## Table of Contents

1. Introduction ................................................................. 2  
2. Components ................................................................. 2  
3. General Course of Play ................................................. 4  
4. The Activation Markers (2C/3C only) ......................... 5  
5. Leaders and Manpower ............................................... 5  
6. Land Movement, Continuation, and Attrition .......... 7  
7. Land Combat ............................................................... 10  
8. Towns, Cities, and Castles ........................................... 15  
9. Naval Rules ............................................................... 20  
10. Resources and Communication ............................... 22  
11. Neutrals and Assassins .............................................. 22  
12. Events ................................................................. 23  

Scenario 1: The Second Crusade ....................................... 24  
Scenario 2: The Third Crusade (Historical) .................... 26  
The Third Crusade: Barbarossa (What if?) ...................... 29  
Counterscan (sheet 3) ................................................... 31
(1.0) INTRODUCTION

Onward Christian Soldiers is a game covering the first three Crusades to “The Holy Land”. These rules cover the Second and Third Crusades, campaigns to aid The Kingdom of Jerusalem in maintaining Frankish control over the Latin East (more or less).

(1.1) The Two Versions of Onward

Rules that apply specifically to a given scenario are either noted in the main body, or given in that scenario.

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 Second and Third Crusades uses

- 1 22” x 33” game-map
- 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—or The Holy Land—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, as are the locations for the placement of Castles; 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. Sea Zones are “named” by reference to a Port in that area; e.g., Acre Sea Zone, or Cyprus Sea Zone.

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

None of the cards are used for the Second or Third Crusades.

(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.
(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 Points, a generic way of indicating the strength of an Army.

**Activated:** A Leader is considered activated when his Activation Marker is drawn (although it’s possible to draw the marker 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 [1C only]. An Army is activated when an activated Leader does something with them.

**Activation Card (1C only):** Cards that currently form—or that may be purchased to form—the Activation Deck, and drawn from the deck during the Operations Phase to determine which leader or force goes next.

**Activation Deck (1C only):** 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 (1C only):** 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 Marker (2C/3C only):** Markers drawn randomly during the Operations Phase to determine which leader or force goes next.

**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.

**Battle:** Combat between two forces. There are two types: Full Battles, in which armies fight each other toe-to-toe, and Harassment Attacks, in which Muslim/Saracen forces try to cause small losses to the Crusader/Frank forces at low risk to themselves.

**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.

**Event Deck (1C only):** 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 (Franks or Saracens).

**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 (1C only):** 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 two types of LOC: Limited and Unlimited.

**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. Sometimes abbreviated RP.

© 2006 GMT Games, LLC
SDFR: The Siege Defense Rating of the City or Castle. The SDFR for all Cities is printed beside the City on the map. The SDFR for Castles is printed on the Castle’s marker. For Cities (not Castles), the SDFR 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 dis-sension through the play of event cards (1C only).

Siege: The Crusades were filled with sieges, and these rules cover the gamut of things that involved Cities and Castles: Sieges proper, Assaults, Ravaging, Destroying and Rebuilding, Surrendering, and capturing through Treachery.

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

Standard Activation Card (1C only): 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:

GMT Games
ATTN: Onward Christian Soldiers
POB 1308
Hanford, CA 93232

Alternatively, you can contact us by email:

Designer: bergbrog@aol.com
Publisher: gmtgames@aol.com

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 2C/3C Game-Turn uses the following sequence, undertaken in the order written.

A. Reinforcement Phase.

Arriving Frankish Reinforcements are placed where indicated in the scenario information.

B. Army Assignment Phase.

Players may divide their ASPs that are in the same Space among the Leaders that are also in that space (see 5.2).

C. Activation Pool Phase.

1. Except for the first Game-Turn (see scenario rules for who has initiative in Turn 1), each player rolls one die. The player with the higher results has the initiative for the turn. See 4.3.
2. Players select their Activation Markers (AMs) for this Game-Turn. See 4.1.
3. Players simultaneously place all their selected Activation Markers available for that Turn into a cup, for random/blind draw, except for the AM chosen by the player with Initiative. See 4.1 and 4.3.

D. Operations Phase.

At the start of the Operations Phase, draw one AM from The Pool, unless this is the first Game-Turn, in which the scenario rules dictate whether or not one of the players gets to select and play the first AM.

What happens when:

• a Leader Activation Marker is drawn? The player whose Leader is specified on the AM undertakes his Operations Phase, during which he may undertake Movement, Battle, and/or Siege (all, some or none) with that Leader’s Army, in any order he wishes. When he is finished, he draws the next AM.
• the Event AM is drawn? The Player rolls to see what, if any, Event, has occurred. See 4.1 and 12.0.
• a Saracen Reinforcement AM is drawn? The Saracen Player gets to raise more troops, as per 5.5.
• a Fleet AM is drawn? The player may move any or all of his Fleets (or none if he prefers). See 9.0
• a Neutrals AM is drawn? The Frank player might be able to activate Neutral forces (see 11.0).

All drawn AM are placed aside after their use. When all AM have been drawn the Operations Phase is over; otherwise, go back to D1, Draw Activation Marker.

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),
F. Recovery Phase.

- All “Ravaged-Remove” markers are removed, except for those in Cities under siege.
- All “Ravaged” markers are flipped to their “Ravaged-Remove” side, except for those in Cities under siege.
- 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.
- Assault Points (or a portion thereof) are removed from Cities no longer under Siege—see 8.3B.
- All “Dropped-Off” markers are removed from ASPs in Towns, Cities, and Castles.
- All Event markers that last until the end of the turn (such as “Visions”, “Jihad”, “Bribe Performed”, “Ravager”, etc.) are removed.

(4.0) THE ACTIVATION MARKERS (2C/3C Only)

(4.1) ACTIVATION MARKERS

Each Player has a group of Activation Markers (AM) that are used to determine which player gets to “go” next during the Game-Turn. Each AM shows the name of a Leader, or a Fleet belonging to one of the players, or the Neutral forces, or it instructs the player to roll on the Events Table. Activation Markers are placed in the AM Pool (such as a cup) at the start of each Game-turn and drawn blindly and randomly from that Pool and placed aside until next Game-Turn. Each Leader has an Activation Rating, which determines the maximum number of that Leader’s AMs that Player may place in the Pool.

Near the beginning of each turn (Phase C2 of the Sequence of Play), the Players select their AMs for the Game-Turn and place them in the AM Pool, along with one Event AM. The Player with the Initiative (4.3) gets to specifically choose the AM with which he will begin the Game-Turn.

The Neutrals AM (3C only): In the Third Crusade scenarios (only), the Neutrals AM is placed in the AM Pool each Game-Turn. When drawn, it allows the Frank Player to activate all eligible Neutrals (11.1). If the Frank player activates any neutrals or decides not to do so even if one or more neutrals are eligible, this marker is discarded. However, if there are no eligible neutrals available at that time, this marker is placed back in the AM Pool (not discarded), so that it may be drawn again—in the meantime, one or more neutrals may be made eligible. If it is the last AM drawn and there are no eligible neutrals, the marker is discarded and the Operations phase is over.

(4.2) SELECTION OF AM

Second Crusade: In the Second Crusade scenario, each player may put a maximum of four (4) AM in the AM Pool (he may opt for fewer). Each player may select a number of AM for each Leader equal to or less than that Leader’s Activation Rating. Unlike the Third Crusade scenarios, the Fleet, Neutrals, and Saracen Reinforcement AMs are not used.

Third Crusade: In the Third Crusade scenarios, each Player may put a maximum of five (5) AM in the AM Pool each turn (he may opt for fewer). Within that 5-AM limit:

- Each player may select a number of AM for each Leader equal to or less than that Leader’s Activation Rating.
- Each player may put 1 or 2 Fleet AM in the mix, with each Fleet AM costing one of his available 5 AM.
- The Saracen Player may use two of his 5 available AM to place his one Reinforcement AM into the Pool (thereby reducing to 3 the number of Leader/Fleet AM he may use)—but see the Third Crusade Barbarossa scenario for a modification to this rule.

EXAMPLE: (Historical Third Crusade game. The Frank Player selects, for the AM Pool, 3 King Richard AM (Richard has an Activation Rating of ‘3’), one Conrad of Monferrat AM, and 1 Fleet AM. The Saracen player chooses 2 Saladin AM, 1 Fleet AM, and his Saracen Reinforcement AM (which counts as 2 AM for this scenario).

A Player does not have to put 5 AM in The Pool; he may always put in fewer.

(4.3) INITIATIVE

Initiative refers to the player who gets to go first each turn by specifically selecting which AM is to be played first. Each scenario states who has the initiative for the first Game-Turn. For all other Game-Turns, each player rolls one die in the Initiative Determination Phase.

- High dieroll gets the Initiative.
- Tie dieroll, no initiative, all AMs go into the pool.

(5.0) LEADERS AND MANPOWER

(5.1) LEADERS

Leaders, represented by counters, are the only units that can move on land in the game. 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. Three stars is the highest rank.
- **Activation** (left number on counter). The number of Activation Markers that Leader has available (see 4.2).
- **Command** (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.

© 2006 GMT Games, LLC
(5.2) ARMIES AND FACTIONS

Franks, Second Crusade: There are six different army factions for the Franks: the French; the Germans (Holy Roman Empire); the Kingdom of Jerusalem; Edessa; Antioch; and Tripoli. All factions are controlled by the Frank player, and all may operate together in any manner the Frank player desires, within the restrictions of the Frank Command rules below.

Franks, Third Crusade: There are five different army factions for the Franks: The Latins allied with Guy; the Latins allied with Conrad; the French; the English; and the Germans (Holy Roman Empire). All factions are controlled by the Frank player, and all may operate together in any manner the Frank player desires, within the restrictions of the Frank Command rules below.

Frankish Command (both Crusades): Any Frankish Leader
• with a Rank of 2 or 3 stars may command any units, within the rank restrictions of 5.4.
• with a Rank of 1 star (*) may command only those ASPs from his faction.

PLAY NOTE: We assume players will try mightily to make sure most of their ASPs are under the better leaders, especially Richard. In the words of celebrated Crusades scholar, Steven Runciman, concerning Richard, “He was a bad son, a bad husband and a bad king, but a gallant and splendid soldier.”

