



OUTREMER: FAITH AND BLOOD

Skirmish Wargames in the Crusades

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OSPREY
WARGAMES

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INTRODUCTION

In 1095AD, Pope Urban II made a call to all Christians to take up arms and march forth to the Holy Land. This was in response to a plea from the Byzantine Emperor whose Orthodox Christian Empire was under threat from the Anatolian Turks. Instead of the few knights he was expecting, thousands of Crusaders from all walks of life heeded the call and within two years they had seized Jerusalem and established the Crusader States.

For 200 years the Christians and various factions of Islam simultaneously co-existed and fought each other for control of Outremer until, in 1291, the final major Crusader stronghold of Acre collapsed and the Westerners were driven from the Holy Land.

Outremer: Faith and Blood (Outremer) is a skirmish game set during this period and allows you to field warbands of fighters who are vying for dominance in the name of their God. You must recruit, arm, and lead your warriors as their success or failure will be down to your decisions. This game can be played as a one off encounter but it is really designed to facilitate campaigns, where you will be able to watch your fighters grow (or die) as the campaign progresses.

The game is designed for warbands of 3–13 fighters and the rules allow for quick, rapid play with a skirmish taking between 45–60 minutes.

WHAT YOU WILL NEED TO PLAY

- **An assortment of dice.** At least 1x D4, 3 x D6, 1 x D8, 1 x D10, 1 x D12, and 1 x D20.
- **A measuring tape.**
- **A standard playing deck of cards.** *Outremer's* activation process is card driven so you will need a deck of 52 playing cards with the Jokers removed.
- **Playing area and terrain.** You will need a playing area of at least 4' x 4'. Additionally, you will need some terrain to litter around the battlefield. There should be a large amount of terrain on the table in order to break Line of Sight and allow for the tactical movement of fighters. A mixture of eastern-style buildings, foliage, fences, and walls will make the battlefield more interesting to play over and more visually pleasing. The more terrain you have the better the game will be.
- **Pencil and paper.**
- **Models.** *Outremer* is designed for play with 25–28mm models, these should be based on 25mm round or square bases for infantry and either 25mm x 50mm rectangular or 40mm round bases for cavalry.
- **Character sheets.** Each fighter will need a character sheet outlining their details, stats, special rules, and equipment. Either make your own, photocopy the blank examples in this book, or download the template from the Osprey website.

MODEL PROFILES

At its heart, *Outremer* is a skirmish scale game focussing on small bands of warriors clashing in the Holy Land. This type of warfare, by its nature, means that only a small number of combatants are required on each side. The real attraction of this type of game is that the individual abilities of each of your warriors can be expanded upon and developed to a level not possible in larger scale systems. Here your fighters are individuals and you will need to learn the specific strengths and weaknesses of each of them.



A scouting party of Saracen warriors is ambushed by the Order of the Hospital of St John.

Each of the values in the profile reflects a unique attribute of the fighter with a specific effect on how the model plays during the game. These are outlined as follows:

Name: Each warrior needs a suitably fitting title to live up to.

Card: Model activation is card based and as such each model is allocated a specific playing card at the start of each battle, note down the card here.

Movement: A fighter's Movement value indicates how far that model is able to move per action in inches. This value can be modified by certain factors (e.g. the wearing of armour or old wounds). Where a fighter's Movement value has been modified then the base unmodified value should be shown in brackets next to the modified result.

Shoot: This characteristic shows what type of die should be rolled when this figure attempts to make a ranged attack. This statistic may be modified by assorted factors and this modification can take the form of either replacing the type of die used for the roll (e.g. using a D8 instead of a D6) or, alternatively, by modifying the nominated die's result with a plus or minus value (e.g. D10-1).

Attack: This is the type of die this fighter rolls when attacking another figure in Melee combat. This trait may be modified by the type of weapon the fighter is wielding, as well as a number of other variables. This modification can take the form of either replacing the die used with a different type or modifying the nominated die's result with a plus or minus value.

Defence: This stat indicates the type of die that this particular figure should utilise when defending in Melee. Again, certain items of equipment or traits may increase or decrease this stat.

Wounds: The number of Wounds a model has is shown here.

Faith: At various times during a battle, fighters will be required to undertake Faith Tests to see how they react to certain situations and this box shows what type of die they will use. Unless a different number is given in a specific type of situation (which will be made clear in the rules) then the target figure for the majority of Faith Tests is a score of 5+.

Toughness: Warriors have varying degrees of durability which reflects their ability to sustain damage and continue fighting. The base value here is written in brackets. However, a model's Toughness value is frequently modified as most fighters will wear Armour which drives up the statistic and as such the altered number will be shown without brackets.

Presence: A model's Presence value reflects a combination of its reputation and sheer prowess on the battlefield. The higher this value, the more effective this warrior's presence will be on other fighters.

Save: Certain items (Shields and Helmets) will confer a D6 Save. These saving rolls are thrown following the allocation of any Wounds. For example, a Save value of 5+ in this box means that on a successful roll of 5 or 6 a model will be able to negate one Wound.

Character Type: This indicates what class of warrior this model represents.

Experience (XP) Level: The number in this box is a quantitative measure of the model's current experience. As a warrior gains experience over the course of a campaign it will gain skills and abilities that make it more formidable.

Equipment: This box allows the player to record any weapons or equipment that the fighter has been allocated and their associated effects.

Remarks: This box allows players to fill in any additional information about the model such as Traits or Skills that have been gained through character advancements or any Injuries.

Here is an example of a completed Profile Chart for a Knight.

Name	Card	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
Sir Davos de Lyons	King (clubs)	2.5 (6)	D12	D10	D8	2	D10	5 (3)	5	4+
Character Type	Knight					Experience Level		86		
Equipment										
Maille Haubergon – Heavy Armour (+2 Toughness; -2" Movement)										
Long Shield (5+ Save, -0.5" Movement)										
Helmet (6+ Save – added to shield)										
Sword (D8 Strength: 1 Damage)										
Remarks										
Commander: All models within 6 inches may use the Commander's Faith stat for any Faith related rolls.										
Injured Leg (-1 Movement)										

CORE RULES

MODEL ACTIVATION

Outremer utilises a card driven activation system to determine the order in which players' models carry out their actions during the game turn. This means that neither player knows in which order the combatants will act and so will need to plan carefully to ensure that they are able to achieve their desired goals without being compromised by their opponent's actions.

During the warband selection process each player will be allocated a specific suit of cards that will be theirs for the duration of the game (Spades, Clubs, Hearts, or Diamonds). They will assign each of their models a card from this suit. This will be the model's Activation card during the game, thus each time that card is drawn the relevant model will be able to carry out its Actions for that Activation.

Once all the models from both warbands have been assigned a card then they will be collected together and shuffled, this will be known as the Activation Deck.

One player (it doesn't matter which) will be elected as the dealer and will turn over the top card of the Deck for each model's Activation in this turn. Once the whole Deck has been dealt then the turn is over and the dealer changes.

When a model's card is dealt then that model is Activated and is now able to take up to two Actions for this game turn. Possible Actions are:

- Move
- Hide
- Shoot
- Melee
- Rally
- Rest



Heavily armed Christian knights charges through the streets of Antioch.



Depending on the model's characteristics, equipment, or current predicament it is possible that some of these Actions may not be available. Where this is the case this will be made clear in the relevant rules section.

MOVEMENT

Once a model has been Activated it may use any of its Actions to move a distance equal to the Movement value shown in its profile. This statistic may be modified by a variety of factors, the most common being the wearing of cumbersome armour. These modifiers and their effects should be listed on the model's profile and the modified number used.

TYPES OF MOVEMENT

ENTERING MELEE

If during any Movement Action the model ends up in base-to-base contact with an enemy figure then it will enter into Melee combat (see page 16). When Movement results in a model entering Melee this will be referred to as a Charge move.

If it is not entering Melee then a model may not end a Movement Action within 1" of an enemy.

RUNNING

If a model moves for both of its Actions in a turn then this will reflect that the model has chosen to Run.

LEAVING THE TABLE

If a model leaves the table (whether voluntarily or involuntarily) it is considered to have left the battlefield and as such may not return to the game.

ARDUOUS TERRAIN

Some areas of ground on the battlefield can be harder to traverse than others. Generally, most terrain encountered in *Outremer* will be Open Ground that is easily traversable and provides little impediment. However, there will be some ground that is not so easily covered. This ground is divided into three types: Rough, Dangerous,

and Impassable Ground. Players should agree beforehand what terrain is covered by which rules.

- **Rough Ground:** This is particularly muddy or undulating ground that slows down troops moving through it. This ground reduces any residual Movement Distance (after considering Equipment Modifiers) by half (rounding up).
- **Dangerous Ground:** Dangerous Ground follows the same rules as Rough Ground but models moving through it will need to take a modified Toughness Test against a D6 or suffer a single Wound (Saves allowed).
- **Impassable Ground:** This cannot be traversed in anyway.

OBSTACLES

Battlefields are littered with pieces of terrain that can act as an impediment to the soldiers fighting over them. These Obstacles come in assorted shapes and sizes which will dictate the effect that they have. Generally, if an Obstacle is less than the height of a model (e.g. a hedge or small wall) then the model can clamber across it at a cost of 2" of Movement from its allowance.

Therefore, if a model has less than 2" of Movement left as part of this Activation then it will not be able to cross the Obstacle in this phase, and will simply remain static at the base of the Obstacle until it is next Activated. Once the Obstacle is traversed the model may continue its Movement as normal.

WATER FEATURES

Shallow water (light streams) count as Rough Ground for models equipped with either no Armour or Light Armour. However, given the added risk of drowning a model wearing Heavy Armour will count such features as Dangerous Ground.

Deep water (fast flowing rivers) will count as Dangerous Ground for figures in Light or no Armour and will be impassable to models in Heavy Armour. Such fighters will need to look for a crossing point.

CLIMBING/DESCENDING

To undertake any form of Climbing will require an Action which will allow the model to Climb 2" up the terrain feature. Therefore, if a model starts its Activation in base contact with the terrain then it may use both of its Actions to Climb/Descend 4". If the terrain is higher than the model's available Climbing distance then the model finishes its Activation mid-way up the terrain, if it is possible to do this by balancing the model then feel free to do so. If this is not possible then leave the model at the base of the terrain and use a die to track its progress (this is important in order to trace Line of Sight if opposing models wish to Shoot at the climber during their Shooting Phase). A fighter cannot Move, Shoot, or perform any other Action when Climbing/Descending.

If a climber is successfully hit by a projectile then in addition to any Wounds received the model will also need to roll a separate Toughness Test on a D6, if it fails this then the model falls to the ground below (see Falling page 10). This also applies to models on ladders.

For example, Adam's archer decides to scale a cliff face in order to get to high ground. He starts his Activation in base contact with the cliff and so can use both of his Actions to Climb 4". The cliff is actually 6" high and so the archer finishes its movement on the cliff face, 2" from the top. Later in the turn, Jon's crossbowman decides to take a shot at the archer. The crossbow bolt hits the archer but fails to Wound. However, the model is still required to take a separate Toughness Test to see if he falls. Unfortunately, the model fails and plummets to the ground and is required to follow the Falling procedure.

