[1.0] INTRODUCTION

The Crusades is two games in one. The basic game is a two-player simulation of The Third Crusade (1191 to 1192 A.D.). The Crusaders, led by Richard Coeur-de-Lion, Philip of France, and the divided barons of the Kingdom of Jerusalem, try to regain the territory (and the city of Jerusalem) lost to the Ayyubid Sultan, Saladin. The second game isa multi-Player simulation of The First Crusade, in which various Frankish and German knights and lords march to the Holy Land, each with a different set of motives to meet their opponents — a divided coterie of Muslims.

[2.0] GENERAL COURSE OF PLAY

Each Player notes in writing where he wants his units to go, indicating the path of travel. Each Player then makes his moves, his units incurring any Movement Attrition after all movement is completed. If opposing Forces end their movement in the same hex, Combat occurs. After combat is resolved, Players may lay siege to enemy Cities or Castles. This concludes one Game-Turn, or about two weeks of real time. Victory is determined by controlling cities at the end of the game.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 32" map sheet portrays the area of the Middle East encompassed by the two Crusades. A number of hexagonal grids have been superimposed over the terrain features to indicate Movement and Combat. NOTE: The Terrain Map is incorrect. All hexes should be fertile; all tan hexes Variable; all yellow hexes barren.

[3.2] THE PLAYING PIECES

The playing pieces represent Crusader Kings, counts, barons, knights (and their retinues), Muslim Sultans and emirs, Army Strength Points, and Fleets. There are also several informational counters. Numbers on the Leader counters represent Guile (First Crusade only) and Combat Ratings.

[3.2.1] Sample Unit

[3.2.2] Summary of Units

Front

Name: Godfrey Douton
Rank (Primary):
Guile Rating:
Combat Rating: 5

Back

Name: William Leis Bis
Rank (Tertiary):
Guile Rating:
Combat Rating: 3

Status (Christian Noble): Secondary Leader

First Crusade, Crusader Bishop (Tertiary)

First Crusade, Crusader Noble (Tertiary)

Third Crusade, Crusader King (Primary)

Saladin

First Crusade, Muslim Leader (Tertiary)

Third Crusade, Saracen Leader (Primary)

Engeland 2

Fleet (Strength 2)

Army Strength Points

Beaufort

Castle (Siege Defense Factor 3)

Castel set-up hex

Darapti

Disrupted
[3.3] GAME CHARTS AND TABLES
Visual aids are provided for the Players to simplify and illustrate certain game mechanics. These are the Turn Record Track, Movement/Attrition Table, Combat Formation Tables, Combat Results Tables, Siege Assault Table, Siege Attrition Table, Naval Combat Results Table, Plague/Muslim Reinforcement Table (First Crusade), Random Events Table (First Crusade), and the Crusader Orders of Battle. The locations of these charts and tables are noted in the rules.

[3.4] GAMESCALE
Each hexagon represents an area roughly fifteen miles across. Each Crusader Strength Point is worth about 200 men (with a ratio of 5 to 1, infantry to mounted knights); Muslim Strength Points represent slightly more manpower. Each Fleet Point is about 25 ships (of various kinds). All numbers are quite rough, as the bases for numerical estimates for this era are crude at best.

[3.5] THE CRUSADER COUNTERS
[3.51] Crusader land combat units are represented by individual Leaders (Section 8.0).
[3.52] Each Crusader Leader has his own "retinue," which represents his fighting Force, in terms of Army Strength Points. The number of Army Strength Points assigned to a given Crusader Leader may be found on the Crusader Order of Battle (Section 27.0).
[3.53] Unlike the Muslim/Saracen player, the Crusader Player receives no Army Strength Point counters. Instead, each Crusader uses his Crusader Order of Battle Chart to record any losses. Players should make copies of the Order of Battle Charts for future use.
[3.54] Each Crusader Leader's retinue is not transferring, except where specifically stated otherwise. Furthermore, once all his retinue is eliminated, that Leader is also eliminated. A Leader's Combat Rating is not his strength; this rating is used to determine formations, among other things.
[3.56] The Game-map contains several Crusader Commander Boxes. Rather than place large stacks of units on the map, the Crusader Player simply places all those units serving under one Commander in a box and places only that Commander counter on the map.

[3.6] MUSLIM/SARACEN ARMIES
The Muslims (First Crusade) and Saracens (Third Crusade) also have Leader counters. However, unlike the Crusaders, they have separate counters to represent Army Strength Points. Muslim/Saracen Army Strength Point counters are Strength Points that may be used like change. A Player with a Force of 50 Army Strength Points, losing 5 points would simply replace the "50" with counters representing 45 Army Strength Points. Muslim Army Strength Point counters are non-transferable among different Players or armies; Players may not borrow armies. The Muslim Leaders are printed on the reverse side of the Saracen Leaders.

[3.7] INVENTORY OF GAME PARTS
A complete game of The Crusades includes:
One 22" x 32" game-map
One rule booklet
One sheet of 200 die-cut counters, printed front and back
One plastic die (not included in subscription edition)

One game box assembly (not included in subscription edition)
If any parts are missing or damaged, please write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N. Y. 10010
Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope, and if phrased so that they may be answered in one word. Send rules questions to the address above, marked "Rules Questions: Crusades."

[4.0] SEQUENCE OF PLAY
The Sequence of Play delineated below covers both Scenarios for The Crusades. Phases and Segments noted with an asterisk (*) are applicable to both Crusades. All others are for the First Crusade only. All Players perform each Phase of the Sequence simultaneously, and in the order given, before proceeding to the next Phase.

THE GAME TURN

1. Diplomacy Phase:
   A. Discussion Segment: Players discuss, secretly or openly, any deals or arrangements they wish to make. Anything not specifically prohibited by the rules is possible.
   B. Order Segment: Players write down all orders, bribes and anything else they want their units to do. Reinforcements for Third Crusade enter here.

2. Random Events Phase: Players determine what Random Events if any, occur for that Game-Turn. The first Game-Turn has no Random Events Phase.

3. Bribery Phase: All Bribes are announced and completed.

4. Movement Phase: All Players move their units according to their written orders. After Movement, Players calculate and apply any losses from Movement Attrition.

5. Combat Phase: Opposing Forces in the same hex engage in combat. This includes both Land and Naval units. Losses are taken and defeated units are retired.

6. Siege Phase: Any sieges ordered are undertaken. The besieging Player may first ask for surrender. If the siege is unsuccessful, both Players check for Siege Attrition.


Defend: A Force of five Army Strength Points or more may be ordered to Defend. Such a Force may not move (and inhibits Enemy movement).
Blockade: For Fleets, only (see Case 12.3) Blockading Fleets may not move.
Full Siege: Enables a Force to Assault a city/castle at full strength, while defending against possible outside attack at half-strength (see Section 10.0). This is an automatic Defend order.
Partial Siege: Same as Full Siege, except Forces assault at 1/2-strength and defend at full strength.

A Force given no order does nothing and it does not impede the movement of Enemy forces. Such a Force defends if attacked. However, a Force inside a City/Castle needs no order to defend against a siege; units under such conditions have an automatic Defend order. Army Strength Points without Leaders may not be given orders.

[6.0] MOVEMENT OF LAND FORCES

GENERAL RULE:
[A Force is a Leader alone or any Leader plus Army Strength Points]
During the Movement Phase, each Player moves his Force according to its plotted move. He may only move those Army Strength Points attached to or part of a Leader; Army Strength Point counters may not be moved without a Leader. Leaders may be moved in any direction, or combination of directions, limited only by the terrain, Zones of Influence, and their Movement Point Allowances. No Leader may exceed his Movement Point Allowance in a given Phase. Unused Movement points may not be accumulated or transferred, and all movement is simultaneous. After movement for each Leader is completed, the Player totals the Attrition Points accumulated for the hexes traversed and takes any Attrition reductions.

CASES:
[6.1] HOW TO MOVE LAND FORCES
[6.11] A Player may move only his own Forces; all, some, or none may be moved.
[6.12] Movement is calculated in terms of Movement Points expended. Each Crusader, Byzantine, Cypriot, and Armenian Leader has a Movement Point Allowance of five Points; each Muslim/Saracen Leader has a Movement Point Allowance of six. Each hex costs one Movement Point to enter (Cases 20.21) and 20.39.

[6.13] It costs one additional Movement Point to cross a River hexside, and no unit may ever cross a Mountain or Blocked hexside.
[6.14] Each Player simply moves his units as ordered. It is probably best that each Player move individually, remembering that all Movement is, in effect, simultaneous.
[6.15] A Muslim/Saracen Leader may move only those Army Strength Points attached to him at the start of the Game-Turn. He may leave some or all of these behind, but no Muslim/Saracen Leader may ever pick up additional Army Strength Points during Movement. Crusader Leaders always move with their assigned retinue.
[6.16] Friendly Forces (see Case 6.18) may enter and pass through non-City/Castle hexes containing Enemy Forces without any penalty (however, see Cases 7.13 and 7.22). The presence of an Enemy Force in a non-City/Castle hex has no effect on a Friendly Force moving through that hex, unless the Enemy Force has a Defend order. A Defend order produces a Zone of Influence, halts movement, and causes Combat.
[6.17] Friendly forces have no effect on other friendly forces (however, see Case 6.32).

[6.18] All crusader forces are friendly to each other and all Muslim forces are friendly to each other, unless specifically announced otherwise (see Cases 24.1 and 24.2).

[6.2] LAND MOVEMENT RESTRICTIONS

[6.21] Each city or castle (10.13) costs one movement point to enter in addition to the point for entering the hex the city/castle is in. Forces in a hex which contains a city or castle that are not actually inside the city/castle mini-hex are considered to be outside the city/castle. (see Case 6,32). They are treated like any other force in a hex.

[6.22] A friendly force must stop when it enters an enemy zone of influence; it may move no further that game-turn even if ordered to do so (see Section 7.0, Zones of Influence and Case 9.93).

[6.23] Fleets have no effect on movement of land units and vice versa.

[6.3] STACKING

[6.31] There is no limit to the number of units of any type that may stack in any hex other than for cities and castles.

[6.32] There is a limit to the number of army strength points that may be within a city/castle. Any units above this limit are considered outside the city/castle. Thus, units over the limit in Tyre are still in hex 1618; but they are not in the city (see Terrain Key on map).

