

RULE BOOK

Infidel

~ The Supremacy of Cavalry in the Crusader Era ~
11th-12th Century

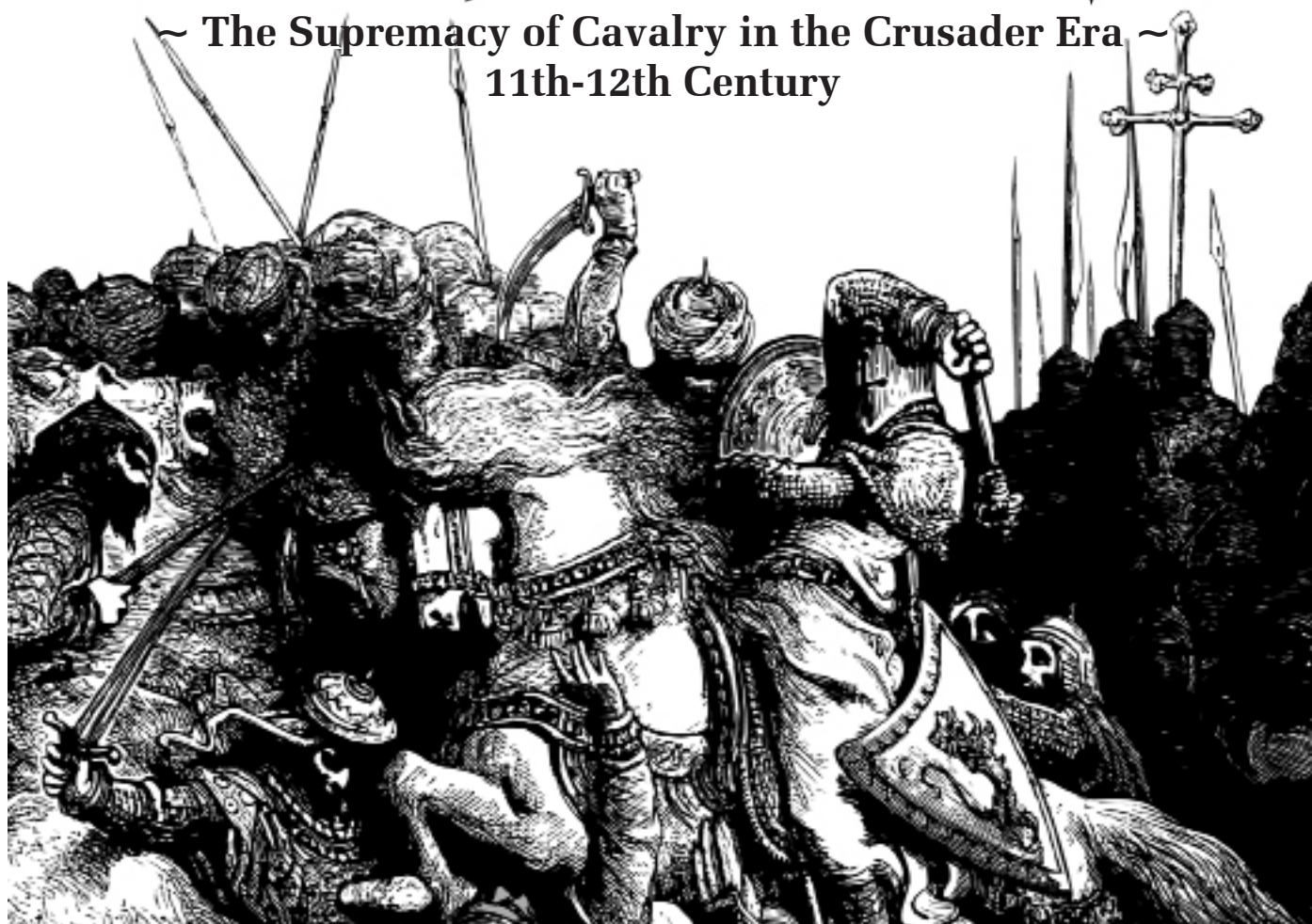


Table of Contents

1.0 Introduction.....	2	10.0 Stacking	7
2.0 The Components.....	2	11.0 Missile Fire.....	7
3.0 Victory	4	12.0 Shock	9
4.0 Sequence of Play.....	4	13.0 Charging.....	11
5.0 Leaders.....	4	14.0 Combat Results.....	13
6.0 Activation and Continuity.....	5	15.0 Rallying Units.....	14
7.0 Movement.....	6	16.0 Knights and Other Special Troop Types.....	14
8.0 Facing	6	Example of Combat	15
9.0 Zones of Control (ZOC).....	7		



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Rules Version 1.1

1.0 Introduction

Men of Iron is a play-oriented series of games covering the wide spectrum of land battles from, roughly, the era just prior to the first Crusades to the arrival of gunpowder.

The second volume in the series, *Infidel*, focuses on the major battles of the early Crusades era between the Christians and the Muslims (although there were battles with some of each on both sides). This is a period that saw cavalry reign supreme, and pitted the European heavy cavalry—armored “knights”—systems against the Eastern/Turkish light cavalry tactics.

The purpose of the *Men of Iron* series is to provide gamers with accessible, fast-playing, fun games of low complexity. To that end, much detail has been either omitted or factored in to overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that stated focus.

Getting into the game: Veteran gamers will find most of the rules quite familiar, as they use concepts basic to almost all simulation games. The sections on Continuity and some of the combat mechanics are not quite so familiar. Gamers new to the hobby should read once through the rules so they know the basic premises, pick out a scenario, and play a few player turns to see how everything works.

Each game includes:

- Two 22" x 32" game-maps, backprinted
- 560 counters on two sheets
- Two identical 11" x 17" Player Aid Cards
- One 8.5" x 11" Player Aid Card
- One Rules Manual
- One Battle Book
- Two ten-sided dice

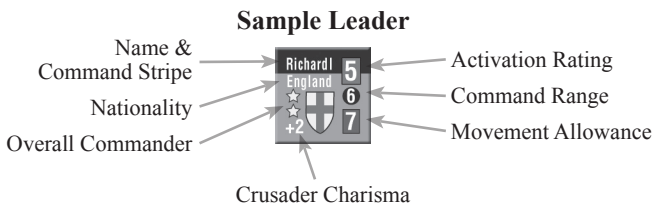
2.0 THE COMPONENTS

2.1 The Maps

The game maps cover the area over which the battles (supposedly) were fought. Each map is overlaid with a grid of hexagons—hexes—that are used to regulate movement and fire. Any terrain peculiarities are discussed in the rules for the individual battles.

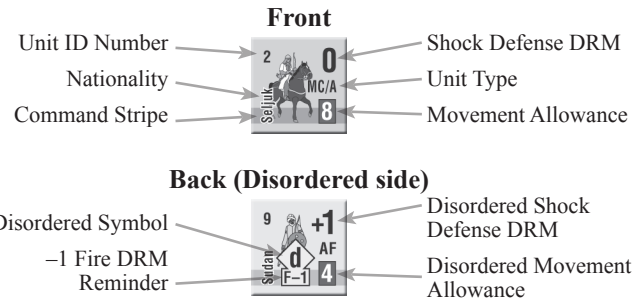
2.2 The Counters

We have four types of counters: leaders, combat units, Standards, and status markers (Retired, etc.).



There are several different types of combat units, divided into two groups: mounted units (cavalry) and units on foot (infantry). The reverse side of each combat unit is its “Disordered” side. If there is no reverse side, the unit cannot be Disordered (and is, instead, Retired).

Sample Combat Unit (Medium Cavalry/Archer)



Other Combat Units

	Knights (KN)	Heavy Cavalry (HC)	
	Medium Cavalry (MC)	Medium Cavalry – Archers (MC/A)	
	Light Cavalry – Archers (LC/A)	Archers (A)	
	Crossbowmen (CB)	Archers with Flails (AF)	
	Men-at-Arms (MA)	Pike Infantry (PK)	
	Pike Infantry Javelineers (PKJ)	Camp Followers (CF)	
	Wagons	Carroccio	

Markers

Charge	Counter-Charge Used	Retired	Continued Attack -1	Shock
Out of Command	Number of Successful Continuations	Flight Points	Victory Points	Standard

Unit Types of *Infidel*

A: Archers
AF: Archers with Flails
CB: Crossbowmen
HC: Heavy Cavalry
K: Knights
LC\A: Light Cavalry Archers
MA: Men-at-Arms
MC: Medium Cavalry
MC\A: Medium Cavalry Archers
PK: Pike Infantry
PKJ: Pike Infantry Javelineers

2.3 The Die



The game uses a ten-sided die to resolve combat and other factors for which performance will vary. A '0' is a "zero", not a "ten".

2.4 Definitions & Abbreviations

It might help to be familiar with the following game terms, some of which are found in individual battles only:

Activation: All of the Moving, Firing, and Attacks of one Command, during which some of the opponents units may react.