Military Order knights defend themselves against a rival faction of Crusaders looking to steal their supplies.



LADDERS/STAIRWAYS

If a piece of terrain has a ladder or stairwell then a model may use its usual Movement Distance to move vertically, as opposed to horizontally. If the model’s Movement is insufficient to cover the full distance then use the methods described above to mark its finishing location.

JUMPING

Fighters may on occasion wish to Jump, such as jumping between the roofs of two buildings. If a model wishes to Jump then it will have to use both of its Actions for this Activation phase to do so. The first Action will be used to facilitate a ‘Run-up’ to the edge whilst the second Action will reflect the model soaring over the gap. The Run-up distance can be up to the modified Movement value of the model whilst the Jump itself can never be more than twice the distance of the Run-up. If on the completion of the Jump the model is within 1” of an edge then the owning player will need to roll a D6, on 2–6 the model sails over the gap, however on a roll of 1 the model falls from the edge (see Falling below).

For example, Jon’s sergeant decides to Jump over a 2” gap between the building he is currently standing on and the neighbouring structure. The sergeant has Movement value of 6”, the edge of the structure is 1.5” away, so well within range. The sergeant moves the 1.5”, as this is the distance of the actual Run-up it means that he can now only jump 3”. As the gap is only 2” this is sufficient and he lands 1” away from the second building’s edge meaning he needs to roll a D6 to see if he Falls. He rolls a 4, landing safely.

FALLING

There are various situations which can lead to a fighter Falling, including being shot from a wall or ladder; stumbling following a Jump or being pushed over an edge during Melee combat.

If a model falls the following rules apply:

Distance Fallen	Result
Up to 3”	No damage
3”– 6”	D6 Toughness Test – Fail = 1 Wound
6”– 9”	D8 Toughness Test – Fail = 2 Wounds
Over 9”	D12 Toughness Test – Fail = Taken Down



BUILDINGS

The lands of the east have a variety of structures ranging from mighty Crusader strongholds to simple, adobe houses. These can be incorporated as terrain in games to add an extra tactical element to play. There are a variety of types of model building available on the market and it will depend which type of terrain you have available as to how you use it in your games, as such a number of options are outlined below.

Solid Block: If your terrain is a static one piece block simply treat it as an Obstacle that can be Climbed and used for an elevated Shooting position but may not be entered. We can presume that the inhabitants of this particular building have barricaded themselves inside the structure to weather the storm. This is the basic and easiest option.

Ruins: If a building is in ruins then it can simply be traversed as any other type of terrain and needs no special rules.

Internal Mapping: Dedicated players can map out the internal layout of the building either on paper or with bespoke terrain. Once a model enters a building by one of its doors it is transported to this separate map and then moved normally within the structure. This approach does require a lot of effort though does provide an additional layer of realism.

Removable Roofs: Some buildings available have removable or open roofs so gamers can move their models inside them during play. In these situations you are free to move and position models as the terrain allows.

HIDING

It sometimes makes sense to hide from you foe, as such a model has the option to use one of his Actions to go into Hiding during his Activation.

A model may only go into Hiding if its base is touching an Obstacle that a person could crouch behind (e.g. a wall) and no enemy model can draw Line of Sight to it from any angle that does not directly cross this barrier. For example, if a model wanted to go into Hiding behind a tall stone wall, but there was already an enemy model who could draw an unbroken Line of Sight to him from another angle then he would not be able to Hide.

Once a model is Hidden then it cannot be Shot or Charged until the model subsequently loses its Hidden status.

LOSS OF HIDDEN STATUS

A model may lose its Hidden status in a number of ways and be Revealed:

- If the Hidden model performs any Action (e.g. Moving, Shooting).
- If an enemy model moves within 2" of the Hidden model.
- If an enemy model moves into a position where it can draw Line of Sight to the Hidden model.

If an enemy model Reveals a fighter with his first Action of the turn, he can then use his second Action to Charge that model if he is within range.

Players can choose to simply remember the status of Hidden models or, alternatively, they can utilise some form of hidden marker placed by the model.

For example, Jake's peasant uses one Action to move into contact with a nearby hedge. Jake sees that no enemy models have Line of Sight and so uses his remaining Action to put this figure into Hiding. Later, Sam activates a knight who moves past the hedge and spots the Hidden model, as such the peasant loses its Hidden status and may be targeted normally.

SHOOTING

Fighters equipped with ranged weapons will be able to Shoot during their turn if the opportunity presents itself.



A Christian encampment is raided by Saracen fighters.

FACING

A model will only be able to Shoot within the 180° of its forward arc at the start of the Shooting Action. If a potential target falls outside of this arc then the shooter will not be able to target it.

LINE OF SIGHT

Outremer relies on a True Line of Sight system when determining if models can see their targets. The simplest way to achieve this is for players to attempt to gain a 'model's eye view' of the battlefield.

If a model is visible but partially obscured by intervening terrain then it can still be Shot at but may benefit from the Cover rules described later (see page 14). The line of sight must be drawn to a physical part of the model (torso, head, arm, etc) as opposed to an extraneous piece of kit such as a protruding sword, spear, or banner.

RANGE

Ranged weapons have a maximum range indicating a distance after which their shots become ineffective. A Shooter must declare their target before measuring range, thus an ability to accurately estimate distances will be a tactical advantage for players. If a model declares it is shooting at a target that subsequently turns out to be out of range then the shot is lost and the Action is wasted. If the target is in range then the Shooter may now roll to hit. Range is measured between the two closest points on the base of the models, in a direct line.

HIT TEST

In order to successfully hit their nominated target, the Shooter will be required to roll a score of 5+ on the die type listed under their Shoot stat. The following modifiers will either be subtracted or added to their die roll.

Variable	Modifier
Target within weapon's close range	+1
Shooter uses an aimed shot	+1
Target is mounted	+1
Target is in Soft Cover	-1
Target is in Hard Cover	-2
Shooter is a mounted model	Shooter degrades its Shoot Die type by one level

TYPES OF COVER

Hard Cover includes robust surfaces such as brick walls or a stack of crates. Soft Cover would be less durable surfaces such as hedges and gapped wooden fencing. If more than 25% of a model is obscured by this type of terrain then it is considered to be in Cover.

Additionally, certain Skills or Equipment may also modify the die roll, and where this applies it will be listed in the appropriate rules entry.

For example, Laura's crossbowman decides to shoot Jon's sergeant, she declares the shot and measures the distance between the models which is only 4". This is within the crossbow's short range distance giving her a positive modifier when she rolls to hit.

Jon's sergeant has wisely tucked himself against an intervening stone wall which means this Hard Cover will cause a negative modifier to the shot.

Laura rolls a natural 6 which normally would be enough to hit, however she needs to apply the modifiers. She subtracts 2 for the target being in Hard Cover and then adds 1 for being within the crossbow's short range. This brings her modified score to 5, which is still enough to hit the unlucky sergeant.

DAMAGE

Once we have established that a shot has hit, we need to check to see if it has done any damage as it may have merely caused a flesh wound or have been deflected by the target's armour.



An eastern market becomes the scene of fratricide as two Christian warbands come to blows amidst the stalls and traders.

To test for Damage, the Shooter will need to roll the type of die indicated by the weapon's Power stat. The required score will be a figure either equal to or higher than the target's modified Toughness stat. Equipment such as armour will modify the target's Toughness value.

For example, Laura's crossbow has hit Jon's sergeant. Ordinarily this fighter has a Toughness of 3. However, he is wearing Heavy Armour giving him +2 onto his Toughness value. Thus, the target's modified Toughness is 5 meaning Laura will need to roll a 5 or more on a D10 (Crossbow's Power Die) to Wound the sergeant. She scores 7 meaning that the shot penetrates the armour and Wounds the target.

EXTREME TOUGHNESS

Through modifiers, some models may have a Toughness value in excess of 6 meaning that weapons with only D6 Power wouldn't be able to hurt them. However, there is a slight chance that any weapon could even wound an armoured knight, so the following rules apply where a model has a Toughness of 7 or 8. The Attacker rolls a D6 as usual and needs to score a 6. The Attacker then rolls a D4; on a roll of 3 or 4 a target with Toughness value of 7 will take a Wound as usual whilst a model with a Toughness of 8 will require a 4. This rule also applies in Melee.

SAVING ROLLS

Shields and Helmets provide a fighter with a Saving roll against attacks. Once a target has been Wounded it may take this Saving roll. Relevant items will be given a Save value which shows the score on a D6 required to mitigate the damage (e.g. a 5+ Save means a model needs to roll a 5 or 6 on a D6 in order negate the Wound). If a weapon causes 2 or more Wounds per hit then it is important to remember only **ONE** saving roll is required. If the shot is Saved then none of these Wounds are applied, whereas if the saving roll fails then all of the Wounds are suffered.

SUBTRACT WOUNDS

If any available Saving roll is failed then the model will be Wounded by the shot. Usually, this will result in subtracting one from the model's Wound value. However, particularly powerful weapons can cause multiple Wounds and where this is the case it will be outlined in the weapons profile.



A small warband of Knights Templar push back a Saracen raiding party as they attempt to storm a Christian village.

TAKEN DOWN

If a model is reduced to zero Wounds it is laid on its back (not removed) and is said to be Taken Down. The model's card will be removed from the Activation deck at the earliest opportunity (i.e. when it is next dealt) and set aside in a 'wounded' pile.

AIMED SHOTS

As models have two Actions per turn they can choose to use the first Action to aim their ranged weapon and the second Action to actually shoot at the target; an aimed shot benefits from a +1 to hit modifier.

PUSHBACK AND FAITH TEST

Whether or not it causes a Wound, getting hit by an arrow is an unpleasant experience and any warrior that is so hit will be subject to the following two rules:

- **Pushback:** The fighter is pushed back 1" in a straight line in the opposite direction from the Shooter.
- **Faith Test:** The fighter will have to take a Faith Test. If failed, the model will fall-back a single move directly away from the Shooter (a model may adjust its route to avoid any intervening enemy models). The model will then be subject to the Rally rule during its next Activation.

MELEE

Warfare in the Crusader period was marked out by the brutality of the close combats fought between opposing religious warriors who took to the battlefield to defend their faith.

These Melee rules are designed to be quick, brutal, and suitably bloody, reflecting the reality that certain classes of fighter were far superior to others and that whilst no warrior is invulnerable, it will take shrewd tactics and a little luck to bring down the strongest opponents.

A model may engage an enemy fighter in Melee by using an Action to Charge (moving into base contact). If this is the Charger's the first Action of this Activation **and** the target is within its basic Movement Distance, then it will get to fight **twice** in this phase. However, if this is the Attacker's second Action or the model has had to use two Actions to cover the intervening distance, then it will only get one attack.

Either way the Attacking model's owner will have to declare he is Charging prior to carrying out the move, as we will need to see if his warrior has mustered up sufficient courage to actually engage his foe.

CHALLENGED FAITH TEST

Even mighty warriors may be reluctant to commit to Melee combat if they feel that fate doesn't favour them; conversely many lesser warriors would be terrified at the prospect of fighting an armoured knight. This is reflected by the use of a Challenged Faith Test being taken by any warrior wishing to Charge an opponent. A model must roll its relevant Faith Die and needs to score equal or higher than its target's Presence value.

