

# CRUSADER REX

## INTRODUCTION

*Crusader Rex* is a game of the 3<sup>rd</sup> Crusade. One Player plays the Christians (referred to at the time as “Franks”), the other, the Muslims (who were referred to at the time as “Ayyubids” after Saladin’s “Ayyubid Empire” – “Ayyubid” being Saladin’s family name).

The objective of the game is to seize control of key areas of the mapboard, each of many of victory points attached. If the Muslim player holds 20 or more victory points by the end of the game, he wins; if he holds 16-19, the game ends in a draw; if he holds 15 or less, the Christian player wins.

## GAME TURNS

The game is played in a series of years and each year has 5 game turns. The following sequence of play applies to each game turn.

### Card Phase

Both players start every year with five (5) cards. They each play one (1) card face down. The cards are then revealed and the player who played the highest card becomes player 1, who takes his game turn with the card played. Player 2 then likewise takes his turn with the card he played. Ties go to the Muslims.

### Action Phase

Cards valued 1,2,3, or 4 allow a corresponding number of actions to be played. Actions allow players to move blocks, build blocks, and to deploy blocks from holding boxes. Player 1 first completes all of his actions and then player 2 completes all of his actions.

### Battle Phase

Battles occur when opposing blocks are in the same area. They are fought one at a time in a sequence determined by Player 1. After all field battles are resolved, sieges are then conducted and supply status is checked. Afterwards, a new game turn is played.

## WINTER TURN

After all cards have been played, a winter turn takes place, when most blocks withdrawal from the field.

Five new cards are now dealt out to start the next year.

## 1.0 BOARD

The board depicts the Middle East from modern-day Lebanon in the north to the Sinai Dessert in the south, to Jordan and western Syria in the east. The Christian player sits at the western edge of the board, the Muslim player at the eastern edge.

### 1.1 AREAS

The board is divided into areas that govern the location and movement of blocks. The color of an area’s borders determines how many blocks a player can move across that border in a game turn.

The areas on the board are collectively referred to in these rules as the “Middle East.” There are special rules for blocks outside of the Middle East, defined as those blocks in various holding pools or staging areas.

Areas may be either friendly or unfriendly, which is important when considering whether your blocks are in supply at the end of a turn.

#### 1.11 Naturally Friendly Areas

Areas whose name is in dark red font are naturally friendly to the Christian player. Areas whose name is in dark green font are naturally friendly to the Muslim player.

#### 1.12 Determining Area Status

An Area is *friendly* if:

- ⌚ It is occupied exclusively by your blocks;
- ⌚ If it unoccupied but naturally friendly to you;
- ⌚ Your army is laying siege to an enemy castle in that area

### 1.2 Fortifications

Most areas have fortifications, which are indicated by two numbers within a red or green box. The first represents the number of blocks other than knights that can garrison the area if it is under siege (there is no limit to the number of knights that may garrison an area). The second number represents the number of blocks that can storm the fortification if it is under siege.

Fortifications with a large castle symbol are walled cities. Walled cities are important when building up knight or horse archer blocks.

### 1.3 OASES

Some areas (namely Aleppo, Damascus, Tiberius, Jerusalem, and Amman) have a palm tree, which indicates that an important oasis is present. Areas with an oasis provide defensive advantages.

### 1.4 HOME AREAS

Some areas sport either a half-moon crescent or a cross. Those symbols indicate that it is the home area for either Muslim or Christian blocks respectively.

### 1.5 VICTORY POINTS

Some areas are worth victory points to the owner. Areas worth victory points are designated as such within a black box.

If an area is under siege, the victory points belong to the player garrisoning the walled city.

### 1.6 SUPPLY SOURCES

If an area has an anchor symbol, it is a port and thus a source of supply for the Christian player; if it has a white and green circle (specifically, Damascus and Egypt), it is a source of supply for the Muslim player.

## 2.0 ARMIES

The wooden blocks represent Christian (red) and Muslim (green) forces.

A sheet of die-cut labels is included. One label must be attached to the face of each block. Labels on the gold sheet go on the green blocks while labels on the tan sheet go on the red blocks. Lightly position each label, ensure it is straight, and then press firmly to the 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 represented by the number of marks on the top edge of the label when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown when a block attacks

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in battle. A block at 4 strength rolls 4d6 (four six-sided dice); a block at 1 strength rolls 1d6.

For each hit taken in battle, the block's strength is reduced by rotating it 90 degrees counter-clockwise. The sidebar shows the same horse archer block at Strength 1, 2, 3, and 4.