Activation Rating: The number on a Leader used for Continuation and some other game functions. It ranges from 1 to 5; most leaders have a value of 2 or 3.

Active: All units of the Command which is Activated (see Activation above).

Active player: The player who is currently Activating his Commands.

Charisma: The ability of a Crusader leader to inspire Knights in combat. See section 5.4.

Command: Term used to describe which units may move and fight. Commands can be identified easily by the color stripe on the counters. Commands are led by leaders.

Command leader: A leader of a specific group of combat units. See section 5.1.

Command Range: A number on a leader representing the number of hexes over which that leader can command his units. See section 5.2.

Continuity/Continuation: The mechanic used to determine which player goes next.

Disordered: The state of a unit that has lost cohesion due to combat. See section 14.2.

DR, DRM: Abbreviations for "die roll" and "die roll modifier," the latter being a plus or minus number used to adjust the die roll.

FP (Flight Points): See section 3.0 Victory.

Free Activation: A noncontinuity/nonseized Activation. It is a Free Activation if your opponent Passes, your opponent fails a Continuity roll, fails a Seizure roll, or is the first Activation of the game.

Leader Casualty Check: The DR to determine if a leader dies in combat. See section 5.5.

Loss Check: The die roll to see if you lose the game. See section 3.0.

Non-Active: All units that do not belong to the Active Command.

OC (Overall Commander): The army Commander. See section 5.1.

Seizure: The game mechanic wherein one player tries to take away the other player's Activation.

Shock: A term for hand-to-hand combat.

Standard: The rallying point for units of a Command or army. See section 15.2.

VP (Victory Points): The battle of Arsuf uses Victory Points to determine the winner, rather than the standard Flight Points.

ZOC (Zone of Control): Used to delineate the hexes to the front of a unit into which that unit exerts its influence. Some units do not exert a ZOC.

2.5 Unit Types & Military Terms

Knights and Heavy Cavalry: Heavily (mail) armored, elite, cavalry units. Lance and sword were the main weapons. The Knights were usually mounted on *destriers*, combat horses distinguished from usual riding horses, and especially their Eastern counterparts, by their strength, musculature and training, rather than their size. Both types of soldier were usually equally armed/armored, but the Christian Knights had the psychological benefit (and sometimes detriment) of the chivalric code, which prized aggressive, individual combat and the honor it brought above anything else. They were thus often difficult to command as a group, especially in an era when Frankish battlefield tactics had to be cautious.

Medium Cavalry: Charge/shock oriented troops, but not as heavily armored. They tended more to lances than swords, although the Seljuks of Rum were sword users. The term "medium" is a game one, but it indicates lighter cavalry that still used shock combat, but not Charge.

Light Cavalry: Mounted archers, the backbone of Eastern armies. They excelled in fire and retreat, constant mobility and flanking maneuvers, which means they need large, open areas to function best. They were not suited to shock combat.

Infantry: The pike-armed footmen of the Crusades era was not a major factor in most battles. Frank infantry, somewhat better armed and protected than their Eastern counterparts, often included knights that had lost their horses (termed Men-at-Arms in the game), a constant problem, and these tended to give the Frank infantry a bit of solidity. But most Saracen/Fatimid infantry was there for "show" and to increase the size of the army, and thus extend its flanks.

Missile Units: Eastern armies—especially those we call *Saracens*—were based on the tactics of mounted archers. While the Fatimid archers were all foot, the rest of the East mounted theirs. Frank archers were invariably on foot, and their bows were somewhat bigger than the Eastern bows, which were built for mounted

fire. Saracen (or Turk) mounted cavalry was highly trained in constant and rapid fire; they were the main attack force, albeit from a distance. Frank missile units, including crossbowmen, were more like skirmishers. Most missiles could penetrate the mail armor of the day, although only at close ranges.

2.6 The Scale

The map scale is about 250 yards per hex.

- Each pike infantry unit contains about 600 men.
- Each missile infantry unit contains about 300 men
- Each mounted unit contains about 150 men

(All of the above is quite loose, and we treat numbers here as relative, not absolute).

There is no time scale, as there are no turns, in the usual historical game sense. Most battles didn't last more than a few hours ...some even less. In most cases, it will take longer to play one of the battles than the battle lasted.

3.0 VICTORY



Victory is primarily achieved by eliminating enemy units and named leaders. At the end of each Free Activation each player determines their Flight Points and makes a Loss Check. Each player rolls one die and adds the player's Flight Point total (see below). If the DR plus Flight Points are greater than the Flight Level of that player in this battle, he loses. If both players' totals exceed their Flight Level the battle is a draw. For much of the early parts of the game, Loss Checks will be unnecessary as players will be unable to exceed their Flight Level with the roll of one die.

The following Flight Points (FP) are added to the DR:

- 5 FP for losing your Overall Commander.
- 3 FP for each Eliminated Knight (KN) or Heavy Cavalry (HC).
- 2 FP for each other type mounted unit or named leader.
- 1 FP for each eliminated Foot unit or Retired unit regardless of type. (If a unit is rallied out of Retired status, adjust the Flight Point Track accordingly.)

When a Retired unit is eliminated, add the difference between the eliminated value and the retired value.

EXAMPLES: A Retired Heavy Cavalry is eliminated, 2 more FP are added to the track (3 – 1). A Retired Pike unit is eliminated, 0 FP are added to the track (1 – 1).



You may keep track of an army's Flight Points on the Flight Point Track.

DESIGN NOTE: The DR adds uncertainty to an army's breaking point, something which—while it probably will annoy some player, somewhere—adds some tension and flavor to the contemps. This represents waxing and waning morale, fog of war, and other battlefield uncertainties.

4.0 SEQUENCE OF PLAY

There are no game-turns in the Men of Iron series. The game simply starts and keeps going until one player wins. To do this, the system uses a Continuation Activation mechanic; see 6.0.

When One of Your Commands is Activated

When Activated, a Command's units may Move and/or Fire, and, after all movement/fire is completed, they may engage in combat.

When an Activation is Finished

When a Command has finished, that player selects another of his Commands (but not the Command that just went), giving his opponent the opportunity to Seize Continuity (see 6.0), and rolls the die:

1. If the DR is the *same as or lower* than the selected Command leader's Activation Rating, that Command is Activated.
2. If the DR is *higher* than that rating, "play" passes to his opponent, who now has a Free Activation that he may use to Activate any one Command he wishes, no DR necessary.

Play continues in this manner until one or both players fail their Loss Check (see 3.0).

Commands

Commands for each battle are identified by the color stripe across the counter top, corresponding to that of the (sometimes named) leader.

Who Starts the Game

Each battle in the Scenario Booklet indicates which player goes first.

5.0 LEADERS

Every unit in the game belongs to a Command, as noted above and as listed specifically in the Deployment instructions, and as further identified by their color stripes. When a Command is Activated, all units in that Command may move and fight.

5.1 Types of Leaders

There are two types of leaders; see 2.2 sample leader counter.



- **Overall Commanders.** These command the entire army. Most OC's are also leaders (as evidenced by their Command Stripe and Activation Rating). Others are just OCs and do not lead Commands; individual scenarios will have rules for these. Some armies do not have an OC.
- **Command Leaders.** These are the leaders for the units (in their Command).

5.2 Command Range

A leader's Command Range is traced in hexes, not Movement Points, from the leader to the combat unit, this does not need to be a straight line. Command status is determined at the start of Activation and stays with the unit throughout that Activation. You cannot trace Command range through an enemy unit, enemy ZOC (9.0) hex not occupied by a friendly unit, or a hex(side) impassable to mounted units.

A combat unit not actually within Command Range but adjacent to a unit that is (or one that is considered in Command by virtue of this specific rule), is considered to be in Command (in a chain effect).

5.3 Restrictions & Abilities

A combat unit that is within its leader's Command Range may do anything and everything allowed by the rules.

Units that begin Activation outside their leader's Command Range (Out of Command) may not:

- Move adjacent to an enemy unit.
- In addition, foot units that start in an enemy ZOC hex may not move.

Leaders that are within Command Range of their Overall Commander have their Activation Rating increased by one for Continuation (6.2) and Seizure (6.3) rolls. **This does not apply to the Overall Commander himself.**

A leader that is not the leader of the active Command stacked with a unit that is moving may move with that unit.

A Command leader that has had his entire Command eliminated is removed from play without penalty, as long as he would not qualify for the capture rule (5.5) in his current hex. He rides off into the sunset to fight again another day.

5.4 Crusader Charisma

Some of the Crusader leaders have an additional rating: Charisma. This is a DRM you use when any Knights stacked with that leader are attacking in any way.

5.5 Leader Casualties

Leaders can get killed. (In game terms, that encompasses being captured and other not-so-hot events).

