

Onward Christian Soldiers

The Crusades and The Kingdom of Jerusalem



Rules for The First Crusade; 1097-1099

a Richard H. Berg Game Design

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(1.0) INTRODUCTION

Onward Christian Soldiers is a game covering the first three Crusades to “The Holy Land”. This rules book covers the First Crusade, which sought to restore Jerusalem to Christian control. This version of the game operates on a wide level of player possibilities, from solitaire (the system greatly aids such play) to a big 7-player First Crusade game.

(1.1) The Two Versions of Onward

There are two “versions” of *Onward*: The First Crusade and the Second/Third Crusades. Several rules in the First Crusade version are essentially identical with those in the Second/Third Crusade version, with only small differences, but for the sake of player convenience, we have decided to present the game in two completely separate rulebooks. Even so, in some cases the rules show either [1C] or [2C/3C]. The former refers to a rule that applies only to the First Crusade version, the latter to the Second/Third Crusade version. These notifications help players quickly grasp the differences between the two versions.

That said, there really aren’t that many differences between the two, and players will be able to move from one version to the other smoothly and easily. The major differences are as follows:

- The First Crusade uses the Event Cards; the Second/Third Crusade does not, using an Events Table instead
- The First Crusade uses the Activation Cards; the Second/Third Crusade uses a simpler Activation Markers system
- The First Crusade can be played by anywhere from two through seven players, and includes specific multi-player rules throughout, as well as a Diplomacy section; the Second/Third Crusades are two-player games only. (But both can easily be played solitaire.)

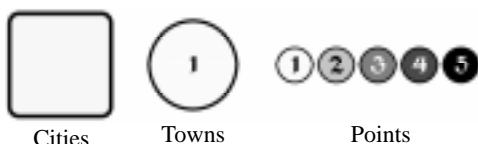
(2.0) COMPONENTS

Onward Christian Soldiers, The First Crusade, uses

- 1 22"x 33" game-map
- 110 cards, in 3 decks
- 2 sheets of 1/2" cardboard playing pieces
- 1 sheet of 5/8" cardboard control markers
- 1 sheet of 1/2" game markers
- 1 Rules Book
- 4 Player Charts and Aids Cards
- 2 six-sided dice

(2.1) THE MAP

The 22" x 33" mapboard covers the area of The Middle East—as it was during the 11th to 12th centuries. Most of The Holy Land was difficult to traverse by armies, with the small, but tough, mountain ranges channeling traffic into specific paths, those paths usually guarded by cities and fortifications of different size and strength. Towns are large circles, Cities are squares. The paths also include small circles (Points) with numbers therein representing Attrition costs, not Movement Points.



The Towns and Cities are all named; the Points are numbered for easy identification.

The coastal areas of the Eastern Mediterranean are divided into Sea Zones, to delineate movement of galley fleets.

There are also several edge-of-the-map holding areas for soon-to-arrive units from such as the Fatimids, the Turks, etc.

While the map shows much of the actual terrain in the region, such terrain has no effect on play. It is there solely to provide a geographical context for players as they work their way from place to place.

(2.2) THE CARDS

The First Crusade scenario uses two categories of cards: Activation Cards (4.1) and Event Cards (12.0). Activation Cards consist of Leader Activation Cards (those which bear the name of Leaders) and Standard Activation Cards; together, these cards make up the Activation Deck (the composition of which varies from Game-Turn to Game-Turn. Event Cards are divided into two decks, one for the Crusader player(s) and one for the Muslim player(s). The three decks must be kept separate.

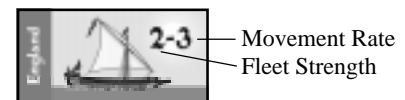
(2.3) THE PLAYING PIECES

The playing pieces—cardboard markers—are used to locate where each of that type of unit is at any given time, or keep track of certain statuses. For example, Army Strength Point markers are provided to show how many troops a given Leader has in his Army. There are also Control Markers to keep track of who controls a specific City, and Resource Point markers to show how much a City’s Resources have been reduced.

Leaders



Fleets



Army Strength Points (ASPs)

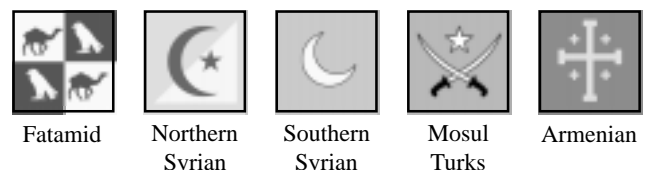


Control Markers (front)

(The front side for cities and the back side for towns)



Northern Franks Southern Franks German Sicilian



Fatamid Northern Syrian Southern Syrian Mosul Turks Armenian

(2.4) THE DICE

Onward Christian Soldiers uses six-sided dice. Sometimes only one die is used (1d6). At other times players roll two dice and add the numbers together (2d6). At still other times, both dice are rolled, with the two numbers combined (2d66) to form a double-digit number, with the red die read first and the white die second. For instance, rolling a red 4 and a white 2 yields a result of 42.

(2.5) GAME TERMINOLOGY AND ACRONYMS

The following terms and acronyms are used throughout the rules.

1C: First Crusade version of *Onward Christian Soldiers* (*OCS*).

2C/3C: Second/Third Crusade version of *OCS*.

ASP: Army Strength Point, a generic way of indicating the strength of an Army.

Activated: A Leader is considered activated when his Leader Activation Card is drawn (although it's possible to draw the card and pass the Activation). All Crusader Fleets are considered activated when the Crusader Fleet Activation card is drawn; Fatimid Fleets can activate only on the play of the "Fatimids" Muslim Event Card. An Army is activated when an activated Leader does something with them.

Activation Card: Cards that currently form—or that may be purchased to form—the Activation Deck.

Activation Deck: The card deck that controls the order in which armies and fleets move during the turn. It consists of the Leader Activation Cards purchased for the current turn, plus the Standard Activation cards automatically included with every turn. The Activation Deck is assembled anew at the beginning of every turn. See 4.0.

Activation Points Marker: Markers drawn randomly by the player(s), at the beginning of each turn, in order to determine which of each faction's Leader Activation Cards will be added to the Activation Deck for this turn. Activation markers bear the designation AP, meaning Activation Points.

Activation Rating: The number on the left side of each Leader counter.

Adjacent Space: A space with a connecting line directly to the space in question.

Army: ASPs with a Leader.

Assault Points: Points inflicted by an army that Assaults a city; once the number of Assault Points equals the city's Siege Defense Rating (SDR), the City falls.

Attrition: The loss of manpower (ASPs) frequently incurred through movement and more rarely through inertia.

Attrition Rating: The numeric rating of each location on the map, used when adding Attrition Points during movement and when calculating possible Attrition losses in the Attrition Phase. Each point on the map shows its Attrition Rating inside the circle; all Towns and Cities have an Attrition Rating of 1.

Campaign Rating: The number on the right of each Leader counter.

Cities: The squares on the map. Spaces with large circles are Towns, not Cities.

HISTORICAL NOTE: Most of these "cities" were hardly that ... more collections of a few buildings than anything else. The big cities, such as Antioch, were quite big for that era. Antioch was

one of the largest cities in the Western world at that time.

City Entry Space: The space to which the City is connected. Each city has only one City Entry space.

Control: The last faction to solely occupy a City, Town, or Castle controls it.

DR: Acronym for die-roll (also spelled dieroll without the hyphen here). A DRM is a die-roll modifier, a number used to adjust the die-roll.

Entry Space: Same as City Entry Space.

Event Deck: The card deck that determines random events. Players take cards from the Event Deck only after drawing one of the "Draw Event Card" cards from the current turn's Activation Deck. See 4.0.

Faction: The essentially separate armies of each side (Crusaders or Muslims).

Force: Army, Garrison, or Leaderless ASPs.

Garrison: Leaderless ASPs in a City or Town. See also Intrinsic Garrison.

Interception: Stopping an army as it moves, engaging it in battle.

Intrinsic Garrison: 1-ASP force inside a City or Castle. All Cities or Castles automatically have an Intrinsic Garrison at all times; if the current one is destroyed, it is automatically and immediately replaced by one belonging to the capturing faction.

Leader Activation Card: Activation Cards that bear the name of Leaders of the various factions.

Line of Communications (LOC): A line tracing back to a source of Resources. It can potentially include Points, Towns, Cities, and Sea Areas. There are three types of LOC: Limited, Unlimited, and Naval.

NSP: Naval Strength Point; each Fleet counter begins with 2 NSP and can be reduced to 1 NSP before being eliminated.

Path: See Space.

Point: See Space.

Resources: The ability each city has to ameliorate Attrition. Unless depleted (for various reasons), a City's Resource level is equal to the city's Siege Defense Rating.

Resource Points: Various actions cost Resource Points, drawn from the Resources provided by Cities and by some Event Cards. Also called just "Resources".

SDR: The Siege Defense Rating of the City or Castle. The SDR for all Cities is printed beside the City on the map. The SDR for Castles is printed on the Castle's marker. For Cities (not Castles), the SDR indicates its (usually) available Resources.

HISTORICAL NOTE: Almost all cities and towns were walled. The effect of this, game-wise, is relative.

Side: Crusader or Muslim (1C only); Frank or Saracen (2C/3C only). All Crusader/Frank factions are on one side and all Muslim/Saracen factions are on the other. In multi-player games, however (1C only), factions on the same side will not necessarily cooperate, and even in two player games, factions on the same side may experience dissension through the play of event cards (1C only).

Space: Any City, Town, or Point on the map to which an Army may move. The Cities are the squares; the Towns are the large circles; the Points are the small circles with numbers inside. They are all connected by Paths.

Standard Activation Card (a.k.a. Standard Card): Activation Cards that do not bear the names of Leaders.

Towns: Spaces on the map denoted by large circles.

Win, Lose, or Draw: An Army wins a battle if the opposing force retreats out of the Space (voluntary or mandatory retreat). An Army loses a battle if it retreats from the Space (voluntary or mandatory retreat). A battle is a draw if neither force retreats.

Withdrawal: Avoiding battle by moving the army away.

(2.6) SCALE

Game-turns are 6 weeks in duration, except for Winter, which covers 3 months. Strength points and Fleets represent a wide number of men or war galleys, but, very loosely, about 200 men per ASP.

(2.7) QUESTIONS?

Any questions about play? If you're willing to wait, send your questions and a self-addressed stamped envelope to:

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For ongoing online support of this game, visit our website at www.gmtgames.com. It features a set of 'Living Rules' (a set of rules that we update regularly), as well as a discussion board where you can ask questions and get the latest tips and tricks from the designer and developer, as well as other players.

We can also be found, along with most of the rest of the GMT designers and developers, on ConsimWorld's discussion boards, at www.consimworld.com.

(3.0) GENERAL COURSE OF PLAY

(3.1) STARTING THE GAME

See the individual scenarios for instructions on how to set up the pieces and start the game, and what (if any) special rules apply to that scenario.

(3.2) THE SEQUENCE OF PLAY

Each IC Game-Turn uses the following sequence, undertaken in the order written.

A. Diplomacy Phase. Players discuss, secretly or openly, any deals or arrangements they wish to make. (See 11.0) Anything not specifically prohibited by the rules is possible. Players also bribe non-player forces during this phase. See the scenario rules.

B. Army Assignment Phase. Players may divide each Faction's ASPs that are in the same Space among the Leaders for that faction that are also in that space (see 5.4).

C. Activation Deck Creation Phase. Players create the Activation Deck for the current turn, going through the following sequence. All Standard Activation Cards are automatically added each Game-Turn; all Leader Activation Cards are available, including those used in the previous Game-Turn, but only those purchased—see Step 2 below—are used during the current Game-Turn, with the rest kept face-down off the map for possible use in future Game-Turns.

- **Step 1.** The Players place all the current scenario's Standard Activation Cards face down in a pile. This is the start of the Activation Deck, whose contents change every turn.
- **Step 2.** Each Player now draws, randomly and blindly from a cup, one Activation Points marker corresponding to each faction he controls. The number on the marker represents the number of Activation Points the Players can use to "buy" Leader Activation Cards. The Player now uses these Activation Points to buy Leader Activation Cards belonging to that faction, placing the purchased cards face-down in the Activation Deck and keeping secret which cards he purchased. If the Player controls two or more factions, he performs this step one faction at a time. Note that Leader Activation Cards may be purchased only for Leaders who are on the map, not those which have not yet arrived as reinforcements.
- **Step 3.** Once all factions have purchased their Leader Activation Cards and placed them in the deck, the Activation Deck is shuffled and placed face-down, ready for drawing.

D. Operations Phase. The Operations Phase consists of playing all of the Activation cards in the Turn Deck, in the sequence below. The order of play and player is random and depends on which card is drawn.

- **1. Who Draws a Card?** At the start of the Operations Phase, each Player rolls two dice. High total draws the first card from the Activation Deck in that Game-Turn. (Roll again to break ties.) After that, the player whose Army last was activated draws the next card.
- **2. What happens when an Leader Activation Card is drawn,?** The player whose Leader is specified on the Activation Card undertakes his Operations Phase, during which he may undertake Movement, Battle, and/or Siege (all, some or none) with that Army, in any order he wishes. (Muslim 3-star Leaders may raise troops, instead; see 5.5) . When he is finished, he draws the next card.
- **3. What happens when a Standard Activation Card is drawn?** The drawing Player may do with that card whatever he wishes and can do, unless he draws one of the cards instructing him to draw an Event Card, in which case he draws the top card from the Event Deck and follows its instructions. See 4.5 and 11.0.

All drawn cards are placed in the appropriate Used pile after their use. When all Cards in the Activation Deck have been drawn the Operations Phase is over.

E. Attrition Phase. The following units check for attrition, in the following order:

- 1. Siege Attrition:** All units still involved in a Siege (see Siege Attrition in 8.3),
- 2. Point Attrition:** Armies in Points (see Point Attrition in 6.3C), unless they are besieging Cities,
- 3. Ravaged Attrition:** ASPs in unbesieged Cities or Towns with a Ravaged marker of any kind (see Ravaged Attrition in 6.3C), unless they were involved in Siege Attrition, and
- 4. Fleet Attrition** (see 9.2).

F. Recovery Phase.

- 1.** All "Ravaged-Remove" markers are removed, except for those in Cities under siege.
- 2.** All "Ravaged" markers are flipped to their "Ravaged-Remove" side, except for those in Cities under siege.
- 3.** The Resources of all Cities that are not under Siege, Ravaged

(or Ravaged-Remove) or Destroyed are brought up to the level of their SDR.

4. Assault Points (or a portion thereof) are removed from Cities no longer under Siege—see 8.3B.
5. All “Dropped-Off” markers are removed from ASPs in Towns, Cities, and Castles.
6. All Event markers that last until the end of the turn (such as “Visions”, “Jihad”, “Heat”, “Ravager”, etc.) are removed.

(4.0) THE CARD DECKS (1C only)

(4.1) THE THREE DECKS AND HOW THEY WORK

Each turn of *Onward Christian Soldiers* depends on three decks of cards: the Activation Deck and two Event Decks. These decks are, at all times, kept separate from one another.

At the beginning of each Turn, the players create a brand new Activation Deck, following the procedure outlined in 4.5. Then, during the Operations Phase, they draw cards from the top of the Activation Deck one at a time, with each card resulting in one of three activities:

- Activating a specific leader and his forces
- Bringing a fleet or other force (such as the Armenians) into play
- Instructing the player to draw a card from the Event Deck and follow its instructions

After all Activation Cards have been played, the Operations Phase is finished for that turn.

Each card is placed face-up on its appropriate Used pile after use. There’s a Used pile for Activation Cards and one for each Event Deck.

(4.2) THE EVENT DECKS

The Event Decks consists of, in essence, random events cards. There are two of these, one for the Crusader player(s) and the other for the Muslim player(s). The Event Decks come into play only when a player pulls an Activation Card saying “Draw an Event Card”, at which time that player takes the top card from the Event Deck of the side to which he belongs (Crusader or Muslim). Each Event Card specifies whether or not the player must play the card immediately or, if desired, hold it for later use. Each Event Deck is reshuffled only after all its cards have been played (either discarded or held in player hands).

See 12.0 for details about using the Event Cards.

(4.3) THE ACTIVATION DECK

The Activation Deck controls the order in which players perform actions during the turn. It is, in fact, the heart of the game itself. It is created anew at the beginning of each turn, and during the Operations Phase players draw from it to determine what happens next. After all its cards have been played, the Operations Phase is over for that turn.

The Activation Deck is made up of

- Leader Activation Cards “purchased” by the Players (4.4)
- All Standard Activation Cards for the scenario being played (4.5)

The Activation Deck is created anew at the start of each Game-Turn, and all cards are always eligible for possible inclusion. No card is ever “out of the game”.

(4.4) LEADER ACTIVATION CARDS

Each player has two Leader Activation Cards for each of his Leaders in the game. Leader Activation Cards are used to activate the Leader (and his Army) named on the card.

In his Card Selection Phase, the Players randomly and blindly draw an Activation Points marker for each one of his factions. If there is more than one Crusader Player, each player draws an Activation Points marker for only his faction(s); see the scenario rules for more information.

EXAMPLE: Four-player version of The First Crusade. Crusader player “A” controls the Germans and Southern Franks. He draws a German Activation Points marker and a Southern Frank AP marker for those separate factions.

Each of those Markers tells the player how many Activation Points he may use that Turn to “buy” Leader Activation Cards. Each Leader Activation Card names a Leader, and lists the number of Activation Points needed to “buy” that card and place it in the Turn Deck.

Immediately after each Activation Points marker is drawn, that player now “buys” Leader Activation Cards for his faction, spending the number of Activation Points showing on each Leader Activation Card he chooses. He may choose as many Leader Activation Cards as he wishes, as long as he doesn’t exceed the number of Activation Points shown on the Activation Marker he drew to start the Card Selection Phase. In some cases, he will be able to buy all his Leader Activation Cards; in other cases, he might be able to buy only a couple of them.

EXAMPLE: Two-player version of The First Crusade. The Muslim player controls all three Muslim factions. He draws one Activation Points marker for the North Syrians, one for the South Syrians, and one for the Mosul Turks. After each draw, he buys Leader Activation Cards for each of those factions, taking care not to combine the Activation Point expenditures among the factions.

PLAY NOTE: If honesty becomes an issue, at the end of the Turn compare Points spent with the Activation Points marker drawn.

When playing a game with fewer than seven players, players commanding two or more factions must buy the Leader Activation Cards for each faction immediately after drawing the Activation Marker for that faction. Only after that purchase does he draw the Activation Marker for the next faction.

When a Leader Activation Card is drawn during the Game-Turn, the player for that Leader may use all the ASPs in that Leader’s Army, as per 5.0.

PLAY NOTE: Obviously, if a Leader is not yet in the game there is no point spending Activation Points to use his card.

(4.5) STANDARD ACTIVATION CARDS

Each scenario has Standard Activation cards, cards that are automatically placed into the Activation Deck each turn, without purchase.

For The First Crusade, these include:

- 2 Armenians cards
- 2 Crusader Fleet cards
- 4 Draw Event Card cards (see 12.0)

The Player who draws a card with the instruction “Draw Event Card” must immediately take an Event Card from either the Crusader Event Deck or the Muslim Event Deck, whichever corresponds to the side he’s on. See 12.0.

The player who draws an Armenian or Crusader Fleet card may use it, if he so chooses, as per the rules for their use. If he doesn't use it, it is simply placed aside with the other used cards.

Fleet Activation: Crusader Fleets come into play only when a Crusader player draws an Event card saying Crusader Fleet Arrives. Until that time, the Crusader Fleet Activation cards are simply discarded, with no effect. Once at least one Crusader fleet is in play, all Crusader fleets on the map may be activated when a Crusader Fleet Activation card is drawn. The Fleet (all or some of its galleys) may be activated by the Crusader player who drew it, or, if drawn by a Muslim player, by the Crusader player who most recently played an Activation. If it is the first card drawn in a Turn, and drawn by a Muslim player, place it back into the deck and shuffle. Army ASPs that are either being transported by a Fleet or are in a port in the naval Area in which the fleet is, may be transported by that Fleet (see 9.5), if the Army is of the same faction as the player activating the Fleet.

(4.6) INITIATIVE

Initiative refers to the player who gets to draw the first AM each Game-Turn (starting with Game-Turn 2—there is no initiative roll on Game-Turn 1). Each player rolls two dice.