## 2.12 Battle Rating

A block's battle rating is indicated by a letter and number, such as A2 or C3. The letter determines when a block attacks. All "A" blocks attack first, then all "B" blocks, then all "C" blocks (defenders first in case of a tie). The number indicates the maximum roll that will score a hit.

**EXAMPLE:** a block rated A3 scores a hit for each 1, 2, or 3 rolled, but a block rated B1 scores one hit for every 1 rolled.

Horse archer blocks have two combat ratings; one for ranged combat and one for close combat. The Muslim player decides during the course battle which of the two ratings to use.

## 2.13 Movement

A block's movement rating indicates how many areas a block may move when activated during the game turn.

## 2.14 Home Area

At the top of each label is the block's home area. Blocks begin the game deployed in their home areas and are disadvantaged if their home area ever falls to the enemy.

Muslim blocks with light green labels have no home area. Instead, they are designated as "Ayyubid" and represent either nomads (Bedouin, Turkmen, and Kurds) or Muslim troops from somewhere outside the mapboard (typically modern-day Iraq and northern Syria).

Christian blocks with a white, blue, or light grey label also have no home areas. Instead, they are crusaders coming from Europe:

- ⌚ WHITE labels are ENGLISH
- ⌚ BLUE labels are FRENCH
- ⌚ GRAY labels are MISC. EUROPEANS

## 2.15 Block Identity

At the bottom of each label is the name of the individual in command of the troops identified by the block. See the end of the rulebook for a complete

roster and brief description of these commanders.

## 2.2 BLOCK TYPES

There are four types of blocks; knights, horse archers, foot archers, and infantry.

### 2.21 Knights

Only the Christians have knight blocks. Each strength point of knights represents about 100 men. Knights have special battlefield advantages.

### 2.22 Horse Archers

Mounted archers were the mainstay of Syrian armies and were unknown to the Europeans prior to their arrival in the Holy Land. Each strength point of horse archers represents about 250 men.

### 2.23 Foot Archers

Most Muslim infantry fought primarily with bows, as did the better trained Christian infantry, who were known as "sergeants." Each strength point of foot archers represents about 500 men.

### 2.24 Infantry

Only the Christian has infantry blocks. Each strength point of Infantry represents about 500 men.

## 3.0 STARTING SET-UP

Each player places all their blocks in their home areas. Ayyubid blocks, however, are deployed facedown off to the side of the board next to the Muslim player. European blocks are likewise deployed facedown off to the side of the board next to the Christian player.

## 4.0 THE CARDS

The game has twenty (20) ACTION and three (5) EVENT cards. At the beginning of each year, **all** the cards are shuffled and five (5) are dealt out *facedown* to each player. Players may then examine their cards.

### 4.1 CARD PLAY

Action cards determine the number of actions a player can perform each game turn. Event cards give a player a special action.

Both players start the game turn by choosing and playing (face-down) one card of either type. The cards are then

revealed and the highest card played is player 1 for that game turn (Muslims win ties). Event cards, however, are always applied before non-event cards.

If both players play event cards, the Muslim player is player 1 and his event is executed first. Player 2 then executes his actions or events after player 1 is finished.

## 4.2 ACTION CARDS

Players may use a Card's Action Points to

- ⌚ Move blocks
- ⌚ Deploy blocks from various holding pools into the Middle East
- ⌚ Build-up blocks to full strength
- ⌚ Storm the ramparts in ongoing sieges

### 4.21 Using Action Points

Actions provided by a card can be used in any combination of ways. For example, a card with 3 actions would allow a player to use some actions to move blocks and other actions to build-up blocks. Actions cannot be accumulated from turn to turn – use 'em or lose 'em.

Players may decide how to spend their action points as they go through their game turn. For instance, the Muslim player might spend an action point to draw two blocks from the Ayyubid holding pool and then, upon examining the blocks, decide to spend another action point to draw again from the Ayyubid holding pool.

Players need not spend all of their action points. That is, they may pass if they desire.

### 4.22 Multiple Actions For a Single Block Prohibited

Players cannot spend actions to do more than one thing with a block. For instance, blocks deployed into the Middle East or built-up cannot also be moved in the same game turn.

## 4.3 EVENT CARDS

The event cards give a player the option of triggering the special event on the card **OR** simply passing their turn. One of the cards that need special elaboration is discussed below.

### 4.31 Assassin

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Blocks that would otherwise be permanently removed from the game upon elimination CAN be rebuilt if eliminated by the play of this card.

