1.0 INTRODUCTION

The First Crusade is a solitaire wargame system covering the First Crusade of 1097-1099. The player controls Crusader and allied Byzantine and Cilician Armenian forces. The game system controls Muslim forces (Seljuk Turks and Fatimids) as well as the Assassins. The objective of the player is to reconquer the Holy Land while accomplishing various quests in the name of Christendom.

2.0 COMPONENTS

This game is complete if it includes one counter sheet (176 game pieces), one 22" x 32" map of Asia Minor and the Holy Land, and this rules booklet.

2.1 Dice

Players must provide themselves one or more six-sided dice to play this game.

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.strategyandtacticsmagazine.com

3.0 THE MAP

The game map shows Asia Minor and the Holy Land as they were in the 11th Century.

3.1 Map Features

Players must familiarize themselves with the following map features to play the game.

Paths: The lines connecting spaces. The player only move their units via paths. There are several types of paths:

- Roads (land): These connect the main routes from Constantinople to Jerusalem via land.
- Sea: These connect sea spaces, and sea routes with ports.

Errata: There should be a Sea path from the town of Pergamum to the adjacent sea space.

Pass: These connect spaces on routes laterally and have special movement rules.

Spaces: Locations in which you place units. Different types of spaces are described on the Terrain Effects Chart. Some of the spaces are named after towns or cities. There are several types of spaces.

Constantinople: The Byzantine capital and main Christian base.

Open: Clear terrain
Desert: Harsh, arid landscape
Towns: Population locations
Fortresses: Strongpoints.

Crusader Pilgrimage Fortresses:
Fortresses which have religious and political significance for the Crusaders: Jerusalem, Tripolis, Antioch, Damascus, Edessa, Aninary (Byzantine), Iconium (Byzantine), Ephesus (Byzantine), and Kypros (Byzantine), Sis (Armenia), Vahka (Armenia).

Jerusalem: The ultimate Crusader objective.

Byzantine Objective Cities: Fortresses which are critical to a Byzantine re-conquest of Anatolia.

Cilician Armenia: Fortresses which are part of the Christian kingdom of Cilician Armenia.

Assassin Fortress: Masyaf.

Muslim Reaction: Provides the “artificial intelligence” to generate Muslim reactions.

Step: Keeps track of the current step of the game turn, plus the number of Special Actions available each turn.

Turn: Keeps track of the current turn of the game.

Actions Summary: Summarizes the various game Actions which you can take.

Muslim Counteroffensive Table: Generates a possible Muslim Counteroffensive (27.3).

Pilgrimage Markers: Explains the effects of the various Pilgrimage markers (13.0).

Random Events Table: Generates Random Events (9.0).

Random Events Explanation: Explains the effects of various Random Events (9.0).

Terrain Effects Chart: Explains the various map features.

Bins: “Bins” are wide-mouth opaque containers, such as empty ale mugs, used to randomize the picking of various counters. The following Bins are needed to play the game.

Pilgrimage Bin: Holds Pilgrimage markers until picked.

Crusader Recruits: Holds Crusader units not yet in play.

Byzantine Recruits: Holds Byzantine units not yet in play.

Byzantine Recruits: Holds Armenian units not yet in play.

Seljuk: Holds Seljuk (Muslim) combat units.

Fatimid: Holds Fatimid (Muslim) combat units.

4.0 PLAYING PIECES
There are several general types of playing pieces in the game, described as follows.

Christian Units: Represent military formations controlled by the player. Christian units include Crusaders (white), Byzantines (purple), and Cilician Armenians (orange).

Muslim Units: Represent military formations controlled by the system. These include Seljuk (Turks, blue) and Fatimids (based in Egypt, green).

Assassin Unit: The garrison of Masyaf, stronghold of the Ismailis. This is a special Muslim unit.

Pilgrimage Markers: Represents various boons (and sometimes banes) to Crusader forces.

Administrative Markers: Used to record various game information.

4.1 Sides
The Christian side includes.

Crusaders: Various European Christian contingents
Byzantines: Eastern Roman Empire.
Cilician Armenians: Christian kingdom in southeastern Anatolia.
Mercenaries: Mercenaries is a general term for Christian units which may show up along the way (as a result of Pilgrimage marker picks; see the backs of counters that say “Pilgrimage”).

The Muslim side includes.

Seljuks: Turks.
Fatimids: Caliphate based in Egypt.
Assassins: Popular term for Ismailis.

4.2 Combat Units

Sample Combat Unit (see next page)

Type: The general type of military formation.

Unit Identification: For leaders, this is the name; for various units, it’s a Leader, title or Roman numeral.
**Two Step Christian Unit**

<table>
<thead>
<tr>
<th>Warrior for Christ</th>
<th>Unit ID</th>
<th>Contingent</th>
<th>(H)eavy Contingent</th>
<th>(I)Infantry</th>
<th>Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Varangian</td>
<td>H</td>
<td>III</td>
<td>HI</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

**Combat:** The basic amount of combat power of the unit, expressed as a number value.

**Movement:** Movement is variable (see 17.0).

**Sample Leader Unit**

Leaders are treated as combat units, but they have special abilities.

**Reverse Side**

**Two-step units:** Many Christian units have two steps. The front side is their full-strength, the other is their reduced strength.

**One-step units:** All Muslim and some

<table>
<thead>
<tr>
<th>5</th>
<th>Military Leader</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Diplomatic Leader</td>
</tr>
<tr>
<td>H</td>
<td>Heavy Cavalry</td>
</tr>
<tr>
<td>H</td>
<td>Horse Archer</td>
</tr>
<tr>
<td>HI</td>
<td>Heavy Infantry</td>
</tr>
<tr>
<td>Mil</td>
<td>Militia</td>
</tr>
</tbody>
</table>

**Christian Unit Names:** Christian leaders have their historic names or identifying Roman numeral. Several Byzantine units have historic titles.

**Muslim Unit Names:** Muslim leaders have their historic names. Several units have historic titles.

**4.3 Pilgrimage Markers**

Pilgrimage markers have a title and one or more symbols. They are explained in the Pilgrimage rule (see 13.0). Pilgrimage markers include several Mercenary units.

**4.4 Camp, Castle & Monastery Markers**

These represent edifices which

| Castle | Camp |

**Christian Unit**

<table>
<thead>
<tr>
<th>Unit ID</th>
<th>Contingent</th>
<th>(H)eavy</th>
<th>(C)avalry</th>
<th>Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kilij</td>
<td>HC</td>
<td>H</td>
<td>I</td>
<td></td>
</tr>
</tbody>
</table>

Crusaders can build (see 33.0).

**4.5 Muslim Combat Units**

Muslim units function in the same general way as Christian units. They come onto the map temporarily to fight battles or engage in specified actions as dictated by the game system.

**4.6 Administrative Markers**

The game includes the following markers for administrative purposes.

**Battle:** Place in a space where a battle is taking place as a mnemonic. This marker also indicates which side has the Tactical Edge in a specific battle.

**Crusader Kingdom:** Used in the Optional rules to establish Crusader States.

**Muslim Reaction:** Used on the Muslim Reaction index to indicate the current state of Muslim reaction to the Crusade.

**Turn:** Indicates the current Game Turn.

**Step:** Indicates the phase of the current turn

**Special Actions:** Indicates the number of Special Actions (if any) available.

**Siege:** See on-line Optional rules.

**Massacre:** See on-line Optional rules.

**Armenia Activated:** Indicates that Armenia is actively on the Crusader side.

**5.0 GAME DEFINITIONS**

**Concealed:** An enemy counter that is deployed face down and cannot be examined by the player.

**Control a Space:** A force controls a space when it occupies that space and there are no enemy units in it.

**Force (of units):** One or more units on the same side in the same space taking an action together.

**Friendly (Christian) Units:** These are the units controlled by the player. Crusader (red on white), Byzantine (purple), Cilician Armenian (orange), Mercenary (red on white Pilgrimage).

**Enemy (Muslim) Units:** These are the opposing units controlled by the game system that will fight against Christian forces. They include Seljuk (blue grey) Turks and Fatimids (light green).