- **By Fire:** Anytime an adjusted Fire DR of 9 or more occurs, and there is a leader in the target hex, roll the die. If the DR is an '8' or '9' the leader is killed. Otherwise, there is no effect.
- **By Shock or Charge:** Any time a leader is stacked with a unit that receives a **Disordered, Retired or Eliminated result**, roll the die for the leader subtracting his Activation Rating. If the adjusted DR is 3 or higher that leader has been "killed". If he survives, but the combat unit is Retired or eliminated, there is no effect on the leader, place him with the nearest unit from his Command.
- **By Capture:** If an enemy unit moves into a hex with only a leader(s), move that leader and place him with the nearest

unit from his Command (see 5.3 if there are no more units in his Command). If he is surrounded—by enemy units and/or ZOC—he is, instead captured, thrown to the ground, and hacked to ribbons ...no DR necessary.

Killed/captured named leaders (not replacements) count towards the Flight Point total.

5.6 Replacement Leaders



When a leader is killed/captured, at the start of that player's next Activation—but after the Command for that Activation has been chosen—flip the dead leader to its Replacement leader side and place with any combat unit from that Command. Replacement leaders are returned as often as necessary.

Replacements for Overall Commanders never count as Overall Commanders, only Command leaders.

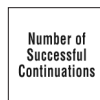
6.0 ACTIVATION & CONTINUITY

6.1 Activation

When a Command is Activated, all units in that Command may move and/or fire. After *all* movement/fire has been completed, units eligible to do so may Shock attack or Charge.

When the player designates a Command for Activation, the player may use some or all of that Command's units, regardless where they are on the map. However, units that start the Activation *outside the Command Range of their leader* have certain restrictions (see 5.3).

A player may always "Pass", instead of Activating or attempting to Activate a Command. If he does that, it is treated as if he failed a Continuation DR.



After his first successful Continuation DR, a player adds one (+1) to his Continuation DR for each new such attempt. This penalty resets when he fails a Continuation DR, his opponent attempts to Seize Continuity (successfully or not), or he passes.

EXAMPLE: *Giuseppe has rolled successfully for Leader A's Continuation. He now seeks to roll for Leader B; he must add one (+1) to that DR. If he also succeeds there, he now adds two (+2) to the next such DR.*

6.2 Continuity

After the Active player has undertaken actions with his chosen Command, he may attempt to continue his "turn" by selecting another of his Commands to Activate. He cannot select the Command that was just Activated, unless the player has only one Command remaining. After selecting the Command, his opponent has the opportunity to Seize Continuity (see 6.3), if his opponent declines, he notes the Activation Rating of the Command's leader and rolls the die:

1. If the (adjusted) DR is the *same as or lower* than the selected

Command leader's Activation Rating, that Command is Activated.

- If the (adjusted) DR is *higher* than that rating, "play" passes to his opponent, who now gets a Free Activation (2.4).

6.3 Seizing Continuity

If a player is about to DR for Continuity, his opponent may attempt to Seize the Continuity before the former rolls the die. Instead, the non-Active player announces with which Command, of his, he will attempt the Seizure, rolls the die, and consults the Activation Rating of that Command's leader,

- If the DR is the *same as or lower* than that rating, that Command may undertake actions, and that player is now the Active player.
- If the DR is *higher*, there is no Seizure; In addition, the originally Active player gets a Free Activation (2.4) and may use that Activation to Activate any one Command even the one that just went!

PLAY NOTE: You cannot Seize a Seizure or Free Activation.

EXAMPLE: *Ascalon. The Crusader player goes. He selects Robert's Command to Activate. After that Activation, he selects Raymond's Command for an attempt at Continuity. The Fatimid player, however, decides it would be better if that didn't happen and announces, before the DR, that he is going to attempt to Seize Continuity with his Bedouin Cavalry Command. He rolls the die, getting a '6' which is higher than al-Afdal's Command Rating. The Crusader, with a free choice, now decides to Activate Robert's Command once again. If the Fatimid player had rolled a '1', he would have Seized Continuity.*

7.0 MOVEMENT

7.1 Movement Procedures

Each unit has a Movement Allowance, representing the number of Movement Points (MP) a unit may expend in one Activation. The costs to enter the various types of hexes and cross certain types of hex sides are listed and discussed in the individual battle rules.

Units move from one hex to another contiguous hex. Units usually cannot move into a hex occupied by another combat unit, enemy or friendly, and they have to stop when they enter a hex in an enemy ZOC (except mounted missile units).

Units Move and/or Fire in the Move/Fire Segment. Individual units from the same Command may move in whatever order the player wishes. See 11.0 for when missile units may Fire.

Terrain

Most battlefields feature terrain of varying kinds, all of which are listed, with their movement effects (in terms of Movement Points expended; "NA" means entry Not Allowed) on the Terrain Effects Chart for each scenario/battle. Some hexsides are uncrossable: no unit may move across these.

7.2 Movement Restrictions

Units may *not* move off the map. If forced to retreat off the map, they are Eliminated. See the restrictions of Zones of Control, 9.0.

A unit may not move into a hex where enemy reinforcements enter the map.

7.3 What is Movement, What is Not

There is a difference between moving counters around the map versus the game mechanic of Movement.

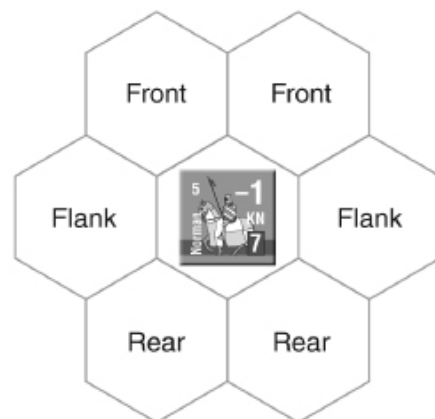
Movement, as a mechanic, is any action that requires the expenditure of Movement Points. Actions that move a unit (e.g., retreat, changing facing, Charge, etc.)—but do not require an expenditure of Movement Points—are not Movement in terms of a game mechanic.

7.4 Reinforcements

All reinforcing units are considered to begin in an off-map area adjacent to every reinforcement entry hex for their Command (as defined for this battle in the battle book). Their first MP spent moves them into any reinforcement entry hex for their Command; there are no additional costs for other units that may have entered into the same hex from off map. Every reinforcing unit can spend its full MA the turn it enters the map. A reinforcing unit can Fire Missiles, Shock attack, or Charge the turn it enters the map.

8.0 FACING

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex's vertices, not the side of the hex. A unit may ignore this facing when moving, but once it stops movement or conducts missile fire it must be faced in a specific direction. The two hexes to each side of the vertex the unit is facing are Frontal, the two at the other end, the Rear; the side, Flank.



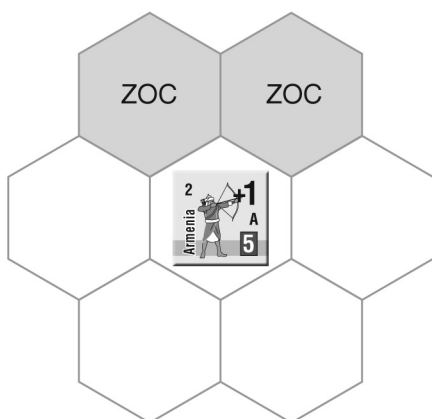
Facing determines a unit's Zone of Control, at whom missile units may fire, and in what direction cavalry may Charge. In general, this applies to only their (two) frontal hex/hex sides.

Facing does *not* matter when determining movement direction (except for Charging cavalry), and units are free to change facing as much as they want during movement, at no cost, unless

they are in an enemy ZOC (see 9.0). However, they may do so only when Activated.

Exception: Units in an enemy ZOC can only change facing one vertex, if they stay in the hex. If they are moving out of that hex, they can change facing any number of vertices.

Changing facing is not considered movement for purposes of “Fire or Movement”, as it does not expend Movement Points.



9.0 ZONES OF CONTROL (ZOC)

All mounted combat units and missile armed infantry, but not other infantry, exert a ZOC into their frontal hexes. **Zones of Control do not extend into or across hexes or hexsides that a unit is prohibited from entering or crossing.**

DESIGN NOTE: ZOC's represent a unit's ability to exert its presence—usually through fire or mobility—into the space to its front.

If a unit begins its Activation in the ZOC of an enemy unit it may move to another hex. A unit that begins its move in or enters the ZOC of an enemy unit during movement may not enter or re-enter a hex in the ZOC of the same enemy unit during a single Activation. This means a unit may move from one enemy unit's ZOC to another enemy unit's ZOC, but not enter or re-enter a hex in the same enemy unit's ZOC. A moving unit (except mounted missile units) must stop if it enters an enemy ZOC.

- +2 MP for a foot unit to exit a hex in the ZOC of an enemy mounted unit.
- +1 MP for any unit to exit a hex in the ZOC of an enemy missile unit. (cumulative with the modifier above).

A mounted missile unit, and any leader stacked with it, may enter and then exit a hex in an enemy ZOC, regardless of the unit type exerting the ZOC, in the same turn by paying an additional 1 MP to leave, see 11.0. The prohibition of entering or re-entering a hex in the ZOC of the same unit during the same Activation still applies.

