

Crusader Center Battle

Leader	Conrad, Marquis of Montferrat
Leader Skills	Patient: Each turn, one unit within 8" of your Leader's model may choose to ignore a Wild Charge activation (may be used on the Leader's own unit).

Unit Name	Crusader Knights		6
Strength Points	6	Max Movement	10"
Attack Order	5+	Attack Value	3+
Move Order	7+	Defence Value	5+
Shoot Order	-	Shoot Value/Range	-
Courage	3+	Armor	4
Special Rules	Counter-charge; Wild Charge		
Unit Name	Mounted Sergeants		4
Strength Points	6	Max Movement	10"
Attack Order	5+	Attack Value	4+
Move Order	5+	Defence Value	5+
Shoot Order	-	Shoot Value/Range	-
Courage	4+	Armor	3
Special Rules	Counter-charge		

Unit Name	Turcopole		4
Strength Points	6	Max Movement	12"
Attack Order	7+	Attack Value	5+
Move Order	5+	Defence Value	6
Shoot Order	6+	Shoot Value/Range	5+ / 12"
Courage	5+	Armor	2
Special Rules	Evade; Light; Skirmish		
Unit Name	Crusader Heavy Infantry		4
Strength Points	6	Max Movement	6
Attack Order	6+	Attack Value	5+
Move Order	5+	Defence Value	4+
Shoot Order	-	Shoot Value/Range	-
Courage	4+	Armor	3
Special Rules	Defensive, Large Unit		
Unit Name	Crossbowmen		4
Strength Points	6	Max Movement	6"
Attack Order	7+	Attack Value	6
Move Order	6+	Defence Value	5+
Shoot Order	7+	Shoot Value/Range	4+ / 18"
Courage	4+	Armor	2
Special Rules	Large Unit		

Counter-charge	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test for a Counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.
Defensive	This unit gains +1 armor when defending. It may not benefit from Defensive when battered, in rough terrain, or in cover.
Evade	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit, may not move closer to the Attacking unit, and must avoid other units by 1" as usual. Any casualties inflicted by the Skirmish action cause a Courage test or Lucky Blow only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit. If it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible (moving no closer than 1" to the Evading unit). If the Evade test fails, the unit stands in place and awaits attack without Shooting or Moving and its Armour becomes 1 during the Attack. An Evading unit will always fight when contacted, and a unit may Evade as many times as it wishes in a turn. Evade cannot be used if the unit is Battered.
Fearsome	Courage tests caused as a result of this unit Attacking (but not Shooting) suffer an additional -1 to the total. Should two Fearsome units encounter one another, the effect of this rule is canceled between those units.
Large Unit	Unit always rolls 12 dice in shooting and combat, whether it is above half strength or not.
Light	This unit may pivot in place at any point during its movement. It may also shoot in any direction. A light unit may pass through another light unit without making a courage test.

Skirmish	As an ordered activation, successful on a 7+, the unit may make a half Move and Shoot (in either order). All models in the unit Shoot with -1 to their dice scores.
Wild Charge	If an enemy unit is within this unit's Attack range during the 'Activate Wild Charges' phase, you must test to activate an Attack against it. If the test is unsuccessful, the unit remains stationary but may test for an ordered Move activation later in your turn (no other actions are allowed). Wild Charge may not be used if the unit is Battered.

Crusader Left Battle

Leader	Ludwig III, Landgrave of Thuringia
Leader Skills	Strongsword: During Attacks, the Leader's unit may reroll one failed hit dice.

Unit Name	Crusader Knights / <u>Knights</u>		6 / 8
	<u>Templar</u>		
Strength Points	6	Max Movement	10"
Attack Order	5+	Attack Value	3+
Move Order	7+	Defence Value	5+
Shoot Order	-	Shoot Value/Range	-
Courage	3+	Armor	4
Special Rules	Counter-charge; Wild Charge; <u>Fearsome</u>		
Unit Name	Mounted Sergeants / <u>Templar Sergeants</u>		4 / 6
Strength Points	6	Max Movement	10"
Attack Order	5+	Attack Value	4+
Move Order	5+	Defence Value	5+
Shoot Order	-	Shoot Value/Range	-
Courage	4+	Armor	3
Special Rules	Counter-charge; <u>Fearsome</u>		