**Enemy (Assassin) Unit:** This is a special type of enemy unit.

**May:** You can choose to take this action or not.

**Must:** You are required to take this action.

**Occupy:** Have a unit in a space (with or without enemy units).

**Pick:** Randomly choose a counter.

**Reveal:** Flip a concealed Muslim counter face up.

**Select:** Deliberately choose a counter.

**VP:** Victory Points.

**You:** The player.
6.0 HOW TO WIN
The game is won on Victory Points (VP), explained as follows.

6.1 Determining VP
At the end of the game, total your VP as such.

1) You gain VP for:
   Jerusalem controlled by a Crusader Force: +10
   Jerusalem controlled by a Byzantine or Armenian Force: +2
   Each other Crusader Pilgrimage Fortress controlled by a Christian Force: +3
   Each Armenian fortress controlled by a Christian Force: +3
   Each Byzantine Objective fortress controlled by a Christian Force: +3
   Masyaf controlled by a Christian Force: +3
   Each other Fortress controlled by a Christian Force: +1
   Ascalon controlled by Christian force: +2
   Each Monastery you have built and on the map at the end of the game: +1
   Each Camp you have built and on the map at the end of the game: +1

2) You lose VP for:
   Byzantine Leader Alexios eliminated: 10
   Mercenary Leaders eliminated: 0
   Each other eliminated Christian Leader: 1

   Note: Eliminated Leaders include only those Leaders in the Eliminated box on the map, not units withdrawn or otherwise not in play.

6.2 Degree of Victory
The number of VP totaled above will give you your level of victory.

60 or fewer VP: Defeat and Disgrace
31-39 VP: Draw
41-50 VP: Victory
51+ VP: Overwhelming Victory

6.3 Sudden Death Victory/Defeat
The game immediately ends if either of the following conditions are in effect at any time.

Victory: You win the game if a Crusader force controls Jerusalem and Christian forces control all other fortresses on the map.

Defeat: You lose the game if there are no Crusader leader units on the map.

7.0 HOW TO SET UP THE GAME
Perform these steps in this order.

1) Turn Record
Place the Turn marker on 1097 “Spring.”

2) Muslim Deployment
Place the Step marker on the “Events” space.

3) Pilgrimage Markers
Place all Pilgrimage markers in the Pilgrimage Bin.

Note: This includes the Mercenary units.

4) Christian Deployment
Place all Camps, Castles and Monasteries in the box on the map.

Byzantine: Place in Constantinople all Leaders (10 total); Heavy Cavalry x 2; Heavy infantry x 4; Pilgrims (Monks) x 8. Place them face up.

Crusader: Place in Constantinople all Leaders (four total); then roll two dice. Total the results and pick that number of Byzantine units. Place them face up in Constantinople.

Note: Rhodos and Kypros start with no units.

Armenians: Place in Sis: Leader Constantine and two Armenian units (place them face up).
Place in Vahka: two Armenian units (place them face up). Pick non-leader units randomly.
Place all remaining Crusader units in one Bin. Place all remaining Byzantine units in a second Bin. Place all remaining Armenian units in a third Bin.

Note: Thereafter, Muslim units are picked and placed without looking at the counters and placing them concealed (face down).

Set the Muslim Reaction Level to I – Low.

8.0 HOW TO PLAY THE GAME
Crusader is played in turns. Each turn represents a Campaign Season. During each turn, you must follow the steps in the Sequence of Play (described below). A scenario comes to an end if:

a) The last turn of the scenario has been completed. At this point, evaluate victory.

b) The conditions for a Sudden Death victory or defeat are in effect (6.3).

8.1 Sequence of Play (per turn)
You must take the following actions in each turn, in this order.

1) Event Step (9.0): Make an Event Check.

2) Standard Action Step (12.1):
   a) First Action: Take one Action.
   b) Second Action: Take a second Action.
   c) Third Action: Take a third Action.

3) Special Actions Step (12.2):
   a) Special Actions Determination: Determine the number of Special (additional) Actions you can take this turn.
   b) Special Actions Execution: Execute any/all Crusader Special Actions.

4) Muslim Reaction Step (27.0):
   a) Check if the Muslim Reaction Level changes.
   b) Determine if the Muslims will conduct a Counteroffensive.

5) Winter Supply Step (28.0): If this is the Autumn turn check all forces (Christian and Muslim) for their supply status. For Spring and Summer, ignore this step.

   Note: Therefore, during a turn you will check for an Event; conduct at least three standard Actions with Christian forces; possibly take one or more Special Actions; then determine the Muslim Reaction and conduct any counteroffensive. Additionally, if this is the Autumn turn, check the supply status for all forces.

Attention: The following rules are generally presented in the same order as the game’s Sequence of Play (8.1).
9.0 RANDOM EVENTS
During each Event step, you must make a check to determine a Random Event. Check the Events Explanations Table. Roll two dice and cross index them (the first die roll is the column, the second is the row).

Example: “1” and “3” would be “Assassins Strike.”

9.1 Pilgrimage Generated Events
Certain Pilgrimage markers can also cause a Random Event to be generated. See the Pilgrimage Chart.

10.0 FORCES & STACKING
A “force” is a group of units in the same space conducting an Operation together. A force can consist of a single unit or more than one unit.

Example: You have three units in a space. You could form them into one combined force (of three units), or two forces (one force of two units which moves, and a second of one unit which stays behind, or vice versa).

10.1 Stacking
Stacking is having more than one unit in a single space.

Christian: An unlimited number of Christian units can occupy a space, within the following restrictions.

1) Christian Contingents: Byzantine units may not end an Action in the same space as Crusader or Armenian units. Crusader and Armenian units may only end an Action in the same space if Armenia has been activated. If for some reason units are in violation of stacking at the end of Action, you must select all units of one contingent and eliminate them.

2) Constantinople: An unlimited number of Christian units can stack in Constantinople. This includes units from different contingents (as a special case to the above).

3) Armenians: Crusader units may stack with Armenian units only upon play of the Armenian Activation Pilgrimage marker. After that, Armenian units may stack with Crusaders (but not Byzantines).

4) Mercenaries: Mercenaries are a special type of Christian unit (received as picks from the Pilgrimage Bin). They may stack with any Christian contingent, and be part of any Christian force.

You can only examine Muslim units and Muslim markers if some specific game action allows for it.

The instant that Christian and Muslim units are in the same space, reveal those Muslim units.

If you play a Treachery marker, you can then examine all Muslim units in one space.

12.0 ACTIONS
An Action is a discrete operation which allows you to accomplish things with Christian forces (move, fight, and much more).

12.1 Standard Actions
During the Standard Action step of a turn, you may conduct up to three Actions.

12.2 Special Actions
The Special Actions Index indicates the number of Special Actions available this turn. The number may be increased by Events and during the Special Actions Determination step through expenditure of certain Pilgrimage markers and control of certain fortresses. The Index is reset to zero at the end of the phase regardless of whether all Special Actions have been used. They are generated by the following.

Event outcomes: These are registered immediately.

Pilgrimage markers: You can expend certain Pilgrimage markers to gain Special Actions (see the explanations on the last page of the rules). Play these at the start of the Special Actions Determination phase to raise the Index.

Control of Fortresses: During the Special Actions Determination step of the turn, increase the Special Actions index by ‘one’ for each of the following.

Crusader Pilgrimage Fortresses
If Crusader forces control three or more Crusader Pilgrimage Fortresses (Jerusalem, Tripolis, Antioch, Damascusa, Edessa).

Byzantine Objective Fortresses
If Byzantine forces control three or more Byzantine Objective fortresses (Anya, Iconium, Ephesus, Kypros).

Armenia
If Armenian forces control both Armenian fortresses (Sis, Vahka).
Limits: You can never have more than six Special Actions. Also, unused Special Actions do not carry over from turn to turn—reset the index to zero at the end of the Special Actions phase.

Loss: Certain game events will cause the loss of Special Actions. Only those Special Actions currently registered on the Index are affected; if there are not enough to comply with the event, there is no additional effect (the Index does not go negative). The loss of Special Actions does not affect your standard Actions (which you can always take).

12.3 Types of Actions
These are summarized in section 34.0. Various rules sections will provide details.

Note: Actions indicated as “Optional” are used only with the on-line Optional rules.

12.4 Action Procedure (General)
Designate the force to take the action. Then follow the instructions.

Note: Some Actions require a Leader, or for a Force to be in a specific location. See the various rules.

12.5 One Action, One Force
No more than one force may engage in a single Action. Also, you must complete an Action before proceeding to the next one.

Example: By initiating a March Action, you could move one and only one force. Since you can move only one force at a time, you will not be able to march two or more forces into the same space to conduct a combined attack—representing assorted command control issues of the era.