Developer Note: the above rather large change clarifies wording and intent. It does not change the rules.

10.0 STACKING

Combat units may not stack (be together in the same hex) at any time, even during movement. Leaders and Standards stack freely with any unit.

11.0 MISSILE FIRE

11.1 Missile Units

Missile units—archers (both on foot and mounted), Crossbowmen, and Javelin armed Pike Infantry—are capable of firing at enemy units. The Maximum Range—the maximum number of hexes over which that unit may fire is 2 hexes. You count the target hex, but not the firing hex. Missile units may fire through their frontal and flank hex sides (8.0), although when using Reaction fire, that is limited to Frontal hex fire. **A LOS that passes down a hex spine between Flank and Rear counts as Rear for missile fire, this means that a missile unit may not fire down those hex spines or use Return Fire if it is fired at down those hex spines.**

DESIGN NOTE: Realistically, the maximum range of regular bows and crossbows—maybe about 350-400 yards—was not much past what we have as one hex here. However, for play purposes, we have enabled them to so fire, albeit at minimal effectiveness.

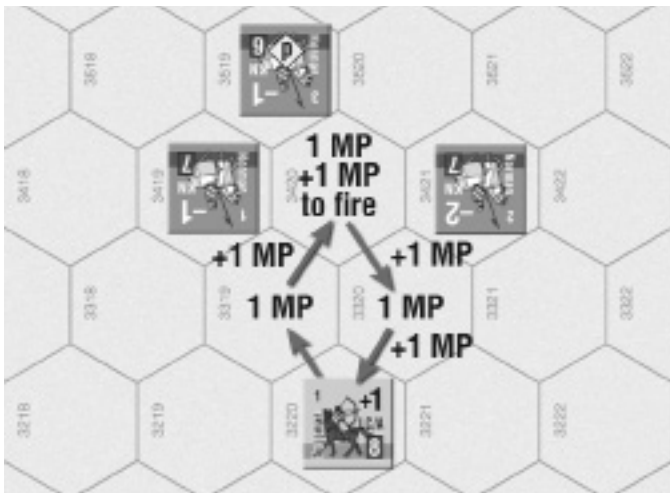
HISTORICAL NOTE: Crossbows—and here we are dealing with the wooden variety—and both longbows and composite bows, the smaller but exceptionally sturdy bow of the steppes and East—have about the same maximum range, with perhaps a slight advantage to bows. The Crossbows have greater penetration power, especially at short distances, but the Long/ Composite Bows have a far greater rate of fire, at least 3 to 1, maybe more.

11.2 When Units May Fire

There are three opportunities for Missile Fire, each one available depending on the unit type: Active Fire, Return Fire and Reaction Fire.

Archers (mounted or on foot) May Fire:

- **Active Fire, Foot Archers:** when they are Activated. A unit may fire once when its Command is Activated at any time during Movement. However, once they fire, their movement for that Activation is finished. Thus, if they fire before moving they cannot then move.
- **Active Fire, Mounted Archers:** Mounted archers may fire during their Movement. If in a hex in an enemy ZOC when they fire, it costs 1 MP to fire, otherwise firing costs 0 MP. Mounted archers may leave a hex in an enemy ZOC they have entered in the same Activation, paying an additional 1MP cost to do so. They may not enter another hex in the same enemy units ZOC during that Activation. Mounted archers may continue to move before/after firing. **A mounted archer may only fire once in its Activation.**



EXAMPLE: The Turcoman LC/A beginning in hex 3220 wants to fire at the Disordered Knight in the rear of the Crusader formation. It spends 1 MP moving to hex 3319. It then spends 2 MP to move to hex 3420 (1 MP for clear terrain + 1 MP to leave the ZOC of the Knight in hex 3419). The LC/A fires at the Disordered Knight, spending 1 MP because the Knight in hex 3519 exerts a ZOC into 3420, even when Disordered. The Knight is not forced to Counter-Charge because it is Disordered. From the Fire/Range DRM Chart, the DRM for the missile fire is a net -1 (+1 for range, -1 for firing at Knights, and -1 for mounted archers firing). The luck of the LC/A is poor and it rolls a 2. A 1 (DR of 2 with a -1 DRM) on the Target Mounted Disordered column of the Fire Results table equals “No Result.” It then moves to 3320, spending another 2 MP (1 MP for clear terrain + 1 MP to leave the ZOC of the Knight in hex 3519). Finally, the Turcoman moves back to its starting hex 3220, spending its last 2 MP (1 MP for clear terrain + 1 MP to leave the ZOC of the Knight in hex 3421).

HISTORICAL NOTE: The capability of mounted archers (our Light Cavalry) to do this is part of their harass and disperse tactics, riding close to the enemy lines, firing quickly, and then riding away, all in a continual series of squadrons. The Franks learned how to deal with this by using their fairly mobile heavy cavalry and Counter-Charge tactics, plus the awareness that Moslem tactics depended greatly on having lots of area to maneuver, especially around flanks.

- **Return Fire (Non-Active Only):** When fired at by an enemy Missile unit, if the latter is within Range. The Return Fire and the Active Fire are resolved simultaneously, before any results are applied. Archers may not use Return Fire if fired at through a Rear hex.
- **Reaction Fire (Non-Active Only):** When any enemy unit moves or Charges into its frontal hexes. This applies to each enemy unit that does so and it is resolved the instant **the frontal hex is entered**. This does not apply to retreat, Advance After Combat, or Continued Attack.

PLAY NOTE: Archer units using Reaction or Return Fire may fire at each enemy unit that becomes “eligible”, as per the above, any number of times per Activation.

Crossbow and Javelin Units may fire:

- **Active Fire:** When they are Activated. A unit may fire once when its Command is Activated at any time during

Movement. However, once they fire, their movement for that Activation is finished. Thus, if they fire before moving they cannot then move.

- **Reaction Fire (Non-Active Only):** When any enemy unit moves or Charges into its frontal hexes. This applies to only one enemy unit that does so in a given Activation and it is resolved the instant **the frontal hex is entered**. They may use Reaction Fire only once during a given enemy Activation. This does not apply to retreat, Advance After Combat, or Continued Attack.
- They may *not* use Return Fire.

PLAY NOTE: The differences between Crossbows, Javelins, and Composite bows, noted above, are factored into their Missile DRM and the above mechanic.

11.3 Resolving Fire

To Fire, check the range and consult the Fire/Range DRM Chart. The chart gives any DRM for the firing unit at that Range. Now roll one die, noting whether the target is Disordered or in normal status. The **DRM for Missile Fire Table** lists all of the circumstances (as DRM) that provide additions to (or subtractions from) the DR. Compare the adjusted DR to the Fire Results Table to get the result, as defined in 14.0.

EXAMPLE: An archer firing at a range of 1 hex gets a DRM of +1. But if he is firing at Knights or Heavy Cavalry, that incurs an additional DRM of -1, for an accumulated DRM of ‘0’.

Angle of Fire: Missile Fire aimed at Medium or Light Cavalry through the latter’s Flank hexsides earns the firing unit a +1 DRM. Fire that passes down a hex spine does not count as Flank. This reflects firing at the easier-to-hit, unprotected flanks of the horses.

HISTORICAL NOTE: Missiles, especially crossbow shafts, could pierce the mailed armor and shields of the better-protected enemy, although the latter were better off than the lesser armored men. However, this ability dissipated greatly with distance (as well as angle of fire), so the distance factor. The ability of knights to close quickly against missile fire became part of the tactics.

11.4 Line Of Sight (LOS)

A unit must be able to see a unit to fire at it. To do so, the player must be able to trace an unblocked LOS from the center of the firing hex to the center of the target hex. LOS is blocked

- by Woods, Garden, Drumlin, and City hexes. You may fire into these hexes, but not through one.
- if any intervening hex is higher—of greater elevation—than both the firing and target hex; e.g., ridges block LOS.
- Crossbowmen may not fire through other units. Archers may. (They’re actually firing over them.)

If a hex contains terrain considered blocking terrain, then the entire hex is treated as blocking, not just the graphic feature inside the hex.

However, a LOS may be traced along a hexside if only one of the hexes adjoining the hexside contains blocking terrain.

12.0 SHOCK

DESIGN NOTE: Units' weapon systems, armor and morale are represented by a combination of the System Matrix and the unit Defensive DRM.

12.1 The Shock Phase



In the Shock Phase, all (eligible) phasing units listed as Attacker on the Weapon System Matrix may (not must) Shock attack. However, if they choose to do so, they must Shock any/all enemy units that are in their frontal hexes, unless those units are being attacked by other friendly units. Units not listed in the "Attacker" row may never Shock attack (or Charge). They do defend, though. A unit can only participate in one attack per Activation (*Exception: Continued Attack result; 14.6*). This attack can be with or without other units against a single defender or by itself against two defenders in its frontal hexes.