- High result gets the Initiative.
- Tie result: both players roll again.

(4.7) ACTIVATING, DISCARDING, PASSING

To sum all of this up, after the Activation Deck is created and placed face-down on the map, the player who wins the Initiative roll draws the first card from the top. This card will either be a Leader Activation card or a Standard Activation card. If it's a Leader Activation card, the player may either activate that Leader (and possibly other Leaders with him—see section 5) or pass by simply discarding the card. If it's a Standard Activation card, the player does what's possible according to the rules for those cards; in some instances, nothing is possible, and in other instances the card might be passed. No matter which type of card is played or discarded, the player who performed the Activation or who passed draws the next card. Play proceeds until all Activation Cards have been played or passed, at which point the game moves to the Attrition Phase.

PLAY NOTE: Many times during the game, players will find that passing is a better option than activating. This is an intentional part of the design.

(5.0) LEADERS AND MANPOWER

(5.1) LEADERS



Each player's faction is represented by Leaders. Leaders are represented by both counters and cards. Leaders are the only units that can move on land in the game, but each Leader may "carry" Army Strength Points (ASPs) with him—they are his Army. A Leader may carry any number of ASPs; there is no limit.

Each Leader is rated as follows:

Rank (number of stars on counter). This enables players to determine who is "in Command" (5.3) where there is more than one Leader in the same Space, and which Leader is the overall commander for his faction. Three stars is the highest rank.

Activation (left number on counter). The number of Activation Points (left-hand side of counter) needed to place this Card in the Activation Deck.

Campaign (right number on counter). This rates the Leader's tactical capabilities, and is used with the Battle Formation Table to determine how his Army deploys and fights in a given battle, as well as when determining Interception and Continuation of Movement.

(5.2) ARMIES AND FACTIONS

Regardless of the number of players, each "side" is divided into factions:

- The Crusader Army has 4 separate factions: The Northern Franks/Normans, the Germans, the Southern Franks, and the Sicilian Normans.
- The 3 separate Muslims factions are Northern Syrians, Southern Syrians, and Mosul-based Turks (or Turcomen).

Each faction maintains its own Armies. All Army Strength Points (ASPs) with a given Leader are that Leader's Army. No ASPs from one Faction may ever be transferred to another faction's Army, although they may be transferred between leaders within that Faction during the Army Assignment Phase.

(5.21) Changing Army Sizes. All Army Strength Points (stacked) with a given Leader are that Leader's Army. There are four ways to change the constitution of that Army (and see also Reinforcing Armies in 5.3 and Interception in 6.4):

- Armies may lose ASPs in combat.
- Armies may drop off ASPs in Cities or Towns during the Game-Turn. Place a "Dropped-Off" marker on top of those ASPs to denote that these ASPs may not be picked up by another Army at any time during that Game-Turn. The "Dropped-Off marker" is removed in the Recovery Phase at the end of the Game-Turn.
- Armies may pick up leaderless ASPs in Towns or Cities (6.1) during the Game-Turn, as long as those ASPs had not been assigned to another Leader in the Army Assignment Phase and Dropped-Off there this Game-Turn (in which case they should have a Dropped-Off marker on them).
- In the Army Assignment Phase, each Leader is assigned ASPs from among those currently in the same Space as that Leader. ASPs from the same faction that are in the same Space may be divided among the Leaders for that faction also present in that Space. Once assigned, those ASPs may not be transferred to (stacked under) another Leader until the next Army Assignment Phase. All ASPs in a space containing a Leader must be assigned to an Army, except for those which would violate the restrictions on size of commands outlined in 5.4. Overages are either left behind (if in a Town or City), or placed in the nearest Town or City controlled by that faction (or to another faction who permits them to do so)—and there must be a Limited Line of Communication to that Town/City. If there are no such Towns/Cities, the overages are eliminated.
- Leaders may pick up subordinate Leaders and their Armies according to 5.3; this does not actually increase the active Leader's own army size, but of course practically it does so.

(5.3) WHO IS IN COMMAND

Leaders command the ASPs in their own Armies, and sometimes those of other Leaders as well.

PLAY NOTE: Keep individual armies stacked in the same Space separate by making sure each Leader is atop/with his own ASPs.

We have provided Army boxes on the map for players who don't like big stacks.

The Two Activations Rule: No Leader may ever be Activated more than TWICE in one Game-Turn, whether on his own, via Multi-Leader Activations, or in conjunction with Independent Leader Activations. If a Leader Activation Card is drawn and that Leader passes (does nothing), it does not count as an Activation (but the Leader Activation Card is still considered used); any other action does count.

Overall Leader of a Faction: At the beginning of the game, the highest-ranking Leader of each faction is automatically that faction's Overall Leader. All other Leaders of that faction are Subordinate Leaders. If that Leader is killed or captured, the next highest-ranked Leader of that faction immediately becomes the faction's Overall Leader (if the original Overall Leader is returned to play after capture, he immediately regains his original status). If a faction loses enough Leaders that all remaining Leaders have the same number of stars, that faction's player decides which of these Leaders is the Overall Leader for that faction for the remainder of the game.

More than One Leader with an Army: When there is more than one Leader with an Army, the Leader with the highest Rank is in Command. If there is a tie in the rankings of the highest-ranked leaders from the same faction, that faction's player decides which leader is in charge. If the tie is between leaders from different factions, see the Multi-Leader Activations rule below.

More than One Leader in a Siege or Assault: See the rules for Sieges and Assaults (8.0).

Activating Subordinate Leaders: A Leader can always move/activate other Leaders (and their armies) with whom he is stacked at the time his Leader Activation Card is drawn, as long as:

- his Rank is higher than the Leaders he wishes to move, and
- The other Leader has not already gone Independent that Game-Turn (see below).

Independent Leaders: When a subordinate leader's Leader Activation card is drawn, he automatically becomes Independent for the remainder of that Game-Turn unless the activation is simply passed (i.e., the subordinate leader does nothing). Being independent means that he

- is always free to move/activate his Army
- may not be activated or even picked up by any other Leader, regardless of Rank.
- has an Independent Leader marker placed on top of him

This rule does not apply to Armenian or Fatimid leaders.

Multi-Leader Activations: Whenever 3-starred leaders (or similarly equal-ranked leaders in charge of their forces) start an Army Assignment Phase together in a Space, the player (or players) may declare, before starting Operations for that Game-Turn, that ONE of the 3-starred leaders is in charge of the entire stack. This leader is called the Overall Leader. Players still buy Leader Activation cards for all the leaders normally, but when the Overall Leader's card is picked, he may (not must) activate all other 3-starred leaders and their armies, as well as any 2-starred and 1-starred leaders who have not gone Independent (see "Independent Leaders", above).

When a Leader Card for any of the other leaders in the combined Army is picked, that leader may (not must) activate on his own (and see "Independent Leaders", above), in which case the Overall Leader can no longer command them during that Game-Turn, even if they end up in the same Space later that turn.

Multiple leaders of different factions may attack together only when they fall under the Multi-Leader Activation rule (which will be rare). However, if multiple leaders are attacked in a space, they always defend together. See the rule for Battle Formations, below, for how to handle this situation.

Reinforcing Armies. A leader may move his Army into a space containing another Army, but the two Armies remain separate (at least until the next Army Assignment Phase). If an enemy Army is already in that space, the active Army is called the Reinforcing Army, and he need not attack the enemy Army (the only time this is allowed). If he does attack, however, the other allied Army in the space may not join the attack (because the two Armies are separate). If the enemy army attacks, however, the original Army and the Reinforcing Army defend together. The leader of the original Army may not, when his Activation Card is pulled, command the Reinforcing Army, because that Army has already moved independently that Game-Turn.

(5.4) SIZE OF COMMANDS

Each leader has a rank. 3-starred leaders are the highest ranked, 2-starred leaders are second, and 1-starred leaders are the lowest ranked. Some factions have all three ranks, but some do not.

Leaders are restricted as to how many men they can lead at any one time. In general, no leader may lead as many ASPs as a higher-ranked leader of the same faction, without suffering some consequences.

EXAMPLE: Robert of Flanders, the 3-starred leader for the Northern Franks, has 18 ASPs under his command. Robert of Normandy, the 2-starred leader for that faction, has 15 under his command (he could have as many as 17). Stephen, the faction's 1-starred leader, commands 8 ASPs, although he could have as many as 14.

Whenever one of a faction's subordinate Leader Activation Cards is drawn, count that leader's ASPs and compare the total to the leader of that faction with the immediately higher rank. If the activated leader has too many ASPs, he may not be activated, unless at least one of the following is true:

- the leader ranked higher than him is currently inside a city under siege,
- the leader(s) ranked higher than him has had his strength reduced by battle, siege assault, or attrition during the current Game-Turn.

In these cases, the subordinate leader may activate normally, but he may not increase the size of his own army.

EXAMPLE: Continuing the example above, if Robert of Flanders loses 3 ASPs in battle (reducing his army to 15 ASPs), Robert of Normandy may still activate normally for the remainder of the Game-Turn, even though he now has too many ASPs under his command (his army and Robert F's are equal in size). However, if Robert F had dropped off 3 ASPs in a city, Robert N would not be able to activate.

During the Army Assignment Phase, count the ASPs under the command of each leader. If a subordinate leader has too many ASPs in his army (i.e., more than his immediately superior leader has), you may purchase Activation Cards normally for that subordinate leader, but you may not activate him as long as he commands too many ASPs. During a game-turn, the only way to rectify this situation is to have his superior leader pick up enough ASPs to make up the difference—but remember the restriction against pickup up ASPs.

In most cases, a leader with too many ASPs in the Army Assignment Phase will not be able to move at all during that game-turn.

DESIGN NOTE: This rule simulates the inner politics of the factions. It is somewhat artificial, to be sure. However, given the range of ratings for the leaders, it is necessary for game play ... and does reflect, in a somewhat sterile way, the politics of the time and event.

(5.5) RAISING TROOPS

PLAY NOTE: One of the major problems for the Crusaders of the First Crusade is that their army is shrinking, while the Muslims are growing.

Crusader Armies: The Crusaders may never Raise Army Strength points. These arrive—when they do, and never in The First Crusade—only by Event.

Muslim Armies—Reinforcements: Some Muslim ASPs arrive as Reinforcements by Event card. This happens each time the Muslim player plays a “Muslim Reinforcements” card (see 2.2).

Muslim Armies -Raising Troops: The Muslim Player may also Raise Troops as follows. Note that Raising Troops depends on both the Leader in charge of recruiting and the Leader (if any) in the city chosen for recruitment.

When a Muslim faction’s highest-ranked surviving Leader -the faction’s Overall Leader as per 5.3—is activated (no other Leader from that faction may recruit), that Leader may Raise Troops; his is called the Recruiting Leader. He may do nothing else during that Activation, and each Muslim faction may Raise Troops only once per Game-Turn. The recruited ASPs are raised and placed in a City controlled by that Leader’s faction—this city is called the Recruitment City for the purposes of this rule (and see the paragraph immediately following this one about raising Mosul Turk troops)—or with the Recruiting Leader if he is in that City’s entry space. The Recruiting Leader may raise those troops only if he can trace an Unlimited Line of Communication from his current location to the Recruitment City (automatic if he is in the City or City Entry space itself). The recruiting Leader may not Raise Troops if he is in the same space as an enemy Army, and Troops may not be Raised in a City that is under siege.

To recruit, he rolls one die and adjusts that die-roll by the rank of the highest-ranked Leader (from the recruiting faction) in the Recruitment City or its City Entry Space (and this might not be the recruiting Leader), as follows. The result is the number of ASPs he immediately places in the selected City (or optionally in its Entry Space if that’s where the Recruiting Leader is):

- 3-starred Leader in the Recruitment City or Entry Space: no modification to the die-roll
- 2-starred Leader in the Recruitment City or Entry Space: subtract one (–1) from the die-roll
- 1-starred Leader in the Recruitment City or Entry Space: subtract two (–2) from the die-roll
- No Leader in the Recruitment City or Entry Space: subtract three (–3) from the die-roll.

The recruiting player always gets a minimum of 1 ASP in the Recruitment City, no matter the final result.

EXAMPLE: The North Syrian leader Ridwan (a 3-starred leader) uses his Activation to recruit. He has a Limited Line of Communication to the city of Homs, which the North Syrian faction controls, so he makes Homs the Recruitment City. The North Syrian 1-

starred leader ed-Daba is currently in the Homs City Entry Space. The Muslim player rolls a “5”, modified by –2 because ed-Daba is a 1-starred leader, and places 3 ASPs in Homs.

Recruitment in Mosul Turk Boxes. In addition to raising troops in Cities controlled by the Mosul Turk faction, the highest-ranked surviving Mosul Turk leader may raise Troops in the Mosul Turk Entry box and the Cappadocia box. These boxes function as Mosul Turk Cities for this purpose (and only this purpose). A Mosul Turk force (or just a Leader by himself) may move into these boxes (but may not Withdraw or Retreat into them) in order to help raise troops and/or in order to collect troops raised there. No other factions may enter these boxes, nor may the boxes be captured, besieged, assaulted, ravaged, or destroyed.

These troops appear in the specified box (even if a Leader is in an adjacent space) and a Leader must go back to the space (the box has an Attrition Value of 0) to get them; it does require a Stop to pick them up). No other factions may enter those boxes for any reason whatsoever, and the Mosul Turk player may use them solely for raising troops and collecting those troops.

(5.6) LEADERLESS FORCES AND INTRINSIC GARRISONS

ASPs without Leaders may exist only in Cities and Towns. They may not exist in Points. Leaderless Forces may neither attack nor withdraw; they defend normally (with an automatic Defend in Place Formation).

Each City also has an Intrinsic Garrison of 1 ASP. See 8.2.

(6.0) LAND MOVEMENT, CONTINUATION, AND ATTRITION

(6.1) LAND MOVEMENT

When a Leader is Activated he may move his Army. Armies move from Space to Space, following the connecting lines between the Spaces. Barring any required Stops (see 6.2), an Army may move as far as the player wishes; there are no Movement Allowances or Movement Points to consider. Importantly, however, there is Movement Attrition—see 6.3A.

Whenever a Leader and his army stops moving, by choice or otherwise, that Leader rolls for attrition (see Movement Attrition, below), and any losses are applied to that force. At that point, one of the following occurs:

- (a) Unless he enters an enemy-occupied space, he may simply stay where he is and do nothing else, thereby ending the Activation;
- (b) If he stops in a friendly-occupied or unoccupied space, he may roll for Continuation; if he succeeds, he may move again, and he may repeat the Movement, Attrition, and Continuation procedure until he Stops willingly or fails to Continue;
- (c) If he stops in the Entry space of an enemy-controlled City, and as long as that Entry space is not occupied by an enemy force, he may Ravage that City, thereby ending the Activation (see 8.3G);
- (d) If he is in the Entry space of an enemy-controlled City, and as long as that Entry space is not occupied by an enemy force, he may roll for Continuation and, if he succeeds, initiate a Siege (see 8.3A), thereby ending the Activation;

(e) If he is in the Entry space of an enemy-controlled City, whether or not that Entry space is also occupied by an enemy force, he may roll for Continuation and, if he succeeds, assault the City (see 8.3B), thereby ending the Activation;

(f) If he is in an enemy-occupied space, he must offer Battle—follow the Battle sequence in section 7. If the enemy force Withdraws before Battle, the active Leader may roll for Continuation and keep going as in (b) above. If the active Leader wins the battle (see 7.2A), he may also roll for Continuation, but if he loses or draws the battle, the Activation ends.

Movement on the Connecting Lines: In case of a Battle (or in multi-player games when a faction does not allow the moving Army to enter a space), it is necessary to keep track of the direction from which the army entered that space. Instead of placing the moving Army on the space occupied by the non-moving Army, it is placed on the connecting line along which it reached the space. For such purposes as the various types of attrition, it is considered in the same space as the enemy Army, but the two Armies are now blocking each other. It is entirely possible to have several Armies occupying the same space but with all of them placed, in arrival order, along the connecting line. Indeed, Armies can get trapped in this manner.

Multi-Player Games: In Multi-Player games, all instances of “enemy-occupied” and “enemy controlled” (and the like) in the points above also apply to spaces with forces controlled a faction not controlled by the moving player. The difference is that a force belonging to a different player on the moving player’s side may give permission for the player to move through the space. But see the rules in Section 8 for Actions Against Cities in multi-player games. If a non-moving Army allows a moving Army to occupy the same space, the two Armies are placed on top of each other on the map. In a subsequent Activation, the active Army may leave that space without hindrance or interception.

Armies (ASPs with a Leader) may stop and stay in Points. ASPs without a Leader may not exist in Points; however, Armies may drop off ASPs only in Towns or Cities. They may do so either by stopping in the Town or in the City or its Entry space, or by dropping them in the Town or the City space immediately before starting to move. If the former, the Leader must roll for continuation if he wants to keep moving; if the latter, he simply places the ASPs in the Town or City space and then starts his move.



Place a “Dropped-Off” marker on ASPs that have been dropped off, to denote that no other Army may pick them up during the current Game-Turn (5.21). The Dropped-Off marker is removed in the Recovery Phase at the end of the current Game-Turn.

Armies may pick up leaderless ASPs in Towns or Cities, as long as those ASPs were not assigned to a different Army at the start of the Game-Turn (i.e., as long as there’s no “Dropped-Off” marker on the ASPs). The Leader must Stop in order to pick up the ASPs and roll for continuation if he wants to keep moving.

PLAY NOTE: The Leader does not need to enter the City space itself in order to pick up the troops in the City; he may do so by simply entering the City Entry space. This is still considered entering the City, however, so it requires a Continuation roll to keep going.

Fatamid Box. Only the Fatimid forces may enter the Fatimid box (it has an attrition value of 0). It may not be attacked.

(6.2) CONTINUATION

Any time an Army completes any action, it has Stopped. This includes

- Fighting a Battle;
- Entering a City for any reason;
- Starting a Siege, Assaulting a City, Ravaging a City, Destroying a City, Rebuilding a City;
- Undertaking Recovery from Demoralization;
- Entering an enemy-occupied Space from which the enemy force Withdraws;
- Stopping Movement simply to minimize Attrition.
- Picking up or dropping off ASP in a City/Town space.

If that army wishes to perform more actions after completing what it stopped for, it must roll for Continuation. The player rolls the die and compares it to the Leader’s Campaign Rating.

- If that die-roll is equal to or lower than the Campaign Rating, the army may move again, computing any Attrition anew.
- If that die-roll is higher than the Campaign Rating, the Army is finished for that Activation.

If the Active Army wins a Battle (see 7.2A), it must pass a Continuation roll if it wishes to move out of the Space or to fight again. If it loses or draws the battle, it is Finished and may not Continue (see below). If the result on the Formation is a Standoff (SO), modify the continuation roll by –1.

When an Army fails its Continuation roll (or when the player decides not to attempt Continuation), that Army is Finished for that Activation.

In addition, the following actions result in Armies being Finished Automatically, in which case the player may not roll for Continuation:

- Declaring a Siege (see 8.3A)
- Conducting Siege Assault or Treachery (see 8.3B and 8.3E)
- Losing or Drawing a Battle (see 7.2A)
- Ravaging a City (see 8.3G)
- Raising Troops (see 5.5)

Fleets do not use the Continuation rules.

(6.3) ATTRITION

Attrition is the omnipresent loss of manpower every army incurs through campaigning, sieges, and, sometimes, staying outside of Cities for too long. Siege Attrition is covered in the Towns and Cities section.

Only ASPs, AK Points, and Fleets (see 9.3) may suffer Attrition; Leaders do not.

A. Movement Attrition

Whenever an Army ceases Movement to do anything else (such as fight), and before it does that anything else, that Army must check for Attrition. To do this, it totals the Attrition Value of each Space it entered during its Movement.

- All Towns and Cities have an Attrition value of ‘1’.
- All Points have their Attrition value printed within the Point.

This total represents the Accumulated Attrition Total.

The Player now rolls one die (1d6) to check for the affects Attrition had on its Movement.

