

BATTLE BOOK

† Infidel †

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

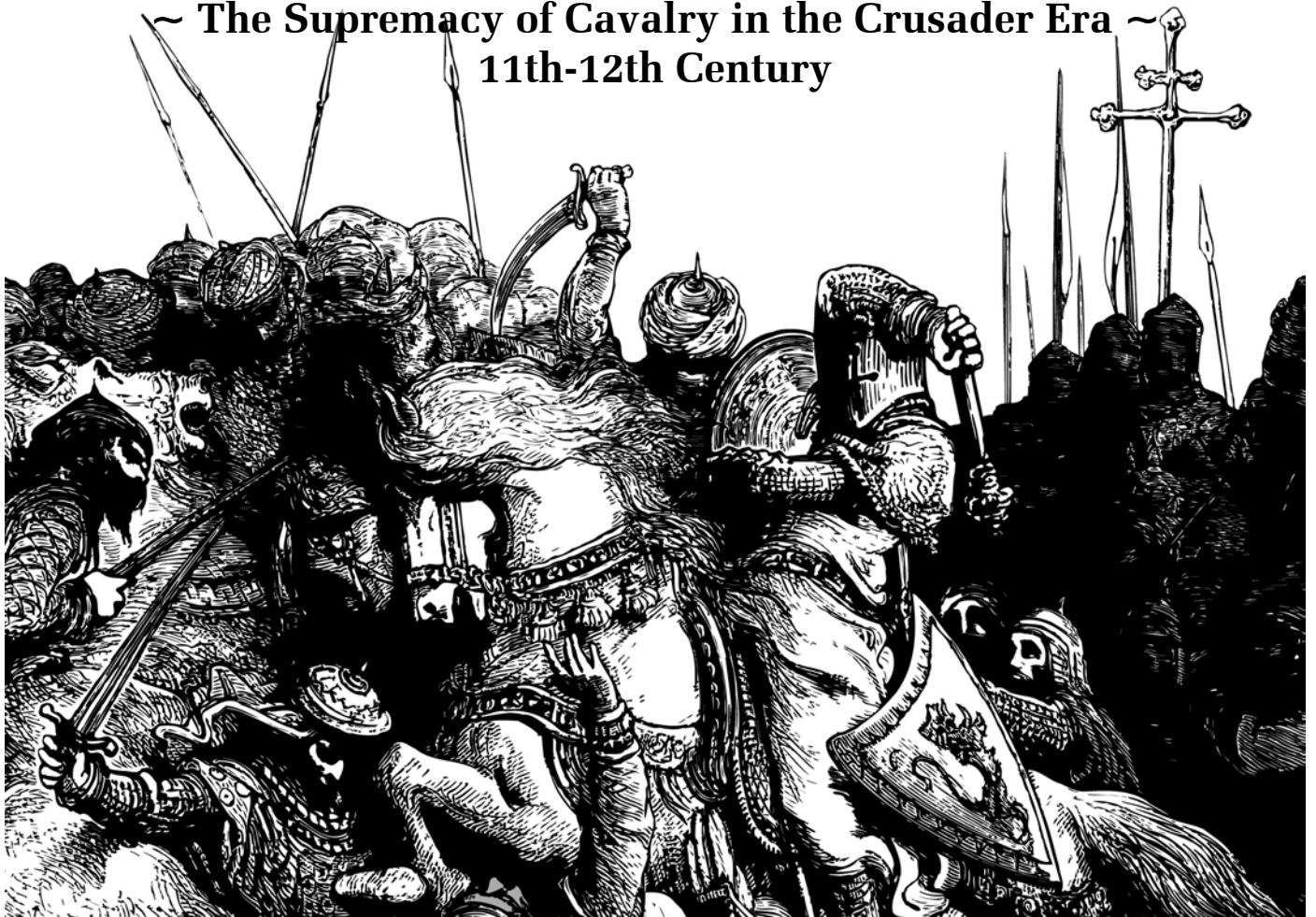


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PREFACE

The battles of the Crusades were between two different military styles, both dominated by cavalry. Unlike in the original *Men of Iron* game, infantry played a secondary role in most battles of the Crusades.

European warfare of the time centered around heavily armored Men-at-Arms—we’ll use the term “knight”—that closed with their enemies and sought to destroy them in hand-to-hand combat. The knights relied on mass, skill with weapons, and élan, to win battles.

The type of warfare prevalent in the Middle East relied on large numbers of lightly armored mounted archers. These mounted archers used arrows and the speed of their horses to wear down opponents, while trying to avoid direct engagements. Their main tactic was to ride near an enemy, let loose a barrage of arrows at them, and then ride away before the enemy reacted and counterattacked. Similar tactics had been used for centuries; for example the Parthians used them to capture the Roman Consul Crassus and destroy his seven legions at the battle of Carrhae in 53 BC.



Many works have been written about the battles of the Crusades, but much of the information is unreliable, incomplete, or contradicts other sources. Writers contemporary to the events often give scant details about a battle or do not agree with other authors about a battle’s sequence of events. Just as in the original *Men of Iron* game, we have created one possible interpretation of each battle represented by combining information from various sources.

What is clear from all of the sources is that cavalry, and its tactics, tended to dominate battles, or at least the writing by contemporary sources about the battles. In some cases no mention is even made of infantry, as with some accounts of the reinforcing Crusaders at Dorylaeum. Whether this is due to the absence of infantry, its secondary role to cavalry, or merely to the prejudices of the writers, we may never know.



Notes on Setup and Selecting Units

After selecting a battle to play, lay out the map and set up the units called for in the Deployment section of the chosen battle. Some units appear in more than one battle. They are made identifiable for scenario purposes by their Command Stripe color. The name of the Battle’s leader is highlighted in their Command Stripe color. In *Infidel*, units of the same type may have different Shock Defense DRMs. This means that players need to choose the specific numbered units called for the battle. A player always sets up his own pieces, never his opponent’s.



DORYLAEUM

Northwest Anatolia, 1 July 1097

Historical Background

Following their victory at Nicea, the large contingent of Crusaders left for the Middle East. The Normans, some 20,000 strong (mostly foot), left before the rest, with what was left of the People's Crusade in the middle. The difficult path towards their next goal, Antioch, wound its way through the rough hills of northern Anatolia, a path well-known to the Seljuk Turks, under Kilij Arslan licking their Nicean wounds and eager for retribution.

The vanguard of the Crusaders entered a wide valley near the ancient city of Dorylaeum only to realize that they had walked into an ambush set by the Seljuks. Bohemund immediately moved his infantry into an informal camp in the center of the valley and moved his mounted knights out to protect his men. The Seljuks, entirely mounted, had fewer total men than the Crusaders, but their cavalry was at least three times as great as that of the Christians.

The Turkish army attacked, firing shower after shower of arrows from their mounted archers into the camp. Bohemund's knights' sporadic counterattacks were unable to deter the Turks. The Turks were riding into camp, cutting down noncombatants and foot soldiers, which were unable to outrun the Turkish horses and were too disoriented and panic-stricken to form lines of battle. To protect the relatively unarmored foot and noncombatants, Bohemund ordered his knights to form a defensive line surrounding the camp.

While this formed a battle line and sheltered the more vulnerable men-at-arms and noncombatants, it also gave the Turks free rein to maneuver on the battlefield. The Turkish mounted archers attacked in their usual style—charging in, firing their arrows, and quickly retreating before the Crusaders could counterattack. The archers did little damage to the heavily armored knights, but they inflicted heavy casualties on the horses and unarmored foot soldiers. Bohemund had sent messengers to the other Crusader army and now struggled to hold on until help arrived. The marshy riverbanks protected the Crusaders from a mounted charge, as the

ground was too soft for horses, and the armored knights formed a circle protecting the foot soldiers and noncombatants from arrow fire, but the Turks kept their archers constantly supplied and the sheer number of arrows was taking its toll, reportedly more than 2,000 falling to the Turkish horse-archers.

Bohemund's knights were impetuous—although ordered to stand ground, small groups of knights would periodically break ranks and charge, only to be slaughtered or forced back as the Turkish horsemen fell back beyond range of their swords, while still firing at them with arrows, killing many of the knights' horses out from under them. And although the knights' armor protected them well (the Turks called them “men of iron”) the sheer number of arrows meant that some would find unprotected spots and eventually, after so many hits, a knight would collapse from his wounds.

Just after mid-day, the main column, which had been some two miles to the west, began to arrive. Godfrey of Bouillon arrived with a force of 50 knights, fighting through the Turkish lines to reinforce Bohemund. Through the day small groups of reinforcements (also from Raymond, and Hugh, as well as Godfrey) arrived, and the Crusaders held on. Finally, Raymond's knights arrived, launching a vicious surprise attack across the Turkish flank that turned them back in disarray and allowed the Crusaders to rally. The Crusaders had formed a line of battle with Bohemund, Tancred, Robert of Normandy, and Stephen on the left wing, Raymond, Robert of Flanders in the centre and Godfrey and Hugh on the right, and they rallied against the Turks. Although the ferocity of the Norman attack took the Turks by surprise, they were unable to be dislodged, until a force led by Bishop Adhemar of Le Puy, the Papal legate, arrived in mid-afternoon. Moving around the battle through concealing hills and outflanking the archers on the left, Adhemar's force fell on the Turks from the rear. The Crusader mounted force now was almost equal in numbers to the Turks, but their superior armor and weaponry were telling, forcing Kilij Arslan to withdraw. The Crusaders had won a hard-fought victory.

PLAYING TIME

Playing time averaged about 3 hours for the playtesters.

INITIAL DEPLOYMENT

The Crusader Army sets up first.

The Crusader Army [a]

Leaders: Stephen II, Count of **Blois**; **Tancred** of Taranto; **Tatikios**; Robert II, Duke of **Normandy**; Bohemund I, Prince of **Taranto**; Peter the **Hermit**; Raymond IV, Count of **Toulouse**; Adhemar, Bishop of **Le Puy**; Godfrey of **Bouillon**; Robert II, Count of **Flanders**; Hugh Capet, Count of **Vermandois**.

Seizure Counters: 4

Standards: The Crusaders have one Standard, which is placed in any hex within 3 hexes of 1920 (in the Crusader camp).

Facing: All units are faced towards the Seljuks.

Deployment:

Hexes:	Units:
Stephen II, Count of Blois	
within 3 hexes of hex 1920 [b]	8 Norman Pike (#1-2 -1, 3-6 0, #7-8 +1), 1 Norman Archers (#1 +1), 1 Norman Crossbowmen (#1 +1), <i>Blois</i>
Tancred of Taranto	
within 3 hexes of hex 1920 [b]	10 Sicilian Norman Pike (#1-4 -1, #5-8 0, #9-10 +1), 2 Sicilian Norman Archers (#1-2 +1), 1 Sicilian Norman Crossbowmen (#1 +1), <i>Tancred of Taranto</i>
Tatikios	
within 3 hexes of hex 1920 [b]	3 Byzantine Pike (#1-2 0, #3 +1), <i>Tatikios</i>
Robert II, Duke of Normandy	
2417-2428, 2616-2628 [c]	10 Norman Knights (#1-2 -2, #3-10 -1), <i>Normandy</i>
Bohemund I, Prince of Taranto	
2417-2428, 2616-2628 [c]	10 Sicilian Norman Knights (#1-6 -2, #7-10 -1), <i>Taranto</i>
Peter the Hermit	
2131-2141	3 People's Pike (#1-2 0, #3 +1), 8 Camp Followers (#1-8 +5), <i>Hermit [d]</i>

a: The Vanguard was approximately 2 miles ahead of the main force. The Camp Followers were straggling in the middle.

b: These units are “In Camp”, whatever that meant for this battle. There are more hexes than units.

c: The Knights may be placed in any of these hexes (there are more hexes than units) as the player wishes.

d: Most of the armed units of the People's Crusade had been destroyed at Nicea, but there were still several units—not all of them bad—plus a large number of “camp followers”.

Crusader Reinforcements [e]

The Crusader player rolls one die (1d10) each time he gets a Free Activation. He adds to that DR the number of times he has previously made this roll. When the adjusted DR is greater than or equal to ‘11’, he may start entering his reinforcements (per 7.5). This die roll is in addition to the Free Activation and represents the travel time from the main Crusader column to the battle.

Example: For the 4th Free Activation the Crusaders get, the player rolls a ‘0’, which plus the 3 for the previous Free Activations, gives him a ‘3’, so the Crusader player may still not enter reinforcements.

The Crusader player should use the Raymond of Toulouse, or another reinforcing leader, counter on the Flight Point track to keep a record of the number of reinforcement die rolls he has made.

Each group below can only initiate its entry using a Free Activation (see 7.5).

The Crusader player may enter the reinforcement Battles in any order. All units of the entering Battle must enter the map before another Battle may begin entering.

