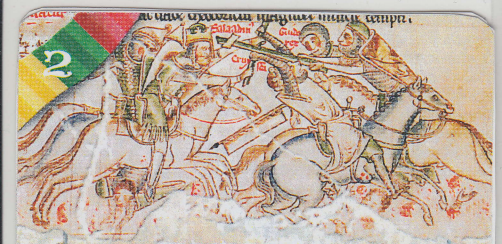


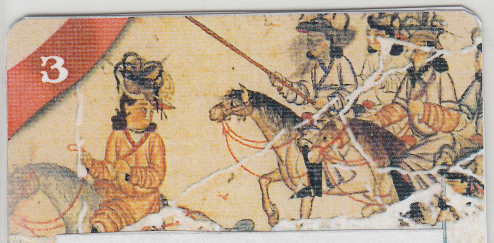
2

THE TRUE CROSS

Playable after die rolls of any battle within 4 spaces of Jerusalem in which a Kingdom of Jerusalem leader is the overall commander of one side.
The Christian player may choose to have one or both sides reroll their combat dice. If the final result of the battle is a Muslim victory, the Christian player loses 1 VP and the Muslim player gains 1 VP, and this card is permanently discarded.

B0 C0 D0

L0 K0 M0



3

FATIMID INVASION

Place Al-Afdal, 4 x 2-4, 2 x 1-4 Fatimid units in Al-Arish, (or in Cairo).
Only one Fatimid Invasion may be played as event per turn (year).

(D): Secondary Defenses Constructed (MAN=1): Play after opponent declares assault. Increase RF by 1 before combat rolls. Draw replacement card.

M1

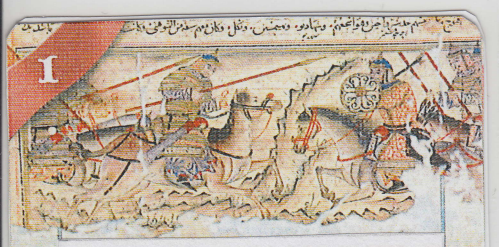
3

FATIMID INVASION

Place Al-Afdal, 4 x 2-4, 2 x 1-4 Fatimid units in Al-Arish, (or in Cairo).
Only one Fatimid Invasion may be played as event per turn (year).

(D): Secondary Defenses Constructed (MAN=1): Play after opponent declares assault. Increase RF by 1 before combat rolls. Draw replacement card.

M2



1

ALEPPO CHANGES SIDE

Aleppo switches sides if not currently aligned to your side. Gain control of all Aleppo units and leaders. Any enemy units in an Aleppo-controlled space are removed to the force pool or retreated into an adjacent empty space, if any (owner's choice).

May not be played on the last turn.

(A): Catapults. (MAN=2) Reduce defender RF by 2.

M3

1

DAMASCUS CHANGES SIDE

Damascus switches sides if not currently aligned to your side. Gain control of all Damascene units and leaders. Any enemy units in a Damascus-controlled space are removed to the force pool or retreated into an adjacent empty space, if any (owner's choice).

May not be played on the last turn.

(A): Catapults. (MAN=2) Reduce defender RF by 2.

M4

2

NO SURRENDER

RESPONSE EVENT

Play upon resolving Call for Surrender attempt, after the die is rolled to automatically negate it with the result as attempt failed; Stronghold does not surrender.
Increase Failed Call for Surrender marker.

(D): Secondary Defenses Constructed (MAN=1): Play after opponent declares assault. Increase RF by 1 before combat rolls. Draw replacement card.

M5

1

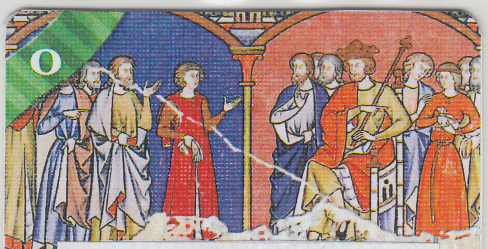
CHRISTIAN DITHERING

Cancel the activation of any Catholic leader.

Draw a replacement card if played as an Event.

(D): Heroic Defense: (Muslim only). Play on any besieged stronghold. Increase RF by 2. Place Heroic Defense counter on the stronghold. All siege events that reduce RF have their effects halved (round down). Only one Heroic Defense counter may be on the map at a time.

M6



0

EARTHQUAKE

DR for each of the following castles: Latakia, Gaston, Alexandretta, Ravendel, Bira and Marash. If DR 1-4 flip the castle to its reduced side. No effect on already reduced castles.
Remove any Defenses Improved markers from damaged castles.

Remove from deck when played.

MANDATORY EVENT CARD

M7