To that die-roll he adds:

- the Attrition Points accumulated since the Army was last stopped.
- the “tens” digit of his ASP total, to a maximum addition of +10. For example, an Army with 32 ASPs will add ‘3’, and an army of 200+ will only add 10.
- two (+2) if it is a Rain Turn.
- three (+3) if it is a Winter Turn.
- two (+2) for each River Path (see the terrain Legend) used to move to another space (unusable in Rain Turns).
- the number of Armored Knights points with the moving Army (Crusaders only).

From that die-roll he subtracts:

- one (1) if the Army is Muslim
- a number equal to as many of the available Resources of the City (or City Entry Space) in which his Army ends movement, and which he wishes (or is permitted) to spend. The City must not be Ravaged or Destroyed, and it must have been controlled by the moving Leader’s faction before he entered it, or by a faction that gives permission for that force to enter the City. Resources so used reduce the Resource level of that City: each die-roll modifier reduces the Resource level by one.

If the total, adjusted die-roll exceeds ‘14’, that Army loses the number of ASPs equal to the difference (but see “Attrition Negation”, immediately below). If the total is 14 or below, there are no losses.

EXAMPLE: A Crusader Army of 27 ASPs in G7 moves past Homs (G8) and then through G9 and H8, stopping in H9, the Damascus City Entry space. The march incurs 9 Attrition Points (1+4+3+1). The Player rolls a ‘5’ for his Attrition die-roll. That ‘5’, plus ‘2’ for its ASPs and ‘9’ for its Attrition points, equals 16, which is 2 more than 14. That Army loses 2 ASPs to Attrition.

If a Leader’s army is completely destroyed by attrition, the Leader is placed in one of his (or a consenting faction’s) controlled Cities or Towns, or with another Army of the same faction. If there are no such locations, the Leader is removed from the game permanently.

HISTORICAL NOTE: The ability to cross the Jordan, and other larger rivers, was quite restricted. “Fords” were few and far between, and crossing such rivers at the places indicated by “River Paths” was dangerous, difficult, and often took a great deal of time . . . and sometimes cost lives. In some places, the two major rivers of the region—the Orontes and the Jordan—were the benefit of the old Roman road system, and its bridges.

B. Withdrawal/Retreat Attrition

Whenever a force Withdraws before battle or Retreats after battle, it undergoes Withdrawal/Retreat Attrition. This attrition is calculated by rolling one die and comparing the result to the Attrition value of the Point the force moves into. If the die-roll result is less than this value, the Withdrawing/Retreating force loses ASPs equal to the difference between the two numbers. Note that the size of the withdrawing/retreating force is not considered in this type of attrition.

EXAMPLE: A Sicilian Norman army of 25 ASPs and 1 AK point under Bohemond withdraws into a 3-Attrition point space. The Crusader player rolls a “1”. The army loses 2 ASPs. Note that neither the ASPs total nor the AK points factor into the result for this type of attrition.

C. Point and Ravaged Attrition

In the Attrition Phase, each force sitting on a Point or in a Ravaged Town or City is subject to Attrition. To avoid Point/Ravaged attrition, Armies or individual ASPs must:

- be inside a non-Ravaged (either kind of Ravaged marker) City or Town controlled by that faction or by a faction that allows the City/Town to be so used, OR in the Entry Space of a such a City, and
- have not already undergone Siege Attrition this phase

For forces in all other situations, the player rolls for Attrition according to the following sequence.

1. Remove 1 ASP from the force. This is automatic and happens even if the stack suffers further Point/Ravaged Attrition, and even if it eliminates the entire force. Note that single-ASP forces are automatically eliminated if they’re caught in this situation.

2. Add the Attrition rating of the Point the units are in to the 10’s digit of the Army’s remaining ASP total (example, an army of 32 ASPs would add 3 plus the Attrition rating). This produces a Forage Rate. Town and City spaces (in cases where these are subject to attrition) have an Attrition rating of 1 for this purpose.

Note: Armored Knight points are not included in the calculation for Point/Ravaged Attrition (only for Movement Attrition).

3. Roll one die (1d6) and compare it to the Forage Rate. If the DR is lower than the Point’s Forage Rate, the Army loses ASPs equal to the difference—even if this means the army gets eliminated completely. The Forage die-roll is modified by minus one (–1) for Armies in a City or Town bearing either kind of Ravaged marker, or the Entry Space of such a City. But see Ravaging, 8.3G.

EXAMPLE: An Army with 25 ASPs ends a Game-Turn in a ‘3’ AP Point. This yields a Forage rate of ‘5’ - 2 for the number of ASPs plus 3 for the Point. First, the Army loses 1 ASP automatically. Now, the player rolls a ‘1’ when checking for Point Attrition. That army loses 4 additional ASPs for ending its Turn where it did (Forage rate of 5 minus the die-roll of 1).

Ravaged Attrition: A force in an unbesieged City bearing either kind of Ravaged marker—or in the Entry Space of such a City—must undergo Attrition as if it was in a 1-Attrition point. If there are forces in both the City space and the Entry space, both must undergo attrition (considered to take place at the same time). The intrinsic garrison of the City space is eliminated only after all other ASPs in the City are eliminated. If a City loses its intrinsic garrison as a result of Ravaged attrition, the City is immediately taken by the Army currently in the city’s entry space. If no enemy force is in the entry space, the intrinsic garrison is not lost.

EXAMPLE: An Army of 20 ASPs ends a Game-Turn in a Ravaged City. This yields a Forage Rate of 3 - 2 for the number of ASPs plus 1 for the City. First, the Army loses 1 ASP automatically, which brings the size of the Army down to 19 ASPs and therefore the Forage Rate down to 2 (1 for the Army size and 1 for the City). The player rolls a ‘1’, which is modified to zero because of the Ravaged marker; The Army loses an additional 2 ASPs.

EXAMPLE: An Intrinsic Garrison is alone in a City at the end of the Game-Turn; the City bears a Ravaged-Remove marker and an enemy Army is in the Entry space. The Intrinsic Garrison is automatically lost (and the enemy Army captures the City).

If the force suffering attrition consists of more than one faction—or one or more faction along with Armenians and/or Fatimids, only one attrition roll is made (with all the ASPs in the space combining to produce the Forage Value), but the total attrition losses for the force are distributed as evenly as possible among the various factions or non-player armies. For instance, continuing the Example above, if the force consisted of two Muslim factions and the Fatimids, each Muslim faction and the Fatimid army would lose 1 ASP, with the fourth ASP loss assigned to whatever army the player wanted (usually the Fatimids).

If all of a Leader's ASPs are lost because of Point/Ravaged Attrition, the Leader is placed in one of his (or a consenting faction's) controlled Cities or Towns, or with another Army of the same faction. If there are no such locations, the Leader is removed from the game permanently.

Unlike Siege Attrition (see 8.3C), Point/Ravaged Attrition may not be negated by spending resources.

Note that ASPs in Cities under siege, and the Armies besieging those Cities, suffer Siege Attrition (8.3C) rather than Point/Ravaged Attrition.

D. Siege Attrition

See 8.3C for how to conduct Siege Attrition.

E. Armored Knights and Attrition:

Whenever a Crusader Army with AK points moves, the AK Points are added to the total Attrition points incurred by that Army for Movement Attrition, and the AK points themselves are subject to Attrition loss. After the Attrition roll, if Attrition losses are 5 ASPs or more (and only in such cases), determine the percentage of ASPs lost (without rounding up or down). The tens digit of that percentage equals the number of AK points lost (permanently) as well. So if an Army of 30 ASPs loses 3 ASPs to Attrition during a march (and therefore loses 10% of the starting force), it also loses 1 AK; if it had lost 6 ASPs (20%), it would lose 2 AK.

AK points do not figure in any other types of attrition, nor do they have any effect on sieges (assaults or attrition). Nor do they count in ASP totals for any purpose, including battles and ravaging or destroying cities/towns/castles.

EXAMPLE: Godfrey leads an army of 30 ASPs with 2 AK Points. It is the Winter Game-Turn, so there is an adjustment of +3 to the base attrition. The army marches from Homs to Damascus (G8, G9, H8), for a total of 8 Attrition Points. He stops there and rolls for Attrition, and unfortunately for him, he rolls a 6. To this roll he adds 8 (Attrition Points accumulated), plus 3 for Winter, plus 3 (the tens digit in the ASP total of the Army), plus 2 (for the AK points). The total modified Attrition roll is therefore 22. He subtracts the standard 14 from this total, arriving at loss of 8 ASPs. 8 ASPs is more than 5, so the AK points are in danger. 8 ASPs represents 27% of the original total (30 ASPs), so 2 AK points are lost (the tens digit for 27). This has been a horribly expensive march.

(6.4) INTERCEPTION

An Army that enters a City Entry space may be Intercepted by an Army that is in that City space. There are two different Interception situations: (a) Intercepting into Unoccupied spaces; (b) Intercepting into Friendly-Occupied spaces.

Interception in General

Only an Army with a Leader may attempt interception. Garrisons may not intercept. Armies in Towns or Points may never intercept, nor may armies in a City space currently under siege. Interception may not be attempted against a Muslim army using Harassment (7.1).

To attempt Interception the non-Active player rolls one die. If the die roll is the same or lower than the Campaign Rating of Leader attempting the Interception, the Interception succeeds. See below for what happens in each type of Interception situation.

An intercepted army may not use Withdrawal. Interception is not Movement (for Attrition purposes) for the intercepting army. Unsuccessful Interception does not Stop a moving army (although successful Interception does). An army that attempts interception and fails may not use Withdrawal if attacked by that same army during its current activation.

Multi-faction armies must be able to attack together in order to intercept together (see 5.3).

Interception into Unoccupied Spaces

When an Army enters an unoccupied City Entry space and is successfully intercepted by the Army inside the City itself:

- The Army in the City moves into the City Entry space and becomes the Attacker;
- The combat is resolved immediately;
- If the Intercepting Army is forced to retreat, it may go back inside the City, but it is not required to do so.

Interception into Friendly-Occupied Spaces

When an Army enters a City Entry space occupied by an enemy Army, and a second enemy Army is inside the City itself, the following procedure applies. Here, Army A is the active army; Army B is the army in the City Entry space; Army C is the army in the City.

Step 1: Army B decides if it wishes to Withdraw. If it does so, Army C may attempt to intercept, using the rules for Intercepting into Unoccupied Spaces (above). If not, go to Step 2.

Step 2: If Army B does not Withdraw, Army C may attempt to Intercept from within the City in order to join Army B in attacking Army A.

- If the Interception is successful, Armies B and C combine their strength in the City Entry space and become the Attackers, with the higher-ranked Leader commanding the battle. If forced to retreat, the combined army must retreat together, either into the City or to another connected Point or Space.
- If the Interception fails, Army A proceeds with the attack, adding two (+2) to his Battle DR (in addition to any other modifiers), reflecting the morale blow caused to Army B by not receiving help from the Army inside the City.

PLAY NOTE: In the case of multiple factions and multiple factions being involved, all applicable possibilities in Steps 1 and 2 for combining forces are subject to the player controlling Army B permitting Army C to enter the City Entry space.

(6.5) LEADER MOVEMENT

Leaders usually move with their Armies or Fleets. However, a player may move an activated Leader by himself. Leaders move as far as they want, are not subject to Attrition, are not subject to the Continuation rule (which means they may pick up ASPs and automatically continue in order to do standard movement—after which they

are subject to all the above, of course), but they are subject to Interception. If Intercepted successfully they are considered “Captured”, at which point the player who holds that Leader may either Kill him or Ransom him back to the Player. Ransom payments consist of whatever the players agree upon during the Diplomacy Phase.

(6.6) WEATHER

There are two types of Weather: Rain and Winter. See the Game-Turn Track for which Turns are affected by these conditions. All other turns are unaffected by weather.

***HISTORICAL NOTE:** Granted, it doesn’t rain all that much in the Middle East, but any extended Rain made what roads there were very muddy, and travel difficult. In Winter, things got bad enough for campaigning to slow down measurably.*

Rain: In the Rain Turn (Mid-October to November), +2 is added to each Movement Attrition die-roll. In addition, no Army may use a River path in a Rain Turn.

Winter: Winter is covered by lumping the entire season into one game-turn, The Winter Turn. In Winter turns, players add +3 to every Movement Attrition die-roll.

Heat: The sometimes oppressive and enervating Middle Eastern heat is covered by an Event Card. See 12.0.



***PLAY NOTE:** Weather affects only Movement Attrition, not any other Attrition type.*

(6.7) THE RIVER JORDAN

Crossing the River Jordan was a difficult proposition for an army, with only one usable ford available. It could be crossed elsewhere, but not if opposed.

To that end, no army may use a River Path to cross The Jordan if such move would take it directly into an enemy-occupied Point/Space. If an army moves into such a space and is intercepted, it is considered to have already crossed the river and this rule does not apply.

(7.0) LAND BATTLES

***HISTORICAL AND PLAY NOTE:** Warfare in the 11th century (and a bit later) had little to do with battle, which was usually avoided because of the inherent dangers it provided in terms of campaigning. Most warfare revolved around controlling areas, and denying control and use of those areas—usually defined by cities and castles—to the enemy. In the Middle East, the Muslims eventually, but fairly quickly, learned to avoid the very effective European armored cavalry, often using tactics that allowed them to use their strengths: speed and missile capability. The mechanics, and focus, of this game are built around this premise and should be kept uppermost in the minds of the players. That said, players will almost certainly find that battles are more frequent in Onward than they were historically; given the six-week turn scale, to have it otherwise would have meant huge lengths of playing time between combats and therefore a less enjoyable game.*

Battles between armies occur when a Player moves his Army into a Space occupied by an enemy Army, or starts an Activation in such a Space, and declares a Battle. There are two kinds of combat: Full Battle, available to both Crusader and Muslim forces; and Harassment Attacks, available only to Muslim forces.

A battle may also occur as a result of a successful Interception (6.4).

Any form of Combat constitutes a Stop, in terms of Movement.

- To continue after winning a Full Battle, a leader must roll continuation, adding +1 to that Continuation die-roll, but even if successful he may not conduct another Full Battle during that Activation. He may not Continue after losing or drawing a Full Battle; that Leader is Finished for that activation. He may roll for Continued Movement, however, if the Formation Adjustment result is SO (stand-off), and in such cases he may conduct another Full Battle in the same Activation. The Muslim player may always conduct Harassment Attacks after successful Continuation.
- A Leader may Continue after a Harassment Battle, regardless of the result, using the normal Continuation die-roll (and no modifiers resulting from the battle). The activated Leader/Army may do whatever it wishes, including attempting another Attack (Full or Harassment). However, if the player decides to stay in that Space and Attack again, he must undergo an additional Continuation die-roll.

Defenders in Towns. If a Defender is in a Town Space controlled by that faction, or another faction that permits its use, and after deciding that he will not Withdraw, the player must decide whether or not he will use the defensive benefits of that Town. If he uses the Town:

- the Attacker has a DRM of –1.
- the Attacker may not use his Armored Knight points.
- the Attacker may not perform a Harassment Attack

***PLAY NOTE:** Note that the rule above refers to Towns, not Cities. Defenders in Cities are not attacked by Battle at all, but instead by Siege or Assault (see section 8).*

(7.1) HARASSMENT ATTACKS (Muslim Side Only)

The Muslim player(s) may use Harassment Attacks as a means of whittling away at the Crusader forces. Damage is light, but because the Crusaders get no reinforcement during the entire First Crusade scenario, any damage the Muslim player(s) can inflict is worthwhile.

A. Harassment Attack Sequence

1. The Attacking Muslim army moves into the enemy-occupied Space, either through movement or interception, or it begins an Activation already in an enemy-occupied Space. Harassment may not be used against a defender in a Town Space, whether or not the defender controls the Town. Nor may it be against a defender in a City space, although it may be used against a defender in a City Entry space.
2. The Crusader leader rolls for Western Aggression (see that section). If Western Aggression results, go to Full Battle Resolution.
3. The Players compare the Campaign Ratings of their leaders. (See the rules for Multi-Leader armies in the Full Battle Resolution section, below. An army with no leader is treated as a ‘0’.)
 - If the Muslim Leader is higher, the differential between the two ratings is applied to the Harassment die-roll as a positive DRM
 - If the Crusader Leader is higher, the differential between the two ratings is applied to the Harassment die-roll as a negative DRM.
4. The Muslim player may roll for Continuation if he wants to do so.

Harassment Attack Resolution Table

<i>Adj DR</i>	<i>Result</i>
0 or less	Muslims lose 1 ASP
1-3	No Effect
4-5	Crusaders lose 1 ASP
6-7	Crusaders lose 2 ASPs
8 or higher	Crusaders lose 3 ASPs

B. Western Aggression (Harassment Attacks Only)

Harassment Attacks can trigger Western Aggression. After the Muslim army announces the Harassment Attack, the Crusader player rolls (he has no choice) to see if it turns the tables and becomes the Attacker. Subtract the Muslim Leader's Campaign Rating from the Crusader Leader's Campaign Rating. The difference is the number the Crusader player must roll (that number or lower) in order to succeed at Western Aggression. However, no matter the difference between Campaign Ratings, a die roll of "1" always succeeds.

When Western Aggression occurs, the Crusaders become the Attacker and use the Full Battle sequence. In rolling for Battle Formation, the Crusader player adds one (+1) to the Crusader formation die roll while the Muslim Player subtracts one (−1) from his die roll.

If Western Aggression occurs, the Defending Muslims may not Withdraw.

Western Aggression cannot occur if the Frankish army is conducting a siege (either type).

(7.2) FULL BATTLES (Both Sides)

This section applies solely to Full Battles only. It does not apply to Harassment Attacks.

A. Wins, Losses, and Draws

A force that retreats or is eliminated has Lost the battle; the other force has Won. Any battle that does not result in elimination or retreat is a Draw (and both Armies remain in the battle space). Only if an Active army wins a battle may its Leader roll for continuation. See the Retreat rules, below, for details on voluntary and mandatory retreats.

B. Full Battle Sequence

1. Full Battle Declared: The Attacking force moves into the enemy-occupied Space, either through movement or interception, or it begins an Activation already in an enemy-occupied Space, and declares a Full Battle.

2. Town Defense Declared: The Defender declares whether or not he will use the Town's defensive benefits (if applicable). If he decides to use the Town, skip step 3.

3. Withdrawal Declared: The Defending force decides if it wants to withdraw (intercepted armies, and armies using a Town for defense may not withdraw). If it does, the current Combat sequence is finished. Do NOT go to Step 4 and beyond.

4. Battle Ratio Determined: The strength in ASPs is determined for both sides, with the attacker's strength expressed as a ratio to the defender's force (see the Combat Ratios chart to avoid having to calculate it yourself). Ratios are rounded to the nearest whole number (except in the case of 1.5, explained below). The larger number in the ratio is then used as a die roll modifier on the Battle Resolution Table. For example, 13 ASPs to 6 ASPs is 2:1 and gives a +2 DRM. By comparison, 17:6 is 3:1, giving a +3 DRM. Revers-

ing these (larger defending force), 6:17 is 1:3, thus a −3 DRM, while 6:13 is 1:2 and a −2 DRM.

5. Battle Formations Determined: Both players roll on their respective Battle Formation Table to determine the Formation their leaders use for this battle, and to determine if they use their Armored Knights.

PLAY NOTE: The Crusaders may use their "Knights Charge" card (12.1) to automatically assume the Frontal Charge (FC) Formation.

6. Formation Adjustment Determined: The Attacking player consults the Formation Adjustment Table, cross-referencing the Formations determined in Step 5, to determine the Formation Adjustment modifier.

7. Additional Adjustment Determined: The Attacking player determines any additional modifiers, such as Terrain, Visions, Town Spaces, etc., as outlined below the Battle Results Table.

8. Battle Cards Declared: Both players, beginning with the Attacker, determine if they want to play any Battle cards (see 12.0). Multiple cards may be played to influence the battle, with the players going back and forth (attacker always first), one card at a time.

9. Battle is Resolved: The Attacking player rolls two dice (2d6), adjusting the result by the total of the modifiers determined in Steps 4, 6, and 7. He locates the adjusted die roll on the Battle Results Table and applies the Result that appears immediately to the right. Both players remove the number of ASPs required by the Battle result, and any voluntary or mandatory retreats.

C. Withdrawal

When an Army announces a Full Battle, the defender may avoid combat by Withdrawing

- if he is not in a Town Space and, if he is, he has not chosen to use the Town's benefits; and
- if he has not been Intercepted.