12.6 Multiple Actions
A single unit or force of units can conduct any number of operations per turn as long as you expend the Actions for them.

13.0 PILGRIMAGE
Pilgrimage markers represent special abilities and additional forces gained along the way of the Crusade. All the markers are placed in the Pilgrimage Bin during initial setup.

Note: Some Pilgrimage markers are critical to play so it behooves you to read all of the explanations thoroughly.

13.1 Go on a Pilgrimage Procedure
Designate a Crusader Leader in a Crusader controlled Crusader Pilgrimage Fortress or Monastery marker. If a military leader, pick one Pilgrimage marker, but if a diplomatic leader, then pick two.

13.2 Disposition
There are several types of Pilgrimage markers, each represented by a specific symbol printed on the front (see the last page for symbol types).

Boon: Keep the marker (place it in the Christian Pilgrim Markers Available box on the map). Each Boon has one or more symbols designating the types of Actions you can take with it. Playing a Boon marker requires no Action expenditure. The Pilgrimage Marker Explanation Chart (see page 16) provides details when and how they can be played. You may retain a Boon marker until played or some event causes its loss. Upon playing, return a Boon marker to the Pilgrimage Bin.

Example: You use a March Action to move a Crusader force into Antioch, which is occupied by a Seljuk force. This triggers combat—you may play a Military Advantage (sword symbol) marker to gain the advantage listed at no extra cost in Actions.

If a Boon marker has more than one symbol, then you can use it for one action of your choice; then return it to the Pilgrimage Bin.

Example: You could play a Military Advantage and a Treachery for a single battle.

Banes: If you pick a Bane due to a Pilgrimage Action, you must immediately apply the effects listed on the Pilgrimage marker chart. Then return the marker to the Pilgrimage Bin. If the marker was picked due to other game Actions, then treat it as no effect.

Note: Banes are only Ambush or Event.

If the Pilgrimage called for more than one marker to be picked, and a Bane is picked, then do not pick any more (you can keep those already picked).

13.3 Explanations
Pilgrimage explanations are on the Pilgrimage chart (see the last page of these rules). They may supersede other game rules.

13.4 Your Cross to Bear
Certain battle outcomes and events will cause the Christian side to gain or lose Pilgrimage markers (see 24.0). This is regardless of whether the battle involved Crusader, Byzantine, or Armenian forces. However, if more Pilgrimage markers are to be lost than are in the Available box, there is no further effect.

14.0 RECRUITING ACTION
You conduct Recruiting to bring more Crusader, Byzantine, and Armenian units into play.

14.1 Recruiting Procedure
Designate one Christian Leader in Constantinople, a Port, a Crusader Pilgrimage Fortress, or an Armenian Fortress (not a Byzantine Fortress). If a Military Leader, pick one unit of the same contingent from its Bin. If a Diplomatic Leader, pick two units from its Bin, however. Place the unit in the same space as the Leader.

Example: A Crusader Diplomatic Leader in Antioch would pick two reinforcements.

14.2 Fleets
If you pick a Fleet unit, and the recruiting Leader is in a port, then
place it in that port. Otherwise, you must place the Fleet in Constantinople (regardless of the Leader’s location).

14.3 Strength
Two-step units are recruited at their full strength side. One-step units are on their one step side.

14.4 Recruit Limit
The number of units in the counter mix is a finite limit.

14.5 Replacements
Christian Leader units which are eliminated cannot be recruited again. Non-Leaders are returned to their Bin when eliminated and can be recruited again.

14.6 Mercenaries
Units picked from the Pilgrimage Bin do not require a Recruiting Action. They are placed according to rule (13.2). If eliminated, a Mercenary Leader is permanently out of play. An eliminated non-Leader is returned to the Pilgrimage Bin.

15.0 RALLY ACTION
You conduct Rally to restore reduced Christian units to full strength.

15.1 Rally Procedure
Designate one space containing reduced Christian units and at least one Christian Leader. They must be in either Constantinople, a Port, or any type of Fortress. For each Leader in that one space, flip one reduced unit in that space to its full strength side.

Example: If you have two Crusader leaders in Antioch, you could rally up to two Crusader units there.

15.2 Leaders
A reduced Leader can Rally himself, or another unit.

15.3 Restrictions
Completely eliminated units cannot be Rallied. They can be replaced (14.5) however.

16.0 DIPLOMACY
Diplomacy is an Action which Christian Diplomatic Leaders can perform, explained as follows.

16.1 Diplomacy Procedure
You must have a Christian Diplomatic Leader in Sis (in Armenia) to engage in diplomacy (a Military Leader cannot be used for this). If so, you can do one of the following as an Action.

1) If Armenia has not been activated, Armenia becomes Crusader controlled.

2) If Armenia is already activated, then pick one Pilgrimage marker.

17.0 MOVEMENT (GENERAL)
There are two types of movement, land and naval movement. They follow the same general procedures, explained as follows.

17.1 Movement Procedure
Movement is an Action. Designate one Christian Force. Move it a number of spaces up to its movement value (determined per below). Movement is from one space to another space via connected routes.

17.2 Routes
There are four movement Routes on the map:

- Eastern (Land)
- Central (Land)
- Coastal (Land)
- Mediterranean (Sea)

17.3 Determining the Movement Allowance
Refer to 18.1 for a force without a leader, or 19.1 for a force with a leader.

17.4 Movement along a Route
A force moving along a route pays one point of its movement allowance per space (point) on the map. A force can move some, all or none of its movement.

If there is more than one unit in a force, they move together. You may drop off units as the force marches. A Force can pick up units as it moves, but the picked-up units must move with the moving force (and no farther).

Example: A force has a movement of “3.” The force may move three, two, one, or zero spaces. Say, in its second space of movement, it picks up a unit. That unit can move with the force one more space (for the third and final space).

17.5 Pass Movement
Passes are the dotted lines between Routes. A force can move from one Route to another Route across Passes. However, this requires the force to use a Leader. Furthermore, this uses up all of that Force’s movement (regardless of the Force’s movement allowance). Apply any Attrition results.

Example: To move across the Sicilian Gates, a force would start on Tarsus and end in Heraclea, or vice versa.

17.6 Engagement
A Christian force must stop if it enters a space with any Muslim units. This will lead to combat.

A Christian force which begins in the same space as a Muslim force may move out via normal movement rules (it does not have to attack). It would have to cease movement in the next Muslim occupied space it enters.

Note: Generally, combat will result in only units of one side remaining in a space. The only time when units are co-existing is a Siege situation (see on-line Optional rules).

18.0 LAND MARCH ACTION
Move land units via land routes (17.2).

18.1 March Procedure
Designate one Christian force (with no Leader). Roll one die: the number rolled is the Force’s Movement Allowance (one to six). If the die roll equals “6” then, in addition, the Force must make an attrition check (18.2).

Exception: If any space entered is Desert, then make an Attrition Check on a die roll of “5-6.”
If the force ends the march in the same space as a Muslim force, then it must stop and attack (after any attrition).

**Note:** A force does not have to move, regardless of the die roll above, if the player decides not to move instead (for instance, if he cannot get his force as far as he would like to, but alternately does not want that force to move from its current space). A force that does not move is still subject to attrition on a die roll of “6.”

### 18.2 Attrition Check

Except per 22.0, roll one die and check the result. This is the number of units in the force that are not affected by attrition. All others units are reduced by one step. You can select the units to be affected.

**Example:** A force has five units. An Attrition Check die roll results in a “3.” You reduce two units, and the other three are not affected. All units finish the march, regardless of attrition (unless completely eliminated). Note the effect of this is that smaller forces have a better chance of having a higher proportion of units not being attrited. Attrition will affect units which are dropped off or picked up.

**Note:** The Supplies Pilgrimage marker will negate an Attrition—play it after the result is rolled.

### 19.0 LEADER LAND MARCH ACTION

#### 19.1 Leader March Procedure

Designate one Christian force that contains a Leader (any type). Roll two dice and total the results. The total is the Force’s Movement Allowance (two to twelve). If the total is “7” in addition, the Force makes an Attrition Check (18.2).

**Exception:** If any space entered is Desert, then make an Attrition Check on a dice roll of “7” or “8.”

If the force ends the march in the same space as a Muslim force, then it must stop its move and attack (after any attrition).

#### 20.0 NAVAL MOVEMENT ACTION

Move fleets and any units they transport (25.2).

