CRUSADER REX



INTRODUCTION

Crusader Rex is a game covering the Third Crusade. One player commands the FRANKS, the other commands the SARACENS.

GAME TURNS

The game is played in a series of six years starting at 1187. Within each year are six (6) Game Turns. Each Game Turn has four (4) Phases, played in the sequence given:

[1] Card Phase

Both players start every *year* with six (6) cards. Each Game Turn they both play **one (1)** card *face down*. The cards are then revealed to determine play order. See 4.0.

[2] Move Phase

Player 1 completes ***all*** movement and then Player 2 moves. See 5.0.

[3] Battle Phase

Battles/Sieges are resolved ***one by one*** in the order chosen by Player 1. See 6.0.

[4] Draw Phase

Both players draw one (1) block from their Draw Pool (except during 1187).

1.0 MAPBOARD

The mapboard depicts the Levant, from Antioch south to Egypt. The Frank player sits on the western edge of the map; the Saracen player sits opposite.

1.1 TOWNS

The map shows the key towns of the 12th Century. They govern the movement and location of blocks.

1.11 Town Rating

Town Rating is the number of ***shields*** near a town's name. Most towns have 1-4 shields. Minor towns have no shields.

1.12 Town Control

Saracen towns are in SYRIA and EGYPT. They are *friendly* to the Saracen unless occupied by Frank blocks.

Frank towns are within the realms of ANTIOCH, TRIPOLI, and JERUSALEM. They are *friendly* to the Frank unless occupied by Saracen blocks.

Masyaf is the Kingdom of the Assassins and cannot be entered by other blocks.

IMPORTANT: *Changes to town control are effective instantly. Occupying any vacant enemy town makes it immediately friendly, but it instantly reverts to enemy control if vacated.*

Towns have two playable areas: ***castle*** and ***field***. In a siege, one player defends the castle, while the other defends the field.

1.13 Home Seats

The town named on a block is its *home seat* (starting location). Matching shields on the map are *alternate seats.*

EXAMPLE: *Bohemond's home seat is Antioch. Latakia is an alternate seat.*

1.14 Ports

A town with an anchor symbol is a port. ***Tripoli*** and ***Tyre*** are fortified ports.

Sea Movement (5.4) is possible between friendly ports.

1.15 Unplayable Towns

Some locations like *Bethlehem* or *Nazareth* are shown on the map only for historical interest. They are not playable.

1.2 VICTORY CITIES

Seven (7) towns are Victory Cities. The Saracen starts play controlling ALEPPO, DAMASCUS, and EGYPT; the Frank controls ANTIOCH, TRIPOLI, ACRE, and JERUSALEM.

The object of the game is to control a *majority* of the seven (7) Victory Cities after the year 1192 is played. A sudden death victory occurs if one player controls all seven Victory Cities at the ***end*** of any Game Turn.

NOTE: *A besieged Victory City is still controlled by the castle defender for victory purposes.*

Rulebook Organization

This rulebook is formatted so that the sidebar (this column) contains designer and historical notes to help you understand and enjoy this game.

Fog-of-War

Surprise is an exciting aspect of *Crusader Rex*. Blocks generally stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Battle Sites

The main battles of the period are shown on the map for interest, red for Frank victories and green for Saracen victories.

Names & Places

Modern day translations of names and places from the Crusading era can vary. When confronted with spelling choices, we have generally deferred to Lyons & Jackson's *Saladin: The Politics of Holy War.*

Town Control

Because changes to town control are effective instantly, retreat/regroup options may change during a game turn as a result of enemy moves, retreats, or regroups. It is also possible to occupy a vacant enemy town with one move, making it friendly, and then immediately muster or sea-move there with another move.

The Early Crusades

The Crusades began on November 27, 1095, when Pope Urban II called upon Christendom to reclaim the holy land. Although Jerusalem had been under relatively benign Muslim rule for over 400 years, Urban II decried a rising tide of deprivations and desecrations by "the enemies of Christ." Less than four years later, the Franks completed a long and bloody march to Jerusalem, whereupon they slaughtered every Jew and Muslim they found in the city. Independent kingdoms and principalities were established in Jerusalem, Tripoli, Antioch, and Edessa (modern-day Armenia), which collectively became known as "Outremer" – the lands over the sea.

The Crusader States prospered for 45 years until Zangi, the Atabeg of Aleppo, conquered the County of Edessa. The new military hero of Islam was soon murdered by a servant. Zangi's young son Nur al-Din took command and braced his Emirate for the inevitable Frank counterattack.

Pope Eugenius III launched the 2nd Crusade on March 31, 1146. German, French, and English armies under the command of King Louis VII of France and King Conrad III of Germany opted to strike first at Damascus, then an ally of Outremer and an enemy of Aleppo! Their assault upon Damascus was broken when Nur al-Din's forces swooped down from the north. The Crusaders retreated in panic, and the 2nd Crusade ended in disaster. The Zangid Empire under Nur al-Din now controlled Aleppo and Damascus.

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2.0 ARMIES

The wooden blocks represent FRANK (orange) and SARACEN (green) forces. There is also one ASSASSIN (black) block.

A sheet of die-cut labels is included. One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

- Green labels on green blocks
- Tan labels on orange blocks
- Black label on the black block.

The blocks add surprise and secrecy to the game. When standing upright, block type and strength is hidden from the opponent.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of pips on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat.