[6.4] MOVEMENT ATTRITION

NOTE: The Terrain Key on the map is incorrect. All green hexes should be fertile; all tan hexes variable; all yellow hexes barren.

Movement Attrition is assessed according to the size of a force, the type of terrain, and the extent of the movement (or length of the lack of movement). These facets are combined, using the Movement Attrition Table (6.49), to determine how many of a force's army strength points have been lost to attrition. In the first crusade (only) players may soften the effects of attrition by expending money (bezants). Attrition affects land army strength points only.

[6.41] Each hex on the game-map, aside from All-Sea hexes, has an Attrition Value (see Table on game-map).

[6.42] A force moving through a hex accumulates the value of the attrition points for that hex. Thus, a force moving through five variable hexes would accumulate 10 attrition points.

[6.43] Players total the attrition points for each individual force that has moved, and then refer to the Movement Attrition Table (6.49). Each player cross-references the number of attrition points with the size (in army strength points) of the force. The result is the number of army strength points lost to attrition. Example: The crusader has a force of 38 army strength points that has moved through one fertile hex, two barren hexes, and two variable hexes, accumulating 11 attrition points. The player cross-references the 11 attrition points with his 38 army strength points, using the 31-40 column on the crusader line. The crusader force has lost two army strength points to movement attrition.

[6.44] The Movement Attrition Table has a Crusader Army Strength Point Line and a Muslim/Saracen Army Strength Point Line. Players should be careful to consult the correct line when determining attrition losses.

[6.45] Losses from attrition are subtracted immediately after movement is completed. The Muslim/Saracen player reduces his army strength points accordingly; the crusader player uses his OB Chart. The crusader may distribute attrition losses as he sees fit (see 9.63).

[6.46] Weather may increase the attrition point value of each hex (see Case 13.23, winter). Furthermore, crusader forces that cannot trace a line of communications (Case 11.1) at the end of a movement phase automatically use the 19+ line to determine attrition, even if they have not moved. (This supercedes the effects of Case 6.47).

[6.47] A force that has not moved may also suffer attrition. Starting with the second consecutive game-turn of non-movement, the force accumulates a total of five attrition points times the attrition value of the hex it occupies for each consecutive game-turn of non-movement. The points for non-movement are cumulative from game-turn to game-turn. This does not affect forces inside cities/castles or besieging forces. (Also, remember Case 6.46.)

[6.48] In the first crusade (only) the crusader player (only) may "supply" his army. For every five bezants he expends, he may retrieve one attrited army strength point. Thus, using the example in Case 6.43, the Crusader player could expend 10 bezants and not lose the two army strength points. This applies to all attrition except plague.

[6.49] Movement Attrition Table (see map)

[7.0] ZONES OF INFLUENCE

GENERAL RULE:

Occupied cities and castles exert a zone of influence that extends into the hex the city/castle occupies as well as into all six adjacent hexes. In addition, forces of five army strength points or more ordered to defend possess a zone of influence that affects the hex they are in. Zones of influence inhibit enemy movement.

CASES:

[7.1] WHICH UNITS EXERT A ZONE OF INFLUENCE


[7.12] A force of any size that is inside a level two, three, or four city, or any castle, exerts a zone of influence into the hex occupied by the city/castle, as well as into all six adjacent hexes (see Case 7.14).

[7.13] A force of any size in a level one city, or a force of five or more army strength points with a defense order in any other type of hex, exerts a zone of influence into the hex the force is in.

[7.14] A zone of influence does not extend through mountain, blocked, lake or all-sea hexes at any time, or through river hexes in rain months.

[7.15] Whether a force has a line of communications or not has no bearing on its ability to exert a zone of influence.

[7.2] EFFECTS OF ZONES OF INFLUENCE

[7.2] Lines of communication (section 11.0) may not be traced through an enemy zone of influence.

[7.22] A friendly force must stop upon entering an enemy-influenced hex and may be moved no further in that game-turn. However, a force being moved toward a city/castle with the intent of besieging that city/castle ignores any zones of influence exerted by forces in that city/castle. It may not ignore zones of influence of other forces. Furthermore, such a moving force must spend at least one game-turn besieging the city in question (see, also, Case 9.63).

[7.23] A force abandoning a siege may ignore the zone of influence of the enemy force in the city it is leaving.

[7.24] If opposing forces both exert a zone of influence into the same hex, both sides are influencing that hex.

[7.25] Friendly zones of influence have no effect on other friendly forces.

[7.26] Naval units do not have, nor are they affected by, zones of influence.

[7.27] Players may not retreat through an influence hex which contains a city/castle or an enemy force. Forces may retreat through influenced hexes adjacent to city hexes that are not occupied by an enemy force.

[7.28] Normally, having more than one zone of influence exerted on a hex has no additional effect. However, under the conditions outlined in Case 7.22 they may have an additional effect.

[7.29] The presence of a friendly force in a hex negates the effect of an enemy zone of influence to the extent that the enemy zone of influence does not extend through that hex. Thus, if two opposing forces are in the same hex, both forces have a zone of influence for that hex, but never out of it. Furthermore, a force under siege exerts no zone of influence at all.

[8.0] LEADERS

GENERAL RULE:

Leaders are the means by which army strength points move and fight. Leaders have ranks: primary (the highest rank; unbroken stripe), secondary (one break in stripe), and tertiary (two breaks in stripe). All leaders have combat ratings, regardless of rank. In the first crusade, leaders also have Guile ratings (see Section 21.0). Bishops are leaders. Each player must designate which leader in a force is the commander, as only commanders may use their combat (and guile) ratings. The highest ranking leader in a force is automatically commander, regardless of combat ratings. If there is more than one "highest" leader the player (or players) must designate, in writing, who is in command. Army strength points without a leader may not be moved, nor may they be given a defend order. They may not besiege or attack, but they do exert zones of influence, and they do defend against or siege (using the worst possible formation).

[9.0] COMBAT

GENERAL RULE:

Combat in the Crusades refers to pitched battles between opposing forces — as opposed to sieges (Section 10.0). Combat is mandatory whenever two opposing forces occupy the same hex at the beginning of a combat phase. One player is the attacker, the other the defender; the distinction depends either on strategic position or commander rating. Land combat is done by formation, and the end result is expressed as retreats and army strength point losses. Leaders may also suffer casualties. Small forces may be overrun. Zones of influence have no effect on combat. Retreating forces are disrupted.

PROCEDURE:

Players determine which of them is the attacker and which the defender. Each player then totals
his Army Strength Points in that hex and the totals are compared. Attacker's to Defender's, to obtain a Combat Ratio. For example, 110 to 58 would be 1.75 to 1, reducing the ratio to the simplest odds expressed on the Combat Results Table. All odds are considered in favor of the Defender. Each Player now consults the Combat Formation Table and throws one die to see which Formation will be used. Comparing Formations produces a possible adjustment to the Combat Ratio, leading to the Final Combat Ratio. The Attacker now throws one die, consults the Combat Results Table, and determines the results of the battle. All results are applied immediately, and the retreating Force is Disrupted. Neither terrain nor Lines of Communication affect combat.

CASES:

[9.1] WHERE COMBAT TAKES PLACE

Combat occurs whenever opposing forces occupy any common hex other than a City/Castle mini-hex. If opposing Forces end their movement in a hex which contains a City/Castle mini-hex, they are only in the same hex for combat purposes if they were ordered to finish their movement in the same location; i.e., if both are either inside or outside the City. For this purpose, if both were ordered to move into the City or Castle, they are both considered outside the City/Castle. (After a battle, the victor, if he so chooses, may move into the City.) The only exception to this is if one of the Players has a Force already in such City/Castle. In that case, the Player occupying the City/Castle may move into the City, leaving the opposing Force outside.

[9.2] DETERMINING THE ROLE OF ATTACKER

The role of Attacker in any given combat is assigned in one of two ways:

a. If one Force moves into a hex and the opposing Force remains stationary, the moving Force is the Attacker.

b. If both Forces move into the hex, the Force with the higher-rated Commander (Combat Rating) is the Attacker. If both Commanders have the same rating, roll a die to determine the Attacker.

[9.3] COMBAT FORMATIONS

[9.3.1] After determining the Basic Combat Ratio (see Procedure), each Player uses his Commander to determine by die roll the Formation he must use for that battle.

[9.3.2] Each Player consults the Combat Formation Table for his Force (either Crusader or Muslim/Saracen; see Cases 24.1 and 24.2) and cross-references the number with the Commander's Combat Rating. The result is the battle Formation for that combat.

[9.3.3] Using the Formation Adjustment Table (9.53) the Crusader Player now cross-references his Formation with that of the Muslim/Saracen. The result is the adjustment to the Basic Combat Ratio, in terms of the Crusader. Thus, if the Crusader was the Defender, being attacked at 2-1, and he received a Formation Adjustment of +3, the Final Combat Ratio would be adjusted three columns in his favor, from 2-1 to 1-1.

[9.3.4] A Formation Adjustment result of No Combat means just that: no combat occurs. In such case, the Force with fewer Army Strength Points must retreat one hex, subject to Retreat rules. (Roll a die for ties; low die retreats.)

[9.3.5] If both Attacking and Defending Commanders are either Crusader or Muslim/Saracen, the Formation Tables are not used. Adjustment to Combat Ratio is determined by comparing the Combat Ratings of the two opposing commanders. The difference is the adjustment as pertains to the Attacker. (First Crusade only.)

[9.4] COORDINATED/BESIEGEE ATTACKS

[9.4.1] A Force under siege may attack (in combat) a besieging Force (outside the City/Castle). To do so, the besieged Force is ordered to Move Outside City and Attack, thus precipitating combat. If the besieging Force loses, it must retreat back into the City. If it wins, it may stay back in the City. Note that a Force besieged inside a City/Castle may always be ordered to Move elsewhere; however, with such an order (movement to a different hex), the besieged Force may not move back into the City if it wins (a subde difference from above).

