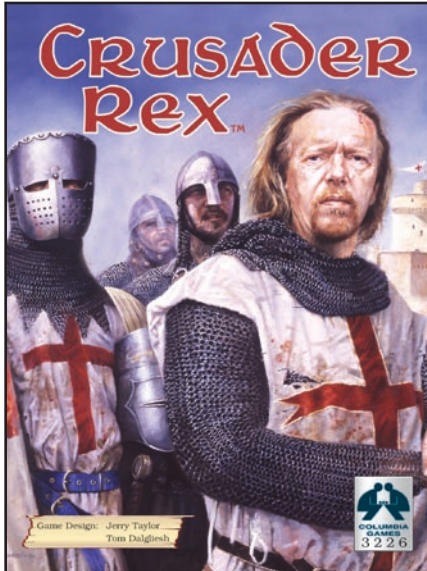


CRUSADER REX



INTRODUCTION

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

GAME TURNS

The game is played in a series of 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. They each play **one (1)** card *face down*. The cards are then revealed. The player with the higher card is **PLAYER 1** that Game Turn. Franks decide who is Player 1 on ties.

[2] Move Phase

Cards valued 1, 2, or 3 allow a corresponding number of **GROUP MOVES**. ALL friendly blocks located in one town are a Group. Depending on their Move Rate, blocks may move along roads up to four (4) towns per Move, but must stop upon entering an enemy-occupied town. Player 1 moves first, then Player 2. Any battles created are then resolved.

[3] Battle Phase

Battles occur when opposing blocks are located in the same town. Sieges can occur if the Defender wishes to refuse battle and withdraw into the castle. Player 1 determines which battle/siege is fought first, which second, and so on.

[4] Draw Phase

Each player Draws one (1) block from their Draw Pool.

1.0 MAPBOARD

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

1.1 TOWNS

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

- **Green** towns are friendly to the Saracen player, *unless* currently occupied by *Frank* blocks.
- **Orange** towns are friendly to the Frank player, *unless* currently occupied by *Saracen* blocks.
- **Black** towns are *unplayable* locations, shown for historical interest.

Towns are rated 1-4 to reflect defensive castles and supply. Towns without a castle have no supply value.

1.2 CASTLES

Blocks can withdraw into castles rather than fight in the field. Although there is no limit to the number of blocks located in a town, there is a *castle defense limit* equal to the town rating. Thus, any number of blocks may occupy **ACRE**, but only 3 blocks may defend its Castle.

1.3 PORTS

A town with an anchor symbol is a port. They enable Sea Movement. Under siege, a port is friendly to the **besieger**, not the besieged.

1.4 SEATS

Some towns have nearby heraldic shields that indicate they are the Seat (home area) for a particular block(s). Duplicate shields exist, such as at Sidon and Beaufort. Sidon is the main seat since it is the town named on the block, but **Beaufort** is an *alternate* seat.

1.5 VICTORY CITIES

Seven (7) towns (hexagons) are Victory Cities. The Saracen player starts play controlling three (3) victory cities: **ALEPPO**, **DAMASCUS**, and **EGYPT**; the Frank player controls four (4) victory cities: **ANTIOCH**, **TRIPOLI**, **ACRE**, and **JERUSALEM**.

The object for either player is to control a *majority* of the seven (7) Victory Cities after the year 1192 is played. An instant (sudden death) victory occurs should one player gain control of all seven Victory Cities.

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*.

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.

CRUSADER REX

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.

2.1.1 Strength

The current strength of a block is the number of diamonds 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. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

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.

2.1.2 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines when a block attacks. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates 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.

2.1.3 Move Rating

A block's Move rating indicates how many towns a block may move. All blocks have +1 move if they force-march.

2.1.4 Seat

A block's SEAT is its major holding or home area. Blocks begin the game deployed in their Seats. Some blocks have alternate seats (see 1.4) but only the main seat is named.