For example, roll 4d6 (four six-sided dice) for a block at strength 4; roll 1d6 for a block at strength 1.

Blocks vary in maximum strength. Some blocks have four steps, some three steps, and some only two steps. For each hit taken in combat, the block's strength is reduced **one** step by rotating the block 90 degrees counter-clockwise. The sidebar shows a block at strength 1, 2, and 3.

2.12 Combat Ratings

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines ***initiative*** for combat. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates ***firepower***, which is the maximum roll that will score a hit.

EXAMPLE: *a block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.*

2.13 Move Rating

A block's Move Rating indicates how many towns a block may move along roads.

2.2 FRANKS

Frank blocks contain a mix of knights, infantry, and archers.



2.21 Outremers

Ten (10) blocks represent the Christian feudal lords of the Kingdom of Jerusalem, Principality of Antioch, and County of Tripoli.



2.22 Military Orders

Seven (7) blocks represent the elite fighting orders of the *Hospitallers* and *Templars*.



2.23 Turcopoles

Two (2) blocks represent Syrian light horse employed by the Franks.



2.24 Crusaders

Nine (9) blocks represent the ENGLISH, FRENCH, and GERMAN forces of the Third Crusade.



2.25 Pilgrims

Three (3) blocks represent numerous small groups of warriors who came to the Holy Land. Three prominent sources are named, but pilgrims came from Castile to Jutland.

2.3 SARACENS

Saracen blocks contain a mixture of light horse, horsebow, and infantry.



2.31 Emirs

Nineteen (19) blocks represent Saladin and the Muslim lords loyal to him.



2.32 Nomads

Twelve (12) blocks (*Arabs*, *Kurds*, *Turks*) represent a variety of irregular forces from off-map regions.

2.4 ASSASSINS



The BLACK block represents the Assassins. It is deployed in Masyaf and used to attack an enemy block when the Assassin event card is played.

The Military Orders

The Templars and Hospitallers were the military elite of Christendom. Members were primarily minor nobility recruited from all over Europe, although the majority came from France. They were deeply religious, highly trained, well disciplined, and ferocious in battle.

The Order of St. John of the Hospital of Jerusalem was founded by Italian merchants prior to the crusading era as a charitable medical organization. Once under the supervision of Benedictine monks, it evolved into an autonomous religious institution with a distinct military caste by around 1160.

"The Poor Fellow-Soldiers of Jesus Christ," on the other hand, were founded by nine crusading knights in 1119 as a religious order dedicated to the protection of pilgrims. Their headquarters at the al-Aqsa mosque on the southern edge of the Temple Mount (known to the crusaders as the Temple of Solomon) earned them the name "The Templars."

By the time of the 3rd Crusade, the religious orders had become fearsome military powers and were the wealthiest landowners in Outremer. Their leaders treated the Kings, Princes, and Emirs of the Middle East as sovereign equals.

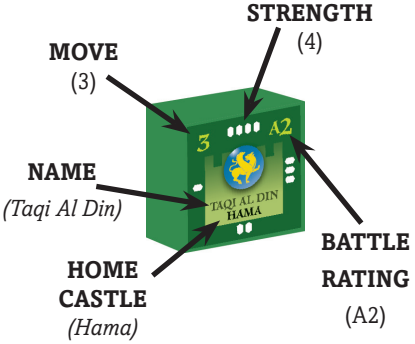
Members who fell into enemy hands were generally executed. The military orders refused to pay ransom. "I wish to purify the land of these two monstrous orders," declared Saladin, "whose practices are of no use, who will never renounce their hostility, will render no service as slaves, and are all that is worst in this infidel race." Two hundred and thirty were executed en masse a few days after capture at the Battle of Hattin.

STEP REDUCTION



Strength 1 **Strength 2** **Strength 3**

BLOCK DATA



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3.0 DEPLOYMENT

Both sides set-up their blocks at their designated seats. Blocks are deployed at full strength.

3.1 FRANK DEPLOYMENT

Outremers, Turcopoles, and Military Orders start at their named seat or any alternate seat. Castle Limits cannot be exceeded during deployment. The Frank player must make Seat adjustments before the Saracen player draws his Nomads.

EXAMPLES: *Lord Balian may be deployed at Nablus or Ascalon. Any one Templar may be deployed in Amman.*

The 12 remaining blocks (Crusaders and Pilgrims) are placed face-down off map as a Draw Pool.

3.2 SARACEN DEPLOYMENT

Emir blocks start at their noted seats, except Saladin can be exchanged with any other block of his family. Hence, *Saladin* has DAMASCUS as a seat, but may switch with the *al-Aziz* block from EGYPT or the *al-Zahir* block from ALEPPO.

The 12 remaining blocks are nomads (Arabs, Kurds, Turks). They are placed ***face-down*** off map as a Draw Pool. Four (4) of them are immediately drawn and deployed at their appropriate seats.

4.0 THE CARDS

The game has twenty-two (22) MOVE and five (5) EVENT cards. At the beginning of each year, all cards are shuffled and six (6) are dealt out *face-down* to each player. Players may then examine their cards.

4.1 CARD PLAY

Both players start a Game Turn by playing one card face-down. The cards are then revealed. The player with the *higher* card is PLAYER 1 that Game Turn. Resolve ties with a 2d6 die-roll. Reroll ties.

4.2 Move Cards

Move cards enable Group Moves (5.2), Musters (5.3), or Sea Moves (5.4).