[9.4.2] A Player may want to have a Friendly Force attack an Enemy Force that is besieging another Friendly Force. He may agree to coordinate the attacks with both Friendly Forces (one inside, the other outside) against the besieging Enemy Force. In such a case, the Force inside the City will have difficulty in coordinating such an attack. The Friendly Player rolls one die for the Force inside the City; the resultant number is the number of "sixths" that the Force inside the City/Castle may use to attack the Enemy. Example: 60 Crusader Army Strength Points are besieging Acre, which has a Saracen garrison of 24 Army Strength Points. Saladin and 75 Army Strength Points move into 1619 to attack the Crusaders. Saladin wishes to add the Acre garrison to the attack. He rolls one die and gets a 2; he may use 2/6 (or 1/3) — rounded down — of his garrison, or 8 Army Strength Points, in the attack. His total Force is 83 Army Strength Points.

[9.4.3] In a coordinated attack, as in Case 9.42, if the combined Force suffers a retreat, the units from the City must go back inside the City. The outside Force must retreat elsewhere — but not into the City/Castle.

[9.5] THE COMBAT TABLES

[9.5.1] Formation Table (see map)

[9.5.2] Combat Results Table (see map)

[9.6] EXPLANATIONS OF COMBAT RESULTS

[9.6.1] Each die roll produces two combat results. One affects the Attacker; the other, the Defender.

[9.6.2] There are two types of combat results: losses and retreats.

[9.6.3] Losses are expressed as percentages: a result of 20 means that a Force loses 20% of its total strength, rounded up. (E.g., 37 Army Strength Points with a 20% loss means 8 Army Strength Points eliminated.) The Crusader must distribute his losses as evenly as possible among his leaders.

[9.6.4] A result with an asterisk (*) means that the affected Force loses a number of Army Strength Points equal to the number rolled on one (additional) die. However, this loss can never be more than 5% of the total strength of that Force. Thus, a Force of 20 Army Strength Points rolls a 6 and then rolling a 6 would still lose only one Army Strength Point, while a Force of 165 Army Strength Points rolling a 6 would lose all six Army Strength Points, because 6 is lower than 5% of 165 (or 8*).

[9.6.5] An r result means that the affected Force is Disrupted and must retreat one hex. An r2 means a two-hex retreat; an r3, three hexes. All retreats are taken immediately.

[9.7] RETREATS AND DISRUPTION

[9.7.1] Retreating Forces must retreat toward a Supply Source (11.1), using the most direct route possible. No Attrition is assessed for retreats.

[9.7.2] Retreating units may not enter a hex that contains an Enemy Force inside a City/Castle or a hex within an Enemy Force with a Defend order (see Case 7.29). Nor may a Force retreat across a river in a rain month. If a Force cannot retreat for any reason, it loses 10% for each hex it cannot retreat. However, a retreating Force may stop retreating when it reaches a Friendly Level Two, Three or Four City or Castle. (See 12.57.)

[9.7.3] Forces that have suffered a retreat are Disrupted and must spend one full Game-Turn in any Friendly City/Castle. Until such Force has done so it may not Attack, besiege or voluntarily enter an Enemy-occupied hex. It defends at normal strength. The Disruption remains in effect until the end of the Game-Turn spent in the Friendly City/Castle.

[9.8] LEADER CASUALTIES AND CAPTURE

[9.8.1] After combat losses have been taken — but before conducting retreats — each Player checks to see whether his Leaders have suffered any casualties.

[9.8.2] Players consult the Leader Casualty Table and roll one die for each Leader in combat, until the stipulations of 9.83 are met.

[9.8.3] A Crusader Player may never lose more than two Leaders per Combat, nor may a Saracen/Muslim ever lose more than one Leader per combat. The order of rolling for Leaders thus becomes important, and in the First Crusade, the Player in Command chooses the order.

[9.8.4] The retreating Player is the "loser;" the other is the victor.

[9.8.5] Reintudes of dead Crusader Leaders are also eliminated. Reintudes of Captured Crusader Leaders remain hors de combat (in limbo) until such Leader returns.

[9.8.6] Captured Leaders must be held in a City/Castle until Ransomed. If no City/Castle is available, the Leader escapes. The terms of any Ransom are up to the Players, and any Player may Ransom any Leader. Players may even Ransom Leaders of other Players and then resell them! Captured Leaders are placed in the nearest occupied, Friendly City/Castle. A Captured Leader may be moved under guard (at least 1 Army Strength Point plus one Leader). When Ransomed, a Leader is placed in the nearest City or with the nearest Force of the Ransoming Player. Captured Leaders may always be killed at the whim of the Captor. (In the Third Crusade, where there is no money, Players exchange Prisoneer for turn over Cities/Castles as payment for Ransom.)

[9.8.7] Leader Casualty Table (see map)

[9.9] OVERRUNS

[9.9.1] If any combat (not Siege) produces a Combat Ratio of 10-1 or greater, or 1-10 or worse, the "smaller" Force is automatically Overrun and eliminated, at no cost to the victor.

[9.9.2] All Leaders in a Force that has been Overrun are Captured. Any Treasuries (First Crusade) are taken intact.

[9.9.3] A Force may use Overrun to eliminate an opposing Force with a Defend order. If this occurs, the moving Force may continue to move at no extra cost.
[10.0] SIEGES

GENERAL RULE:

Forces or stacks of Army Strength Points inside Cities or Castles may be attacked only by Siege. Each City/Castle has a Siege Defense Factor by which the Army Strength Points inside the City/Castle are multiplied to produce the Siege Defense Strength. The besieging Player compares his strength with that of the Defender/besieged Player and consults the Siege Assault Table. If the Assault is successful, the city falls. Otherwise, both Players undergo Siege Attrition.

CASES:

[10.1] CITIES

[10.11] There are four different types of Cities, each differentiated by the "Level" of its fortifications. See the Terrain Key on the game-map.

[10.12] The Level of a City is that City's Siege Defense Factor. To obtain the Siege Defense Strength of the defenders inside a City, multiply the Army Strength Points by the Siege Defense Factor. For example, 10 Army Strength Points inside a City have a Siege Defense Strength of 30 (10 x 3 = 30).

[10.13] Players will note that all Cities and Castles are mini-hexes inside a main hex. Each such City-hex is treated as if it were a separate hex for movement purposes. Thus, a force in 0428 would expend two Movement Points to enter Cairo; one to enter 0329 and one to enter the City. City/Castle hexes have no Attrition Point value.


[10.2] CASTLES

[10.21] Castles are used only in the Third Crusade. Each Castle has its own counter and its own Siege Defense Factor. The hex location of each Castle is printed on the back of the counter. (Note that Krak des Chevaliers replaces the town of Homs al' Akhrid.)

[10.22] Castles are treated as Cities; they are hexes within hexes. They may hold 25 ASP's.

[10.23] Each Castle has a built-in one Strength Point Garrison. That Garrison is indigenous to the Castle and must be eliminated by Siege before the Castle can be taken. Garrison Points do not exert a Zone of Influence into an adjacent hex and do not suffer Attrition of any type. The Garrison Point is the last point to be eliminated by Siege. Garrisons may not be used for attack.

[10.24] When a Castle is captured, the Garrison is eliminated. However, once the Player who won the siege enters to take control of the Castle, the Castle again has a one-point garrison.

[10.3] LAYING AND MAINTAINING SIEGES

[10.31] In order for a Force to besiege an Enemy Force inside a City/Castle the Player must order the Force to Siege. A Force may not move and besiege in the same Game-Turn, and sieges are resolved only in the Siege Phase.

[10.32] To lay siege to a City/Castle, the besieging Force must start the Game-Turn in the hex "outside" the City/Castle — e.g., a Force laying siege to Antioch would be in hex 1908, not in Antioch.

[10.33] A Force may not remain in a hex in which there is an Enemy-occupied City/Castle unless that Force is ordered to Siege. See, also, 7.22.

[10.34] In order to start a siege and to launch a Siege Assault, a Force must be able to Maintain a siege. To Maintain a siege, a Force must have at least as many Army Strength Points besieging as the defending Force has inside the City/Castle (unmultiplied) (see Case 10.4). This 1-to-1 ratio must be maintained throughout the course of the siege. Do not confuse the ratio for maintenance with that necessary to win a Siege Assault (10.4).

[10.35] A besieging force unable, for any reason, to maintain the siege, must leave the hex. If a Force is unable to do so, it loses 10% (rounded up) of its Force each Game-Turn it cannot maintain the siege (plus the normal Siege Attrition).

[10.36] A siege is ordered either as a Full Siege or as a Partial Siege. In a Full Siege, the besieging Force defends its entire Strength to the Siege Assaulter. If attacked by an outside Force (with or without "inside" help) it defends at half-strength, rounded up. A Partial Siege means that the besieging Force Sieges Assaults at half-strength (rounded up) and defends at full strength. A besieging Force attacked solely by the Defenders inside the City/Castle defends at full strength, regardless of the order.

[10.37] Any Force may enter an unoccupied City without hindrance (remember Case 10.23).

[10.38] A City/Castle is "under siege" if the inside Army Force enters (and remains in) the hex "outside" the City.

[10.4] SIEGE ASSAULT PROCEDURE

Siege Assault is an attempt to take a City/Castle by force (as opposed to simply starving them out). Any time a siege is in force, there is an automatic Siege Assault each Game-Turn (unless the defender surrenders). Whether the Assault works or not depends on the Siege Assault Ratio.

[10.41] To determine the Siege Assault Ratio, the Players total their Army Strength Points with the Defender multiplying his Army Strength Points by the City/Castle's Siege Defense Factor. If the Siege is ordered as a Partial Siege, the Attacker halves his total, rounded up. The Attacker/besieger compares his total to that of the Defender/besieged and expresses it as a simple ratio (1:1, 4:1, etc.). The Siege Ratio has nothing to do with the Ratio necessary to maintain a siege.

[10.42] Before an Assault takes place, the besieging Player must ask the Defender to surrender. If surrender is offered, terms are up to the Players. Whether the Assault works or not depends on the Siege Assault Ratio.

[10.43] If the Assault Ratio is less than 3:1 the besieging Player need not roll the dice; the Assault automatically fails.

[10.44] If the Assault Ratio is 3:1 or greater, the besieging rolls one die, consulting the Siege Assault Table (10.6). If he obtains an S the Assault is not attempted; otherwise, the Assault fails (see Case 21.3).