If successful, then the aggressor will continue with its Charge. However, if this roll is failed then the model will have wasted its Action and remains stationary. A failed Charge results in the end of a model's Activation for this turn as the wrong-footed warrior attempts to steady himself.

For example, Colin activates a knight which is currently within its basic Movement value of Laura's peasant, so Colin declares a Charge against the peasant. The peasant's Presence score is a paltry 2 whilst Colin's knight is a formidable warrior whose Faith Die is an impressive D12, meaning that he needs to roll 2 or more on



A Christian priest leads his flock in prayer before battle commences.

a D12 to be able to Charge. Colin rolls a 1, meaning that his knight has had second thoughts and decided not to Charge the peasant. The knight's Activation for this turn has come to an end the next card is drawn from the deck.

FIGHTING A MELEE

If combatants have more than one Melee weapon then they will have to declare which will be used during this Activation before any dice are rolled. Once the weapons have been nominated then the attacking model rolls its Attack Die, whilst the Defender rolls its Defence Die. The players will then apply any positive or negative modifiers to this score. Once these modifiers have been applied then the model with the highest result will be the winner and will need to see if he has Wounded his foe.

MELEE MODIFIERS

Variable	Modifier
Attacker Charged this Activation	+1 Atk
Defender behind Cover	+1 Def
Attacker Uphill	+1 Atk
Defender Uphill	+1 Def
Defender Charged from the rear	-2 Def

These modifiers only apply in the first Activation of a Melee combat; in subsequent rounds they are ignored.

DAMAGE AND SAVING ROLLS

These are identical to the procedures outlined in the Shooting rules (see page 14).

For example, Adam's sergeant has Charged Colin's knight in a double move meaning that he now gets one attack against the target. Both models are armed with Swords which have no relevant modifiers in this situation. Adam's sergeant has an



Attack Die of D8, which coincidentally is the same as Colin's knight's Defence Die. Adam's sergeant rolls a 4, then adds 1 to his score as he Charged this turn. Colin's knight then rolls a 6 which means he has won this fight and now gets to see if he has Wounded his opponent.

Adam's sergeant's overall Toughness is 5 and the Power rating of a Sword is D8 meaning that Colin needs to roll a 5, 6, 7, or 8 to Wound. Colin rolls a 6, causing a Wound. In this case Adam's sergeant is wearing a Helmet and is able to roll a D6 to see if this deflects the Wound, he needs a score of 6. Adam rolls a 2 and his sergeant suffers a Wound.

If both models roll the same modified Attack/Defence score during the combat, or any successful hits fail to score a Wound, then the Melee combat is a draw and the fighters remain locked in combat.

If the models remain locked in Melee after this first round of fighting then each subsequent Activation will allow them to fight twice (once for each Action). It doesn't matter who was the initial Charger in subsequent rounds of Melee combat, whoever's model is currently activated will be the Attacker and the other fighter will be the Defender.

When a fighter takes a Wound then its Wounds characteristic will be reduced by one and he will be said to have lost the combat. If the loser has additional Wounds remaining then he will be required to take a Faith Test. If this is passed then the combatants remains locked in Melee. However, if the Faith Test is failed then the model will immediately Flee and make a full double move away from its opponent towards the nearest table edge. If the loser remains unmolested then it will be subject to the Rally rules in its next Activation.

It is rare that a victorious combatant would not want to exploit their advantageous position and so the player who has won the combat has certain options:

PURSUIT

Once the Fleeing model has made its double Move then the victor may choose to pursue him by making a double Move of his own. If this is sufficient to bring the pursuer into base contact with the Fleeing model then they will reengage and immediately fight another **single** round of Melee combat with the victor as the Attacker. However, the Fleeing model will now be one Defence Die level lower than usual (e.g. a D6 becomes D4). The pursuer does not receive the Charge modifier for this Movement. If the victor's own double Movement is insufficient to bring him into contact with the Fleeing model then the pursuit option is **not** available.

TAKEN DOWN

This is identical to the Taken Down rules outlined earlier in the Shooting section (see page 15). Additionally, the victor may now Consolidate as above or remain in base contact with his fallen enemy (the benefits of this will become apparent later). No matter how many Actions are left to the victor, if his opponent is Taken Down then after any Consolidation his Activation will end as he composes himself.

CONSOLIDATE

The victor may either remain in place or make a single Movement in any direction. This move cannot bring them within 1" of enemy fighters.

EXPLOITATION

If a warrior starts his Activation in base contact with a fallen enemy then he is able to exploit this by either slaying him or capturing him, both of which will take the remainder of the Activation phase for this model.

These options have great significance in a campaign (see page 43), however once a fighter has been slain or captured the model is now removed from the playing area.



Military Orders and Crusaders battle amidst the streets of Outremer.

SALVATION

If a warrior starts his Activation in base contact with a fallen friendly fighter then he may use his entire Activation (i.e. both Actions) to drag him D6" in any direction. The saviour may drop the incapacitated fighter at any point (preferably in cover well away from the foe).

Models that are Charged while dragging a friendly fighter will drop their colleague and Fight as normal. Likewise, if they are hit by a projectile they will be presumed to drop him as they try and avoid incoming arrows.

Models may not be dragged over Obstacles such as walls; they will need to go around them.

GROUP COMBATS

If a warrior finds itself in base contact with multiple foes then it is said to be locked in a Group Combat. The basic rules for Melee remain the same with a few modifications to account for the additional fighters.

If a fighter wishes to engage a model that is already locked in Melee combat then it must declare a Charge as usual, however to represent the extra resolve provided by the presence of an ally this Charger adds 1 to his Challenged Faith Test score for each ally his target is already fighting (the maximum number of fighters one model can face is three).

During a turn, the outnumbered model will be required to Defend against each of his opponents during their Activation and also refight one of them (this time as the Attacker) when his own card is drawn.

When fighting as the Attacker, the lone model nominates one target and allocates both his Actions to this fighter alone. This is then fought exactly as previously described for individual combats.

When the player owning the multiple combatants Activates his first fighter, the combat is resolved as usual. Provided the lone model remains locked in combat, when his second opponent is activated his Defence Die will be degraded by one level for this round of combat (e.g. D8–D6), and then further degraded for the next opponent (e.g. D6–D4). This represents the challenge of facing groups of enemies fighting in unison. Even if the lone model manages to Take Down an opponent but remains locked in Melee combat, his die will still be degraded for any subsequent foes fought during this Activation.

This means that even inexperienced warriors still have a chance of bringing down powerful opponents if they coordinate their effort... it might not be honourable but it is effective.

If the lone model is able to slay or drive off one of his opponents during any round of combat then he may not Pursue them or exploit their demise as he needs to remain focussed on fighting his remaining foes.

If the lone model is forced to Flee by failing a Faith Test after suffering a Wound then the following rules apply:

SURROUNDED

If the lone model is surrounded (i.e. engaged by three models and unable to Flee due to being enclosed on all sides) then he will automatically take another Wound (no Saves allowed) and remain locked in Melee.

ESCAPE

If the lone model is only facing 1 or 2 foes then he will attempt to break from Melee in order to escape and will make a double move towards the nearest table edge away from his Attackers, he must not finish within 1" of a foe. Upon breaking combat, the enemy model that caused the Wound has the option to Pursue or Consolidate as per normal. The other fighter will not be able to pursue but will get a free attack instead. This is an



extra attack which represents the warrior lashing out at the back of his retreating foe, and is rolled using the Attackers unmodified Attack Die and the Defender's unmodified Defence Die. Provided the lone model survives this then it will continue to Flee as normal, meanwhile the model that took the free attack remains in situ.

For example, Jake's knight is locked in Melee with two of Adam's peasants. In this turn Jake's knight was activated first but failed to Wound the peasants. Subsequently Adam's first peasant is activated, he rolls his Attack Die of D6 against the knight's Defence Die of D10, fighting twice (two Actions); both attacks result in a draw.

Adam's second peasant is activated and now rolls his Attack Die of D6 against the knight's modified Defence Die which has now been reduced to a D8. The knight actually manages to hit the peasant but fails to Wound him and so they remain locked in Melee combat.

Subsequently Adam activates a nearby sergeant who also decides to Charge into the Melee. He passes his Challenged Faith Test and Charges, but only attacks once as he was slightly out of his basic Movement distance. The sergeant rolls his Attack Die of D8 against the knight's now even further degraded Defence Die of D6. The sergeant rolls a 6, plus an additional modifier of +1 as he Charged, the knight rolls a 2 and so suffers a Wound which he fails to Save.

The knight is reduced to 1 Wound. He then fails his Faith Test, ordinarily this would mean he would Flee. However, as he is now surrounded he is unable to escape and so loses another Wound which reduces him to zero Wounds and is Taken Down.

RALLY PHASE

A fighter who is forced to Flee in his previous turn will need to Rally before he is able to continue to play an effective role in the skirmish.

When a Fleeing model is Activated, its first Action will spent attempting to Rally with a Faith Test. If passed, they will be considered to have Rallied and may use their second Action to Shoot or Move normally, though they won't be able to Charge into Melee in this turn.

If the Faith Test is failed, the model must make one Basic Movement away from the enemy and towards the nearest piece of Cover. Once in Cover the fighter will remain in situ and automatically Rally in its next Activation.

If no Cover is available then the model must head towards the nearest table edge, and will exit the battle should it be reached. It will continue to Flee until it successfully Rallies.

If a model is engaged in Melee combat whilst Fleeing then it will fight as normal but its Defence Die will be degraded by one level for the first round of Melee; a Charger does not need to take a Faith Test to Charge a Fleeing model.

REST

Provided a model is not locked in combat and is not within a 12" of an enemy fighter, then it may choose to spend its entire Activation resting which will allow it to recover one Wound previously lost in the skirmish. A model that is Taken Down can never regain Wounds by resting!

MOUNTED FIGHTERS

Affluent warriors have the option to ride to battle on mounts. The Crusaders were famed for using heavily armoured, powerful knights who could smash aside infantry formations with their devastating charges whilst the Saracens were able to deploy fast moving horse-archers who were able to unleash deadly volleys from the saddle.



A mounted Hospitaller knight mercilessly cuts down a Saracen Peasant.

A model may ride a horse if it has access to the Mounted Skills table. If a model has a mount in *Outremer* then the following rules apply.

The rider and the mount are initially treated as one model. The rider's Wound characteristic is increased by one whilst he is mounted. However, if he dismounts (which takes one full Action) then he will lose this additional Wound and the horse is assumed to have left the battlefield and returned to warband's armoury (replace the mounted model with an appropriate infantry substitute). This will be available for future battles.

MOVEMENT

Mounts increase a model's Movement characteristic to 8 and this is not modified by the wearing of Armour or carriage of equipment.

TERRAIN

Mounted models follow the usual rules for terrain with the following modifications:

- They may not enter buildings.
- They may not Climb walls, ladders, etc.
- They may only cross light streams which they count as Dangerous Ground.
- A mounted model may jump low Obstacles (hedges, etc.) with no movement penalty.