Only leader-led armies may Withdraw, and they do so into a non-occupied or friendly occupied Space no more than one Space away from the current Space, but not using the path the attacker used to enter the current Space. If the Withdrawing army is in a City Entry space, it may withdraw into the City space or withdraw part of the ASPs into the City space and the remainder to a different space. In the latter case, the ASPs in the City would be unable to become undemoralized until they get a Leader.

Once the non-active Army has Withdrawn, the active Army must roll for Continuation if it wishes to keep going.

An Army may Withdraw as often as it wishes; there are no restrictions, except as follows:

- An intercepted Army may not Withdraw
- An Army conducting a Full Siege may not Withdraw
- A Muslim Army that has triggered Western Aggression may not Withdraw.
- A Crusader Army may not Withdraw from a Muslim Army conducting Harassment

DESIGN NOTE: As mentioned in the historical note above, this was an era-and a war-of few battles. Armies would routinely not close for (Full Battle) combat, even though they were well aware of each other's presence.

Withdrawal has two consequences:

- After Withdrawing, the force rolls for Withdrawal/Retreat Attrition (see 6.3B).
- After Withdrawing, the Withdrawn Leader (or leaders if more than one in the force) is Demoralized (place a Demoralized marker on the stack).



Demoralized Armies may not attack or even enter a Space occupied by an enemy Army or, in multi-player games, another Faction's Army. That is the only penalty, and there are no additional penalties for multiple Withdrawals.

Demoralization is removed when that Leader is next activated and states he wishes to Recover. The army automatically removes Demoralization, but the Leader must die-roll to see if he can Continue Movement. If more than one Leader in the stack is Demoralized, the rules for Multiple-Army activation take effect; all Leaders under the command of the activated Leader remove the Demoralization, OR—if a subordinate is activated—only the subordinate removes the Demoralization and he becomes an Independent Leader for the remainder of the Game-Turn.

D. Crusader Armored Knights

PLAY NOTE: Muslim forces do not have Armored Knights.

The superior weapon system on these battlefields was the heavy cavalry, the armored knights, of the western armies. While the Muslims eventually learned (how) to avoid them, their presence was still a major factor in land battles, depending on how they were used.

The army controlled by the highest-ranking Leader of each faction has AK (Armored Knights) Points, according to the following list:

Northern Franks:	4 AK
Southern Franks:	3 AK
Germans:	2 AK
Sicilian Normans:	1 AK



Place an Armored Knights marker of the appropriate strength with each faction's highest-ranked Leader at the start of the game. As that Leader loses AK points, flip or replace this marker to reflect that current level.

The AK marker must remain with the highest-ranking Leader of the faction at all times. If the Army containing the AK marker is ever destroyed completely in battle, that faction loses its AK capabilities.

If the Leader controlling the Armored Knights is killed or captured, the AK are immediately placed with the next highest-ranking Leader of that faction; don't use the movement system, just pick up the AK marker and place it with the new Leader. If the original Leader is returned to play (assuming he had been captured, of course), he immediately gets the AK marker back.

AK and Battles: AK points affect Battle in the following ways:

- Whenever a Crusader army with AK points fights a Battle with a Formation of F, IC, or FC, the Battle die-roll is modified in favor of the Crusader player by the number of AK points in the Battle (in addition to any other Battle DRMs). The AK points provide no Battle DRM when a Crusader player rolls a D Formation.
- The AK points do not count as ASPs for the purposes of calculating battle odds or determining losses (but see the immediately following bullet).

- In a battle in which AK points are used, for each 10% of losses above 19% that the Crusader army loses it permanently loses 1 AK. Thus there will be no AK loss if they lose 0-19%, and 1 AK if they lose 20-29%, 2 AK if they lose 30-39%, etc. Place the appropriate AK marker on the leader's stack to denote this loss. With armies of 5 ASPs or fewer, AK points are never lost.

EXAMPLE: A Southern Frank army led by Raymond (highest-ranking leader for that faction) and his full complement of 3 AK points is attacked by the Mosul Turks and the Southern Frank player rolls an I formation. The Battle die-roll for the Muslim player is modified by -3 to reflect the number of AK points. In the battle, the Southern Franks take 20% losses, so they permanently lose 1 AK.

AK and Towns: A Crusader Army attacking a force in a Town space does not receive the AK Battle modifier (whether or not the Defender uses the Town benefit). Nor does a Crusader Army which defends in a Town space and which uses the Town benefit.

AK and Amphibious Attacks: AK points may not be used a Crusader Army conducting an Amphibious Attack.

AK Points and Multiple-Faction Armies: When the highest-ranking leaders of two different factions combine into one large army (5.3), the AK points are totaled for both battle and movement purposes. Battle losses of 20% or higher result in the permanent loss of AK points to both factions.

EXAMPLE: In the Army Allocation phase, the Crusader players combine Robert of Flanders (North Franks) and Raymond (South Franks) into one large army. Both are the highest-ranking leaders of their factions, so their AK factors are totaled. As a result, as long as they operate together for movement or battle, they have 7 AK factors—a hugely strong combat force but extremely susceptible to movement attrition. If they lose 20% or more in a battle, both Leaders will take the AK factor loss.

E. Battle Formations

Before resolving battle, each side determines what Formation his army will assume (Formation being a game term for the general tactics that commander has decided upon). The comparison of Formations produces a die-roll modifier for the Battle Table (see also the Crusader Armored Knights section above—7.2D—for the effect of AK points). The Crusader player does not perform the Formation die-roll if he plays a Knights Charge card, which automatically gives him an FC Formation (see 12.1).

To determine his Formation, each player rolls one die (1d6) and cross-references that die-roll with the Campaign Rating of the Leader for his Army on the Battle Formation Table. (See 5.3 for who is in command.).

For battles in which Western Aggression (7.1) has been instigated, the Crusader player adds one (+1) to his die-roll and Muslim player subtracts one (-1).

EXAMPLE: A Crusader Leader with a '4' Campaign Rating and a die-roll of '5' will undertake a Frontal Charge (FC).

PLAY NOTE: The Christians, throughout all scenarios of the game, use the same Formation Table. The Muslims use a different table in each Crusade.

A leaderless force automatically uses the D formation, as do Armenian and Fatimid forces.

The possible Formations are as follows:

- D** = Defend in place (if Attacker, this means a reluctance to proceed)
- C** = Caution
- F** = Flank
- E** = Feigned retreat and then Encircle
- IC** = Impetuous Charge
- FC** = Frontal Charge

The two players now compare the Formations they have adopted to determine the Diceroll Modifier that will be used to adjust the Battle Resolution die-roll, using the Formation Adjustment Table that reflects who the Attacker is.

***HISTORICAL NOTE:** An organized Frontal Charge by Crusader knights was a most effective tactic, especially against the much lighter Muslim armies of the era. However, it didn't take the Muslims too long (albeit, after the First Crusade) to figure out how to avoid these charges (think Alexander at Gaugamela and the Persian chariots)—and the Crusaders never figured out how to counter such methods—rendering such charges not only useless, but a negative as far as the Christians were concerned.*

Stand-Off: If the table says 'SO' that means that a brief, tenuous feeling-out has taken place. Both sides lose 1 ASP. The moving units may continue to move, if they pass a Continued Movement die-roll, and they cannot be Intercepted again by the same force. Any Event cards that have been played to affect the battle die-roll remain discarded despite the SO result. Exception: If a garrison—i.e. force without a Leader—is attacked in a Town, a result of SO becomes a Formation Adjustment DRM of zero (0) instead.

***EXAMPLE:** In the First Crusade, the Crusaders attack, and they get a "D", Defend in Place Formation (which is game short-hand, in this case, for reluctance to proceed), while the Muslims die-roll/adopt a Flank (F) Formation. Cross-referencing the two on the portion of the table that has the Crusader attacking, produces a –2 die-roll modifier for the Crusader.*

***DESIGN NOTE:** The Formations are not an optional choice for the player because the mechanic represents the different tactical thinking of each side, together with the propensity for lesser-capable leaders to "Do the Wrong Thing". The players would not be so dense.*

F. Multi-Leader Armies

Defending with Multi-Leader Armies: If multiple Armies are in the same Space when that Space is attacked, determine which leader is in command of the defense as follows:

- In 2-player games, or other games in which all factions of the defending force are being played by a single player, that player chooses any Leader in the stack, subject to the restriction that a lower-ranked Leader may never command the forces of a higher-ranked Leader
- In multiple-player games, players decide among them who is in command for that battle. If they can't agree within three minutes (the opposing players will be more than happy to time it), the Defender's formation is always a D (Defend in Place).

Attacking with Multi-Leader Armies: See 5.3 ("Multi-Leader Activations").

G. Full Battle Resolution

The players now resolve combat by referring to the Battle Results Table, rolling 2d6 and adjusting the result according to the following:

(a) the DRM for Comparative Strength. Each side totals their ASP, comparing the totals and reducing that comparison to one of the ratios on the Comparative Strength Chart. Fractions are rounded to the nearest number, with .5 and below rounded downwards. See the separate Battle Ratio Calculation Table for all the possible strength DRMs.

***EXAMPLE:** 35 ASP attacking 49 ASP will be a 1 to 1.5 ratio, and a DRM of –1. By comparison, 35 ASP attacking 40 ASP is a 1:1 ratio (DRM of 0), 35 ASP attacking 53 ASP is a 1:1.5 ratio, and 35 attacking 62 ASP is a 1:2 ratio (–2 DRM).*

***PLAY NOTE:** Long-time consim players need to pay close attention to this method of calculating the battle ratio, to avoid assuming the more traditional means of odds calculation (which in many other games means rounding all fractions down). For instance, in this system, 5 ASP vs 9 ASP is a 1:2 ratio, while 3 vs 7 is a 1:2 and 3 vs 8 is a 1:3. 4:7 is 1:1.5 (–2 DRM) and 7:4 (1.5:1) yields a +1 modifier.*

(b) the DRM for Formation Adjustment. See 7.2E.

(c) the DRM for Armored Knights. See 7.2D.

(d) the effects of Terrain:

- a unit that used a River Path to directly enter a Space that engenders a Battle subtracts two (–2) from the combat diceroll.
- if the defender is located in a Town Space that it controls, subtract one (–2) from the diceroll. (Remember, the defender must declare his intention to use the Town as soon as the Attacker announces his intention to do so.)
- an Army defending in the Syrian Gates doubles its ASP strength.

(e) the Effect of a Jihad or Vision card. See 12.0

(f) the effect of Amphibious Attack (from Naval Transport; see 9.5), –3.

(g) the effect of Failure to Sortie during Combined Siege Relief Attack (8.3D): –2.

(h) the effect of a Successful Sortie during Combined Siege Relief Attack (8.3D): +2.

(i) the DRM resulting from the play of a Terrain Advantage card (see 12.0).

(j) other possible Card DRMs.

***PLAY NOTE:** Leaders' Campaign Ratings are not DRMs; they are used for Formation determination.*

Battle Results

The Attacker rolls two dice, adding them (2d6), applying the applicable DRM, then consulting the Battle Results Table for the result next to that adjusted diceroll. The currently activated Army is the Attacker, unless it has been intercepted, in which case the Intercepting Army is the attacker.

All results are expressed in terms of percentage of SP's lost by the attacker (to the left of the slash) and by the defender (to the right of the slash). Thus a 30/20 result means the Attacker loses 30% of his men, the Defender 20%.

The Army that suffers the higher % loss rounds his losses upwards; the one with the lesser % losses rounds down. If both suffer the same % loss, round up.

To help calculate the ASP losses, use the Battle Loss Calculation Table included with the Charts and Tables. And refer to 7.2D for losses of AK points.

To determine the winner or loser of the battle, see Retreats, Wins, and Losses below.

Numerical Superiority: Whenever one player has a Comparative Strength ratio of at least 3:1, he has Numerical Superiority. When this occurs, the player with Numerical Superiority takes his percentage losses based on the number of ASPs in his opponent's army (at the start of the battle), not his own army.

EXAMPLE: Ridwan's army of 22 North Syrian ASPs attacks Bohemond's army of 8 ASPs. The final battle result is 25/15. The Comparative Strength ratio (rounded mathematically as always) is 3:1, so Ridwan's losses are 25% of 8 (2 ASPs lost), not 25% of 23 (6 ASPs lost).

When more than one faction is involved on one side, losses are divided as equally as possible among the factions. Overage is decided by the Faction whose Leader was in command that battle.

If Armenians and/or Fatimids are involved in the combat as part of an army consisting of player factions, at least 50% of the total losses must be assigned to the player factions. In other words, you can't use the Armenians/Fatimids simply as cannon fodder.

Unpredictable Results (UR): If a combat result on the Battle Table is an "X" the attacker has attained an Unpredictable Result. Grab your hasheesh, sacrifice that lamb, burn that incense ... and roll one die, (1d6) adjusting the DR by the number next to the "x". This adjusted DR (which is never adjusted below '1' or above '6') is the number in brackets—e.g., [4] on the Battle Results Table, and the result for that battle.

EXAMPLE: An adjusted UR die-roll of "[2]" would produce a 20/5 result.

H. Leader Casualties

Leader Casualty rolls apply to Full Battles, but not to Harassment attacks. They do not apply to Battles with a stand-off (SO) formation.

After applying ASP losses (but even when a side takes zero losses), the players each now roll two dice (2d6) for each Leader with the Army, not just the Leader whose ratings were used. If the DR is a '2' or '12', roll one die (1d6) again

- If the DR is a 1-2, that Leader has been Killed
- If the DR is a 3-6, that Leader has been Captured.

Killed Leaders are out of the game (but see next paragraph).

Leaders have replacements on the reverse side of the counter. Replacement Leaders are used/placed immediately upon the death or capture of the original Leader, with the same Army (or in one of that faction's City or Towns if the Army no longer exists). If a captured Leader returns to his original owner (by ransom, prisoner exchange, or whatever other means), the replacement leader counter is flipped back over to the front side. If he is not already with an Army, he gets placed wherever the original owner wishes, keeping in mind the command restrictions of 5.3 and 5.4. Replacement Leaders can never be killed or captured. If a replacement Leader participates in a Battle, do not roll for Leader Casualties for him.

If the Mosul Turks have no on-map Cities, Towns, or Armies after a Leader is killed, the replacement Leader is placed in the Mosul Turk entry box and can enter the map from there (after, presumably, raising troops or picking up previously raised troops from that box).

If a killed or captured Leader has no replacement leader on the reverse side, and there is no other Leader with his Army, immediately after taking battle losses (not as a separate activation) that Army must move to a Town/City/Castle space controlled by that faction or that another faction permits it to enter, in one single land movement (it may not use naval transport). It may take any route, and it must follow the normal movement rules, except that it may not stop anywhere along the route for any reason, not even if it moves through enemy-occupied spaces (i.e., it does not conduct battles). It may not be intercepted. After reaching its destination, it rolls for attrition; in addition to the usual DRMs, it adds one (+1) to the roll for every ten enemy ASPs (or portion thereof) it passed through.

Captured Leaders may be Ransomed—returned for payment—under whatever terms the two parties agree to in the Diplomacy Phase.

J. Retreats, Winners, and Losers

A force that retreats or is eliminated has Lost the battle; the other force has Won. Any battle that does not result in elimination or retreat is a Draw (and both Armies remain in the battle space). Only if an Active army wins a battle may its Leader roll for continuation.

After all losses—ASPs and/or Leaders—have been taken, the player whose Army suffered the higher percentage loss on the BRT must decide whether or not he wants to Retreat or Stay (and see Mandatory Retreats, below).

- If he decides to Retreat, that ends the Battle. The Retreating force has Lost.
- If he decides to Stay, the opposing player now makes the same decision and then the battle ends. It is possible that both Armies will remain in place, in which case the battle is a Draw.
- If both players lose the same percentage, the Attacker decides first.

No Army may move through an enemy-occupied space while an enemy force occupies it (even a replacement force). In the case of a Draw—both armies remaining in place—place the Army beside the battle space, on the Path from which it came, to help players remember the direction from which it approached.

Mandatory Retreat: If an Army loses at least twice as many ASPs as the opponent, or at least one ASP when the opponent loses none, it has Lost the battle and must Retreat. However, this applies only if the Army losing the greater number of ASPs also took a higher percentage loss on the BRT. Armies forced to retreat have Lost the battle.

Retreat Direction for the Defending Army: A retreating Defender may Retreat to any adjacent Space in which there are no enemy Armies, and not into a Space from which the enemy forces just moved.

Retreat Direction for the Attacking Army If an Attacking Army retreats, it must return to the space from which it launched the attack. This is true even for Muslim Armies that moved to attack but then became the Defender via the Western Aggression rule. If a Crusader Army became the Attacker because of Western Aggression, and decides to (or must) retreat, it follows the rule for retreats for defending armies (above).

Inability to Retreat: If an Army that has to Retreat cannot (and remember that Armies conducting a Full Siege may not retreat), it stays where it is and loses additional ASPs equal to 1d6. In this case, the other Army has automatically won the battle and may roll for continuation.

Retreat by Sea. An army that was transported by sea for a Land battle (as per 9.5) must retreat into the fleets that brought it. The fleets stay where they are ... for now.

Retreat Attrition: After performing the retreat, the retreating Army undergoes Withdrawal/Retreat Attrition (see 6.3B).

There are no Advances after retreats.

An Army that loses or draws a battle may not roll for Continuation. An intercepted Army that wins a battle may roll to Continue.

K. After a Full Battle

The Winner of a Full Battle:

- may roll for Continuation but he does so incurring a +1 DRM.
- may not attack using Full Battle again within that Activation.

The Loser of a Full Battle, or an Army that gains a Draw, is Finished for that activation.

(8.0) CITIES AND TOWNS

Onward Christian Soldiers (First Crusade) features two types of built-up Spaces: Towns and Cities (Castles exist only in the Second and Third Crusade scenarios). Each type of Space has its unique characteristics.

Control: To show who controls a built-up Space, place a Control marker belonging to that faction on top of the defenders (or by itself if no defenders). If a City space, flip the Control marker to show the 1-ASP intrinsic garrison; if a Town space, flip it to show no garrison. The last faction to have been inside a Town/City controls it. Control requires, at the least, that an Army performed a Stop in the space. Unoccupied Towns may be captured by moving an Army to the Space and Stopping; when it does so, the Army is automatically inside the Town. There is no such thing as an unoccupied City space; it always has at least an intrinsic garrison (see Cities, below).

An Army must Stop when it goes inside a built-up Space, even if only to drop off a Garrison. However, it does not need to stop in an unoccupied Town (even if it bears an enemy Control marker); it may simply go through the Town space and keep going. However, it must Stop if it wants to take control of the Town; if not, the enemy Control marker simply remains in place.

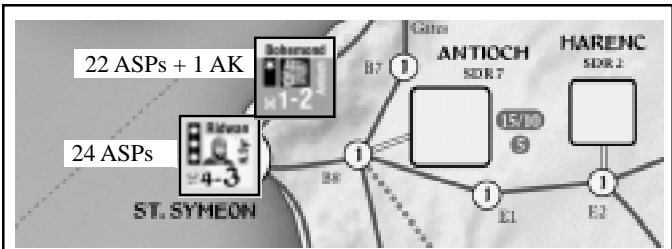
Multiple Factions and Control: Only one faction may control a built-up Space at any given time. However, the controlling faction may permit any other faction's armies to enter the space, without relinquishing control.

PLAY NOTE: Armenian control of Cities and Towns is slightly different. See the Armenians section in the scenario rules for the First Crusade.

(8.1) TOWNS

Towns are represented on the map by large circles. All Towns function identically, providing defensive benefits for Armies defending in them (but not attacking from them).

The siege rules do not apply to Towns. Towns are attacked via the Battle system.



Example of Combat

The Sicilian Norman leader Bohemond (Campaign Rating 4), with 22 ASPs and 1 AK point, moves into the St. Symeon space and attacks a Northern Syrian army of 24 ASPs led by Ridwan (Campaign Rating 3).