Toulouse's Battle

6 Aquitaine Knights (#1-3 -2, #4 -1, #5-6 0), *Toulouse*.

Le Puy's Battle

9 Provençal Knights (#1-3 -2, #4-8 -1, #9 0), *Le Puy*.

Bouillon's Battle

6 Burgundian Knights (#1-2 -2, #3-4 -1, #5-6 0), *Bouillon*.

Flanders' Battle

4 Flemish Knights (#1-3 -2, #4 -1), *Flanders*.

Vermandois' Battle

7 Lorraine Knights (#1-2 -2, #3-6 -1, #7 0), *Vermandois*.

All units enter through hexes 2143-2444.

e: There is no indication that any of the infantry in the main column ever got into the battle, so we have left them out of the game.

Historical Note: Although the Main column was only about 2 miles to the rear (off the western map edge), when they were notified of the battle the knights had to prepare themselves for combat and then form up for the approach, which they did piecemeal. This apparently took several hours.

☾ **The Seljuk Army [a, b]** ☽

Leaders: Kilij Arslan I, Sultan of Rûm (OC); Belek Ghazi, Governor of Suruç [c]; Hasan, Emir of Cappadocia; Gümüştekin Danishmend Ahmed Gazi, Emir of the Danishmend.

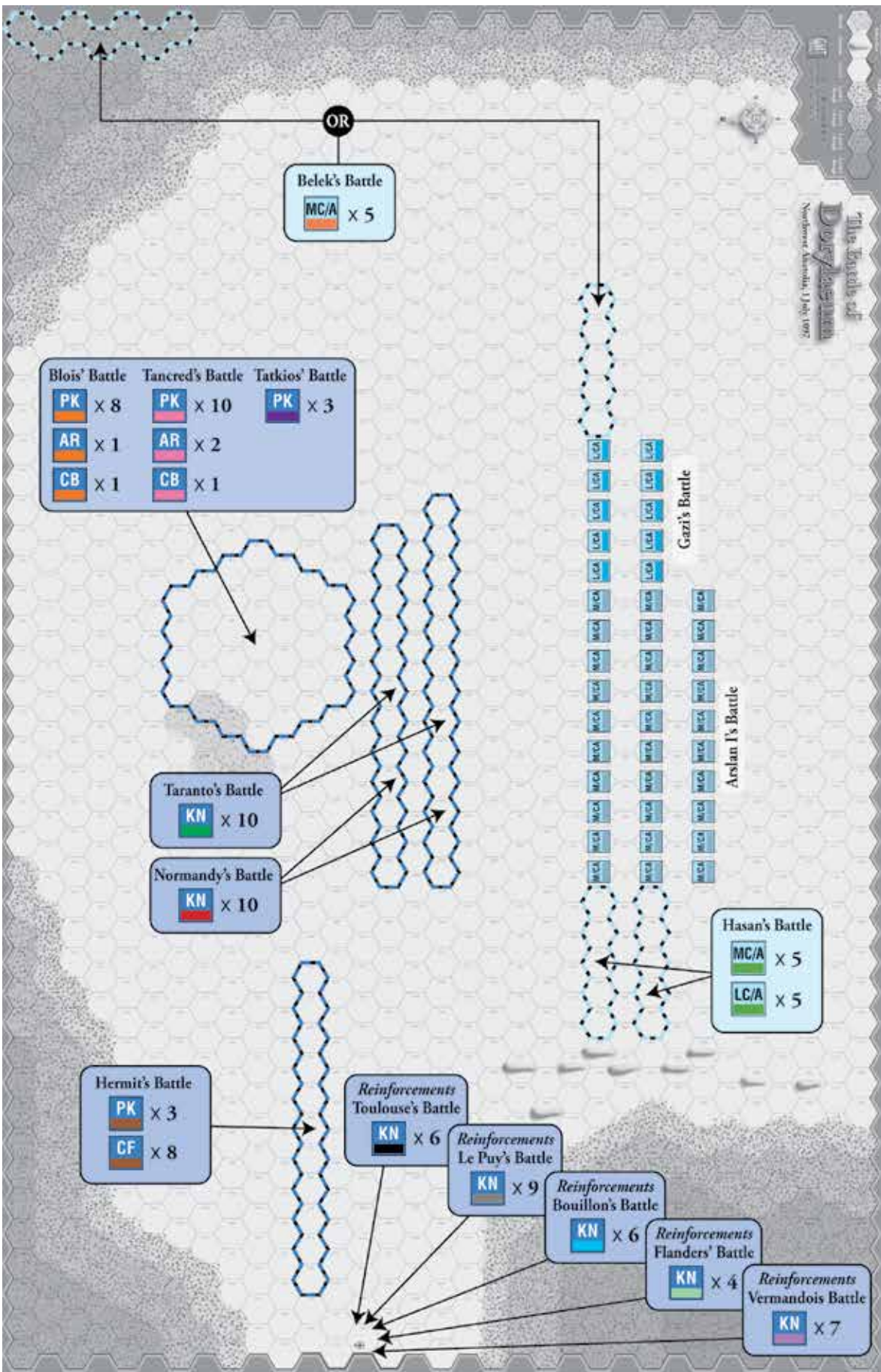
Seizure Counters: 3

Standards: Kilij Arslan, Belek, Hasan, Gazi; the Seljuk Standards may be placed anywhere the Seljuk player wishes.

Facing: All units are faced towards the Crusaders.

Deployment:

Hexes:	Units:
Kilij Arslan I	
3219-3228, 3419-3428, 3619-3628	30 Seljuk Medium Cavalry Archers (#1-5, +0, #6-20, +1, #21-30 +2), <i>Arslan I</i>
Hasan, Emir of Cappadocia	
3229-3233, 3429-3433	5 Cappadocian Medium Cavalry (#1-5 -1), 5 Persian Light Cavalry Archers (#1-5 +1), <i>Hasan</i>
Gazi, Emir of the Danishmend	
3214-3218, 3414-3418	10 Danishmend Light Cavalry Archers (#1-10 +2), <i>Gazi</i>
Belek, Governor of Suruç	
3209-3213, or in any Level 3 hex along the eastern map edge	5 Seljuk Medium Cavalry Archers (#1-5 -1), <i>Belek</i>



Unit placement map for the Dorylaeum scenario

a: The entire Seljuk army, a total of maybe 9,000 men, were all mounted, and were primarily mounted archers. They used a variety of the standard steppe composite bow, but this was not a very powerful bow, and the penetration power of their light shafts was effective against armor only at short ranges. For the most part, it was the sheer volume of arrows and their ability to fire and retreat—standard steppe warfare—that was so effective. However, these mounted archers sometimes did follow up their fire with shock attacks, using their swords to destroy disordered troops. Thus, the Seljuk cavalry—in the game—is treated as Medium Cavalry with the ability to Shock, but not Charge.

b: The army includes troops from Rûm, as well as Seljuk allies in Cappadocia, Danishmend, as well as contingents from the Albanian Caucasus and even Persia.

c: This is a guess as to who might have commanded these troops. One of the best sources, Anna Comnena, only mentions the three main commanders. We have therefore elected Belek Ghazi. He seems to have been close to the Seljuk royal family, since he later married Kilij Arslan's widow.

WHO GOES FIRST

The Seljuks have the first Activation to start the game.

CRUSADER OVERALL COMMAND

There is no Overall Crusader Commander.

TERRAIN

The battle took place in a wide, flat valley, surrounded by hills, most of them rough and steep. The location of the marsh is conjecture as to exact placement, although it is mentioned as “guarding” part of the approach to the “camp”. How difficult it was to traverse is also unknown.

Drumlins

The small hills in the southwest section of the map are called ‘drumlins’, relatively small, angular formations made by retreating glaciers. These are Level 3 hexes.

THE CRUSADER “CAMP”

Bohemund, aware of the nearness of the Seljuks, upon arriving in the valley immediately placed all his foot in “camp”, tightly packed, for their protection. There are no “camp” hexes, as no formal camp appears to have been constructed.

The Crusaders do not have to stay in “camp”, but moving out into the open does put them at the mercy of the Seljuk archers.

CRUSADER RALLY

Camp Followers that suffer Retreat or Retire results are, instead, Eliminated.

SELJUK RESTRICTIONS

No Seljuk units may move within six (6) hexes of the western edge of the map, unless they are attacking units from the Crusade. If no Crusader unit is in this area, the Seljuk units must move away.

Play Note: It seems that the Seljuks were unaware that there were more Crusaders to the west, and the arrival of Godfrey, et al., came as a nasty surprise. Thus this rather artificial play restriction.

GAME BALANCE

The Seljuks have to do a lot of damage to the Crusader Vanguard or they will lose the battle. The Knights are difficult to turn into Flight Points, especially when they equal the Seljuk cavalry in numbers. This means that the Turk player must be determinedly aggressive, almost to a fault.

Freedom for the Seljuks (favors Seljuk)

The Seljuks may set up their cavalry in any Level 1 hexes in the 31-hexrow and south. They may also place up to 5 units—the five MC/A under Belek—in any Level 3 hex along the eastern edge of the game map, if they wish. (There are indications some Seljuk units did start there.) The free setup will help the Seljuks, as they can then make different plans.

Le Puy to the rescue (neutral)

If Le Puy's Battle is the last Crusader reinforcement group entered, it can enter through hexes 4230-4236.

FLIGHT LEVELS

Balance: The Crusaders are favored.

Crusader Camp Followers are worth 1 Flight Point each.

The Crusader Flight Level is 70.

The Seljuk Flight Level is 45.





ANTIOCH

Northern Syria, 28 June 1098

Historical Background

Historical Note: We suggest you read about the rather long, but exciting and complex, siege of Antioch—there were actually two sieges—which led up to the actual field battle.

On Monday, June 28, the Crusaders emerged from the city gate, in three distinct divisions (made up of several smaller contingents each), attempting to form a battle line with the hills as a left flank. Kerbogha hesitated against his generals' pleadings, hoping to attack them all at once rather than one division at a time, but he underestimated their size. He pretended to retreat to draw the Crusaders to rougher terrain, while his archers continuously pelted the advancing Crusaders with arrows. A detachment was dispatched to the Crusader left wing, but before it could reach its appointed position, Bohemund quickly formed a fourth division and beat them back in a very tough battle at the rear of the Crusader line. The three Crusader divisions, with very few mounted troops—maybe 700, with their toughened infantry up front—advanced steadily against the disorganized forces Kerbogha did dispatch from his camp. The battle was short. When the Crusaders reached Kerbogha's line, Duqaq's force deserted, and most of the other Turks panicked. Soon the whole Muslim army was in retreat.

PLAYING TIME

Playing Time ran about 2 hours for the playtesters.

INITIAL DEPLOYMENT

The Turks set-up first.

Design Note: Three factors had to be kept in mind with this battle, two of which played heavily on the outcome:

1. Kerbogha was reluctant to commit his entire force at the beginning, purportedly to allow the entire Crusader army to deploy so he could defeat it in entirety. Then there was ...
2. There was much internal dissension among Kerbogha's allies and emirs. Far more than with the Crusaders at this point, who, for once, were very united.
3. The course of the battle is a bit confusing, as the period sources conflict in many places as to what happened when. We have gone with the flow as described by John France in his "Victory in the East".

The Crusader Army [a, b]

Leaders: Hugh Capet, Count of **Vermandois**; Godfrey of **Bouillon**; Adhemar, Bishop of **Le Puy**; Bohemund I, Prince of **Taranto**

Seizure Counters: 4

Standards: City of Antioch (see Crusader Standard special rule)

Facing: All units are faced towards the Turkish units.

Deployment:

Hexes: **Units:**

Hugh Capet, Count of Vermandois

4519-4526 1 Flemish Men-at-Arms (#1 -2),
 1 Norman Men-at-Arms (#1 -2),
 2 Flemish Pike (#1 -1, #2 0),
 1 Norman Pike (#1 -1),
 1 Flemish Archers (#1 +1),
 1 Norman Crossbowmen (#1 +1),
 1 Norman Knights (#1 -2),
Vermandois [c]

Godfrey of Bouillon

4527, 4628 Any two units of Bouillon's Battle (see reinforcements below); the remainder enter as reinforcements

Crusader Reinforcements

The following units are in Antioch, in line, getting ready to move onto the battlefield. All enter in the order of Battles listed below (Bouillon, Le Puy, Taranto). The order of units within the Battle is up to the player. Units enter when Activated, and the Battles may be Activated by Free Activation, Continuation, or Seizure, even when off the map.

Bouillon's Battle

1 Lorraine Men-at-Arms (#1 -2), 1 Burgundian Men-at-Arms (#1 -2), 2 Lorraine Pike (#1 -1, #2 0), 1 Burgundian Pike (#1 -1), 1 Lorraine Archers (#1 +1), 1 Burgundian Knights (#2 -2), *Bouillon*

Le Puy's Battle

1 Provençal Men-at-Arms (#1 -2), 1 Aquitaine Men-at-Arms (#1 -2), 1 Provençal Pike (#1 -1), 1 Aquitaine Pike (#1 -1), 1 Provençal Archers (#1 +1), 1 Aquitaine Archers (#1 +1), 1 Provençal Knights (#1 -2), *Le Puy*

Taranto's Battle [d]

3 Sicilian Norman Men-at-Arms (#1-2 -2, #3 -1). 4 Sicilian Norman Pike (#3-4 -1, #5-6 0), 1 Sicilian Norman Archers (#1 +1), 1 Sicilian Norman Knights (#1 -2), *Taranto*

All Crusader reinforcements enter through hex 4628.

a: While Raymond of St Giles, Count of Toulouse, was in nominal command of the Crusaders, he was too ill to fight and was busy commanding the rear guard at the Citadel, way off map. Bohemund took over for him but is not recognized as an Overall Commander for game purposes. The Crusader divisions pretty much fought on their own, albeit with a single plan in mind. The plan was to extend the army out from the walls to the foot of the mountains to face the oncoming Turks.

b: Most of the Crusader knights had lost their horses; the number of mounted knights at this battle was below 1000. Many knights fought dismounted. These are the "Men-at-Arms" infantry.

c: Hugh is the brother of the King of France; this division also included the two Roberts (Count of Flanders and of Normandy).

d: These Normans also included those from Apulia (Italy), under Tancred, as well as a contingent of Gascons.