A rebuilt Ayyubid block is placed face down in the Ayyubid holding pool.

European blocks can be rebuilt in any friendly walled city that is naturally friendly to the Christian player.

Other blocks are rebuilt as per normal.

## 5.0 MOVEMENT

There are two types of movement:

- ⌚ Group move
- ⌚ Muster

### 5.1 MOVEMENT FUNDAMENTALS

Regardless of whether blocks are executing a group move or a muster, the following rules apply.

#### 5.1.1 Border Crossing Limits

The color of an area's borders determines how many blocks a player can move across that border in a game turn.

- ⌚ White borders: 8 blocks may cross that border in a game turn
- ⌚ Yellow borders: 4 blocks may cross that border in a game turn
- ⌚ Red borders: 4 blocks may cross that border in a game turn.
- ⌚ Black borders: Impassible – no blocks may cross

Area limits are applied separately to each player.

#### 5.1.2 Oases

If a player moves across a border into an area with an oasis symbol, the crossing limit is halved **if and only if** that area is occupied by unbesieged enemy blocks.

#### 5.1.2 Attacking Enemy Areas

If blocks move into an area held exclusively by the enemy, the blocks on the march must stop there and cannot move any further during the movement phase that turn.

#### 5.1.3 Pinning

Attacking blocks prevent an equal number of defending blocks from moving out of an area. This is called *pinning*. The defending player chooses which blocks are pinned. The

“unpinned” blocks may (if desired) move normally.

**EXAMPLE:** *Two blocks attack an area across one border while another two blocks attack that same area across another border. If there are five blocks defending the area attacked, four defenders are pinned, but one (defender's choice) may move and even attack another area.*

## 5.2 GROUP MOVE

All blocks (even one block) located in a single area on the board are referred to as a GROUP. For one [1] action point, a player can move any number of blocks in one group to any/all areas in range of their movement rating.

Blocks may pass freely through friendly blocks and enemy blocks under siege.

## 5.3 MUSTER

For two [2] action points, a player may declare a MUSTER. To do so, he designates any area unoccupied by enemy blocks and then moves any/all blocks he wishes to that area as long as those blocks have sufficient movement points to get there.

Blocks executing a *Muster* are not allowed to pass through enemy occupied areas to get to the muster area unless those enemy Blocks are all ready under siege.

## 6.0 HOLDING POOLS

There are four holding pools in the game – the Ayyubid holding pool, the European holding pool, the English staging area, and the French staging area.

All blocks in the various holding pools are kept face down (their identity hidden from the players). Blocks can be moved out of holding pools with the use of action points. When blocks emerge from holding pools and into the Middle East, they are deployed at **full strength**.

Blocks deployed from holding pools cannot subsequently move in the same game turn.

### 6.1 AYYUBID HOLDING POOL

Blocks in the Ayyubid holding pool can be deployed into the Middle East at a cost of 1 action point per two [2]

blocks. To go about this, the Muslim Player spends an action point, randomly selects two blocks, and then secretly examines them.

#### 6.1.1 Eligible Areas

Blocks can be deployed with friendly blocks **in the field** (that is, not under siege) or in any unoccupied Area that is naturally friendly to the Muslim player. They **cannot**, however, be deployed into an area where a field battle is pending. They can, however, be deployed into an area where a Muslim siege of a Christian area is pending.

#### 6.1.2 Regional Deployment Restrictions

Bedouin blocks drawn from the Ayyubid holding pool may only be deployed south of the light green line on the board. Kurds and blocks with named commanders (termed “Ayyubid Regulars”) may only be deployed north of the light green line. Turkmen can be deployed without restriction.

## 6.2 EUROPE HOLDING POOL

Blocks in the European holding pool can be deployed into the Middle East at a cost of 2 action points. To go about this, the Christian player spends 2 action points, randomly selects one [1] block, and then secretly examines it.

If it is a French or English block, it is deployed facedown into its respective staging area. If it is a Misc. European block (that is, if it has a grey label), it can be deployed into any friendly coastal area with a port under Christian control. If the port is under siege, the block can be deployed into the siege as long as garrison stacking limits are not violated in the course of doing so.

## 6.3 STAGING AREAS

Blocks in the French and English staging area can be deployed into any friendly coastal area with a port under Christian control. To go about this, the Christian player spends 3 action points, decides **WHICH** nationality he wishes to deploy (French or English – it costs 3 action points to deploy the French and 3 action points to deploy the English!), and then deploys the blocks.

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## 6.31 Deploying Blocks

Blocks deployed from staging areas need not all be deployed to the same area. Blocks may be deployed into fortifications under siege.