[10.45] If the Assault succeeds, all defending Army Strength Points are eliminated. The defending/losing Player then rolls one die for each Leader present. A roll of 1-4 means the Leader has been captured; 5-6 and the Leader is dead. Any treasury (First Crusade) is captured. The victor may enter the City.

[10.46] If the Assault fails, both Players must roll for Siege Attrition (10.5).

[10.47] A Force besieged in a Port may be evacuated, resupplied, or repositioned by a Friendly Fleet. If the Port is under Enemy Blockade (12.23), the besieging Fleet must fight its way through the Blockade first.

[10.48] In determining the results of an Assault, if the City is under Naval Blockade (12.3), the blockading Player adds one to his die roll.

[10.5] SIEGE ATTRITION

[10.51] Every Game-Turn in which a Siege Assault fails to carry the City/Castle, both sides undergo Attrition.

[10.52] Each Player rolls one die and consults the Siege Attrition Table (10.7). The defending Player always uses the "City" column, while the column for the Besieging Player depends on the Attrition Level of the hex his Force is in (see 6.41).

[10.53] Results on the Siege Attrition Table are expressed as the number of Army Strength Points lost. (Remember, in the First Crusade such losses may be redeemed by expending bezants at the rate of five per Army Strength Point.)

[10.54] If the besieging Player obtains a result with an asterisk (*), the next time he rolls for Siege during that Siege he must roll on the next worse Attrition Level. Example: A Force besieging Tyr and rolls a 1 for Attrition. The Force loses no Army Strength Points, but next Game-Turn, if there is Attrition, the Player must use the Variable Terrain column. This rule simulates the effect of stripping the countryside during a siege.

[10.55] The Attrition Level of a hex in a siege remains at its changed level (10.54) for all purposes — including movement — until the siege is successfully concluded or abandoned. On the Game-Turn following either result, the hex reverts to its original Attrition Level.

[10.6] SIEGE ATTRITION TABLE

(see map)

[10.7] SIEGE ATTRITION TABLE

(see map)

[11.0] LINES OF COMMUNICATION

GENERAL RULE:

Forces must trace Lines of Communications back to Supply Sources in order to maintain normal conditions. Each side has different Supply Sources and different effects for being without a Line of Communication. Essentially, Lines of Communication affect Attrition and movement conditions. They never affect combat or siege.

[11.1] TRACING LINES OF COMMUNICATION

[11.11] Every Force (not Fleet) that is not inside a City or Castle must trace a Line of Communication to a Friendly Supply Source.

[11.12] A Line of Communication is a path of hexes of any length traced from the Force to the Supply Source. A Line of Communication may not be traced through Mountain, Blocked, Lake or All-Sea hexes or through Enemy Zones of Influence. The presence of a Friendly Force negates an Enemy Zone of Influence for this purpose.

[11.13] For the Saracens (Third Crusade), a Supply Source is any one of the following cities: Damascus, Cairo, Jerusalem, or Aleppo. For the Muslims (First Crusade) a Supply Source is any Friendly City with a Treasury (see Case 19.12).

[11.14] For the Crusaders in both Scenarios, a Supply Source is any Friendly Port. In addition, in The First Crusade the Crusaders may use Hex 0101 (Philomelium) as a source.

[11.15] The term "Friendly" refers to the Player in Control (see Case 17.3) of that City. Note the difference between occupation (physical presence) and control.

[11.16] A Crusader Line of Communication may not be traced through more than two consecutive
Barren hexes. It may be traced through as many Barren hexes (total) as the Crusader Player wishes, but no more than two of these may be consecutive. The Muslim/Saracens may trace through no more than three consecutive Barren Terrain hexes.

1[11.17] Lines of Communication are judged at the beginning of the Movement Phase. However, a Force that has been ordered to Defend may block a Line of Communication in the Game-Turn it has been so ordered.

1[11.18] Land units in Coastal hexes may use Friendly Fleets present in that hex to trace a Line of Communication back to a Friendly Supply Source. Such a Line of Communication cannot exceed five hexes and may not be traced in Winter. Each Fleet Strength Point may Supply 10 Army Strength Points.


1[11.2] EFFECTS OF FAILURE TO TRACE A LINE OF COMMUNICATION

1[11.21] If a Crusader Force begins a Movement Phase without a Line of Communication, the Crusader uses the 19+ Line on the Movement Attrition Table for determining Movement Attrition losses, regardless of how far the Force moves or whether it moves at all.

1[11.22] If a Muslim/Saracen Force begins a Movement Phase without a Line of Communication, it may move only two hexes that Game-Turn (one in rain Game-Turns). Regardless of its size, the Force suffers a loss of one Army Strength Point, in addition to any losses suffered on the Movement Attrition Table.

1[12.0] NAVAL RULES

GENERAL RULE:

1[12.1] Fleets are used to blockade, provide a form of "supply," and to fight Enemy Fleets. Basically, Fleets move between Friendly Ports and engage in combat when in the same hex as opposing Fleets. Fleets may Transport men and Treasuries.

CASES:

1[12.1.1] FLEETS

1[12.11] Most Fleet counters have a strength of 2 on one side and a strength of 1 on the reverse side. The latter is a "reduced" strength, used if the Fleet suffers any losses. Thus, if a 2 Fleet loses one Fleet Strength Point, it may be turned over to its one-point side. One-point Fleets that lose a point are eliminated.

1[12.12] Fleets do not exert Zones of Influence. They control only the hex they are in — and then only if they are on Blockade. Fleets have no effect on Land Forces (and vice versa).

1[12.13] Fleets do not use Leaders to move or fight, and they derive no benefit from them.

1[12.2] FLEET MOVEMENT

1[12.21] Each Fleet has a Movement Allowance of 10 Sea hexes with the exception of Winter Game-Turns, when the Allowance is five. Fleets must be ordered to move, the same as any other unit.

1[12.22] Fleets may enter any hex that contains Sea, as long as they do not cross an all-land hexside.

1[12.23] A Fleet must end the Movement Phase in a Friendly (controlled) Port, with these exceptions:

a. A Fleet may end a Movement Phase in a Coastal hex if it is on or about to blockade (see Case 12.2.1).

b. A Fleet may end its movement in a Coastal hex if it has, in that Game-Turn, transported or supplied Army Strength Points in that hex, or engaged in Naval Combat.

1[12.24] A Fleet that does not satisfy 12.23 is eliminated.

1[12.25] Fleets may move through Enemy Fleets, unless such Enemy Fleets are on Blockade.

1[12.26] Fleets may never "occupy" or "control" Ports. Only Land units may do so.

1[12.3] BLOCKADE

1[12.31] Fleets may be ordered to Blockade Enemy Ports and/or any Coastal hex to prevent passage and supply by Enemy Fleets.

1[12.32] A Fleet that has moved in a Game-Turn may not Blockade.

1[12.33] A Port under Blockade by Enemy Fleets may not act as a Line of Communication source for the Crusaders.

1[12.34] Friendly Fleets must stop when they enter a hex under Enemy Blockade. This precipitates Naval Combat.

1[12.4] NAVAL COMBAT PROCEDURE

1[12.41] When opposing Fleets end their Movement Phase in the same hex, Naval Combat ensues.

1[12.42] Both Players total all their Naval Strength Points in that hex; no Points may be withheld. The Player with the most Naval Strength Points is the Attacker. If both sides are even, determine the Attacker by rolling a die. The Attacker subtracts the Defender's Points total from his own to obtain the Naval Combat Differential. Thus, if 12 points attacked 9, the differential would be 3.

1[12.43] If the Attacker has at least twice the strength of the Defender, he adds one Point to his Differential. If he has at least three times the Defender's strength, he adds two Points. Thus, 4 points attacking 1 results in a Differential of 5 (the normal 3, plus 2 for having 3-1 strength or better).

1[12.44] The Attacker consults the Naval Combat Results Table (12.48) and rolls one die. Any results are applied immediately.

1[12.45] Numbers represent percentage losses of the total Strength, rounded up. Thus, a 10/- means that the Attacker loses 10% of his Fleet. Distribution of losses is determined by the Player affected.

1[12.46] An r results means that the affected Fleet must retreat to the nearest Friendly Port within 10 sea hexes. Such hexes may not include Enemy Fleets on Blockade. In Winter, such a retreat may not exceed five hexes.

1[12.47] Fleets unable to Retreat are eliminated in entirety.

1[12.48] Naval Combat Results Table (see map)

1[12.5] NAVAL TRANSPORT

1[12.51] Each two-point Fleet may transport up to 10 Army Strength Points (and, in the First Crusade only, unlimited Treasury). Muslim/Saracen Leader counters travel free.

1[12.52] Each one-point Fleet may carry up to 5 Army Strength Points (plus unlimited Treasury and Muslim/Saracen Leaders).

1[12.53] Fleet Transport is an order (see Section 5.0). Transporting Fleets and their cargo must start the Game-Turn in the same hex, and that hex must be a Friendly Port. The Fleet moves in that Game-Turn, with its cargo, to its destination.

1[12.54] Land units (and Treasuries) are debarked at the end of Fleet Movement. Such Land units may not move in the Game-Turn in which they are debarked. Such Forces may attack Enemy Forces in the hex to which they were transported.

1[12.55] Generally, Army Strength Points may be transported to any coastal hex. However, there were few good anchorages in the Middle East, and transporting troops by sea was problematic. There may be no transporting of troops or Treasuries to any hex in Winter, with the exception of the ports listed below. Furthermore, transportation of land units in normal months or Rain to any hex other than those ports listed below may cause casualties. When debarking such Land, units roll one die: if a 5 or 6 is rolled, 10% (rounded up) of the Army Strength Points are eliminated. Leaders and Treasuries are unaffected. If the debarkation hex is not a Friendly Port, add one to the die roll. Ports immune from both this and Winter restrictions are: Acre, Famagusta, Alexandria, Damietta and Pelusium.

1[12.56] Fleets transporting Army Strength Points to a Coastal hex may end their movement in that hex. They may also move on, if they have the Movement Points to do so. There is no cost to debark units. Remember Case 12.23.

1[12.57] Forces debarked in a Coastal hex that attack an Enemy Force and are required to retreat must retreat onto the Fleet. Retreat ends there.