Saracens, Second Crusade: The Saracens have two factions: Mosul Turks and South Syrians. These factions operate completely separately; they may never stack together, activate together, or even defend together. Nor may they attack each other. Neither faction may Withdraw or Retreat into a space of any kind containing the other faction; if forced to retreat and the only path is into such a space, treat the situation as an Inability to Retreat (see 7.2J).

Saracens, Third Crusade: The Saracens have no factions; all troops (ostensibly) commanded by Sultan Saladin, and all other Saracen leaders are subordinate to him.

(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 Leader:
• Armies may lose ASPs in combat.
• Armies may drop off ASPs in Towns, Cities, or Castles 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 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, Cities, or Castles during the Game-Turn, as long as those ASPs had not been assigned to another Leader in the Army Assignment Phase.
• 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 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, unless doing so violates the restrictions on size of commands outlined in 5.4.

(5.22) 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 enemyArmy 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.

(5.3) WHO IS IN COMMAND

Leaders command the ASPs with which they are stacked.

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

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 rankings the tied Leader who is Activated is in Command.

A Leader can always move/activate other Leaders (and their armies) with whom he is stacked at the time his Army card is drawn, as long as his Rank is the same as or higher than the Leaders he wishes to move.

PLAY NOTE: Remember, a Leader’s Army is the ASPs with which he is stacked. ASPs may be switched between Leaders only in the Army Assignment Phase at the start of each turn.

(5.4) SIZE OF COMMANDS

Frank Leaders are not restricted as to how many ASPs their individual Army may contain.

For the Saracens in the Third Crusade, Saladin must start the turn commanding at least 50% of the total Saracen ASPs in play. If he starts a turn in violation of this limitation, the only thing he may do that Turn is to move to “correct” the violation.

The Saracens in the Second Crusade have no similar restrictions.

(5.5) REINFORCEMENTS (3C only)

(5.51) The Franks receive reinforcements as per the individual scenario.

(5.52) The Saracens have the ability to raise troops each turn, but only in the Third Crusade scenarios. To do so, the Saracen player places the Saracen Reinforcement AM in the AM Pool. The Saracen Reinforcement AM costs two (2) Activation Points (out of the 5 available per turn, as per 4.2.)—but see the Third Crusade: Barbarossa scenario write-up for a modification of this rule for that scenario.

(5.53) When the Saracen Reinforcement AM is drawn, the Saracen rolls two dice and consults the Saracen Reinforcement Tables:
• The red die says how many ASPs have been raised.
• The other die says where they are immediately placed (use Saracen ASPs, no matter where they get placed, even the Fatimid box). If that City is occupied by Franks, those reinforcements are lost. If it says “in any cities”, the Saracen may distribute his raised ASPs among any/all cities (not castles) he controls.

© 2006 GMT Games, LLC
(5.6) GARRISONS AND INTRINSIC GARRISONS

ASPs in a Space with no Leader are Garrisons. Garrisons may exist only in Cities, Towns, and Castles. They may not exist in Points. Garrisons may neither attack nor withdraw; they defend normally (with an automatic Defend in Place Formation).

Each City and Castle also has an Intrinsic Garrisons of 1 ASP. See Cities in 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 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, 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.

Arms (ASPs with a Leader) may stop and stay in Points. ASPs without a Leader may not; however, Armies may drop off ASPs in Towns, Cities, or Castles. They may do so either by stopping in the Town/ Castle space or the City or its Entry space, or by dropping them in the Town, Castle, or 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.

Arms 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 in order to pick up or drop off 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.

Fatimid Box. In the Third Crusade scenarios, Saracen leaders and armies may enter the Fatimid box (it has an attrition value of 0). Frankish armies and leaders may not, nor may they attack it. For the sake of movement, it is considered the same as a Town. In the Second Crusade, the Fatimid Box is out of play.

(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 ASPs in a City/Town/Castle 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, Cities, and Castles 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 (Frank only).

From that die-roll he subtracts:
- one (1) if the Army is Saracen.
- 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 Frankish 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 controlled Cities, Towns, or Castles, 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: An English army of 25 ASPs and 3 AK point under Richard withdraws into a 3-Attrition point space. The Frank player rolls a “1”. The army loses 2 ASPs. Note that neither the ASP 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, City, or Castle 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, Town, or Castle controlled by that faction or by a faction that allows the City/Town/Castle 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, City, and Castle 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 –1 for Armies in a City, Town, or Castle 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 is eliminated only if 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 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.

If all of a Leader’s ASPs are lost because of Point/Ravaged Attrition, the Leader is placed in one of his 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 Frank 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:** Henry 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 basic 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 space adjacent to a Castle or to a City Entry space may be Intercepted by an Army that is in that Castle or City Entry space (or the City space itself) and that controls that Castle or City. Armies in Towns or Points may never intercept. Only an Army with a Leader may attempt interception.

**Interception in General**

Only an Army with a Leader may attempt interception. Garrisons may not Intercept, nor may armies in a City currently under siege. 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 Saracen 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.

**Interception into Unoccupied Spaces**

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

- The Army in the City moves into the City Entry space and becomes the Attacker;

© 2006 GMT Games, LLC
• The combat is resolved immediately;
• If the Intercepting Army is forced to retreat, it may go back inside the City, but it need not do so.

**Interception into Friendly-Occupied Spaces**

When an Army enters a City Entry space that is 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.

**SUCCESSFUL:** 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.

**UNSUCCESSFUL:** 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.

**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. Ransoms may include the payment of Resources, the release of an already captured Leader, or the surrender of Cities or Castles. Such negotiations take place immediately and are concluded before anything else happens.

**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.

**Rain**

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

**Winter**

Winter is covered by lumping it all into one turn, The Winter Turn (which covers December, January and February). In Winter players add +3 to every Movement Attrition dieroll.

**Heat**

The sometimes oppressive and enervating Middle Eastern heat is covered by an Event. 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.

**EXAMPLE:** movement from L1 to enemy-occupied Jericho is forbidden.

(7.0) **LAND COMBAT**

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 Frank and Saracen forces; and Harassment Attacks, available only to Saracen forces.

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

**Stop/Continuation:** 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 dieroll, 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 Saracen 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 dieroll (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 dieroll.

**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 –2.
• 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 or Castles. Defenders in Cities and Castles are not attacked by Battle at all, but instead by Siege or Assault (see section 8).

(7.1) **HARASSMENT ATTACKS** (Saracen Player Only)

The Saracen player may use Harassment Attacks as a means of whittling away at the Frank forces. Damage is light, but given the paucity of Frankish reinforcements, any damage the Saracen player can inflict is worthwhile.
A. Harassment Attack Sequence
1. The Attacking Saracen 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 or Castle 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 Frank leader rolls for Western Aggression (see that section). If Western Aggression occurs, 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 Saracen Leader is higher, the differential between the two ratings is applied to the Harassment dieroll as a positive DRM
   • If the Frank Leader is higher, the differential between the two ratings is applied to the Harassment dieroll as a negative DRM
4. The Saracen player may roll for Continuation if he wants to do so.

Harassment Attack Resolution Table

<table>
<thead>
<tr>
<th>Adj DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 or less</td>
<td>Saracens lose 1 ASP</td>
</tr>
<tr>
<td>1-3</td>
<td>No Effect</td>
</tr>
<tr>
<td>4-5</td>
<td>Franks lose 1 ASP</td>
</tr>
<tr>
<td>6-7</td>
<td>Franks lose 2 ASPs</td>
</tr>
<tr>
<td>8 or higher</td>
<td>Franks lose 3 ASPs</td>
</tr>
</tbody>
</table>

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

When Western Aggression occurs, the Franks become the Attacker and use the Full Battle sequence. In rolling for Battle Formation, the Frank player adds one (+1) to the Crusader formation dieroll while the Saracen Player subtracts one (–1) from his dieroll.

If Western Aggression occurs, the Defending Saracens may not Withdraw.
Western Aggression cannot occur if the Frank army is conducting a siege (either type).

(7.2) FULL BATTLES (Both Players)
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 Rations 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 dieroll 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. Reversing 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.
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 Modifiers Determined: The Attacking player determines any additional modifiers, such as Terrain, Visions, Town Spaces, etc., as outlined below the Battle Results Table.
8. 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 diceroll 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 Saracen Army that has triggered Western Aggression may not Withdraw.
- A Frank Army may not Withdraw from a Saracen Army conducting Harassment

Withdrawal has two consequences:
- After Withdrawing, the force rolls for Withdrawal/Retreat Attribution (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 multiplayer 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.

D. Frankish Armored Knights

PLAY NOTE: Saracen 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 Saracens 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 Frank faction has AK (Armored Knights) Points, according to the following list:

2nd Crusade
- Louis and the French: 1 AK
- Conrad and the Germans: 2 AK
- Baldwin and the Latins: 1 AK

3rd Crusade
- Philip and the French: 2 AK
- Richard and the English: 3 AK (these arrive with Richard).
- Frederick Barbarossa and the Germans: 5 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 points affect Battle in the following ways:
- Whenever a Frank 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 Frank 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 Frank player rolls a D Formation.
- The AK points do not count as ASP 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 Frank 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 Frank army led by Richard, with his full complement of 3 AK points, attacks the Mosul Turks with an I formation. Richard gets an AK DRM of +3 to the Battle Roll. In the battle, the Southern Franks take 20% losses, so they permanently lose 1 AK.

AK and Towns: A Frankish 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 Frankish Army which defends in a Town space and which uses the Town benefit.

AK and Amphibious Attacks: AK points may not be used a Frankish 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.

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 Frank Armored Knights section above—7.2D—for the effect of AK points). The Frank 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 Frank player adds one (+1) to his die-roll and Saracen player subtracts one (–1).

EXAMPLE: A Frank 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 Frank knights was a most effective tactic, especially against the much lighter Saracen armies of the era. However, it didn’t take the Saracens too long (albeit, after the First Crusade) to figure out how to avoid these charges— and the Franks never figured out how to counter such methods—rendering such charges not only useless, but a negative as far as the Franks 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 feeling-out has taken place. Army and Fatimid forces.