🌙 The Turkish Army [a] 🌙

Leaders: **Kerbogha**, Atabeg of Mosul (OC); **Balduk**, Emir of Samosata; **Qaradja** of Harran; **Duqaq**, Emir of Damascus; **Soqman** the Artukid of Diyar-Bakr; **Soliman**.

Seizure Counters: 3

Standards: None (see Turkish Standard special rule).

Facing: All units are faced towards the Crusaders.

Deployment:

Hexes:	Units:
Independent Turcomen (no command stripe)	
Within 2 hexes of 5022	6 Turcomen Light Cavalry Archers (#1-2 +1, #3-6 +2) [b]

Independent Turcomen (no command stripe)**Turkish Reinforcements [c]**

Turkish reinforcements are divided into five Reinforcement Battles, as delineated below.



Kerbogha's presence—he never enters the map—is represented by the Turkish player's ability to bring in Reinforcements. The Turkish player can use a Free Activation, Continuity Attempt, or Seizure Attempt to try to Activate one of his Reinforcement Battles. To do this he states which Battle he is attempting to Activate and uses Kerbogha's Activation Rating (his only Rating) or the value on the Seizure counter. He then rolls one die, this DR serves as both the Reinforcement attempt and Continuity/Seizure DR (if part of a Continuity or Seizure attempt):

- If the attempt is being made as part of a Free Activation, the Turkish player subtracts one from the DR.
- If Soliman's Battle is being Activated, add one to the DR (to account for the great distance from Kerbogha and the usual snafus).

If the adjusted DR is the same as or less than Kerbogha's Rating, the designated Battle is Activated and may enter. If not, the Reinforcement attempt fails. If the attempt is made as a Free Activation, regardless of success or failure, the Turkish player may try for Continuity for any on-board Battle. If the attempt fails as a Continuity or Seizure attempt, it is treated as a failed Continuity or Seizure attempt. When a Reinforcement attempt is made, it counts as an Activation by Kerbogha, not the reinforcing leader. This means that two reinforcement rolls in a row cannot be made, unless the Crusaders fail a Seizure attempt. The Turkish player may attempt to Continue with the reinforcing Battle. Until at least four (4) Reinforcement Battles have entered the map, any Turkish Free Activations must be used for a Reinforcement Activation attempt.

Balduk's Battle

7 Syrian Pike (#1 0, #2-5 +1, #6-7 +2), 3 Armenian Archers (#1-3 0), *Balduk*

These units enter through hexes 6004-6010.

Qaradja's Battle

2 Syrian Pike (#1 0, #2 +1), 3 Syrian Light Cavalry Archers (#1 -1, #2-3 0), 6 Syrian Medium Cavalry (#1 -1, #2-6 0), *Qaradja*
These units enter through hexes 6004-6010.

Duqaq's Battle

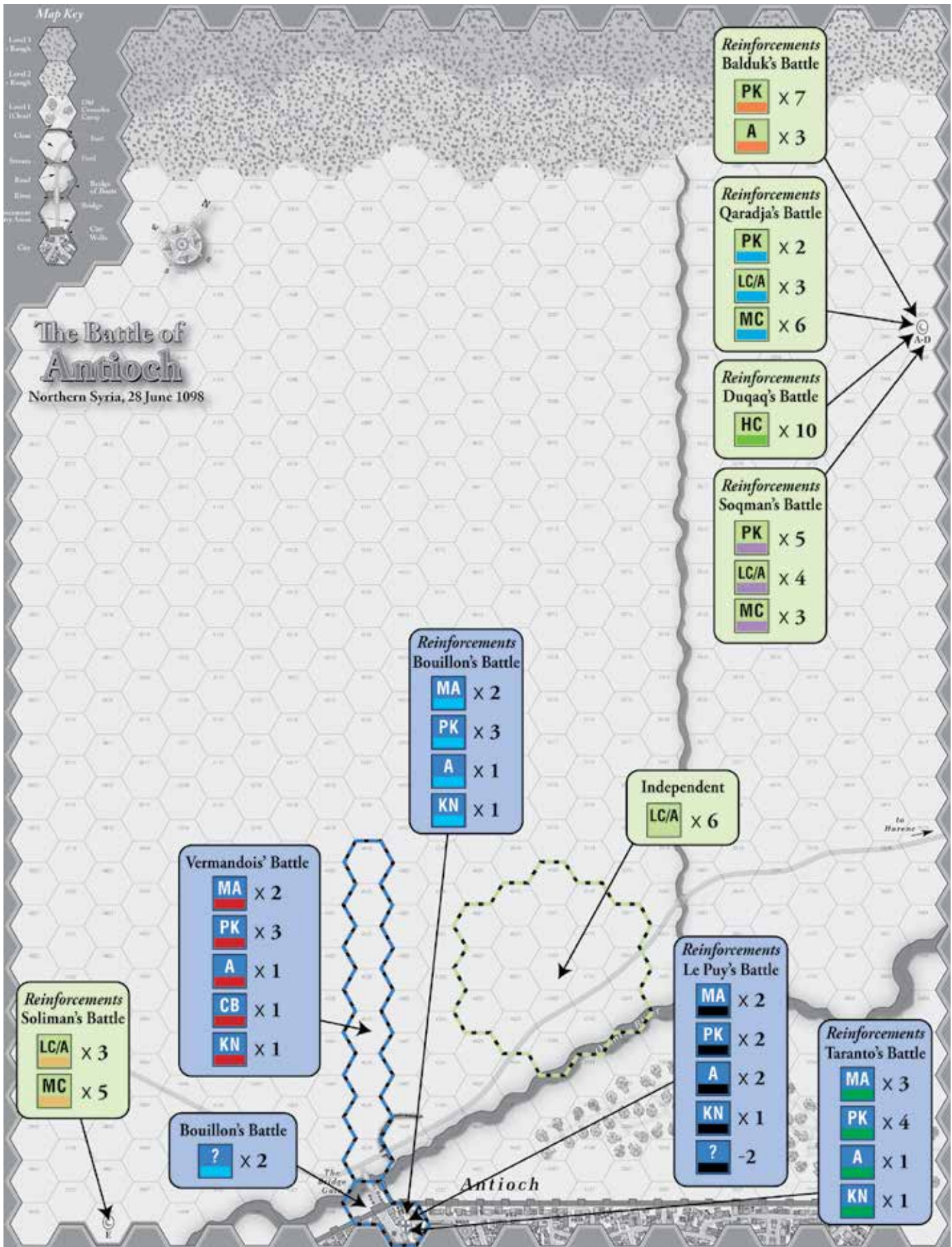
10 Agulani Heavy Cavalry (#1-2, #10 -2, #3-9 -1), *Duqaq*
These units enter through hexes 6004-6010.

Soqman's Battle

5 Syrian Pike (#1 0, #2-5 +1), 4 Syrian Light Cavalry Archers (#1-4 0), 3 Syrian Medium Cavalry (#1-2 0, #3 +1), *Soqman*
These units enter through hexes 6004-6010.

Soliman's Battle

3 Syrian Light Cavalry Archers (#1 0, #2-3 +1), 5 Syrian Medium Cavalry (#1 -1, #2-5 0), *Soliman* [d]
These units enter through hexes 3727, 3828, and/ or 3927.



Unit placement map for the Antioch scenario

Historical Note: *Not every source gives Soliman's Battle as entering from this area. Then again, there is not much agreement as to how the Turkish army arrived. We have gone with the detailed description of the battle from John France's "Victory in the East", mainly because it makes a lot of sense (as well as a good game mechanic).*

a: This was an army in name only, and almost entirely that of the Turks of Northern Syria and Anatolia (Rûm). Kerbogha, not the greatest of leaders, had little control over his individual Battles, a motley collection of local and distant emirs and political enemies often more reluctant to help out their supposed brethren than fight the invaders.

b: That's right, they have no leader. They're not about to Charge anyone, anyway. Historically they were sent to seize the redoubt at the Bridge gate, but they cut and ran faster than a paranoid poker player. There are more hexes than units.

c: The Turkish camp is just off the Northeastern edge of the map, below the mountains. Much of the Turkish army never even left the camp. The names of Kerbogha's subordinate commanders are a bit "up in the air". The ones we have used were there; who commanded what depends on which source you read. Some sources state that Ridwan of Aleppo, a political opponent of Kerbogha who had led a large force to Antioch previously, was present, but that does not appear to be the case. Other commanders, such as Arslan-Tasch, Janah ad-Daulah, Tughtigin, Wassab ibn-Mahmud, et al. have been left on the sidelines for play purposes (and a lack of surety as to who led what and where).

d: Soliman, although not listed in most sources as one of Kerbogha's allies, is noted as leader of the rear action cavalry attack.

WHO GOES FIRST

The Crusaders have the first Activation to start the game.

CRUSADER OVERALL COMMAND

The Crusaders have no Overall Commander in this battle.

TERRAIN

The area around the city was somewhat wooded before the Crusaders arrived, but they used every spare piece of wood during the long siege.

Fortification

The small fortification just outside The Bridge Gate was a redoubt built by the Crusaders to protect the gate entrance. It was, supposedly, the target of all the Turkish LC that start on the map.

Antioch

The walls of Antioch were extensive and massive, one of the largest in the world at the time. They are not crossable by any unit, except through The Bridge Gate. No Turkish unit may enter Antioch. Any hex bisected by the city walls is considered to be within the city. No unit may either attack or engage in missile fire across the walls. This is not a siege battle.

Bridge of Boats

The "bridge of boats" was just that, built by the Crusaders at the start of the siege. It was in pretty bad shape at the time of the battle, as the Crusaders now had control of The Bridge Gate and they let it fall into disrepair.

Old Crusader Camp

The Crusader Camp, outside the walls, had been mostly (but not fully) abandoned as soon as the Crusaders took the main part of the city. It is on the map purely for historical/decorative purposes; it is clear terrain.

Orontes River

Units are not adjacent for movement purposes when separated by a river hexside, including one crossed by a bridge, nor is Reaction Fire allowed across a river hexside (except at a bridged hexside).

TURKISH STANDARD

Turkish units that suffer a Retired result are Eliminated instead.

CRUSADER STANDARD

All Retired Crusader units are kept just off the SE edge of the map (further inside Antioch). If a Leader must move to one of his units due to rule 5.4 or 5.5, he may be placed with his Retired units in Antioch if they are the only units of his Battle remaining. Only 15 Crusader units can occupy this area. If a Crusader unit is Retired and the total number of units (Retired or not) would exceed 15, Eliminate the newly Retired unit instead. Activate the city as you would a Standard, except that all Retired units in the city have their Retired marker removed. Units that are no longer Retired re-enter the map using the Crusader Reinforcement entry hex and rule 7.5.

TURCOMEN LIGHT CAVALRY

They have no Battle Leader, see note (b). They follow rule 6.4.

FLIGHT LEVELS

Balance: Fairly even, with the Crusaders favored.

Automatic Victory: The Turkish player wins instantly if the Crusaders have no units outside the walls of Antioch. The Crusaders win instantly if there are no Turkish units on the game-map.

The Crusader Men-at-Arms are each worth 2 Flight Points (not 1).

The Crusader Flight Level is 20.

The Turkish Flight Level is 35.





ASCALON

Southern Palestine, 12 August 1099

Historical Background

While the Crusaders and the various northern Muslim groups were battling it out over the Middle East, the Egyptian Fatimids seized Jerusalem, which they promptly lost to the Crusaders. The Palestinian army, under Vizier al-Afdal Shahanshah (as opposed to the Fatimid Caliph, Ahmed al-Musata'li, sitting in Cairo; al-Afdal pretty much ran the country) then retired to Ascalon, where they were chased by most of the Crusaders, now seeking to secure the southern flank of Jerusalem. The Fatimids in Ascalon had around 25,000 troops, consisting of Seljuk Turks, Arabs, Armenians, and Ethiopians, in addition to a large contingent of recently levied locals. Their strongest force was the Mamluk heavy cavalry of the vizier. The precise number of Crusaders is unknown, but the accepted number is about 1,200 knights and 9,000 infantry.