2.2 FRANKS

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



2.2.1 Outremers

Nine (9) blocks represent the Christian feudal lords of the Kingdom of Jerusalem, Principality of Antioch, and County of Tripoli.



2.2.2 Military Orders

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



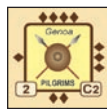
2.2.3 Turcopoles

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



2.2.4 Crusaders

Nine (9) blocks represent the ENGLISH, FRENCH, and GERMAN forces of the Third Crusade. They all begin play off-board in the Frank Draw Pool.



2.2.5 Pilgrims

Four (4) blocks represent numerous small groups of warriors who came to the Holy Land. Four prominent sources are named, but pilgrims came from Castile to Jutland. They begin play off-board in the Frank Draw Pool.

2.3 SARACENS

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



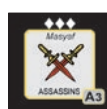
2.3.1 Emirs

Nineteen (19) blocks represent Muslim lords loyal to Saladin. Several of them came from areas off-map, but are given starting map locations to ease play. Note that *Saladin* plus four other blocks bear the same heraldry – his three sons and a brother.



2.3.2 Nomads

Twelve (12) blocks represent a variety of irregular forces from off-map regions. The Saracen player starts with four (4) Nomads and the rest are in the Saracen Draw Pool.



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

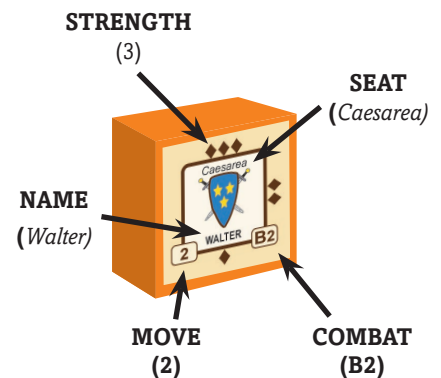


Strength 2



Strength 3

BLOCK DATA



CRUSADER REX

3.0 DEPLOYMENT

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

3.1 FRANK DEPLOYMENT

Outremers, Turcoples, and Military Orders start at their named seat or any alternate seat in the **same** kingdom. The Frank player cannot exceed Town Ratings during deployment, and must make Seat adjustments before the Saracen player draws his Nomads.

EXAMPLE: *King Guy starts at Jerusalem, but can be deployed at Hebron or Jaffa.*

The 13 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-one (21) MOVE and four (4) 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 them.

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. Franks decide who is Player 1 on ties.

4.11 Move Cards

Move Cards allow one, two, or three moves according to their value.

4.12 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 Frank card is executed first, except play of a Mud card cancels the turn.

NOTE: *Unlike Hammer of the Scots, the play of two Event cards does NOT end the year.*

5.0 MOVEMENT

Players are never compelled to Move. They must play a card, but can do nothing if desired. Moves cannot be saved.

Blocks may pass freely through friendly blocks, but must **stop** and fight a battle when they enter any town containing enemy block(s).

EXCEPTION: *besieging players may move through a town they have besieged.*

Blocks only move once per Game Turn, except to RETREAT or REGROUP.

5.1 INITIATIVE

Card values determine play order each Game Turn. The player with the higher card is PLAYER 1 that Game Turn. Franks decide who is Player 1 on ties.

5.2 GROUP MOVEMENT

All blocks (even one block) located in one town are a GROUP. Players may move as many Groups as the card they play, meaning a Card 3 allows up to three Groups to move. A player can move any number of the blocks in a Group to one or more towns within their move rating.

EXAMPLE: *With 7 blocks in Damascus, the Saracen player moves 4 blocks to Tiberias (via Ashtera and Ajlun), 2 blocks to Tyre (via Banyas and Beauport), and leaves 1 block in Damascus.*

5.3 MUSTERS

Instead of a Group Move a player may declare a MUSTER. Designate one *friendly* town and then move any/all blocks with sufficient movement to reach that town.