1[12.58] If a Fleet carrying Army Strength Points or Treasuries suffers any combat losses, the number of Army Strength Musts may be reduced to correspond to the transport capacity of the Fleet counters. If a one-point Fleet is carrying Treasury, the Treasury is lost. If a two-point Fleet loses 1 point, \( \frac{1}{2} \) the Treasury is lost (round fractions up).

1[12.6] SPECIAL EFFECTS OF WEATHER ON FLEETS

1[12.61] Starting with each November Game-Turn — and continuing through all Winter Game-Turns — the Crusader Player rolls, in the Random Events Phase, for each of his Fleet units. If he rolls a 1, 2, or 3, that Fleet (counter) is removed from the game.

1[12.62] All Crusader Fleets removed under Case 12.61 return in the March II Game-Turn. They are placed in either Adalia (0106) or Famagusta (1212), if the latter is controlled by the Crusaders.

1[12.63] Weather has no effect on Blockade or Combat, other than that discussed in Cases 12.21 and 12.55.

1[13.0] WEATHER

CASES:

1[13.1] RAIN

The Game-Turns of November and March I are Rain Game-Turns. During Rain Game-Turns, Muslims/Saracens have a Movement Allowance of three (one, if they have no Line of Communications), while all other units have an allowance of two. No Force may cross a River hexside — at any time — during a Rain Game-Turn. A Line of Communication may not be traced across a River in a Rain Game-Turn.

1[13.2] WINTER

1[13.21] December, January and February are Winter Game-Turns.

1[13.22] Movement Allowances in Winter Game-Turns are normal.

1[13.23] During Winter Game-Turns, all Movement Attrition Points for hexes are doubled.
Moreover, any Force that moves during Winter must lose at least one Army Strength Point (unless it buys it back; see Case 6.48).

13.24 During Winter, for Siege Attrition losses, the besieger uses the Barren column, regardless of the hex he is in. Besieged losses are normal.

13.25 In Winter, a Force that does not move and is not inside a City/Castle or besieging one loses one Army Strength Point per Game-Turn, in addition to Case 6.47.

13.26 Forces inside a City/Castle are still immune from Attrition (unless under siege).

13.27 Winter never affects any Fertile hex (or City therein) in Egypt (the southwest corner of the game-map).

[14.0] RANDOM EVENTS: The Third Crusade

GENERAL RULE:

In the Random Events Phase in The Third Crusade, each Player determines whether any event out of his control will affect the course of the game. Each Player rolls one die. If he rolls a 1, a Random Event occurs. That Player then rolls an additional die to see what the Random Event is. The event takes place immediately, before any other action. This section applies only to The Third Crusade. See Game-Map.

[14.3] ASSASSINATION

A splinter Muslim sect, known as Assassins (or Hashashin, derived from the drug Hashsheesh, which they took), specialized in Killings for Hire (usually with religious motives).

14.31 If a Player rolls Assassination on his Random Events Table, he may attempt to Assassinate an Enemy Leader.

14.32 The Player chooses the Leader he wishes to attempt to kill and rolls one die. If the die roll is higher than that Leader’s Combat Rating, the Leader is assassinated. The Crusader Player always subtracts two from any such die roll.

14.33 Army Strength Points assigned to an assassinated Crusader Leader are not eliminated; they are distributed amongst any other Leaders of the same contingent (i.e., English, French, etc.). However, Army Strength Points assigned to Richard or Philip of France are eliminated.

[15.0] NEUTRALS

GENERAL RULE:

During The Third Crusade, several personages maintained a posture of neutrality. Thus, during The Third Crusade scenario, Bohemond III, Prince of Antioch, and Bohemond IV, Governor of Tripoli, as well as King Leo II of Armenia are “neutral.” They ostensibly belong to the Crusader Cause. However, they may not be moved, unless attacked by the Saracen Player. Once attacked, they may be moved normally. (Both Bohemonds will react if either is attacked.)

[16.0] SCENARIO INFORMATION: The Third Crusade

[16.1] LENGTH OF THE GAME

The Third Crusade begins with the April II, 1191 Game-Turn. It ends at the conclusion of the August II, 1192 Game-Turn. A game should take approximately four hours to complete.

[16.2] INITIAL DEPLOYMENT: Crusaders

The Crusader Player sets up his Leaders as follows:

In Tyre (1618) Conrad of Monferrat; Baldwin of Jaffa (Total Force of 9 Army Strength Points).

16.18 Philip, King of France; Hugh de Burgundy; Peter de Courthe; William de les Barres; Stephen de Clermont; William de Chalon; John de Fontigny; Alain de St-Valet; Druex de Mello; Aubrey Clement; Marjot de Touy; Raymond de Turenne; Geoffrey de Joinville. (Total Force of 23 Army Strength Points). Two French Fleets.

16.19 King Guy: Amaury; Geoffroy de Lusignan; Humphrey of Toron; Reynald of Sidon; Warner of Nablus; Robert of Sable; Henri de Champagne; Philip, Comte de Flanders; Jolin de Seins; Henri de Bas; Guy de Dampierre; Robert de Dreux; Erard de Brienne; Philip, Bishop of Beauvais; Baldwin, Archbishop of Canterbury; Hugh of Gournay; William de Ferrers; Leopold of Austria; Otto of Guelders; James of Avesnes. (Besieging Acre; A Force of 55 Army Strength Points). Two Danish Fleets.

[16.3] INITIAL DEPLOYMENT: Saracens

The Saracen Player sets up his units as follows:

In Tyre (1191) Conrad of Monferrat; Baldwin of Jaffa (Total Force of 9 Army Strength Points).

16.21 Damietta (0625): 4 Egyptian Fleets.

Jaffa (1523): 2 Army Strength Points; 6 Egyptian Fleets.

Ascalon (1524): 5 Army Strength Points.

Acre (1619): 2 Army Strength Points; 18 Army Strength Points (Acre is under Siege).

Nablus (1722): 2 Army Strength Points.

Beaufort (1817): 1 Army Strength Point.

Jerusalem (1823): 10 Army Strength Points; The True Cross.

Krak de Montpelier (1826): 1 Army Strength Point.

Hamah (2111): 1 al-Mansur (al-Mansur Muhammad I, Nasir-ad-Din, Emir of Hamah); 5 Army Strength Points.


Homs (2213): 1 al-Mujahid (al-Mujahid Shirkuh, Salih ad-Din, Emir of Homs); 5 Army Strength Points.

Aleppo (2407): 1 az-Zahir (az-Zahir Ghazi Ghiaiyad-ad-Din, Emir of Aleppo); 5 Army Strength Points.

The Saracens control all cities/castles not controlled by Crusaders (16.2) or Neutrals (16.4).

[16.4] INITIAL DEPLOYMENT: Neutrals

Famagusta (1212): Isaac Connenus; 1 Army Strength Point.

Tarsus (1507): King Leo II; 10 Army Strength Points.

Tripoli (1814): Bohemond IV.

Antioch (1908): Bohemond III.

Neutrals control all cities west of Raban and Melfite, plus Limassol and Famagusta. Antioch and Tripoli are considered Crusader cities.

[16.5] CASTLE DEPLOYMENT

The four castles are located as follows:

al-Marqab: Hex 8111

Beaufort: Hex 1817

Krak de Montpelier: Hex 1826

Krak des Chevaliers: Hex 2113

[16.6] REINFORCEMENTS

The following units arrive during the course of the game. They are placed in the hex or area indicated, at no cost to the unit(s). They are moved as normal units in their turn of arrival. All Reinforcements arrive in the Order Segment.

Crusader Reinforcements

May I, 1191: St. John’s Army arrives in the Holy Land.

June I, 1191: Hungarian Army arrives in the Holy Land.

June II, 1191: Sack of Jerusalem.

Provisioner of Jerusalem: 1 Army Strength Point.

July I, 1191: Saladin arrives in the Holy Land.

Tribute of Jerusalem: 1 Army Strength Point.

[17.0] VICTORY CONDITIONS: The Third Crusade

CASES:

17.1 SCHEDULE OF VICTORY POINTS

Players gain Victory Points for controlling these cities/castles at the end of the game:

<table>
<thead>
<tr>
<th>City/Castle</th>
<th>Points for Crusader</th>
<th>Points for Saracen</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acre (1619)</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>Antioch (1908)</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>Ascalon (1524)</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Beaufort (1817)</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Cairo (0329)</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Famagusta (1212)</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Jaffa (1523)</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Jerusalem (1823)</td>
<td>10</td>
<td>5</td>
</tr>
<tr>
<td>Krak des Chevaliers (2113)</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Tortosa (1812)</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Tripoli (1814)</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Tyre (1618)</td>
<td>3</td>
<td>5</td>
</tr>
</tbody>
</table>
[17.2] WHO WINS
The player with the most Victory Points wins. However, if the Crusader Player has a less than five point margin and he does not control Jerusalem, the Crusade is considered a Draw. If the Saracen Player has the most points he wins, regardless of who controls Jerusalem. Players wishing to play simply for the sake of the game may ignore the historical Jerusalem restriction.

[17.3] CONTROL
To earn Victory Points for a City, a Player must control a Castle under siege. A Player controls a Castle if he was the last Player to occupy it. A City or Castle under siege can still earn Victory Points if the siege has not been successful by the end of the game.

[18.0] THE FIRST CRUSADE
The First Crusade is a multi-player game for from three to eight people. Seven is the ideal number. All rules of The Third Crusade apply to the First Crusade, unless noted otherwise.

[19.0] ECONOMICS
GENERAL RULE:
The First Crusade uses an economic system based on a legal tender called the Bezant. Bezants are kept in Treasuries. Each Player starts with his own Treasury. Players earn additional Bezants by occupying cities, each City bringing a certain amount of income per Game-Turn. Bezants may also be earned from Random Events.

[19.1] TREASURIES
[19.11] All Bezants are kept in either Field Treasuries or City Treasuries.
[19.12] A City Treasury is a Friendly City with at least 10 Bezants inside the City. If a Player has no City with at least 10 Bezants, then any Friendly Cities with Bezants can be City Treasuries. City Treasuries levels are recorded on paper.

[19.13] Field Treasuries are represented by numbered counters for identification. Field Treasuries move with Leaders.