Unit Name	Crusader Heavy Infantry		
Strength Points	6	Max Movement	6
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value/Range	-
Courage	4+	Armor	3
Special Rules	Defensive, Large Unit		
Unit Name	Crossbowmen		4
Strength Points	6	Max Movement	6"
Attack Order	7+	Attack Value	6
Move Order	6+	Defence Value	5+
Shoot Order	7+	Shoot Value/Range	4+ / 18"
Courage	4+	Armor	2
Special Rules	Large Unit		

Leader	Gerard de Ridefort, Grand Master of the Templars
Leader Skills	Units with a special character gain +1 to all Courage tests.

Counter-charge	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test for a Counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.
Defensive	This unit gains +1 armor when defending. It may not benefit from Defensive when battered, in rough terrain, or in cover.
Evade	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit, may not move closer to the Attacking unit, and must avoid other units by 1" as usual. Any casualties inflicted by the Skirmish action cause a Courage test or Lucky Blow only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit. If it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible (moving no closer than 1" to the Evading unit). If the Evade test fails, the unit stands in place and awaits attack without Shooting or Moving and its Armour becomes 1 during the Attack. An Evading unit will always fight when contacted, and a unit may Evade as many times as it wishes in a turn. Evade cannot be used if the unit is Battered.
Fearsome	Courage tests caused as a result of this unit Attacking (but not Shooting) suffer an additional -1 to the total. Should two Fearsome units encounter one another, the effect of this rule is canceled between those units.
Large Unit	Unit always rolls 12 dice in shooting and combat, whether it is above half strength or not.
Light	This unit may pivot in place at any point during its movement. It may also shoot in any direction. A light unit may pass through another light unit without making a courage test.

Skirmish	As an ordered activation, successful on a 7+, the unit may make a half Move and Shoot (in either order). All models in the unit Shoot with -1 to their dice scores.
Wild Charge	If an enemy unit is within this unit's Attack range during the 'Activate Wild Charges' phase, you must test to activate an Attack against it. If the test is unsuccessful, the unit remains stationary but may test for an ordered Move activation later in your turn (no other actions are allowed). Wild Charge may not be used if the unit is Battered.

Crusader Right Battle

Leader	Guy de Lusignan, King of Jerusalem
Leader Skills	Aggressive: Each turn, one unit within 8" of your Leader's model may automatically pass an Attack activation. Insipid: Leader does not grant units within 8" the usual Courage bonus.

Unit Name	Crusader Knights / <u>Knights Hospitaller</u>	6 / 8	
Strength Points	6	Max Movement	10"
Attack Order	5+	Attack Value	3+
Move Order	7+	Defence Value	5+
Shoot Order	-	Shoot Value/Range	-
Courage	3+	Armor	4
Special Rules	Counter-charge; Wild Charge; <u>Fearsome</u>		
Unit Name	Hospitaller Sergeants	6	
Strength Points	6	Max Movement	10"
Attack Order	5+	Attack Value	4+
Move Order	5+	Defence Value	5+
Shoot Order	-	Shoot Value/Range	-
Courage	4+	Armor	3
Special Rules	Counter-charge; Fearsome		

Unit Name	Turcopole		4
Strength Points	6	Max Movement	12"
Attack Order	7+	Attack Value	5+
Move Order	5+	Defence Value	6
Shoot Order	6+	Shoot Value/Range	5+ / 12"
Courage	5+	Armor	2
Special Rules	Evade; Light; Skirmish		
Unit Name	Crusader Heavy Infantry		4
Strength Points	6	Max Movement	6
Attack Order	6+	Attack Value	5+
Move Order	5+	Defence Value	4+
Shoot Order	-	Shoot Value/Range	-
Courage	4+	Armor	3
Special Rules	Defensive, Large Unit		
Unit Name	Crossbowmen		4
Strength Points	6	Max Movement	6"
Attack Order	7+	Attack Value	6
Move Order	6+	Defence Value	5+
Shoot Order	7+	Shoot Value/Range	4+ / 18"
Courage	4+	Armor	2
Special Rules	Large Unit		