F. Multi-Leader Armies
The scenario rules dictate which Leader is in command if multiple Armies are in the same Space when attacked, or when they move into an enemy-occupied space to attack.

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 ASPs, 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.

EXEMPLARY: 35 ASPs attacking 49 ASPs will be a 1 to 1.5 ratio, and a DRM of –1. By comparison, 35 ASPs attacking 40 ASPs is a 1:1 ratio (DRM of 0), 35 ASPs attacking 53 ASPs is a 1:1.5 ratio, and 35 attacking 62 ASPs 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 ASPs vs 9 ASPs 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 (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 (–1) 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) other possible Event 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.

EXEMPLARY: Saladin’s army of 22 North Syrian ASPs attacks Conrad’s army of 8 ASPs. The final battle result is 25/15. The Comparative Strength ratio (rounded mathematically as always) is 3:1, so Saladin’s losses are 25% of 22 (5 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.
EXAMPLE OF COMBAT:

In the Third Crusade, the English leader Richard (Campaign Rating 5), with 25 ASPs and 3 AK points, moves into the St. Symeon space and attacks a Saracen army of 15 ASPs led by Saladin (Campaign Rating 3).

1. Saladin decides not to withdraw. He also decides to use the benefits of the Town for his defense.

2. The Frank player determines that the combat ratio is 25:15, which simplifies to 1.5:1. Consulting the Combat Odds Chart shows a Diceroll adjustment of –1 for this comparative strength. So the Battle DRM so far is +1.

3. Both players now roll on their respective Battle Formation Tables. The Saracen player rolls a 1, the Frank player rolls a 4. Consulting these charts reveals that Saladin has adopted a Formation of C (Caution), while Richard is in FC (Frontal Charge) Formation.

4. Keeping these two Formations in mind, the Frank player consults the Formation Adjustment Tables. Because he’s the Attacker, he uses the one for Frank Attacker and Saracen Defender. Cross-referencing his FC against the Saracen’s C shows a Diceroll adjustment of +5. The Battle DRM at this point is +6.

5. The players now determine any final Diceroll adjustments. Saladin is defending in a Town Space, which provides a –2 adjustment. Richard cannot use his Armored Knights because Saladin 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 Frank 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 Frank player must remove 10% of his 25 ASPs, rounding down. His total loss, therefore, is 2 ASPs. The Saracen player must remove 20% of his 18 ASPs, rounded up. As a result, he loses 4 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. Saladin rolls a 5 and survives. Richard rolls an 11 and also survives, but barely.

9. Because he lost at least twice Richard’s losses and suffered a higher percentage loss than Richard, Saladin 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.

If 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). Many Leaders have replacements on the reverse side of the counter. Replacement Leaders are placed immediately upon the death or capture of the original Leader, with the same Army—simply flip over the counter—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 themselves 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 that Army must move to a Town/City/Castle space controlled by that faction, 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 by payment of Resources, return of already captured leaders, or surrender of Cities or Castles. These discussions can begin immediately following the Leader’s capture.
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—ASP 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—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 Saracen Armies that moved to attack but then became the Defender via the Western Aggression rule. If a Frank 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 staying where they are ... for now.

Retreat Attrition: After performing the retreat, the retreat 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) TOWNS, CITIES, AND CASTLES

Onward Christian Soldiers (Second and Third Crusades) features three types of built-up Spaces: Towns, Cities, and Castles. 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 or Castle, 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/Castle controls it. Control requires, at the least, that an Army perform 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 or Castle space; it always has at least an intrinsic garrison (see Cities and Castles, 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.

(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.

When a force inside a Town is attacked, the Attacker subtracts two (–2) 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.

Frankish 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 AND CASTLES

Cities and Castles 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.

Cities and Castles 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 printed on the map beneath the City Space; the SDR of each Castle is printed on its marker. 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/Castle 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). ASPs in a Castle work similarly, except that only a specific number can be inside; the remainder are outside. See the Castles section later in this rule.

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

**Intrinsic Garrisons.** Each City/Castle has an intrinsic garrison of 1 ASP belonging to the faction controlling that City/Castle. 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/Castle is captured. In the latter case, he must not only control a city (he has no choice); he removes 1 ASP from the force that captured the City/Castle and places the Intrinsic Garrison marker, and he may move additional ASPs into the City/Castle as well (or only the Intrinsic Garrison if he wishes), unlimited in the case of Cities, or up to the ASP limit for Castles (see below). 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/Castle itself.

### CITIES

**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/Castle 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/Castle 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/Castle under siege.
- It is the amount of Resources a City has (but not a Castle, which provides no Resources). 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; the SDR for Castles is shown on the Castle marker. A City’s or Castle’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 two 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).

**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.

### CASTLES

**HISTORICAL NOTE:** The Latin East had more than 100 castles spread all over the area, virtually all of them built in the 12th century. Few, however, were defensive strongpoints; most were simply garrison and administrative centers. The castles in the game were the major strongpoints.

Castles are City-like locations with varying SDR. They are placed on the map in the location indicated. **Example:** Krak de Montreal is placed in the M-5 space, directly south of The Dead Sea. Each
castles have their own SDR, printed on the counter. Castles’ SDR provides no Resources, but their SDR does negate Movement Attrition.

**Castle Garrisons:** Like Cities, Castles have an intrinsic garrison of 1 ASP (use the front side of a Control marker). The maximum garrison for a Castle is 10 ASPs, meaning that a player may add no more than 9 ASPs to the intrinsic garrison.

Initiating and maintaining a Castle Siege requires ASPs equal to (or greater than) only three times the Castle’s SDR, not five times as with Cities. If a Castle is besieged, the besieged forces may not leave the Castle unless they win a battle against the besieging force (i.e., they have to fight their way out), or, of course, if the besieging force leaves the Castle space for any reason. In Siege Attrition for Castle sieges, both sides roll only one die instead of two.

**HISTORICAL NOTE:** The Latin East had more than 100 castles spread all over the area, virtually all of them built in the 12th century. Few, however, were defensive strongpoints; most were simply garrison and administrative centers. The castles in the game were the major strongpoints.

**Capturing a Castle:** There are two ways to capture a Castle:
- Siege it and/or Ravage it until the Defending force is eliminated through Siege Attrition, Ravaged Attrition, or voluntarily Surrender (see “Sieges” below).
- Assault it until the number of accumulated Assault Points equals the City/Castle’s SDR (see “Assaults”, below).

**Occupying a Captured Castle:** An Army that captures a Castle places a Control marker on the Castle- the Control marker represents the Castle’s intrinsic garrison. In addition, the capturing army immediately loses 1 ASP (it becomes the intrinsic garrison) and it may transfer as many or as few of the ASPs as he wishes from the capturing Army into the Castle (up to the Castle Garrison limit of 9 plus the intrinsic garrison), which means they go under the Control marker.

(8.3) **ACTIONS AGAINST CITIES AND CASTLES**

Cities and Castles 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 Franks and Saracens).

**A. Sieges**

**Conducting a Siege.** To undertake and maintain a Siege, a Leader either starts his Activation in a City Entry space or the Castle space and announces a Siege; OR moves to a City Entry space or Castle space, succeeds at a Continuation roll and announces a Siege. OR ambiguously assaults a City Space (see 9.5). The army activated with that Leader must have at least as many ASPs as the City’s or Castle’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/Castle.

The City Entry space or Castle 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 or Castle 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 or Castle space for any reason (including retreat).
- The besieging Army no longer has five times (5X) the SDR of the City/Castle.
- The besieged force sorts and the besieging Army takes a higher percentage loss than the besieged force (8.3D).
- The Assault Points against the City/Castle 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 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-Army Sieges.** Armies belonging to the same faction who enter the Space must merge with the original besiegers. Armies from different factions may also join to conduct a siege, with the highest-ranked Leader in the space automatically in charge (his activations determine all Siege actions, including Assaults, Ravaging, etc.). A besieging player is under no obligation to do anything, opting to let Attrition have its effect.

**B. Assaults**

Any time an Army occupies the Entry space of an enemy-controlled City, or a space containing an enemy-controlled Castle (whether or not the Entry space or Castle 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 or Castle 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 or Castle space. An Army may assault whether or not the City/Castle is under siege. If the City is under siege, the Army may assault whenever that Leader is activated. If the City/Castle 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/Castle Space, and may, additionally, immediately transfer additional ASPs from the assaulting Army into the City/Castle 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/Castle Space. This marker stays in place as long as the Army containing at least as many ASPs as the original SDR of the City/Castle, and not necessarily the originally assaulting army (it can be replaced by another) remains in the City Entry or Castle space. The instant the Entry or Castle 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/Castle 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 (in the cast of a City) 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 Frankish 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 +3 for having 5X the garrison’s ASP strength and –1 for having no siege in place (+1 total). The Frankish player rolls a “5”, 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).

Successful Assault: When the number of Assault Points equals the SDR, the City/Castle falls, and the defender automatically loses all his ASPs 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.

End Activation: 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/Castle in the same activation in which it initiates a Siege or Ravages the location (because both actions automatically end the Activation).

C. Siege Attrition

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

For a City 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.
• 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) Saracens forces subtract one (-1) from the diceroll.

Procedure: For a Castle siege, each player rolls one die (1d6) and consults the Siege Attrition Table. There are no modifiers.

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 Saracen player has 6 ASPs inside the City. The Saracen 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 ASP, so the Saracen force loses only 3 ASPs. 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 Recov-
ery Phase. See “Inflicting and Removing Assault Points” (above) to determine what happens to any accumulated Assault Points.

Armies that are besieging Cities or Castles do not suffer End-Turn 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/Castle attempt a Sortie, by having a Relief Force from outside the City/Castle 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 former 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/Castle with no additional penalties (i.e., it just goes back inside the City/Castle). 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/Castle, the defender cannot Sortie, as that Army cannot be activated.

Relief Force. Another Army moves into the City Entry or Castle 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 Frank 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/Castle, 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 (1C only)

The Second and Third Crusade scenarios do not use Treachery rules.