MELEE

There is a slight modification for mounted models to represent their psychological and tactical advantage. In Melee, a mounted model will **always** use its **best value** (be it Attack or Defence) whilst infantry opponents will use their **worst value** (be it Attack or Defence). Where both models are mounted then the normal rules apply.

SHOOTING

Models attempting to shoot a ranged weapon from horseback will always degrade their Shooting die by one level (e.g. D10 becomes D8).

WOUNDS

Wounds allocated to a mounted model use the rider's Toughness and Save values but the first Wound successfully inflicted will slay the mount. Once the mount is dead, subsequent Wounds will be allocated to the warrior as normal.

DEAD MEAT

If the mount is slain it will be removed from the warband roster.

THE BETTER PART OF VALOUR

Sometimes victory simply isn't possible and a wise general must be willing to accept defeat in order to cut further losses. During a game a warband may choose to flee, in order to fight another day, once 25% of its models are currently Taken Down, Captured, or Slain. This must be declared at the beginning of the turn before any cards are drawn.

On declaring a retreat, all unengaged models will automatically flee but all models locked in Melee will fight a single further Melee Action against all opponents (with related modifiers) as if they were the **Defenders***. Should they survive this then they will be presumed to have disengaged from the combat.

Once the residual melees have been resolved the game ends and it is treated as a victory for the non-fleeing player in all respects.

**They will always be the Defenders no matter what other special rules the model has (e.g. mounted) in order to represent their panicked flight.*

WEAPONS, ARMOUR, AND EQUIPMENT

MELEE WEAPONS

Name	Cost	Type	Power	Damage	Special
Improvised Weapon	4	Melee	D6	1	Targets always get +1 to their Save. A model not equipped with a Shield or Helmet will receive a 6+ Save.
Dagger/Short Sword	6	Melee	D6	1	
Sword	10	Melee	D8	1	
Mace	16	Melee	D8	2	-1 from the wielder's Atk/Def roll.
Axe	20	Melee	D10	1	-1 from the wielder's Atk/Def roll.
Bastard Sword	22	Melee	D8+1	1	
Two-handed Sword	35	Melee	D10	1	-1 from opponent's Save. Owner cannot use shield when using a Two-handed Sword in a round of combat.
Two-handed Axe	35	Melee	D12	2	-2 from wielders Atk/Def roll -1 from opponent's Save Owner cannot use shield when using this weapon in round of combat.
Two-handed Warhammer	35	Melee	D12	1	-2 from wielders Atk/Def roll -2 from opponents Save Owner cannot use shield when using this weapon in a round of combat.
Spear	10	Melee	D8	1	+1 Die Level for Atk/Def rolls in first turn of a combat. -1 Die Level for Atk/Def rolls in subsequent rounds of combat.
Unarmed	Nil	Melee	D4+1	1	Targets always get +1 to their Save. A model not equipped with a Shield or Helmet will always receive a 6+ Save.

RANGED WEAPONS

Name	Cost	Type	Short Range	Long Range	Power	Damage	Special
Sling	18	Ranged	0-3	4-12	D6	1	
Hunting Bow	33	Ranged	0-6	6-15	D8	1	
Warbow	39	Ranged	0-6	6-20	D10	1	
Compound Bow	45	Ranged	0-8	8-24	D10	1	Only selectable by Saracens.
Crossbow	45	Ranged	0-8	8-24	D12	2	Requires two full Actions to load and shoot, so aimed shots not usually available.
Javelin	8	Ranged	0-7	7-12	D8	1	Maximum of three, cost is per javelin.

ARMOUR AND EQUIPMENT

Item	Cost	Effect
Light Armour (Gambeson/Leather)	20	+1 Toughness -1" Movement
Heavy Armour (Maille)	30	+2 Toughness -2" Movement
Short Shield	20	6+ Save
Long Shield	30	5+ Save -0.5" Movement
Helmet (Spangen/Nasal Helm)	22	6+ Save or +1 onto an existing shield Save
Full Helmet (Great Helm)	30	6+ Save or +2 onto an existing shield Save
Horse	50	Model counts as mounted (see mounted rules section page 22)

SPECIALIST EQUIPMENT

Item	Cost	Effect
Healing Balm	45	A model equipped with this item may ignore the first Wound sustained in a battle. One use only.
Warhorn	60	Once per game a model equipped with a Warhorn may use an entire activation to blow it. Instantly all Fleeing friendly models will Rally and the all friendly models currently locked in combat will immediately fight an additional round of combat as the Attacker.
Banner	70	All models who start their activation within 4" of a model equipped with a Banner get an additional Action this turn (3 instead of 2). However if a model equipped with a Banner is Taken Down all friendly models on the table instantly have to take a Faith Test (even if they are normally exempt); any models that fail this will Flee.
Flaming Arrow	40 per-arrow	If a flaming arrow hits it instantly strips the target to zero Wounds and is Taken Down.
Holy Relic	85	Once per game a model carrying this may forgo its activation to display the Holy Relic. This is done at the beginning of the turn before any cards are drawn. All friendly models within 12" have their Attack Die value increased to D12 for this turn. May only be carried by Men of God, Military Order Chaplains, and Students of Allah.

WARBAND SELECTION

The first thing to consider is the recruitment and equipping of your warband. This will establish the nature and make-up of your warriors and, as such, should be planned carefully.

Players initially have a treasury of 750 Livres with which to recruit and equip their fighters. There is no need to spend all of this, and it may be wise to hold some back in reserve as there are costs in between games that an astute commander needs to consider. For example, if you don't have enough funds to feed your fighters they may desert and look for a better employer.

As your warband wins battles and its reputation begins to flourish it will start to earn more gold and this can be used to recruit more fighters or buy better equipment and weapons.

A warband may only be chosen from one of the specific faction lists; no mixing and matching.

Your initial warband will consist of two types of models, Leaders and Warriors.

Optional: If players want to begin with smaller or larger warbands then they can vary the starting sum of Livres to 500 or 900 respectively. This needs to be agreed between all campaign participants beforehand.



LEADERS

The most senior Leader is the group's Commander and represents you on the battlefield. Typically, a Leader is likely to have better stats than those he commands and will possess certain skills and attributes that affect those around him.

A warband must always have a Commander, if multiple models are drawn from the 'Leader' career path then the one with the most XP will be considered your overall Commander. As stated, your leaders can only be selected from certain career paths. It may be beneficial to have a couple of models from this specific career path because if your Commander is slain, with no heir to take his place, then your warband will dissolve. If there is another model on the faction's Leader career path they can step up to take his place.

Your Commander will always start with the Commander trait for free.

Commander: All models within 5" may use the Commander's Faith stat for any Faith related rolls.

WARRIORS

All other models in the force are simply known as Warriors and these make up the bulk of your warband. There are multiple career paths for Warriors to follow and a wise commander needs to think carefully before he commits his followers to a certain path, as they cannot usually divert from it.

It is possible to recruit Warriors who are brand new to the Holy Land (with relatively basic stats) or alternatively Warriors already some way along a chosen career path. However, those Warriors who are already skilled are considerably more expensive to recruit and this is something that needs to be weighed up.

As a Warrior gains experience he will become a better fighter with more skills to use on the battlefield, so it's worth bearing in mind that even the lowliest peasant has the potential to become a mighty Warrior, provided he survives long enough!

A warband can be as large or as small as you like! Some players might want lots of low quality troops to swamp the tabletop and out manoeuvre their opponents with, others might prefer a smaller corps of hardened fighters, each of whom is a formidable warrior. Generally, between 5 and 10 models is about average for a game.

Bear in mind, if you have a particularly large warband, that only a maximum of 13 can be deployed during a skirmish, as there are only 13 cards in each suit! However, if your overall force consists of many models you may not want to field them all in a game as some fighters may be up to other things that benefit your group instead of fighting.

CRUSADERS (THE FRANKS)

Originally, the Crusaders were European men and women who came to Outremer in order to liberate Jerusalem from Muslim rule. By the time of the later Crusades many of these individuals had actually been born in the newly formed Crusader States. The individuals making up the Crusader armies were exceptionally diverse with paupers and merchants marching alongside knights and Lords, under the banners of Christ. The career paths below show the routes of development for Crusaders. Not all options are available to every warrior as during this era a man's social standing, heritage, and background had an effect on what opportunities were afforded him. The Starting profiles show what units are available to a new warband. One Nobleman as a leader is required.

CAREER PATH – COMMONERS

Commoners made up the bulk of the Crusader armies, as such there are a lot of career options available to these individuals. However, as they are not of noble birth these individuals may not rise to command your warband (unless they are subsequently knighted...which is rare).



A band of newly arrived crusaders search the Holy Land for treasure and glory in the name of God.

Rank				XP
Peasant 1 (A)				0–10
Peasant 2 (A)				11–20
Pilgrim 1 (A)				21–30
Pilgrim 2 (A)				31–40
Choose Path				
Trader 1 (A)	Levy 1 (A)		Apprentice 1 (A)	41–50
Trader 2 (A)	Levy 2 (A)		Apprentice 2 (A)	51–60
Trader 3 (A)	Levy 3 (A)		Apprentice 3 (A)	61–70
	Choose Path			
Merchant 1 (A) (F)	Melee Militia 1 (A) (C)	Ranged Militia 1 (A) (B)	Journeyman 1 (A) (E)	71-85
Merchant 2 (A) (F)	Melee Militia 2 (A) (C)	Ranged Militia 2 (A) (B)	Journeyman 2 (A) (E)	86–100
Merchant 3 (A) (F)	Melee Militia 3 (A) (C)	Ranged Militia (A) (B)	Journeyman3 (A) (E)	101–115
Merchant 4 (A) (F)	Sergeant 1 (A) (C) (G)	Archer 1 (A) (B)	Craftsman 1 (A) (E)	116–130
Merchant 5 (A) (F)	Sergeant 2 (A) (C) (G)	Archer 2 (A) (B)	Craftsman 2 (A) (E)	131–145
Merchant 6 (A) (F)	Sergeant 3 (A) (C) (G)	Archer 3 (A) (B)	Craftsman 3 (A) (E)	146–160
Master Merchant 1 (A) (F)	Man at Arms 1 (A) (C) (D) (G)	Marksman 1 (A) (B) (D)	Master Craftsman 1 (A) (E)	161–180
Master Merchant 1 (A) (F)	Man at Arms 2 (A) (C) (D) (G)	Marksman 2 (A) (B) (D)	Master Craftsman 2 (A) (E)	181–200
Master Merchant 2 (A) (F)	Man at Arms 3 (A) (C) (D) (G)	Marksman 3 (A) (B) (D)	Master Craftsman 3 (A) (E)	201–220
Master Merchant 3 (A) (F)	Captain 1 (A) (B) (C) (D) (G)		Master Craftsman 4 (A) (E)	221–150
Master Merchant 4 (A) (F)	Captain 2 (A) (B) (C) (D) (G)		Master Craftsman 5 (A) (E)	250–300

CAREER PATH – MEN OF GOD

The Crusader call came from the Papacy and as such the Church played a principal role in many expeditions to the Holy Land. While not accomplished fighters themselves, these representatives of the Church can provide inspiration to the men they fight alongside.