4.2 Event Cards

Event cards give a player a special action as noted on the card. Events are executed before Moves.

If both players play Event cards, the **Game Turn is cancelled**, including siege attrition and the draw phase.

5.0 MOVEMENT

A Move card allows any combination of Group Moves, Musters, or Sea Moves.

Blocks move up to their Move Rating along roads that connect towns, but must stop in a town defended by enemy blocks.

Each block can only move ***once*** per ***movement phase.*** Players are not required to use all their moves but they cannot be saved.

5.1 ROAD/ATTACK LIMITS

Road limits apply to group moves, musters, retreats, and regroups.

Major Road (thick): Four (4) blocks maximum per movement phase.

Minor Road (dashed): Two (2) blocks maximum per movement phase.

NOTE: *Road limits apply separately to each player. Player 1 can use a road and then Player 2 can use the same road.*

5.2 GROUP MOVES

A group is all blocks located in one castle, even a single block. For 1 Move, any/all blocks in a group can move to 1 or more towns within their move rating.

5.3 MUSTERS

A Muster allows several groups to move to the same ***friendly*** town for 1 Move. Designate one ***friendly*** town and move any/all blocks with enough movement to reach that town.

EXAMPLE: *4 blocks in Jerusalem, 1 in Jaffa, 2 in Tiberias, and 2 in Beirut all move to Acre, the designated muster town.*

Musters cannot start a new battle, or respond to a battle started by Player 1, but you can muster at (or pass through) a town you are besieging.

5.4 SEA MOVES

Either player may make Sea Moves between ***friendly*** ports. Remember that ***Tripoli/Tyre*** are still ***friendly*** to a besieged defender. Each Sea Move costs ***one (1) Move per block.***

NOTE*: English Crusaders may attack by Sea (7.22).*

5.5 PINNING

Attacking blocks (excluding Reserves) prevent an ***equal number*** of defending blocks (Player 2) from moving. Player 2 chooses which blocks are pinned. Unpinned blocks can move/attack, muster, or sea move normally, except they cannot depart via any road that the Attacker used.

Saladin & The Ayyubid Empire

Salah al-Din Yusuf ibn-Ayyub (shortened by the Franks as "Saladin") was a Kurd born into high places. His father was the Governor of Tikrit in modern day Iraq, and a shrewd political advisor to both Zangi and Nur al-Din. His father's brother – Shirkuh – was a veteran general of the Zangid Sultanate and commander of Nur al-Din's military expedition in 1164 against Fatmid (Shiite) Egypt. The young Saladin joined his uncle on this bloody but successful conquest. When Shirkuh died of illness in 1169, the 31 year-old Saladin inherited control of Egypt.

Tensions gradually rose between Saladin and his nominal lord in Damascus. Open war between the two loomed, but Nur al-Din died from an untimely illness in 1174. Saladin quickly marched an army into Damascus and seized power from the regency governing in the name of Nur al-Din's 11 year-old son, al-Salih. Civil war ensued, but Zangid loyalists were no match for Saladin's political savvy or military strength. By 1186, Saladin controlled Egypt, Syria, most of the old County of Edessa, and all important city-states of Mesopotamia except Baghdad.

Saladin had a mixed reputation among his Islamic contemporaries. Many lionized him as a wise and compassionate ruler, a deeply devout Sunni Muslim, and the greatest hero in Arab history. Nearly as many, however, disparaged him as a cynical opportunist and power-hungry usurper more bent on war against fellow Muslims than the Crusader kingdoms.

The 3rd Crusade was called by Pope Gregory VIII in 1187 after Saladin defeated a Christian army at Hattin (near Tiberias) and then seized the entire Kingdom of Jerusalem except Tyre.

EVENT CARDS (Clarifications)

Assassin: choose any one enemy block, reveal it, and fire the assassin block once. The assassin is then returned to Masyaf *with no enemy return fire.* Assassin can target a besieged (no double defense) or besieging block. Can be played and used in a Winter Turn.

Guide: increases road limits to 4/8. It also allows these higher limits for Retreats and Regroups in the same game turn.

Intrigue: cannot be played in the *first* Game Turn of a year.

Jihad: the attack bonus applies to storming or field battles. You may choose any 1 battle, not necessarily involved with the move made, but you must declare the Jihad location before Player 2 moves.

Manna: Add one step to three different friendly blocks, even if besieged or besieging. The blocks can be in different locations.

Pinning

4 blocks are attacking via one road, while another 2 blocks are attacking the same castle via another road. If 5 blocks are defending, 4 of them are pinned by the main attack, but 1 block (defender's choice) is unpinned.

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6.0 COMBAT

After all movement is complete, Battles and/or Sieges occur where enemy blocks are located in the same town. They are resolved, one by one, in a sequence chosen by **Player 1**.

6.1 COMBAT DEPLOYMENT

Before any blocks are revealed in any battle, the Defender decides ***where*** to deploy blocks. Blocks can be deployed in the ***Field*** to fight a battle, or in the ***Castle***, subject to Castle Limit (6.52).

Blocks deployed in the Castle cannot *Retreat* or fight in a Field Battle except by ***Sally (6.55)***, and are subject to ***Siege Attrition (6.57).***

NOTE: *Because both players move before combat, the Frank player can be defender in some battles while the Saracen is the defender in other battles.*

6.2 COMBAT TURNS

Each Battle/Siege is fought over a maximum of ***three*** combat rounds. This can be three rounds of Battle, three rounds of Siege, or any combination, such as two Battle rounds and 1 Siege round.