EXAMPLE: Three units attack two defending units. The attacker must choose to attack one defender with two units and the other with 1 unit, the middle unit cannot split its attack against both defenders.

12.2 Retreat Before Combat

Mounted units that are not Disordered may Retreat Before Combat if attacked solely by foot units, by moving one hex away from all attacking units. The Retreating unit must be able to end its Retreat one hex away from all attacking units or it may not Retreat. They may not enter a hex in an enemy ZOC, the path of a Charge, or an occupied hex, but they may change facing at will. One attacker may advance into the vacated hex, if the player so wishes, but may not then Shock or change facing. If one attacker is attacking two defenders and both defenders Retreat Before Combat, the attacker may pick which hex to advance into as above. If only one defender retreats, resolve the attack on the other.

DESIGN NOTE: There is no penalty for mounted units retreating before shock against dismounted units, unlike in Men of Iron Vol I. This reflects the superiority of cavalry in this era.

Light Cavalry, that are not Disordered, may Retreat Before Shock or Charge if attacked by Knights, Heavy Cavalry, or Medium Cavalry by moving one hex away from the attacking unit and then rolling the die, adjusting the DR by the Retreating unit's Defensive DRM rating.

- If the adjusted DR is 5 or less, the Retreat has no negative effect.
- If the adjusted DR is 6 or more, the unit retreats but is Disordered.

However, if such attack is a Counter-Charge (see 13.6) the above DR results change to:

- If the adjusted DR is 3 or less, the Retreat has no negative effect.
- If the adjusted DR is 4-7 or more, the unit Retreats but is Disordered.
- If the adjusted DR is an 8 or more, there is no Retreat allowed, move the unit back to its original hex and resolve the Charge.

Retreat Before Combat applies to any attack, including a Continued Attack.

12.3 Shock Resolution

DESIGN NOTE: Shock resolution uses a mechanic somewhat different from most games of this type. Shock/Charge is resolved against each defending unit individually, regardless of how many units are attacking and/or how many units are being attacked.

Order of Shock Resolution

Shock is resolved after all Movement is finished, in the following order:

1. The Active player designates which of his units are attacking which defending units, including Charges.
 2. One at a time, the Active player moves each Charging unit adjacent to its target. Any Reaction fire caused by this move is resolved. If required, the Charging unit makes a Charge Reluctance roll. Any Retreat Before Combat by the defender is resolved at this time. The defender attempts any Counter-Charges of which he is capable.
 3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The Charge Table is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by reaction fire, not Reluctant, not Counter-Charged); otherwise the Shock Table is used. Advances are taken and Continued Attack markers are placed.
- PLAY NOTE:** Attacks by a single attacker against multiple defenders are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative) applied after both attacks are resolved.
4. All Continued Attacks are now resolved. Begin again at Step 1, except that all units marked with a Continued Attack marker must attack; Charging and Counter-Charging is not allowed.

All of the below are cumulative; "+" DRMs favor the Attacker; "-" DRMs favor the Defender.

Die Roll Modifiers for Resolving Shock

To resolve Shock, roll the die, then apply any DRM that apply from the following situations.

1. Strength Advantage
2. Position Advantage
3. The Defender's Shock Defense DRM
4. Leader Presence
5. Unit type (Weapons System Matrix)
6. Attacker Status (Disorder)
7. Defender's Status (Retired)
8. Continued Attack

1. Strength Advantage: The player with the higher number of units receives the differential between the number of units as a DRM.

EXAMPLE: One Heavy Cavalry unit attacks two infantry units. There is a -1 Strength (Dis-)Advantage DRM to the Shock resolution for each infantry unit.

The Strength Advantage, or Disadvantage, that the defense may have is applied (as a DRM) to each *separate* DR.

PLAY NOTE: If one unit is attacking two units, the attacker will roll twice, each with a -1 DRM ...and undergo possible adverse results twice.

EXAMPLE: A Knight unit Shock attacks two LC. In resolving each defender separately, the Knight gets a Continue Attack against the first, but is Disordered in the second combat. The Knight must then Continue Attacking, but is Disordered.

2. Position Advantage: There are 2 types of position advantage:

A. Angle of Attack: This reflects the advantage of attacking from an angle other than (only) frontally (only one applies):

- If any Shock/Charge attacking units are attacking through a Defender's Flank, there is a $+2$ DRM
- If any Shock/Charge attacking units are attacking through a Defender's Rear, there is a $+3$ DRM
- If the attackers are attacking through **two or more sides (Front, Rear, Left Flank, or Right Flank)** of a unit there is a $+4$ DRM

B. Terrain: See the Terrain Charts for the individual battles for the effects of terrain on combat. The row for the defender's terrain is used with the column for the attacker's unit type (i.e. Mounted or Foot) to find the modifier for each attack. If more than one unit is being attacked, the terrain of each individual defending unit is what matters. If there is more than one attacker with different terrain considerations (e.g., one is attacking across a river, the other isn't) then the terrain DRM most favorable to the defender is used.

3. Shock Defense DRM: The defending unit's—not the attacker's—individual Shock Defense DRM is added.

EXAMPLE: A Templar Knight is attacked by two Ayyubid Medium Cavalry from the front. The Knight's Shock Defense Rating is -3 , which is added to the strength advantage the Ayyubid have. This makes the cumulative modifier $1 + (-3) = -2!$

4. Leader Presence. Knights and Heavy Cavalry units stacked with their Command leader or the Overall Commander gain a $+1$ DRM when attacking. A Crusader leader with Charisma also adds their Charisma rating as a DRM to the attack. This only applies once, no matter how many leaders a unit is stacked with.

5. Weapons/Armor Comparison. The Attacker uses the Weapons System Matrix to compare his Attacking unit Type to that of the Defender. The matrix provides the appropriate DRM. If an attacker is doing so with two units, each of a different type, he may use the DRM with the best benefit for the Attacker.

EXAMPLE: A Fatimid Pike Infantry (0) and a Sudanese Archer with Flails ($+1$) are attacking a Crusader Pike Infantry. The $+1$

DRM would be used.

6. Attacker Disorder. If any Attacker is Disordered, there is a -2 DRM. (Defenders' Disorder status is covered by the chart itself.)

7. Defender Retired. If the Defender is Retired (14.4) add two ($+2$) to the Attacker's DR, and use the Disordered portion of the Combat Resolution Table.

8. Continued Attack. Units undertaking Continued Attacks (see 14.6) earn a cumulative -1 DRM for each such attack it undertakes in that Activation.

To resolve the Shock, roll the die for *each* defending unit, apply the DRMs and consult the appropriate Combat Results Table. If at least half of the attacking units are Charging, use the Charge Table, otherwise use the Shock Table. Look under the column appropriate to the defending unit's status (Normal or Disordered) to find the result.

12.5 Advance After Combat



If a defender vacates a hex as a result of a Shock or Charge attack by a mounted unit that is not in a Disordered state after the attack, or by any unit that obtains a Continued Attack result (Disordered or not), the attacker must advance one of his attacking units into that hex. **Mounted units may not Advance across or into terrain they are prohibited from moving into for any reason, do not consider them below when this applies.** If more than one unit attacked, a unit that Charged must advance before a unit Shock attacking and mounted units must advance before infantry. Within these categories, non-Disordered units advance before Disordered units; otherwise the unit with the lowest Shock Defense DRM must advance, if there is a tie the owning player decides. If a unit attacked more than one unit and both hexes are vacated, the attacker chooses which hex to advance into. The advance is undertaken as part of combat resolution, after a unit has finished all of its attacks. The advancing unit may change its facing, as it wishes (unless a Continued Attack resulted, in which case no facing change is allowed), after such advance. If a Continued Attack result was obtained, the advancing unit is marked with a Continued Attack marker (see 14.6). Place the marker even if no enemy units currently occupy the unit's frontal hexes.

PLAY NOTE: Remember that Disordered units and infantry only advance due to Continued Attack results.

PLAY NOTE: A Continued Attack result always forces the unit obtaining it to advance and attack, regardless of any other combat results that unit incurs, including retreat.

13.0 CHARGING

Charging is a method of Shock attack in which the attacking units use their weight and momentum to obtain a more favorable result. It is thus available solely to (some) mounted units.

PLAY NOTE: Experience, from previous designs using this system, has shown us that this is the one section of rules that causes some confusion, mostly because of the number of possibilities it raises. We've tried to cover as many of these as possible, but if we have failed to do so, and you are stumped beyond repair, try to visualize what is happening and the rules are attempting to portray. That's what we do when we write them.

It helps to remember that Charge is just another form of Shock that uses a different Combat Results Table.

13.1 Which Units May Charge

Only Knights and Heavy Cavalry can Charge. Charge is *not* Movement; it is part of Combat.

- **Knights and Heavy Cavalry** that start *their* Activation adjacent to an enemy unit may not Charge during Activation.
- **Disordered Knights and Heavy Cavalry** may not Charge; they may still Shock without a Charge.