### 20.1 Naval Movement Procedure

Designate one Christian force containing Fleets (and any transported units). Roll one die. The number rolled is the Force’s Movement Allowance (one to six). If the die roll is “6” then in addition, the Force must make an Attrition Check (18.2). A transported unit is only affected by attrition if the transporting fleet is affected.

Move the Fleet Force along the Mediterranean Route, and to/from any ports.

If the force ends the sea move in the same space as a Muslim force, then it must attack.

### 20.2 Ports

Ports are both Land and Sea spaces. Both Land units and Fleet units may occupy them. A Fleet may enter or exit a Port by expending one Movement point and then must stop. If a Port is enemy-occupied, the Fleet must engage in naval combat.

### 20.3 No Combined Movement

A force making a Sea move may not engage in a Land move in the same Action.

### 21.0 LEADER NAVAL MOVEMENT ACTION

Designate one Christian force that has a Leader. Roll two dice and total the results. The total is the Force’s Movement Allowance (two to twelve). If the die roll is “7” or “8,” then, in addition, the Force must make an Attrition Check (18.2).

Leader Naval Movement is otherwise conducted per (20.1).

### 22.0 SUPPLIED MARCH

This is a modification to Land March and Sea Movement (with or without Leaders). The Force or Fleet must start its movement in a Fortress or Camp and end in another Fortress or Camp which was Christian-occupied at the start of the Action. There is no Attrition check.

#### 22.1 Camps

If a Camp was used, then it is removed and returned to the Available box. If there are Camps in both the start and end Space, select either one to remove, instead.

### 23.0 COMBAT (GENERAL)

Combat occurs when Christian units are in the same space as Muslim units. There are two general conditions when this will occur.

**Christians Attacking:** When a Christian Force enters a space containing a Muslim force. The combat occurs at the completion of the movement. In this case, the Christians are the attackers and the Muslims the defenders.

**Muslims Attacking:** When a Random event or a Muslim Reaction Table outcome calls for a Muslim force to be placed in the same space as a Christian force. In this case, the Muslims are the attackers and the Christians the defenders.

#### 23.1 Combat Procedure Sequence

1) **Reinforce Muslims.** Pick Muslim units from the Bin. If a Seljuk force, use the Seljuk Bin; if a Fatimid force, use the Fatimid Bin. To determine the number of units picked, consult the Muslim Reaction level and roll the number of dice indicated, total them, and pick that number. If there are already Muslim units in a space, then the reinforcing units are added to them.

**Note:** This will be from one to three dice rolls of reinforcing units.

2) **Reveal units.** Reveal all Muslim combat units in the space. Then place all Muslim and Christian units face up in the Battle Display. Place the Battle marker in the space as a mnemonic.

3) **Determine Tactical Edge.** Total the following for each side:

   **For the Christian force:**
   
   a) If there are any Christian military Leaders in the force: add “one.”
   
   b) You may play one (and only one) available Pilgrimage marker that has a Tactical Edge modifier (see page 16): add “one” (see the Markers).
   
   c) If the Christian force has more Horse Archer units than the Muslim force has Horse Archers, and this is not in a fortress space: add “one.”
   
   d) If the Christian force is defending in Jerusalem: add “one.”

   Then:

   e) Roll one die. Add the result to the total of the above.

   **Note:** Playing a Pilgrimage marker for Tactical Edge does not count as a separate action.
For the Muslim force:
  a) If there are any Muslim Military Leaders in the force: add “one.”
  b) If the Muslim force has more Horse Archer units than the Christian force has Horse Archers (if not in a fortress space): add “one.”
  c) If an Ambush: add “one.”
  d) If the Muslim force is defending in Jerusalem: add “one.”

Then:
  e) Roll one die. Add the result to the total of the above.

Compare the modified die rolls:
The side with the higher modified die roll total has the Tactical Edge. If the net modified die rolls are tied, then the defender wins if the combat is occurring in a Fortress. Otherwise, the attacker wins.

4) Determine the number of rounds in the Battle. Roll one die. The number rolled is the number of Rounds to be fought (one to six). Place the Battle Rounds marker in the space on the Index on the map.

   Exception: Only one round of combat occurs in a fortress space

5) First Round of Battle
   a) Tactical Edge Fire Segment. The side with the Tactical Edge fires all of its units. Use the Fire Procedure (below).
   b) Tactical Non-Edge Fire Segment. The side without the Tactical Edge now fires all of its surviving units. Use the Fire Procedure (below).

6) Battle Continuation Determination
   a) If this is the last round of the battle, then the battle comes to an end.

   Otherwise:
   b) If one side has been completely eliminated, the battle comes to an end. The side with surviving units has won the battle (see 24.0).
   c) If both sides have surviving units, then the battle continues. Fight another round of battle. Whoever won the Tactical Edge maintains it for the remainder of the battle.

7) Continuing Rounds of Battle. Following the same procedure as for the First Round, then Battle Continuation.

Continue this procedure until the battle comes to an end, per above.

Note: On subsequent rounds, do not pick additional Muslim reinforcements!

8) Battle Victory Determination
   a) Victorious Battle: If one side has the only units remaining in the space, it wins the battle. See (24.0 and 24.1).
   b) Stalemate: Otherwise, the battle is a Stalemate. See (24.2).

23.2 Fire Procedure
Each unit fires individually.
Roll one die for each unit. If the result is less than or equal to the unit’s combat factor, then it inflicts a “Hit.” If the die roll is greater than the unit’s combat factor, it has no effect.

Example: A unit with a combat factor of “3” would “hit” on a die roll of “1”, “2” or “3.”
You roll once for each unit in each round of combat. You can do this in any order you want for both sides. A firing force applies actual losses against the enemy after all dice are rolled.

You do not have to designate individual targets. Rather, after all combat dice are rolled, you determine which units will receive any rolled Hits.

All losses inflicted during a round are applied before the other side has a chance to return fire.

You can select which Christian units are to be “Hit.”

For the Muslims, you must start with the unit that has the weakest combat strength. In the event of ties, select which enemy unit is to be Hit. However, you must select a non-Leader unit before a Leader.

Example: A Muslim force takes three “hits.” It includes two “1” strength militia, a “2” heavy cavalry, a “2” strength Leader, and a “3” horse archer. You would eliminate the two militia and the “2” heavy cavalry.

Note: A unit that was hit in combat may be eliminated, thereby preventing it from firing back.

23.3 Combat Results
For each “Hit” inflicted.

If the targeted unit (or a leader) is a one-step unit, it is eliminated.

An eliminated Christian mercenary unit is placed back in the Pilgrimage Bin.

Other eliminated Christian units are placed in their respective Bins.

An eliminated Muslim unit is placed in its respective Bin.

If the targeted unit is a two-step unit and is on its front side, it is flipped to its reduced side (and remains on the map).

If the targeted unit is a two-step unit on its reduced side, eliminate it and place it in its respective Bin.

Note: Only certain Christian units have two steps.

23.4 Overkill
If a force inflicts more losses on the enemy than there are units to be eliminated or reduced, there is no additional effect.

23.5 Fortresses
If a force is attacking a Fortress, then the defender wins any Tactical Edge die rolls. Also, there is no benefit for Horse Archers for either side when attacking a Fortress.

When a combat takes place in a Fortress, there is only one round of combat. Do not roll for the number of rounds.

Note: The Optional Siege rules can change this.

23.6 Jerusalem
In addition to the above, the defender adds an additional “one” to the Tactical Edge die roll.

Terrain
The only terrain which affects combat is Fortresses.

24.0 WINNING A BATTLE
If a Christian force wins the battle, it remains in the space.

Also, if any Muslim Leaders were eliminated:
1) Gain one Special Action.

And

2) Pick one Pilgrimage marker from the Bin. Keep any Boon and Mercenary markers. Deploy Mercenaries in the space, unless fleets which are placed in any Christian occupied port or Constantinople. Return Bane markers without playing them.

24.1 Losing
If a Muslim force wins the battle.

1) If this is not a Fortress, then return all Muslim units to their contingent’s Bin.

2) If this is a Fortress, then pick one Muslim unit from the force randomly and place it face down, it remains in the fortress. Return all other Muslim units in that force to their Bin.

Also, if any Christian Leaders were eliminated.

1) Lose one Special Action

And

2) You must pick one Boon marker in the Available box (if any) and return it to the Pilgrimage Bin.