## 6.32 Deploying Into a Siege

French and English blocks can be deployed into a siege as long as garrison stacking limits are not violated in the course of doing so.

## 6.33 One Deployment Only

Blocks can be deployed out of the English and French staging area only once per game! Accordingly, any English or French blocks subsequently drawn from the European holding pool after their respective staging area has been “emptied” via deployment is set aside and removed from the game. Action points spent for such blocks are lost.

If a block cannot be legally deployed when the staging area is emptied, that block is permanently eliminated from the game.

## 7.0 BUILDING

Action points can also be spent to build-up blocks in the Middle East to full strength or to return blocks previously eliminated back into the game at full strength.

## 7.1 BUILDING-UP BLOCKS IN THE MIDDLE EAST

Blocks are built up to full strength by the expenditure of action points. They are not built incrementally – that is, they are always built back to full strength regardless of how weakened they might be.

It normally costs 1 action point to build-up most blocks to full strength. It costs 2 action points, however, to build-up Templars and Hospitallers to full strength.

### 7.11 Building Infantry & Foot Archers

An infantry or foot archer block can be built-up only if it is in its home area and its fortifications are under friendly control.

### 7.12 Knights & Horse Archers

A knights or horse archer block can be built-up if it occupies an area

with a walled city under friendly control. It will cost 2 action points to do so, however, if its home area is controlled by the enemy!

### 7.13 Building In Sieges

Blocks that are besieging enemy blocks can be built-up. Blocks under siege in a fortification or walled city CANNOT be built-up.

## 7.2 BUILDING BACK ELIMINATED BLOCKS

For a certain number of action points, blocks that have been previously eliminated can be returned to the Middle East *at full strength* via deployment into their home area. Players may freely choose which eliminated blocks they wish to return to the Middle East. That is, there is no “random draw” for these blocks as there is for the deployment of blocks in various holding pools.

### 7.21 Blocks With Home Areas

If a block’s home area is occupied by the enemy or under siege, it CANNOT be returned to the Middle East!

### 7.22 Blocks Without a Home Area

Blocks that come from holding pools (Ayyubids and Europeans) have no home areas. If they are eliminated, they CANNOT be returned to the Middle East!

## 8.0 FIELD BATTLES

After both players have moved, battle takes place in any/all areas where opposing armies are both in the field. Player 1 determines which field battle is resolved first, which second, and so on, *before examining any enemy blocks*.

**NOTE:** *Blocks are normally considered “in the field.” Blocks under siege are not in the field – they are in garrisons.*

## 8.1 WITHDRAWAL TO FORTIFICATIONS

At the onset of a field battle, the defender may decide to withdrawal some or all of his blocks into the area’s fortifications if any are present. The attacker cannot

interfere in any way with this withdrawal.

If withdrawal leaves no blocks in the field, the enemy can immediately execute a regroup move.

## 8.2 SIEGES & FIELD BATTLES

Blocks occupying fortifications cannot in any circumstances enter a field battle. Accordingly, if an army laying siege to a garrison is attacked in the field it does not need to split its army up into those blocks engaging in the siege and those blocks engaging in the field battle – ALL blocks can engage in the field battle without jeopardizing the siege.

## 8.3 BATTLE TURNS

Battles are fought for a maximum of THREE [3] battle rounds. The **attacker** must retreat if a battle is not concluded by the end of the third round.

**NOTE:** *Because both players move before battle, in some battles the Christian player may be the defender while in others, the Muslim player may be the defender.*

### 8.31 Battle Rounds

Each block has one battle turn per battle round. In its battle turn, a block may ENGAGE or RETREAT. The sequence of battle turns depends on battle ratings. All “A” blocks go before all “B” blocks, which go before all “C” blocks. Defending “A” blocks go before attacking “A” blocks, and so on.

After all blocks have taken one battle turn, **one** battle round has been fought. Repeat the sequence for a second or third round as necessary.

### 8.32 Horse Archers

Some horse archers have two battle ratings, an “A” rating and a “C” rating. The former represents its rating if engaging with bow and arrow – the latter represents its rating if engaging with sword and shield. Horse archers cannot engage with both ratings in the same battle round. It can only engage using one rating or the other.

⌚ Horse archers engaging at range (that is, with its “A” rating) can immediately retreat if charged by enemy knights.

⌚ Once a horse archer engages in close combat (that is, with its “C”

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rating), it must stay engaged in close combat for as long as it stays in battle.