13.2 Charge Procedure

To Charge, a **Knight or Heavy Cavalry** unit must start the Shock Phase with a LOS (see 11.4) and either one or two hexes between it and the target unit. The path to the target must be through the unit's frontal hexes and it may only change facing one vertex to reach the target which must end in the Charging unit's frontal hexes. A Charge is a special form of Shock that targets only one unit, an exception to 12.1. If a Charging unit is Disordered during its Charge, the attack is resolved as a Shock attack against the original target of the Charge, the Disordered unit is not required to attack all units in its frontal hexes.



All Charges are designated prior to actually resolving any one Charge, along with other Shock attacks in Step 1 of the Shock Phase. Charges are resolved, in the Shock Phase, by moving the Charging unit adjacent to the target, in Step 2 of the Shock Phase. (Remember, this is not actual game Movement, so there is no use of Movement Points.)

13.3 Charge Restrictions

Knights and Heavy Cavalry may not Charge across rivers or steep slope hexsides, nor may they Charge a unit in a Woods, Marsh, City or Rough hex. **Knights and Heavy Cavalry** may not Charge into or across terrain which they are prohibited from moving into. A Charge may not cross a hex in an enemy ZOC, but may end in a ZOC hex. They may Shock into/across those hexes/sides without a Charge (see 12.0 SHOCK).

The Charging unit must have a path free of friendly or enemy combat units to the target at the time the Charge is declared. The path cannot be shared with other Charging units. This path must include the hex, adjacent to the target, which the Charging unit will end its Charge in.

13.4 Benefits and Results of a Charge

Charging *Knights and Heavy Cavalry* resolve their attack using the *Charge Table* (not the Shock Table).

Any *Charging unit that has moved* (used Movement) in that Activation, prior to the Combat portion of its Activation subtracts one (-1 DRM) from its Charge Resolution DR.

A unit that has Charged and attained a "Continue Attack" result is no longer Charging when it resolves the Continued Attack. The "Continued Attack" is resolved as regular Shock.

13.5 Charge Reluctance

Horses do not like to "Charge" a heavily defended line of Pike Infantry (showing much more common sense than their riders). To reflect this, whenever Heavy Cavalry (but not Knights!!) are Charging a Pike Infantry or Men-at-Arms unit through its frontal hex, the Charging player rolls the die, adjusting that DR by the Charging unit's Shock Defense DRM.

- If the adjusted DR is 6 or less, the attacking unit successfully Charges
- If the DR is a 7 or more, the Charge is blunted by the reluctance of the horses to close, and the unit must attack using the Shock Table, not the Charge Table.

EXAMPLE: *A Saracen Heavy Cavalry with a Defender DRM of -1 rolls a '7' when checking for Reluctance. The DRM of -1 adjusts that to a '6', so he completes his Charge. If he had rolled an '8', he would have to use the Shock Table, instead.*

A unit which passes a Counter-Charge DR does not roll for Reluctance.

PLAY NOTE: As you can see, Knights do not undergo Charge Reluctance. They and their superbly trained warhorses never showed any reluctance to do so, regardless of the situation.

DESIGN NOTE: *Yes, the die rolls are different from MoI Vol I. This reflects the superiority of cavalry in this era.*

13.6 Counter-Charge

Heavy Cavalry and Knights may attempt to Counter-Charge when Charged, Shock attacked, or they suffer missile fire. Disordered Heavy Cavalry and Knights or Heavy Cavalry and Knights units that began the Activation in the ZOC of another enemy unit may not attempt to Counter-Charge. Heavy Cavalry and Knights may Counter-Charge when Charged, Shock attacked, or fired at through its front or flank hex sides.

PLAY NOTE: If a Knight or Heavy Cavalry begins an Activation in the ZOC of a unit, place a Counter-Charge Used marker on it for reference.

Counter Charge Used

A defending Heavy Cavalry or Knight unit may change facing one vertex in order to effect a Counter-Charge (unless it is attacked from the Rear), but may not change facing during the Counter-Charge. The Counter-Charge path must be through its frontal hexes and the Counter-Charged unit must end in the unit's frontal hexes. Only the non-Active player's units may Counter-Charge. Only one Counter-Charge per Activation is allowed. Once a unit has Counter-Charged place a Counter-Charge Used marker on it as a reminder.

PLAY NOTE: It may change facing to start a Counter-Charge but, as per above, once it starts its Counter-Charge it may not change facing.

PLAY NOTE: Whether the original attack is by cavalry or infantry, or by missile fire, Counter-Charge may be undertaken only by Knights or Heavy Cavalry.

If a unit is attacked by enemy units using both Shock and Charge combat, the owner may choose which Attackers to Counter-Charge.

13.7 Counter-Charge Against Cavalry Charge

Counter-Charge against an enemy Cavalry Charge attack reflects the ability of Knights and Heavy Cavalry to negate the momentum of any such enemy attack by launching its own Charge.

To Counter-Charge, the defender rolls the die before the enemy Charge against the Heavy Cavalry or Knight is resolved;

- add the Counter-Charging unit's Defense DRM;
- if the Counter-Charging unit must change facing to effect the Counter-Charge add one (+1) to the DR.



If the *adjusted DR is less than 3*, the unit has successfully Counter-Charged and the Charge of that Attacker has been negated and the **Charge marker** replaced with a **Shock marker**. The original Attacker is still the Attacker, but if at least half the Attackers are no longer marked with a Charge marker, the Attacker must use the regular Shock Table, not the Charge Table when resolving the attack.

If the *adjusted Counter-Charge Attempt DR is 4 or more* the Counter-Charge fails.

13.8 Counter-Charge Against Shock

Counter-Charge against an enemy Shock attack (by infantry or cavalry) reflects the ability of Knights and Heavy Cavalry to negate the force of any such enemy attack by launching a Charge.

To Counter-Charge, the defender rolls the die before the Shock is resolved;

- Add the Counter-Charging unit's Defense DRM;
- If the Counter-Charging unit must change facing to effect the Counter-Charge add one (+1) to the DR.

If the *adjusted DR is 4 or less*, the unit has successfully Counter-Charged. The original Attacker is still the Attacker, but now he must subtract two (-2) from his DR when resolving the attack. This applies even if the attack includes Charging units and will

be resolved on the Charge Table. In cases where one Attacker is attacking two defending units, a successful Counter-Charge by one Defender applies the Counter-Charge modifier only to the resolution of the attack against the Counter-Charging unit.

If the adjusted Counter-Charge Attempt DR is *5 or more* the Counter-Charge fails and the attack proceeds as normal.

13.9 Counter-Charge Against Fire

Enemy Missile Fire may induce targeted Knights and Heavy Cavalry to Charge the firing units.

- For Knights, this inducement is automatic—they *must* Counter-Charge when fired at if they are not Disordered or already in a hex in an enemy ZOC.
- For Heavy Cavalry, it is voluntary.

For Heavy Cavalry: The process and the DR is the same as for Counter-Charge against Shock, except that the Counter-Charge DR is made *before* the Fire is resolved, **the missile fire is resolved**, and then if the Counter-Charge DR was successful the Counter-Charge takes place, with the Heavy Cavalry moved adjacent to the firing /missile unit and then performing a Charge attack (If the Counter-Charge DR failed the unit stays where it is, its Counter-Charge being unsuccessful). **There must be no units or impassable terrain between the Counter-Charging unit and the missile unit or the Counter-Charge may not be performed.**

For Knights: A Knight *unit* must Counter-Charge an enemy unit that is firing at it, unless there is no clear Charge Path, in which case there is no possibility of Counter-Charge. If the Knight Counter-Charges, the procedure is the same as Heavy Cavalry above. If the player does not want his Knight to Counter-Charge and its Command leader is within **his printed** Command Range **in hexes**, he must roll one die, from which he subtracts the Command leader's Activation Rating.

- If the adjusted DR is *3 or less*, no Counter-Charge takes place
- If the adjusted DR is *4 or more*, the Knight Counter-Charges.

PLAY NOTE: Remember, restraining those impetuous Knights is voluntary on the part of the player. Also remember that Light Cavalry Archers have that Retreat Before Combat ability, which is the main part of their tactics against Knights.

If the successfully Counter-Charging unit is Disordered by the fire which initiated the Counter-Charge (as above), the Counter-Charge is still undertaken, but is resolved as a normal Shock attack. Any Light Cavalry Retreat Before Combat still rolls on the Light Cavalry Retreat Before Counter-Charge Table.

Any Counter-Charge attack is resolved immediately (as stated above). The Counter-Charge ends the movement of the missile unit, even if it would still otherwise be eligible to move after firing (mounted archers). **Any Continued Attacks that result from a Counter-Charge Against Fire should be resolved immediately. Treat this as a mini-Shock Phase for just this unit. The Continuing unit must attack all units in its frontal hexes, those units can Retreat Before Combat, and there can be more Advances and/or Continued Attacks.**

14.0 COMBAT RESULTS

SUGGESTION: Please refer to the Fire, Shock, and Charge Combat Results Tables located on the *Infidel* Player Aid Card while reading this section.