Al-Afdal camped in the plain of al-Majdal in a valley outside Ascalon, preparing to continue on to Jerusalem and besiege the Crusaders there, apparently unaware that the Crusaders had already left to meet him. On August 11 the Crusaders found oxen, sheep, camels, and goats, gathered there to feed the Fatimid camp, grazing outside the city. According to captives taken by Tancred in a skirmish near Ramla, the animals were there to encourage the Crusaders to disperse and pillage the land, making it easier for the Fatimids to attack. However, al-Afdal did not yet know the Crusaders were in the area and was apparently not expecting them. In any case, these animals marched with them the next morning, making their army appear much larger than it actually was.

On the morning of the 12th, Crusader scouts reported the location of the Fatimid camp and the army marched towards it. During the march the Crusaders had been organized into nine divisions: Godfrey led the left wing, Raymond the right, and Robert of Normandy, along with Tancred, made up the center.

According to most accounts (both Crusader and Muslim), the Fatimids were caught unprepared and the battle was short. A contingent of Bedouin cavalry tried to outflank the Crusader left, but they were driven off by Godfrey's knights. In the meantime, the Fatimids advanced their archers, who were able to get off

only one or two flights before the Frank infantry crashed into them. The Ethiopian flail-armed foot held off the Franks for a short while, until the Crusader knights charged through, scattering what troops the Fatimids had been able to deploy.

The battle seems to have been over before the Fatimid heavy cavalry was prepared to join it. Al-Afdal and his panicked troops fled back to the safety of the heavily fortified city; Raymond chased some of them into the sea, others climbed trees and were killed with arrows, while others were crushed in the retreat back into the gates of Ascalon. Al-Afdal left behind his camp and its treasures, which were captured by Robert and Tancred. Crusader losses are unknown, but the Egyptians lost about 10–12,000 men.

(Swiped from Wikipedia, with some editing and additions.)

PLAYING TIME

Playing Time ran about 2 hours for the playtesters.

INITIAL DEPLOYMENT

The Fatimids set up first.

The Crusader Army [a]

Leaders: Raymond IV, Count of **Toulouse**; Robert II, Count of **Normandy**; Godfrey of **Bouillon**.

Seizure Counters: 4

Standards: Toulouse, Normandy, and Bouillon. Placed wherever the Crusader player desires.

Facing: All units are faced south.

Deployment:

Hexes:	Units:
Raymond IV, Count of Toulouse	
5405-5410	2 Provençal Pike (#1 -1, #2 0), 2 Aquitaine Pike (#1 -1, #3 0) [b], 1 Provençal Archers (#1 +1), 1 Aquitaine Archers (#1 +1)
5505, 5507, 5509	2 Provençal Knights (#1 -2, #4 -1), 1 Aquitaine Knights (#1 -2), <i>Toulouse</i>
Robert II, Count of Normandy	
5411-5416	2 Flemish Pike (#1 -1, #2 0), 2 Norman Pike (#2 -1, #3 0) [b], 1 Flemish Archers (#1 +1), 1 Norman Crossbowmen (#1 +1)
5511, 5513, 5515	2 Norman Knights (#1 -2, #3 -1), 1 Flemish Knights (#1 -2), <i>Normandy</i> [c]

Godfrey of Bouillon

5417-5422	2 Lorraine Pike (#1 -1, #2 0), 2 Burgundian Pike (#1 -1, #2 0) [b], 1 Lorraine Archers (#1 +1), 1 Burgundian Archers (#1 +1)
5517, 5519, 5521	1 Lorraine Knights (#1 -2), 2 Burgundian Knights (#1 -2, #3 -1), <i>Bouillon</i>

a: There is no Overall Commander for the Crusaders—part of their problem in the First Crusade—but by this time, after two years of campaigning and fighting together, the Crusaders were a tight, disciplined, well-trained army.

b: By this time, a fair number of the knights had lost their mounts, and were fighting dismounted. These units are represented by the better-rated foot.

c: This is the son of William the Conqueror. Second-in-command to Robert, albeit not in his mind, was Tancred of Taranto, whose former commander, Bohemund, with most of his Sicilian Normans, had remained in Antioch to form his own state. Also with this division was Robert II, Count of Flanders.

The Fatimid Egyptian Army

Leaders: Vizier **Al-Afdal** Shahanshah (OC).

Seizure Counters: 2

Standards: Al-Afdal. Placed in any tent hex in the camp.

Facing: All units are faced north.

Deployment:

Hexes:	Units:
Archers	
4706-4720	10 Sudanese Archers with Flails (#1-2 -1, #3-10 0), 5 Armenian Archers (#1-5 +1)
Pike	
4607-4623	5 Seljuk Pike (#1 +1, #2-5 0), 5 Egyptian Pike (#1-2 +1, #3-5 +2) <i>There are more hexes than units.</i>
Bedouin Cavalry	
4525, 4424-4425, 4322-4325	7 Bedouin Medium Cavalry (#1 -1, #2-3 0, #4-7 +1)
Berber Cavalry	
4007-4009, 4011-4015	8 Berber Medium Cavalry (#1-3 -1, #4-8 0) <i>In Camp and Disordered</i>

Mamluk Cavalry

3908-3909, 3911-3918	10 Mamluk Heavy Cavalry (#1-2 -2, #3-7 -1, #8-10 0) [a] <i>In Camp, un-Alerted, and Disordered.</i> <i>See “Egyptian Army in Camp” special rules below.</i>
Any Hex	<i>al-Afdal</i>

a: Most of these are al-Afdal’s personal guard. Good troops, unfortunately asleep at the switch.

Historical Note on Fatimid Tactics: *Unlike any other Eastern army, the Fatimids did not use mounted archers. They were thus, usually, easy prey for the Shock attack tactics of the Franks, who had much more difficulty with the Turko-style light cavalry fire-and-run tactics. The Fatimids could be tough opponents, though, when well-led and organized.*

WHO GOES FIRST

Each player rolls a die, with the high roller getting the first Activation to start the game (re-rolling any ties until there is a high roller).

Historically, the battle seems to have started with a volley of arrows from the Fatimid archers (which was quickly reacted to by the Crusader right and center), as well as an effort by the Bedouins to flank the Crusader left, to which Godfrey’s Knights turned their attention. You can choose to give the Fatimids this leg up by giving them the first Activation to start the game.

CRUSADER OVERALL COMMAND

The Crusaders do not have an Overall Commander.

TERRAIN**Sand/Dune**

The sand/dune hexes along the Mediterranean were, apparently, not conducive to easy maneuver.

Plateau

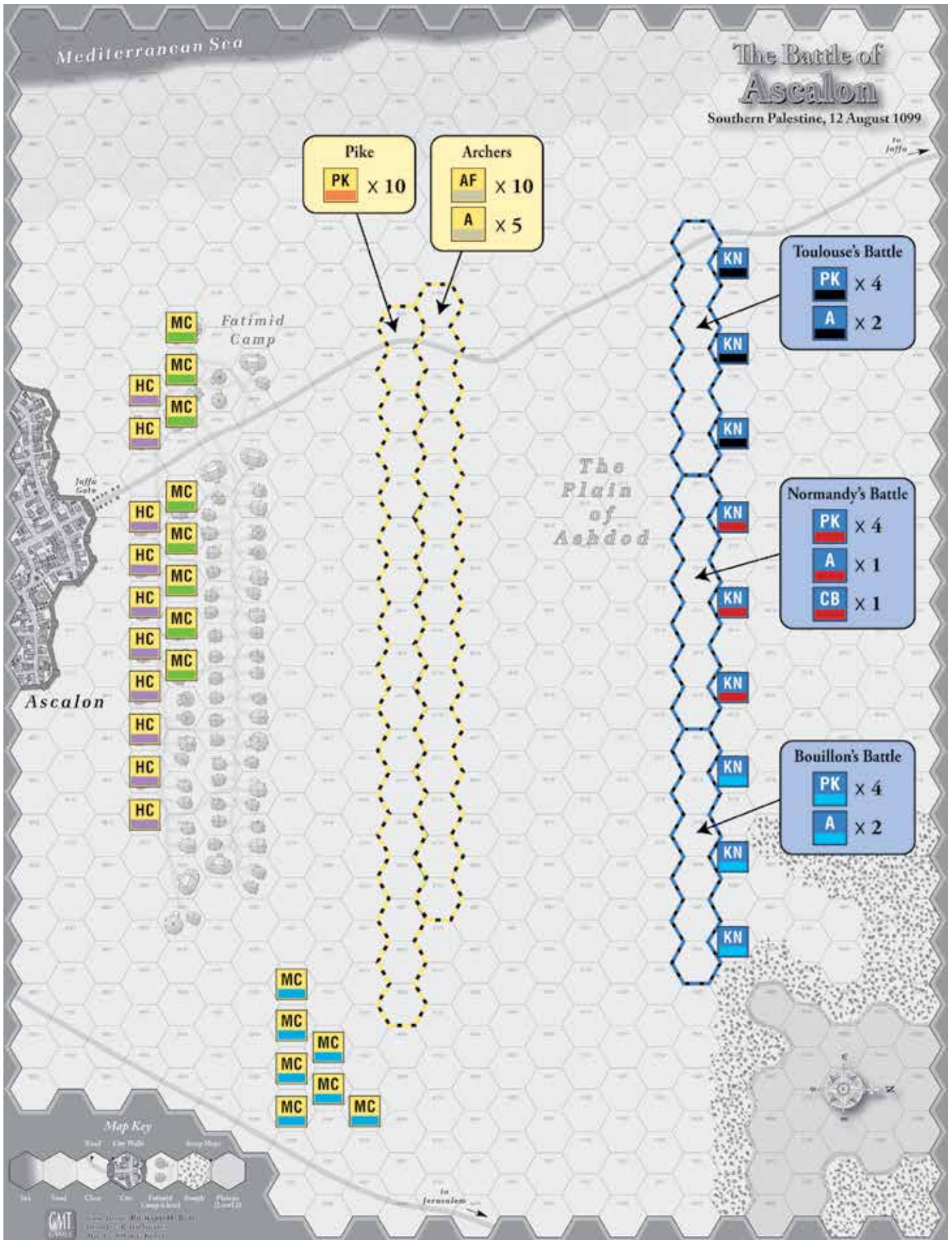
The Plateau hexes in the NE corner of the map are atop a very steep incline, although they are “clear” terrain at the top.

Ascalon

The Jaffa Gate, one of several into Ascalon, was shut; fleeing Egyptian troops couldn’t even get into their own city.

FATIMID COMMAND AND ACTIVATION

The Egyptians have five contingents of men: Archers, Pike, Bedouin Cavalry, Berber Cavalry, and Mamluk Cavalry, as indicated by their different command color stripes. However, they have no individual leaders (mainly because our access to Islamic sources is very limited). Treat each contingent as a separate Battle for Continuation and Seizure (6.2 & 6.3) (i.e., the player cannot choose to Continue with the same contingent, unless his opponent just failed a Seizure Opportunity roll).



Unit placement map for the Ascalon scenario

Thus the Egyptians have only one Battle leader, al-Afdal, and he is used for all Activations. However, the limitation of being in Command Range does not apply to the Fatimid army. They are never Out of Command (5.3).

EGYPTIAN ARMY IN CAMP

The rather sudden arrival of the Crusaders seemed to catch most of the Egyptians napping, for some troops literally. They were able to get their foot units up and deployed, and the Bedouin cavalry rushed out quickly to try and flank the Christians, but the Berber mounted units were only partially ready, and the Mamluk heavy cavalry was totally unprepared.

To reflect this,

- All Berber Medium and Mamluk Heavy Cavalry units start the game Disordered.
- All Mamluk Heavy Cavalry units start the battle un-Alerted, which means they cannot be Activated until they are Alerted. To Alert the Mamluks, the Fatimids have to use a Free Activation, which only lets them Activate the Mamluks in a future Activation. Once Alerted, they are still Disordered, but can now be Activated. If any Mamluk Heavy Cavalry unit is attacked before they are Alerted, all Mamluk Heavy Cavalry units are Alerted.

TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the 10 space on the General Track. The Crusaders are the timed side in this battle.

GAME BALANCE

Wakey, wakey (favors Fatimids)

If you want to see what would have happened had the Egyptians not been so unawares—and give them a rather nice leg up in terms of game balance—all units, even those In Camp, start in a Normal state. No un-Alerted, no Disordered.

FLIGHT LEVELS

Balance: The Crusaders are favored.

The Crusader Flight Level is 20.

The Fatimid Flight Level is 25.





HARRAN

Crusader States of Antioch/Edessa, 7 May 1104

Historical Background

In 1104 Baldwin II of Edessa had attacked and besieged the city of Harran. For his further support Baldwin sought help from Bohemund I of Antioch and Tancred, Prince of Galilee. Bohemund and Tancred marched north from Antioch to Edessa to join with Baldwin and Joscelin of Courtenay.

The Seljuks, under Jikirmish, Atabeg of Mosul, and Soqman, the Artukid of Diyar-Bakr & Aleppo, gathered in the area of the Khabur. In May, the combined army moved towards Harran intent on relieving the siege. The civilian leaders of the city had surrendered, but the military garrison refused and held out in the Citadel. Bohemund and Baldwin began a premature argument over who controlled the city. At that point the Seljuk army approached and drew up for battle.