F. Surrendering

The Defender, at any time after an enemy Army enters the City/Castle space, may always choose to Surrender the City/Castle. He may do so at whatever terms the players agree on. Surrendering ASPs may, if players agree, be placed in any City/Castle 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, Town, or Castle, no matter who controls it. Ravaging can be part of a Siege, but it does not have to be.

To Ravage a City/Town/Castle requires an Army of at least 10 ASPs, and it requires that the Army enter (or already be in) the City Entry space, the Town space, or the Castle space. No enemy force may be in the same space. Ravaging is part of Movement, but the Leader may not roll for Continued Movement afterwards. Ravaging is automatic; the following results occur, but no die-roll takes place:

- A “Ravaged” marker is placed on the City, Town, or Castle 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/Castle and places the City/Castle 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/Castle 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).

If 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.

In the Recovery Phase at the end of the Game-Turn, the following happens for any Ravaged City/Town/Castle 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).
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. Castles may not be destroyed.

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 not be Destroyed again until it is Rebuilt.
- 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.

DESIGN NOTE: Destruction makes a city totally useless, and requires an action upon a player’s part to rebuild. Ravaging only affects its ability to provide Resources, and is cured by the passage of time with no effort by the players.

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. Took Richard 2 months, in horrible winter weather (couldn’t start for 2 weeks because of the rains and mud).

(9.0) NAVAL RULES

(9.1) FLEETS

Fleet counters have two sides, indicating the strength of that Fleet. 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.

NOTE: There are three Egyptian fleet counters that represent more than 2 NSPs—a 4 NSP fleet, a 6 NSP fleet, and an 8 NSP fleet. These fleets have the same properties as the other fleets and can be broken down into smaller denominations at any time.

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

Fleets are activated by Fleet Activation Markers. A player whose Fleet AM is drawn may use all Fleets he has.

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.

The Fatamid Box is considered a Sea Zone, but only Saracen/Egyptian Fleets may move into it. The Box costs 1 naval MP to enter.

(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.

Fleet Support Capacity: 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.

Attrition Check: 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 1-3, that Fleet loses 1 NSP.
- If the DR is a 4-6, 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.

Winter: 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 AND 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 Frankish 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 Saracens 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).

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 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 (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—IC 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.

Unlimited LOC: 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.

Limited LOC: 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.

Naval LOC: 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 Frank 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 maker placed on each denoting the number of Resource Points remaining there.

EXAMPLE: A Saracen army wants to reduce Attrition. They draw 2 Resource Points from Edessa, currently under Saracen 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).

(11.0) NEUTRALS AND ASSASSINS

(11.1) NEUTRALS

At the beginning of each Game-Turn of the Third Crusade scenarios, the Neutrals Activation Marker is placed in the Activation Pool. When drawn, it is used to activate all the Allied Neutrals on the map that have met the activation requirement outlined below. If none have met this requirement, the AM is considered used but nothing happens.

There are two types of “Neutral” in the game:
• Allied Neutral (Antioch, Tripoli and Armenia)
• Firm Neutrals (Cyprus)

The Allied Neutrals are allied to the Franks. However, they may not be activated until they are attacked by the Saracens (except for the second bullet point below).

• A Saracen attack on either Antioch or Tripoli will allow the Frank to activate both). These factions are part of the Kingdom of Jerusalem, but may not be commanded by either Guy or Conrad. They may be attached to any of the other Kings.
• Only a Saracen attack on the Armenians frees them for activation. However, they may be used, by the Franks in any attempt to take Cyprus, whether or not the Saracens have previously attacked them.
• The Armenians may never be combined in any activation of any kind with the armies of either leader named Bohemond.

Cyprus: Cyprus may never be activated; it must be taken (by either side) via the Siege and/or Assault rules. The Cypriot ASP never leaves the City.

Ports controlled by Allied Neutrals may be used for Transport, but they may not be used for Fleet Support (9.3). The Resources of Cities controlled by Allied Neutrals (but not Cyprus, until captured) may be used by Frankish forces as if they were Frank-controlled Cities. However, Armenian forces requiring Resources get these Resources first.

HISTORICAL NOTE: King Leo and the Armenians were on fairly friendly terms with the Franks, but they were also deeply involved in the political goings on within the Kingdom of Jerusalem over who best to support. Leo sent a large contingent of Armenians to help Richard take Cyprus—Isaac Comnenus wasn’t a big favorite on the mainland—but, given the power of the Saracens to the east of Armenia, Leo played it very close to the vest during the 3rd Crusade.
By the time of the 2nd and 3rd Crusades, the Islamic (splinter) Ismaeli sect of Assassins had firmly implanted itself in a series of castles in the mountainous region west of Hamah, with their main stronghold being the castle of Masyaf, astride the mountain road from Hamah to the coast.

For the most part, they rarely interfered with the day-to-day goings on in the Latin east, but they also had graduated from targeting just Saracens to the occasional Christian (such as Conrad of Monferrat).

The Assassin’s stronghold castle, Masyaf, holds a garrison of 2 ASPs. They cannot be moved and are only there so players simply cannot walk in and take over. Armies can, for the most part, move through Masyaf—the Assassins were not very aggressive against large forces. However, Lines of Communication may not be traced through Masyaf unless it is either captured or co-occupied by a friendly force.

These are all covered by the Assassin Event, 12.0.

(12.0) EVENTS
Whenever the “Draw Event” marker is selected, the player rolls two dice and consults the Events table for that scenario to see what, if anything, has occurred. The Events and their effects are as follows.

(12.1) SECOND CRUSADE EVENTS
King Conrad is Ill: Conrad, already in bad health, suffers a relapse of the illness that delayed his trip to the mid-East. He has no more Activation Points and may not be used in any way for the rest of the turn.

Franks Go Home: Roll two dice:
• If the first die is odd, this affects the French; if it is even, the Germans.
• The second die is the number of ASPs that must be eliminated.
  If that die roll is a ‘6’, remove one of that faction’s AK Points as well.

Heat: If this event occurs in any Game-Turn from June-to-Mid-July through September-to-mid-October, the Holy Land suffers a remarkable Heat Wave for the remainder of the turn.
• Add two (+2) to all Frankish Movement and Attrition die rolls.
• Add one (+1) to all Saracen Movement and Attrition die rolls.

If it is any other Game-Turn, no effect.

(12.2) THIRD CRUSADE EVENTS
Assassins: Roll one die.
• If the DR is a 1-4, give the Frankish Player an Assassin counter.
• If the DR is a 5-6, give the Saracen player an Assassin counter.

At any time—ANY time—in the course of the game that player may use that Assassin counter to attempt to do one of the following (after which the Assassin counter is removed from the game).
• He may block entry into Masyaf Castle (F2) for the other player, who may not enter that Space.
• He may remove such blockage to allow him movement into/ through that Space.
• He may attempt to murder any Leader in the game (but not Saladin or Richard) by rolling the die. If the dieroll is higher than that targeted Leader’s Activation rating, he has been killed.

Barbarossa Dies (Use, by agreement, in the Barbarossa scenario only): Emperor Frederick, over 70 years old, succumbs to heat and exhaustion and shuffles off the mortal coil. (Players may seek to have his card pickled in vinegar for some true historicity). That’s bad enough, except that the Germans, so Leader oriented, take this as an omen to return home. The Frankish player rolls three dice. The result is the number of German ASPs he must immediately remove from the game, even if that means removing all German ASPs. The other German leaders remain.

Dissension Among the Franks: In addition to the ongoing feud between Conrad and Guy over who should be King of Jerusalem, Richard and Philip, enemies in Europe at best, mistrusted each other deeply. Every so often Philip, ill and not happy to be dealing with Richard on any level, separated himself from the English contingent. Therefore, when this event occurs:
• King Guy’s ASPs and Conrad’s ASPs may not exist in the same Space for this turn and the next. If any are presently together, the rolling player may move one of these armies to any friendly City within 5 spaces of Jerusalem.
• The English ASPs may not combine in any way with any French ASPs, nor may French leaders lead English ASPs, and vice versa. This lasts until the end of the turn.

Heat: If this event occurs in any Game-Turn from June-to-Mid-July through September-to-mid-October, the Holy Land suffers a remarkable Heat Wave for the remainder of the turn.
• Add two (+2) to all Frankish Movement and Attrition die rolls.
• Add one (+1) to all Saracen Movement and Attrition die rolls.

If it is any other Game-Turn, no effect.

Leader Ill: Leader Ill: The Player whose AM is next drawn designates any one Leader (belonging to either player). Roll one die. If that DR is higher than the designated Leader’s activation rating, he is Ill. Roll one die again. On a 1-3, remove one of that Leader’s AMs from the AM Pool; on a 4-6, remove two. If there are fewer of his AMs in the Pool than the result demands, the event does not carry over to the next Game-Turn.

HISTORICAL NOTE: Serious illness amongst the leaders was rampant, including Richard, Philip (who was sick most of the time he was there; he used his condition as his excuse for leaving early) and Saladin, who was not a young man any more.

Phillip Goes Home: If this is selected any time after Acre is taken by the Franks, King Phillip of France returns home (to take advantage of Richard’s absence from Europe, most likely). He takes with him 12 French ASPs. In addition, Leopold, Duke of Austria (not overly happy with Richard I...he’ll get his revenge later on) leaves, too. Simply remove them from the game. The French faction is now commanded by Hugh, Duke of Burgundy, the Germans by James, Lord of Avesnes. If this is rolled before Acre, treat as No Event.

Revolt in Edessa/Hamah: The Saracen Player must immediately move Saladin and 10 ASPs currently under his command (or all ASPs, if he has fewer than 10) to the revolting city, if it is not in Frankish hands, and stay there, with that Army, for the remainder of the turn. If the Franks occupy that city, treat as No Event. Note: This isn’t actual movement; the Saracen player just places Saladin and his army in the revolting city.