Counter-charge	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test for a Counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.
Defensive	This unit gains +1 armor when defending. It may not benefit from Defensive when battered, in rough terrain, or in cover.
Evade	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit, may not move closer to the Attacking unit, and must avoid other units by 1" as usual. Any casualties inflicted by the Skirmish action cause a Courage test or Lucky Blow only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit. If it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible (moving no closer than 1" to the Evading unit). If the Evade test fails, the unit stands in place and awaits attack without Shooting or Moving and its Armour becomes 1 during the Attack. An Evading unit will always fight when contacted, and a unit may Evade as many times as it wishes in a turn. Evade cannot be used if the unit is Battered.
Fearsome	Courage tests caused as a result of this unit Attacking (but not Shooting) suffer an additional -1 to the total. Should two Fearsome units encounter one another, the effect of this rule is canceled between those units.
Large Unit	Unit always rolls 12 dice in shooting and combat, whether it is above half strength or not.
Light	This unit may pivot in place at any point during its movement. It may also shoot in any direction. A light unit may pass through another light unit without making a courage test.

Skirmish	As an ordered activation, successful on a 7+, the unit may make a half Move and Shoot (in either order). All models in the unit Shoot with -1 to their dice scores.
Wild Charge	If an enemy unit is within this unit's Attack range during the 'Activate Wild Charges' phase, you must test to activate an Attack against it. If the test is unsuccessful, the unit remains stationary but may test for an ordered Move activation later in your turn (no other actions are allowed). Wild Charge may not be used if the unit is Battered.

Ayyubid Left Battle

Leader	Salah ad-Din Yusuf ibn Ayyub
Leader Skills	Inspired: Each turn, may reroll 2 additional failed Move, Attack, or Shoot activation tests within 8" of your Leader's model (meaning you have 3 rerolls each turn.)

Unit Name	Ayyubid Heavy Horse Archers		5
Strength Points	6	Max Movement	10"
Attack Order	5+	Attack Value	4+
Move Order	5+	Defence Value	5+
Shoot Order	6+	Shoot Value/Range	5+ / 12"
Courage	4+	Armor	3
Special Rules	Counter-charge		
Unit Name	Ayyubid Horse Archers		4
Strength Points	6	Max Movement	12"
Attack Order	7+	Attack Value	5+
Move Order	5+	Defence Value	6+
Shoot Order	6+	Shoot Value/Range	5+ / 12"
Courage	5+	Armor	2
Special Rules	Evade; Light; Skirmish		

Unit Name	Arab Light Cavalry		3
Strength Points	6	Max Movement	12"
Attack Order	7+	Attack Value	5+
Move Order	5+	Defence Value	6+
Shoot Order	6+	Shoot Value/Range	5+ / 6"
Courage	5+	Armor	2
Special Rules	Evade; Light; Skirmish		
Unit Name	Ayyubid Infantry		3
Strength Points	6	Max Movement	8"
Attack Order	6+	Attack Value	5+
Move Order	5+	Defence Value	4+
Shoot Order	-	Shoot Value/Range	-
Courage	4+	Armor	2
Special Rules	Defensive, Large Unit		
Unit Name	<i>Dismounted Heavy Horse Archers</i>		5
Strength Points	6	Max Movement	6"
Attack Order	6+	Attack Value	5+
Move Order	5+	Defence Value	4+
Shoot Order	6+	Shoot Value/Range	5+ / 12"
Courage	4+	Armor	3
Special Rules	Defensive, Large Unit		

Counter-charge	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test for a Counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.
Defensive	This unit gains +1 armor when defending. It may not benefit from Defensive when battered, in rough terrain, or in cover.
Evade	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit, may not move closer to the Attacking unit, and must avoid other units by 3" as usual. Any casualties inflicted by the Skirmish action cause a Courage test or Lucky Blow only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit. If it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible (moving no closer than 3" to the Evading unit). If the Evade test fails, the unit stands in place and awaits attack without Shooting or Moving and its Armour becomes 1 during the Attack. An Evading unit will always fight when contacted, and a unit may Evade as many times as it wishes in a turn. Evade cannot be used if the unit is Battered.
Large Unit	Unit always rolls 12 dice in shooting and combat, whether it is above half strength or not.
Light	This unit may pivot in place at any point during its movement. It may also shoot in any direction. A light unit may pass through another unit without making a courage test.
Skirmish	As an ordered activation, successful on a 7+, the unit may make a half Move and Shoot (in either order). All models in the unit Shoot with -1 to their dice scores.