In Battles, the ***attacker*** must retreat all blocks ***at the end of the third round*** if there are any defenders in the field. In Sieges, the attacker ***may*** retreat or stay on Siege.

Each block can ***Fire OR Retreat*** once per Combat Round. The sequence of combat turns depends on combat ratings. All "A" blocks fire first, then all "B" blocks, and finally all "C" blocks. ***Defending*** "A" blocks fire before Attacking "A" blocks, and so on. Individual blocks of one player with the same initiative fire in any order.

EXAMPLE: *Conrad (B3) and Turcopole (A2) attack Zangi (B2) and a Kurd (C2). The sequence for each combat round is: Turcopole, Zangi, Conrad, and Kurd.*

After all blocks have taken one battle turn to fire or retreat, this ends Combat Round 1. Repeat the sequence for Combat Rounds 2 and 3, except with Siege Combat, a siege declaration occurs at the beginning of each new round.

6.3 COMBAT FIRES

Blocks fire by rolling as many dice as their current *Strength*. A hit is scored for each die roll ***equal to or lower*** than the block's Combat Rating.

6.31 Combat Hits

Enemy blocks cannot be targeted individually. ***Each hit*** is applied to the *strongest* enemy block at that instant. If two or more blocks share the highest Strength, the owner chooses which to reduce.

6.32 Knights' Charges

In field battles, Frank/Crusader knights (all are "B" blocks) have the tactical option to ***Knights' Charge***. Each block must declare this tactic before firing in their combat turn. The effect is to increase firepower by one (B2=B3), but to take one hit for each "6" rolled to reflect disorganization, blown horses, etc.

Knights may charge when they Sally, but not when Storming.

6.33 Harrying

In field battles, Saracen *Nomads* and the Frank *Turcopoles* have the tactical option to ***Fire and Retreat*** (but not *Withdraw*). Each block must declare this tactic before firing in their combat turn. Harrying blocks fire and then immediately retreat subject to normal retreat limits and locations. Blocks cannot Harry when storming.

6.34 Eliminated Blocks

Most eliminated blocks come back into play eventually. Place eliminated blocks in the Draw Pool face-up. They cannot be drawn during the ***current*** year.

Some blocks are permanently eliminated and never go to the draw pool.

Franks: CRUSADERS and MILITARY ORDERS are permanently eliminated.

Saracens: SALADIN and the 4 blocks of his family are permanently eliminated.

WARNING: *Permanent elimination applies in all cases, including Winter Attrition, Assassination, Siege Attrition, etc.*

6.4 REINFORCEMENTS

6.41 Main Attack Road

When attacking via two or more roads, one **road** (attacker choice) must be declared the ***Main Attack.*** Blocks attacking along other roads are ***Reserves***.

Reinforcements do not fire, retreat, or take hits in Round 1. They arrive and take normal combat turns at the ***beginning*** of Round 2.

IMPORTANT: *Battlefield Control changes if the Attacker wins in Round 1 before Defending reserves arrive. The Attacker is now the Defender for Rounds 2 and 3.*

The Assassins

The Assassins were extremist members of a Shiite Ismaili sect dedicated to the destruction of Sunni power in the Middle East. The term "Assassin" derived from the Arabic word Hashishyun. The Hashishi (users of hashish) were drug-crazed fanatics who served as an early form of suicide killer. By the middle of the 12th Century, the Assassins claimed 40,000 followers living in secure mountain strongholds.

Rashid al-Din Sinan, the fabled "Old Man of the Mountain" during the 3rd Crusade, was perhaps the greatest leader of this bloody sect. Sinan, like his predecessors, hated both the Franks and Saladin's Ayyubid Empire and played both against the other.

In 1175, the leaders of Aleppo paid Sinan to assassinate Saladin, a feat which would surely have succeeded save for the heroics of Yazkuj in Saladin's defense. In 1177, the Zangi Vizier of Aleppo caught the Assassins' knife, as did the Vizier of Baghdad the following year. In 1192, the Assassins murdered Conrad of Montferrat before his coronation as King of Jerusalem.

Losses from the ASSASSIN card represent the disorder and demoralization caused by an Assassin attack.

Combat Fires Example

Saladin at strength 4 rolls 4 dice. His combat rating is A3, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the dice rolled are 1, 2, 4, & 5, Saladin scores two hits and two misses

Combat Hits Example

Frank 3-step block rolls two hits against one 2-step and one 3-step Saracen blocks. The first hit ***must*** be taken on the 3-step Saracen block because it has the most steps. The Saracen player may apply the second hit to either block because they both now have two steps.

Combat Reserves Example

The Saracen has 2 blocks in NABLUS, 2 in BAISAN, AND 2 IN HEBRON. All three groups attack JERUSALEM. The Attacker declares the NABLUS-JERUSALEM road the main attack road. The blocks from Nablus and Baisan using this road are the Main Attack. The 2 HEBRON blocks use another road and will arrive as reserves in round 2.

OPTIONAL RULES

[ ] IRON BRIDGE: The road section from Antioch to Harim has a special move limit of 3 blocks in either direction.

[ ] FORCED MARCHES

Blocks can increase their move +1 by force-marching. Place a die on each block force-marching. After all normal movement is done, roll one die for each block:

1-3: lose one step
4-6: no effect

Unless eliminated by step loss, the block always completes the extra move. Force marching is permitted to Muster.