**EXAMPLE:** An English knight (C3) and archer (B2) attack a Muslim horse archer (A1/C2) and infantry (C1). If the horse archer decides to use its ranged battle rating in the first round, the battle sequence during round 1 would be: Muslim horse archer, English archer, Muslim infantry, and English knight. If the English knight chooses to charge during its battle turn in the first round, the Muslim horse archer would have the option to immediately retreat out of battle **before** the knight's battle dice are rolled.

If the horse archer does not retreat and decides instead to stick around during round 2 – and decides to engage in close combat – the battle sequence in round 2 would be English archer, Muslim archer, Muslim horse archer, English knight, and English infantry. If the knight block had not charged in round 1 but decides to charge in round 2, the Muslim block has no option to retreat because it decided to engage in close combat this round.

If the horse archer does not retreat in round 2, it must fight as a C2 block during round 3.

## 8.33 Battle Reserves

A player may attack an enemy force from across several different borders. When attacking, one border is declared the *Main Attack*. Attacking blocks crossing other border(s) are placed in the RESERVE. Battle losses do not affect blocks in the reserve.

**IMPORTANT:** Blocks moved by player 2 to reinforce a battle started by player 1 are likewise placed in the reserve!

Blocks in the reserve are not revealed to the enemy until the beginning of the second round of battle. Once revealed, they immediately join the battle.

## 8.34 Orphaned Reserves

If an army is defeated before the second round begins, the defeated army's reserves may either

- ⌚ Retreat across the border from which they crossed to enter the reserve, or
- ⌚ Initiate a battle against the victorious army. Such a Battle

occurs **immediately**. Any blocks in the victorious army's reserve now join that army for the full three rounds of the new battle.

- ⌚ If the attacker in this new battle has blocks that crossed two separate borders to enter the reserve, one group is designated the MAIN ATTACK with the other forced to once again enter the reserve.

## 8.4 BATTLE RESOLUTION

### 8.41 Battle

Each block in its battle turn rolls as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the block's battle rating.

**EXAMPLE:** A knight rated C3 rolls 3 dice. All rolls of 1, 2, and 3 are hits. Rolls of 4, 5, and 6 are misses. If the dice rolled are 2, 4, and 5, the knight scores one hit and two misses.

### 8.42 Hit Allocation

Enemy blocks cannot be targeted individually. Each hit is applied to the strongest enemy block. When two or more blocks share the highest strength, the player owning the damaged blocks chooses which to reduce.

**NOTE:** Battle is not simultaneous. All hits are applied immediately.

### 8.43 Knight Charge

Knight blocks have the option to charge during their battle turn. When knight blocks charge, they roll double the number of dice normal for that round only. For the remainder of the battle, however, all enemy hits must be applied to the charging knights until either the battle ends or the Christian knight blocks are eliminated. All other blocks continue to fire as normal.

- ⌚ Knights cannot retreat out of battle once they have charged until after the 3<sup>rd</sup> battle round is completed.
- ⌚ Knights cannot charge when storming fortifications.
- ⌚ Knights may charge when *Sallying Forth* from a besieged fortification. In that case, however, the Christian player must announce that he is charging his Knights as soon as he decides to sally forth.

## 8.5 ELIMINATED BLOCKS

When a block is eliminated, it is placed face-up off to the side of the

board. Some eliminated blocks may be returned to the game under certain circumstances.

## 8.6 RETREATS

Each block may retreat (instead of attacking) on its normal battle turn. Retreating blocks are first flipped back up and may then either go to an adjacent area or into that area's fortifications if the block is part of an army defending that area from attack. Retreating blocks need not all go to the same area.

- ⌚ Blocks may retreat into any area not occupied by the enemy but *may not* retreat across borders that were used by the enemy in the course of the attack. When both players use the **same** border, only player 2 may retreat across that border.
- ⌚ Border limits for retreat apply to **each** battle round.
- ⌚ Blocks may never retreat into an area where there is another battle still to be fought or an ongoing siege if the enemy is the party laying the siege.
- ⌚ Blocks that cannot retreat when required are eliminated.

## 8.7 REGROUPING

When a *field battle* ends either through victory on the battlefield or via a withdrawal into fortifications, the victor may REGROUP, meaning that, after any enemy blocks in the reserve have retreated, he can flip his blocks back up (facing him) and then move any/all blocks in the victory area to any adjacent area. Blocks in the reserve at the time of victory may also partake in any regrouping move.

Border limits apply for regrouping, but regrouping blocks need not all go to the same place.