Baldwin and Joscelin commanded the Edessan left wing while Bohemund and Tancred commanded the Antiochene right, which deployed hidden behind a small rise. Soqman's Turcoman cavalry archers immediately attacked the Edessans in the usual hit-and-run manner, and Baldwin, unfortunately, bit. His men chased the Turcomans across the river where the latter turned to face the Edessans, along with other Seljuks.

Baldwin's troops were completely routed, with Baldwin and Joscelin captured by the Seljuks. Antiochene troops along with Bohemund, however, remained cautious, beat off an attack by Jikirmish's Seljuks and were able to escape to Edessa. Joscelin and Baldwin were not released until sometime before 1108, and 1108 respectively.

Historical Note: The town of Harran used to be called Carrahae, and the site of this battle is the site of the famous battle where the Parthians destroyed the army of the Roman consul Crassus.

PLAYING TIME

Playing Time ran about 2 hours for the playtesters.

INITIAL DEPLOYMENT

The Crusader army sets up first.

The Antioch Army

Leaders: Bohemund I, Prince of **Taranto** (OC); **Tancred** of Taranto.

Seizure Counters: 2 (shared between both Crusader armies)

Standards: Taranto. Placed wherever the Crusader player wishes.

Facing: All units are faced east.

Deployment:

Hexes: **Units:**

Bohemund I, Prince of Taranto

1328-1337 10 Sicilian Norman Knights (#1-6 -2, #7-10 -1), *Taranto*

Tancred of Taranto

1429-1438, 1528-1537 2 Sicilian-Norman Men-at-Arms (#1-2 -2), 5 Sicilian-Norman Pike (#2-4 -1, #5-6 0), 1 Sicilian-Norman Archers (#1 +1), 1 Sicilian-Norman Crossbowmen (#1 +1), *Tancred*

There are more hexes than units.

The Edessan Army

Leaders: Baldwin, Count of **Edessa** (OC); Joscelin, Lord of **Turbessel**.

Standards: Edessa. Placed wherever the Crusader player wishes.

Facing: All units are faced east.

Deployment:

Hexes: **Units:**

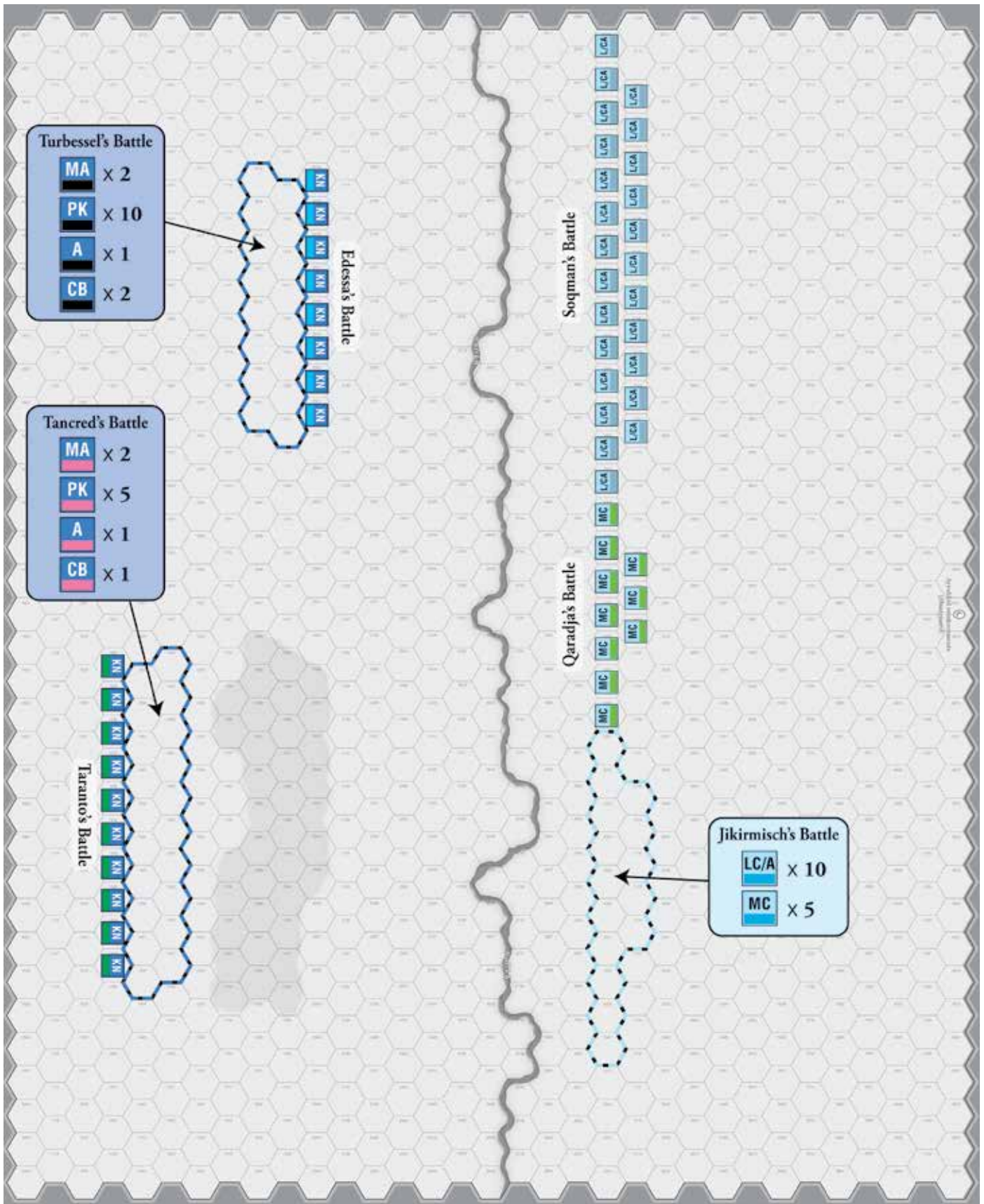
Baldwin, Count of Edessa

2014-2021 8 Edessan Knights (#1-2 -2, #3-4 -1, #5-8, 0), *Edessa*

Joscelin, Lord of Turbessel

1814-1821, 1914-1921 2 Edessan Men-at-Arms (#1-2 -2), 10 Edessan Pike (#1-6 -1, #7-10 0), 1 Edessan Archer (#1 +1), 2 Edessan Crossbowmen (#1-2 +1), *Turbessel*

There are more hexes than units.



Unit placement map for the Harran scenario

The Seljuk Army

Leaders: **Soqman**, the Artukid of Diyar-Bakr and Aleppo (OC); **Qaradja** of Harran; **Jikirmish**, Atabeg of Mosul.

Seizure Counters: 4

Standards: Soqman, Qaradja, Jikirmish. Placed wherever the Turkish player wishes.

Facing: All units are faced west.

Deployment:

Hexes:	Units:
Soqman, the Artukid of Diyar-Bakr and Aleppo	
3010-3023, 3111-3121	25 Turcoman Light Cavalry Archers (#1-13 +1, #14-25 +2), <i>Soqman</i>
Qaradja of Harran	
3024-3030, 3125-3127	10 Syrian Medium Cavalry (#1 -1, #2-10 0), <i>Qaradja</i>
Jikirmish, Atabeg of Mosul	
3031-3040, 3132-3136	10 Danishmend Light Cavalry Archers (#1-10 +2), 5 Cappadocian Medium Cavalry (#1-5 -1), <i>Jikirmish</i>

WHO GOES FIRST

The Seljuks have the first Activation to start the game.

CRUSADER COMMANDS

The two Frank armies are separate. They each have their own Overall Commander and Standard (Taranto for all Antioch units and Baldwin II for all Edessan units).

Baldwin II commands the Edessan Knights, Turbessel commands the Edessan infantry. Taranto commands the Antioch Knights, while Tancred commands the Antioch infantry.

CRUSADER OVERALL COMMAND

Taranto is the Overall Commander of the Antioch army. Baldwin II is the Overall Commander of the Edessan army.

TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the 15 space on the General Track. The Seljuks are the timed side in this battle.

GAME BALANCE

Alternative plans (favors Seljuks)

Deploy the entire Seljuk army anywhere east of the River Balikh but at least three hexes distant from that river.

The Seljuk army consists of:

- Soqman's Battle**
25 Turcoman Light Cavalry Archers (#1-13 +1, #14-25 +2), *Soqman*
- Qaradja's Battle**
10 Syrian Medium Cavalry (#1 -1, #2-10 0), *Qaradja*
- Jikirmish's Battle**
10 Danishmend Light Cavalry Archers (#1-10 +2), 5 Cappadocian Medium Cavalry (#1-5 -1), *Jikirmish*

FLIGHT LEVELS

Balance: The Seljuks are favored.

This battle is recommended for skilled players. The two Frankish armies are outnumbered, but the Seljuks are mostly light. We doubt that the game will play as decisively for the Seljuks as history, as hindsight and the birds-eye overhead view greatly helps the Franks.

The Crusader Flight Level is 30.

The Seljuk Flight Level is 40.





MONTGISARD

Frankish Kingdom of Jerusalem, 25 November 1177

Historical Background

Saladin planned his own invasion of the Kingdom of Jerusalem from Egypt. Learning of Saladin's plans, Baldwin IV, a teenager with leprosy but a most able commander, left Jerusalem with, according to William of Tyre, only 375 knights to attempt a defense at Ascalon, but Baldwin was stalled there by a detachment of troops sent by Saladin, who, again according to William of Tyre, had 26,000 men. Accompanying Baldwin was Raynald of Chatillon, Lord of Oultrejordain, who had just been released from captivity in Aleppo in 1176. Raynald was a fierce enemy of Saladin, and was the effective commander of the army, with King Baldwin too ill to command it personally.

The Christians, led by the King, pursued the Muslims along the coast, finally catching their enemies at Montgisard near Ramla. Saladin was taken totally by surprise. His army was in disarray, out of formation and tired from a long march. The Islamic army, in a state of panic, scrambled to make battle lines against the enemy. As Saladin's army rushed to prepare, Baldwin began the charge across the sand.

The Jerusalem army smashed into the hurriedly arranged Muslims, inflicting huge casualties. The King, fighting with bandaged hands to cover his terrible wounds and sores, was in the thick of the fighting and Saladin's men were quickly overwhelmed. They tried to flee but hardly any escaped. Saladin himself only avoided capture by escaping on a racing camel. Only one tenth of his army made it back to Egypt with him.

GAME-MAP

This battle uses the Harran battle-map. Note the separate compass rose by Montgisard, but ignore the river and the hill. All the terrain is level sand and dirt.

PLAYING TIME

Playing Time ran about 1 to 2 hours for the playtesters.

INITIAL DEPLOYMENT

The Ayyubid army sets up first.

The Frank Army

Leaders: King **Baldwin IV** (OC) [a]; Raynald of Chatillon, Lord of **Oultrejordain** [b].

Seizure Counters: 4

Standards: Oultrejordain. Placed wherever the Crusader player wishes.

Facing: All units are faced west.

Deployment:

Hexes: **Units:**

Baldwin IV, King of Jerusalem

2424, 2426, 2428, 1 Templar Knights (#1 –3), 4 Frank
2430, 2432 Knights (#1-4 –2), *Baldwin IV*

Raynald of Chatillon, Lord of Oultrejordain

2224, 2226, 2228, 4 Frank Men-at-Arms (#1-2 –2,
2230, 2232 #3-4 –1), 1 Frank Crossbowmen
(#1 +1), *Oultrejordain*

a: While this small army was supposed to be under the direct command of Raynald—because of Baldwin's disabling leprosy (which is why he wore the face mask)—it appears that it was Baldwin who was much the driving force, engaging in the hand-to-hand fighting and driving his force on with his skill and charisma. Baldwin IV was one of the great positive forces of the Kingdom of Jerusalem.

b: Raynald is considered by many to be one of the great “bad guys” of the Frankish kingdoms in the Middle East and the provocateur of the fall of Jerusalem. A deeply bigoted thug, if you saw “Kingdom of Heaven”, his character was somehow embodied by the movie character of Guy. Not sure why.

The Ayyubid Army

Design Note: *These are the same units—plus 15 additional LC—that are used in Arsouf. The make-up of Saladin's armies tended to remain constant in terms of unit types. As we have little info on the subordinate leaders, we have used the ones from Arsouf.*

Leaders: **Saladin** (An-Nasir Salah ad-Din Yusuf), Sultan of Egypt and Syria (OC) [a]; **Al-Adil** Sayf ad-Din, Governor of Egypt [b]; **Al-Afdal** Nur al-Din Ali [c]; Al-Muzaffar **Taqi al-Din** Umar, Emir of Hama [d]; **Muzaffar** ad-Din Gökboeri.

Seizure Counters: 2

Standards: Saladin, Al-Adil, Al-Afdal, Taqi al-Din. Placed wherever the Ayyubid player wishes.