1. Ridwan decides not to withdraw (otherwise, this wouldn't be much of a combat example). He also decides to use the benefits of the Town for his defense.
2. The Crusader player determines that the combat ratio is 15:24, which simplifies to 1:1. Consulting the Combat Ratio Chart shows a Diceroll adjustment of -1 for this comparative strength. So the Battle DRM so far is 0.
3. Both players now roll on their respective Battle Formation Tables. The Muslim player rolls a 4, the Crusader rolls a 5. Consulting these charts reveals that Ridwan has adopted a Formation of C (Caution), while Bohemond is in FC (Frontal Charge) Formation.
4. Keeping these two Formations in mind, the Crusader player consults the Formation Adjustment Tables. Because he's the Attacker, he uses the one for Crusader Attacker and Muslim Defender. Cross-referencing his FC against the Muslim's C shows a Diceroll adjustment of +5. The Battle DRM at this point is +5.
5. The players now determine any final Diceroll adjustments. Ridwan is defending in a Town Space, which provides a -1 adjustment. Bohemond's cannot use his Armored Knights because Ridwan is using the Town for defense; otherwise they would have provided a +1 adjustment. None of the other possible adjustments applies. The final Battle DRM is +4.
6. The Crusader player consults the Battle Results Table and rolls two dice. The result is 8. He adds the Battle DRM of +4, yielding an adjusted Diceroll of +12.
7. On the Battle Results Table, beside the +12 Diceroll result, is a Battle Result of 10/20. The Crusader player must remove 10% of his 15 ASPs, rounding down. His total loss, therefore, is 1 ASP. The Muslim player must remove 20% of his 24 ASPs, rounded up. As a result, he loses 5 ASPs.

PLAY NOTE: The Numerical Superiority factor does not apply here, as the odds/ratio is 1: 1.5.

8. Both players check for Leader casualties by rolling 2d6 each. Ridwan rolls a 5 and survives. Bohemond rolls a 12 and therefore becomes a casualty. The Crusader player rolls 1d6 to see if Bohemond is killed or captured. The roll is a 2, so Bohemond is killed. The Bohemond counter is flipped over to show the much less capable Rainulf (Campaign Rating 2) as his replacement.
9. Because he lost at least twice Bohemond's losses, and suffered a higher percentage loss than Bohemond, Ridwan must retreat. He decides to move to the Space immediately south of St. Symeon, where he rolls for Retreat Attrition; his roll of 5 means he takes no further losses. Note that if he had been unable to retreat, he would have lost additional ASPs in the amount of the result of a 1d6 die-roll.

When a force inside a Town is attacked, the Attacker subtracts one (–1) from the Battle dice-roll.

The force must be inside the Town for this DRM to take effect (i.e. a Control marker must be on top of the stack); simply being in the Town space is not sufficient.

If only one faction's forces are in the Town space, they are all considered either inside or outside the Town (it's the choice of the player controlling that faction). However, it is entirely possible for forces from different factions to be in the Town space with only one or some of them inside the Town. In such a case, the force outside the Town must leave the space (via movement, withdrawal, retreat, or elimination) for an Attack to be made against the force inside the Town—after a Continuation roll or in a separate Activation.

Crusader Armored Knights may not be used in battles against forces defending in Town space. Similarly, Harassment Attacks may not be conducted against forces in Town spaces. Both these restrictions apply whether or not the defenders are inside the Town (i.e., the space itself provides the restriction).

Forces inside a Town attacking an enemy force in the Town space do not receive the Town benefit.

If a force withdraws from a Town before combat or retreats from one after combat (or is eliminated), the Attacker automatically gains control of the Town (it is considered to be inside). In multi-player games, if there is more than one faction attacking, the Leader who was in charge of the combat gets control of the Town. If that Leader has been killed or captured, players decide among themselves who takes control (if no agreement within 30 seconds, put Control markers for the participating factions in a cup and draw randomly).

Harassment Attacks may not be conducted against forces in Town spaces (whether or not they are inside the Town).

Towns cost 1 Attrition Point to enter. They do not provide Attrition Negation. They do, however, prevent Point Attrition (see 6.3C).

(8.2) CITIES

Cities provide resources to reduce attrition and anchor lines of communication. To reflect their importance, victory in Onward Christian Soldiers hinges on the control of Cities.

City Spaces have individual Siege Defense Ratings (SDR), which represents both their military strength against a siege and their Resources. The Siege Defense Rating (SDR) of the City (see Sieges, below) is on the map beneath the City Space. The number of Resources equals the SDR except when depleted (10.2). See 6.3A for how Resources affect Movement Attrition.

Map Note: The Cyprus space on the map is in fact the city of Salamis; it has an SDR of 2.

Only the forces of the faction controlling a City may move to the City space at will. Other forces may enter, but only with the permission of the controlling Player.

ASPs in a City space are always Inside the city. They may not be attacked directly, although they can be whittled down and destroyed through sieges and assaults (see below).

An Army must Stop when it goes Inside a city, even if only to drop off a Garrison.

Intrinsic Garrisons. Each City has an intrinsic garrison of 1 ASP belonging to the faction controlling that City. ASP markers are not used to show this control; the Control marker itself represents the

1-ASP garrison (Control markers are double-sided, the front side for Cities and the back for Towns). Intrinsic garrisons count as 1 ASP when calculating Assault ratios, and they may be eliminated only after all other ASPs are gone.

Intrinsic garrisons are placed either at the start of the scenario or when a City is captured. In the latter case, he must garrison it (he has no choice); he removes 1 ASP from the force that captured the City and places the Intrinsic Garrison marker, and he may move any number of additional ASPs into the City as well (or only the Intrinsic Garrison if he wishes). The ASP that creates the Intrinsic Garrison is not considered “dropped off” by the capturing Army, nor may it be “picked up” by a friendly Army (for the rest of the game). They are simply considered part of the City itself.

City Entry Spaces. Each City (except Cyprus) has only one space connected to it; this is called the City Entry space. Any action taken against a City-Siege, Assault, and Ravage-happens from this space. For many purposes (such as picking up ASPs and Point Attrition), having an Army in the City Entry space of a City controlled by that Army's faction is the same as being in the City itself.

Siege Defense Ratings: Each City has a Siege Defense Rating (SDR). The SDR has three functions:

- It is the number of Assault Points which the Attacker must inflict before the City falls to the Attacker. When the Assault Points equal the SDR, the city is captured.
- It is multiplied by five (5) to determine the number of ASPs an Army must have in order to place the city under siege.
- It is the amount of Resources a City has. The Resources are drawn upon for a variety of purposes (Siege Assault, reducing the affects of Movement Attrition, etc.).

As a City's Resources get used, its Resource level is reduced by that amount. Ravaged cities provide no Resources; Destroyed cities provide no SDR or Resources. (See below for all the effects of Ravaging and Destruction.) Resources are automatically replenished, for that city, in the Recovery Phase at the end of each Game-Turn, unless that city is Ravaged, Destroyed or Under Siege.

The SDR of all Cities are printed on the map beside the City's name. A City's SDR is never reduced.

HISTORICAL NOTE: Militarily, the SDR represents how long that city is likely to resist continued Siege assaults. Antioch's walls, for example, were so extensive the city could not be surrounded. As such, the bigger cities usually had greater supplies. Virtually every settlement in the Latin East had some sort of walls. The game treats these relatively.

Capturing a City: There are four ways to capture a City:

- Besiege it until the Defending force is eliminated through Siege Attrition (8.3C) or it voluntarily Surrenders (8.3F).
- Assault it until the number of accumulated Assault Points equals the City's SDR (see “Assaults” in 8.3B).
- Play the Treachery card against it while it is under Siege (8.3E).
- Arrange a diplomatic deal with the Defender (see 11.0).

Occupying a Captured City: An Army that captures a City places an Intrinsic Garrison marker on the City space- See the Intrinsic Garrison rule above. The capturing Army immediately loses 1 ASP in order to create the Intrinsic Garrison (this is not optional). In addition, the player may transfer as many or as few of the ASPs and Leaders as he wishes from the capturing Army into the City, leaving the remainder (if any) in the City Entry space. Note that if he

leaves ASPs in the City Entry space, he must also leave a Leader with them.

(8.3) ACTIONS AGAINST CITIES

Cities may be subject to a host of difficult times: Sieges, Assaults, Treachery, outright Surrender, Ravaging of the surrounding areas, and total Destruction. These actions were the main features of the warfare of this era, the denial of control and its accompanying resources (mostly in Europe, but adapted and adopted quickly by the Crusaders and Muslims).

A. Sieges

HISTORICAL NOTE: The Crusades saw as many sieges as battles.

Conducting a Siege. To undertake and maintain a Siege, a Leader either starts his Activation in a City Entry space and announces a Siege OR moves to a City Entry space, succeeds at a Continuation roll and announces a Siege, OR amphibiously assaults a City Space. The army activated with that Leader must have at least as many ASPs as the City's SDR multiplied by five (5). While a siege is in progress, if the number of ASPs in the besieging Army drops below 5 times the SDR, the siege ends immediately.

After beginning a Siege, the leader's current Activation is over. He may not roll for Continued Movement. Furthermore, an Army may not start a Siege in the same activation in which it has Assaulted or Ravaged the City.

The City Entry space may not contain any opposing forces when a siege is begun. However, once a siege is in place, having an enemy force co-occupy the City Entry space does not, in and of itself, prevent the siege from continuing. Only the events in "Ending a Siege" (below) do so.

Ending a Siege. A Siege is over when one of the following happens:

- The besieging Army leaves the City Entry space for any reason (including retreat).
- The besieging Army no longer has five times (5X) the SDR of the City.
- The besieged force sorties and the besieging Army takes a higher percentage loss than the besieged force (8.3D).
- The Assault Points against the City equal the SDR (8.3B).
- The besieged force is eliminated completely through Siege Attrition (8.3B).
- The besieging and besieged players agree to a Surrender (8.3F).
- The City falls to Treachery (8.3E).
- The besieging Leader, when activated, removes the Siege marker, after which he may move normally.

Full and Partial Sieges. When first instituting a siege, and each time the besieging Army is activated after that, the besieging player must declare (by using the appropriate markers) whether his Army is on Full or Partial Siege. Whichever one he chooses, it remains that way until the siege is broken or that Leader is activated again (at which time he may change it).

- **Full Siege.** All ASPs are used for Assaults, or if attacked by Sortie. If attacked from outside by an enemy Relief Force, or by combined relief attack, the ASP strength is halved, rounding down. A force conducting a Full Siege may not withdraw or retreat if attacked.
- **Partial Siege.** Half (rounded down) its ASPs are used for Siege Assault, or if attacked by Sortie. All ASPs are available if attacked from outside by an enemy Relief Force or by a combined

relief attack. A force conducting a Partial Siege may withdraw or retreat if attacked.

Siege Attrition: Forces involved in a Siege will possibly undergo Siege Attrition in the Attrition Phase. See 8.3C for details. A besieging player is under no obligation to do anything once a City is under Siege, opting to let Siege Attrition have its effect.

Multiple-Force Sieges (Single Player). After the Siege marker has been placed, if there is only one player on the side conducting the siege, or if (in a multi-player game) all of the factions involved in the siege are controlled by the same player, the following happens.

- All Armies in a City Entry space combine for the purposes of Sieges and Assaults (see Assaults, below).
- One Leader is chosen as Leader of the siege (and is called the Commanding Leader). The highest-ranking Leader is always in command; if two highest-ranking Leaders of the same rank are in the space, the player chooses. His Activations determine all Siege actions (including Assaults, Treachery, Ravaging, etc.). No other Leader in the combined force may do any of these things (and the Commanding Leader's activations count against the two-Activation limit for all Leaders in the space)
- If the City is captured, the faction of the Commanding Leader takes control of it. Place an Intrinsic Garrison marker belonging to the capturing force in the City Space (along with as many ASPs from that force as the player wishes).
- Whenever an Army enters the Entry space of a City under siege (or is already there when the siege is begun), it automatically and immediately joins the besieging force (it may not Ravage, Assault, etc. before doing so).
- Note that all of the above is in force only after the Siege marker has been placed. If an Army moves into a City Entry space where a siege does not already exist, its Leader may start a siege only if it has enough ASPs to do so (keeping in mind all the permutations of 5.3 to determine who may command which ASPs).

Multiple-Force Sieges (Multiple Players). In a multi-player game, after the siege marker has been placed, if Armies controlled by different players are involved in a siege, the following happens:

- Armies belonging to the same faction who enter the City Entry space (or who are already there when the siege is begun) must merge with those of that faction already in the space.
- Armies from other factions entering the City Entry space (or who are already there when the siege is begun) may join the original besieging force if their players so wish. If so, the highest-ranking Leader takes command of the siege (and is called the Commanding Leader). If two or more highest-ranking Leaders are in the space, those factions must decide immediately which one is in command (and this happens every time yet another Leader of that rank enters the space). If they can't agree within three minutes, there's no siege at all, even if any one of the factions has enough ASPs.
- The instant the Armies of multiple factions combine, that Leader may change the current Siege type from Partial to Full (or vice versa) if desired.
- If the City is captured, the faction of the Commanding Leader takes control of it (which is why it matters who's in charge). Place an Intrinsic Garrison marker belonging to the capturing force in the City Space (along with as many ASPs from that force as the player wishes).
- The Activations of the Commanding Leader may determine all Siege actions (including Assaults, Treachery, Ravaging, etc.),

but other players may have their Leaders do such actions independently when their Activation Cards come up (but keep in mind the two-Activation limit for each Leader). One or more players may also attack the other players' Armies, and so on. It's a free-for all in there, but keep in mind the rules for multi-force armies, intra-faith combat, and restrictions on the number of Activations.

- Note that all of the above is in force only after the Siege marker has been placed. If an Army moves into a City Entry space where a siege does not already exist, its Leader may start a siege only if it has enough ASPs to do so (keeping in mind all the permutations of multi-faction and multi-leader forces as per 5.3).

B. Assaults

Any time an Army occupies the City Entry space of an enemy-controlled City (whether or not that Entry space is also occupied by an enemy force), it may Assault that City (but see "Multi-Force Assaults", immediately below). In order to assault in the Activation in which it moves into the Entry Space, the Leader must pass a Continuation roll before assaulting (if he fails, he is Finished).

The purpose of an assault is for the Attacker to inflict a number of Assault Points equal to the City's SDR. The instant this occurs, the city falls.

Assaults are conducted from the City Entry space. An Army may assault whether or not the City is under siege. If the City is under siege, the Army may assault whenever that Leader is activated. If the City falls, the assaulting player immediately removes 1 ASP from the assaulting Army (this is not an option), places an Intrinsic Garrison control marker in the City Space, and may, additionally, immediately transfer additional ASPs from the assaulting Army into the City Space (although he doesn't have to). He is then Finished for that Activation.

To perform an Assault, the Attacking player rolls one die (1d6) on the Assault Table. He modifies this die-roll according to any applicable die-roll modifiers listed below that table. He applies the results shown on the table, with the same die-roll affecting both the defenders (1st column) and the attackers (2nd column). If the city is not under Siege, the assaulting Army subtracts one (-1) from the die-roll.

Results are

- ASPs lost by one or both sides (the defender's losses are removed first), and
- Assault Points inflicted by the Besieger

Inflicting and Removing Assault Points: When Assault Points are inflicted, place an Assault Points marker, reflecting the accumulated Assault Points inflicted thus far, on or beside the City Space. This marker stays in place as long as an enemy Army containing at least as many ASPs as the original SDR of the City, and not necessarily the originally assaulting army (it can be replaced by another) remains in the City Entry space. The instant the Entry space is free of such an army, one Assault Point is immediately removed (replace the Assault Points marker accordingly). In each subsequent Recovery Phase, beginning with the current Game-Turn (see the Sequence of Play), three Assault Points are removed. This process continues until either the City is free of Assault Points, it has more Assault Points inflicted upon it, or an enemy Army with ASPs at least equal to the SDR moves into the Entry space and prevents Assault Points from being removed.

PLAY NOTE: Assault Points do not lower either SDR or Resources.

Defender Losses: After making the Assault roll and determining the Assault Point losses, subtract the accumulated Assault Points from the City's SDR. The result is the number of ASPs that are not subject to being eliminated by the Assault die-roll (protected by the walls, if you will). From those ASPs that are subject to losses, remove the amount specified on the Assault Table, or as many as possible given the number protected by the walls.

Attacker Losses: ASP Losses incurred by the Attacker are removed after the Defender takes losses; if the ASP total falls below the number required to sustain the siege, the siege is automatically over.

EXAMPLE: A Crusader army of 20 ASPs assaults Jerusalem, which has an SDR of 5, no current Assault Points, and is not under siege. Jerusalem has a garrison of 2 ASPs plus the intrinsic garrison, so 3 ASPs total. The die-roll modifiers are +2 for having 3X the garrison's ASP strength and -1 for having no siege in place (+1 total). The Crusader player rolls a "6", which is modified to a "7", resulting in 2 Assault Points against the City and 1 defending ASP lost. Subtracting the 2 Assault Points from the SDR of 5 gives a result of 3, which means that walls can protect up 3 ASPs. Since there are only 3 ASPs in the City, all 3 are unaffected and the defender suffers no ASP losses (but the 2 Assault Points remain in place).

When the number of Assault Points equals the SDR, the City/Castle falls, and the defender automatically loses all his ASP inside. The City/Castle retains its SDR. The assaulting player declares whether any Leaders are Captured (and held for Ransom) or killed. The City's Resources, if any remain available, are now usable by the player controlling the city. See "Inflicting and Removing Assault Points" (above) to determine what happens to the accumulated Assault Points.

After performing an Assault, the leader's current Activation is over. He may not roll for Continued Movement.

An Army may not Assault a City in the same activation in which it initiates a Siege or Ravages the location (because both actions automatically end the Activation).

Multiple-Force Assaults (Single Player). If there is only one player on the side conducting the Assault, or if (in a multi-player game) all of the factions involved in the assault are controlled by the same player, the following happens.

- If the City is under siege, see the rules for Multi-Force Sieges (Single Player) above. The Commanding Leader of the siege conducts all assaults.
- Even if the City is not under siege, all Armies in the City Entry space must combine for the purposes of Assault, and they may assault only as an action by the Commanding Leader (i.e., they may not assault on their own).
- If the City is captured, the player decides which faction takes control of it. Place an Intrinsic Garrison marker belonging to the capturing force in the City Space (along with as many ASPs from that force as the player wishes).
- Whenever an Army enters the Entry space of a City under siege, it automatically and immediately joins the force already there; it may not Assault before doing so.

Multiple-Force Assaults (Multiple Players). In a multi-player game, if Armies controlled by different players are involved in an Assault, the following happens:

- If the City is under siege, see the rules for Multi-Force Sieges (Multiple Players) above.
- If the City is not under siege, all Armies are considered independent and conduct their own assaults (calculating odds accordingly), unless they have combined, in the Army Assignment Phase, according to the Multi-Force Activations rules (5.3).
- If the City is captured, the faction conducting the Assault that added the final Assault Point takes control of it. If the City falls in a Multi-Force Activation, the faction of the Leader of that force takes control of it. Place an Intrinsic Garrison marker belonging to the capturing force in the City Space (along with as many ASPs from that force as the player wishes).
- The Activations of the Commanding Leader may determine all Siege actions (including Assaults, Treachery, Ravaging, etc.), but other players may have their Leaders do such actions independently when their Activation Cards come up (but keep in mind the two-Activation limit for each Leader). One or more players may also attack the other players' Armies, and so on. It's a free-for all in there, but keep in mind the rules for multi-force armies, intra-faith combat, and restrictions on the number of Activations.

C. Siege Attrition

In the Attrition Phase at the end of the Game-Turn (Phase "E"), both players currently involved in a Siege (i.e., wherever a Siege marker is) must check for the Attrition from that Siege.

Each player rolls two dice (2d6) and consults the Siege Attrition Table:

- Defender adds one (+1) if the City is a blockaded Port
- Defender subtracts one (–1) if the City is an unblockaded Port, and the Defender has a Fleet present. (See 9.3).
- Both forces add one (+1) if the City is Ravaged. This does not apply to Besieging force bearing a Ravager marker (i.e., if it Ravaged the City during the current Game-Turn).
- Besieging (but not Besieged) Muslim forces subtract one (–1) from the diceroll.

The result is the number of ASPs lost by that Army. If there is more than one Faction involved, losses must be divided among the factions as evenly as possible.