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

Blocks cannot start a new battle, or respond to an enemy attack with a muster move, but can muster at (or pass through) a town they are besieging.

NOTE: *Blocks that muster to an existing siege may Storm in the Battle Phase.*

5.4 ROAD LIMITS

There are two classes of road: Major (thick) and Minor (thin). A maximum of eight (8) blocks can move along a Major Road, and four (4) along a Minor road per Movement Phase. Road limits are applied separately to each player.

Road Limits are **halved (50%)** when attacking; four (4) along a Major road and two (2) along a Minor road.

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 Fatimid (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.

Mud Card

The MUD card cancels the current turn completely, except for Siege Attrition.

Road Limits

Road limits are applied separately to each player. Once a road maximum is met, it is closed to movement by THAT player this Game Turn. Attacking limits apply only to the last leg of a route to engage, not the entire route.

CRUSADER REX

5.5 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, the force-marching block always completes the extra move.

5.6 TOWN CONTROL

Towns are either FRIENDLY or ENEMY controlled:

Friendly: vacant towns of your color, or towns occupied by your blocks.

Enemy: vacant towns of the enemy color, or towns occupied by enemy blocks.

During a Siege one player holds the castle, the other holds the field. A town (and port) is friendly to the *besieging* player for all movement purposes. The *besieged* player holding the castle retains control of the town for victory determination.

Changes to town control are always effective **immediately**.

5.7 PINNING

All attacking blocks (including Reserves) prevent an equal number of defending blocks from moving. The Defender chooses which blocks are pinned. The "unpinned" blocks may move/attack normally, **but** cannot depart along a road used by the Attacker to start the battle.

EXAMPLE: 2 blocks attack a town up one road, while another 2 blocks attack that same town up another road. If 5 blocks are defending the town, 4 defenders are pinned, but 1 (defender's choice) may move and/or attack another town, but not along any road used by the Attacker.

5.8 SEA MOVEMENT

Either player may conduct Sea Movement between two *friendly* ports. Each Sea Move costs **one (1)** Move per **block**; a Move 2 card Sea Moves 2 blocks. Blocks can never attack (or reinforce a battle) or retreat by Sea Movement.

5.9 ASSASSINATIONS

The assassin block acts under the command of the player who plays the ASSASSIN Event Card. The block can attack any designated enemy block (sight unseen), fire once, and then return back to Masyaf with no enemy return fire.

Masyaf cannot be entered by any Frank or Saracen block.

6.0 BATTLES

Battles are fought one by one after all movement is completed. Each battle must be completed before fighting the next battle. Player 1 determines which battle is fought first **before** examining any enemy blocks. After that battle is completed, return all blocks to upright mode, and Player 1 then selects the next battle but need not commit to any specific sequence of battles in advance.

Blocks are not revealed until each battle is fought. Reveal blocks by tipping them forward to maintain current *strength*.

6.1 COMBAT ROUNDS

Battles are fought for a maximum of **four (4)** combat rounds. The **attacker** must retreat **during** the fourth round if there are any defenders in the field. That is, attacking blocks cannot fire in Round 4, but defending blocks fire normally.

NOTE: Because both players move before combat, in some battles the Frank player can be the Defender, while in others, the Saracen player can be the Defender.

6.2 COMBAT TURNS

Each block has one Combat Turn per Combat Round to FIRE, RETREAT, OR PASS.

EXCEPTION: The Attacker must retreat during Round 4.

The sequence of Combat Turns depends on combat 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** Combat Turn, Round 1 has been fought. Repeat the sequence for Combat Rounds 2 and 3 as necessary.

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.

6.3 COMBAT RESERVES

A player may attack via **different** roads and/or attack with two or three Group Moves. *One group moving up the same road is declared the Main Attack*. All other friendly blocks in the battle are placed in *Reserve*.

EXAMPLE: The Saracen has 4 blocks in *HEBRON* and 2 in *AMMAN*. Both groups attack *JERUSALEM*. The Attacker declares the *HEBRON* group his *Main Attack*.