[19.14] Income collected from Cities is placed in the City. Income collected from Bribes may be placed anywhere. (A City can have and/or collect Bezants even if it contains no City Treasury.)

[19.2] USE OF TREASURIES
[19.21] Payments for bribes and supplying forces must come from the Field Treasury of the Leader paying such cost, unless that Leader is in a City containing a Treasury.

[19.22] Payment for anything not stated in Case 19.21 may come from any Friendly Treasury.

[19.23] To be transferred from one Treasury to another, Bezants must be literally carried by a Leader from one place to the next. There is no cost to pick up and carry Bezants, nor is there any limit to the amount that can be carried.

[19.24] There is no limit to the number of Bezants that any one Treasury can hold.

[19.25] If a City is taken by siege, the entire City is captured, unless the City is taken by treachery (see Case 21.3). In the latter event, the escaping Leader may take 10 Bezants with him. In a Surrender, any financial deal may be arranged.

[19.26] If a Force with a Field Treasury is required to retreat after combat, it loses 10% of its Treasury (rounded up) for each hex it must retreat (whether it does so or not). Thus, a Force that must retreat three hexes loses 30% of its Field Treasury to the Victor.

[19.3] INCOME
[19.31] If a Player's Force (or Army Strength Points) occupies (physical presence) a Level Two, Three or Four City, he will get income from that City in the Income Phase of any Game-Turn except a Winter Game-Turn (see Case 13.27).

[19.32] The income of a City is the same as its level. (Except Level One City produces no income).

[19.33] Income may also result from a Random Event (20.0).

[19.34] All income is placed in the City at which it arrives. However, Bezants arriving from outside aid (20.2/788) are treated as Field Treasuries without Leaders, waiting to be picked up.

[19.35] Unoccupied cities, cities in winter, and cities under siege (see Case 10.38) produce no income. Cities with Plague produce no income in the turn they have plague. Blockaded cities may produce income.

[19.4] Bribes
Players may bribe other Players to do whatever they think necessary. Bribes must be written. All Bribe money is transferred in the Bribery Phase — before the action that has been bribed takes place. (The possibilities for double-cross are obvious.) Bribe money is transferred from Leader to Leader but need not be transported.

[19.5] FATIMID FLEET MAINTENANCE
In any Game-Turn in which the Fatimid Player moves his Fleet to any hex other than a Fatimid-controlled Port, he must pay a cost of five Bezants per Fleet. No Fleet may move until this cost is paid, and payment may come from any Friendly City Treasury.

[20.0] RANDOM EVENTS: The First Crusade
GENERAL RULE:
The Third Crusade Random Events Rule Section 14.0. is ignored. Instead, each Player in the game (not just one Crusader or one Muslim) rolls a Random Event during the Random Event Phase. Referring to the First Crusade Random Events Table, the Random Event is applied immediately. There is no particular order in which Players must roll. Muslim Reinforcements enter the game as a result of Random Events.

PROCEDURE:
Each Player uses the Random Events Table (20.1) to determine his Random Events number. Each Player then refers to one of two Tables to determine what that number means. All Crusader Players use the Deus Vult! Table for their Events; the Muslim Players each use the Insh'Allah! Table for explanations of their events. Two dice activate the Random Events Table. The first die thrown by a Player is the column, the second die is the row. Thus a 5 and then a 3 would be read as column five, row three; the result, a 8 event.

CASES:

[20.1] RANDOM EVENTS TABLE
(see map)

[20.2] DEUS VULT!
The great rallying cry of the Council of Clermont, 1095, became the Watchword of the Crusaders. God Wills It! The following Events correspond to the numbers on the Random Events Table (20.1, see map).

[20.3] INSH'ALLAH!
Insh'Allah is Arabic for "I Hope". And the following bits of Hope correspond to the numbers on the Random Events Table (see map).

[20.4] VISIONS
[20.41] A Player who receives a Vision gains the following benefits:
- All his Leaders may move one extra hex that Game-Turn; and
- For any combat in which his Leader is in Command, he adds the ratio one column in his favor; and
- He adds one to the die roll for any Siege Assault he commands; and
- If under Siege (whether in Command or not) he subtracts one from the Muslim's die roll.

[20.42] Because victory in combat increases a Leader's Guile Rating (21.42), as well as other benefits, other Crusaders might want to dispute a Vision's authenticity.

[20.43] Any Player with a Bishop may dispute a Vision. A Vision must be disputed upon receipt; otherwise it is automatically accepted as authentic.

[20.44] To dispute a Vision, a Player simply states he wishes to dispute, He rolls one die and compares the die roll with the Guile Rating of his disputing Bishop. If that die roll is higher than the Guile Rating of his Bishop, the Vision is deemed authentic. All Forces of the disputing Player suffer immediate demobilization (24.3) and their movement is reduced by one for that Game-Turn.

[20.45] If the die roll is the same as or lower than the Bishop's Guile Rating the Vision is deemed a fake. The Player who received the Vision must reduce his Commander's Guile Rating by one point, and 20.41 does not apply.

[20.46] A Player receiving a Vision may avoid dissemination by denying the Vision himself.

[20.5] PLAGUE
[20.51] If a Player gets a Random Event of Plague, he immediately throws one die twice and combines the results, in an 11-66 read-out. Thus a 5 and a 5 are 15.

[20.52] He then consults the Plague/Muslim Reinforcement Table (20.65) and finds the City corresponding to the number he threw. That city has Plague, regardless of whether he controls that City or not.

[20.53] To determine the effects of Plague, each Player with forces inside the affected City refers to the Siege Attrition Table, City Column. He rolls one die, noting the Attrition loss listed under the City Column. He doubles that number, and this is the number of his Army Strength Points eliminated by Plague. Thus, if he rolled a four, the number would be 2; multiplied times 2, this result would mean four Army Strength Points dead.

[20.54] Plague affects a City regardless of whether it is besieged or not. Plague losses may not be diminished by payments.

[20.6] MUSLIM REINFORCEMENTS
[20.61] Muslim reinforcements (Army Strength Points) are initiated by means of the Random Events Table during the Random Events Phase. As they arrive after orders are written, reinforcements may not move until the Game-Turn following their arrival.
[20.62] To determine whether he has received reinforcements, a Muslim Player uses the same dice roll he used for Random Events, reading it as 11-66. Thus, a 5 and a 3, as used in the example in 20.0, becomes a 53. The Muslim Player now takes that number and consults the Muslim Reinforcement Table (20.65).

[20.63] Each number has a corresponding City and Reinforcement rate. If — and only if — the Player controls the City corresponding to the dice roll in 20.62, he receives the reinforcements listed — and he receives them in that City. If he does not control the City, he receives nothing.

[20.64] The Muslim Player may also receive reinforcements via Irish/Alidah Event #1.

[20.65] Plague/Muslim Reinforcement Table (see map)

[21.0] GUILE

CASES:

[21.1] GUILE RATINGS

All Leaders have a Guile Rating. Leaders with a Guile Rating of 0 and Bishops with parenthesized Guile Ratings may not use Treachery.

[21.2] GUILE AND COMMAND

If more than one player has Forces together in the same hex, or the Forces are to join at the end of movement, and those Players cannot reach agreement on whose Leader will command the combined Force, the Players roll for Command. Each Player takes his Leader-choice's Guile rating and adds to that his die roll. High total commands. (Roll to break ties in the same fashion.)

[21.3] TREACHERY AND SIEGES

[21.31] Treachery Points are gained in the Random Events Phase. They must be assigned immediately to a specific Leader. They may not be transferred to another Leader for any reason. No Leader may ever have more than three Treachery Points at one time.

[21.32] A Player besieging an Enemy City may try to use Treachery, rather than Assault, to take that City. To do so, a Leader with Treachery Points must be in Command of Siege operations that Game-Turn.

[21.33] A besieging Commander must have at least one Treachery Point to attempt to take a City by Treachery, and that point must be available after any actions under 21.36.

[21.34] To take a city by treachery a Player announces he is attempting treachery. There is no Siege Assault that Game-Turn. The Commander adds his Treachery Points to his Guile Rating and then rolls two dice, adding them together. If the dice roll is lower than the sum of the Guile Rating plus Treachery Points, the City falls to treachery. That Commander — and that Player — take the City. Defender losses are as in a regular Assault (10.45), with one exception: one Defending Leader (choice of Defending Player) plus 1 Army Strength Point are allowed to escape, with up to 10 Bezzants. The escaping Leader is placed in the nearest Friendly City.

[21.35] If the dice roll is the same as or higher than the sum of the Guile Rating plus Treachery Points, treachery fails. The Players go directly to Siege Attrition.

[21.36] A Player defending against a siege may use treachery to counterbalance opposing treachery. If a Leader in a besieged city has Treachery Points, he may use them to reduce the number of Treachery Points used against him.

Each Treachery Point he uses negates one Treachery Point used against him.

[21.37] All treachery is written as an order. (Thus, neither Player knows what the other is doing.) Furthermore, Treachery Points written into an order are expended whether they work or not.

[21.4] CHANGES TO GUILE RATINGS

[21.41] Printed Guile Ratings are not permanent; they may fluctuate according to certain actions taken by the Leader. Players should keep track of any changes on a piece of paper.

[21.42] A Leader increases his Guile Rating if any one of the following occurs:

a. He is in Command of a victorious Land Battle (the opposing side retreats). There is no increase for defeating a Force of Armenians (only); or
b. He takes a city by Siege Assault, Treachery, or by a Surrender to that Leader; or
c. He captures The True Cross.

[21.43] A Leader loses one Guile Point if any one of the following occurs:

a. He fails to take a city by treachery; or
b. He fails in an assassination attempt; or
c. He fails in a dispensation of a Vision; or
d. He is Commander for the Player who rolls Deus Vult #12; or

[21.44] Guile Ratings may never exceed 6 or go lower than 1 (unless they are already 0).

[22.0] THE BYZANTINE EMPIRE

CASES:

[22.1] BUTIMIDES

[22.11] A Byzantine, Manuel Butimides, was assigned to the Crusade by Emperor Alexius to help with siege operations. Butimides has a force of 5 Army Strength Points (use Army Strength Point counters), and he helps with Sieges.