After calculating Siege Attrition for a City, the Besieged force may use the Resources of that City to nullify Siege Attrition losses. In addition, the Besieging force may nullify its losses by using Resources from any one City (either one of its own or that of an ally willing to spend its resources for this purpose) to which it can trace a Limited Line of Communication (see 10.4). Two (2) Resources are required to nullify each ASP lost. Place Resource markers in the reduced cities to show the resulting Resource levels

EXAMPLE: Homs (SDR of 3, hence Resources of 3) is under siege at the start of the Attrition Phase. The Muslim player has 6 ASPs inside the City. The Muslim player rolls 2d6 with a result of 10, so they lose 4 ASPs. He decides to use 2 of the city's Resources to reduce losses by 1 ASPs, so the Muslim force loses only 3 ASP. He then places a "1 Resources" marker on the City to denote the reduced number of Resources available.

If all ASPs inside a besieged City are eliminated by Attrition, the city falls. Any besieged Leaders are captured. The City's Resources stay as they are, subject to replenishment in the upcoming Recovery Phase. See "Inflicting and Removing Assault Points" (above) to determine what happens to any accumulated Assault Points.

Armies that are besieging Cities do not suffer Point Attrition (only Siege Attrition).

D. Siege Relief

During one of his Activations, the defender may attack the besieging Army. He may do this by having the forces inside the City attempt a Sortie, by having a Relief Force from outside the City attack the besieging force, or by launching a Combined Attack using forces from both inside and outside.

Sortie: The Defender, when activated, attacks the Besieging army. The latter defends with all its ASPs if at Full Siege, or half its ASPs if at partial Siege. If the Besieging Army suffers a higher percentage loss than the Sortie-ing Army, the Siege is over, and the formerly Besieging army might be forced to retreat, according to the normal Retreat rules (but a force conducting a Full Siege may not retreat). If the Besieging force does not retreat, the Siege may be started again, but that will take another full activation. If the Sortie-ing Army must retreat, it stays in the City with no additional penalties (i.e., it just goes back inside the City). Note that the Siege is also over if the Sortie has resulted in sufficient losses to the Besieging force that it no longer has enough ASPs to maintain the Siege.

PLAY NOTE: If there's no leader inside the City, the defender cannot Sortie, as that Army cannot be activated.

Relief Force. Another Army moves into the City Entry space and attacks the besieging units in a normal battle. The latter defends with half its ASPs if at Full Siege, or all its ASPs if at partial Siege. If the defending besiegers Retreat, or if it loses sufficient ASPs to force a retreat but may not do so (a force conducting a Full Siege may not retreat), the Siege is over. Any other result, everything stays the same...although it is getting crowded in that locale. And, once again, the Siege is also over if the Sortie has resulted in sufficient losses to the Besieging force that it no longer has enough ASPs to maintain the Siege.

An army conducting a Full Siege may neither Withdraw before combat nor Retreat after combat. Furthermore, Western Aggression is not in effect for a Crusader army conducting either kind of siege.

Combined Attack. A Player who is bringing in a Relief Force to relieve the Siege may attempt to have any non-Demoralized inside defenders (they must have a Leader) join in the battle, which takes place "outside", as a normal battle. To do this he rolls one die (1d6) and adds one (+1) to the result if the inside force is of a different faction from the outside force:

- If the dr is the same as or lower than the Campaign Rating of the Leader inside the City, that inside Army may combine its ASPs with those of the Relief Force (but the Leader of the relief Force is "commanding" the actual battle). The besieging force defends with half its ASPs (rounded up) if at Full Siege or all its ASPs if at Partial Siege. In addition, the combined attack gives the attacker a modifier of two (+2) to the Battle roll.
- If the dr is higher, well, that's a morale blow to the Relief Force, which was expecting a little bit of help from their friends. The Attacker, in resolving the battle, subtracts two (–2) from his Battle DR. The besieging force defends normally (i.e., depending on which type of siege it's conducting).

E. Treachery

Both Events Decks have Treachery cards (12.0). A player with a Treachery card may use that card to try to resolve a Siege by treachery. Any attempt to do this is that Leader's entire Activation, whether it works or not. It costs Resources to use a Treachery card, with

each Treachery Point costing 2 Resources (yes, it's expensive). Resources may be drawn from any City or Cities controlled by any faction in the Leader's army (or any other faction willing to give them), as long as the City/Cities are within an Unlimited Line of Communication (10.1).

The player attempting Treachery adds his paid-for Treachery points to the Campaign Rating of the Leader he has activated. This Leader must be present at the Siege, but he does not have to be the Leader in charge of the Siege. He then rolls two dice (2d6), to which he adds the original SDR of the City (current Assault Points have no effect) plus the Campaign Rating of any one defending Leader inside the city (or zero in the case of no Leader). If more than one Leader is inside the city, it's the attacker's choice which one to use.

- If the adjusted diceroll is lower than the Treachery Points plus Campaign Rating, the City is taken—by that Leader and his ASPs only—by treachery. He may do with the occupants as he wishes, except that at least one of the defending Leaders must be spared (and placed in any Space that Leader's player controls). Guess who the traitor is?
- If the adjusted diceroll is the same as or higher, the Treachery attempt fails, and that activation is over (but the Resources are still spent).

Restrictions. Because of its power, Treachery Cards have 2 restrictions:

- Play of a Treachery Card is the only action that Leader may undertake in the activation in which he does so.
- A Treachery Card may not be held in a player's Hand from one Turn to the next. If not played, it must be discarded in the Recovery Phase at the end of the Game-Turn.

EXAMPLE: Antioch (SDR of 7) is under siege. The defenders are led by Yagi-Sihan, Campaign Rating of '2'. The besieging Leader, Raymond of Toulouse, is a '3', and he spends 24 Resources for 12 Treachery Points to take Antioch by Treachery. With 9 being added to the Treachery die-roll (Antioch + Yagi), Raymond would have to roll a '5' or lower to succeed.

PLAY NOTE: Remember that you need a Treachery card to try this.

F. Surrendering

The Defender, at any time after an enemy Army enters the City Entry space, may always choose to Surrender the City. He may do so at whatever terms the players agree on, including an exchange of Event Cards and a demand for payment of Resources from the conqueror. Surrendering ASPs may, if players agree, be placed in any City controlled by the Defender, but not in any other location.

If a Leader surrenders during his own Activation, he is automatically Finished for that Activation.

G. Ravaging

DESIGN NOTE: Ravaging is a process whereby the attacker destroys the ability of a City, and its surrounding area, to provide any Resources. Such undertakings were a main feature of the warfare of the era.



An Army may Ravage a City or Town, no matter who controls it. Ravaging can be part of a Siege, but it does not have to be.

To Ravage a City/Town requires an Army of at least 10 ASPs, and it requires that the Army enter (or already be in) the City Entry space or the Town space. No enemy force may be in the same space. Ravaging is part of Movement, but the Leader may not roll for Contin-

ued Movement afterwards. Ravaging is automatic; the following results occur, but no die-roll takes place:

- A "Ravaged" marker is placed on the City or Town space.
- A ravaging army does not check for Point Attrition in the game-turn in which it has done the ravaging, as long as it remains in the space and does not add any more ASPs (but it may drop below the required 10 ASPs). Indicate such by placing a "Ravager" marker with that Army. If it ravages a City and places the City under siege, however, it does undergo Siege Attrition. Furthermore, if other forces join the ravaging Army, those forces undergo Point attrition normally (i.e., with the ravaged City modifying their die-roll).
- The Ravaged City may not replenish its Resources until after the Ravaged-Remove marker is removed (see below).
- If a ravaged City is under Siege, both players add one (+1) to their Siege Attrition die-roll (see the Siege Attrition chart for more effects). This does not apply to Besieging force bearing a Ravager marker (i.e., if it Ravaged the City during the current Game-Turn)..

A City/Town/Castle bearing a Ravaged or Ravaged-Remove marker may not be Ravaged again until all such markers are gone.

PLAY NOTE: To ravage a Town, the Army must either have started the Activation in the Town space or have moved into the Town space as a Reinforcing Army.

In the Recovery Phase at the end of the Game-Turn, the following happens for Ravaged City or Town that is neither Under Siege nor Destroyed:

- All "Ravaged-Remove" markers are removed, meaning the City/Town is no longer Ravaged. Then,
- All "Ravaged" markers are flipped to their "Ravaged-Remove" side, meaning the City/Town is still Ravaged.



If the City is Under Siege or Destroyed, the Ravaged or Ravaged-Remove marker remains until the siege is lifted and/or the City is rebuilt (see below).

H. Destroying and Rebuilding

Destruction is the reduction of the defenses of a city—literally, tearing down the walls and towers—so that it provides no defense whatsoever.

Destroying. An Army (of at least 10 SP) may Destroy a City. It must control the city and be inside it to do so, and the city may not be under Siege. Destruction is part of Movement, and the Leader may not roll for Continued Movement afterwards. Destruction is automatic; the following results occur, but no die-roll takes place:

- A "Destroyed" marker is placed at the city space.
- Destroyed Cities are treated for defensive purposes as if they were only Towns (they have lost their SDR), although they are attacked from the City Entry space.
- Destroyed Cities have no Resources.
- Once Destroyed, a City may be not be Destroyed again until it is Rebuilt.
- Destroyed Cities provide one Victory Point if destroyed by a Crusader player, none if destroyed by a Muslim player.
- If a City destroyed by a Crusader player is rebuilt by a Muslim player, the Crusader player loses the Victory Point he gained for destroying it.



- As long as a “Destroyed” marker is in place, any “Ravaged” or “Ravaged-Remove” markers for that City stay in place.

Rebuilding. “Destroyed” markers are removed when the city is rebuilt. Rebuilding requires an Army of 10 ASPs or more (with a Leader) to spend an entire Game-Turn (from Phase A through Phase F) in the City space (not the City Entry space). At the beginning of the Leader's next Activation, the “Destroyed” marker is removed (unless the player decides to move that Leader away without rebuilding it) and a “1 Assault Points” marker is placed on it (see 8.3B for how to recover Assault Points). The City regains its SDR. The Leader may roll to continue, adding the SDR of the City to the Continued Movement die-roll.

HISTORICAL NOTE: If rebuilding seems to take too short a time, consider that, in the Third Crusade, Ascalon was destroyed by Saladin and later rebuilt by Richard. Even though Richard started the rebuilding process in horrible winter weather, and unable to start for two weeks because of the rains and mud, he still managed to rebuild it to its former strength in only two months.

(9.0) NAVAL RULES

(9.1) FLEETS AND SEA ZONES



Fleet counters have two sides, indicating the strength of that Fleet, either ‘2’ or ‘1’ Naval Strength points (NSP). The scenarios indicate at what strength these Fleets start, and players can always take a ‘2’ Fleet and break it up into two 1’s (or vice versa) at any time during movement.

Fleet counters also bear the number 3; this refers to the number of Sea Zones a fleet can move. See 9.1.

Crusader Fleets are activated by Fleet Activation Cards, in the same manner as Armies, except that the Fleet Activation Card has no Leader name. When a Crusader player draws a Fleet Activation Card he may activate as many Fleets as he wishes.

In the First Crusade, Crusader Fleets, each worth 2 NSP, arrive via an Event Card. Only then do the Crusader Fleet Activation Cards come into play. If a Crusader Fleet Activation Card is pulled from the Activation Deck before this Event Card is played, the Activation card has no effect (but is considered played).

Once this Event Card has been played, the Fleet is in play. It (all or some of its galleys) may be activated by the Crusader player who drew it, or, if drawn by a Muslim player, by the Crusader player who most recently played an Activation. If it is the first card drawn in a Turn, and drawn by a Muslim player, place it back into the deck and shuffle.

The Fatimid Fleet—all the NSP of the Fatimids—is activated by a Fatimid card (played by a Muslim player). There is no cost in Resources to so activate that Fleet, and there are no Activation Cards associated with the Fatimid Fleet. When the Event Card is played, the Fleet is activated immediately.

There are eight (8) Sea Zones on the map, separated from one another by dashed blue lines. Each Sea Zone corresponds to a port in that area: Tarsus, Cyprus, Tortosa, Tripoli, Sidon, Acre, Caesarea, and Jaffa.

(9.2) NAVAL MOVEMENT

Fleets are placed in, and move into, Sea Zones. Those are the only Spaces they may inhabit. They may not move into a Port/City.

Fleets have a Movement Allowance of 3 Sea Zones. There is no continuation movement for fleets. Fleets stacked together may move together or separately, but each Fleet counter or stack must finish its movement before another Fleet counter/stack moves. Fleets may not pick up other Fleets along their path of movement.

Fatimid Fleets may move only when activated by a Fatimids event card. They move like any other fleets, except that they (and only they) may move into and out of the Fatimid Box. The Box costs 1 naval MP to enter.

DESIGN NOTE: This seeming “unfair, the Fatimids can run and hide”, rule reflects the inability of any of the other powers to deal with the large, home fleets the Fatimids kept in Alexandria, Pelusium and Damietta.

(9.3) FLEET ATTRITION

HISTORICAL NOTE: Almost all the ships in these fleets were galleys, with minimal on-ship supply capacity, resulting in a major dependence on being supplied from the ports along the coast.

Each Port on the map has a Fleet Support Capacity of 4, meaning it can support 4 naval Strength points (or 2 full-strength Fleet counters) belonging to the faction who controls it. Deep Ports—Cyprus, Acre and The Fatimid Box—have an unlimited Fleet Support Capacity.

At the end of each game-Turn, any Fleet counter that is in a Sea Zone above the ability of the Ports in that Area that are controlled by that faction to provide Fleet Support must check for Attrition. Roll one die for each such Fleet counter (not each NSP):

- If the DR is a 4-6, that Fleet loses 1 NSP.
- If the DR is a 1-3, that Fleet must move (any distance) to the nearest Sea Zone that will provide such support. If there is none, the Fleet is destroyed. This movement does not incur/start any naval attacks.

In the Winter Turns, the following effects are in place:

- The Fleet Support Capacity of all Ports, other than Deep Ports, is ‘1’.
- Add two (+2) to all Attrition die-rolls.

DESIGN & HISTORICAL NOTE: The Deep Ports are those with enough depth and capacity to handle the large fleets easily. One can now see why Acre is such a target, and why Richard chose to ensure Cyprus’s availability by taking the island as his own.

EXAMPLE: The Crusader Player has 4 Fleet Counters in the Acre Sea Zone. All are at full strength (8 NSP). He controls Tyre (worth 4 Support), but the Muslim controls Acre. If those 4 Fleets are in that area at turn’s end, he must roll for 2 of them, as Tyre can support only 4 NSP and he gets no such support from Acre.

(9.4) BLOCKADE

A Fleet in a Sea Zone which has a Port/City under Siege will affect that Siege as follows:

- –1 to the Siege Attrition die-roll of the Defender if the Fleet belongs to the force under Siege.
- +1 to the Siege Attrition die-roll of the Besieging force if the Fleet belongs to the player undertaking the Siege.

If opposing players have Fleets in the same Area, there are no Blockade effects for Siege.

(9.5) NAVAL TRANSPORT

Each Naval Strength Point can carry and transport up to 5 ASPs and any number of Leaders. Transport is undertaken as part of a Fleet Activation, not a Leader activation. ASPs moved without a Leader acquire a “Dropped Off” marker when placed in their destination port. ASPs moved with a Leader may move later in the Game-Turn as part of that Leader’s activation(s). For the purpose of the “Two Activations” rule (5.3), the naval transport does not count.

To transport ASPs, the NSPs must start the Fleet Activation in a Sea Zone with the ASPs in a Port space—Town or City—in that Zone. The ASPs are then placed on the Fleet and moved, as per the Fleet Movement Allowance, and Debarked—placed—into any Port in any Sea Zone it can reach. Debarking finishes the ASPs’ and the fleet’s move for that activation.

- Deep Ports may be used to initiate/end transport for any number of Fleets.
- All other ports have a 4 NSP maximum per Activation.

PLAY NOTE: Remember, Fleets may never move into Ports. Granted, that sounds silly, but it helps make the game less complex.

ASPs transported without a Leader may not enter enemy-occupied Ports (unless permitted by the faction controlling that Port).

ASPs transported with a Leader may enter any Port, just as if entering the space from Land Movement. If such a Port is occupied by enemy units, an Amphibious Attack (for Town Ports) or Siege (for City Ports) occurs immediately, even though it is currently a Fleet activation. In both cases, the Overall Leader of the Army is considered in command. Note, however, that all Siege rules are in effect, including the requirement for the Attacker to have at least 5X as many ASPs as the City’s SDR. If it does not, it may not conduct Naval Transport to that space at all.

For Amphibious Attacks against Town Ports, the attack is resolved as a normal land battle, but with the die-roll modifier (–3) for such an attack. If the attacking Army is forced to retreat, it is placed back on the Fleet.

For amphibious attacks against enemy-occupied City Ports, the defenders (but only if they have a Leader) may choose to do one of two things:

- Put as many ASPs as they wish “outside” the city/port and force the attackers to use normal land combat, as above.
- Stay inside the port, in which case the attack becomes a regular Full Siege (8.3A). In this case, the amphibious Army and Leader(s) are placed on the City Entry space space (except for Cyprus, where they are simply placed beside the City space). They may not be intercepted when placed there (the defender has already had that opportunity in the point above).

Armies in spaces adjacent to the Port under amphibious attack may not intercept.

Naval Transport may not take place in Winter Turns unless it originates from one of the Deep Ports or the Fatimid Box, and ends in another such location.

(9.6) NAVAL COMBAT

Naval combat may occur when two enemy Fleets occupy the same Sea Zone, and one of them is active. A Fleet that starts its activation in the same Sea Zone as an enemy fleet may always move out, or it may Attack. A Fleet that moves into an enemy-occupied Sea Zone must attack, unless permission to enter is given by the opposing player (or, in multi-player games, by all the players). Naval combat is carried out after all Fleets have moved for that Activation; it is entirely possible for a Fleet to enter an enemy-occupied Sea Zone in which the opposing player states that he will fight, and then move Fleets which have not yet moved into the same Sea Zone to help with the attack.

General Procedure

1. The Active Player declares Naval Combat during his Naval Movement by moving into enemy-occupied Sea Zones.
2. The active player finishes all Naval Movement.
3. The Defender may attempt to Avoid naval combat by moving away from Sea Zones in which Combat has been declared.
4. If there is no Avoidance, Combat is Joined.
5. Players Resolve the combat.

Combat Declaration

Fleets may co-exist in a Sea Zone without combat, but a moving Fleet may enter an occupied Sea Zone only if the latter gives permission. If he does not, and the active player still enters that Sea Zone, a Naval battle is thereby declared. Combat must be Declared to be Joined. Once a player Declares Combat, his Naval Movement for that activation ceases.

Avoidance and Joining Combat

The Defending Player may Avoid Naval Combat by moving into any adjacent Sea Zone not occupied by Fleets of another player, and not the Area from which the moving fleet just came. Even if the Defending fleet chooses Avoidance, the movement of the activated Fleet is finished. The defender, regardless what he chooses to do, does not have to pay any Resources to defend. The Fatimid player (only) may Avoid into the Fatimid box.

Resolving Naval Combat

Naval Combat is resolved by rolling one die for each Fleet Naval SP (not each counter). Each NSP is entitled to one die-roll. Thus, a Fleet containing 4 Naval Strength Points will use 4 die-rolls to resolve its portion of combat. There are no second “rounds” of die-rolling. Once through the Fleet and the battle is over.

Each Player rolls the number of dice he is entitled to.

- Any ‘5’ or ‘6’ eliminates an enemy Naval SP.
- Any other result has No Effect.

Results are applied simultaneously and after all die-rolls. The affected player removes the number of Fleet points he has lost, the choice being his. If the number of Naval SP remaining is insufficient to carry all the ASPs it is transporting, the number of ASPs greater than the total the fleet can now transport is eliminated.

When the battle is over, the fleets stay where they are.

(10.0) RESOURCES AND COMMUNICATION

Onward Christian Soldiers uses a Resources system to represent money, food and supplies that were accessible to the inhabitants of the Latin East.

(10.1) LINES OF COMMUNICATION (LOC)

Onward uses three types of Line of Communication: **Unlimited**, **Limited**, and **Naval**. Rules such as Raising Troops (Muslim leaders only) require an Unlimited LOC. Rules such as using resources and allocating overages of troops require a Limited LOC. The type of LOC required for each action is noted in the rules for that action.