Ayyubid Center Battle

Leader	al-Afdal & al-Zahir
Leader Skills	Rash: Leader's unit gains the Wild Charge rule.

Unit Name	Ayyubid Heavy Horse Archers		5
Strength Points	6	Max Movement	10"
Attack Order	5+	Attack Value	4+
Move Order	5+	Defence Value	5+
Shoot Order	6+	Shoot Value/Range	5+ / 12"
Courage	4+	Armor	3
Special Rules	Counter-charge		
Unit Name	Turkic Horse Archers		4
Strength Points	6	Max Movement	12"
Attack Order	7+	Attack Value	5+
Move Order	5+	Defence Value	6+
Shoot Order	6+	Shoot Value/Range	5+ / 12"
Courage	5+	Armor	2
Special Rules	Evade; Light; Skirmish		

Unit Name	Arab Light Cavalry		3
Strength Points	6	Max Movement	12"
Attack Order	7+	Attack Value	5+
Move Order	5+	Defence Value	6+
Shoot Order	6+	Shoot Value/Range	5+ / 6"
Courage	5+	Armor	2
Special Rules	Evade; Light; Skirmish		
Unit Name	Ayyubid Infantry		3
Strength Points	6	Max Movement	8"
Attack Order	6+	Attack Value	5+
Move Order	5+	Defence Value	4+
Shoot Order	-	Shoot Value/Range	-
Courage	4+	Armor	2
Special Rules	Defensive, Large Unit		
Unit Name	<i>Dismounted Heavy Horse Archers</i>		5
Strength Points	6	Max Movement	6"
Attack Order	6+	Attack Value	5+
Move Order	5+	Defence Value	4+
Shoot Order	6+	Shoot Value/Range	5+ / 12"
Courage	4+	Armor	3
Special Rules	Defensive, Large Unit		

Counter-charge	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test for a Counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.
Defensive	This unit gains +1 armor when defending. It may not benefit from Defensive when battered, in rough terrain, or in cover.
Evade	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit, may not move closer to the Attacking unit, and must avoid other units by 3" as usual. Any casualties inflicted by the Skirmish action cause a Courage test or Lucky Blow only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit. If it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible (moving no closer than 3" to the Evading unit). If the Evade test fails, the unit stands in place and awaits attack without Shooting or Moving and its Armour becomes 1 during the Attack. An Evading unit will always fight when contacted, and a unit may Evade as many times as it wishes in a turn. Evade cannot be used if the unit is Battered.
Large Unit	Unit always rolls 12 dice in shooting and combat, whether it is above half strength or not.
Light	This unit may pivot in place at any point during its movement. It may also shoot in any direction. A light unit may pass through another unit without making a courage test.
Skirmish	As an ordered activation, successful on a 7+, the unit may make a half Move and Shoot (in either order). All models in the unit Shoot with -1 to their dice scores.

Ayyubid Right Battle

Leader	Taqi al-Din
Leader Skills	Commanding: Each turn, may reroll 1 additional failed Move, Attack, or Shoot activation test within 8" of your Leader (meaning you have 2 rerolls each turn).

Unit Name	Ayyubid Heavy Horse Archers	5
Strength Points	6	Max Movement 10"
Attack Order	5+	Attack Value 4+
Move Order	5+	Defence Value 5+
Shoot Order	6+	Shoot Value/Range 5+ / 12"
Courage	4+	Armor 3
Special Rules	Counter-charge	

Unit Name	Ayyubid Horse Archers	4
Strength Points	6	Max Movement 12"
Attack Order	7+	Attack Value 5+
Move Order	5+	Defence Value 6+
Shoot Order	6+	Shoot Value/Range 5+ / 12"
Courage	5+	Armor 2
Special Rules	Evade; Light; Skirmish	