Truce: In an effort to seek some sort of solution and common ground, the leaders of both sides decide to parlay. The game-turn is over. If this is the 1st or last game-turn, treat as No Event.
**SCENARIO 1: THE SECOND CRUSADE**

*Because of the relatively short time span covered by this Crusade, and the fact that very few special rules are needed, this is an ideal scenario for players to familiarize themselves with the basic system of Onward CS without having to deal with the political subsystems.*

**Historical Background**

The rise of the first of a string of strong Muslim leaders, Zengi (Imad ed-Din), fractured the uneasy peace that had allowed the kingdom of Jerusalem, and the principates of Edessa, Antioch and Tripoli to flourish for 50 years. Zengi, more a warlord than anything else, sought to extend the power of the Mosul Turks in northern Syria and, in doing so, took the key city of Edessa in 1146. Zengi, however, died soon thereafter, poisoned by a eunuch and replaced by his son, Nur ed-Din.

The outrage in the West was immediate, and the call to Crusade was eventually (albeit not overly quickly) answered by two key rulers, Louis VII of France and Conrad III of Germany, both of whom gathered large armies and headed east. The two armies suffered heavy losses traveling overland, through Byzantine Turkey. The Germans were defeated by Seljuk Turks at Dorylaeum in October, 1147, and the French, marching separately, were smashed at Mt Cadsus in January, 1148, by more Seljuks. Remnants of both armies, still a force to reckon with, finally arrived, to great acclaim by the locals, in spring of 1148.

After both European kings visited Jerusalem, they gathered, in Acre, to address the question of growing Saracen power. The threat to the Kingdom of Jerusalem and the other principates was Nur ed-Din, leader of the Mosul Turks in the north. Nur’s ambitions also frightened the Syrian Saracens, under Unur at Damascus. Damascus and the Latins actually had a mutual defense policy. In spite of all this, the Franks gave little thought to retaining either Edessa, which lay in total ruin (never to rise again) or Aleppo but, instead, to increase the territory of the Kingdom of Jerusalem, by attacking Damascus.

This rather singular design, which ignored the other three Latin powers to the north, arose because of the political situation at the time:

- Joscelin of Edessa was not present; he was too busy defending what was left of his county up north.
- Prince Raymond of Antioch was back home, isolated by his own dreams of grandeur and in much disrepute after his rumored affair with his probably willing niece, Eleanor of Aquitaine, who, unfortunately, was also the wife of Louis VII. His aim was to expand to the Euphrates to the East and retake Aleppo; he had no interest in any Crusade to the south.
- As for Raymond II of Tripoli, he was busy fending off accusations that he had poisoned his uncle, Alfonso-Jordan, Count of Toulouse, just arrived from France with the Franks. Most likely this was because the latter was the legitimate heir to the County of Tripoli, being that he was the son of that old First Crusader, and founder of the County, Raymond VI of Toulouse.

The Latins at Acre were very much aware of the political divisions between Nur ed-Din, in the north, and the usually friendly Unur, to the east. But they assumed that Nur was too engrossed in swallowing the rest of Edessa to come to the support of his Islamic enemy at Damascus. And Damascus, one of the three great cities of the Middle-East, the hub of almost all the trade from the Iraqi eastern Muslims, was a ripe target for the Franks, garrisoned by an old man with a weak army.

Having thus erroneously read the political divisions of the Muslims in the area, they immediately set off to attack Damascus. Unur, amazed at this move, resisted stoutly, and called to Nur ed-Din for help. Nur, seeing a foot into the southern door, responded immediately, withdrew his troops from Edessa and headed south. Meanwhile, the Damascenes repulsed attack after Frankish attack. After several days of military futility, the Franks realized that their entire strategy failed miserably; Damascus stood. Without an alternate plan, the locals all went back to their castles. The two European kings, by now not even talking, went back to Europe several weeks later. The Crusading movement had not only lost a battle, but they had suffered a major strategic disaster. The Saracens now saw that, if they combined their forces, they could take back what they had lost fifty years before.

And that day was not far off. In 1174, Saladin succeeded Nur ed-Din. Thirteen years later, Jerusalem had fallen.

**Number of Players**

This scenario is designed for two players, one Frank, one Saracen.

**Game Length**

The Second Crusade scenario starts with the Mid-June-to-July 1148 Game-Turn and ends with the Mid-October-to-November 1148 turn, for a total of 4 turns and should take about 2 hours to play.

**HISTORICAL NOTE:** The armies of Louis and Conrad arrived late March, early April, got wired and dined in Antioch, went to Jerusalem to fulfill their religious desires, then gathered in Acre to discuss what to do. They both left in the late summer of 1148.

**ASP Counters and Army Holding Boxes**

Use Northern Frank ASPs for French forces.

For Louis, use Robert of Flanders’ Army Holding Box. For Conrad, use Godfrey’s. For Baldwin, use Baldwin’s. For Joscelin, use Bohemond’s. For Raymond, use Raymond’s, and for Raymond II’s, use Adhemar’s.

For Nur-ed-Din, use Ridwan’s Army Holding box; for Said and Nasr, use Yaghi-Sihan’s and the Emir of Tripoli’s respectively. For Unur, use Duqaq’s. For Yaghi-Siyani, use Soqaq’s.

© 2006 GMT Games, LLC
Castle Placement
The following castles are placed in the listed locations:

<table>
<thead>
<tr>
<th>Castle</th>
<th>Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saone</td>
<td>E5</td>
</tr>
<tr>
<td>Karak</td>
<td>L3</td>
</tr>
<tr>
<td>Masyaf</td>
<td>F2</td>
</tr>
<tr>
<td>Marqab</td>
<td>F5</td>
</tr>
<tr>
<td>Beaufort</td>
<td>H6</td>
</tr>
<tr>
<td>Krak de Montreal</td>
<td>M5</td>
</tr>
<tr>
<td>Krak des Chevaliers</td>
<td>Hosn al-Akrad</td>
</tr>
</tbody>
</table>

INITIAL DISPOSITIONS
Franks, Second Crusade: There are six different army factions for the Franks: the French; the Germans (Holy Roman Empire); the Kingdom of Jerusalem; Edessa; Antioch; and Tripoli. All factions are controlled by the Frank Player, and all may operate together in any manner the Frank player desires, within the restrictions of the Frank Command rules in 5.2.

Saracens, Second Crusade: The Saracens have two factions: Mosul Turks and South Syrians. These factions operate completely separately; they may never stack together, activate together, or even defend together. Nor may they attack each other. Neither faction may Withdraw or Retreat into a space of any kind containing the other faction; if forced to retreat and the only path is into such a space, treat the situation as an Inability to Retreat (see 7.2J).

The Franks
Unless stated otherwise, ASPs are Inside Cities or in the City Entry Spaces (or both)

<table>
<thead>
<tr>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acre</td>
<td>Louis VII, King of France; 30 ASPs, 1 AK marker</td>
</tr>
<tr>
<td></td>
<td>Conrad III, King of Germany; 30 ASPs, 2 AK marker</td>
</tr>
<tr>
<td></td>
<td>Baldwin III, King of Jerusalem; 10 Jerusalem ASPs, 1 AK marker</td>
</tr>
<tr>
<td>Birejik</td>
<td>Joscelin II, Count of Edessa; 8 Edessa ASPs</td>
</tr>
<tr>
<td>Antioch</td>
<td>Raymond, Prince of Antioch; 12 Antioch ASPs</td>
</tr>
<tr>
<td>Tripoli</td>
<td>Raymond II, Count of Tripoli; 5 Tripoli ASPs</td>
</tr>
</tbody>
</table>

The Mosul Turks
Unless stated otherwise, ASPs are Inside Cities or in the City Entry Spaces (or both)

<table>
<thead>
<tr>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mosul Turk Box</td>
<td>Nur ed-Din, Emir of Aleppo; Said ed-Din and Nasr ed-Din; (his sons); 60 ASPs</td>
</tr>
</tbody>
</table>

The Southern Syrians
Unless stated otherwise, ASPs are Inside Cities or in the City Entry Spaces (or both)

<table>
<thead>
<tr>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damascus</td>
<td>Mu’In ed-Din Unur, vizier of Damascus; 25 ASPs</td>
</tr>
<tr>
<td>Hamah</td>
<td>Yaghi-Siyani; 5 ASPs</td>
</tr>
</tbody>
</table>

The Fatimid Egyptians
ASP are Inside Cities

<table>
<thead>
<tr>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ascalon</td>
<td>10 ASPs. These units may not move.</td>
</tr>
</tbody>
</table>

PLAY NOTE: The Fatimids are not an active faction in this scenario.

Areas of Power and Control
The following are the areas (Cities and Towns) controlled by the different factions. Place 1 ASP of that faction in the Towns, and 1 ASP plus an intrinsic garrison marker in the Cities and Castles, to indicate such control in each space listed (unless the space is already occupied). The Kingdom of Jerusalem works slightly differently, as noted below.

The Franks
County of Edessa: The Franks control all locations in the County of Edessa (which consists of Raban, Birejik, Samosata, Aintab, Maresh, and Edessa), except for Edessa itself. The City of Edessa is Destroyed and begins the game uncontrolled. Place a Destroyed marker on the Edessa space.

Principality of Antioch: The Franks control Alexandretta, St. Symeon, Latakia, Saone, and Jabala.

County of Tripoli: The Franks control Tortosa and Tripoli.

Kingdom of Jerusalem: The Franks control all ports south of Beirut, inclusive, but not Ascalon. All Towns, Cities and Castles south of Tiberias, inclusive, and west of the Jordan (and Dead Sea). The castles Karak, Montreal and Beaufort. The Kingdom gets 5 ASPs to place as he wishes therein.

Hospitallers: The Hospitallers control Krak des Chevaliers.

DESIGN NOTE: The Templars and Hospitallers were a powerful presence in the area. However, in game terms they are mixed in with all the other Franks. Most of their troops are with King Baldwin.

The Saracens
The Mosul Turks control every town and city not controlled by the Franks north of Homs, inclusive.

The Southern Syrians (Damascenes) control all Cities and towns not controlled by the Franks south of Baalbeck, inclusive, except for Ascalon.

Leader Deaths and Replacements
Most of the Leaders have no Replacements. If they die, they’re gone. Make do with what remains.

If Nur dies, his older son, Said becomes Overall Commander. If both are gone, Nasr.

HISTORICAL NOTE: Why is that? Well, here’s why:
- If Joscelin is killed, there is no more County of Edessa. When he was killed in battle his wife moved his family to the protection of the King of Jerusalem, which then assumed control of the country (more or less).
- When Raymond of Antioch died, his son was too young. The King of Jerusalem became his regent.
- When Raymond of Tripoli died, again, suzerainty was taken by Jerusalem.