### 8.71 REGROUPING INTO A NEW OR PENDING BATTLE

Regrouping blocks **CAN** initiate a new battle if they choose to enter an adjacent area occupied by enemy forces or, if a battle is pending in that area, enter his army's reserve with some or all of his regrouping blocks. Player 1 decides when a newly initiated battle will occur in relation to other pending field battles that turn.

A block cannot regroup into an enemy area or a pending battle more than once per game turn.

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## 9.0 SIEGES

Areas with fortification ratings provide the defender the opportunity to withdrawal to defensive fortifications either at the outset of battle or during a battle round.

The only way to attack blocks in fortifications is to lay siege to them. Sieges commence only after all field battles have taken place. Player 1 decides in which order multiple sieges will be resolved.

An army laying siege can terminate the siege at any time just by moving away via normal movement. Similarly, individual blocks may move into and out of besieging army at will.

**NOTE:** *If an area only has friendly blocks, those blocks are assumed to be outside of the fortification and thus there is no limit to the number of blocks that may reside in that area.*

### 9.1 FORTIFICATION RATINGS

The first number in an area's fortification rating indicates the number of *non-knight* blocks that occupy the fortification (knights stack free). The second number indicates the number of enemy blocks that may storm the fortification.

### 9.2 NOMADS SIEGE RESTRICTIONS

Muslim Kurd, Turkmen, and Bedouin blocks cannot lay siege to Christian blocks. If they find themselves in an area where a siege is pending, they must immediately regroup out of the area as per normal regroup rules. If they cannot do so, they are eliminated.

### 9.3 BESIEGING ARMIES

Any number of blocks may lay siege to an area with a castle. Besieging blocks are placed face-up on the board. They stay face up on the board until the siege is over (meaning they may be forced to remain face-up over the course of several turns). All blocks present are required to be part of the siege (that is, one cannot indicate that some blocks are part of a siege in an area while others aren't).

As long as a besieging army is in place, no block can get into the fortifications or leave the fortifications.

That is, a relief force cannot retreat into a besieged fortification in the course of battle.

### 9.4 SIEGE COMBAT

Siege combat is optional and need not take place. Siege combat is conducted in the following sequence.

#### 9.41 Storming the Ramparts

The besieging army chooses first whether to storm the blocks in the fortification. If he so chooses, then and only then does the defender reveal his blocks to the enemy by lying them face-up on the board.

It costs nothing to storm the ramparts in the course of a siege initiated during that game turn, but it costs 1 action point to storm the ramparts of a siege that was begun in some previous game turn.

Combat is conducted as follows:

- ⌚ The number of blocks that may storm a fortification is indicated in the area's fortification rating
- ⌚ Battles last for 1 round only
- ⌚ Blocks in fortifications always attack first regardless of battle ratings
- ⌚ Horse archers may use their best battle rating when attacking or defending in siege battles
- ⌚ Knight may never charge when storming a fortification or defending against an enemy storm
- ⌚ Besieged blocks in fortifications cannot retreat
- ⌚ The garrison blocks (but not the attacking blocks) are flipped back up facing the owner at the end of battle.

#### 9.42 Sallying Forth

After the besieging army has "stormed the ramparts" – or after it has chosen not to – block(s) under siege have the option of initiating battle.

Battle is conducted as follows:

- ⌚ Only one round of battle is allowed with A blocks firing before B blocks and so-forth. The army sallying forth is considered the attacker.
- ⌚ All blocks sallying forth will automatically retreat back to their fortifications after the battle round ends assuming that the besieging force is still there. Flip the blocks of the garrison back up in that

case so that they face the owning player.

- ⌚ If the Christian player wishes to charge his knights when sallying forth, all hits incurred in battle are applied to the knights from the beginning until the end of the battle round. Accordingly, a knights charge must be declared at the very beginning of a sally.

### 9.3 SIEGE ATTRITION

After all siege battles have been resolved, every army involved in a siege suffers from attrition.

Count up the number of blocks in your army whether it is besieged or laying siege and roll one (1) die for each block. If the block is in a port, a 1-2 represents 1 strength point lost to attrition. If the block is not in a port, a 1-3 represents 1 strength point lost to attrition.

Losses must be applied to the strongest block – owning player's choice if two or more blocks are equally strong.

