



# CRUSADER REX - Game Turn

## 1. CARD PHASE

- Begin each year with 6 cards. Play one simultaneously. Higher card chooses who is to be Player 1; Franks win ties. Turn 6 of each year is a Winter turn.

## 2. MOVEMENT PHASE

- 1/2/3 Group move(s) or 1 Muster to a friendly town.
- Maximum road limits: major 8 blocks / minor 4. If attacking / retreating: 4/2.
- **Forced march:** +1 at end of move. Roll for each block: 1-3 lose 1 step.
- **Pinned blocks** may not move.
- **Sea moves:** 1 MP per block between friendly ports. Attack, reinforcement & retreat not allowed by sea.

## 3. BATTLE PHASE

- **Player 1** decides on order of battles / sieges.
- Maximum of 4 rounds.
- A blocks attack first, then B, then C. Defending blocks go first in each group.
- **1<sup>st</sup> round:** Only the Main Attack is fought.
- **2<sup>nd</sup> round:** Reserves are revealed and join in.
- **3<sup>rd</sup> round:** Last round of attack.
- **4<sup>th</sup> round:** Attacker retreats if any defenders remain.
- Franks can **knight charge:** double number of dice, but each '6' loses one step.
- Saracens can **harry** at -1 firepower then retreat. Not allowed for **storm, withdraw** or **sally**.
- **Retreat** instead of fight: max road limits apply.
- Victor may **Regroup**, using normal road limits.
- **Elimination** is permanent for Pilgrims, Crusaders, Military Orders & Emirs
- **Siege:** occurs if defender withdraws into a castle (observing maximum defence limit) and there are no more defenders outside the castle.
- Attacker can **storm, besiege** or **withdraw**.
- **Storm:** attackers no more than twice the defence maximum. Defenders have **double defence**.
- **Besieging:** defenders may attempt to **relieve** the siege and/or to **sally**.
- **Siege attrition** roll at end of 2<sup>nd</sup> turn of siege onwards: 1-3 lose 1 step.

## 4. DRAW PHASE

- Draw one block from draw pool (2<sup>nd</sup> year onwards).
- Crusaders obey staging rules; Saracens deploy in their seats or at strength 1 in a friendly town.
- Proceed to next Card Phase. **Special rules for Turn 6.**

## 5. WINTER (Turn 6)

- Movement -1; no forced march; no battle phase; sieges must lift; no draw phase.
- **Winter Campaign** card overrules these effects.
- Winter quarters and attrition. Winter replacements equal to value of town (Saracens special rule).

## 6. YEAR END

- Advance Year track, reshuffle all cards, deal 6 to each player.

# CRUSADE REX 700

Emirs	<table border="1"> <tr> <td>Damascus 3 SALADIN A3</td> <td>Aleppo 3 al-ZAHR A2</td> <td>Damascus 3 KEUKBURI A2</td> <td>Egypt 3 al-ADIL A2</td> <td>Egypt 3 QARA-GUSH B3</td> <td>Egypt 3 al-AZIZ B2</td> <td>Egypt 3 YUZPAH B2</td> </tr> <tr> <td>Damascus 3 al-AFDAL B3</td> <td>Aleppo 3 SANJAR B2</td> <td>Zardana 3 JURDIK B2</td> <td>Aleppo 3 TURKS A1</td> <td>Aleppo 3 TURKS A1</td> <td>Aleppo 3 TURKS A2</td> <td>Aleppo 3 TURKS A2</td> </tr> <tr> <td>Artah 3 SULAIMAN B2</td> <td>Aleppo 3 ZANGI B2</td> <td>Hama 3 TAQI al-DIN A2</td> <td>Egypt 3 ARABS B1</td> <td>Egypt 3 ARABS B1</td> <td>Egypt 3 ARABS B2</td> <td>Egypt 3 ARABS B2</td> </tr> <tr> <td>Homs 3 TUMAN B3</td> <td>Homs 3 SHIRKUH B2</td> <td>Baalbek 3 BAHRAM B2</td> <td>Damascus 3 KURDS C2</td> <td>Damascus 3 KURDS C2</td> <td>Damascus 3 KURDS C2</td> <td>Damascus 3 KURDS C2</td> </tr> <tr> <td>Banyas 3 QAIMAZ B2</td> <td>Damascus 3 al-MASHTUB B3</td> <td>Ashtara 3 YAZKIJ B2</td> <td>Masyaf ASSASSINS A3</td> <td>Tipoli 2 RAYMOND B2</td> <td>Sicily 2 PILGRIMS C2</td> <td>Brittany 2 PILGRIMS C2</td> </tr> </table>	Damascus 3 SALADIN A3	Aleppo 3 al-ZAHR A2	Damascus 3 KEUKBURI A2	Egypt 3 al-ADIL A2	Egypt 3 QARA-GUSH B3	Egypt 3 al-AZIZ B2	Egypt 3 YUZPAH B2	Damascus 3 al-AFDAL B3	Aleppo 3 SANJAR B2	Zardana 3 JURDIK B2	Aleppo 3 TURKS A1	Aleppo 3 TURKS A1	Aleppo 3 TURKS A2	Aleppo 3 TURKS A2	Artah 3 SULAIMAN B2	Aleppo 3 ZANGI B2	Hama 3 TAQI al-DIN A2	Egypt 3 ARABS B1	Egypt 3 ARABS B1	Egypt 3 ARABS B2	Egypt 3 ARABS B2	Homs 3 TUMAN B3	Homs 3 SHIRKUH B2	Baalbek 3 BAHRAM B2	Damascus 3 KURDS C2	Damascus 3 KURDS C2	Damascus 3 KURDS C2	Damascus 3 KURDS C2	Banyas 3 QAIMAZ B2	Damascus 3 al-MASHTUB B3	Ashtara 3 YAZKIJ B2	Masyaf ASSASSINS A3	Tipoli 2 RAYMOND B2	Sicily 2 PILGRIMS C2	Brittany 2 PILGRIMS C2	Nomads	Pilgrims
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Turcoples

Outremers

Assassins

Permanently Eliminated  
Returned to Draw Pool