© 2006 GMT Games, LLC
Change in Activation
Each Player gets 4 AM. There are no Fleet or Reinforcement AM.

Initiative
The Franks have the Initiative for the first game-turn. The Frank player chooses one of his own AMs for the first Activation of that turn. Starting with the second game-turn, initiative is determined normally, by dieroll.

Rules Changes for this Scenario
(5.62) There are no Saracen or Frank Reinforcements (remove the Saracen reinforcement activation marker).
(7.2) Towns. Attacks against Defenders inside a Town earn a –2 DRM for the Battle.
(8.0) The Naval Rules are not used. There are no Fleets.
(9.0) The Wealth Rules are not used. There no payments of Resources of any kind, for any reason.
(10.1) The Neutrals AM is not used. There are no neutral forces in this scenario that may be activated.
(10.2) The Assassins occupy Masyaf Castle, but there are no Assassin events. Neither player may try to take Masyaf, but their armies can pass through that Space.

2nd Crusade Events Table

<table>
<thead>
<tr>
<th>DR</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Conrad III</td>
</tr>
<tr>
<td>2</td>
<td>Frankish contingent goes home.</td>
</tr>
<tr>
<td>3</td>
<td>Heat</td>
</tr>
<tr>
<td>4-6</td>
<td>No Event Occurs</td>
</tr>
</tbody>
</table>

See 12.1 for Event descriptions.

Victory
The players get VP for controlling spaces, as below. High total wins.

<table>
<thead>
<tr>
<th>City/Town*</th>
<th>Points for Frank Control</th>
<th>Points for Saracen Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aleppo</td>
<td>10</td>
<td>0</td>
</tr>
<tr>
<td>Each Town or City in County of Edessa</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>Antioch</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>Shaizar</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Hamah</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Homs</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Damascus</td>
<td>10</td>
<td>0</td>
</tr>
<tr>
<td>Tiberias</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Jerusalem</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>Kerak Castle</td>
<td>0</td>
<td>5</td>
</tr>
</tbody>
</table>

*Destroyed cities do not count for Victory Points.

SCENARIO #2: THE THIRD CRUSADE (Historical)

Historical Background
By 1187, The Kingdom of Jerusalem was in its death throes. The Muslims had finally come under the sway of one, powerful man, a man with a vision for The Middle East. This started with Zengi and his successor, Nur ed-Din (see the 2nd Crusade), but was brought to full fruition by the Kurd “usurper”. Saladin, whose control of Egypt provided him with a power base from which to consolidate influence over the entire Muslim Middle East.

The death of Baldwin IV, leper King of Jerusalem, without direct male heirs had created some intensely vitriolic political infighting among the contenders: Guy of Lusignan, who claimed kingship through his wife, sister of Baldwin, and Conrad of Monferrat, savior of Tyre, who claimed the throne simply because he was far better at ruling than Guy. Saladin’s successes also provoked a streak of aggressive reaction in the ranks of the Latin Franks, especially among the Templars and specifically in the most hated man in the Muslim world, Reginald of Chatillon, the brutal and bigoted commander of Karak, the mighty fortress castle east of The Dead Sea that overlooked the Muslim caravan routes and had proven untakeable. Reginald’s short-sighted deprivations of Muslim caravans served to give the ambitious Saladin an excuse to complete his vision, Muslim reclamation of what had been lost a hundred years before as well as his own little empire.

In 1187 Saladin destroyed virtually the entire army of The Kingdom of Jerusalem at Hattin. Guy was captured but released through ransom; Reginald was beheaded for drinking a cup of water without Saladin’s permission; Conrad had stayed in Tyre—and when, a short time later, Jerusalem surrendered after a siege (with rather decent terms; there was no bloodbath as there had been when the 1st Crusade had taken it), the cry for another Crusade was sounded in the west. This call fell among the three foremost leaders of the day: Frederick I Barbarossa of Germany, Richard I, King of England (by the time he left for Jerusalem), and Phillip II, King of France. Richard and Phillip’s lives had been constantly intertwined for years. There were constant battles over control of lands in France. And they were also lovers. Even as bed companions they neither trusted, nor liked, each other.

Richard was a pure military force, a great warrior who was not a very good king, husband (he got married on the way to The Latin East), or person, it appears. Phillip was almost the direct opposite, a
mediocre military mind at best, but a clever and duplicitous political force. Having both of them go on Crusade to retake Jerusalem seemed a good way—mostly to others—to keep them from creating more turmoil in western Europe.

So off they went, traveling mostly by sea, preceded by a massive German army traveling overland through Constantinople and into Anatolia, commanded by Barbarossa. Frederick, who had never quite lived up to his reputation or ambitions, never reached The Holy Land. He was old, and he ended up drowning in a river in Turkey, just north of Syria. His army, which had suffered many losses on the hard trip overland, disintegrated rapidly, and the Germans that eventually arrived in what was left of The Kingdom of Jerusalem was a small force of several thousand. They joined up with the small Frankish army led by King Guy who, unfazed by his debacle at Hattin, was besieging Acre.

Phillip arrived first (March, 1191) and immediately joined Guy in his siege of Acre. Shortly thereafter, Richard landed. Assaulted by this fraying, tenuous combination of Frankish and Crusader armies, Acre finally, and with much difficulty and loss of life, fell in July. This gave Phillip, who had been ill most of the time, the excuse he needed to return home to plot against Richard.

Richard, ever eager for more fighting, now took what was left of the Frankish army, marched down the coast retaking many of the key ports. He even handed Saladin a nasty defeat at Arsouf. But he simply didn’t have enough strength to even try to retake Jerusalem. He and Saladin, who seemed to understand each other quite well, reached an uneasy truce over Christian presence in the area—the Franks retained control over much of the coast, with some belated help from a minor German crusade in 1197—and, after a year in a half in the Latin East, Richard, who had proven himself as one of the great warriors of his age, headed home. Unfortunately, on the way, through the machinations of Phillip, he was kidnapped in Austria and held there, for ransom, for some time, allowing his royally inept brother, John, to claim the throne and providing us with those grotesquely inaccurate movies we get in all those Robin Hood movies.

As for the Kingdom of Jerusalem, the capable Conrad of Monferrat, Count of Tyre, was murdered by “The Assassins” mid 1191. Guy of Lusignan retained the crown, but only personally. An agreement had been reached, prior to the fall of Acre, that Guy would remain King, but thereafter Conrad, and his descendants, would hold the crown. Guy, with the political clout of his friend Richard, was moved to Cyprus as their new ruler (Richard having deposed the Byzantine candidate, Isaac Comnenus, there on his way east in 1191), and his family ruled Cyprus for many, many years. Far longer than the Kingdom of Jerusalem lasted.

Number of Players
This scenario is designed for two players, one Frank, one Saracen.

Game Length
The Third Crusade Historical starts with the Mid-April-to-May 1191 Game-Turn and ends with the Mid-July-to-August 1192 turn, or when the Franks take Jerusalem, whichever comes first. It last, therefore, for a total of 10 possible turns and should take 3-4 hours to play.

ASP Counters and Army Holding Boxes
Use Southern Franks ASPs for English forces. Use Northern Frank ASPs for French forces. Use Northern Syrian ASPs for the Saracen forces.

For Richard, use Raymond’s Army Holding Box. For Philip, use Robert of Normandy’s. For Henry, use Robert of Flanders’. For Guy, use Bohemond’s. For Leopold, use Stephen’s. For Conrad, use Tancred’s.

For Saladin, use Kerbogha’s Army Holding Box. For al-Adil, use Hasan’s. For al-Afdal, use Bauduk’s. For al-Alid, use ed-Daba’s. For Taki, use Yaghi-Sihan’s.

For Nur-ed-Din, use Ridwan’s Army holding box; for Said and Nasr, use Yaghi-Sihan’s and the Emir of Tripoli’s respectively. For Unur, use Duqaq’s. For Yaghi-Siyani, use Soqaq’s.

Castle Placement
The following castles are placed in the listed locations:

<table>
<thead>
<tr>
<th>Castle</th>
<th>Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saone</td>
<td>E5</td>
</tr>
<tr>
<td>Karak</td>
<td>L3</td>
</tr>
<tr>
<td>Masyaf</td>
<td>F2</td>
</tr>
<tr>
<td>Marqab</td>
<td>F5</td>
</tr>
<tr>
<td>Beaufort</td>
<td>H6</td>
</tr>
<tr>
<td>Krak de Montreal</td>
<td>M5</td>
</tr>
<tr>
<td>Krak des Chevaliers</td>
<td>Hosn al-Akrad</td>
</tr>
</tbody>
</table>

INITIAL DISPOSITIONS
Unless stated otherwise, ASPs are Inside Cities or in the City Entry Spaces (or both)

Franks, Third Crusade: There are five different army factions for the Franks: The Latins allied with Guy; the Latins allied with Conrad; the French; the English; and the Germans (Holy Roman Empire). All factions are controlled by the Frank player, and all may operate together in any manner the Frank player desires, within the restrictions of the Frank Command rules in 5.2.

Saracens, Third Crusade: The Saracens have no factions; all troops are (ostensibly) commanded by Sultan Saladin, and all other Saracen leaders are subordinate to him.