Unit Name	Arab Light Cavalry	3
Strength Points	6	Max Movement 12"
Attack Order	7+	Attack Value 5+
Move Order	5+	Defence Value 6+
Shoot Order	6+	Shoot Value/Range 5+ / 6"
Courage	5+	Armor 2
Special Rules	Evade; Light; Skirmish	

Unit Name	Ayyubid Infantry	3
Strength Points	6	Max Movement 8"
Attack Order	6+	Attack Value 5+
Move Order	5+	Defence Value 4+
Shoot Order	-	Shoot Value/Range -
Courage	4+	Armor 2
Special Rules	Defensive, Large Unit	

Unit Name	Dismounted Heavy Horse Archers	5
Strength Points	6	Max Movement 6"
Attack Order	6+	Attack Value 5+
Move Order	5+	Defence Value 4+
Shoot Order	6+	Shoot Value/Range 5+ / 12"
Courage	4+	Armor 3
Special Rules	Defensive, Large Unit	

Counter-charge	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test for a Counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.
Defensive	This unit gains +1 armor when defending. It may not benefit from Defensive when battered, in rough terrain, or in cover.
Evade	When an enemy has successfully rolled to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit, may not move closer to the Attacking unit, and must avoid other units by 3" as usual. Any casualties inflicted by the Skirmish action cause a Courage test or Lucky Blow only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit. If it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible (moving no closer than 3" to the Evading unit). If the Evade test fails, the unit stands in place and awaits attack without Shooting or Moving and its Armour becomes 1 during the Attack. An Evading unit will always fight when contacted, and a unit may Evade as many times as it wishes in a turn. Evade cannot be used if the unit is Battered.
Large Unit	Unit always rolls 12 dice in shooting and combat, whether it is above half strength or not.
Light	This unit may pivot in place at any point during its movement. It may also shoot in any direction. A light unit may pass through another unit without making a courage test.
Skirmish	As an ordered activation, successful on a 7+, the unit may make a half Move and Shoot (in either order). All models in the unit Shoot with -1 to their dice scores.
Veteran Horse Archers	Does not suffer the -1 Penalty to Shoot Value when Skirmishing.

GM NOTES

Scenario by Chris Grau

Each player (battle) starts with victory coins (VC) equal to 1/2 of their starting points.

When a unit in a battle is destroyed or flees the battlefield, the player passes a number of VC to the GM equal to the value of the unit. The GM will collect the VC in the opposing "Victory Chalice."

Once a battle has no more VC, all remaining units must take a courage test.

Once two battles in the same army have no more VC, that army has been defeated.