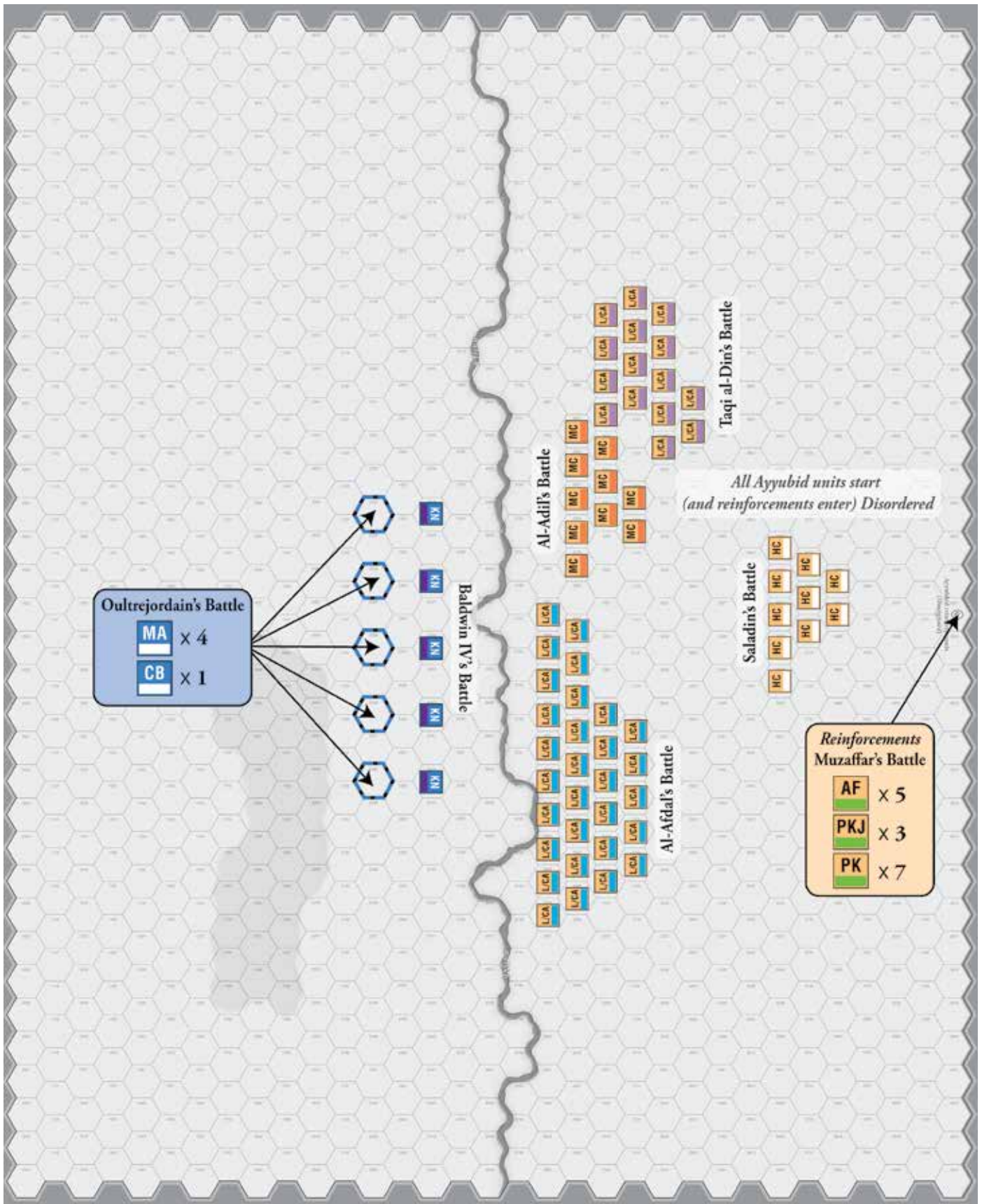
Facing: All units are faced east.

Deployment:

Hexes: **Units:**

Al-Afdal Nur al-Din Ali

2827-2836, 2927-3035, 3030-3035, 3130-3134 30 Seljuk Light Cavalry Archers
(#1-8 –1, #9-30 0),
Al-Afdal



Unit placement map for the Montgisard scenario

Al-Adil Sayf ad-Din, Governor of Egypt

2921-2925, 5 Berber Medium Cavalry (#1-5 0),
 3022-3024, 5 Syrian Medium Cavalry (#1-4 -1,
 3123-3124 #5 0), *Al-Adil*

Al-Muzaffar Taqi al-Din Umar, Emir of Hama

3018-3021, 3117- 5 Kurd Light Cavalry Archers (#1-4 -1,
 3120, 3218-3222, #5 0), 10 Mosul Light Cavalry Archers
 3320-3321 (#1-4 -1, #5-10 0), *Taqi al-Din*

Saladin (An-Nasir Salah ad-Din Yusuf), Sultan of Egypt & Syria

3625-3629, 3 Mamluk Bodyguard Heavy Cavalry
 3725-3727, (#1, 3 -2), 7 Mamluk Heavy Cavalry
 3826-3827 (#1-5 -1, #6-7 0), *Saladin*

Note: Use the Saladin counter that has an Activation Rating of 5, rather than the counter with no Activation Rating.

a: Saladin's army is part of the Ayyubid (Egyptian) sultanate, which Saladin founded. It does contain contingents from many of the Muslim emirates in the Middle East, a gathering of "enemies" that gave the Saracens much of the power they lacked at the time of the First Crusade. Saladin, himself, was a Kurd.

b: Saladin's brother, also known as Saphadin.

c: Saladin's eldest son. His other son, al-Aziz was probably there, too, but we had enough al-Dins to keep everyone happy. At the time of the battle, he was too young to command, but we need Ayyubid leaders and he was definitely at Arsuf.

d: Saladin's nephew.

Ayyubid Reinforcements**Muzaffar's Battle**

5 Sudanese Archers with Flails (#1-2 -1, #3-5 0), 3 Bedouin Pike Javelineers (#1-3 +1), 7 Egyptian Pike (#1-2 0, #3-7 +1), *Muzaffar al-Din*

All units enter through any hex in row 42xx.

Place Muzaffar's Standard in any hex when his Battle enters the map.

WHO GOES FIRST

The Crusaders have the first Activation to start the game.

AYYUBID SETUP AND REINFORCEMENTS

Every unit in the Ayyubid army starts—or enters—the game Disordered. The army is racing up to deploy against the approaching Franks and was rather tired to begin with. Later in life Saladin fully admitted that fighting when and where he did was one of his poorer tactical decisions.

CRUSADER COUNTER-CHARGE

When rolling to Counter-Charge, the Frank player subtracts two (-2) from every DR. The Knights Templar unit does not roll for Counter-Charge, it automatically succeeds. Neither of these applies to the restraint roll to stop Counter-Charge against Fire.

TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the 10 space on the General Track. The Crusaders are the timed side in this battle.

GAME BALANCE

This battle is recommended for skilled players.

Taking a look at the numbers: The Ayyubids have 80 combat units to the Franks' 10. You would think the Saracens are way ahead in this area. However, the final historical outcome would seem to say the battle is totally unbalanced in favor of the Franks: the Ayyubids lost 90% of their army, the Franks took very few casualties. Which means game balance depends greatly on how each player handles his army.

Not so chicken (favors Ayyubids)

To balance the game in the Ayyubid's favor, increase the Ayyubid Flight Level to either 65 or 70.

FLIGHT LEVELS

Balance: The Crusaders are favored, but need to make good use of the time that the Ayyubid army is Disordered.

The Crusaders *do not* have a DR added to their Flight Points when making Loss Checks.

The Crusader Flight Level is 15.

The Ayyubid Flight Level is 60.

No, the Franks do not have to eliminate 90% of the Ayyubids; this is the point at which the Ayyubid army will flee ... which is where and when most of its force was wiped out.

This should produce the historical Frankish victory most of the time.





ARSUF

Ayyubid Sultanate, 7 September 1191

Historical Background

After the success at Acre, Richard gathered what was left of his still large army and headed south to retake Jerusalem. His goal was to use Jaffa, on the coast, as a base, especially as it would allow his army to be re-supplied by his Italian fleet. Saladin, however, had no intention of allowing Richard to reach Jaffa unmolested and, with his renewed army of some 20,000+, he began to shadow Richard’s movements down the coast, harassing him almost daily.

Richard, aware of the tactics of the Turkish horse archers, and the difficulties his knight-centered force would have in reacting to such tactics, formed his army into three tightly packed and rigidly disciplined columns. In the center were his knights, on their eastern flank were his infantry and crossbows, while along the shore was his baggage train, guarded by more infantry and squads of turcoples. Alternating days of slow march with those of rest, the units were under strict orders to remain in rank and not respond to the Saracen harassing attacks.

On the morning of September 7th, the Crusaders broke their camp near the mouth of the Nahr-el-Falaik river and began marching the six miles down the road to Arsuf, their target for the day. Richard suspected that a battle would be fought that day. Scouts spotted Ayyubid forces in the Wood of Arsuf, which paralleled the coast road the entire distance to the town.

After the Crusaders had marched a short distance down the road, the Ayyubid army swept out of the wood and descended upon them. The skirmishers led the way and began their usual tactics of moving in, showering the Crusaders with arrows, and then slipping away trying to entice them to break ranks and attack. Behind the skirmishers, the Mamluk and other cavalry waited for an opening to appear in the Crusader line. Saladin appears to have concentrated on the rear of the column, perhaps in the hope of separating them from the main body and destroying the

two groups piecemeal. However, following Richard’s orders, the Crusaders kept up their march down the road exchanging missile fire with the skirmishers.

Fra’ Garnier, the Hospitaller commander at the rear of the column, repeatedly requested permission to charge, which Richard kept denying. Finally, as the Hospitaller troops began losing touch with the main body of the column, Garnier ordered a charge on his own. Seeing the Hospitallers charge and knowing they were doomed without support, Richard ordered the pre-arranged signal for a general charge be sounded. The charge rippled like a wave down the Crusaders line and slammed into the surprised skirmishers which broke and ran. This precipitated a general rout of the Ayyubid army. Saladin rode forward and tried to halt the rout, but was unable to rally his army. The road to Jaffa now lay open before Richard.

***Design Note:** Because of the unusual nature of this battle—mostly in terms of Richard’s plans and what the Crusaders did—we have to adjust some of the basic rules to account for these factors. We suggest that this scenario be undertaken by those familiar with not only the game system but how best to handle the individual unit types.*

PLAYING TIME

Playing Time ran about 2 hours for the playtesters.

INITIAL DEPLOYMENT

Crusaders set-up first.

The Crusader Army

Leaders: King **Richard I** [a] (OC); Garnier de **Nablus**, 10th Grand Master of the Knights Hospitaller; James of **Avesnes**; Guy of **Lusignan** [b]; Robert IV of **Sablé**, 11th Grand Master of the Knights Templar; Hugh III, Duke of **Burgundy**.

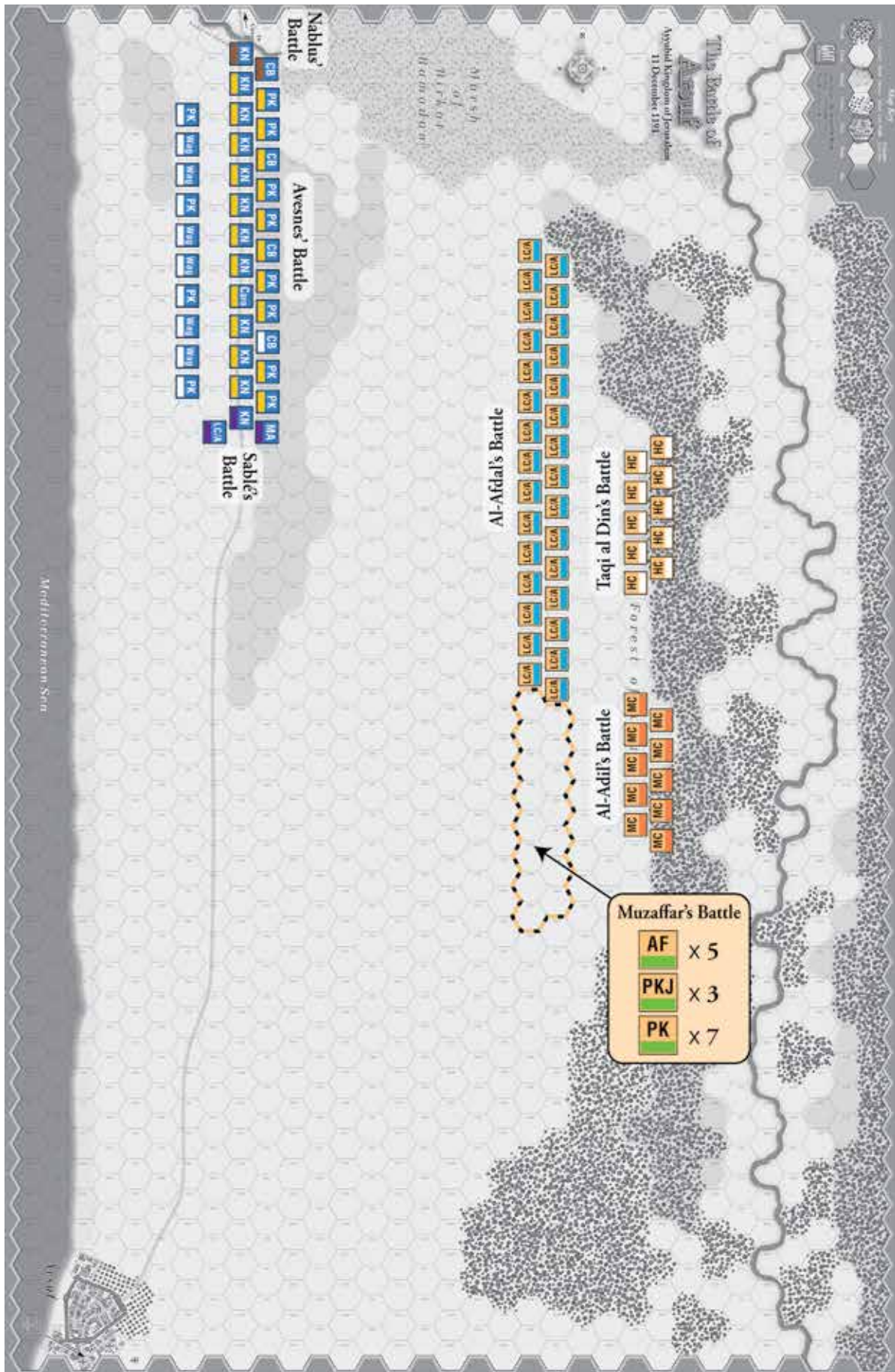
Seizure Counters: 4

Standards: Carroccio (see special rules)

Facing: All units faced east.