The Franks

<table>
<thead>
<tr>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tyre:</td>
<td>Conrad of Monferrat, Lord of Tyre; 9 Latin ASPs</td>
</tr>
<tr>
<td>H9</td>
<td>Philip I, King of France, 23 French ASPs, 2 AK marker.</td>
</tr>
<tr>
<td>J2</td>
<td>King Guy of Jerusalem; Henry, Count of Champagne; Leopold, Duke of Austria; 11 Jerusalem ASPs, 28 French ASPs, 5 English ASPs, 8 German ASPs [a]</td>
</tr>
<tr>
<td>Acre Sea Zone</td>
<td>2 Pisan fleets (4 NSP); Danish fleet, Genovese Fleet, Frisian Fleet, Norman Fleet, Venetian Fleet, Flemish Fleet (2 NSP each)</td>
</tr>
<tr>
<td>Tarsus Sea Zone</td>
<td>Richard I, King of England; 16 English ASPs, 3 AK marker, 2 English fleets (4 NSP) [b]</td>
</tr>
<tr>
<td>Tripoli Sea Zone</td>
<td>Jerusalem Fleet (2 NSP)</td>
</tr>
<tr>
<td>Krak des Chevaliers</td>
<td>1 Latin ASP</td>
</tr>
<tr>
<td>Saone</td>
<td>1 Latin ASP</td>
</tr>
<tr>
<td>Marqab</td>
<td>1 Latin ASP</td>
</tr>
</tbody>
</table>

[a] = These units are besieging Acre. Acre is under Partial Siege.
[b] = The Franks get only one (1) of Richard AMs for this Game-Turn.
Frankish Control: The Franks control Antioch, St. Symeon, Tripoli, Tortosa, Tyre, plus the castles of Marqab, Krak des Chevaliers and Saone.

Frankish Reinforcements
PLAY NOTE: Because naval transport requires a Fleet activation, the Frank player will need to place at least one Fleet Activation Marker in the cup in order for Richard to land.

The Saracen Muslims
Unless stated otherwise, ASPs are Inside Cities or in the City Entry Spaces

<table>
<thead>
<tr>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jaffa</td>
<td>2 ASPs</td>
</tr>
<tr>
<td>Jaffa Sea Zone</td>
<td>6 Egyptian Fleets (12 NSPs)</td>
</tr>
<tr>
<td>Ascalon</td>
<td>5 ASPs</td>
</tr>
<tr>
<td>Acre</td>
<td>17 ASPs (Under Siege)</td>
</tr>
<tr>
<td>Nablus</td>
<td>2 ASPs</td>
</tr>
<tr>
<td>J2 Saladin, al-Adil, Taki</td>
<td>40 ASPs</td>
</tr>
<tr>
<td>Jerusalem</td>
<td>10 ASPs</td>
</tr>
<tr>
<td>Damascus</td>
<td>al-Afdal, 10 ASPs</td>
</tr>
<tr>
<td>Fatimid Army Box</td>
<td>al-Aziz; 1 ASPs</td>
</tr>
<tr>
<td>Fatimid Fleet Box</td>
<td>4 Egyptian Fleets (8 NSPs)</td>
</tr>
</tbody>
</table>

Saracen Control: The Saracens control everything the Franks and Assassins do not that is below (south and east of) the line Alexandretta to B6 to Maresh to Raban to Miletene (inclusive). They have 15 ASPs they may use to garrison any Town, City or Castle they control other than the locations listed in Initial Dispositions above. No more than 5 ASPs may be placed in any one location. They also place 1 ASP in each Castle they control.

HISTORICAL NOTE: The full names of the Saracen Leaders are:
• Saladin: an-Nasir Salah ad-Din Yusuf ibn Ayub, Sultan of Egypt, Arabia, Syria and Mesapotamia
• al-Adil (El Melek al-Adil Abu-Bakr Saif ed-Din, Sutlan of Jazita and Saladin’s brother, also known as Saphadin)
• al-Afdal (El Melek al-Afdal ‘Ali Bur-ad-Din, Emir of Damascus and Saladin’s eldest son)
• al-Aziz (El Melek al-Aziz ‘Uthman Imad ad-Din, Emir of Egypt and Saladin’s second son)
• Taki (El Melek al-Modaffer Taki ed-Din Omar, Saladin’s nephew)

Initial Dispositions: Neutrals
Unless stated otherwise, ASPs are Inside Cities/Castles/Towns

<table>
<thead>
<tr>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cyprus</td>
<td>1 Cypriot ASP</td>
</tr>
<tr>
<td>Tarsus</td>
<td>Leo II, King of Armenia; 10 Armenian ASPs</td>
</tr>
<tr>
<td>Tripoli</td>
<td>Bohemond IV, Count of Tripoli; 2 Tripoli ASPs</td>
</tr>
<tr>
<td>Antioch</td>
<td>Bohemond III, Prince of Antioch, 4 Antioch ASPs</td>
</tr>
<tr>
<td>Masyaf</td>
<td>2 Assassin ASPs</td>
</tr>
</tbody>
</table>

The Armenians control Lampron, Partzperpert, Sis, Comana, and Mazacha.

Initiative
The Initiative for the first game-turn (April-MAY 1191) is automatically given to the Franks. However, the Richard AM (only one of his AMs may be selected for the first Game-Turn) may not be the first selected.

For all turns, except for the first game-turn, until Richard has arrived (landed) in the mainland (not just Cyprus), the Frank Player subtracts one (–1) from the Initiative dieroll.

Third Crusade Events Table

<table>
<thead>
<tr>
<th>DR</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Frankish Dissension</td>
</tr>
<tr>
<td>3</td>
<td>Revolt in Edessa</td>
</tr>
<tr>
<td>4</td>
<td>Assassins</td>
</tr>
<tr>
<td>5</td>
<td>Phillip Goes Home</td>
</tr>
<tr>
<td>6</td>
<td>No Event Occurs [a]</td>
</tr>
<tr>
<td>7</td>
<td>No Event Occurs [b]</td>
</tr>
<tr>
<td>8</td>
<td>Heat</td>
</tr>
<tr>
<td>9</td>
<td>Leader Ill [c]</td>
</tr>
<tr>
<td>10</td>
<td>Frankish Dissension</td>
</tr>
<tr>
<td>11</td>
<td>Truce</td>
</tr>
<tr>
<td>12</td>
<td>Revolt in Hama</td>
</tr>
</tbody>
</table>

a  = For the Barbarossa scenario, if Frederick still alive, treat this as Baghdad Answers the Call, and place 15 Saracen ASPs in Damascus.

b  = If the Franks have taken Acre this Event becomes Phillip Goes Home.

c  = If playing the Barbarossa scenario, this becomes Barbarossa Dies. (Players, by mutual agreement, may ignore this and just use Leader Ill.)

See 12.2 for Event descriptions.

Winning
The object of the 3rd Crusade was to restore the power and position of the Kingdom of Jerusalem and its satellite states as well as to regain control of Jerusalem.

Automatic Frankish Victory
The Franks win the game if, at the end of any game-turn, they control Jerusalem, and they can trace a Limited LOC from there as per 10.2.

Victory by Points
If the Franks do not win an automatic victory, they win if, at the end of the game, they have at least 26 Victory Points, calculated by adding the VP for the following Locations:

<table>
<thead>
<tr>
<th>Location*</th>
<th>VP</th>
<th>Location*</th>
<th>VP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acre</td>
<td>5</td>
<td>Karak</td>
<td>3</td>
</tr>
<tr>
<td>Aleppo</td>
<td>10</td>
<td>Lattakeia</td>
<td>2</td>
</tr>
<tr>
<td>Antioch</td>
<td>5</td>
<td>Sidon</td>
<td>2</td>
</tr>
<tr>
<td>Caesarea</td>
<td>2</td>
<td>Tortosa</td>
<td>2</td>
</tr>
<tr>
<td>Cyprus</td>
<td>5</td>
<td>Tripoli</td>
<td>5</td>
</tr>
<tr>
<td>Edessa</td>
<td>10</td>
<td>Tyre</td>
<td>5</td>
</tr>
<tr>
<td>Jaffa</td>
<td>2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Destroyed Cities do not count for Victory Points
THE THIRD CRUSADE: BARBAROSSA (What if?)

Historical Background
This scenario supposes that Frederick Barbarossa (see the Historical Background for the preceding scenario) had not drowned on the way to the East with his huge army. He would have arrived long before Richard, and he would likely have suffered enormous attrition getting through Armenia and Syria on his way to Jerusalem, but he might have been able to sway this Crusade in the Europeans’ favor.

Number of Players
This scenario is designed for two players, one Frank, one Saracen.

Game Length
The Third Crusade: Barbarossa scenario starts with the June-to-mid-July 1190 Game-Turn and ends with the Mid-July-to-August 1192 turn, or when the Franks take Jerusalem, whichever comes first. It last, therefore, for a total of xx possible turns and should take xxx hours to play.

ASP Counters and Army Holding Boxes
Use Southern Franks ASPs for English forces. Use Northern Frank ASPs for French forces. Use Northern Syrian ASPs for the Saracen forces.

For Barbarossa, use Godfrey’s Army Holding Box. For Swabia, use Baldwin’s. For Richard, use Raymond’s Army Holding Box. For Philip, use Robert of Normandy’s. For Henry, use Robert of Flanders’. For Guy, use Bohemond’s. For Leopold, use Stephen’s. For Conrad, use Tancred’s.

For Saladin, use Kerbogha’s Army Holding Box. For al-Adil, use Hasan’s. For al-Afdal, use Balduk’s. For al-Aziz, use ed-Daba’s. For Taki, use Yaghi-Sihan’s.

For Nur-ed-Din, use Ridwan’s Army Holding Box; for Said and Nasr, use Yaghi-Sihan’s and the Emir of Tripoli’s respectively. For Unur, use Duqaq’s. For Yaghi-Siyan, use Soqaq’s.

Castle Placement
The following castles are placed in the listed locations:

<table>
<thead>
<tr>
<th>Castle</th>
<th>Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saone</td>
<td>E5</td>
</tr>
<tr>
<td>Karak</td>
<td>L3</td>
</tr>
<tr>
<td>Masyaf</td>
<td>F2</td>
</tr>
<tr>
<td>Marqab</td>
<td>F5</td>
</tr>
<tr>
<td>Beaufort</td>
<td>H6</td>
</tr>
<tr>
<td>Krak de Montreal</td>
<td>M5</td>
</tr>
<tr>
<td>Krak des Chevaliers</td>
<td>Hosn al-Akrad</td>
</tr>
</tbody>
</table>

INITIAL DISPOSITIONS
Franks, Third Crusade: There are five different army factions for the Franks: The Latins allied with Guy; the Latins allied with Conrad; the French; the English; and the Germans (Holy Roman Empire). All factions are controlled by the Frank player, and all may operate together in any manner the Frank player desires, within the restrictions of the Frank Command rules in 5.2.