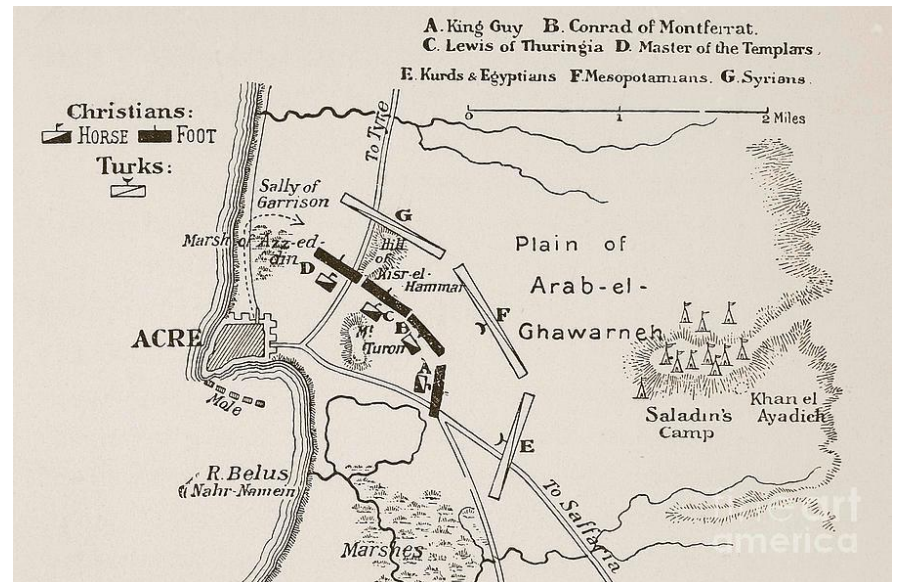
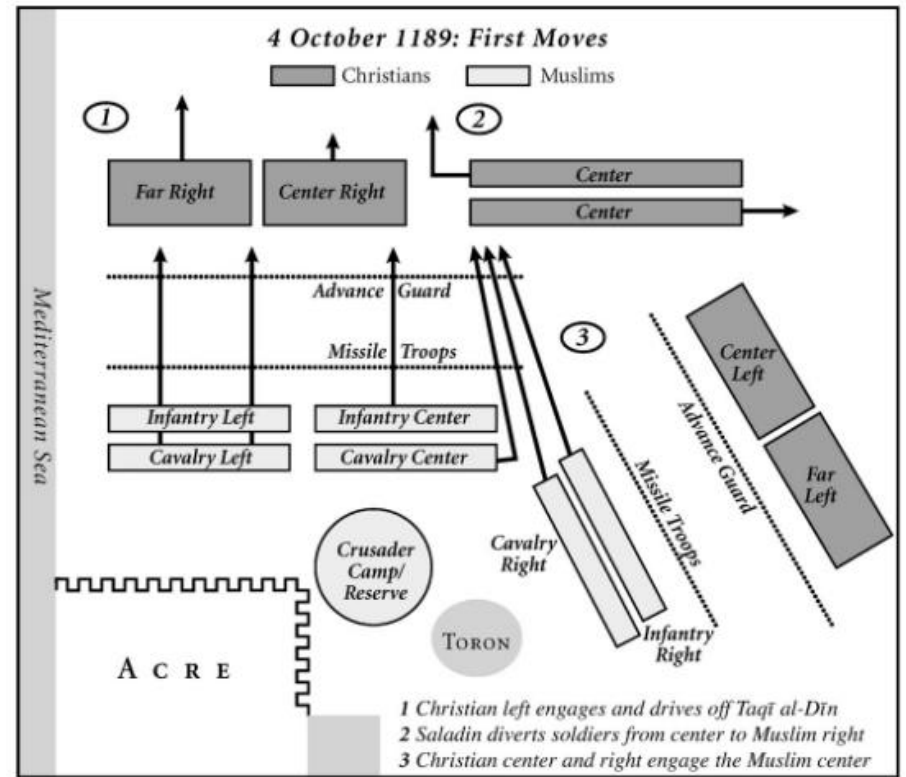
If, by the end of turn 6, neither army has been defeated according to the above rules, the side with more VC in their chalice wins the game.

Once a battle has lost all its VC, any units that are lost still contribute to the chalice (use a pool of extra VC).

If an enemy unit makes contact with an army's camp, that army that sacks the camp gains 10 VC.

If the Ayyubid garrison is destroyed, the crusaders gain 5 VP.

If a unit makes contact with an enemy camp and it is not currently in combat with an enemy unit, it begins to sack the camp. That unit now activates at a -3 penalty, so long as it is in contact with the camp.



Ludwig III - Green - Left (18 VC)

Knights 1
Sergeants 1
MO Knights 1
MO Sergeants 1
Heavy Inf 1
Crossbows 2
Templar Master 1

Conrad of Montferrat - red and white - Center (16 VC)

Knights 1
Sergeants 1
Turcopole 2
Heavy Inf 1
Crossbows 2

Guy de Lusignan - Blue and white - Right (17 VC)

Knights 1
MO Knights 1
MO Sergeants 1
Turcopole 1
Heavy Inf 1
Crossbows 2

Saladin - Left (34 / 17 VC)

Heavy HA 2
Horse Archers 3
Arab Jav Cav 2
Light Infantry 1

al-Afdal & al-Zahir - Center 2 (Saladin sons) (32 / 16 VC)

Heavy HA 1
Turkic HA 4
Arab Jav Cav 2
Light Infantry 1

Taqi al-Din - Right - Saladin's nephew and the lord of Hama (37 / 18 VC)

Heavy HA 1
Horse Archers 3
Arab Jav Cav 3
Light Infantry 1