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.

Town Control

Crusader Rex has no Neutral towns. If one of your towns is enemy-occupied, it reverts immediately to your control if vacated.

Combat Reserves

Main Attack blocks must start the turn in the same town and use the same road into battle. All other blocks are in Reserve. Main Attack blocks cannot be voluntarily placed in the Reserve.

OPTIONAL RULES

Richard's Seaboats

Once ashore in the Holy Land, Richard the Lionheart (only) may Sea Move to a port besieged by the Saracens, to join or initiate a field battle. Richard's firepower is normal (B4), but he can only retreat **by Sea** to any *friendly* port.

Fickle Philip

If James of Flanders is eliminated, Philip is also eliminated. He returns to France to press his claim to Flanders.

NOTE: we recommend that both optional rules be applied together since one is favorable to the Frank, and the other is not.

CRUSADER REX

Reserve blocks may not fire, retreat, or take hits in Combat Round 1. They are revealed at the beginning of Round 2, even if all other friendly blocks have been eliminated, retreat, or withdraw. Thereafter they take normal Combat Turns.

IMPORTANT: *Battlefield Control changes if the Attacker wins in Round 1 before Defending reserves arrive. The Attacker is now the Defender for further combat.*

6.31 Battle Reinforcements

Blocks moved by Player 2 to reinforce a battle created by Player 1 are always placed in Reserve as above.

EXAMPLE: *The Saracen attacks Jerusalem from Hebron with 4 blocks. The Frank has 2 blocks defending Jerusalem, and now moves 3 blocks from Jaffa to Jerusalem. The first round of combat involves the 4 Hebron and 2 original Jerusalem blocks. The Jaffa blocks are placed in Reserve until Combat Round 2.*

6.4 COMBAT RESOLUTION

Each block in its Combat 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 Combat Rating.

EXAMPLE: *Saladin at strength 4 rolls 4 dice. He has A3 combat, 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.*

6.41 Combat Hits

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

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

6.42 Knights' Charges

Frank knights (all blocks except the four Pilgrims, one English Crossbow, and two Turcoples) have the tactical option to *Knights' Charge*. Each knight block must declare this option before rolling on its normal turn to fire. The effect is to **double** the dice thrown (roll 6 dice for a three step block) at **normal** firepower, but to take one *self-hit* for each "6" rolled to reflect disorganization, blown horses, etc.

Blocks *Storming* (7.31) a castle may **not** Knights' Charge.

Blocks **may** Knights' Charge when *Sallying* (7.33).

6.43 Harrying

All Saracen blocks have the tactical option to fire at -1 firepower (B2=B1), then immediately Retreat (6.5). The two Turcoples also have this Harrying option. Blocks with A1, B1, or C1 firepower cannot use this tactic.

Blocks cannot Harry when they *Storm* (7.31) *Withdraw* (7.0), or *Sally* (7.33). This means that blocks can never Harry during siege combat.

6.5 RETREATS

Each block may retreat (instead of firing) on its normal Combat Turn.

- Per *combat round*, a maximum of **four (4)** blocks may retreat per major road, and **two (2)** blocks per minor road.
- Attacking blocks must retreat via road(s) used to start the battle. Defending blocks may retreat via any other roads. Blocks that cannot retreat must win or be eliminated.
- Blocks must retreat to friendly or vacant **adjacent** towns. They cannot retreat to an unfought battle, but can retreat to a town **already** besieged by friendly blocks and then participate in combat like other Reserve blocks.

WARNING: *When both players enter a battle along the same roads, only Player 2 may retreat via these roads.*

6.6 REGROUPS

When a battle or siege ends, the Victor may REGROUP any/all of the victorious blocks to any adjacent and friendly town(s). Normal road limits (8/4) apply.

Blocks cannot Regroup to an unfought battle, but can Regroup to a town besieged by friendly blocks and then participate in combat like any other Reserve blocks.