Deployment:

Hexes:	Units:
Garnier de Nablus, 10th Grand Master of the Knights Hospitaller	
1801	1 Hospitaller Knights (#1 –2), <i>Nablus</i>
1901	1 Hospitaller Crossbow (#1 +1)
Robert IV of Sablé, 11th Grand Master of the Knights Templar	
1713	1 Templar Turcoples Light Cavalry Archers (#1 +1) [c]
1813	1 Templar Knights (#1 –3), <i>Sablé</i>
1913	1 Templar Men-at-Arms (#1 –1)



Unit placement map for the Arsuf scenario

Third Crusaders

1802-1808	1 Provençal Knights (#1 -2), 1 Aquitaine Knights (#1 -2), 2 Norman Knights (#1 -1, #2 -2), 1 Flemish Knights (#1 -2), 1 Lorraine Knights (#1 -2), 1 Burgundian Knights (#1 -1), <i>Avesnes</i>
1809	Carroccio, <i>Burgundy</i>
1810	1 Anglo-Norman Knights (#1 -2)
1811	1 Poitevin Knights (#1 -2), <i>Lusignan</i>
1812	1 Breton-Angevin Knights (#1 -2)
1902	1 Norman Pike (#1 -1)
1903	1 Provençal Pike (#2 0)
1904	1 Aquitaine Crossbowmen (#1 +1)
1905	1 Flemish Pike (#1 -1)
1906	1 Lorraine Pike (#2 0)
1907	1 Anglo-Norman Crossbowmen (#1 +1)
1908	1 Burgundian Pike (#2 0)
1909	1 Anglo-Norman Pike (#1 0)
1911	1 Poitevin Pike (#1 0)
1912	1 Breton-Angevin Pike (#1 0)
any hex with a KN	<i>Richard I</i>

Frankish Kingdom of Jerusalem [d]

1603, 1606, 1609, 1612	4 Frank Pike (#1-4 -1)
1604-1605, 1607-1608, 1610-1611	6 Wagons (#1-6 +2)
1910	1 Frank Crossbowmen (#1 +1)

a: Richard I, Coeur de Lion, to paraphrase one historian, a bad person, a bad husband, a bad king, but probably the greatest soldier of his era, and greatly feared—and rightfully so—by the Saracens.

b: Guy of Lusignan is the erstwhile King of Jerusalem, a political issue still roiling what is left of the Crusader kingdoms. He is opposed by supporters of the late Conrad of Monferrat (killed by The Assassins), some of whom are also with Richard’s army. But Guy, no military genius to be sure, was a key friend and ally of Richard who eventually arranged for him to go off to Cyprus and rule there, establishing a dynasty that lasted for centuries. Who was “King of Jerusalem” was, in reality, a moot point.

c: “Turcoples,” Turkish Light Cavalry Archers who fought for the Franks, mostly as scouts and screens, as the Franks never really deployed a large force of mounted archers like the Saracens did. The Saracens considered them traitors.

d: It is not noted how many Franks—the term used for the European Christians in The Middle East—there were, or from where they came ... Tripoli, Acre, Antioch, etc. They were, as noted, politically fractured.

The Ayyubid Army

Saladin’s army outnumbered Richard’s by about 2-1. His fame, especially in the East, is rather new, emerging in the 19th century, mostly because, despite his many victories, his “empire” did not last past his death.

Leaders: **Saladin** (An-Nasir Salah ad-Din Yusuf), Sultan of Egypt and Syria (OC) [**a**]; **Al-Adil** Sayf ad-Din, Governor of Egypt [**b**]; **Al-Afdal** Nur al-Din Ali [**c**]; Al-Muzaffar **Taqi al-Din** Umar, Emir of Hama [**d**]; **Muzaffar** ad-Din Gökböri.

Seizure Counters: 3

Standards: Al-Adil, Al-Afdal, Taqi al-Din, and Muzaffar. Placed wherever the Ayyubid player wishes.

Facing: All units are faced west.

Deployment:

Hexes: **Units:**

Al-Afdal Nur al-Din Ali

2907-2921,	30 Seljuk Light Cavalry Archers
3008-3022	(#1-8 -1, #9-30 0), <i>Al-Afdal</i>

Muzaffar ad-Din Gökböri

2922-2929,	5 Sudanese Archers with Flails
3023-3029	(#1-2 -1, #3-5 0), 3 Bedouin Pike Javelineers (#1-3 +1), 7 Egyptian Pike (#1-2 0, #3-7 +1), <i>Muzaffar al-Din</i>

Al-Adil Sayf ad-Din, Governor of Egypt

3322-3326,	5 Berber Medium Cavalry (#1-5, 0),
3423-3427	5 Syrian Medium Cavalry (#1-4 -1, #5 0), <i>Al-Adil</i>

Al-Muzaffar Taqi al-Din Umar, Emir of Hama

3314-3318,	3 Mamluk Bodyguard Heavy Cavalry
3414-3418	(#1-3 -2), 7 Mamluk Heavy Cavalry (#1-5 -1, #6-7 0), <i>Taqi al-Din</i>
3320	<i>Saladin</i> (no command stripe, the Overall Commander only counter)

a: Saladin’s army is part of the Ayyubid (Egyptian) sultanate, which Saladin founded. It does contain contingents from many of the Muslim emirates in the Middle East, a gathering of “enemies” that gave the Saracens much of the power they lacked at the time of the First Crusade. Saladin, himself, was a Kurd.

b: Saladin’s brother, also known as Saphadin.

c: Saladin’s eldest son. His other son, al-Aziz was probably there, too, but we had enough al-Dins to keep everyone happy.

d: Saladin’s nephew.

WHO GOES FIRST

The Crusaders have the first Activation to start the game.

TERRAIN

Arsuf: Arsuf (or Arsouf), as a city, is almost totally destroyed. It is not the ultimate goal of the Crusaders; just a convenient stop along the way to Jaffa, Richard's planned jumping-off point to take Jerusalem. The city walls had been torn down and have no effect.

SALADIN



Saladin commands no troops in this battle.

Once per game Saladin may make a Seizure Attempt without playing a Seizure Opportunity counter. This Attempt automatically succeeds and cannot be negated by a Seizure Negation counter. Instead of Activating units, Saladin Activates any Ayyubid leader's Standard to rally Retired units. This is the only time a non-Free Activation can be used to Activate a Standard. Use the Saladin Overall Commander only counter.

***Historical Note:** In battle, Saladin tended to lead from the rear; letting his underlings (mostly relatives) do all the dirty work. At Arsuf, he only intervened once a general rout was in progress and by that time it was too late to save the day.*

CRUSADER ARMY MOVEMENT: "SLOW MARCH"

All of the units in the Crusader army can move at the same time during an Activation, though nothing but "Slow March" can be done with that Activation, under either of the following conditions:

- It is a Free Activation.
- Once per Crusader Activation sequence, Richard can roll for Continuation and, if successful, move the entire army. A Crusader Activation sequence consists of the Activations starting with a Crusader Free Activation, or successful Crusader Seizure attempt and ending with a Crusader Pass, failed Crusader Continuation attempt, or successful Ayyubid Seizure attempt.

Each unit may move a maximum of 3 hexes, they may spend up to their Movement Allowance to do so (i.e., leave a hex adjacent to an enemy unit, change elevation, etc). Retired units may move 1 hex towards the Wagons (see Carroccio rule below). The units may not fire missiles, attack, or Rally in this Activation.

***Historical Note:** The Hospitallers, in the rear, actually walked backwards so as to be able to defend. We don't have to represent this.*

MAP EXIT

In contravention of the normal movement rules, Crusader units can exit the map from hexes 1143, 1244, 1343, and 1444. They pay 1 MP to do so. If the unit is using "Slow March" this counts as one of the hexes the unit may move. They may also retreat off the map through those hexes. Leaders may exit the map; Richard I may not exit the map. If all units a leader can Command are Eliminated or have exited the map, he is removed per 5.0. Count his Flight Points as exited as long as he would not qualify for the capture rule (5.4) in his current hex, in which case he is captured (5.4). Exited units and leaders do not count against the Crusader FP total. Ayyubid units may not enter these hexes.

KNIGHT PASS THROUGH

Crusader Knights may move/Charge through a Crusader Cross-bow unit that is not adjacent to an enemy unit, as if it were not there, at no additional cost in Movement Points. The Knight may not end the move/Charge stacked with them, though.

CRUSADER COMMAND

The Crusader Command is somewhat different than the base rules would normally delineate. Richard I, James of Avenes, and Hugh of Burgundy can command any Gold and White command stripe units, but must choose between commanding Knights or infantry in any single Activation.

When rolling to control the Counter-Charge of non-Templar/Hospitaller Knights, the Activation Rating of Richard is always used if he is within range of the affected unit. If Richard is not in range, but James or Hugh are, use their Activation Rating instead. The Templar/Hospitaller Knights use their Commander's rating, if he is in Command Range.

CRUSADER OVERALL COMMAND

Richard I is the Crusader Overall Commander. This does not apply to Robert of Sable or Garnier de Nablus (the Templar and Hospitaller commanders).

CARROCCIO

Crusader Standard and Rally

The Crusader Standard is that of King Richard I, mounted on a Carroccio and placed, conspicuously, in the center of his line of Knights. The Carroccio, while a counter in the game, is not used for Retired and is not a Wagon for the following rules. Instead, whenever a Crusader unit is Retired, it is placed adjacent to one of the Wagons. It is Eliminated if it cannot be placed adjacent to a Wagon. When the Crusader player Activates his Standard, all Retired units adjacent to any Wagon are Rallied. When a Retired Crusader unit is Activated and is not adjacent to a Wagon, it can only move towards a Wagon with its Movement Rate of 1.

In addition, whenever a Crusader infantry unit that can trace a line of hexes occupied by Crusader combat units to the Carroccio—no empty hexes—suffers a Retire result, any Crusader infantry unit that is adjacent to a Wagon unit (except the Carroccio itself) may be instantly moved to the hex the newly Retired infantry unit just vacated, this cannot be a Retired unit. If there are no units to replace the Retired unit, it cannot be so replaced ...and there is now a hole in the Crusader line.

A Crusader infantry unit that can trace a path as described above can choose to ignore Retreat results.

The Carroccio and Wagons have a Shock Defense DRM, to account for the small guard attached to them, as well as a Movement Rate. They cannot stack with other units and can be attacked by Missile Fire as well as Shock/Charge combat, they count as foot troops for determining terrain effects on movement and combat. Wagons, including the Carroccio, never Retire, instead when a Wagon or Carroccio suffer a Retire result it is Retreated (14.4). If all of the Wagons or the Carroccio are exited from the map or Eliminated, all currently Retired Crusader units are Eliminated and all subsequent Retire results are treated as Eliminated instead.

Historical Note: A Carroccio was a war chariot drawn by oxen. It was a rectangular platform on which the standard was erected and the trumpeters beside them encouraged the fighters to the fray. In battle the Carroccio served as a rallying-point; its capture by the enemy was regarded as an irretrievable defeat and humiliation. It was first employed by the Milanese in 1038, and played a great part in the wars of the Lombard League against the emperor Frederick Barbarossa. As a culinary aside, you may find carroccio meatballs in some Italian restaurants.

AYYUBID SKIRMISHER INEFFECTIVENESS

During the battle the Ayyubid skirmishers were singularly ineffective in stopping the Crusaders progress down the coast road. To reflect this, all Ayyubid Light Cavalry Archers suffer from the following penalties:

- They do not count as units for any of the adjacency rules for movement (7.0). They still get Reaction fire (11.2) when a Crusader unit moves into their frontal hexes.
- They suffer an additional -1 DRM when firing missiles.
- They may not Retreat Before Combat (12.2) in any attack that includes a Charging Knight. The Knight must still be Charging after any Reaction fire.