Rank	XP
Initiate (A)	0–10
Initiate (A)	11–20
Novice (A)	21–30
Novice (A)	31–40
Monk (A) (I)	41–50
Monk (A) (I)	51–60
Monk (A) (I)	61–70
Abbot (A) (I)	71–85
Abbot (A) (I)	86–100
Abbot (A) (I)	101–115
Cleric (A) (I)	116–130
Cleric (A) (I)	131–145
Cleric (A) (I)	146–160

Priest (A) (I)	161–180
Priest (A) (I)	181–200
Priest (A) (I)	201–220
Bishop (A) (I)	221–250
Bishop (A) (I)	251–300

CAREER PATH – NOBLEMEN (LEADER)

The Nobility were the leaders of the Crusades, men born of noble bloodlines and trained from birth to both lead and fight. A young knight would start his training as a squire, tending to his master's wargear and learning from his example on the field of war. Eventually, when his master deemed him ready, he would undergo a ceremony swearing allegiance to both his liege and Christ before being knighted. Crusader Warbands must be led by a model from this table.

Rank	XP
Squire 1 (A) (C) (G)	0–10
Squire 2 (A) (C) (G)	11–20
Squire 3 (A) (C) (G)	21–30
Squire 4 (A) (C) (G)	31–40
Knight 1 (A) (C) (D) (G)	41–50
Knight 2 (A) (C) (D) (G)	51–60
Knight 3 (A) (C) (D) (G)	61–70
Vet. Knight 1 (A) (C) (D) (G)	71–85
Vet. Knight 2 (A) (C) (D) (G)	86–100
Vet. Knight 3 (A) (C) (D) (G)	101–115
Lord 1 (A) (C) (D) (G) (H)	116–130
Lord 2 (A) (C) (D) (G) (H)	131–145
Lord 3 (A) (C) (D) (G) (H)	146–160
Baron 1 (A) (C) (D) (G) (H)	161–180
Baron 2 (A) (C) (D) (G) (H)	181–200
Baron 3 (A) (C) (D) (G) (H)	201–220
Duke 1 (A) (C) (D) (G) (H)	221–250
Duke 2 (A) (C) (D) (G) (H)	251–300

CRUSADER ARMY TRAITS

SATAN'S WEAPON

The Church quickly realised that the crossbow was a great leveller of men, even an untrained peasant now had the ability to kill an armoured knight from a distance. This could not be allowed to stand! This was because the Church's powerbase was dependent on these knights who were sworn defenders of the faith. As such, Pope Innocent II banned the use of crossbows against Christians at the Second Lateran Council in 1139, though they were still permitted against non-believers.

If you are facing another Christian force and your own warband contains any Men of God then you will not be able to field any Crossbows against them.

DEUS VULT

The Crusader forces and tactics were very aggressive in nature and the armies of the Franks excelled in taking the fight to the enemy where their heavily armed, powerful troops proved an unstoppable force. In a battle against Saracens any model from the Nobleman career path may add an additional +1 modifier to its Attack Die roll during any round of Melee in which he Charged.

COUCHED LANCE CHARGE

During the Crusades the Frankish knights were rightly feared for their prowess on the battlefield but one thing above all others made them an enemy to fear, the brutal charge of their mounted warriors. When a mounted warrior from this faction Charges an enemy for the first time in the battle, for the first Melee Action the targeted model will not be allowed to count any Toughness Modifiers (i.e. from Armour) when rolls to Wound are made. After this first Charge the lance is presumed to be broken and the bonus no longer applies in this game.

These lances do not have to be modelled on the figure, it is presumed mounted crusaders have lances when they ride to battle which they will drop after the first Charge is complete.

WEAPON OF CHIVALRY

The sword is the symbolic weapon of a knight of Christendom, even forming part of the knighting ceremony. All models on the Nobleman career path come with a standard Sword for free which may be carried in addition to any other weapon. This may never be sold, seized, or passed onto any other model.

CRUSADER STARTING PROFILES

PEASANT 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
35	Crusader	5	D6	D4	D4	1	D6	2	2	
Character Type		Peasant-1				Experience Level		0		
May only use improvised Weapons, Daggers and Slings										

PILGRIM 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
46	Crusader	5	D6	D4	D4	1	D6	2	2	
Character Type		Pilgrim-1				Experience Level		21		
May only use Improvised Weapons, Daggers, Slings and Hunting Bows 1 x Roll on Basic Traits Table										

LEVY 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
55	Crusader	5	D6	D6	D4	1	D6	2	3	
Character Type		Levy-1				Experience Level		41		
2 x Roll on Basic Traits Table										



RANGED MILITIA 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
60	Crusader	5	D8	D4	D4	1	D6	2	3	
Character Type		Ranged Militia-1				Experience Level		71		
1 x Roll on Basic Traits Table										
1 x Roll on either Ranged Traits Table or Basic Traits Table										

MELEE MILITIA 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
65	Crusader	5	D6	D6	D6	1	D8	2	3	
Character Type		Melee Militia-1				Experience Level		71		
1 x Roll on Basic Traits Table										
1 x Roll on either Melee Traits table or Basic Traits Table										

INITIATE 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
20	Crusader	4	Nil	D4	D4	1	D8	2	2	
Character Type		Initiate-1				Experience Level		0		
May only use Improvised Weapons and Daggers										
May not carry a Shield										
Turn the other cheek: Enemy Christian models need to reroll Faith Tests when attempting to Charge this character										

Hospitaller knights prepare to defend their compound from any and all aggressors.



NOVICE 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
30	Crusader	4	Nil	D4	D4	1	D8	2	2	
Character Type		Novice-1				Experience Level		21		
May only use Improvised Weapons and Daggers										
Turn the other cheek: Enemy Christian models need to reroll successful Faith Tests when attempting to Charge this character										
May not carry a Shield										
1 x Roll on Basic Traits Table										

MONK 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
50	Crusader	4	Nil	D4	D6	1	D10	2	3	
Character Type		Monk-1				Experience Level		41		
May only use Improvised Weapons and Daggers										
Turn the other cheek: Enemy Christian models need to reroll Faith Tests when attempting to Charge this character										
May not carry a Shield										
Inspiring Presence: Friendly Christian models within 3" of this figure may reroll failed Faith Tests										
1 x Roll on Basic Traits Table										
1 x Roll on Holy Church Traits Table										

SQUIRE 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
50	Crusader	6	Nil	D6	D6	1	D8	2	3	
Character Type		Squire-1				Experience Level		0		
Born to Lead(1): All friendly models within 1" may use the Squire's Faith stat if required to make a Faith roll										

KNIGHT 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
80	Crusader	6	Nil	D8	D6	2	D10	3	4	
Character Type		Knight-1				Experience Level		21		
Born to Lead(2): All friendly models within 2" may use the Knight's Faith stat if required to make a Faith roll										
1 x Roll on Basic Traits Table										
1 x Roll on Melee Traits Table										

MILITARY ORDERS

The Military Orders were a unique concept that arose during the Crusader period, they were Frankish fighters who had taken monastic vows and lived as warrior monks, protecting pilgrims, driving back Islamic armies, and acting as advisors to the secular Lords of Outremer. From humble beginnings, these brotherhoods grew in wealth and power until they were amongst the most influential organisations in Christendom. The Knights Templar are the most well-known of these Orders, their white mantles and red crosses becoming an iconic symbol of the Crusader era. The Knights Hospitaller were both their greatest allies and rivals and these knights could be identified by the black robes with white crosses. Later, they were joined by the predominantly German knights of the Teutonic Order, and the Knights of St Lazarus whose brothers were afflicted with leprosy. These warriors formed the shock troops of Christianity and represented

the West's first structured military force since the Roman Empire. Whilst each of their warriors is a formidable fighter they invariably find themselves outnumbered on the battlefield. The Starting Profiles show which units may be purchased by a new warband. One Military Order Knight is required as a Leader.

CAREER PATH – MILITARY ORDER KNIGHT (LEADER)

The Knights of the Military Orders made up the bulk of their frontline troops and each was a seasoned warrior. They were as powerful as their secular peers but with additional focus, discipline, and purpose. Many knights were the second sons of Western noblemen, knowing they would never be able to inherit due to the presence of their older brothers and reluctant to enter the priesthood, the Military Orders provided a happy medium for them. Here they could still serve Christ but fight as knights and for those with ambition there were chances to reach positions of power that rivalled that of any secular lord. Military Order Warbands must be led by a model from this table.

Rank	XP
Knight Brother 1 (A) (C) (D) (G)	0–10
Knight Brother 2 (A) (C) (D) (G)	11–20
Knight Brother 3 (A) (C) (D) (G)	21–30
Knight Brother 4 (A) (C) (D) (G)	31–40
Turcopolier 1 (A) (C) (D) (G)	41–50
Turcopolier 2 (A) (C) (D) (G)	51–60
Turcopolier 3 (A) (C) (D) (G)	61–70
Under Marshal 1 (A) (C) (D) (G) (J)	71–85
Under Marshal 2 (A) (C) (D) (G) (J)	86–100
Under Marshal 3 (A) (C) (D) (G) (J)	101–115
Marshal 1 (A) (C) (D) (G) (J)	116–130
Marshal 2 (A) (C) (D) (G) (J)	131–145
Marshal 3 (A) (C) (D) (G) (J)	146–160
Seneschal 1 (A) (C) (D) (G) (J)	161–180
Seneschal 2 (A) (C) (D) (G) (J)	181–200
Seneschal 3 (A) (C) (D) (G) (J)	201–220
Commander 1 (A) (C) (D) (G) (J)	221–250
Commander 2 (A) (C) (D) (G) (J)	251–300

CAREER PATH – MILITARY ORDER SERGEANT

Only men of noble lineage were allowed to become Knights of the Orders, usually this meant that both their fathers and grandfathers had been knights. However, those of common birth were still allowed to join the Orders as lesser ranked Sergeant-Brothers. The sergeants filled many of the more administrative roles within the organisation; cooks, farriers, blacksmiths etc. However, without them the Military Orders would have ceased to function. Some sergeants took a more military role, acting as medium cavalry or heavy infantry and providing ranged support to the knights. In most Orders the sergeants and knights dressed similarly, however in the Templars the sergeant-brothers were not allowed to wear the white mantle and so wore black instead, albeit with the ubiquitous red cross.