6.7 ELIMINATED BLOCKS

Some blocks are permanently eliminated as noted below. All others go to the Draw Pool where they can be drawn normally and re-enter play.

For the Frank player, all Pilgrims, CRUSADERS and MILITARY ORDERS are permanently eliminated. For the Saracen player, all EMIRS are permanently eliminated. These blocks are never returned to the Draw Pool; they are placed *face-up* off map.

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

Fragile Alliances

Both the Franks and the Saracens had to contend with internal tensions that threatened to rip their forces apart.

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.

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, for which King Guy was responsible, internecine conflict continued with Conrad of Montferrat – who wanted the crown for himself.

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 final march on Jerusalem.

BATTLE EXAMPLE

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 Declaration: Player 2 withdraws 2 defending blocks into the castle. Player 1 decides to storm with his 4 blocks. Blocks from Jaffa and Jericho are held in the Reserve.

Combat Round 1: Defending and Storming blocks fire in their respective Combat Turns. Defender has Double Defense.

Combat Round 2: Player 2 Reserve blocks now cause a field battle against all Player 1 blocks (6). Player 1 cannot Storm, but is on defense in the field. In normal sequence, Player 2 Reserve blocks knights' charge. **Player 2 also elects to SALLY and knights' charge with his 2 castle blocks, firing on offense.**

Combat Round 3: The field battle continues. Player 2 loses two blocks, but Retreats one block to Ramla, and withdraws the sallying blocks back into the castle. Player 1 cannot storm the castle this round, so the battle ends with him remaining on siege. No siege attrition this turn.

Summary: Jerusalem is saved, but is under siege. Player 2 might have done better by staying in the field, thus fighting the entire battle on defense, and perhaps forcing the Saracen to retreat after three combat rounds.

CRUSADER REX

7.0 SIEGES

In a new battle, the Defender may withdraw some/all blocks to the castle **before** combat (blocks are not revealed). If all blocks withdraw before combat, the attacker can STORM on round 1 or BESIEGE.

The defender may also withdraw a block to the castle later, instead of firing during a Combat Turn. Once all defending blocks Withdraw, the Attacker can STORM in the next combat round or BESIEGE.

7.1 CASTLE DEFENSE

A Town Rating denotes the *maximum* number of blocks that can withdraw to a castle. Additional defending blocks must remain in the field (outside the castle).

7.11 Double Defense

Blocks defending a castle have Double Defense (D2); two hits are required to lose one step. Each hit is treated as a *half-hit* and the next hit **must** be taken on that *same* block. Half-hits carry forward from one Combat Round to the next, but not to the next Game Turn. A defending block recovers a half-hit after Combat Round 3.

7.2 BESIEGING

The Attacker has the option to *Besiege* if there are no blocks defending the field, or *Retreat* as normal. Any number of blocks may Besiege, although there is a limit to how many can Storm (see: 7.31). Besieging blocks remain face-up during the siege, but new units joining a siege remain hidden until revealed in combat.

7.21 Siege Control

In a siege, the Defender holds the castle and the Besieger holds the field. That gives the Defender the advantage of defense when Stormed. However, the Besieger is the defender in any field battle that occurs in that town. The Besieger also controls the town (and port) for **all** movement, **retreat, and regroup purposes**.

7.3 SIEGE COMBAT

Siege combat is optional. Each Game Turn, all existing sieges are *potential battles* that can be activated by either Player.

- Besieging player chooses whether to STORM or continue the SIEGE.
- If STORM, the battle is activated for Siege Combat.
- If SIEGE, the *besieged* player may activate the battle with a SALLY.
- If neither player wishes to fight, proceed to Siege Attrition.

7.31 Storming

Storming is resolved just like a normal battle except the castle Defender has Double Defense (see 7.11) and the Storming blocks cannot exceed **twice** the Town Rating. That is, in Tiberias, a maximum of 2 blocks can defend the castle, but up to 4 blocks can Storm.