Saracens, Third Crusade: The Saracens have no factions; all troops are (ostensibly) commanded by Sultan Saladin, and all other Saracen leaders are subordinate to him.

The Franks
Unless stated otherwise, ASPs are Inside Cities or in the City Entry Spaces (or both)

<table>
<thead>
<tr>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tyre:</td>
<td>Conrad of Monferrat, Lord of Tyre; 10 Latin ASPs [a]</td>
</tr>
<tr>
<td>J2</td>
<td>King Guy of Jerusalem; 15 Jerusalem ASPs, 5 English ASPs, 5 French ASPs, 2 German ASPs [a]</td>
</tr>
<tr>
<td>Acre Sea</td>
<td>2 Pisan Fleets (4 NSP), 1 Danish Fleet (2 NSP), Frisian Fleet (2 NSP), Jerusalem Fleet (2 NSP)</td>
</tr>
<tr>
<td>Krak des Chevaliers</td>
<td>1 Antioch ASP</td>
</tr>
<tr>
<td>Saone</td>
<td>1 Antioch ASP</td>
</tr>
<tr>
<td>Marqab</td>
<td>1 Latin ASP</td>
</tr>
</tbody>
</table>

[a] = These units are besieging Acre; Acre is under Partial Siege.

Frankish Control: The Franks control Antioch, St. Symeon, Tripoli, Tortosa, Tyre, plus the castles of Marqab, Krak des Chevaliers and Saone. (Beaufort has just fallen to Saladin.)

Frankish Reinforcements

<table>
<thead>
<tr>
<th>Turn</th>
<th>Location</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>June to Mid-July 1190</td>
<td>Entry Box B</td>
<td>Frederick I Barbarossa, Holy Roman Emperor; Frederick, Duke of Swabia; 350 German ASPs [b], 5 AK marker.</td>
</tr>
<tr>
<td>Mid-July to August 1190</td>
<td>Tyre [b]</td>
<td>Henry, Count of Champagne; 28 French ASPs</td>
</tr>
<tr>
<td></td>
<td>Acre Sea Zone [b]</td>
<td>Flemish Fleet (2 NSP)</td>
</tr>
</tbody>
</table>

© 2006 GMT Games, LLC
Onward Christian Soldiers

Mid-Oct. to Nov. 1190
Tyre
Acre Sea Zone[c]
2 English ASPs
Norman Fleet (2 NSP)

Mid-April to May 1191
Tyre[b]
Philip I, King of France,
Leopold Duke of Austria,
23 French ASPs, 2 AK
marker

Acre Sea Zone[c]
Genovese Fleet (2 NSP),
Venetian Fleet (2 NSP),

Tarsus Sea Zone[c]
Richard I, King of England;
16 English ASPs, 3
AK marker, 2 English
Fleets (4 NSP)**

** The Franks get only one (1) of Richard AMs for this Game-Turn. (Historically, he took Cyprus before arriving at Acre.)

[a] = No one knows how many German troops Frederick had when he died; he supposedly started with over 100,000. However, he did suffer losses as he marched through the Balkans and the Seljuk territories.

[b] = These units actually debarked outside of Acre . . . but the game does not allow for that, so they get off the boats at Tyre. If Tyre has fallen to the Saracens, they arrive at any port held by the Franks.

[c]= If the sea zone is occupied by enemy fleets, the Frank fleets get placed in that sea zone anyway; the situation is exactly as if the two fleets had just ended naval combat (but without any losses)

PLAY NOTE: Because naval transport requires a Fleet activation, the Frank player will need to place at least one Fleet Activation Marker in the cup in order for Richard to land.

The Saracen Muslims

Unless stated otherwise, ASPs are Inside Cities or in the City Entry Spaces (or both)

Location | Units
--- | ---
Jaffa | 2 ASPs plus
Jaffa Sea Zone | 3 Egyptian Fleets (6 NSPs)
Ascalon | 5 ASPs
Acre | 19 ASPs [Under Siege]
H6 (Beaufort) | al-Adil, 5 ASPs
J2 | Saladin, Taki; 20 ASPs
Nablus | 2 ASPs
Tiberias | 5 ASPs
Jerusalem | 10 ASPs
Damascus | al-Afdal, 10 ASPs
Fatimid Box | al-Aziz; 1 ASPs; 7 Egyptian Fleets (14 NSPs)
Northern Syria[a] | 25 ASPs

[a] = The Saracen Player may place these ASPs, dividing them as he wishes, in any City/Towns in his control, but north of (and exclusive) of a line from Lattakeia through F4, E8, and the Mosul box.

Saracen Control: The Saracen control everything the Franks and Assassins do not that is below (south and east of) the line Alexandretta to B6 to Maresh to Raban to Miletene (inclusive).

HISTORICAL NOTE: The full names of the Saracen Leaders are

- Saladin: an-Nasir Salah ad-Din Yusuf ibn Ayub, Sultan of Egypt, Arabia, Syria and Mesopotamia
- al-Adil (El Melek al-Adil Abu-Bakr Saif ed-Din, Sultan of Jazita and Saladin’s brother, also known as Saphadin)
- al-Afdal (El Melek al-Afdal ‘Ali Bur-ad-Din, Emir of Damascus and Saladin’s eldest son)
- al-Aziz (El Melek al-Aziz ‘Uthman Imad ad-Din, Emir of Egypt and Saladin’s second son)
- Taki (El Melek al-Modaffer Taki ed-Din Omar, Saladin’s nephew)

Initial Dispositions: Neutrals

Unless stated otherwise, ASPs are Inside Cities/CASTLES/Towns

Location | Units
--- | ---
Cyprus | 1 Cypriot ASP
Tarsus | Leo II, King of Armenia; 10 Armenian ASPs
Tripoli | Bohemond IV, Count of Tripoli; 2 Tripoli ASPs
Antioch | Bohemond III, Prince of Antioch, 4 Antioch ASPs
Masyaf | 2 Assassin ASPs

The Armenians control Lampron, Partzerpert, Sis, Comana, and Mazacha.

INITIATIVE

The Saracens get the Initiative for the first game-turn. After that, it’s by die roll.

First Turn Saracen Expanded Reinforcement: Saracens exchange only 1 of their AM for Reinforcements (not two), and they may have up to two (2) Reinforcement markers available (also at a “cost” of only one regular AM each) for all 1190 game-turns before October-November.

EVENTS

See the scenario above for the Third Crusade Events Table.

WINNING

The object of the 3rd Crusade was to restore the power and position of the Kingdom of Jerusalem and its satellite states as well as to regain control of Jerusalem.

Automatic Frankish Victory

The Franks win the game if, at the end of any game-turn, they control Jerusalem, and they can trace a LOC from there as per 6.2.

Victory by Points

If the Franks do not win an automatic victory, they win if, at the end of the game, they have at least 26 Victory Points, calculated by adding the VP for the following Locations:

<table>
<thead>
<tr>
<th>Location*</th>
<th>VP</th>
<th>Location*</th>
<th>VP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acre</td>
<td>5</td>
<td>Karak</td>
<td>3</td>
</tr>
<tr>
<td>Aleppo</td>
<td>10</td>
<td>Lattakeia</td>
<td>2</td>
</tr>
<tr>
<td>Antioch</td>
<td>5</td>
<td>Sidon</td>
<td>2</td>
</tr>
<tr>
<td>Caesarea</td>
<td>2</td>
<td>Tortosa</td>
<td>2</td>
</tr>
<tr>
<td>Cyprus</td>
<td>5</td>
<td>Tripoli</td>
<td>5</td>
</tr>
<tr>
<td>Edessa</td>
<td>10</td>
<td>Tyre</td>
<td>5</td>
</tr>
<tr>
<td>Jaffa</td>
<td>2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Destroyed Cities do not count for Victory Points.

© 2006 GMT Games, LLC
(3.2) THE SEQUENCE OF PLAY
Each Game-Turn uses the following sequence, undertaken in the order written.

A. Reinforcement Phase.
Arriving Frankish Reinforcements are placed where indicated in the scenario information.

B. Army Assignment Phase.
Players may divide their ASPs that are in the same Space among the Leaders that are also in that space (see 5.2).

C. Activation Marker Phase.
1. Except for the first Game-Turn (see scenario rules for who has initiative in Turn 1), each player rolls one die. The player with the higher results has the initiative for the turn. See 4.3.
2. Players select their Activation Markers (AMs) for this Game-Turn. See 4.1.
3. Players simultaneously place all their selected Activation Markers available for that Turn into a cup, for random/blind draw, except for the AM chosen by the player with Initiative. See 4.1 and 4.3.

D. Operations Phase.
At the start of the Operations Phase, draw one AM from The Pool, unless this is the first Game-Turn, in which the scenario rules dictate whether or not one of the players gets to select and play the first AM.

What happens when:
- a Leader Activation Marker is drawn? The player whose Leader is specified on the AM undertakes his Operations Phase, during which he may undertake Movement, Battle, and/or Siege (all, some or none) with that Leader’s Army, in any order he wishes. When he is finished, he draws the next AM.
- the Event AM is drawn? The Player rolls to see what, if any, Event, has occurred. See 4.1 and 12.0.
- a Saracen Reinforcement AM is drawn? The Saracen Player gets to raise more troops, as per 5.5.
- a Fleet AM is drawn? The player may move any or all of his Fleets (or none if he prefers). See 9.0
- a Neutrals AM is drawn? The Frank player might be able to activate Neutral forces (see 11.0).

All drawn AM are placed aside after their use. When all AM have been drawn the Operations Phase is over; otherwise, go back to D1, Draw Activation Marker.

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. Naval Attrition (see 9.2).

F. Recovery Phase.
- All “Ravaged-Remove” markers are removed, except for those in Cities under siege.
- All “Ravaged” markers are flipped to their “Ravaged-Remove” side, except for those in Cities under siege.
- 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.
- Assault Points (or a portion thereof) are removed from Cities no longer under Siege—see 8.3B.
- All “Dropped-Off” markers are removed from ASPs in Towns, Cities, and Castles.
- All Event markers that last until the end of the turn (such as “Visions”, “Jihad”, “Bribe Performed”, “Ravager”, etc.) are removed.