Rank		XP
Sergeant recruit 1 (A)		0–10
Sergeant recruit 2 (A)		11–20
Sergeant recruit 3 (A)		21–30
Sergeant recruit 4 (A)		31–40
Sergeant 1 (A)		41–50
Sergeant 2 (A)		51–60
Sergeant 3 (A)		61–70
Choose Path		
Ranged Sergeant 1 (A) (B) (D)	Melee Sergeant 1 (A) (C) (D) (G)	71–85
Ranged Sergeant 2 (A) (B) (D)	Melee Sergeant 2 (A) (C) (D) (G)	86–100
Ranged Sergeant 3 (A) (B) (D)	Melee Sergeant 3 (A) (C) (D) (G)	101–115
Ranged Sergeant 4 (A) (B) (D)	Melee Sergeant 4 (A) (C) (D) (G)	116–130
Ranged Sergeant 5 (A) (B) (D)	Melee Sergeant 5 (A) (C) (D) (G)	131–145
Veteran Sergeant 1 (A) (C) (D) (G) (J)		146–160
Veteran Sergeant 2 (A) (C) (D) (G) (J)		161–180
Veteran Sergeant 3 (A) (C) (D) (G) (J)		181–200
Veteran Sergeant 4 (A) (C) (D) (G) (J)		201–220
Veteran Sergeant 5 (A) (C) (D) (G) (J)		221–250
Commander of the Vault of the Acre (A) (C) (D) (G) (J)		251–300

CAREER PATH – MILITARY ORDER CHAPLAIN

Being religious institutions, the Military Orders were granted the unique privilege of having their own chaplains to hear their confessions and provide brothers with spiritual guidance. These chaplains were not beholden to any local bishops, answering directly to Pope in Rome; something that was a source of much friction between the Orders and more conventional local religious bodies.

Rank	XP
Chaplain 1 (A) (I)	41–50
Chaplain 2 (A) (I)	51–60
Chaplain 3 (A) (I)	61–70
Chaplain 4(A) (I)	71–85
Chaplain 5 (A) (I)	86–100
Chaplain 6 (A) (I)	101–115
Priest 1 (A) (I)	116–130
Priest 2 (A) (I)	131–145
Priest 3 (A) (I)	146–160
Priest 4 (A) (I)	161–180
Priest 5 (A) (I)	181–200
Priest 6 (A) (I)	201–220
Senior Priest 1 (A) (I)	221–250
Senior Priest 2 (A) (I)	251–300

The monastic Knights of St. John patrol through the desert wilderness looking for Saracen bandits.



MILITARY ORDER TRAITS

UNSHAKEABLE FAITH

One of the reasons that the Knights of the Orders were such formidable opponents was because of their utter belief in their divine purpose. They were God's Warriors, safe in the knowledge that Christ watched over and protected them. As such any model from the Military Order – Knight Career path automatically passes any Faith based test that he is called upon to make.

BY FIRE AND SWORD

The Knights of the Military Orders were known for their powerful, if sometimes impetuous charges which devastated their foes. Any model from the Military Order – Knight Career path **must** Charge any opponent who is range at that start of their activation.

ORGANISED ARMY

The Military Orders were the first standardised military force that the West had been able to field since the time of the Roman Legions. As such a warband of these fighters will have a degree of uniformity as each warrior will have been issued a set amount of equipment upon taking their vows, thus the following restrictions apply.

Knight: Any model from the Military Order Knight Career path must be issued with the following items as a minimum: Helmet, Heavy Armour (Maille), Sword (free) or Mace or Axe. The owning player will need to pay the appropriate costs for this equipment. Additionally all Knights come with a Sword for free which they may never sell, lose or transfer to another model, this may be carried in addition to any other weapons.

Sergeants: Any model from the Military Order Sergeant career path must be issued with the following items as a minimum: Helmet, Sword or Axe or Mace or Warbow or Crossbow. The owning player will need to pay the appropriate costs for this equipment.



COUCHED LANCE CHARGE

Much like their secular counterparts, the brothers of the Military Orders were devastating when they charged their foes. In games of *Outremer* where a Military Order mounted model from the Military Order – Knight career path Charges an enemy for the first time in the battle, then the targeted model will not be allowed to count toughness modifiers when Wound rolls are made.

After this the lance is presumed to be broken. These lances do not have to be modelled on the figure, it is presumed mounted Christian Knights have lances when they ride to battle which they will drop after their first Charge is complete.

MILITARY ORDER STARTING PROFILES

KNIGHT BROTHER 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
70	Military Order	6	Nil	D8	D6	2	D10	3	4	
Character Type		Knight Brother-1				Experience Level		0		
Born to Lead(1): All friendly models within 1" may use the Knight's Faith stat if required to make a Faith roll Must be issued with the following items as a minimum: Helmet, Heavy Armour (Maille), Sword or Axe or Mace. 2 x Roll on Basic Table										

TURCOPOLIER 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
80	Military Order	6	Nil	D10	D8	2	D10	3	4	
Character Type		Turcopolier-1				Experience Level		41		
Born to Lead(2): All friendly models within 2" may use the Knight's Faith stat if required to make a Faith roll Must be issued with the following items as a minimum: Helmet, Heavy Armour (Maille), Sword or Axe or Mace. 2 x Roll on Basic Table 1 x Roll on Melee Table										

SERGEANT RECRUIT 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
60	Military Order	6	D8	D6	D6	1	D8	2	3	
Character Type		Sergeant-Recruit-1				Experience Level		0		
Must be issued with the following items as a minimum: Helmet, Sword or Axe or Mace or Warbow or Crossbow. 2 x Roll on Basic Traits Table										

CHAPLAIN 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
50	Military Order	4	Nil	D6	D4	1	D8	2	3	
Character Type		Chaplain-1				Experience Level		41		
May only use Improvised Weapons and Daggers										
May not carry a shield										
Turn the other cheek: Enemy Christian models need to reroll Faith Tests when attempting to Charge this character										
Inspiring Presence: Friendly Military Order models within 3" of this figure may reroll failed Faith Tests										
Healer: See Holy Church Traits Table										
1 x Roll on Basic Traits Table										
1 x Roll on Holy Church Traits Table										



An Islamic warband cautiously moves through the desert of Outremer on the lookout for Christian raiders.

SARACENS

The term Saracen is something of a generalisation as during the 200 years that the Crusader states stood there were various assorted Caliphates and Armies that all served under the Crescent of Allah. Some were united against the Western barbarians that had invaded their lands whilst others fought as viciously against each other as they did the Christian armies. The following warband list reflects a generic force that could be used to represent any warband of Muslim fighters from this period. The starting profiles show what units can be taken by a starting warband with one Arif required as a leader.

CAREER PATH – COMMONER (ISLAM)

The Islamic people of the Holy Land were in many ways as diverse and varied as the Crusader fighters who had come to seize their homeland. Some descended from families who had lived in the region for generations whilst others were slave soldiers who had been captured as youths, indoctrinated and trained to fight on the behalf of their masters. Many others were merchants who had crossed the seas in order to ply their trade and make a profit from the internecine conflict that ravaged the area.

Rank				XP
Peasant 1 (A)				0–10
Peasant 2 (A)				11–20
Peasant 3 (A)				21–30
Peasant 4 (A)				31–40
Choose Path				
Trader 1 (A)	Ahdath 1 (A)		Apprentice 1 (A)	41–50
Trader 2 (A)	Ahdath 2 (A)		Apprentice 2 (A)	51–60
Trader 3 (A)	Ahdath 3 (A)		Apprentice 3 (A)	61–70
Choose Path				
Merchant 1 (A) (F)	Mamluk Recruit 1 (A) (C)	Askari 1 (A) (B)	Journeyman 1 (A) (E)	71–85
Merchant 2 (A) (F)	Mamluk Recuit 2 (A) (C)	Askari 2 (A) (B)	Journeyman 2 (A) (E)	86–100
Merchant 3 (A) (F)	Mamluk Recuit 3 (A) (C)	Askari 3 (A) (B)	Journeyman 3 (A) (E)	101–115
Merchant 4 (A) (F)	Mamluk 1(A) (C) (G)	Veteran Askari 1(A) (B)	Craftsman 1 (A) (E)	116–130
Merchant 5 (A) (F)	Mamluk 2 (A) (C) (G)	Veteran Askari 2 (A) (B)	Craftsman 2 (A) (E)	131–145
Merchant 6 (A) (F)	Mamluk 3 (A) (C) (G)	Veteran Askari 3 (A) (B)	Craftsman 3 (A) (E)	146–160
Master Merchant 1 (A) (F)	Mamluk Officer 1(A) (C) (D) (G)	Veteran Askari 4 (A) (B)	Master Craftsman 1(A) (E)	161–180
Master Merchant 2 (A) (F)	Mamluk Officer 2 (A) (C) (D) (G)	Veteran Askari 5 (A) (B)	Master Craftsman 2 (A) (E)	181–200
Master Merchant 3(A) (F)	Mamluk Officer 3 (A) (C) (D) (G)	Veteran Askari 6 (A) (B)	Master Craftsman 3 (A) (E)	201–220
Master Merchant 4 (A) (F)	Khaskiva 1 (A) (B) (C) (D) (G)		Master Craftsman 4 (A) (E)	221–250
Master Merchant 5(A) (F)	Khaskiva 2 (A) (B) (C) (D) (G)		Master Craftsman 5 (A) (E)	251–300

CAREER PATH – STUDENTS OF ALLAH

Just as the fighters of Christendom were spurred on to feats of greater glory by their priests, so too were the armies of Islam given spiritual succour by their religious leaders. These learned men provided sage counsel and religious guidance to the Generals of Allah's armies and it was a foolish leader who went to war without seeking their advice first.

Rank	XP
Student 1 (A)	0–10
Student 2 (A)	11–20
Student 3 (A)	21–30
Student 4 (A)	31–40
Imam 1 (A) (K)	41–50
Imam 2 (A) (K)	51–60
Imam 3 (A) (K)	61–70
Imam 4 (A) (K)	71–85
Imam 5 (A) (K)	86–100
Imam 6 (A) (K)	101–115
Imam 7 (A) (K)	116–130
Imam 8 (A) (K)	131–145
Imam 9 (A) (K)	146–160
Alim 1 (A) (K)	161–180
Alim 2 (A) (K)	181–200
Alim 3 (A) (K)	201–220
Grand Imam 1 (A) (K)	221–250
Grand Imam 2 (A) (K)	251–300

CAREER PATH – ISLAMIC COMMANDERS (LEADER)

The Holy Land was a place where any man could achieve greatness. Ambition, drive, and a degree of cunning could make up for poor lineage or a lowly birth status. Former slaves, ambitious warlords, and religious warriors... all could be counted amongst the leaders of the armies of Allah; the one thing they had in common was an iron resolve to expel the infidels from Outremer. Saracen Warbands must be led by a model from this table.

Rank	XP
Sub-Arif 1 (A) (B) (C) (G)	0–10
Sub-Arif 2 (A) (B) (C) (G)	11–20
Sub-Arif 3 (A) (B) (C) (G)	21–30
Sub-Arif 4 (A) (B) (C) (G)	31–40
Arif 1 (A) (B) (C) (D) (G)	41–50
Arif 2 (A) (B) (C) (D) (G)	51–60
Arif 3 (A) (B) (C) (D) (G)	61–70
Arif 4 (A) (B) (C) (D) (G)	71–85
Arif 5 (A) (B) (C) (D) (G)	86–100
Arif 6 (A) (B) (C) (D) (G)	101–115
Naqib 1 (A) (B) (C) (D) (G)	116–130
Naqib 2 (A) (B) (C) (D) (G)	131–145
Naqib 3 (A) (B) (C) (D) (G)	146–160
Qa'id 1 (A) (B) (C) (D) (G) (H)	161–180

Qa'id 2 (A) (B) (C) (D) (G) (H)	181–200
Qa'id 3 (A) (B) (C) (D) (G) (H)	201–220
Amir 1 (A) (B) (C) (D) (G) (H)	221–250
Amir 2 (A) (B) (C) (D) (G) (H)	251–300

SARACEN TRAITS

EXPERT BOWMEN

Whilst in Western armies archery was seen as the purview of the common man and the majority of knights would never consider carrying a bow to battle, this was not the case with their Islamic foes and most fighters would have some sort of proficiency with a bow. As such all fighters from the Islamic Commander career path come with a Hunting Bow for free as part of their initial cost, this may never be sold, seized or passed to another model.

