will mark the original position of the moved unit.

- Right **click** the **red circle** to cancel the movement and return the unit to its original position.
- If a knight "charges" into an enemy, it will be logged in the log panel.

6 COMBAT PHASE

- Select the attacking unit. Its details will appear in the side panel, and its possible targets will be marked with a **red circle**.

- You can cancel attacker selection by **right-clicking**.
- Or you can attack an enemy at range by **left-clicking** on it.
- If a unit is injured during combat, it is marked with a **red cross,** and will appear as "injured" on the side panel when selected.

- The cross will disappear if the unit is later recovered (see game rules).

7 COMPUTER TURN

- When you finish your turn, the computer executes its movements and attacks.
- The actions of the computer are automatic and visible on screen, and are logged in the bottom panel.

8 VICTORY CONDITIONS

- In addition to the rules, the Crusader army is defeated if it fails to reach Arsouf with the necessary units within the turn limit.

Progress to Arsouf
Turn: 1 / 50
Baggage: 0/2
Other units: 0/2

Enjoy it!