24.2 Stalemates
If a battle ends in a draw (in other words, at the completion of the combat, both sides still have units remaining in the space), then the attacking force must withdraw.

If a Muslim Force is attacking, return all surviving Muslim attackers to their contingent’s Bin.

If a Crusader force is attacking, you must withdraw it one space. Move it into any one adjacent space. That space can have no enemy units in it. If there are any Crusader fleets in the force, they can withdraw one space to sea (and each fleet can embark and transport one land unit). All units must withdraw together. Any units which cannot withdraw are instead eliminated. Then follow the procedure for 24.1 for the Muslims.

If a Battle ends in a Stalemate, do not gain or lose Special Actions or Pilgrimage markers.

Note: A Christian force does not have to withdraw along the route it entered the space—withdraw can be used to “infiltrate” into a space further down the road.

25.0 NAVAL OPERATIONS
Fleets have special capabilities. They otherwise follow rules for other units.

25.1 Sea Movement
Only Fleets and units transported by Fleets can move via Sea spaces/routes.

Fleets may enter only Constantinople, Sea Spaces, and Ports.

Fleets move via Sea Spaces in the same manner as land units.

25.2 Fleet Transport
Fleet units may transport Christian units. The Fleet and the transported unit must start the Action in the same port space. The Fleet “picks up” the unit and moves via Sea movement. At the end of that move, the Fleet may disembark the transported unit (only if in a port), or the unit may remain embarked. Units transported by Fleets cannot, however, move independently in the same Action.

25.3 Fleet Capacity
Each Fleet can transport one Christian unit (any type other than a Fleet). Units being transported are not affected by attrition unless the transporting Fleet is eliminated.

Designer’s Note: The fleet capacity limits represent the historical situation; The First Crusade saw very little in the way of naval actions.

25.4 Fleets and Combat
Fleets are combat units. A Fleet in the same space as a Muslim force engages in combat per the normal rules of Battle. Any transported unit in the force must disembark in that space and engage in combat.

Note: A quick perusal of the map shows that the only place this will happen is in ports. There are no Muslim fleets in the game.

26.0 MUSLIMS
Muslim units are controlled by the game system. They are placed on the map via various game instructions. Depending on the particular rule, they may remain on the map...
or are removed after a battle and placed in their contingent bin or in the eliminated units box. When Muslim units are in the same space as Christian units, combat ensues.

26.1 Initial Placement
Initial setup instructions will place Muslim units on the map. Additional game Actions will place Muslim units on the map.

26.2 Picking Muslim Units from Bins
Pick units at random; reveal them if the space in which they are to be placed contains Christian units. If there are no units remaining in a bin, then do not pick.

26.3 Random Events
Certain events will place Muslim units on the map. If they are placed in the same space as Christian units, the normal sequence of play is interrupted and Muslim units must attack (see the Events Table).

Note: In this case, the Muslims will be the attacker.

26.4 Fortress Defense Reinforcement
The instant that a Christian force enters a Fortress containing any Muslim units and that fortress had no Christian units in it prior to the moving force, then roll a number of die per the Muslim Reaction Chart (one, two or three); pick a number of Muslim units from the designated Contingent’s Bin and place them in that space.

Note: In this case, the Muslims will be the defender.

Note: Generally, these will be Seljuk units. However, the Fatimids may gain control of Jerusalem or Acre, from which point on you pick Fatimid units for Jerusalem and Acre.

26.5 Post Battle
If the Muslims win a battle (clearing all Christian units from a space), then pick one Muslim unit from that force (face down) and place it in that space. Place all others in the Bin.

Note: This unit may be reinforced if the conditions of 26.4 apply.

26.6 Abandoned Fortresses
If for any reason neither side has units in a space, Muslim units can be placed back into it (but only if a Muslim Reaction Chart result causes them to be placed there). The space remains uncontrolled and you can move Christian units into it without triggering a Fortress Defense Reinforcement check (26.4), however.

Note: Among other things, this will allow you to move units from one Christian contingent out of a fortress in one action, then move another force into it in a second action.

27.0 MUSLIM REACTION
During the Muslim Reaction Step, determine what the Muslims will do.

27.1 Muslim Reaction Index
The Muslim Reaction Level (see the map) indicates the number of dice you must roll for Muslim reinforcements when directed to do so for a combat.

Low: One die roll.
Medium: Two dice rolls.
High: Three dice rolls.

27.2 Check for a change in the Muslim Reaction Level
During this step, you must:

1) Check the number of Crusader controlled or contested fortresses.

2) Roll three dice; if the result is less than or equal to the number of Crusader controlled or contested fortresses, then increase the Muslim Reaction Level by “one.”

3) If the result is greater than that number, there is no additional effect.

Note: Armenian fortresses count as Christian occupied, even if Armenia has not been activated. Constantinople never counts among the Fortresses. Certain Events will also change the Muslim Reaction Index.

Note: Certain Pilgrimage markers will change the Muslim Reaction Level.

Designer’s Note: It is perfectly legitimate for the Crusader player to purposefully avoid controlling fortresses to affect the Muslim Reaction Level dice roll. This tactic may affect victory when the victory conditions are assessed, however.

27.3 Check for a Muslim Counteroffensive
Consult the Muslim Counteroffensive Table.

1) Roll one die: This gives the column to be used.

2) Roll a second die: This gives the row on that column to be used.

3) Cross index the two and this will give you a Counteroffensive direction: Attack, Relief Force, Raid or Naval Action.

Note: Muslim units are never placed in Constantinople.

27.4 Muslim Attack
The Muslim Attack result gives which of the three Routes on which the Attack will occur.

The Battle occurs in the space on that Route occupied by a Christian force closest to Jerusalem. If there is a Christian force in Jerusalem, it occurs in Jerusalem.

If there are no Christian forces on the Route determined by the die roll, then there is no effect.

If a Battle occurs, then roll a number of dice per the current Muslim Reaction level (one to three). Pick that number of Muslim units and place these units in the space occupied by the Crusader units determined above. Those Muslim units then immediately execute an attack per the Battle Procedure. Christians must defend in such a case.

27.5 Relief Force
This follows the same procedure for Muslim Attacks, with the following change: The space in which the Muslim units are placed must contain a Fortress which has Christian units in it. If no such Fortress exists, then treat this as a Raid instead.

Note: If a Muslim Attack outcome is rolled and a Fortress is the space closest to Jerusalem, then the Muslims attack that fortress; that is, a Fortress might be attacked by either a Muslim Attack or Relief Force outcome.

27.6 Raid
The Raid will give a location on the map. If there are Christian units in that space, then follow the same procedure for Muslim Attacks for that space.

If there are no Christian units in that space, then no battle occurs (do not re-roll).

Note: The way the procedure works, the more territory the Christians take, the greater the chance for a Counteroffensive.
27.7 Reoccupation
If the space chosen by Muslims Attack, Relief Force, or Raid has no Christian units in it, then the Muslims move into that space if it is a Fortress or Town. Pick one unit at random from the Seljuk or Fatimid Bin. Place it face down in that space. If there was already a Muslim unit in that space, do not pick this additional unit.

Note: Obviously, the Muslim unit in this space will trigger Muslim reinforcements if Christian units move into the space later on.

27.8 Naval Action Event
This applies only if Christian Fleet units are in a Mediterranean Route space on or east of Rhodos (including Ports).

Fleet Action Procedure
Roll two dice and total the results. This is the Muslim Fleet Strength.

If the Muslim Fleet Strength is less than or equal to the total Christian Fleet combat value total east of Rhodes (inclusive), the Christians win. Christians gain one Special Action. Also, pick one Pilgrimage marker from the Pilgrimage Bin per each winning battle.

If the Muslim Fleet Strength is greater than the total Christian Fleet combat value, the Muslims win. Reduce all Christian Fleet units (and any land units transported) east of Rhodos (inclusive). Eliminate any units already reduced. Treat this the same as losing a land battle for losing Pilgrimage markers. Also, lose one Special Action.

27.9 Other Combat
A Jihad event can cause Muslim units to be placed on the map and engage in combat. An Ambush Pilgrimage draw can also cause this. Interrupt the normal sequence of play to execute these combats.

27.10 Fatimids Intervene
Generally, when picking Muslim units, pick from the Seljuk Bin.

If the Fatimids Intervene marker goes into effect, and the Seljuk do not currently control Jerusalem (it is contested or Crusader controlled), there is no effect.