**EXAMPLE:** *4 Christian blocks are under siege in Acre and 3 Muslim blocks are laying siege. After all siege combat has been completed, the Christian player rolls 4 dice while the Muslim player rolls 3 dice. Every 1 or 2 rolled by the Christian player represents 1 hit to the Christian army. Every 1-3 rolled by the Muslim player represents 1 hit applied to the Muslim army. Losses are applied to the strongest blocks (owning player's choice in case several blocks are equally strong).*

### 9.4 ONGOING SIEGES

Siege combat and sorties from besieged fortifications can be executed without using any action points. Unless a "Mud" event card is played, a player can *always* execute siege combat during his turn if he so desires.

## 10.0 END OF TURN

At the end of a game turn (that is, after all events, movement, field battles, and sieges have been resolved), players must check for supply and may voluntarily disband blocks.

### 10.1 Supply Checks

Blocks are in supply if they can trace a continuous path of friendly

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areas back to a friendly, unbesieged supply source.

For each group of blocks that is out of supply, count up the number of blocks and that group and roll one (1) die for each block. Every roll of 1-3 represents 1 strength point lost to attrition.

Losses must be applied to the strongest block – owning player's choice if two or more blocks are equally strong.

**NOTE:** *Blocks that are engaged in sieges and out of supply will be forced to make two attrition rolls per Game Turn!*

## 10.2 DISBANDING BLOCKS

After all sieges have been conducted, player 1 may voluntarily eliminate any of his blocks and place them off to the side of the board. After player 1 has finished disbanding blocks, player 2 may then do likewise.

## 11.0 WINTER

After the supply check is administered at the end of the 5<sup>th</sup> game turn, a winter turn commences. The following events are then executed in exactly the order listed below.

### 11.1 AYYUBIDS REMOVED

Ayyubid blocks are removed from the board and placed on the year track two years hence (thus, if it's the end of 1189, the Ayyubids on the board are placed on the 1191 year space). In effect, a block from the Ayyubid holding pool cannot appear in the Middle East over two consecutive years.

### 11.2 CHRISTIAN BLOCKS GO HOME

Christian blocks may:

- ⌚ Stay where they are if they occupy an area with fortifications under friendly control, even if that area is under siege. Any number of blocks may winter in an area with a walled city, but an area's garrison rating limits the number of blocks that may winter in an area without a walled city.
- ⌚ Redeploy home, even if a block's home area is under siege;
- ⌚ Redeploy to any friendly walled city within double the block's

movement range even if that walled city is under siege.

### 11.21 Home Areas Under Muslim Control

If the Muslims control the fortifications of a Christian area, any infantry blocks that hail from that area are immediately eliminated.

### 11.22 European Blocks

European blocks have no home areas to consider in the course of the winter turn.

### 11.23 Redeployment

Blocks can freely redeploy in the course of the winter turn regardless of the presence of enemy blocks that might block the intended path of redeployment.

## 11.3 MUSLIM BLOCKS GO HOME

Muslim blocks have the same wintering options provided Christian blocks in rule 11.2.

### 11.31 Home Areas Under Christian Control

If the Christians control the fortifications of a Muslim area, ALL blocks that hail from that area are immediately eliminated.

### 11.4 BLOCKS THAT CAN'T WINTER

Blocks that can't legally find a wintering area are immediately eliminated.

### 11.5 YEAR END

Advance the year track by one year. The year has now ended.

- ⌚ Place any Ayyubid blocks on the year track for the new year back into the Ayyubid holding pool.
- ⌚ Reshuffle all of the cards back into the deck and start the next year by dealing out five [5] cards to each player.

## 12.0 VICTORY

If at the end of a year a player finds himself without any areas with victory points, the game *immediately* ends in a victory for the other player.

Otherwise, at the end of 1192, victory points for the Muslim player are tallied at the end of the winter turn.

- ⌚ If the Muslim player holds 20 or more victory points, he wins
- ⌚ If the Muslim player holds 16-19 victory points, the game ends in a draw.
- ⌚ If the Muslim player holds 15 or fewer victory points, the Christian player wins.

A player is in control of an area's victory points if he either occupies it or if it is unoccupied but is naturally friendly to him.

### Designers:

Jerry Taylor  
Tom Dalgliesh

### Mapboard:

Tom Dalgliesh

### Label Art:

Jerry Taylor

### Card Art:

Martin Scott

### Playtesters:

Forrest Atterberry

Tony Ferrari

Wray Ferrell

John Jones

Tom Kassel

Martin Scott

Douglas Silfen

Rick Westerman

Rick Young

## MUSLIM COMMANDERS

AL-ADIL – Saladin's younger brother and Governor of Egypt. Known to the Crusaders as "Safadin"

AL-AFDAL – Saladin's heir and eldest son

AL-ZAHIR – Saladin's 4<sup>th</sup> son and Governor of Aleppo

FAKHR AL-DIN – Ayyubid commander of troops from Mosul.