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6.42 Defender Response

Blocks moved by Player 2 to ***reinforce*** a battle started by Player 1 are reserves, arriving at the *beginning* of round 2. This applies to blocks using **one** road to reinforce; those using other roads arrive at the beginning of ***Round 3***.

6.5 SIEGE COMBAT

Unlike field battles, which end after three combat rounds, sieges may continue for several Game Turns. The besieger may remain on siege after the three combat rounds. Sieges cannot occur at towns rated Ø (no shield), only field battles. Siege combat can occur in three ways:

- Existing sieges.
- New siege if the Defender does not deploy any blocks in a field battle.
- When a field battle ends, victorious attacking blocks ***may*** begin siege combat ***next*** combat round.

Sieges require a Siege Declaration (6.53) at the beginning of each combat round, besieger first.

6.51 Siege Control

Besieged blocks defend a castle, but ***besieging*** blocks defend the field. The besieger controls ports except TRIPOLI and TYRE, which are fortified ports controlled by the *besieged* player.

IMPORTANT: *Blocks in a siege are **not** revealed until they Storm or Sally. Once revealed, blocks must remain face-up until they are no longer storming or sallying. The besieger must **always** keep **one** block face-up to indicate which player is the besieging.*

6.52 Castle Limit

Town Rating (1.11) limits the number of blocks that can defend ***inside*** a castle. Additional blocks must defend the field ***outside*** the castle.

Castle Limit is also the ***maximum*** number of blocks that can ***Storm*** a castle.

6.53 Siege Declarations

In existing and new sieges, the besieging player makes a Siege Declaration at the ***beginning*** of ***each*** siege round:

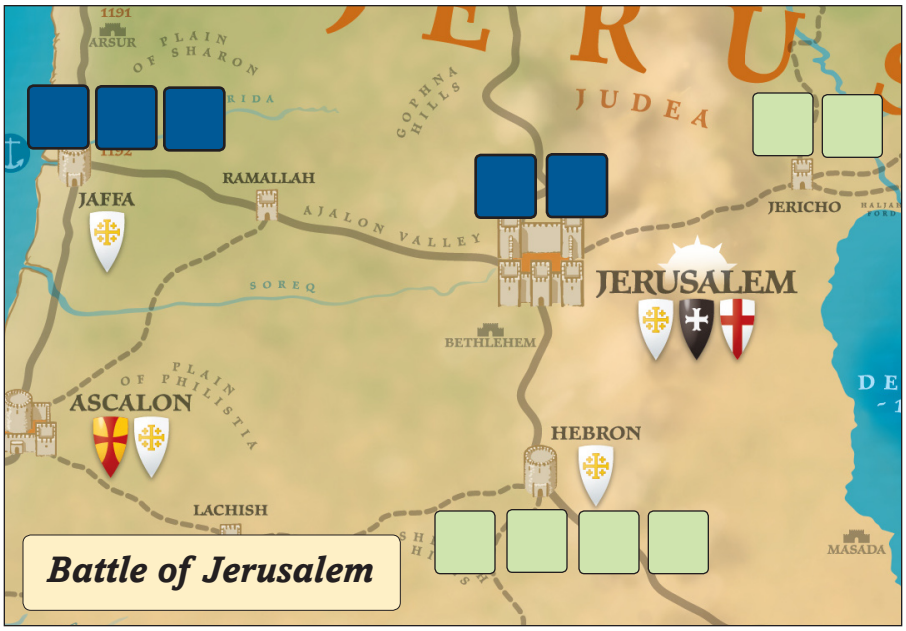
1. STORM: the *besieger* declares and reveals which blocks are storming, subject to the Castle Limit.
2. SIEGE: The besieger declines to Storm. The *besieged* player ***may*** declare a SALLY (6.55) with any/all blocks, causing a field battle this round.

The besieger may decline to Storm in one round, then do so in a future round when possible. However, if both players agree to pass, proceed to ***Siege Attrition***.

6.54 Storming

After storming blocks are revealed, a round of combat is fought against the besieged blocks in the normal sequence of combat turns. A storming block may fire OR withdraw back to the field on its turn.

Double Defense: Blocks defending a castle require two hits to lose one step. Each "half-hit" has no effect, except the next hit ***must*** be taken on that block. A half-hit carries forward from one Combat Round to the next, but is recovered if storming ends (even if storming resumes in a later round).



Fragile Alliances

Saladin's hold on power was tenuous. He faced external threats from emirs in Turkey, Armenia, and Baghdad. Egypt and Iraq smoldered with sedition and vanquished Zangi loyalists had to be watched carefully.

Frankish Outremer was a seething cauldron of intrigue and tension. King Guy was bitterly opposed by the Hospitallers, Count Raymond of Tripoli, and Baldwin's widow Maria Comnena, a princess of the Byzantium Empire – all of whom thought the new king a weak interloper. After the disaster at Hattin, with King Guy a captive, internecine conflict continued with Conrad of Montferrat seeking the crown.

The Crusaders were also at each other's throat. Richard's last-minute rejection of Philip's sister as his bride (because she had been the mistress of his father, Henry II) so soured relations that the French King spent only four months in Palestine before sailing home to plot the seizure of Richard's extensive holdings in Normandy, Anjou, and Aquitaine. Three times thereafter the French army under the Duke of Burgundy abandoned the field and twice the French refused to fight – once in September 1191 when Richard proposed invasion of Egypt and again in June 1192 when Richard proposed a march on Jerusalem.