If the Seljuk do control Jerusalem, then:

1) Remove any Seljuk units in Jerusalem and place them in the Seljuk Bin.

2) Roll one die and pick that number of Fatimid units; place them in Jerusalem.

3) Place the Fatimid Take Jerusalem marker in the box on the map.

Once this event is in effect, if any game event calls for the placing of any Muslim units in Jerusalem or Ascalon, Fatimid units are placed (instead of Seljuk).

27.11 Mediterranean
Muslim units picked for raiding into the Mediterranean route (Kypros and Rhodos) are always picked from the Fatimid Bin, regardless if the Fatimid Take Jerusalem event occurs. Note that there are no Muslims Attack or Relief Force events for the Mediterranean route.

Note: This reflects the naval situation in the eastern Mediterranean.

28.0 WINTER & SUPPLY
During the Supply Step following the Autumn turn, perform the following (in this order).

1) Christian Supply Check: Check all Crusader units for their Supply Status. See (28.1).

2) Muslim Supply Check: Check all Muslim units for their Supply Status. See (28.3).

Note: Yes, there is a Winter at the end of the last year of the scenario. This is to mitigate against the player making last turn moves which would be otherwise unrealistic.

28.1 Christian Supply Check
A Christian force is In Supply if:

- It is in Constantinople
- It is in a Port
- It is in a Fortress
- It is in a Town

- It is in the same space as a Camp (this expends the Camp—return it to the available box).

- It is adjacent to a Christian-controlled Port (regardless of contingent occupying the port).

- It is a Crusader or Mercenary unit in the same space as a Castle or Monastery.

If the player expends a Pilgrimage marker which has Supply capability.

Note: All combat units must check for supply, including Leaders. Markers do not, though.

Otherwise, a Christian force is Out of Supply.

28.2 Out of Supply
For each Out of Supply Force, roll one die. This is the number of units in the Force which survive. All other units are reduced.

Note: This means that it is impossible to completely wipe out a force (because the minimum die roll is at least “1”), representing forces that are small enough to be able to forage and live off the land indefinitely.

For Crusaders, you choose the units to be reduced.

28.3 Muslim Supply
A Muslim force is In Supply if it is in a fortress or town. All other forces are returned to their Bin.

29.0 SPECIAL SPACES

29.1 Constantinople
Only Christian units can enter Constantinople. Muslim units cannot.

There is no limit to the number of units which may be in Constantinople. All Christian units can co-exist in Constantinople.

Christian forces in Constantinople leave by paying normal movement points to enter on-map spaces. Christian units which enter Constantinople must cease movement for that Action. They can move out in an ensuing Action.

Constantinople counts as a Fortress and a Port for all game purposes.

29.2 Crusader Pilgrimage Fortresses
These act as Fortresses, plus:

1) You can conduct a Pilgrimage action in a Crusader Pilgrimage Fortress.

2) Certain Pilgrimage markers can be played only in Crusader Pilgrimage Fortresses.

3) For each Crusader Pilgrimage Fortress occupied by a Crusader Leader at the start of the Special Action phase, gain one Special Action.

Note: (3) changes in the Optional rules.
29.3 Jerusalem
Jerusalem is considered to be on all three land routes.

Jerusalem is a Crusader Pilgrimage Fortress.

Crusader units must cease movement when they enter Jerusalem, regardless of who controls it, for that movement. They may move out normally in an ensuing Action.

A Christian force requires two Actions to move into and attack Jerusalem.

A Christian or Muslim force defending in Jerusalem gains a “+1” tactical edge die roll modifier.

A Crusader Leader conducting a Pilgrimage in Jerusalem picks one additional Pilgrimage marker.

Jerusalem begins in 1097 under the control of the Seljuks. This may change in the course of a game. See the Fatimids Intervene event.

30.0 CILICIAN ARMENIA
Armenia consists of the fortresses of Sis and Vahka. Armenians are a Christian contingent, with special rules. Armenia begins in 1097 as a neutral.

30.1 Activating Armenia
You may not initiate any Actions with Armenian units until you have activated Armenia.

To activate Armenia do one of the following.

1) Move a Christian Diplomatic Leader into the Armenian fortress of Sis and conduct a Diplomacy Action; at the end of the move, Armenian forces become Crusader controlled.

Or

2) Play the Negotiations marker (from anywhere on the map).

3) If the Armenian Alliance event is rolled.

Or

4) The instant that Muslim units are placed in Armenia.

Note: Place the Armenia Activated marker in the box as mnemonic.

30.2 Armenian Operations
Crusader and Byzantine forces may enter Armenia before it is activated, but not end a move stacked with Armenian forces (other than for a Leader or a Leader plus other units to conduct an Action to activate Armenia).

Once activated, Armenian forces may stack with Crusader units (but not Byzantine). They cannot operate as a single combined force. However, they would defend together if attacked.

Armenian forces are limited in their movement. They may move into spaces up to two spaces from Armenia. This may be by paths or passes.

Example: Armenian units could move as far as Tarsus.

31.0 THE ASSASSINS
Masyaf is a stronghold of the Ismailis, more popularly known as the Assassins. During initial setup, place the Assassin garrison in the space. This unit never moves.

31.1 Attacking the Assassins
A Christian force can enter Masyaf by making a Pass move from adjoining Routes. The Force then attacks Masyaf. Combat is resolved normally.

An Assassin force defending in Masyaf gains a “+1” Tactical Edge die roll modifier.

The Assassin garrison returns to play at any time in the game that Masyaf is not occupied by Christian units. Place it in Masyaf.

The Assassins Strike event provides additional effects.

You gain additional VP at the end of the game for controlling Masyaf.

Muslim forces never enter Masyaf.

Masyaf is not on any of the four routes.

31.2 Assassin Combat Factor
The Assassin combat unit has a variable combat strength. For each round of combat, roll one die. The number rolled is the combat strength of the Assassin unit for that round.

31.3 Additional Effects
The Assassin unit can never move. It is always supplied.

If a Crusader force eliminates the Assassin unit, then treat this as a Victorious Battle (24.0) for gaining Pilgrimage markers and Special Actions. If a Crusader force fails to eliminate the Assassin unit by the end of a battle, treat it as a Battle defeat.

32.0 SPECIAL UNITS

32.1 Leaders
The effects of Leaders are explained throughout the rules. Leaders are generally treated as land units. The Caspax Byzantine naval leader is treated as a fleet with Leader abilities.

Leaders Rally normally. A Leader who is completely eliminated is permanently out of play (but see 32.4).

32.2 Alexios
Alexios Comnenus was the Byzantine emperor; if Alexios is completely eliminated, then immediately remove from play all Byzantine units not located in Constantinople or in fortresses. For the remainder of the game, you may not initiate Actions with Byzantine units. They defend normally, however.

Also, lose 10 VP at the end of the game.

32.3 Taktios
The Byzantine Taktios unit can stack with Crusader units.

32.4 Emirs
These represent generic Muslim leaders. If eliminated, they are returned to their Contingent Bin.

32.5 Mercenaries
You receive Mercenaries picked from the Pilgrimage Bin. Assign them as follows.

Land units: With the force conducting the Action.

Fleet units: If the force conducting the
action is in a port, place it with that force. Otherwise, place in Constantinople.

Mercenaries are treated as Crusader units. They have one step. If eliminated, return non-Leaders to the Pilgrimage Bin; eliminated Leaders are permanently out of play.

Mercenary fleets may stack with and transport Crusader units.

33.0 CAMPS, CASTLES & MONASTERIES
You can build Camps, Castles, and Monasteries. These are markers which are placed on the map.

33.1 Building Camps
Designate a Christian Leader of any type (The space cannot contain a Fortress, Desert, Castle, or other Camp). Expend one action. Place a Camp marker in the space.

33.2 Building Castles
Designate a Crusader Military Leader in a space (the space cannot contain a Fortress, Desert, other Castle, or Camp). Expend three Actions. Place a Castle marker in the space.

33.3 Building Monasteries
Designate a Crusader Diplomatic Leader in a space (the space cannot contain Desert or another Monastery). Expend two Actions. Place a Monastery marker in the space.

Note: The Actions expended can be Standard or Special, or a combination.

33.4 Movement
Camps, Castles, and monasteries can never move, nor be transported by Fleets.

33.5 Combat
Camps, Castles, and Monasteries are not units. They are removed from the map if a Muslim force is in the same space and there are no Christian units in their space. They are not otherwise affected by combat. The marker is available to be rebuilt.