An Unlimited LOC is a path of Spaces/Sea Zones of any length, from the space needing the Resources to the City space. This path must be free of ASPs, controlled Towns, and controlled Cities (along with their Entry Spaces) belonging to any other player who states he will Block that LOC. If the potentially blocking player grants permission, the LOC may be traced through the space. An Unlimited LOC may also use a Naval LOC (see below) for any one portion of its length.

A Limited LOC is a path of Land Spaces totaling no more than 10 Attrition Points, free of ASPs, controlled Towns, and controlled Cities (along with their Entry Spaces) belonging to any other player who states he will Block that LOC. If the potentially blocking player grants permission, the LOC may be traced through the space. A Limited LOC may also include a Naval LOC (see below) for any one portion of its path.

A Naval LOC is any sea path of not more than 3 Sea Zones to any Sea Zone in which that Side controls a Deep Port (regular ports may not be used for Naval LOCs). In the Winter, the length of a Naval LOC is reduced to (1) Area. The Deep Ports are Cyprus, Acre and the Fatimid Fleet Box. The Naval LOC can exist anywhere within the Unlimited or Limited LOC path—beginning, middle—or end.

Sea Zones may be used for tracing a Naval LOC if that player's Side (not Faction) has a Fleet in any Sea Zone adjacent to a Port City which that Faction (not Side) controls and can trace a LOC to or from. LOC may not be traced through (or out of) enemy occupied Sea Zones. Thus, a Crusader player controlling Acre could not use Acre to extend his LOC by sea if there is a Fatimid Fleet sitting in that Sea Zone.

(10.2) RESOURCES

Each City has Resources equal to its SDR. Resources may be drawn upon in order to make whatever payments are desired. Whenever a City's Resources are drawn upon, place a Resources marker in the City space equal to the Resources remaining. When the City's Resources are replenished, remove the marker.



A City's Resources are automatically brought up to its printed (SDR) level in the Recovery Phase at turn's end, unless that City is Under Siege, Ravaged, or Destroyed.

Towns do not have Resources.

(10.3) RESOURCE SPENDING

Whenever Players need to pay for anything, they draw Resource Points directly from the Resources of Cities they control (or which another player grants them permission to draw from). At the instant of payment, the Leader must trace a Limited LOC to any one City,

and the Resource level of that City is reduced accordingly, with a Resource marker placed on each denoting the number of Resource Points remaining there.

EXAMPLE: A Muslim army wants to reduce Attrition. They draw 2 Resource Points from Edessa, currently under Muslim control. A "1 Resources" marker is placed on Edessa (meaning it has only one Resource Point left for use until replenished).

(10.4) RESOURCE REPLENISHMENT

In the Recovery Phase, all Cities not Destroyed, Ravaged or Under Siege that have a reduced City Resource automatically recover to their full Resource level (remove the City Resources marker). They may never have more than their initial Resource level (i.e., their SDR).

Resource Levels of a City may also be increased by Deals; see 11.0.

(10.5) RESOURCES AND CYPRUS

Cyprus (actually the city of Salamis) has a Resource Level of '10', even though its SDR is only 2. However, these Resources may not be used until the "Byzantines Send Supplies" card has been played.

The Resources of Cyprus may be used for any payments needed by a Crusader in a Port or besieging a Port, from which the Crusader can trace a Naval LOC to Cyprus. Cyprus may not be used for any other reason.

Note that Cyprus does not have a City Entry Space. See 9.5 for how to conduct amphibious attacks against it.

(10.6) RESOURCES AND FATIMID EGYPT

The Fatimid Box provides 15 Resources for the Muslim Player only, depending on LOC, but only during a turn in which the Muslim Player has played a Fatimid Card and used it specifically for this purpose.

(11.0) DIPLOMACY, BRIBES, RANSOM, DEALS

Players may attempt to bribe other players to do things. They may also strike deals with other players, or try to influence neutrals (e.g., Armenians) or ransom captured Leaders.

All deals are usually made in the Diplomacy Phase (Phase A). However, at any time in the game that the Leader who is active is in the same Space, or within one Space of another player's Leader, or as part of a Siege surrender, those two players may arrange an "on-the-spot" deal. Furthermore, in multi-player games, a player drawing an Event card may give a card to another player on his side (regardless of relative army locations) if he is about to draw an Event card in excess of the maximum he may hold in his hand (see 12.0). These are the only circumstances under which players may deal outside the Diplomacy Phase.

Note that an on-the-spot deal between two players could result in the trade of a card that immediately affects an event taking place within a Limited Line of Communication of the Leaders involved in the on-the-spot deal (use the closest Leader as the reference point). For example, if Player A and Player B have Leaders in adjacent spaces somewhere on the map, and Player B must fight a battle elsewhere, as long as the Battle Space is within Limited LOC range (see 10.1) of one of the two adjacent Leaders, Player B may cut a

deal with Player A to obtain one or more cards from Player A that will help with Player B's battle.

Players may use Resources as part of deals. **EXAMPLE:** "I'll give you 5 Resources not to attack Homs." Resource Points may be transferred from City to City, reducing the giving City's Resource Level and adding to the receiving one's level...if a Limited LOC between the two is available.

The only rule about sticking to an agreed-upon deal are the laws of Survival and Vengeance.

PLAY NOTE: We suggest keeping this Phase within a short time limit, and interpreting any disagreements according to what could really happen ... and strictly so.

(12.0) THE EVENT CARDS

There are 68 Event cards: 34 Crusader Events and 34 Muslim Events. At the start of the game, each of these separate decks is shuffled and each deck is placed, information side down, in the appropriate Box for drawing during the game.

The description on the card itself is sometimes shorter (for space considerations) than the description below. In such cases, the card references the rules. If it does so, be sure to read the rules descriptions below to ensure the card is being played correctly.

The Used Cards from each Event Deck are not reshuffled until all cards from that Deck have been selected (except possibly by the play of an "Uncertainty" card). When all the cards have been selected, take all the discarded ones and reshuffle the deck and start anew for that deck.

When, in the course of a game-Turn, an Activation card is selected that says "Draw Event Card", the Player who drew that card must now take the top card from his side's Events Deck: Crusader players draw from the Crusader deck; Muslim players from the Muslim deck. He must then either

- Play it immediately if it says "This card must be played immediately upon being drawn", OR
- Play it immediately because he wishes to do so, even if it says "This card may be held for later use" OR
- Hold it for play at any time later in that turn or a later turn, or for trading, bribery, etc. Only cards that say "This card may be held for later use" may be kept in the player's hand.

Players may hold Event Cards in their hands from one turn to the next, for play later in the game (but see the special rules for the "Treachery" card). A player may not so hold more than three (3) cards. If that player, holding three cards, draws a "Draw Event" Activation card (see 4.5), he must randomly and blindly discard one of the cards from his hand before drawing a new Event Card.

If a Player accidentally holds a card that he (or another player) later discovers he should have played when drawn, the card is discarded immediately and the player's next Event Card is discarded and treated as No Event as soon as it is drawn.

PLAY NOTE: See the rules on Treachery for an exception to this.

Event Cards held in a Hand may be played at any time during the Operations Phase (only) of a Game-Turn turn, even by inactive players, unless otherwise specified in the card description. For example, cards affecting Battles or Sieges may be played only if a player's ASPs and/or Leaders are participating in the specified Battle or Siege.

And see 11.0 for the possibility of immediate transfer of cards between players.

Cards may be used in trades, deals, bribes, and the transfer of cards is allowed, but only during a Diplomacy Phase, or under the circumstances described in 11.0.

Each card has its own use—some have a choice of possible uses—discussed below. Most of the applications and usage are printed on the cards. The number of each card available for play is shown in square brackets after the card's title.

Event Cards in Multi-Player Games

When there is more than one player on a given side—Crusader or Muslim—the number of Event cards that side—not a given player, the entire side—may hold at any one time is two (2) plus the number of players on that side. Thus, if there are 4 Crusader players, the Crusaders, in toto, may never have more than 6 cards amongst them; if there are 3 Muslim players, the Muslims may never have more than 5 cards in total. Moreover, no player may hold more than two (2) cards.

Now the big question: Who gets the cards when there is more than one player?

At the start of the game, if there is more than one player, each player starts with one card.

After that, the player drawing the "Draw Event Card" gets that Event Card.

- If he already has 2 cards of his own, but the Side maximum (see above) has not been reached, that player may immediately give that card to any other player on his side (who does not have 2 cards), under any arrangement/deal he can make.
- If the side already has reached its maximum, the player drawing the Event Card must discard one of his own.

(12.1) CRUSADER EVENT CARDS

Armenians Revolt [2]: This is played against any other player at any time. All Armenian forces controlled by that player revolt and immediately (even if about to start a battle) go home. They are no longer controlled by any player. The active player (not necessarily the one who played the card) places the Armenian ASPs (and Leaders) in one or more Armenian controlled cities or towns. If there are no such cities or towns, the Armenians are removed from play. This card may be held for later use.

Assassination [1]: This card is played by the holder, during any of his own Activations, against any Muslim Leader, other than Ridwan of Aleppo and the other Northern Syrians, in the game. Roll one die (1d6). If the result is higher than that Leader's Activation Rating (not the Campaign Rating), that Leader has been assassinated and is considered killed. This card may be held for later use.

PLAY/HISTORICAL NOTE: A splinter Muslim sect of Ismaelis, known as Assassins (an Anglicization of Hashesheen, so applied because the members took hasheesh to give them a leg up in terms of courage), made a religious point killing off Important Islamic Folk. The Assassins, under their founder, Hasan as-Sabah, had just set up their HQ to fight the Abbasid Caliphate of Baghdad (for religious reasons) in the impregnable Iranian fortress of Alamut. By the time of the 1st crusade, a decade later, they had expanded to Syria. However, at this time, they targeted only Muslims, but not the Northern Syrians under Ridwan, who treated them as an ally.

Butimides [2]: The Byzantine Emperor Alexius provided the Crusaders with an expert in Siege operations—Manuel Butimides. The Crusader player who plays this card applies it to a specific Siege (Full or Partial) currently underway in which ASPs and/or leaders from his faction are participating. Place the Butimides counter beside the Siege marker. For every Assault undertaken by the the Commander of that Siege, add one (+1) to the die-roll. Once that Siege is ended, the Butimides counter is removed from the map. Only one Butimides counter may be in play at any one time; if a second is drawn while one is in play, it is discarded (without drawing another card). Butimides may not be used in assaults against a City that is not Under Siege. This card may be held for later use.

Byzantines Send Supplies [3]: All Crusader players may draw Resources from Cyprus as per 10.5. This card must be played immediately on being drawn.

Caravan in Aleppo [1]: Aleppo provides 10 Resources, for the remainder of the Game-Turn, for the Crusader Player who controls Aleppo. If a Muslim player controls Aleppo, the caravan simply replenishes Aleppo's Resources, fully and immediately. If no one controls Aleppo, or it is under Siege, the caravan does not arrive and the card is discarded (without drawing another). This card must be played immediately on being drawn.

Dissension [2]: This is played against any other player who has activated a Leader who controls, and is about to lead, ASPs from different Factions, whether for movement, attack (but not defense), or actions against a City. It may also be played at any time against multi-faction forces conducting an ongoing siege. The play of the card indicates dissension in the ranks, and has one of two possible results (chosen by the player playing the card):

- the designated Leader now controls—and can lead—only those ASPs in his army that belong to his faction. The other ASPs may not accompany that Leader at this time and may not be activated by him for the remainder of the Game-Turn. If there is no other leader with those other ASPs, and they are not in a Town or City space, the designated Leader may not move away from them.
- the designated Leader player rolls one die. The result is the number of ASPs he loses from those in his Army that belong to other factions (but never more than one-half of those ASPs, rounded up). These ASPs have wearied of the cause and are going home.

In either case, if the Army has been activated to attack or assault, it must carry out the action.

This card may be held for later use.

Fleet Arrives [4]: The Crusaders get one Fleet worth 2 NSP, placing it in the Cyprus Sea Zone. If all the Crusader Fleets (the counters available are a limit) are already in the game he discards this card (without drawing another). This card must be played immediately on being drawn.

Heat [1]: If this event occurs in any month from May through September, inclusive, the Holy Land suffers an oppressive Heat Wave for the remainder of the turn. If not those months, treat as No Event, discarding the card without drawing another.

- Add two (+2) to all Crusader Movement Attrition die-rolls.
- Subtract two (–2) from all Crusader Point/Ravaged Attrition die-rolls
- Add one (+1) to all Muslim Movement Attrition die-rolls.
- Subtract one (–1) from all Muslim Point/Ravaged Attrition die-rolls.
- Add two (+2) to all Siege Attrition die-rolls.

This card must be played immediately on being drawn.

Knights Charge [2]: This card may be played in any battle fought by a Crusader army against Muslim forces. The Crusader player does not roll for Formation; he automatically receives a Frontal Charge [FC] result on the Formation Table. This card may not be used if Crusaders choose to take terrain advantage of defending in a Town Space and may not be used against a Harassment attack unless Western Aggression is triggered. This card may be held for later use.

Leader Ill [2]: Play against any one Leader (from any faction whatsoever). For the rest of the current game-turn, that Leader may do nothing; all Leader Activation Cards for that Leader are ignored. If he is a Crusader Leader and is attacked, Western Aggression does not apply. However, if a “Draw an Event Card” card appears immediately following one of his Activation cards—whether or not he did anything that Activation—the Event still belongs to that Leader's faction. This card must be played immediately on being drawn.

Papal Peace [1]: This card is played to affect an Army (or even just a Leader) in the same space as Adhemar of the Southern Franks. This card nullifies a Dissension card that has just been played against that space. Adhemar was a major force in keeping the peace during the Crusade, until his death. This card may be held for later use.

Plague [1]: The player who plays this rolls two dice, combining them (2d6...red die first) and consulting the Plague Table. The resultant City (or Fatimid Box) has some ASPs in that City (even if under Siege) reduced by plague. Roll two dice and add them together (2d6). That is the number of ASPs eliminated by Plague. This card must be played immediately on being drawn.

Spy [1]: The player may look at the cards remaining in the Activation Deck. He may keep such information secret (or reveal it, or sell it). This card may be held for later use.

Surprise [2]: Play of this card as part of a successful Interception allows the intercepting player to add four (+4) to his Battle diceroll. This card may be held for later use.

Terrain Advantage [2]: This card may be played by a player whose Army is attacked while in a Point (not Town or City). The Defender gets the benefit of terrain: the Attacker subtracts from the diceroll a number equal to the Attrition Rating of that Point. This card may be held for later use.

Treachery [2]: A Player may use this card to attempt to take a City under Siege by Treachery. The number of Resources paid for its use is the number of Treachery points available. See 8.0 for details. This card may be held for later use, but it may not be held from one Turn to another.

Uncertainty [1]: This card has one of two possible effects:

- **Plans Change:** If this card is drawn in any game-turn prior to Turn 12 (i.e., before June-to-mid-July 1099), it must be played immediately. When done so, all Event Cards that are being held In Hand by (all) the Muslim Player(s) are returned to the Muslim Event Deck and that Deck (along with all cards in its Discard Pile) is reshuffled. This card is returned to the Crusader deck and that Deck (with its Discards but not including cards held by the Crusader players) is also reshuffled.
- **Combatants Agree to Terms:** If this card is drawn in any turn starting with Turn 12 (June-to-mid-July 1099), it must be played immediately. The game immediately ends, unless a Muslim

player is holding a Jihad card and wishes to prevent the game from ending. If so, that Jihad card is discarded (Jihad does not take effect), and the Uncertainty card is negated and removed from the game.

This card must be played immediately on being drawn.

Visions [4]: A Crusader Player may use this card for any one of the enhancements listed below, and on any one of his Leaders. The Leader claims he has seen a Vision. Only one Visions card per faction can be played in any one Game-Turn.

- For the remainder of the current Game-Turn, the Crusader Leader for whom this card is played gains a +1 die-roll modifier for all of his Battles or Siege Assaults.
- For the remainder of the current Game-Turn, the Crusader Leader for whom this card is played gains a –1 die-roll modifier for all of his Continuations.
- The Player may use this card to gain an additional Activation for any one Leader; he places an unused Leader Activation Card for that Leader, or the first such card to become available, into the Activation Deck and shuffles.

Multi-Player Version of Visions: In a multi-player game, another Crusader player (if there is more than one) may challenge the Vision. The Challenging player and the Visions player each rolls one die, to which he adds the Activation Rating (not the Campaign Rating) of one of his Leaders (the Leader with the Visions for the Visions player; for the Challenger, any chosen Leader). The higher total wins the dispute.

- If the Challenger wins, the effect of the Vision is cancelled, and the affected Leader's Activation is immediately finished.
- If the Leader claiming the Vision wins, he may proceed with his activation, and the Challenger, and his ASPs, may not be used the remainder of the Game-Turn (Ignore any of his Activation cards.)

This card must be played immediately on being drawn.

(12.2) MUSLIM EVENT CARDS

Armenians Revolt [1]: This is played against any other player. All Armenian forces controlled by that player revolt and immediately (even if about to start a battle) go home. They are no longer controlled by any player. The active player places the Armenian ASPs (and Leaders) in one or more Armenian-controlled cities or towns. If there are no such cities or towns, the Armenians are removed from play. This card may be held for later use.

Caravan in Damascus [2]: Damascus provides 15 Resources, for the remainder of the Game-Turn, for the Crusader Player who controls Damascus. If a Muslim player controls Damascus, the caravan simply replenishes Damascus' Resources, fully and immediately. If no one controls it, or it is under Siege, the caravan does not arrive and the card is discarded (without drawing another). This card must be played immediately on being drawn.

Caravan in Homs [2]: Homs provides 10 Resources, for the remainder of the Game-Turn, for the Crusader Player who controls Damascus. If a Muslim player controls Homs, the caravan simply replenishes Homs's Resources, fully and immediately. If no one controls it, or it is under Siege, the caravan does not arrive and the card is discarded (without drawing another). This card must be played immediately on being drawn.

Crusader Entourage Goes Home [1]: This card is played, in any of the active player's Activations, against any one Crusader Leader, one whose entourage has grown disenchanted with the whole prospect. Roll one die (1d6) after designating the affected Leader. Reduce that Leader's Army by that number of ASPs. This card may be held for later use.

Dissension [4]: This is played against any other player who has activated a Leader who controls, and is about to lead, ASPs from different Factions, whether for movement, attack (but not defense), or actions against a City. It may also be played at any time against multi-faction forces conducting an ongoing siege. The play of the card indicates dissension in the ranks, and has one of two possible results (chosen by the player playing the card):

- the designated Leader now controls—and can lead—only those ASPs in his army that belong to his faction. The other ASPs may not accompany that Leader at this time and may not be activated by him for the remainder of the Game-Turn. If there is no other leader with those other ASPs, and they are not in a Town or City space, the designated Leader may not move away from them.
- the designated Leader rolls one die. The result is the number of ASPs he loses from those in his Army that belong to other factions (but never more than one-half of those ASPs, rounded up). These ASPs have wearied of the cause and are going home.

In either case, if the Army has been activated to attack or assault, it must carry out the action.

This card may be held for later use.

Fatimids [4]: The Fatimids, rulers of Egypt, and owners of large armies and fleets, did not get interested in the arrival of the first Crusaders until it was a bit too late. The Muslim Player does one of four things, at no cost in Activation cards:

- May use The Fatimid Box as a source of 15 Resources for the rest of the Turn.
- Adds 10 ASPs to the Fatimid Army if it is in the Fatimid Army Box
- May immediately activate and use any or all the Egyptian/Fatimid fleets as his own.
- May immediately activate a Leader-led Fatimid Army as if it were his own.

This card must be played immediately on being drawn.

Heat [1]: If this event occurs in any month from May through September, inclusive, the Holy Land suffers an oppressive Heat Wave for the remainder of the turn. If not those months, treat as No Event, discarding the card without drawing another.

- Add two (+2) to all Crusader Movement Attrition die-rolls.
- Subtract two (–2) from all Crusader Point/Ravaged Attrition die-rolls
- Add one (+1) to all Muslim Movement Attrition die-rolls.
- Subtract one (–1) from all Muslim Point/Ravaged Attrition die-rolls.
- Add two (+2) to all Siege Attrition die-rolls.

This card must be played immediately on being drawn.

Jihad [3]: A Muslim Player may use this card (but only one Jihad card may be played in any one Game-Turn) for any one of the enhancements listed below, and on any one of his Leaders. Only one Jihad card per faction can be played in any one Game-Turn:

- For the remainder of the current Game-Turn, the Muslim Leader for whom this card is played gains a +1 die-roll modifier for all

of his Battles or Siege Assaults.