BATTLE OF JERUSALEM

The Saracen player attacks JERUSALEM from HEBRON with 4 blocks (main attack) and from JERICHO with 2 blocks. The Frank (Player 2) has 2 blocks defending JERUSALEM, and now moves 3 blocks from JAFFA to help defend JERUSALEM.

Battle Deployment: Frank deploys both defending blocks in the castle. This avoids a field battle, but lets the Saracen besiege the castle.

Combat Round 1: Saracen declares a ***Storm*** with 3 blocks, the maximum that can storm Jerusalem. Defending and Storming blocks fire in their respective Combat Turns. Defender has Double Defense.

Combat Round 2: Reserve blocks for both players arrive. Frank Reserves cause a field battle, so the besieging blocks cannot Storm. This allows the 2 besieged blocks to also Sally. for round 2. This round of field battle involves, 6 Saracens *defending* against 5 Franks. The Saracens, inflict severe losses on the Franks. The weakened knights all charge causing considerable damage, but not enough to break the Saracen defenders.

Combat Round 3: Saracen fire eliminates all but 1 Frank. This block withdraws into the castle on its combat turn, ending Round 3.

Summary: JERUSALEM is held by one weak Frank and is likely to fall next Game Turn. The Franks might have done better to deploy in the field, reinforced by 3 reserves arriving for Round 2. This would have given them the advantage of defense, including the chance to make knights charges on rounds 1 and 2 *before* most Saracens could fire.

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At the ***beginning*** of each subsequent siege round, the besieger can add reserve blocks from the field to the storming blocks, subject to the Castle Limit. However, if all storming blocks are eliminated or withdraw, the current siege round ends immediately.

6.55 Sallying

If the besieger declines to storm, the castle defender may declare a ***Sally*** with any/all blocks, causing a field battle this round. After sally blocks are revealed, one round of combat is fought with all blocks currently defending the field.

IMPORTANT: *Sallying blocks are attacking if they initiate a field battle or assist a relief force. But if they join current defenders in the field, the sallying blocks are still defenders. In either case, sallying blocks no longer have double defense.*

Sallying blocks cannot retreat. They may withdraw to the castle on their combat turn, and ***must*** withdraw ***after*** combat round 3 if they haven't won the field battle.

Some blocks may sally while others stay in the castle. Such blocks may sally to join a field battle at the ***beginning*** of a later combat round.

6.56 Relief Forces

A player may try to relieve an existing siege by attacking the besiegers. This causes a field battle and prevents Storming this round. Blocks in the castle may Sally to assist the relief force.

Main Attack relief forces sent by Player 1 arrive for Round 1; those of Player 2 arrive for Round 2. Relief forces using other road(s) arrive one round later, meaning Round 2 for Player 1, and Round 3 for Player 2. Players can Storm or Sally in round(s) before relief forces arrive.

Relief forces are ***attacking*** and the besiegers are on defense. Relief force blocks can Fire or Retreat normally, but cannot Withdraw into the castle.

6.57 Siege Attrition

Besieged blocks are subject to a Siege Attrition roll each Game Turn. The besieged player rolls 1d6 for ***each*** block:

1-3: Lose 1 step
4-6: No effect

TYRE & TRIPOLI: *These towns had castles at the end of narrow causeways with an attached fortified port. They could be supplied by sea when under siege. Siege Attrition losses apply only on rolls of 1.*

Also see winter campaign 8.2.

6.6 RETREATS

Each block may retreat ***or*** withdraw instead of firing on its normal Combat Turn. Harrying (6.33) blocks can fire ***and*** retreat on the same turn.

Neither player can retreat to an ***enemy-occupied*** town, nor to an unresolved (new) battle. Retreat off-map is not permitted.

Blocks that cannot retreat when required are eliminated.

6.61 Retreat Roads

Per *combat round,* a maximum of ***four (4)*** blocks may retreat along a major road, and ***two (2)*** block along a minor road.

Attacking blocks must retreat to *friendly* or *vacant* adjacent towns, via road(s) used to enter the battle. ***Defending*** blocks may retreat via any other roads.

When ***both*** players enter a battle along the ***same*** road, only ***Player 2*** may retreat along that road.

CAUTION: *When attacking as Player 1, leaving a strong force to protect your retreat town is recommended.*

6.62 Siege Retreats

Besieged blocks can never retreat. Blocks fighting in the field can withdraw into the castle, if friendly, subject to castle limits. Blocks attacking or defending the field can also retreat normally.

Blocks may Retreat to an adjacent siege provided the field is ***friendly***. Such blocks can participate normally in any combat occuring later in the Game Turn.

6.63 Withdrawing

Withdrawals are retreats ***between*** the field and the castle. Instead of firing, a block in the field can withdraw to the castle or a storming block can withdraw to the field. Withdrawals not subject to road limits, just castle limits.

6.7 REGROUPS

When a field or siege battle ends, whether by retreat, elimination, or attrition the victor ***may*** Regroup any/all victorious blocks to any ***adjacent friendly or vacant*** town(s). Normal road limits apply.

Blocks may Regroup to an adjacent siege provided the field is ***friendly***. Such blocks can participate normally in any combat occuring later in the Game Turn.