SWIFT AS THE WIND

Whilst the massive warhorses of the Frankish Army were bred for strength and power the horses utilised by Islamic cavalry were bred for speed over size. As such, Islamic cavalry could outpace almost any other troops of the period. To reflect the speed of Arabic horses a mounted model in an Islamic Warband will have its movement rate increased to 10" as opposed to 8". This is provided its rider is not wearing Heavy Armour (in which case this rule does not apply).

ACCLIMATISED

Generally, Saracen fighters were far better able to deal with the hot climate and rugged terrain of the Levant compared to the invaders from the west, as such models in this force do not suffer the 1" movement penalty for wearing Light Armour.

COMPOUND TECHNOLOGY

Only fighters from the Saracen list can purchase the more advanced Compound Bows.



Two sizeable warbands fight for and honour glory in the streets of Acre.



SARACEN STARTING PROFILES

PEASANT 1

Cost	Army	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
38	Saracen	5	D6	D4	D4	1	D6	2	2	
Character Type		Peasant-1				Experience Level		0		
May only use Improvised Weapons, Daggers, Hunting Bows and Slings										

AHDATH 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
45	Saracen	5	D6	D4	D4	1	D6	2	2	
Character Type		Ahdath-1				Experience Level		41		
2 x Roll on Basic Traits Table										

ASKARI 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
70	Saracen	5	D8	D4	D4	1	D8	2	3	
Character Type		Askari-1				Experience Level		71		
1 x Roll on Basic Traits Table										
1 x Roll on either Ranged Traits Table or Basic Traits Table										

MAMLUK RECRUIT 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
72	Saracen	5	D6	D6	D6	1	D8	3	3	
Character Type		Mamluk Recruit-1				Experience Level		71		
1 x Roll on Basic Traits Table										
1 x Roll on either Melee Traits table or Basic Traits Table										

STUDENT 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
20	Saracen	4	Nil	D4	D4	1	D8	2	3	
Character Type		Student-1				Experience Level		0		
May only use Improvised Weapons and Daggers										
May not carry a shield										

IMAM 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
50	Saracen	5	Nil	D4	D6	1	D10	2	3	
Character Type		Imam-1				Experience Level		41		
May only use Improvised Weapons and Daggers										
May not carry a shield										
Sage Counsel: D4 friendly models may be moved D8" after both sides have set up at the start of the battle.										
1 x Roll on Basic Traits Table										

SUB-ARIF 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
59	Saracen	6	D6	D4	D6	1	D8	2	3	
Character Type		Sub-Arif-1				Experience Level		0		
1 x Role on Basic Traits Table										

ARIF 1

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
80	Saracen	6	D8	D6	D8	2	D8	3	4	
Character Type		Arif-1				Experience Level		41		
Officer: All friendly models within 2 inches may use the Arif's Faith stat if required to make a Faith roll										
2 x Roll on Basic Traits Table										
1 x Roll on Melee Traits Table or Ranged Table										

THE CAMPAIGN

Outremer is designed to be played as a campaign system where you can watch your band of warriors grow from young upstarts into veteran fighters who are renowned across the Holy Land.



A Commander of the Temple and a Saracen warlord duel to the death.

To initiate a campaign you will need a minimum of two players and their starting warbands. However, the more players that take part the better the experience will be and so it is worth asking some other gamers to join in your conquest of the Holy Land. This will give you more players to fight, more tactical options to consider and increased chances to get your troops onto the table-top.

SCARS OF BATTLE TAKEN DOWN

In battle it is common for fighters to sustain wounds and sometimes these result in the warrior being unable to fight on. When a warrior is reduced to zero Wounds he is said to be Taken Down, an enemy fighter may now use

extra actions to either kill him outright or to capture him, alternatively he may just leave the downed combatant and move onto his next fight. Given the amount of time and money it takes to develop a fighter it may be worth attempting to prevent a downed warrior from being captured or killed.

If a fighter is downed but not dead at the end of a game then it is likely that he has suffered a wound that may have a lasting effect on him and, potentially, he could still die or become permanently crippled. Once the battle is completed roll a D20 and apply the result for a fighter that is Taken Down.

Die Roll (D20)	Injury	Effect
1	Dead	Figure is removed from the roster. However, his warband have managed to recover his arms and armour.
2–9	Flesh Wound	The injury is not as serious as it first appeared and has no further effects.
10	Leg Injury	Movement reduced by 1 (If ever reduced to 0 the model is crippled and removed from the roster).
11	Eye Wound	Shoot value is degraded by one Die Level, if ever reduced below D4 model is blind and removed from the roster.
12	Dominant Arm Wound	Model's Attack Die is degraded on Level, if ever reduced below D4 model is crippled and removed from the roster.
13	Secondary Arm Wound*	Model is no longer able to carry a shield or use two-handed weapons.
14	Shaken	Model's Faith Die is reduced by one level, if it ever drops below D4 this fighter becomes a nervous wreck and is removed from the roster.
15	Loss of Coordination	Model's Defence Die is degraded by one level. If this ever drops below D4 the model is removed from the roster.
16	Weakened Constitution*	Fighter is no longer able to wear any form of armour as his weakened frame cannot bear the weight.
17	Medical Costs	The fighter's upkeep costs are increased by 3 livres to pay for his balms and pain relief between battles.
18	Lingering injury*	The warrior never fully recovers, at the start of each battle roll a D8; on a score of 8 the fighter is wracked by pain and cannot take part.
19	Hardened	The fighter has become inured to pain following his injury and gains a Wound.
20	Lessons Learned	Whilst not seriously wounded, the warrior has learned a valuable lesson and gains D8 XP.

*These may be only taken once, if they are subsequently rolled for a second time then reroll on the table.

SLAIN

If a model is slain outright on the battlefield then at the end of the battle roll a D6; on a 1–3 the owning player may try to recover his dead soldier's equipment whilst on a 4–6 the enemy player can attempt to loot the body. Once it has been decided who will claim the booty, roll a D6 for each item of equipment the corpse was carrying, on a 1–5 it is damaged beyond repair but on a roll of 6 it is salvaged and added to the possessor's armoury for reallocation.

CAPTURED

If a fighter is captured by an opposing player, this sets in motion a range of potential courses of action that are outlined below:

RESCUE

The owning player's warband decides to try and rescue their captured warriors (if multiple fighters are captured in one game then the attempted rescues will all take place at once). The two players immediately play the Rescue Scenario with the captured fighter(s) as the objective; if the rescue fails all the surviving prisoners will instantly be sold into slavery (see below).

No matter the result of the rescue attempt, the capturing player is able to roll a D6 for each item of equipment the model was carrying, on a score of 6 they seize this item for their own forces.

SLAVERY

The captured fighters are sold into one of the many slave markets that thrive in Outremer. The fighter's value in Livres is as follows;

- **Leader:** D8 x 15
- **Warriors:** D6 x 10

The capturing player can then roll a D6 for each item of equipment the model was carrying, on a score of 6 they may seize this item for their own forces.

RANSOM

The capturing player can try to ransom the prisoner back to his opponent for a price. As in real life, there are no rules to the ransom and the capturing player can attempt to demand as many Livres and items of equipment from the owning player as he wants; possibly even an exchange of prisoners. Likewise, the owning player can attempt to haggle until they reach an agreement. In this case the capturing player rolls a D6 for any item of equipment the model was carrying and on a 6 is able to claim it for himself. If negotiations break down the prisoner can still be sold into slavery

A captured Christian priest is executed by his Saracen captors.

UPKEEP, REINFORCEMENT, AND TRADE

After each battle warbands will need to sort out some basic logistical matters before deciding if they are going to try and buy some new equipment or recruit new fighters to their banner.



UPKEEP

Fighters need to be fed, horses watered and equipment maintained in order to keep an army ready to fight, in *Outremer* this is represented by the following upkeep costs.

- **Leader:** D8 Livres.
- **Warriors:** D6 Livres.
- **Horses:** D4 Livres.

If a warband runs out of money while paying its upkeep costs at the end of a game then take an individual Faith Test for all members other than the leader. If passed, the Warrior remains with the warband but if it is failed he leaves (though his kit remains in the armoury).

A warband Leader will never leave the group no matter how bad circumstances get. If a warband Leader ends up alone then he may restart a new warband from scratch with a fresh 750 Livres, though all current kit and equipment from the armoury will be lost. In this case the warband Leader will retain the stats and traits he has already acquired.

REINFORCEMENTS

The warband may attempt to recruit new members in exactly the same way and for the same cost as the original fighters.

DISMISSING FIGHTERS

A commander may dismiss followers if he believes they have ceased being useful, all their kit is retained in the armoury but the fighter themselves is removed from the roster.

TRADE

The Warband can also attempt to buy and sell items at the local bazaar. Weapons, Armour, and Equipment costs are listed on page 24. If a warband wants to sell excess items of kit it may do so, but will only receive 50% of the original cost of the item.

ARMOURY

As the warband grows it will acquire equipment and weapons; whilst surplus items can be sold a prudent commander may wish to retain some for equipping new recruits or providing additional options for his current fighters.

Any items not sold or equipped by fighters during a skirmish are said to be stored in the warband's armoury and a record should be kept of this materiel. The armoury can retain an infinite number of items of equipment/weapons.

WARBAND REPUTATION

A warband's reputation shows how powerful they have become and how far stories of their exploits have spread through Outremer and beyond. It is calculated by adding up the basic recruitment costs of all fighters in the warband, all equipment in the armoury, and adding 25 for each skill or attribute that has been gained by still-living members of the party.

OUTCLASSED

If a warband is fighting a foe with a far greater reputation then it is said to be outclassed as such the following rules apply:

OPPONENT 10% HIGHER REPUTATION

- Each model in the outclassed warband taking part gains an additional D4XP at the end of the battle.

- If victorious the outclassed warband will gain an additional D8+1 Livres at the end of the battle.

OPPONENT 25% HIGHER REPUTATION

- 1 x Die reroll available during the game
- Each model in the outclassed warband taking part gains an additional D6XP at the end of the battle.
- If victorious the outclassed warband will gain an additional D12+2 Livres at the end of the battle.



OPPONENT 50%+ HIGHER REPUTATION

- 2 x Die rerolls available during the game
- Each model in the outclassed warband taking part gains an additional D8XP at the end of the battle.
- If victorious the outclassed warband will gain an additional D20+3 Livres at the end of the battle.

Military Order knights fight with Saracen warriors in the deserted streets of a Christian city.

ENDING CAMPAIGNS

There is no need to set an end point for a campaign in *Outremer* and it is feasible to keep one running for long periods so that you are able to follow the continuing exploits of your warriors as they carve a reputation for themselves in the Levant.