[22.12] At the beginning of the game, Butimides is attached to the Player whose chosen Commander has the highest total of Guile Rating plus one die roll. That Player controls Butimides until a specific event occurs (see Case 22.13).

[22.13] Butimides changes allegiance only if one of the following occurs:

a. By specific agreement between Crusader Players; or
b. The chosen Commander (for that Game-Turn) for that Player (with Butimides) loses a Guile Point. The other Crusaders then repeat roll 22.12, and Butimides is placed with the "winning" Player; or
c. The Emperor's Oath (see Case 22.2).

[22.14] Butimides goes home when Deus Vult #12 occurs.

[22.15] Butimides may not lose an Army Strength Point until every other Crusader Leader in the same hex has lost an Army Strength Point.

[22.16] A Commander who has Butimides stacked and allied with him adjusts the ratio one column in his favor when rolling for Siege Assault. If the Assault ratio is less than 2-1, this is ignored.

[22.2] THE EMPEROR'S OATH

Each Crusader, when in Constantinople, gave his Oath to the Emperor Alexius that he would not seek land for himself in the Middle East and that anything taken would be for Christendom — and the Emperor. In return, the Crusaders received victuals and the general aid of the Empire. When Alexius abandoned the Crusaders, the Crusaders ignored the oath.

[22.21] If a Crusader Player takes a Level Two City or above and pledges it to the Emperor, Butumides immediately comes over to his side.

[22.22] A Player gains no Victory Points for Cities pledged to the Emperor, unless they are re­taken by the Muslims and then re­taken by another (or even the same) Crusader. However, the Player will receive the income from that City.

[22.23] If two Crusaders pledge Cities to the Emperor in the same Game-Turn, high Guile Rating-plus-die roll gets Butimides.

[22.24] Once Deus Vult #12 occurs all Pledges are off, and Cities pledged to the Emperor revert to whoever occupies them.

[22.3] THE BYZANTINE ARMY AND NAVY

[22.31] If any Muslim Force or Fleet enters any hex North of — and including — any hex in Cyprus, and West of — and including — hexrow 1400, the Byzantine Army and Navy immediately enters the game.

[22.32] The Byzantine Army — 50 Army Strength Points, 100 Bezzants, Emperor Alexius, and General Taticius — is placed in hex 001. It is moved by the Crusader Player with the highest Guile Rating-plus-die roll Commander for that Game-Turn. The Byzantine Army may be used only against Muslims, and Byzantine Bezzants may be expended only for Attraction.

[22.34] The Byzantine Force/Fleet remains in the Adalia (0106) and is controlled as in 22.32.

[22.35] The Byzantine Force/Fleet remain in the game until all Muslim forces are gone from the area described in 22.31. The Byzantine Army and Fleet is affected by Deus Vult #12. If #12 has occurred already, this entire rule Section is ignored.

[23.0] ARMENIANS

CASES:

[23.1] ARMENIAN COUNTERS

Armenian counters are Leaders, but they use Army Strength Point counters. Armenian Leaders have a Movement Allowance of five, and they are Tertiary Leaders. They are never affected by Visions. Armenians do not undergo Movement or Weather Attrition, but they are susceptible to Plague and Siege Attrition.

[23.2] CONTROLLING ARMENIANS

[23.21] Players control Armenians through bribery. Armenians go to the highest bidder and remain with that Player until someone else bids for their services.

[23.22] A Player may bribe one Armenian per Game-Turn. He may control as many Armenians as he can afford.

[23.23] All Armenian bribes must be made in gradations of five Bezzants.

[23.24] The Player who offers the highest Bribe in a given Game-Turn controls the chosen Armenian. However, all Bribery money is expended, even if unsuccessful. If there are two "high" bribes, the Armenian remains where he was.

[23.25] If an Armenian with Force A is successfully bribed by Player B, B may move the Armenian to any adjacent hex.

[23.26] The Player who controls the Armenian moves him. Otherwise, Armenians stand in place, defending if necessary. Control lasts until another Player bribes the Armenian away.
[23.27] At the start of the game, all Armenians are neutral.

[23.28] Control of an Armenian gives control of his City of origin to the controlling Player, unless that City is occupied by someone else. It also gives control to the Player of any City the Armenian is actually in, unless someone else is already in it.

[23.29] Armenians may never be used in combat against other Armenians.

[24.0] ADDITIONAL RULES APPLICABLE TO THE FIRST CRUSADE

CASES:

[24.1] INTRA-FAITH COMBAT
Because each Player is essentially out for himself, it may happen that Muslim will fight Muslim, and Crusader fight Crusader. For Intra-faith combat to occur, both Players must wish to have combat. If either Player does not want combat, there is no combat. In a case where one desires combat but the other does not, the Force with the lowest-ranked Commander (Combat) must retreat one hex. (Ties broken by die roll; see also Case 9.35).

[24.2] INTER-FAITH ALLIANCES
Crusaders may fight in alliance with Muslims against either side. In such case, Command (and thus the Prevalent Faith) must be decided by agreement. If there is no such agreement there can be no such alliance, and the Forces may not fight together (see also Case 9.35).

[24.3] EFFECTS OF DISSENSION ON MULTI-PLAYER COMBAT AND SIEGE

If there is more than one Force in a hex, and that Force is attacking, and one (or more) of the players controlling those Forces has dissension, then the Force(s) with Dissension may not attack. It must withdraw one hex along the lines of a retreat.

If a Force cannot, for some reason, withdraw- as per Case 24.31, it does join the combat. However, for each such Force with dissension there is an adjustment to the ratio of one column against the attacking Force.

The above rule is also in effect for a Force that is defending. However, in such case withdrawal is voluntary in that the Commander may attempt to withdraw. He rolls one die; if it is lower than his Guile Rating, he withdraws. If not, he stays and defends, and Case 24.32 applies.

A Force with dissension may never add its strength to a Siege Assault (although it remains in the hex). Dissension never affects siege defense.

[24.4] DISCRETION AS THE BETTER PART OF VALOR

Even without dissension, a Player may wish to withdraw from combat (not siege) for whatever reasons strike him. This decision—voluntary withdrawal (or, perhaps, judicial cowardice)—may be made before or after the opposing Player reveals the strength of his Force.

To voluntarily withdraw, a Player rolls one die. If it is lower than the Guile Rating of his Commander, that Commander’s Force may withdraw one hex. If such withdrawal is successful, the Commander loses one Guile Point. Remember, this is a withdrawal without dissension, so do not confuse it with Case 24.3.

If a Commander fails in a voluntary withdrawal, he must stay and fight. However, in such a case, when determining casualties (24.5), for every casualty taken by the other Players the Player attempting to withdraw takes two, and absorbs any odd casualties.

If, somehow, all Forces succeed in such a withdrawal, the withdrawal is cancelled and they all fight with the worst Formation possible.

This rule applies only if there are Forces from more than one Player on one “side.”

[24.5] CASUALTIES IN MULTI-PLAYER COMBAT
If more than one Force is involved (allied) in combat, any losses are divided as evenly as possible amongst the Players’ units. Any average is absorbed by the units of the Commander of the Force.
[26.0] VICTORY CONDITIONS: The First Crusade

CASES:

[26.1] SCHEDULE OF VICTORY POINTS

[26.1.1] Players receive Victory Points for controlling (17.3) cities under the following schedule (see Case 26.2):

<table>
<thead>
<tr>
<th>Cities</th>
<th>Victory Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jerusalem (1823)</td>
<td>Crusader 25; Muslim 10</td>
</tr>
<tr>
<td>Antioch (1908)</td>
<td>Crusader 15; Muslim 10</td>
</tr>
<tr>
<td>Edessa (2505)</td>
<td>8</td>
</tr>
<tr>
<td>Level Four Cities (other than Jerusalem, Antioch)</td>
<td>10</td>
</tr>
<tr>
<td>Level Three City</td>
<td>3</td>
</tr>
<tr>
<td>Level Two City</td>
<td>2</td>
</tr>
<tr>
<td>Level One City</td>
<td>1</td>
</tr>
</tbody>
</table>

[26.1.2] The True Cross is worth five Victory Points to the Crusader who has it at the end of the game; it is worth nothing to the Muslims. The True Cross may not be moved by a Muslim Player.

[26.2] VARIABLE VICTORY CONDITIONS: Kerboga

The Mosul Turk determines his own Victory Conditions, under the restrictions listed below. He records in writing what cities he will go after prior to starting the game. He may not show them to anyone at anytime. He may reveal such information in a Diplomacy Phase (whether it is true or not is up to the other Players' belief). Once picked, those cities are Kerboga's Victory Conditions. Kerboga may pick up to six of the Cities listed below. He receives the Victory Points for controlling those Cities as listed below.

<table>
<thead>
<tr>
<th>City Points</th>
<th>City Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iconium (8003)</td>
<td>Haran (2108)</td>
</tr>
<tr>
<td>Tarsus (1506)</td>
<td>Antioch (1908)</td>
</tr>
<tr>
<td>Melitene (2301)</td>
<td>Hamah (2111)</td>
</tr>
<tr>
<td>Edessa (2505)</td>
<td>Homs (2213)</td>
</tr>
<tr>
<td>Aleppo (2407)</td>
<td>Damascus (2118)</td>
</tr>
<tr>
<td>Ravendan (2002)</td>
<td>Latakia (1810)</td>
</tr>
</tbody>
</table>

The other Muslim Players simply total points for Cities controlled, as per Case 26.11.

[26.3] CRUSADER VICTORY CONDITIONS

[26.3.1] Each Crusader/Player determines his own Victory Conditions. He makes this determination and writes it down — as soon as Antioch falls, or by January 1099 — whichever occurs first.

[26.3.2] Each Crusader secretly chooses eight Cities; these Cities are his Victory conditions. He gets no credit for other Cities (see Case 26.11).

[26.3.3] On March 11, 1099, each Crusader Player reveals to the other Crusader Players (but not to the Muslims) what his conditions are. If no Player has chosen Jerusalem, then each Player may add Jerusalem as a condition. If one or more Players has chosen Jerusalem, the Players not choosing Jerusalem suffer Desertion.

[26.3.4] All Players suffering Desertion lose 20% of their Force, rounded up, Deserting Army Strength Points are distributed amongst Players going for Jerusalem; any odd Army Strength Points are eliminated. Remember, none of this is revealed to the Muslims.