33.6 Camp Effects
Supplied March: A force which begins or ends a March or Sea move in a camp is making a Supplied Move (22.0). Expend the Camp at the end of the Action.

Winter Supply: All Christian units in the space are Supplied. Expend the Camp at the end of the supply check (28.1).

Combat: A defending Christian force in a Camp wins any Tactical Edge die roll ties.

33.7 Castle Effects
Castles act as fortresses for all game purposes (e.g., 23.5 and 28.1).

Victory: Each Castle on the map at the end of the game counts for VP (see 6.1).

33.8 Monastery Effects
Pilgrimage: A Leader can initiate a Pilgrimage Action in a Monastery. If the Monastery also contains a Crusader Pilgrimage Fortress, there is no additional effect.

Supply: Monasteries act as towns for supply (see 28.1).

Victory: Each Monastery on the map at the end of the game counts for VP (see 6.1).

33.9 Limits
The number of Camp, Castle, and Monastery markers is limited by those in the counter mix. You can build either side of a Castle/ Monastery marker, but once built, it cannot be switched. If destroyed, you can use either side of the counter for future builds.

34.0 SUMMARY OF ACTIONS
Types of Actions
Actions are summarized below. Unless otherwise stated, each requires the expenditure of one Action. Various rules sections provide details.

Recruiting: Designate one Christian Leader in Constantinople, a Port, an Armenian Fortress or a Crusader Pilgrimage Fortress. A Military Leader recruits one unit of its own contingent. A Diplomatic Leader recruits two units of its own contingent (14.1).

Rally: Select a space with at least one leader that is in either Constantinople, a Port, or any type of Fortress. For each Leader in that one space, flip one reduced unit in that space to its full strength side (15.1).

Diplomacy: If a Crusader diplomatic leader is in the fortress of Sis, then 1) If Armenia has not been activated, Armenia becomes Crusader controlled. Otherwise 2), if Armenia is activated, pick one Pilgrimage marker (see 16.1(2)).

Go on a Pilgrimage: Designate one Christian Leader in a Crusader Pilgrimage Fortress or Monastery. A Military Leader picks one Pilgrimage marker. A Diplomatic Leader picks two Pilgrimage markers (13.1). If in Jerusalem, a Leader picks one additional marker.

Land March: Designate one Christian force (without a Leader). Move it via the Land March rule (18.0). Make any Attrition check.

Leader Land March: Designate one Christian force containing fleets (without a naval Leader). Move it via the Leader Land Movement rule (19.0). Make any Attrition check.

Sea Move: Designate one Christian force containing fleets (without a naval Leader). Move it via the Naval Movement (see 20.0). Make any Attrition check.


Supplied March: Designate one Christian Force and make a Land March or Sea Move (with or without a Leader) with a Force of Christian units. All units must begin in the same Fortress or Camp and all units end their movement in the same Fortress or Camp (the final space must be Christian controlled at the start of the march). Expend one camp if used. No Attrition check. (22.0)

March (any type) then Attack: Move one Christian force by any kind of March, end in a space containing a Muslim force, then execute an attack against that Muslim force (23.0).

Build a Camp: Designate a Christian Leader. Expend one action. Place a Camp marker in the space (33.1).

Build a Castle: Designate a Crusader Military Leader. Expend three actions. Place a Castle marker in the space (33.7).

Build a Monastery: Designate a Crusader Diplomatic Leader. Expend
two actions. Place a Monastery marker in the space (33.8).

**Establish a Crusader Kingdom (on-line Optional rules):** Designate one Crusader Leader in a Crusader Pilgrimage Fortress. Place the Title marker on that Leader corresponding to the Fortress.

**Initiate a Siege (on-line Optional rules):**
- Move a Christian Military Leader to a fortress occupied by a Muslim force. Place a Siege marker in the space (do not attack). See the Siege rule.

**Make a Siege Attack (on-line Optional rules):** Designate a Christian force besieging a Muslim occupied fortress. Conduct a Siege Attack.

### 35.0 CRUSADE EVENT EXPLANATIONS

*(see the map Event Table)*

**Armenian Alliance:** Armenia immediately activates as a Christian contingent. If Armenia is already activated, then gain one Special Action.

**Assassins Strike!** Do both of the following.
1) pick one Pilgrimage markers in the Available box and return it to the Bin; and 2) select one Christian Leader on the map. Roll one die: if the result is less than or equal to the Leader’s combat value, there is no effect; if the result is greater than the Combat value, he is reduced (or eliminated if already reduced). If Crusader forces currently occupy Masyaf, treat as no effect and gain one Special Action.

**Byzantines Go Home:** Roll one die for each Byzantine force not located in a fortress or Constantinople. On a “1-2,” pick up all units in that force and place them in the Byzantine Recruit bin. Otherwise, no effect.

**Byzantine Reinforcement:** Pick one unit from the Byzantine Bin. Place it in Constantinople.

**Celestial Wonder:** Return all Pilgrimage Action markers in the Available box back to the Pilgrimage Bin. Then pick an equal number of markers from the Bin. Keep any Boons markers. Place any Mercenaries in Constantinople. Ignore any other picked markers and return them without playing.

**Christian Infighting:** Pick one Pilgrimage marker from the Available box and return it to the Bin. Also, for the remainder of this turn, you can take actions only with Crusader units (and mercenaries they are stacked with).

**Crusader Leader Goes Home:** Select one Crusader Leader and place him back in the Recruit Bin.

**Crusader Reinforcement:** Pick one unit from the Crusader Reinforcement Bin. Place it in either Constantinople or any Crusader controlled port.

**Earthquake:** the turn immediately comes to an end. Do not take any further actions, nor check for Muslim Reaction. If this is Autumn, go directly to the Supply Step.

**Fatimids Intervene:** This goes into effect only if Christian forces control two or more Crusader Pilgrimage Fortresses. See 27.10 for effects. If Christians do not control the fortresses, or if this event is already in effect and rolled again, no effect.

**Gesta Francorum:** Gain two Special Actions.

**Jihad:** This goes into effect only if a Christian force occupies Jerusalem or Damascus. If so: 1) increase the Muslim Reaction level by “one;” and 2) immediately check on the Muslim Counteroffensive Table and implement the result, this may lead to combat. Muslims gain an additional plus “one” for their Tactical Edge die roll for this combat.

**Muslim Infighting:** Reduce the Muslim Response by one level; and gain one Special Action.

**Papal Support:** Roll one die and pick that number of Pilgrimage markers. Examine them without playing. You may keep any Boons and Mercenary units (place the latter in Constantinople or Crusader controlled port); return Banes to the Bin without playing.

**Plague:** Roll one die for each space on the map which contain three or more units. On a “6,” reduce all units in that space. This includes Christian and Muslim forces, and Constantinople.

**Storms:** Roll one die for each Sea space containing Christian fleets. On a “1-2” pick up all fleets in that space and any transported units; move them to Constantinople.

**Turk Civil War:** 1) If Christian forces control two or more of the following fortresses (Nicaea, Iconium, Damascus) then Reduce the Muslim Response by one level; and gain one Special Action. 2) Otherwise, no effect.
<table>
<thead>
<tr>
<th>Boons</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Negotiations (any marker with a scroll)</td>
<td>You must have any Christian Leader in a Byzantine Objective fortress, Pilgrimage fortress or Sis. Then play at any time to do one of the following: 1) Reduce the Muslim Response Level by “one,” or 2) Activate Armenia (once per game).</td>
</tr>
<tr>
<td>Military Adv. (any marker with a sword)</td>
<td>Play at the start of a battle for a Christian force to gain +1 to the Tactical Edge die roll.</td>
</tr>
<tr>
<td>Special Action (any marker with a shield)</td>
<td>Play at the start of the Special Action step to gain two Special Actions.</td>
</tr>
<tr>
<td>Treachery (any marker with an eye)</td>
<td>Play to examine all Muslim units and then do one of the following: 1) At the start of a battle to reduce the number of Muslim Reinforcement die rolls by “one” (may be done only once per battle). Or 2) During any type of March action to move one Christian force through one space containing a Muslim force without stopping.</td>
</tr>
<tr>
<td>Supplies (any marker with a wagon)</td>
<td>Play to do one of the following: 1) After a March die roll, to negate any Attrition. Or 2) During a Winter Supply Step, to place all Christian units in one space in Supply.</td>
</tr>
<tr>
<td>Banes (Immediate)</td>
<td>Explanation</td>
</tr>
<tr>
<td>Ambush (the marker with a skull symbol of the same name)</td>
<td>Apply the effects of a Muslim Raid in the space with the Leader taking the Pilgrimage action (27.6). Engage in combat. Muslims receive an additional +1 Tactical Edge die roll modifier. Return the marker to the Bin.</td>
</tr>
<tr>
<td>Event (the marker with a skull symbol of the same name)</td>
<td>Consult the Event Table, determine one Event, and apply it. Return the marker to the Bin.</td>
</tr>
<tr>
<td>Mercenary Unit</td>
<td>Explanation</td>
</tr>
<tr>
<td>Unit (printed with a red band at the top)</td>
<td>A mercenary unit. Deploy this unit as a Reinforcement. See (32.5).</td>
</tr>
</tbody>
</table>
**OPTIONAL RULES**

You can use these Optional Rules (34.0 to 37.0) to enhance realism and complexity.