NOTE: *Regrouping is optional. When a field battle ends, the victor may Regroup some blocks and lay siege with others, if applicable.*

Richard the Lionheart

Richard Plantagenet, the King of England, Duke of Normandy, and Earl of Anjou, was arguably the greatest military leader in medieval history and the deadliest knight of the Middle Ages. The name "Lionheart" was well earned and widely known even before his adventure in the Holy Land, but his campaigns in Outremer were the zenith of his career. An emir from Aleppo wrote to Saladin that "Never have we seen his like or met his peer. He is ever foremost of the enemy at each outset; he is first as befits the pick and flower of knighthood. It is he who maims our folk. No one can resist him or rescue a captive from his hands."

While Richard far outshone Saladin as a warrior, Saladin was a far better student of men. The English King made enemies of many powerful allies such as King Philip, Conrad of Montferrat, and Leopold of Austria.

Barbarossa's Crusade

The 67 year-old Frederick Barbarossa had ruled the Holy Roman Empire for almost four decades and was one of the most powerful and respected monarchs of his day. Despite the Emperor's age and past disputes with the pope, Barbarossa reacted to the debacle at Hattin by rallying 15,000 men and 3,000 knights – the flower of the German nobility – for war in Outremer.

The German army was forced to cut its way through armies fielded by the Byzantine Empire and the Sultanate of Rum, and it did so with fearful effect. Saladin was so alarmed that he called-off his campaign against Tyre and Tripoli and dismantled castles and city walls as far south as Ascalon to deny Barbarossa's army any comfort or supply. In an amazing twist of fate, however, Barbarossa drowned while crossing a river near Tarsus on June 10, 1190. Internal dissension quickly broke out, and when the army finally staggered into Antioch, an epidemic swept the city – a final blow that convinced all but a few thousand Germans to return home. By October 1190, the remaining Germans led by Leopold of Austria reached Acre and provided King Guy with meager reinforcements for his depleted army.

Saladin had been spared from fighting a formidable foe. In Crusader Rex, he may not be so lucky.

Leopold's Flag

The Austrian flag is said to date from the Third Crusade. After a fierce battle, Leopold's white surcoat was stained blood red, except for a stripe under his belt.

Declarations and Retreats

Declarations are always made at the ***beginning*** of combat rounds. They allow players to engage enemy forces by Storm or Sally. Retreats and Withdrawals are made ***during*** the round on a block's combat turn. In effect, it is relatively easy to start a storm or sally, but withdrawing from them is not as easy.

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7.0 DRAWS

There are no block draws in 1187. Starting in 1188, each player draws ONE block per Draw Phase, except the Winter Turn. Player 1 draws and deploys first.

7.1 DRAW POOLS

Each player maintains an off-map area where blocks are kept ***face-down.*** Some blocks start the game in the Draw Pool and eliminated blocks are generally placed there. Exceptions, see 6.34.

7.2 FRANK DRAWS

7.21 Crusaders

When drawn, German, French, and English blocks are placed ***face-up*** in their matching staging space on the west edge of the mapboard. ***After all three*** blocks of any nation have been drawn, those blocks are eligible to move in a future game turn. Not all need move at the same time.

7.22 English & French

English or French blocks require ***one Sea Move*** to move ***each*** block from their staging area to a ***Friendly*** port.

Richard's Sea-Legs: *The three (3) English blocks can Sea Move to* ***attack*** *an* ***enemy*** *port. If combined with any other attack(s) on the same town, the English must be the Main Attack. Retreat by sea is prohibited; the attackers can retreat normally by road.*

7.23 Germans

German blocks require ***one move per block*** to enter at any/all of ALEPPO, ANTIOCH, or ST. SIMEON, subject to road limits. They can attack these towns if they are enemy-occupied, but cannot retreat off-map.

7.24 Pilgrims

Pilgrims are deployed in a ***friendly port***. If none, return the block to the Draw Pool and forfeit the Draw. Remember that the ports of TRIPOLI and TYRE are friendly to the ***besieged*** player, but castle limits apply.

7.25 Outremers

Outremers (and Turcopoles) are deployed at full strength in their home or alternate seats ***unless enemy occupied***, or at strength 1 in any friendly town.

7.3 SARACEN DRAWS

Saracen draws are deployed at full strength in their home or alternate seats, ***unless enemy occupied***, or at strength 1 in any friendly town.

FRANK COMMANDERS

BALIAN – Balian of Ibelin, Lord of Nablus. Negotiated favorable terms for citizens of Jerusalem after capture by Saladin in 1187.

BARBAROSSA (Redbeard) – Frederick I, the 67 year-old Emperor of the Holy Roman Empire. He drowned in 1190 before reaching the Holy Land and most of his army returned home.

BOHEMOND – Bohemond III, Prince of Antioch.

CONRAD – Conrad of Montferrat, feared warrior and claimant to the throne of the Kingdom of Jerusalem. Murdered by the Assassins in 1192.

FREDERICK – Frederick of Swabia, son of Emperor Frederick Barbarossa.

KING GUY – Guy of Lusignan who married Sibylla, sister to King Baldwin IV. He outmaneuvered Raymond for the throne in 1186 after the premature death of Baldwin from leprosy. Captured and ransomed by Saladin after Hattin. King Guy never regained his throne, being shunted off to be Lord of Cyprus, where his descendants ruled long after Christian Outremer perished.

HUGH – Duke of Burgundy and commander of French forces after the departure of King Philip.