KEUKBURI – Muzaffar al-Din Keukburi, governor of Ayyubid lands east of the Euphrates

QARA-QUSH – Sharaf al-Din Qara Qush, Ayyubid military commander in North Africa

QUTB AL-DIN – Qutb al-din Suqman, Lord of Hisn Kaifa

SALADIN – Born Salah ed-Din, a young Kurd who founded the Ayyubid Empire. Saladin was a feared rival of the Caliph of Baghdad and Abbasid power in the Muslim world

SANJAR-SHAH – Governor of Ayyubid lands east of the Euphrates and lord or Jazirat Ibn Umar

TAQI AL-DIN – Saladin's nephew and

# CRUSADER REX

greatest general; Governor of Ayyubid lands in northern Syria  
**TUMAN** – Husam al-Din Tuman, Emir of lands in Syria and former adjunct to Zangi  
**UTHMAN** – Saladin's second eldest son  
**YUZPAH** – Zain al-Din Yuzpah, Ayyubid commander in North Africa  
**ZANGI** – Imad al-Din Zangi, Prince of Sinjar. Zangi was Nur al-Din's son-in-law and onetime rival of Saladin's for power in Syria.

## CHRISTIAN COMMANDERS

**BALDWIN** – Archbishop of Canterbury  
**BALIAN** – Balian of Ibelin, Lord of Nablus. Ally of Raymond III who rallied to Conrad after Raymond's death.  
**CONRAD** – Conrad de Montferrat, feared warrior and claimant to the throne of the Kingdom of Jerusalem  
**KING GUY** – Guy of Lusignan who seized the throne of the Kingdom of Jerusalem with his wife in 1186  
**HOSPITALERS** – A holy order of Knights founded in 1113 to maintain hospitals for the sick.  
**HUGH** – Duke of Burgundy and commander of French forces after the quick departure of French King Philip Augustus  
**LEOPOLD** – Leopold of Austria  
**LUDWIG** – Ludwig of Thuringia, a German nobleman  
**RAYMOND** – Raymond III, Lord of Galilee, former regent of the Kingdom of Jerusalem and political opponent of King Guy  
**REYNALD** – Reynald (or "Reginald") of Chatillon, former Lord of Antioch and present Lord of Kerak, a bloodthirsty and ferocious enemy of Muslim states and a close ally of King Guy  
**RICHARD** – Richard I, the Plantagenet King of England known as "The Lionheart"  
**ROBERT** – Robert of Leicester, Richard's most loyal supporter  
**TEMPLARS** – A holy order of Knights founded in 1115 to protect pilgrims traveling within the Holy Lands. Commanded by Gerard of Rideford, the power behind Guy's seizure of the throne and bitter enemy of Raymond III.

## ACTION COST TABLE<sup>1</sup>

Move Blocks	Rule	Cost
Move 1 Group		1 Action
Muster		2 Actions
Build-Up Blocks <sup>2</sup>	Rule	Cost
Infantry, Foot Archers, and Knights <sup>3</sup>		1 Action
Templars or Hospitallers		2 Actions
Rebuild Eliminated Blocks <sup>4</sup>	Rule	Cost
All Blocks save for Templars & Hospitallers		2 Actions
Templars & Hospitallers		3 Actions
Deploy Blocks from Holding Pools	Rule	Cost
Ayyubid Holding Pools		2 Blocks = 1 Action
Draw from Europe Holding Pool		1 Block = 2 Actions
Deployment from French Staging Area		3 Actions for all Blocks <sup>5</sup>
Deployment from English Staging Area		3 Actions for all Blocks <sup>6</sup>
Storm Ramparts <sup>7</sup>	Rule	1 Action

<sup>1</sup> A Block may only undertake one expenditure of action points per game turn. For instance, if a block is deployed from a holding area, it cannot also move that game turn. Likewise, if it is built-up, it cannot also move that game turn.

<sup>2</sup> Blocks are returned to full strength.

<sup>3</sup> Infantry and foot archers may only be built-up if they occupy their home area. Knights and horse archers can only be built-up if they occupy an area with a walled city, but if their home area is unfriendly, it costs them 2 action points to do so.

<sup>4</sup> Blocks can only be rebuilt in their home area.

<sup>5</sup> Can only be done **once per game!**

<sup>6</sup> Can only be done **once per game!**

<sup>7</sup> No action points are necessary to storm the ramparts if the siege was initiated during the course of that game turn.