### 34.0 SIEGE

A Christian force can take Siege Actions to enhance the ability to attack a Fortress.

#### 34.1 Siege Procedure

You can declare a Siege if you have a Christian Military Leader (plus any other units) which completes a move in a space with an enemy occupied fortress. At the completion of the move:

1. Place a Siege marker on the space. And:
2. Roll a number of dice per the Muslim Battle Reinforcement rule (26.4); pick and then place that number of Muslim units from the Bin and place them in the fortress.
3. There is no attack (in this action).

**Jerusalem:** A Christian force must expend two Actions to initiate a Siege in Jerusalem.

#### 34.2 Conduct of Sieges

In subsequent Actions, you can declare a Siege Attack. The attack is made per the Standard Fortress Attack rule (see 23.5), with the following special cases:

1. At the start of the battle, roll one die. This is the number of rounds the attack will continue (from one to six).
2. At the completion of the final round of battle, if one side has won (destroying all enemy units) then it controls the fortress. If neither side has won (both sides have units surviving) then the siege is maintained. Both side’s units remain in the space.

**Note:** A besieged Fortress still can be attacked via the Standard game rule.

#### 34.3 Siege Lines

The besieging force is considered to be outside the fortress, the besieging force inside.

The Siege marker remains in place as long as there is at least one Christian unit in the space (which may be one of the originally besieging units or others that marched in) and at least one defending unit. If all besieging units are eliminated for any reason, then the besieging force gains control of the Fortress (and is now considered to be inside of it).

As long as a fortress is under siege, do not remove besieged Muslim units from the space after the completion of a battle unless all Christian units are eliminated or withdrawn. In this case, follow the procedure in 27.7 (Muslim Reoccupation).

A fortress, once besieged, does not check for additional reinforcements per 26.4. (that is to say, whatever forces are rolled up when it is initially besieged are all the units that will be placed inside of it).

As long as the Siege marker is in the space, enemy units can co-exist. There is no obligation for either side to attack. Although, a besieged Muslim force attacks the besieging force if a Counteroffensive or Jihad event calls for it.

#### 34.4 Relief Forces

If a Muslim force is placed in a space in which a Christian force is besieging a Muslim force, both the relieving and besieged Muslims forces combine to attack the besieging Christian force. The Christian force receives no benefit for the fortress.

If the Muslims win the battle, then the combined force occupies the Fortress. If the Muslim lose the battle, then they all withdraw (are removed from the map) and the Christians gain control.

#### 34.5 Supply Effects

A Christian force which is besieging a fortress receives no supply benefits for it. Supply can be gained if adjacent to a Christian controlled port (28.0), or by building and expending a Camp in the fortress space (the camp would be removed from play when expended for supply, or when the Christians gain control of the fortress).

**Note:** If using a Port, the connecting path can be a Pass.

A Muslim force inside a fortress must make a supply check during the Winter Supply Step (28.0). Roll two dice and total the results: This is the number of Muslim units which survive. All other besieged Muslim units are eliminated.

#### 34.6 Massacres

A Massacre marker is placed in a fortress when a force makes an attack on a fortress and wins the battle on the second or subsequent round. If the attack wins on the first round, or fails, there is no Massacre.

A Massacre marker destroys all supply capacity in the fortress (for Supplied March, Winter Supply). It does not affect supply from Camps and Pilgrimage markers.

A Christian Leader can conduct a Pilgrimage in a space containing a Massacre marker.

There can never be more than one Massacre in a single fortress.

#### 34.7 Other Effects

As long as there are enemy units in a fortress, the space counts as enemy-occupied for things such as stopping movement, etc.

The fortress provides no defensive benefit for the besieging force. The besieged force receives normal benefits for the Fortress. The space otherwise does not count as a Fortress for other Christian Actions such as Recruiting, conducting Pilgrimages, etc.

#### 34.8 Muslim Sieges

Generally, Muslim forces which are placed in Christian-occupied fortresses follow the Standard rule for attacking fortresses. They do not initiate sieges.

However, if a Muslim force has a Military leader, the attack lasts one die roll amount of rounds. If the Muslims or Christians have not won by the end of the last round, the battle is a draw and the Muslims withdraw.

#### 35.0 CHRISTIAN CAVALRY

##### 35.1 Mobility

A Christian force containing only full-strength cavalry (of any type) and/or full strength cavalry leaders adds “one” movement point to its movement alliance when using normal land March, and two movement points when using Leader March.

##### 35.2 Combined Arms

If a Crusader force has at least three heavy cavalry units and three heavy infantry units, then it gains a combined arms advantage. This gives that force a “+1” die roll modifier for determining Tactical Edge (in addition to any other modifiers).

**Note:** This can include Leaders who are heavy cavalry or heavy infantry, respectively.
36.0 CRUSADER KINGDOMS
You can create Crusader Kingdoms to enhance your position in the Holy Land as well as to gain additional Victory Points.

36.1 The Kingdoms
You can establish the following Kingdoms:

Jerusalem, Tripolis, Antioch, Edessa, Damascus.

Each of these fortresses can become the capital of a Kingdom.

36.2 Procedure
Establishing a Kingdom is an Action. You must have a Crusader Leader (of any type) in the space as one of the fortresses (from above) as well as controlling it. That fortress becomes the capital. Place the Title marker on the Leader counter.

36.3 Endurance
The Title remains with the Leader as long as the Leader is on the map, and the effects of that Kingdom are in force. If the Leader is eliminated, another Leader can be awarded the Title if the prerequisites are met (36.2).

36.4 Effects on Leader Movement
The Leader may occupy only the space of his capital, or any immediately-connected adjacent land spaces (including spaces connected via Passes).

36.5 Special Actions
Change the Standard rule which automatically provides one Special Action for the Crusader Leaders occupying three or more Crusader Pilgrimage Fortresses (12.2) to:

For each Kingdom Leader on the map (regardless of location), the Christians receive one additional Special Action.

Note: Just having a Crusader Leader in a fortress does not give the advantage, he has to have the Title; on the other hand, he can move out of the fortress within the limits of this rule and the Christians still gain the Special Action.

36.6 Recruiting & Pilgrimages
Add to the Standard Pilgrimage and Recruiting rules (13.0 and 14.0):

All Titled Crusader Kingdom Leaders are treated as Diplomatic Leaders for recruiting and going on Pilgrimages. They pick two units when recruiting and two Pilgrimage markers, respectively.

36.7 Building Castles and Monasteries
Add this to the Standard rule for building Castles and Monasteries (33.0):

These can be built only on or adjacent to Crusader Kingdom Capitals (but not necessary by a Crusader Kingdom Leader). Camps are not affected.

36.8 Victory
You gain additional VP for establishing Kingdoms:

Establish the Kingdom of Jerusalem: +10

Establish Kingdoms of Tripolis, Antioch, Edessa, Damascus: +3 each

When using this optional rule, increase the number of VP you need for each Victory Level by “15”.

37.0 MULTI-PLAYER OPTIONS
Crusader can be played with two or more people as teams. This can be done with whatever player arrangements are agreeable. For example, one player can control Crusader units, a second the Byzantine units, a third the Armenian forces. Players can negotiate who will execute standard and special Actions each turn. Players can trade Pilgrimage markers.

Players can work towards a mutual victory, or determine individual victories, or determine individual player victory in terms of who contributed the most to the final outcome. In the event of disputes, settle it via a joust.