EXCEPTIONS: *Tyre & Tripoli were located at the end of narrow causeways. A maximum of 2 blocks can storm these two cities.*

Storming cannot occur until all defending blocks withdraw to the castle. When this occurs, Storming may begin starting with a new combat round. That is, if the field battle ends during Combat Round 2, Storming may begin on Combat Round 3.

Blocks exceeding a Storming maximum are held in Reserve and cannot fire or take hits. Reserve blocks may be freely exchanged for Storming blocks at the *beginning* of each combat round.

Storming blocks can retreat normally or withdraw to the field of the same town where they remain on siege and cannot regroup.

7.32 Relief Forces

A besieged player may attempt to relieve a siege by attacking into the town with external forces. A normal field battle is fought with the besieger on *defense*, and the relief force on *offense*. The relief force must retreat (cannot withdraw to the castle) if it fails to defeat the besieger.

7.33 Sallying

If not being stormed, besieged blocks *may* sally to try and break the siege, or assist a relief force.

Sallying blocks take their normal Combat Turn to fire at besieging blocks, but forfeit double defense. Blocks **must** fire on the turn they Sally, but can Retreat on a subsequent Combat Turn to an adjacent friendly town **only**, or Withdraw again to the castle. **Frank sallying blocks may Knights' Charge.**

7.4 SIEGE ATTRITION

Besieged blocks are subject to a Siege Attrition roll at the end of each Game Turn **except the first** Game Turn besieged. Roll one die for each block:

1-3: Lose 1 step

4-6: No effect

Blocks eliminated by Siege Attrition follow the normal elimination rules.

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.

CRUSADER REX

8.0 DRAWS

Neither player Draws in the first year (1187) of the game. Starting in 1188, players draw ONE block per Draw Phase, *except the Winter Turn*.

8.1 DRAW POOLS

Each player has a Draw Pool, namely an off-map area where blocks are kept face-down. Certain blocks start the game located in a player's Draw Pool, and blocks eliminated (with some exceptions) during play are also placed in these pools.

8.2 FRANK DRAWS

8.21 Crusaders

German, French, and English blocks are first placed in a staging box on the west edge of the mapboard on the corresponding space. They may enter play only after ALL three of their sub-group have been drawn.

8.22 English & French

English or French blocks require one Group Move to move from their staging area to any *friendly* port(s). Not all need move at the same time, and they may move to different friendly ports.

8.23 Germans

German blocks require one Group Move to enter the map at Antioch or Aleppo (not both). If the city chosen is occupied by Saracens, or besieged by either player, German entry triggers a battle or siege. German blocks, like all Crusaders, are permanently eliminated if they retreat off-map.

8.24 Pilgrims

Pilgrims are immediately deployed into a *friendly* port. If none, return the block to the Draw Pool and forfeit the Draw.

8.25 Outremers

Eliminated Outremers are placed in the Frank Draw Pool. Blocks redrawn are deployed at full strength in their own (or alternate) Seats *if friendly*, or at strength 1 in any friendly town.

8.3 SARACEN DRAWS

Saracen draws are deployed at full strength at their own (or alternate) Seats *if friendly*, 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.

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 an 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 onetime Atabeg of Aleppo and Mosul. A rival of Saladin for power in Syria.

CRUSADER REX

9.0 WINTER

The sixth and final card played in each year represents a Winter Turn. It is played normally, except that:

9.01: Blocks have a movement rate of -1, and may **not** force-march.

9.02: Blocks may **not** start a battle or **reinforce a siege**, but may occupy vacant enemy towns.

9.03: There is no **Battle Phase**. Sieges cannot continue through the winter. Besieging blocks must move to winter quarters, using only the move card played, or suffer Winter Attrition (9.3).

9.04: There is no **Draw Phase**.