[26.3.5] A Crusader loses one point for each City he has chosen that he does not hold at the end of the game.

[26.3.6] The Player with the most Points wins.

[27.0] ORDERS OF BATTLE

Note: Players are advised to make photocopies of the Crusader Orders of Battle prior to playing the game. Keep the original page clean so that further copies can be made.

[27.1] ORDER OF BATTLE: First Crusade

Northern Franks and Normans (57 Army Strength Points)

<table>
<thead>
<tr>
<th>Robert/Cr/Armsdy</th>
<th>Robert/Cr/Armsdy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stephen/Cr/Armsdy</td>
<td>Stephen/Cr/Armsdy</td>
</tr>
<tr>
<td>Walter/Cr/Armsdy</td>
<td>Walter/Cr/Armsdy</td>
</tr>
<tr>
<td>Girard/Gournaud</td>
<td>Girard/Gournaud</td>
</tr>
<tr>
<td>Hugh/Cr/Armsdy</td>
<td>Hugh/Cr/Armsdy</td>
</tr>
<tr>
<td>Everard/Le Puits</td>
<td>Everard/Le Puits</td>
</tr>
<tr>
<td>Carol/Aisini</td>
<td>Carol/Aisini</td>
</tr>
<tr>
<td>Ralph/Garabed</td>
<td>Ralph/Garabed</td>
</tr>
<tr>
<td>Guemur/Guennarot</td>
<td>Guemur/Guennarot</td>
</tr>
<tr>
<td>Arnulf/Hezelins</td>
<td>Arnulf/Hezelins</td>
</tr>
<tr>
<td>Aubrey/Grosmesnil</td>
<td>Aubrey/Grosmesnil</td>
</tr>
<tr>
<td>Ivor/Grosmesnil</td>
<td>Ivor/Grosmesnil</td>
</tr>
<tr>
<td>Arnulf/Choques</td>
<td>Arnulf/Choques</td>
</tr>
<tr>
<td>Hugh/Cr/Armsdy</td>
<td>Hugh/Cr/Armsdy</td>
</tr>
<tr>
<td>Druget/Nesle</td>
<td>Druget/Nesle</td>
</tr>
<tr>
<td>Chimbald/Vendevil</td>
<td>Chimbald/Vendevil</td>
</tr>
<tr>
<td>William/Vict/Meun</td>
<td>William/Vict/Meun</td>
</tr>
</tbody>
</table>

Sicilian Normans (30 Army Strength Points)

<table>
<thead>
<tr>
<th>Behemond/Taranto</th>
<th>Behemond/Taranto</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tancred/Taranto</td>
<td>Tancred/Taranto</td>
</tr>
<tr>
<td>Richard/Salerno</td>
<td>Richard/Salerno</td>
</tr>
<tr>
<td>Rainulf/Salerno</td>
<td>Rainulf/Salerno</td>
</tr>
<tr>
<td>Geoffrey/Rgenoelo</td>
<td>Geoffrey/Rgenoelo</td>
</tr>
<tr>
<td>Gerard/Armanno</td>
<td>Gerard/Armanno</td>
</tr>
<tr>
<td>Robert/Severdela</td>
<td>Robert/Severdela</td>
</tr>
<tr>
<td>Beek/Charles</td>
<td>Beek/Charles</td>
</tr>
<tr>
<td>Hermann/Caranoe</td>
<td>Hermann/Caranoe</td>
</tr>
<tr>
<td>Alberard/Capuno</td>
<td>Alberard/Capuno</td>
</tr>
<tr>
<td>Humphrey/Mt Schue</td>
<td>Humphrey/Mt Schue</td>
</tr>
<tr>
<td>Roger/Brinville</td>
<td>Roger/Brinville</td>
</tr>
<tr>
<td>William/Grosmesnil</td>
<td>William/Grosmesnil</td>
</tr>
</tbody>
</table>

Germans (43 Army Strength Points)

<table>
<thead>
<tr>
<th>Godfrey/Beumien</th>
<th>Godfrey/Beumien</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baldwin/Boulogne</td>
<td>Baldwin/Boulogne</td>
</tr>
<tr>
<td>Eustace/Cr/Bigne</td>
<td>Eustace/Cr/Bigne</td>
</tr>
<tr>
<td>Baldwin/Cr/Bourg</td>
<td>Baldwin/Cr/Bourg</td>
</tr>
<tr>
<td>Henry/Esch</td>
<td>Henry/Esch</td>
</tr>
<tr>
<td>Rainald/Cr/Toul</td>
<td>Rainald/Cr/Toul</td>
</tr>
<tr>
<td>Warner/Gray</td>
<td>Warner/Gray</td>
</tr>
<tr>
<td>Dudo/Kreiss</td>
<td>Dudo/Kreiss</td>
</tr>
<tr>
<td>Conon/Montagu</td>
<td>Conon/Montagu</td>
</tr>
<tr>
<td>Peter/Stormey</td>
<td>Peter/Stormey</td>
</tr>
<tr>
<td>Baldwin/Hainault</td>
<td>Baldwin/Hainault</td>
</tr>
<tr>
<td>Otto/Streng</td>
<td>Otto/Streng</td>
</tr>
</tbody>
</table>

Southern Franks (50 Army Strength Points)

<table>
<thead>
<tr>
<th>Raymond/Cr/Toulouse</th>
<th>Raymond/Cr/Toulouse</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adhemar/Montpelier</td>
<td>Adhemar/Montpelier</td>
</tr>
<tr>
<td>Frans/Lumb/Montpelier</td>
<td>Frans/Lumb/Montpelier</td>
</tr>
<tr>
<td>Rimbaldu/Cr/Orge</td>
<td>Rimbaldu/Cr/Orge</td>
</tr>
<tr>
<td>Gaston/Bearn</td>
<td>Gaston/Bearn</td>
</tr>
<tr>
<td>Gerard/Rousset</td>
<td>Gerard/Rousset</td>
</tr>
<tr>
<td>Issard/Cap</td>
<td>Issard/Cap</td>
</tr>
<tr>
<td>Raymond/l/Le Forz</td>
<td>Raymond/l/Le Forz</td>
</tr>
<tr>
<td>Wm/Hugh/Montpelier</td>
<td>Wm/Hugh/Montpelier</td>
</tr>
<tr>
<td>William/Orange</td>
<td>William/Orange</td>
</tr>
</tbody>
</table>

[27.2] ORDER OF BATTLE

Third Crusade

Kingdom of Jerusalem

Bohemond/Antioch

Bohemond/Tripoli

Allegiance to Guy of Lusignan

Guy/Krg Arsin

Amalric/Jeirin

Geoffrey/Lusignan

Humphrey/Toros

Robert/Sable

Allegiance to Conrad of Monferrat

Conrad/Minfrat

Balkan/Edin

Reynald/Salon

Warren/Kodelas

Geoffrey/Donjon

French (All French support Monferrat)

Philip/Krg France

Hugh/Dk Brundy

Henry/Cr/Champign

Philip/Cr/Findis

Peter/Courtney

William/Les Bres

Ralph/Clermont

William/Chalon

John/Fentroy

Alain/Sl/Vlly

Dreux/Mello

Aubre/Chermond

Narod/Toucy

Raymond/Turenne

Geoffrey/Juaville

John/Ses

Henri/Bas

Guy/Dempiere

Robert/Droux

Erald/Brenon

Philip/Besh/Bes

English (All English support King Guy)

Richard l/Cr/Cd-Ln

Baldwin/Arb Cbry

Andrew/Chevy

Hubert/Salbury

Garin/Itz/Grlf

William/Praux

Hugh/Gourmay

William/Ferrers

Simon/Mentfurt

Germans and Flemish

Leopold/Dk Austr

Otto/Cr/Glbs

James/Ld Ansnes

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Physical Systems and Graphics: Redmond A. Simmons
Special Assistance: Tom Walczuk, John Gautier Playtesters: Robert DeVito, Tony DeVito, Darryl Esakoff, Jim Halpert, Dave Halpert, Philip Law, Tom Peccorini, Philip Selton Special Testing: The Staff of Perfidious Albion (England) and members of the Pennsylvania Wargamers Club Production: Robert A. Degni, Kate Higgins, Manfred F. Milkuhn, Norman Pearl, Bob Ryder
COUNTER DESIGNATIONS

FIRST CRUSADE


BIBLIOGRAPHY


DESIGNER’S NOTES

The original concept of The Crusades was a multi-map, many-countered bash with cards, tables and a whole host of items. After being informed that the game was destined for an issue of S&T, some immediate rethinking had to be done.

The first problem was what area to cover. I had wanted to use almost all of Asia Minor, from Turkey to Alexandria, but this scale was impractical for an issue game (too much water; I already got burnt on that item in Constantinople). So I whittled the area down to what you see now. This of course eliminated the interesting opening of the First Crusade — and some other Crusades as well — but made the task much easier.

The idea to use large hexes (I think this is the first issue game to use the 25mm hexes) occurred when tackling the problem of Zones of Influence for the cities. Using the larger hexes enabled me to place cities and castles within a hex — thus eliminating a lot of problems with Siege — and also made cities and castles quite important positionally. Controlling cities thus becomes of major importance, and an army will be hard-pressed to move anywhere without a string of cities and castles behind it. Players will notice this immediately in both Crusades, just as they will quickly realize the importance of Antioch in The First Crusade.

The Movement and Attrition System was developed over several weeks of playtesting. It originally involved a lot of die-rolling, none of which remains. The idea to use a foraging system came from the research, which emphasized not the speed or maneuverability of armies (both of which were relatively non-existent in this era), but rather the necessity for armies to feed themselves. With this in mind, I abandoned the standard idea of terrain costing variable points and changed to a static movement rate which is adjusted solely by the players, based on the size of the army and the type of terrain (in terms of supply). The bigger the Force and the farther it moves in a given period, the more it will lose to Attrition.

The Combat rules are fairly standard, except to note that units may pass through enemy units (unless the enemy is on Defend) without harm because pitched battles were quite rare in this era, and they were usually fought only when both sides desired it. Battles were rarely fought simply for the sake of fighting. One of the Scenarios, Roger/Brunel of the Kingdom of Jerusalem, had to be done.

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### The Crusades

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