- For the remainder of the current Game-Turn, the Muslim Leader for whom this card is played gains a -1 die-roll modifier for all of his Continuations.
- The Player may use this card to gain an additional Activation for any one Leader; he places an unused Leader Activation Card for that Leader, or the first such card to become available, into the Activation Deck and shuffles).

This card may be held for later use.

Leader III [1]: Play against any one Leader (from any faction whatsoever). For the rest of the current game-turn, that Leader may do nothing; all Leader Activation Cards for that Leader are ignored. If he is a Crusader Leader and is attacked, Western Aggression does not apply. However, if a “Draw an Event Card” card appears immediately following one of his Activation cards—whether or not he did anything that Activation—the Event still belongs to that Leader’s faction. This card must be played immediately on being drawn.

Muslim Reinforcements [4]: When this card is drawn, the most recently Activated Muslim faction receives ASPs equal to a total of three dice. He places them in one or more Cities (not Towns) controlled by that faction which are not under Siege (but see 5.5 for recruiting in the Mosul Turk boxes); no more than half the ASPs, rounded up, can go into any one city; if he has only one City, the remainder are lost. If he has no Cities, he gets no recruits, and the card is discarded without drawing another. This card must be played immediately on being drawn.

Plague [1]: The player who plays this rolls two dice, combining them (2d6...red die first) and consulting the Plague Table. The resultant City (or Fatimid Box) has any ASPs in that City (even if under Siege) reduced by plague. Roll two dice and add them together (2d6). That is the number of ASPs eliminated by Plague. This card must be played immediately on being drawn.

Spy [1]: The player may look at the cards remaining in the Activation Deck. He may keep such information secret (or reveal it, or sell it). This card may be held for later use.

Storms at Sea [1]: Roll one die for each Fleet counter on the map. A die-roll of ‘6’ reduces that Fleet by one step. If there are no fleets, the card is discarded without drawing another. This card must be played immediately on being drawn.

Surprise [2]: Play of this card as part of a successful Interception allows the intercepting player to add four (+4) to his Battle diceroll. This card may be held for later use.

Terrain Advantage [4]: This card may be played by a player whose Army is attacked while in a Point (not Town or City). The Defender gets the benefit of terrain: the Attacker subtracts from the diceroll a number equal to the Attrition Rating of that Point. This card may be held for later use.

Treachery [1]: A Player may use this card to attempt to take a City under Siege by Treachery. The number of Resouces paid for its use is the number of Treachery points available. See 8.0 for details. This card may be held for later use, but it may not be held from one Turn to another.

Uncertainty [1]: This card has one of two possible effects:

- **Plans Change:** If this card is drawn in any game-turn prior to Game-Turn 12 (i.e., before June-to-mid-July 1099), it must be played immediately. When done so, all Event Cards that are being held In Hand by the Crusader Player(s) are returned to his Deck and that Deck (along with any cards in its Discard Pile) is

reshuffled. This card is returned to the Muslim deck and that Deck and its Discards, but not the cards held by the Muslim players, is also reshuffled.

- **Combatants Agree to Terms:** If this card is drawn in any turn starting with Game-Turn 12 (June-to-mid-July 1099), the game immediately ends. This card is negated—no effect—if no Crusader Player controls Jerusalem. If negated, it is removed from the game.

This card must be played immediately on being drawn.

SCENARIO #1: THE FIRST CRUSADE

Historical Background

In 1071, an overly aggressive Byzantine Emperor, Romanus IV Diogenes, in an effort to secure the major Eastern Roman recruiting base of Anatolia, got himself and his army thoroughly smashed by Alp Arslan, Sultan of the Seljuk Turks, at Manzikert. This not only marked the downturn of Byzantine fortunes for all time, it also allowed the Seljuks to move in and seize most of the Mid-Eastern cities, from Antioch to Jerusalem. The Holy Land was now closed to Christians.

When the Byzantines turned to the west for help, Pope Urban II, aghast at the loss of the foundation of Christianity and seeing Byzantium’s request as an opportunity to gain more input for The Papacy with the Greek Orthodox Church, on 25 November 1095 called for a Crusade to “free” The Holy Land from the infidel.

Three years later, four major European armies (see the game for specifics) had formed to “take the cross”, head east, reclaim Jerusalem and, at least in the minds of not a few, gain their own little kingdoms while killing as many heathens, which far too often included all Jews along and in the way—such pogroms were standard operating procedure for future Crusades for the next 200 years. Some, it is true, were led by deeply religious beliefs. Far too many were landless knights, imbued with the warfare methodologies of the era. They were pillage- and plunder- oriented thugs seeking an opportunity to practice their trade in a new location. As for their intended targets, the Muslims of the East, split into four bickering, non-cooperating camps, were ill-prepared for this group of elite heavy cavalry leading a large army of foot.

Despite some problems getting through a now reluctant Constantinople, and a couple of victorious but depleting battles (Nicaea and Dorylaeum) against the Seljuks in Anatolia, the four separate armies descended upon Syria in the fall of 1097 and immediately laid siege to the key city of Antioch. The siege lasted seven months, draining the manpower and the resources of The Crusaders almost to the limit, but, when they eventually gained control of the city, they had a major base from which to operate. They also had Edessa, to the east, captured by Baldwin of Boulogne in March, 1098, thus setting up the first of the petty states of the Kingdom of Jerusalem.

The Crusaders now headed south for their objective: Jerusalem. On 15 July 1099, with a three-pronged assault, they entered the city and, in a horrendous, bloody slaughter of inhabitants, took it for Christianity. A month later, at Ascalon, they drove off a belated attempt by the Fatimids (Egypt) to put a halt to Crusader successes. And although reduced in numbers by about two-thirds, they now held the entire Levant, which they fully intended to make their own

through settlement. The True Cross was theirs, and The Kingdom of Jerusalem had been born.

Number of Players

This is a scenario which can provide a game for a wide number of players, although it is far more interestingly played by more than fewer. It can always be played solitaire, if you don't find it psychologically taxing to "switch hats", but it wasn't designed for that purpose. The maximum number of players is seven (7).

- In the seven-player version, each player takes one of the 4 Crusader factions, or one of the three Muslim Factions.
- In the six-player version, each player takes one of the 4 Crusader factions, or one of the two Muslim Factions (combining the Syrians into one faction).
- In the five-player version, each player takes one of two combined Crusader factions (Northern Franks plus Normans, or Germans and Southern Franks), or one of the three Muslim Factions. Alternatively, one player could play all three Muslim factions, while the Crusader players get one Crusader faction each.
- In the four-player version, each player takes one of two combined Crusader factions (Northern Franks plus Normans, or Germans and Southern Franks), or one of the two Muslim Factions (combining the Syrians into one faction).
- In the three-player version, each player takes one of two combined Crusader factions (Northern Franks plus Normans, or Germans and Southern Franks), or all of the Muslims.
- In the two-player version, one player is all of the Crusaders, the other the Muslims.

HISTORICAL NOTE: It should be kept in mind that, despite their supposedly religious objectives, each faction was truly out for itself in what became, for the Crusaders, a rather vicious land-grab.

Game Length

The First Crusade starts with the first phase of the Mid-October-to-November 1097 and ends after the final phase (i.e., the Recovery Phase) of the September-to-mid-October 1099 turn, a total of 14 turns. However, play of a "Combatants Agree to terms" card in any turn starting with Turn 12 may end the game precipitously.

With a full complement of experienced players, this is an 10-12 hour game.

Initial Dispositions

The four Crusader Factions are:

Northern Franks: Robert, Count of Flanders; Robert, Duke of Normandy; Stephen, Count of Blois; 67 ASPs, 4 AK marker

Southern Franks: Raymond, Count of Toulouse; Adhemar of Monteil; 50 ASPs, 3 AK marker

Sicilian Normans: Bohemond of Taranto; Tancred of Taranto; 30 ASPs, 1 AK marker

Germans: Godfrey of Bouillon; Baldwin of Boulogne; 43 ASPs, 2 AK marker

Resources: Each Crusader faction has 6 Resources available (no LOC needed) for the first game-turn, only. These Resources may be used for any function and do not require a LOC.

PLAY NOTE: Obviously some factions are "stronger" than others. Don't let that dismay you. Player guile, wiliness and bravura are key elements in this event. E.g., the Sicilian Normans did rather

well, establishing their own little kingdom in the north.

No Crusader units start on the map. Each Leader (and his ASPs) enters the game in the first (Mid-October-to-November 1097) Game-Turn. He enters through one of the three Crusader Entrance Boxes—A thru C—along the northwestern edge of the map. Each Leader must be placed, in the Army Assignment Phase of Game-Turn 1, in one of the 3 Entrance Boxes. Leaders from different factions may use the same Entrance Box.

The Three Muslim Factions are:

The Northern Syrians:

- In Aleppo: Ridwan, Emir of Aleppo; 10 ASPs
- In Antioch: Yaghi-Siyan; 10 ASPs
- In Hamah: 10 ASPs
- In Homs: Jarah-ed Daba; 10 ASPs
- In Harenc: 5 ASPs

The Northern Syrians control: all the above, plus Lattakiea and Tortosa.

The Southern Syrians:

- In Damascus: Shams al-Malik Duqaq, 10 ASPs
- In Jerusalem: Soqman, the Ortoqid Emir of Amida; 25 ASPs, The True Cross.
- In Tripoli: The Emir of Tripoli; 10 ASPs

The Southern Syrians control: All the above, plus Beirut, Sidon, Tiberias, Nablus, and Ramlah.

The Mosul Turks:

- In the Cappadocia Box: Hasan, Emir of Cappadocia; 10 ASPs
- In Samosata: Balduk, Emir of Samosata; 15 ASPs
- In Tarsus: 10 ASPs

The Mosul Turks control only those cities they solely occupy.

Note: For each initial disposition for Muslim forces with leaders, the Muslim player may deploy those forces inside the City or in the associated City Entry Space (or both).

Turk Reinforcements: Kerbogha, Atabeg of Mosul; 50 ASPs

These reinforcements arrive:

- From the Mosul box to any Point to which a connecting line leads;
- Starting with the March-to-mid-April 1098 Game-Turn, the Mosul Turk Player, at the end of the Diplomacy Phase, checks to see if Kerbogha's Army will arrive by rolling one die (1d6). If the die-roll matches the range listed, the Mosul Turk may bring in Kerbogha (and use his Activation cards). If not, wait until next turn. They will automatically arrive in the June-to-mid-July turn of 1098.

PLAY NOTE: Remember, the Muslims get additional recruits from Event Cards, as well as 5.5, although 5.5 cannot be used by the Mosul Turks until Kerbogha arrives. The Mosul Turks are probably the most difficult faction to play.

The Fatimids (see below):

In the Fatimid Box are al-Afdal Shahansah, Vizier of Egypt; 15 ASPs; 3 Fleets.

The Fatimids control: Ascalon, Jaffa, Caesarea, Acre, Tyre, and Hebron.

Armenians (see below):

- In Edessa: Thorus; 5 ASPs
- In Lampron: Oshin, 5 ASPs
- In Partzerpert: 2 ASPs
- In Sis: 2 ASPs
- In Maresh: 2 ASPs
- In Raban: 2 ASPs
- In Melitene: 2 ASPs

All Fatimids and Armenians in City or Town spaces start inside the City or Town. Put an appropriate Control marker on top.

First Activation Card

The first Activation Card for the first turn (Mid-October-to-November 1097) must be one of the Crusader Leaders. If the Crusader Players cannot decide among them—through whatever means they choose to do so—roll dice.

First Turn Diplomacy Restrictions

For the First turn (only), there may not be any deals between Crusaders and Muslims. Players are free to bribe Armenians and/or make arrangements among their side's factions.

THE FATIMIDS

The Fatimids, while a Middle Eastern power of note, were very slow to respond to the arrival of the Crusaders and the eventual interference with their control of the southern seacoast. Her resources were immense, but her army was small. Her Fleet was, for the most part, the only fleet in the eastern Mediterranean.

Because of this, the Fatimids are not a faction in the game. The Fatimids are an Event Card that a Muslim Player (only) may use. The Muslim player who draws a Fatimid card may do whatever that card says that player can do, as if he were the Fatimid Player. Fatimid forces and Muslim armies may stack together for the purpose of defense (a Muslim army may withdraw or retreat into a Fatimid-controlled non-city space, for example), but a Fatimid army cannot move or attack with other Muslim armies (not even as a subordinate). Nor can the Muslim player use the Fatimid forces to engage in any sort of Diplomacy or trading.

Muslim players may not use the Resource points of Fatimid cities; to use them, they must take such cities. However, any Muslim player that has seized control of two or more Fatimid cities may no longer (at any point in the game) use the Fatimid card. He must discard it when he draws it.

Only the Fatimids may use/enter the Fatimid Box.

The Fatimids never gain Victory Points. They may very well deprive other players of VP, though.

When Fatimid ASPs engage in combat on their own, they use the D Formation.

If Fatimids are involved in the combat as part of an army consisting of player factions, at least 50% of the total losses must be assigned to the player factions. In other words, you can't use the Fatimids simply as cannon fodder.

HISTORICAL NOTE: The Fatimids didn't become active until 1099, when, finally roused from their torpor, they massed an army and advanced up the coast to regain her ports. They were roundly defeated by the Crusaders outside of Ascalon.

THE ARMENIANS

The Armenians are, in a sense, Opportunistic Neutrals: they'll work for anyone willing to pay. The game starts with Armenians being Neutral and in control of five cities, with two Leaders.

Players can gain control of Armenian Leaders—regardless who controls that Armenian Leader at the time, or if he is neutral—and their ASPs only through successful Armenian Bribery. Armenian Bribery is conducted at any time in a Leader's Activation (and does not require a Continuation roll afterwards). Armenian Bribery is not part of the Diplomacy Phase.

1. At any time during his Activation (he may interrupt his move to do so but does not need to roll for Continuation afterwards), the active Leader may decide if he wants to bribe a specific Armenian leader. Each Player (not each faction—although they're the same in 7-player games) can bribe only one Armenian leader per Game-Turn (whether the bribe is successful or not), using only one Leader to do so.

2. The active Leader must have an Unlimited LOC to the Armenian leader being bribed and a Limited LOC to the City whose resources are being used for the bribe (the City must belong to the Leader's faction or to a faction giving permission to use it for that purpose). The player allots as many of that City's Resources as he wishes, removing the Resources from that City's total immediately (they're used whether or not the bribe succeeds). He then rolls one die.

- If the die roll is higher than the number of Resources allotted, the bribe fails to impress the Armenians and they stay as they were (but the Resources are still lost). A die roll of "6" always fails.
- If the die roll is the same as or lower than the number of Resources allotted, the bribe is successful and that Armenian Leader is now allied with that Leader (Player). The player puts one of his generic information markers on that Armenian leader to show that control, and a "Bribe Performed" marker on the Leader who bribed. The generic information marker remains with the Armenian leader as long as the control lasts (see below); the "Bribe Performed" marker is removed in the Recovery Phase of the current Game-Turn.

3. The player may now use that Armenian Leader and army as if they were his own Army. He may pick them up with a higher-ranked Leader, he may use them to garrison Towns and Cities, etc. He may activate the Armenian Leader and army on its own, however, only by getting use of one of the "Armenians" cards from the Activation Deck. When an "Armenians" Activation card gets drawn and the player drawing it does not have an Armenian Leader under his control, the card is passed clockwise around the table until it reaches a player who does have such control. That player can now activate that leader, if he wishes. Obviously, if nobody has an Armenian Leader under his control, the card is simply discarded.

4. Control of that leader lasts until another player successfully bribes that same Armenian leader (either the same Game-Turn or later), or until the controlling player attacks any Armenian force on the map or assaults, ravages, or besieges any Armenian-controlled City or Town. If any of these events occurs, the Armenian Leader and his army are immediately moved to the nearest uncontrolled Space (they go into the nearest Armenian Town or City if available), and the active force continues without them.

Armenian armies and ASPs control Towns and Cities the way everybody else does. However, armies controlled by the players may move through and stop at (not in) any Town controlled by Armenians, as if it were a Point. If attacked, these armies do not get the

defensive benefit of the Town (since they don't control it); essentially, the Town and its inhabitants are ignored. The Armenians don't participate in the combat in any way.

Other Armenian Considerations.

- Leaderless Armenian ASPs remain neutral until attacked, or until an Armenian leader (who may be stacked with a Crusader or Muslim leader) picks them up.
- When Armenian ASPs engage in combat on their own, they use the D Formation.
- If Armenians are involved in the combat as part of an army consisting of player factions, at least 50% of the total losses must be assigned to the player factions. In other words, you can't use the Armenians simply as cannon fodder.
- Armenians will not engage in any combat against other Armenians. If a stack contains both Armenians and other Crusader or Muslim ASPs, that stack may not attack an Armenian-controlled space.
- Armenian cities may not be used for Resources as long as they belong to the Armenians (even if you've successfully bribed them). To use them, you have to take them.

INTRA-FAITH COMBAT

In a multi-player game, where there is more than one Crusader/Muslim Player, it is possible one of one type will attack another (of the same faith). In this case, the defender may Refuse Combat simply by leaving the Space he is in and moving to an adjacent space (as if he were Withdrawing, but he does not suffer Demoralization). Intra-Faith Combat is resolved like normal combat, except that Formations are not used. Muslim players may not use Harassment Attacks in Intra-Faith combat.

VICTORY

Each Faction receives its own Victory points, regardless how many players are in the game. If a player has more than one faction, he calculates his VPs by totaling the Factions' VPs and dividing by total by the number of factions he controls.

City Control

A Faction receives the VP listed below for occupying (with ASPs) the following cities:

City	Crusader VP	Muslim VP
Jerusalem	25	10
Antioch	15	10
Damascus	10	10
Edessa	8	8
Aleppo	5	5
Acre	5	5
Hamah	3	3
Homs	3	3

City Destruction

A Crusader player that destroys a City gets 1 VP for that faction for doing so; the City must still bear a Destroyed marker at the end of game for this 1 VP to count. Muslim players do not have this VP opportunity, but their goal is to rebuild destroyed Cities to prevent the Crusader player from getting the VP.

The True Cross

The True Cross, which starts the game in Jerusalem, goes to the faction that takes that city (based on which Leader is in command at that time). At the end of the game, the Crusader Faction holding the True Cross earns 5 Victory points. The True Cross is not worth anything to the Muslim, who may neither move it nor destroy it. A Crusader Leader may carry the True Cross with him.

Syrian Victory

Either Syrian Faction wins if it has the most VP.

Mosul Turk Variable Victory Conditions

The goals of the Turks in this war are somewhat confusing, and they vary with the situation. The Mosul Turk Player, before the game starts, picks six (6) of the listed cities, below, as his Goals. (Write them down on a piece of paper; keep secret until the end of the game.) These are the only cities for which he will gain VP for occupying.

City	VP	City	VP
Damascus	15	Tripoli	4
Antioch	10	Tarsus	3
Edessa	5	Harenc	3
Aleppo	5	Lattakeia	2
Hamah	5	Melitene	2
Homs	5		

Crusader Victory (Multiple Crusader Players Only)

In a game with more than one Crusader player, each Crusader Faction determines its own Victory Conditions within the restrictions below.

Crusaders must determine—write down for end of game revelation—at the end of the Turn in which Antioch falls to any Crusader army, or at the beginning of the Winter 1099 Game-Turn, whichever comes first, each Faction's Victory conditions. Using the list of City Control Points, each faction chooses five (5) cities as his Victory Point Conditions. Once chosen, this list may not change. In addition, a Crusader faction loses 1 VP for each city on its list that it does not control.

At the beginning of the March-to-mid-April, 1099, Game-Turn, in the Diplomacy Phase, the Crusader factions reveal to each other—but not to the Muslims—what their Victory Conditions are.

- If no player has selected Jerusalem, all factions may add it to their list.
- If a faction has not chosen Jerusalem and others have, that faction suffers Desertion, and immediately reduces its ASPs by 20%, rounding down. Those lost points are now distributed evenly among the other factions, with any overage being lost (they went home).

WINNING

The Player with the most VP wins the game. When a player controls more than one faction, he totals that faction's VP and divides by the number of factions he controls.