9.1 WINTER CAMPAIGNS

If the sixth card played is *Winter Campaign*, the following effects apply:

9.11 The Move 1 can be used normally, including starting new battles, reinforcing existing sieges, etc.

9.12 Any/all existing sieges may continue as desired. *Siege Combat* is allowed. *Winter Attrition* is ignored for the besieger, but *Siege Attrition* applies to **both** players (Besieger rolls first).

9.13 The Winter Campaign card **always** trumps the MUD card, meaning the Mud card is ignored and the Winter Campaign is played normally.

IMPORTANT: The *WINTER CAMPAIGN* card is a special Move card, not an Event card. The card may be played earlier in the year as a normal Move "1" card.

9.2 WINTER QUARTERS

After all movement and combat in the Winter Turn is completed, all blocks that exceed Town Ratings are **eliminated** (owner's choice). Town ratings are **tripled** when wintering in a Town of **your color**. Winter Replacements and Castle limits are unchanged.

EXAMPLE: the Frank player can winter with six (6) blocks in Ascalon but the Saracen player can only winter there with two (2) blocks.

9.3 WINTER ATTRITION

Blocks that exceed town ratings are eliminated (owner's choice).

During a WINTER CAMPAIGN, *Siege Attrition* (7.4) applies to **both** players (Besieger rolls first).

9.4 WINTER REPLACEMENTS

Each town provides replacement steps equal to its value. That is, Ascalon provides two (2) steps of replacements. The steps must be added only to garrisoning blocks and cannot be used at a different location.

IMPORTANT: *Saracens that spend the winter in a town other than their home seat require two replacement points to gain one step.*

Neither player gains replacements for a town under winter siege.

9.5 YEAR END

Advance the year track by one year. Reshuffle **all** of the cards back into the deck and start the next year by dealing out six (6) cards to each player.

CREDITS

Game Design: Jerry Taylor
Tom Dalgliesh

Art/Graphics: Martin Scott (Cards)
Tom Dalgliesh (Map)

Developer: Grant Dalgliesh

Contributors: Forrest Atterberry
Peter Bogdasarian
Leonard Coufal
Dan Dolan
Ron Draker
Stuart Pierce
Dan Raspler
Cal Stengel

COVER

Richard the Lionheart
© Chris Collingwood, Cranston Fine Arts



COLUMBIA GAMES, INC
POB 3457, BLAINE
WA 98231 USA
360/366-2228
800/636-3631 (toll free)

For updates and discussion on this game see:

www.columbiagames.com

INDEX

Assassins	2.4
Assassinations	5.9
Battles	6.0
Blocks	2.0
Cards	4.0
Move Cards	4.11
Event Cards	4.12
Castles	1.2
Castle Defense	7.1
Combat Resolution	6.4
Combat Hits	6.41
Combat Ratings	2.12
Combat Reserves	6.3
Combat Rounds	6.1
Combat Turns	6.2
Harrying	6.43
Knights' Charges	6.42
Crusaders	2.24, 8.21
Deployment	3.0
Draws	8.0
Draw Pools	8.1
Franks	2.2
Deployment	3.1
Draws	8.2
Military Orders	2.22
Eliminations	6.7
Movement	5.0
Groups	5.2
Force-Marches	5.5
Musters	5.3
Pinning	5.7
Pilgrims	2.25, 8.24
Ports	1.3
Regroups	6.6
Retreats	6.5
Roads	5.4
Saracens	2.3
Deployment	3.2
Draws	8.3
Sea Movement	5.8
Seats	1.4
Sieges	7.0
Relief Forces	7.32
Sallying	7.33
Siege Attrition	7.4
Siege Combat	7.3
Siege Control	7.21
Storming	7.31
Towns	1.1
Town Control	5.6
Victory Cities	1.5
Wintering	9.0
Winter Campaign	9.1
Winter Quarters	9.2
Winter Attrition	9.3
Winter Replacements	9.4
Withdrawals	7.0