14.1 The Combat Results Tables

Missile Weapons use the fire Charts and Tables. Charging Knights and Heavy Cavalry use the Charge Table. All other Shock attacks use the Shock Table.

Shock and Charge combat results depend on whether the *defending* unit is Normal or Disordered. Missile Fire results depend on whether the target is mounted or infantry and Normal or Disordered. There are separate results columns for each status.

PLAY NOTE: Remember, Shock/Charge is resolved separated for each, individual defending unit.

14.2 Disorder

When a unit is *Disordered*, flip the counter to its “Disordered” side. If there is no Disordered side, the unit is, instead, Retired. The effects of being Disordered are:

- –1 to its Movement Allowance (as noted on the counter), this penalty does not apply until the unit's next Activation if the Disorder result occurred during movement.
- –1 if firing missiles while Disordered (as noted on the counter).
- Reduced Defender DRM Rating when Shock attacked/Charged (as noted on the counter).
- Shock attacks made by Disordered units incur a –2 DRM.
- A Disordered unit may not Charge or Counter-Charge.
- A Disordered unit may not Retreat Before Combat.

Additional Disorder results have no further effect on a unit which is already Disordered.

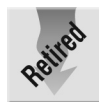
14.3 Retreat

A unit that must *Retreat* must move one hex away from the unit(s) inflicting the result. It must end its retreat one hex from every unit which participated in the attack that caused the retreat. It may not Stack, and it may not move into an enemy-occupied hex. Any leader stacked with the unit must retreat with it. It may move into an enemy ZOC, and it may change facing. If its retreat is blocked by a friendly foot-archer/crossbowmen unit, it *may* retreat *through* that unit an extra hex. If it does so, the Missile unit is Disordered; if already Disordered, it is Retired. Any leader stacked with the Retired missile unit must make a Leader Casualty Check (5.5) as if the unit suffered the Retire result from Shock combat.

If it cannot retreat, satisfying the above conditions, it is eliminated. Any leader stacked with the unit must make a Leader Casualty Check (5.5) as if the unit suffered the Eliminated result from Shock combat.

Note: *If the unit and leader are totally surrounded, the leader will be eliminated also, per 5.5.*

14.4 Retire



Pick up the unit and place it as close to its Standard as you can, including in the Standard hex—place a “Retired” marker on top of it—unless that unit is unable to trace a route to the Standard not blocked by enemy units and impassable terrain (but not ZOC), in which case it is Eliminated.

Retired units have a Movement Allowance of 1 hex per Activation, and may (if they need to) move only towards their Standard. If a Retired unit is attacked or fired upon, treat it as Disordered, but add two (+2) to the Shock Resolution DR. Any Retreat, Disorder, or Retire result results in that unit being Eliminated.

If an army’s Standard has been captured, a Retired result becomes an Eliminated result.

PLAY NOTE: Retired units are Activated along with other units in their Command.

14.5 Eliminated

The unit is no longer effective as a fighting force and is finished for the day. Remove it from the board. Eliminated units are counted towards that army’s Flight Level (3.0).

PLAY NOTE: Eliminated does not mean that all men in the unit have been killed. It represents the loss of men and/or catastrophic loss of morale past the point the unit can remain effective.

14.6 Continued Attack



After all combats are resolved, another Shock Phase is conducted for all units marked with a Continued Attack marker. During this Shock Phase these units must Shock attack, no Charges or Counter-Charges are allowed, otherwise it is resolved identically to 12.0. After all Continued Attacks that resulted from the initial Shock Phase are resolved, those marked Continued Attack –1, remove the Continued Attack markers from any units that did not earn another Continued Attack result. If any unit that has a Continued Attack marker on it obtains another Continued Attack result, increment the Continued Attack marker (i.e., flip a Continued Attack –1 to Continued Attack –2 or add another Continued Attack –1 marker to the unit) and conduct another Shock Phase for all of those units still marked with Continued Attack markers. Continue this procedure until no unit is marked with a Continued Attack marker.

When resolving a Continued Attack, subtract one (–1) from the Resolution DR for each *previous* Attack undertaken by that unit in that Shock Phase, this will be denoted by the sum of the Continued Attack markers on the unit.

PLAY NOTE: The DRM reflects the ongoing loss of formation and impetus such attacks are subject to.

PLAY NOTE: There is no limit to the number of times a unit can obtain a Continued Attack result. If you run out of Continued Attack markers, add some other marker to designate the additional modifiers.

15.0 RALLYING UNITS

15.1 Rally

Disordered units may cure their Disorder status by spending their entire Activation doing nothing. Flip the Disordered unit to its normal side, if they are not adjacent to an enemy unit after all combat has concluded and they have neither moved, changed facing, fired missiles, attacked, or been attacked that Activation. **Note:** The unit may have started the Activation adjacent to an enemy unit, but can still rally if there are no enemy units adjacent after combat.

Retired units that are in or within one hex of their Standard may be Rallied if that Standard is Activated; see 6.0. When Activated, remove the Retired marker from every eligible unit and make sure the units are in Disordered status.

Units may not Rally if adjacent to an enemy unit. Units may Rally if within range of an enemy Missile unit or Out of Command.

15.2 Standards



The Standards of the armies were the rallying point for units. Any unit that is Retired and is within one hex of its Standard when the Standard is Activated has its status changed from Retired to Disordered.

Standards may be Activated only in a Free Activation; they may not be Activated by DR. A Standard is Activated instead of a Command. When a Standard is Activated, the player may either move the Standard (and just the Standard, not any units near it) or Rally Retired units.

A Standard may be moved to any hex on the game-map. However, when doing so, any Retired units that are within 1 hex of the Standard prior to its being moved must check to see what effect this has on them. Roll one die; adjust that DR by the unit's Disordered Shock Defense DRM. If the adjusted DR is a '5' or higher, that Retired unit is now Eliminated.

Standards may be captured by the enemy, if an enemy combat unit enters a hex occupied solely by the Standard. If this happens all Retired results become Eliminated (including Retired units on the map at that time) for the Command that loses its Standard (or Army if there is only one Standard). Standards may not Retreat Before Combat.

16.0 KNIGHTS AND OTHER SPECIAL UNIT TYPES

16.1 Knights



Knights have special rules which reflect their aggressive (sometimes overly), independent spirit:

- Knights are never Out of Command, regardless where their Command leader is, except for purposes of Charge Reaction to enemy missile fire.
- No Charge Reluctance for Knights.
- Charge Reaction to Missile Fire is automatic, unless restrained by their Command leader (see 13.9).
- Knights never Retire (see 14.4). Whenever a Knight suffers a Retire result it is Retreated (14.3) instead.

16.2 Sudanese Archers



The Fatimid and Ayyubid Armies contained large numbers of Sudanese (or Ethiopians; the names are intermixed in the various sources ... some sources call them "azoparts", an old word apparently derived from a French word for Ethiopians. Now there's a piece of worthless trivia). The Sudanese were archers with a kick: they carried flails, maces on chains, which they could swing with great effect. They also knelt when firing.

The Sudanese Archers with Flails may fire as regular Archers. Unlike regular Archers, they may also use (and defend, like other Archers, against) Shock attack, using the AF column/row on the Weapons Matrix. However,

- If they Fire when Activated, they may not Shock attack, and vice versa.
- If they use Reaction Fire, they must defend against Shock attacks against them in that Activation as Archers, not as Archers with Flails.

16.3 Bedouin Pike Infantry Javelineers



The Bedouin Pike Infantry Javelineers may move, throw their javelins and attack/defend as Pike Infantry all in the same Activation. See the Javelineer row on the Missile Fire/Range DRM Chart.

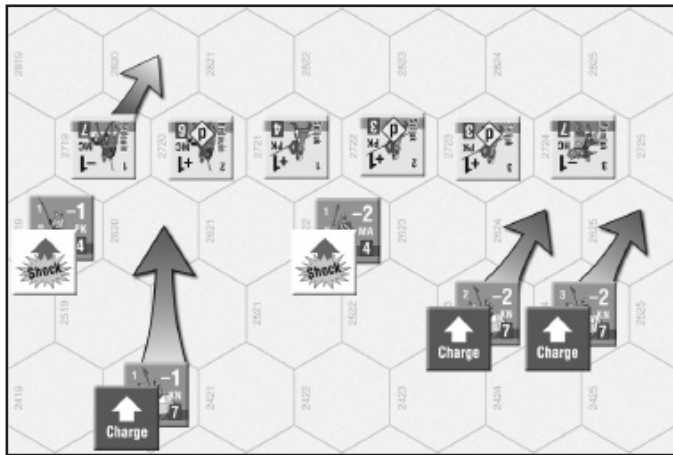
Example of Combat

This example begins after the movement phase of a Crusader Activation. Norman KN 2 and Norman KN 3 moved during the Activation to reach their respective hexes.