GAME BALANCE

Not such a bad day (favors Ayyubids)

Change the Ayyubid Skirmisher Ineffectiveness rule and decrease the missile DRM to 0 from -1 (favors Ayyubid player).

Halt in the name of the law (favors Ayyubids)

Change the Ayyubid Skirmisher Ineffectiveness rule such that Light Cavalry Archers count as units for adjacency rules for movement (favors towards Ayyubid player).

Run away, run away (favors Ayyubids)

Change the Ayyubid Skirmisher Ineffectiveness rule to allow Light Cavalry Archers to Retreat Before Combat in attacks that include a Charging Knight (favors Ayyubid player).

Trust me, I know what I'm doing (favors Ayyubids)

The Ayyubid army may deploy anywhere on the map east of hex row 29xx.

The Ayyubid Army consists of:

Taqi al-Din's Battle

3 Mamluk Bodyguard Heavy Cavalry (#1-3 -2), 7 Mamluk Medium Cavalry (#1-5 -1, #6-7 0), *Taqi al-Din*

Al-Adil's Battle

5 Berber Medium Cavalry (#1-5 0), 5 Syrian Medium Cavalry (#1-4 -1, #5 0), *Al-Adil*

Al-Afdal's Battle

30 Seljuk Light Cavalry Archers (#1-8 -1, #9-30 0), *Al-Afdal*

Muzaffar's Battle

5 Sudanese Archers with Flails (#1-2 -1, #3-5 0), 3 Bedouin Pike Javelineers (#1-3 +1), 7 Egyptian Pike (#1-2 0, #3-7 +1), *Muzaffar al-Din*

Saladin (No command stripe, the Overall Commander only counter)

VICTORY

Balance: The Crusaders are favored.

The objectives in this battle are somewhat different than those in the others in the box. While Saladin's objective is to destroy the Crusader army by taunting it into battle, the Crusaders are intent on avoiding battle and reaching Arsuf as they continue their march towards Jerusalem.

Automatic Victory: If the Crusaders can get 40 FP (3.0) off the south edge of the map (see map exit above) they instantly win. Otherwise, its Flight Point time.

An Eliminated Wagon incurs 3 FP per Wagon for the Crusaders; a Wagon that exits the map counts as 3 FP for the map exit rule. The Carroccio incurs 5 FP for the Crusaders if Eliminated; if the Carroccio exits the map, it counts as 5 FP for the map exit rule.

The Crusader Flight Level is 35.

The Ayyubid Flight Level is 50.

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EXAMPLE OF PLAY

Turkish Activation Soqman's Battle ~ Move/Fire Phase



Movement of Turkish LC/A 2

LC/A 2 moves from hex 1414 to hex 1213 through hex 1313, spending two MPs (one MP for each Clear terrain hex). LC/A 2's movement is halted temporarily while Crusader CB 1 Reaction Fires at LC/A 2 when it enters hex 1213. The Crusader player had a choice of which unit to conduct Reaction Fire with, since LC/A 2 entered the frontal hexes of two units capable of Reaction Fire, but only one can conduct Reaction Fire in each hex entered (per 11.2 Reaction Fire bullets).

From the FIRE/RANGE DRM CHART Crossbowmen at range 1 have a +2 DRM. Checking the DRM FOR MISSILE FIRE TABLE, no other DRMs apply. Total DRM +2. The missile fire will be resolved on the FIRE RESULTS TABLE, using the Target Mounted Normal column. The Crusader player rolls a 3 +2 DRM for a total of 5, a result of Dis = Disordered and LC/A 2 is flipped to its Disordered side. CB 1 is marked with a FIRED marker, using the CB side for style, to show that it has conducted Reaction Fire during this Activation (since CB units can Reaction Fire only once per Activation). The marker will be removed at the end of the Activation.

LC/A 2 then resumes its movement and spends one MP to conduct Active Fire at CB 1, for a total of three MP spent so far. LC/A 2's movement is again temporarily halted while the Active Fire is conducted. LC/A 2 could fire at A 1, but A 1 is eligible for Return Fire and already being Disordered, LC/A 2 could be Eliminated or Retired by that Return Fire. CB units are not eligible for Return Fire, so LC/A 2 can fire at CB 1 with no danger of reprisal.

From the FIRE/RANGE DRM CHART Archers at range 1 have a +1 DRM. Checking the DRM FOR MISSILE FIRE TABLE, there is a -1 DRM for Mounted archers firing and another -1 DRM for Disordered unit firing (with an F-1 reminder on the Disordered side of the unit). No other DRMs apply. Total DRM 1 + -1 + -1 = -2. The missile fire will be resolved on the FIRE RESULTS TABLE,

using the Target on Foot Normal column. The Turkish player rolls an 8 -2 DRM for a total of 6, a result of Dis = Disordered and CB 1 is flipped to its Disordered side.

Foot units would end their movement after conducting Active Fire, but mounted units can continue moving afterwards. LC/A 2 then resumes its movement and spends two MP to enter hex 1313. One MP for Clear terrain plus one MP for leaving a hex adjacent to an enemy combat unit. It then spends one MP to enter hex 1414 and ends its movement voluntarily in the same hex it began the Activation in, after spending a total of six MPs of its eight MA. Note that even though LC/A 2 was Disordered by Reaction Fire during its movement, it retained the MA it began the Activation with (per 14.2 first bullet).



Movement of Turkish LC/A 1

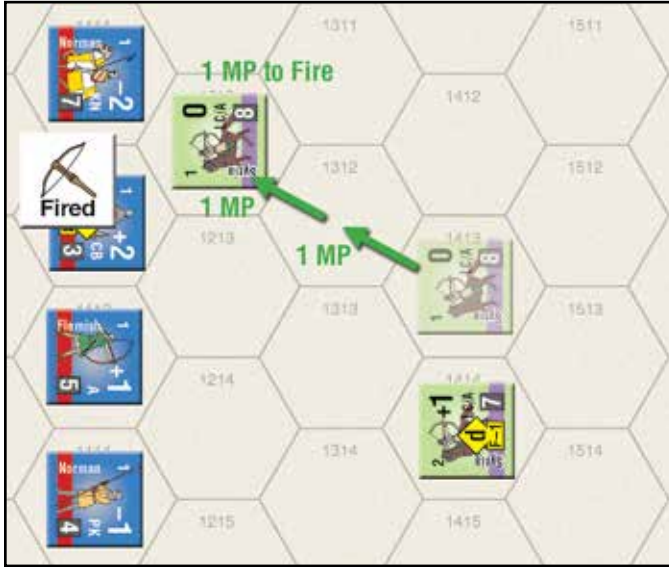
LC/A 1 moves from hex 1412 to hex 1212 through hex 1312, spending two MPs (one MP for each Clear terrain hex). There is no Reaction Fire by CB 1 when LC/A 1 enters hex 1212, since CB units can only conduct Reaction Fire once per Activation and CB 1 has already done so, as noted by the FIRED marker. LC/A 1 spends one MP to conduct Active Fire at KN 1, for a total of three MP spent so far. LC/A 1's movement is temporarily halted while the Active Fire is conducted.

KN 1 must perform Counter-Charge against Missile Fire (per 16.4 third bullet), since it has not attempted to Counter-Charge previously in this Activation, is not Disordered, and has a clear Charge Path (see 13.3) to LC/A 1 (being adjacent), unless restrained by their Battle Leader. The Crusader player chooses not to restrain KN 1 and the Counter-Charge is on! There is never a DR for Counter-Charge against Missile Fire by Knights (per 13.9). Per 13.9 fifth paragraph, the missile fire is resolved and then the Counter-Charge is conducted.

From the FIRE/RANGE DRM CHART Archers at range 1 have a +1 DRM. Checking the DRM FOR MISSILE FIRE TABLE, there is a -1 DRM for Mounted archers firing and another -1 DRM for firing at Knights or Heavy Cavalry. No other DRMs apply.

Total DRM 1 + -1 + -1 = -2. The missile fire will be resolved on the FIRE RESULTS TABLE, using the Target Mounted Normal column. The Turkish player rolls a 6 -2 DRM for a total of 4, a result of NE = No Effect.

If the Turkish player had rolled higher and obtained a Disordered result, the Knights Counter-Charge would have turned into a Shock attack (per 13.9 fifth paragraph) against LC/A 1, rather than being a Charge.



d) LC/A 1 will conduct Retreat Before Combat against this Counter-Charge (an ability available only to LC/A in Infidel per 12.2). LC/A 1 moves one hex away from the attacking unit to hex 1311 and then rolls on the LC RETREAT BEFORE COUNTER-CHARGE TABLE using its Shock Defense DRM as a DRM. Shock Defense DRM 0. Total DRM 0. The Turkish player rolls a 5, a result of Unit retreats, but is Disordered. LC/A 1 is flipped to its Disordered side and, per rule 13.9, ends its movement in hex 1311, since a successful Counter-Charge against Fire always ends the movement of the missile unit. KN 1 chooses not to advance into hex 1212 and the Mini-Shock phase ends with no Shock attacks.



Mini-Shock Phase for Counter-Charge

Shock Phase Step 1: Declaration of Attacks

KN 1 is Counter-Charging LC/A 1 and this is the only attack.

Shock Phase Step 2: Pre-Shock Activities

- a) Does not apply since KN 1 is already adjacent to LC/A 1.
- b) Does not apply.
- c) Does not apply.

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Infidel Extended Sequence of Play

A. Activation Phase

- If this is a Free Activation, choose a Battle, Standard (15.2), or Pass (6.1). If Pass is chosen, the non-Active player gets a Free Activation; the Time marker may be moved (16.1).
- If a Standard is Activated skip to Phase D or move the Standard and skip to Phase E (15.2).

B. Move/Fire Phase

During a Battle Activation any or all units of the Activated Battle may Move (7.0) and/or Fire (11.0).

- Place any replacement leaders (5.5).
- Before any unit is moved or fires, first the Non-Active player plays any Battle Cry or Unsteady Troops Seizure counters, then the Active player plays any Battle Cry or Unsteady Troops Seizure counters (6.3).
- Before any unit is moved or fires check Command status for all Activated units (5.2 & 5.3).
- A foot unit armed with missile weapons may fire only at the end of its move. Light Cavalry Archers and Medium Cavalry Archers may fire before, during, or at the end of their move. A unit may fire without moving.
- Each unit must finish its movement/firing before another unit may begin to move/fire.
- The Non-Active player's units may qualify for Reaction/Return fire (11.2) or Counter-Charge (13.9) depending on the Active player's actions.
- After movement in an Army Activation skip to Phase E.

C. Shock Phase

During a Battle Activation, after all movement/firing for the activated Battle is complete, Shock combat (12.0) and Charges (13.0) may be initiated.

1. The Active player designates which of his units are attacking which defending units, including Charges (13.0).
2. Pre-Shock activities:
 - a) One at a time, the Active player places each Charging unit adjacent to its target. Any Reaction Fire (11.2) caused by this is resolved.
 - b) Roll for terrain-induced Disorder checks for attackers; apply automatic terrain-induced Disorders.
 - c) Roll for Charge Reluctance (13.5).
 - d) Any Retreat Before Combat (12.2) by the defender is resolved.
 - e) The defender attempts any Counter-Charges (13.6) of which he is capable.

3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The CHARGE TABLE is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction Fire or Counter-Charged); otherwise the SHOCK TABLE is used. Continued Attack (14.7) markers are placed and Advances (12.4) are taken.

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

4. All Continued Attacks (14.7) are now resolved. Begin again at Step 1, except that only units marked with Continued Attack markers Shock and they must declare a Shock attack; Charging and Counter-Charging are not allowed.

D. Rally Phase

During Battle Activation, Rally (15.0) any Disordered units that did nothing for the entire Activation and that are currently not adjacent to an enemy unit. If a Standard was Activated, Rally (15.0) any Retired unit belonging to that army in or within one hex of the Standard, and not adjacent to an enemy unit.

E. Continuation Phase

If the completed Activation was a Free Activation, both players make a Loss Check (3.0). If the game does not end due to Loss Check, Pass or choose to Continue with a Battle or Army Activation (6.2).

- This cannot be the Battle that just Activated, unless the Active player has only one Battle.
- A Battle Activation can follow Activation of a Battle Standard.
- The Non-Active player may attempt to Seize Continuity (6.3). If so, he plays a Seizure Opportunity counter and chooses one of his Battles to Activate. The Active player may play a Seizure Negation (6.3) counter and the Continuation attempt is then resolved, otherwise the Non-Active player makes a Seizure DR attempt. If successful, he Activates that Battle and proceeds from Phase B with that Battle. If not, the Active player gets a Free Activation, proceed to Phase A; this Free Activation may even be used to Activate the Battle that just completed Activation.
- If no Seizure attempt occurs, make a Continuation DR attempt (6.2). If successful, Activate that Battle and proceed from Phase B. If not, or the Active player Passes, the Non-Active player gets a Free Activation and proceeds to Phase A.