JAMES – Count of Flanders, a tough Alsatian who took the green cross as his badge of crusade.

JOSSELIN – A notable Crusader family and the titular Count of Edessa (Saracen controlled after 1164). Josselin led the rearguard at the Battle of Hattin. He survived that battle, but is thought to have perished during the Siege of Acre.

LEOPOLD – Leopold of Austria. Commanded German forces at Siege of Acre. Insulted by Richard, Leopold returned the favor by imprisoning and holding the English king for ransom when he returned home through Austria.

PHILIP – King Philip Augustus Capet of France, a brother-in-law yet deadly rival of the English king. Conspired to seize Plantagenet lands while Richard remained in the Holy Land.

RAYMOND – Raymond III, Count of Tripoli, and Lord of Galilee (though marriage), former regent of the Kingdom of Jerusalem, and opponent of King Guy. Raymond was a friend of Saladin and many suspected him of treason.

REYNALD – Reynald of Châtillon, former Prince of Antioch (through marriage) and present Lord of Oultrejordain. This bloodthirsty and ferocious warrior, a close ally of King Guy, was personally executed by Saladin after Hattin.

REYNALD – Reynald Garnier, Lord of Sidon.

RICHARD – Richard I, the Plantagenet King of England known as "The Lionheart". His military prowess and personal bravery were remarkable, but his political acumen was faulty.

ROBERT – Robert of Normandy, Richard's most loyal supporter.

WALTER – Walter Grenier, Lord of Caesarea.

SARACEN EMIRS

AL-ADIL – Saladin's younger brother and Lord of Egypt. Also known as "Safadin".

AL-AFDAL – Saladin's eldest son and Lord of Damascus.

AL-AZIZ – Saladin's second son and Sultan of Egypt. He ruled Egypt after the death of Saladin in 1193 and took the name Uthman.

AL-MASHTUB – a Mosul Kurd and Grand Emir, longtime ally of Saladin. Captured by the Franks when Acre surrendered in 1191.

AL-ZAHIR – Saladin's third son and Lord of Aleppo.

BAHRAM – Lord of Baalbek.

JURDIK – Mameluke, and longtime ally of Saladin.

KEUKBURI – Lord of Sumaiset, al-Ruha, and Harran. Commanded the Saracen Left Wing at the Battle of Hattin.

QAIMAZ – Ayyubid commander in Banyas.

QARA-QUSH – the Turkish word for "Eagle", a slave who became a talented military commander in Egypt and the Sudan. Commanded at Acre and surrendered to King Philip in 1191.

SALADIN – Salah al-Din Yusuf Ibn-Ayyub, founder of the Ayyubid Empire.

SANJAR – Lord of Jazirat, a rich emirate northeast of Aleppo.

SHIRKUH – 16 year-old son of Nasir al-Din Muhammad (Saladin's Uncle) and Lord of Homs.

SULAIMAN – Lord of Artah.

TAQI AL-DIN – Saladin's nephew and greatest general. Commanded the Saracen Right Wing at the Battle of Hattin.

TUMAN – Emir of Homs, a former ally of Zangi.

YAZKUJ – Lord of Ashtera, a former Mameluke of Saladin's Uncle Shirkuh.

YUZPAH – Ayyubid military commander in Egypt.

ZANGI – Prince of Sinjar, and former Atabeg of Aleppo and Mosul. A rival of Saladin for power in Syria.

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8.0 WINTER

8.1 WINTER TURN

The sixth and final card played in each year is a *Winter Turn*, used to move blocks to winter quarters.

Blocks move normally, except they ***cannot*** start or reinforce battles/sieges. They may occupy ***vacant*** towns.

There is no battle phase, siege attrition, or draw phase.

8.2 WINTER CAMPAIGNS

If ***Winter Campaign*** is played in the Winter Turn, determine turn order normally. The Winter Campaign player can maintain ***one (1)*** siege over the winter. No movement or combat is allowed, but Winter Siege Attrition is harsher: 1-4 is a hit (1-2 in TRIPOLI/TYRE). The victor of a winter siege can regroup normally.

NOTE: *The WINTER CAMPAIGN card is a special* ***Move*** *card and is not canceled by an Event card. It may be played anytime as a normal Move "1" card. If played as Move 1 in the Winter Turn, see 8.1.*

8.3 WINTER SUPPLY LIMITS

A town can supply blocks equal to its Town Rating. That is, ACRE, Town Rating 3, can support up to three blocks in winter. Minor towns (no shield) can supply one (1) block in winter. Excess blocks (owner choice) and all besieging blocks are eliminated.

NOTE: *Blocks eliminated in winter can be drawn next year. Place them* ***face-down*** *in the Draw Pool.*

8.4 WINTER REPLACEMENTS

Each town provides replacement points (RPs) equal to its Town Rating. For example, Ascalon provides two (2) RPs, which can never be transferred to another town. Blocks gain one step per RP. Multiple steps on the same block are allowed.

All blocks wintering in the ***enemy*** kingdom require 2 RPs to gain 1 step. Hence, in Ascalon, Saracen blocks gain only one step for both RPs. Neither player gains replacements for towns under siege.

8.5 YEAR END

Advance the year. Turn over ***face-up*** blocks in the Draw Pool. Reshuffle ***all*** cards back into the deck and start the next year by dealing out six (6) cards to each player.

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COVER

Richard the Lionheart
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