Shock Phase Step 1: Declaration of Attacks

Norman PK 1 will Shock attack Bedouin MC 1. Norman KN 1 will Charge Bedouin MC 2. Norman MA 1 will attack Seljuk PK 1 and Seljuk PK 2. Norman KN 2 will Charge Seljuk PK 3. Norman KN 3 will Charge Mamluk HC 3.

Note: Norman KN 1 could have charged Bedouin MC 1 and attacked together with Norman PK 1, rather than Charging Bedouin MC 2. The Knights would not have to attack Bedouin MC 2, as a Charge targets one defender; per 13.2. This would prevent Bedouin MC 1 from Retreating Before Combat (see 12.2) in Step 2. This attack would have been resolved on the Charge table, as at least half of the attackers would be marked with a Charge marker.



Shock Phase Step 2: Before Resolution

The counter for Norman KN 1 is placed adjacent to Bedouin MC 2 in hex 2620. The counter for Norman KN 2 is placed adjacent to Seljuk PK 3 in hex 2624. The counter for Norman KN 3 is placed adjacent to Mamluk HC 3 in hex 2625.

The Fatimid player decides that Bedouin MC 1 Retreats Before Combat, the counter is placed in hex 2820. The Crusader player decides not to advance Norman PK 1 into hex 2719. Mamluk HC 3 declares a Counter-Charge (see 13.7) against Norman KN 3. Consulting the Counter-Charge vs Cavalry Charge table, the HC's Shock Defense DRM (-1) is added to a die roll to determine the effectiveness of the Counter-Charge. The Fatimid player rolls a 2-1 DRM = 1. The Mamluk HC's Counter-Charge is successful and Norman KN 3's Charge marker is replaced with a Shock marker.

Shock Phase Step 3: Attack Resolution

The Crusader player decides to resolve his attacks in order from left to right. Since all combat is simultaneous the order of resolution only matters for advance and retreat decisions.

Norman KN 1's Attack on Bedouin MC 2

From the Weapons System Matrix, a KN attacking a MC has a +2 DRM. The defender's Shock Defense DRM is +1 (from the counter). No other DRMs apply. Total DRM +2 +1 = +3. The combat will be resolved on the Charge Combat Results table using the Defending Unit's Status Disordered column. The Crusader player rolls a 3 + 3 DRM for a total of 6, a result of Defender Eliminated, Continue Attack. Bedouin MC 2 is removed from the map, the Fatimid Flight Points are increased by 2 (see 3.0), Norman KN 1 advances into hex 2720, and is marked with a Continued Attack -1 marker.

Norman MA 1's Attack on Seljuk PK 1

This attack and the attack on Seljuk PK 2 must both be resolved before applying results to the attacker.

From the Weapons System Matrix, a MA attacking a PK has a +1 DRM. The defender's Shock Defense DRM is +1 (from the counter). The attacking MA is at a strength disadvantage of 1:2, so a -1 DRM applies. No other DRMs apply. Total DRM +1 +1 -1 = +1. The combat will be resolved on the Shock Combat Results table using the Defending Unit's Status Normal column. The Crusader player rolls a 0 + 1 DRM for a total of 1, a result of Attacker Disordered, Retreat 1 Hex.

Norman MA 1's Attack on Seljuk PK 2

From the Weapons System Matrix, a MA attacking a PK has a +1 DRM. The defender's Shock Defense DRM is +1 (from the counter). The attacking MA is at a strength disadvantage of 1:2, so a -1 DRM applies. No other DRMs apply. Total DRM +1 +1 -1 = +1. The combat will be resolved on the Shock Combat Results table using the Defending Unit's Status Disordered column. The Crusader player rolls a 6 + 1 DRM for a total of 7, a result of Defender Retired. Seljuk PK 2 is placed near its Standard (see 14.4), and the Fatimid Flight points are increased by 1 (see 3.0).

Combat results are now applied to Norman MA 1. From the attack on Seljuk PK 1 it is flipped to its Disordered side, then it must Retreat 1 hex; the Crusader player chooses hex 2521. There are no results from the attack on Seljuk PK 2, as Advance After Combat only applies for cavalry without a Continued Attack result. Even had Norman MA 1 been cavalry instead of infantry, the Disordered result would have prevented it from Advancing. Had the Crusader player rolled a 7 during the attack on Seljuk PK 2, the total would have been 8 resulting in a result of Defender Eliminated, Continue Attack. In this case, the MA would first be Disordered, then would be forced to advance into hex 2722, and finally marked with a Continued Attack -1 marker.

Norman KN 2's Attack on Seljuk PK 3

From the Weapons System Matrix, a KN attacking a PK has a +2 DRM. The defender's Shock Defense DRM is +1 (from the counter). The KN moved in the Activation prior to Charging -1 DRM. No other DRMs apply. Total DRM +2 +1 -1 = +2. The combat will be resolved on the Charge Combat Results table using the Defending Unit's Status Disordered column. The Crusader player rolls a 3 + 2 DRM for a total of 5, a result of Defender Eliminated, Continue Attack. Seljuk PK 3 is removed from the map, the Fatimid Flight points are increased by 1 (see 3.0), Norman KN 2 advances into hex 2723, and is marked with a Continued Attack -1 marker.

Norman KN 3's Attack on Mamluk HC 3

From the Weapons System Matrix, a KN attacking a HC has a +1 DRM. The defender's Shock Defense DRM is -1 (from the counter). The KN moved in the activation prior to Charging -1 DRM. No other DRMs apply. Total DRM +1 -1 -1 = -1. The combat will be resolved on the Charge Combat Results table using the Defending Unit's Status Normal column. The Crusader player rolls a 3 -1 DRM for a total of 2, a result of Both Disordered. Both Mamluk HC 3 and Norman KN 3 are flipped to their Disordered side.

Shock Phase Step 4: Continued Attack resolution

All units marked with a Continued Attack marker must now begin again at Shock Phase Step 1, declaring attacks against all enemy units in their Frontal hexes (see 14.6). In this example, only Norman KN 1 has an enemy in its Frontal hexes. It declares a Shock attack targeting Bedouin MC 1. As Norman KN 2 will not attack, its Continued Attack marker is removed.



Infidel Extended Sequence of Play

A. Activation Phase: Choose a Command to Activate or Pass; this may include a Standard (15.2), if a Free Activation.

- If a Standard is Activated, Rally all Retired units in or adjacent to its hex and skip to **Phase E** or move the Standard (15.2).

B. Move/Fire Phase: Move (7.0) and/or Fire (11.0) with any or all of the units in that Command.

- Before moving any units, place any replacement leaders (5.6).
- A mounted missile unit may fire at any point during its move.
- A foot missile unit may fire only at the end of its move.
- A unit may fire without moving.
- Each unit must finish its movement/firing before another unit may begin to move/fire.
- The Non-Active player's units may qualify for Reaction/Return fire (11.2) or Counter-Charge (13.6) depending on the Active player's actions.

C. Shock Phase: After all movement/firing for the activated Command is complete, Shock combat (12.0) and Charges (13.0) may be initiated.

1. The Active Player designates which of his units are attacking which defending units, including Charges.
2. One at a time, the attacker moves each Charging unit adjacent to its target. Any Reaction fire caused by this move is resolved. If required, the Charging unit makes a Charge Reluctance roll. Any Retreat Before Combat by the defender is resolved at this time. The defender attempts any Counter-Charges of which he is capable.
3. The attacker resolves all his Shock and Charge attacks, in any order he wishes. The Charge table is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction fire, not Reluctant, not Counter-Charged), otherwise the Shock table is used. Advances are taken and Continued Attack markers are placed.

Play Note: *Attacks by a single attacker against multiple defenders are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative) applied after both attacks are resolved.*

4. All Continued Attacks are now resolved. Begin again at **Step 1**, except that all units marked with a Continued Attack marker must attack; Charging and Counter-Charging is not allowed.

D. Rally Phase: Rally any Disordered units that did nothing for the entire Activation *and* that are currently not adjacent to an enemy unit.

E. Continuation Phase: If the completed Activation was a Free Activation, both players make a Loss Check (3.0). If the game does not end due to Loss Check, Pass or choose another Command to attempt to Activate.

- This cannot be the Command that just went, unless you only have one Command remaining.
- Your opponent may attempt to Seize Continuity (6.3). If so, he chooses one of his leaders to Activate and rolls the die adding any modifiers and compares it to his leader's Activation Rating. If successful, he Activates that Command and proceeds from **Phase B**. If not, you get a special Free Activation, proceed to **Phase A**, except you can choose to Activate any Command, including the Command that just finished its Activation.
- If no Seizure attempt occurs, you roll the die adding any modifiers and compare it to your chosen leader's Activation Rating. If successful, Activate that Command and proceed from **Phase B**. If not, your opponent gets a Free Activation and proceeds to **Phase A**.



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