However, for those players who like to have an aim in mind then simply agree with your fellow players a target. Perhaps, the first warband to accrue a Reputation Score of 2500 or the first Commander to reach 300XP (see pages 29, 34, and 40). Just make sure that all participants are aware of this end goal and that one player is nominated to keep track of everyone's progress as they play games and move closer to attaining total victory.

INDIVIDUAL BATTLES

One-off games are easily facilitated by *Outremer*. All you need to do is agree a Livres value with your opponent and then recruit your fighters from the available 'starting profiles' in their specific Warband List (see Warband Selection, page 25) and pay for them accordingly.

In order to make your warriors more powerful you can also pay 15 Livres for extra rolls on the Basic Traits Table and 25 Livres for additional rolls on any other chart that is available to their specific career path (this means any available chart – not just those limited to the model's starting rank... this process is designed to 'promote' the fighters along their chosen career path in the absence of the XP they would gain during a campaign).

Weapons and equipment can also be purchased normally. Once both sides' forces have been recruited just select a scenario (see page 56) and you're ready to go.

For a quick battle with only a few models per side you could stick to a 500 Livres limit, but for a larger skirmish with 7–11 fighters per side and increased equipment options then consider upping this to 1,000 Livres.



A small band of Crusader archers bravely defend their camp from Saracen raiders.

SELL-SWORDS

The Holy Land was rife with mercenaries who would happily sell their sword-arm to the highest bidder. If a man was good with a sword or bow and willing to fight for gold then there was a fortune to be made across the many battlefields of Outremer. All armies used these mercenaries; Frankish Lords and Saracen Princes alike would bolster their forces with hardened veteran fighters whilst the Military Orders frequently garrisoned their castles with these hired swords.

Within *Outremer* these individuals are represented by sell-swords and they can be hired to reinforce warbands. Sell-swords are proficient fighters and come with a set of skills, equipment,

and experience that makes them deadly on the battlefield, especially early in campaigns. However, this comes at a price, and as such their full recruitment cost must be paid before each and every battle as they are essentially being rehired. Additionally, no matter how many battles a sell-sword fights in, they will never gain experience, traits, and may not be given any additional equipment.

VARANGIAN GUARDSMAN

The Varangian Guard were the mercenary bodyguards of the Byzantine Emperors. Loyal, brutal, and heavily-built these warriors were reputed to be drawn from the tribes of the Rus, the Saxons defeated at the Battle of Hastings, and various Norse descendants. They were disciplined, well equipped, and highly proficient with their trademark axes.

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
50 per battle	Christian or MO	3.5 (6)	Nil	D10	D8	2	D8	5(3)	4	4+
Character Type		Varangian Guardsman				Experience Level		Sell-Sword		
Heavy Armour (stats included)										
Helmet & Long Shield (stats included)										
Two-handed Axe										
Axeman: Having mastered the complex art of using the axe in combat this warrior no longer suffers the negative modifier from Attack/Defence rolls when using any type of axe.										
Sunder Shield: When this model Wounds an enemy fighter who then successfully makes a Save utilising a shield then roll a D6. On a 4, 5, 6 that shield is destroyed by the blow. Additionally the owning player will need to pay the appropriate amount to replace it before the next battle.										

HASHASHIN

The Assassins (or Nizari Ismailis to give them their correct name) were a sect of Islam that developed in the 11th Century and were reputed to be commanded by an individual known only as the ‘Old man of the Mountain.’ Their fighters specialised in assassinations and sabotage, both the Crusaders and rival Islamic factions feared the touch of an assassin’s blade in the night. The principle agents of this order were the Fida’i and these ruthless killers are available for hire by Saracen warbands.

Cost	Faction	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
50 Livres per battle	Saracen	6	Nil	D10	D8	2	D8	4	5	6+
Character Type		Hashashin				Experience Level		Self-Sword		
<p>Poisoned Dagger: This weapon is a normal dagger but laced with a deadly toxin. No matter a target's Toughness it will always Wound on a roll of a 5 or 6 and causes 2 Wounds.</p> <p>Knife/Dagger Fighter: This model has learned to utilise a knife to lethal effect and so any attacks made using this weapon ignore all Shield/Helmet Saves the target model usually receives.</p> <p>Steady Fighter: This warrior may reroll any failed Faith check when attempting to Charge an opponent.</p> <p>Lithe: This model gains a 6+ Save against incoming blows and projectiles which may never be negatively modified or negated.</p>										

Further profiles for sell-swords and characters to reinforce player's warbands will be released both on the Osprey website and in popular Wargames Magazines, so it is worth keeping an eye out for these valuable potential additions to your roster!

EXPERIENCE ADVANCES

As fighters take part in battles and become hardened to the demands of war they will earn experience and turn from green recruits to grizzled veterans. This is reflected by the acquisition of Experience Points (XP) which translates into Experience Advances.

As you can see from the previous sections, some fighters available for initial recruitment may already have experience and come with additional benefits. However, generally most recruits will start with no experience and will need to fight a few battles in order to start improving their base skills.

Generally, fighters gain additional XP through fighting in battles and the amount that they earn will depend on numerous factors such as: the type of scenario, their individual performance, and whether they weathered the battle unscathed.

Once a model has gained sufficient XP and crosses a relevant threshold then it will make an Experience Advance which allows it to gain new skills/traits from the tables available to a warrior of its class.

If you look at the career paths shown earlier you will see that they are divided by a series of stages which have a numerical value attached to them. These are the advancement thresholds and crossing one of these lines means that the model is able to make a die roll on one of the Trait Tables available (the letter corresponding to the equivalent Trait table). XP is always tallied up after a game has been fought and then added to the model's profile preferably in the presence of your opponent, ideally advancement rolls will also be rolled at the same time.

For example, Laura's Mamluk Recruit has just fought in a battle and has performed well gaining 8XP for his actions. Prior to the battle he had 85 XP which means that he now has 93XP. As 86XP is a threshold, the Mamluk Recruit has crossed this and is now able to roll on either the Basic Traits Table or the Melee Traits Table as these are the two types of trait shown as available to a fighter of this rank on his chosen career path.

On occasion, a warrior may have gained so many XP that not only does he cross an advancement threshold but he also increases in rank along his chosen career path. This may simply mean the fighter has an increase in status amongst his peers, but on occasion it comes with benefits such as access to additional types of Trait Charts.

For example, After another couple of battles Laura's same Mamluk Recruit acquires a total of 116XP meaning he has been promoted to a fully-fledged Mamluk on his chosen career path. This promotion means that the warrior may now roll on the Mounted Traits Table.

BASIC TRAITS (A)

Die Roll (D20)	Trait Acquired	Effect
1	Fast	+1 to basic movement value (Maximum 7").
2	Sure-Footed*	Ignores Rough Ground Modifiers.
3	Swimmer*	Water is never treated as Dangerous Ground.
4	Climber*	Model is able to Climb 3" as opposed to 2" per action.
5	Agile*	Model gets to reroll failed Toughness tests when Falling.
6	Faithful	Model improves its Faith Die by a level.
7	Resilient	Model improves its Toughness value by 1 (to a maximum of 5).
8	Solid Reputation	Model adds 1 to its Presence value (to a maximum of 6).
9	Sneaky*	Model sets up after all other models and may be placed anywhere on the battlefield that is out of line of sight and more than 6" from the enemy. Model always activated first in first turn of the game. Cannot be utilised if the model is wearing Heavy Armour. If both sides have Sneaky fighters roll a D6 to see who sets up first, winner chooses.
10	Take Cover*	Enemy ranged attacks suffer an additional -1 modifier when this model is in Cover.
11	Loner*	This fighter prefers to operate alone and rerolls failed Faith tests when more than 6" from another model in its warband. (Cannot be allocated to a model with the Amongst Friends trait – reroll on this table).
12	Amongst Friends*	This warrior has learned the value of teamwork and may reroll failed Faith Tests when within 4" of another model from its faction. (Cannot be allocated to a model with the Loner trait – reroll on this table).
13	Hard-to-Kill	Model gains an additional Wound.
14	Low-Maintenance*	This model's upkeep costs are reduced to D4 Livres.
15	Dodge*	This warrior has developed a preternatural ability to avoid incoming blows and projectiles. When a model has been Wounded but prior to taking an a Save roll a D8, on a score of 8 he has successfully dodged the blow.
16	Slippery*	If this warrior is captured by the enemy then at the end of the battle roll a D10; on an 8 or more the fighter has managed to give his enemy the slip and escape. He returns to your camp unharmed but he has lost all of his equipment.
17	Large Build*	This fighter's large physique reduces the movement penalty of wearing any form of Armour. Thus: Light Armour will incur only a 0.5" penalty Heavy Armour will incur a 1" penalty.
18	Huge Build*	This fighter's huge physique all but negates the negative effects of wearing Armour. Thus: Light Armour will incur no penalty Heavy Armour will incur a 0.5" penalty.
19	Fast Learner	This fighter will always gain D4 additional XP for each battle that he fights in.
20	Free Choice	You may choose one of the traits from this table to apply to your model.
*These skills may be only taken once, if they are subsequently rolled for a second time then reroll on the table.		



A force of elite Christian cavalry punches through a Saracen camp.

RANGED WEAPON TRAITS (B)

Die Roll (D12)	Trait Acquired	Effect
1	Long Shot*	This warrior adds 2" to the maximum long range of any ranged weapon that he uses.
2	Crossbow Expert*	This warrior has mastered the art of utilising the Crossbow. It now no longer takes him two actions to shoot the weapon, instead it takes one action.
3	Elite Slinger*	Every shot from a Sling now counts as an aimed shot. This can still be combined with the warrior using both actions in one Activation to make an even more precise shot with a 2+ modifier to hit the target.
4	Crossbow Marksman*	Every shot from a Crossbow now counts as an aimed shot. This can be combined with the warrior using an aim action for a 2+ modifier. only possible with additional skills (e.g. Crossbow Expert).
5	Expert Bowman*	Every shot from this weapon now counts as an aimed shot. This can still be combined with the warrior using both actions in one Activation to make an even more precise shot with a 2+ modifier to hit the target. Applies to the Hunting Bow, Warbow, and Compound Bow.
6	Sniper*	If this model takes a shot while he is hidden he does not lose its Hidden status automatically. Instead roll a D6, on a roll of 5 or 6 he remains hidden, on any other result he loses his hidden state as per usual.
7	Trained Shot	This model improves its Shoot Die by one level.
8	All round awareness*	This model is constantly vigilant as to emergent threats on the battlefield and can make shots in a 360° arc as opposed to his front 180°.
9	The Slightest Gap...*	This warrior has learned to shoot through the smallest gaps in Cover. As such when a target is in Cover the following rules apply: Soft Cover – There is now no negative modifier to the shot Hard Cover – Negative modifier to the shot is reduced to -1
10	Defensive Shooting*	If this warrior is successfully Charged by a foe then before the first round of Melee Combat takes place he can take a free shot with his ranged weapon with a negative modifier of -1 to hit (do not add 1 for being in close range).
11	Corrective Shooting*	Once per battle this warrior may reroll one failed to hit roll with his ranged weapon but must accept the second result.
12	Increased Javelin Capacity*	This model is now able to carry 5 Javelins as opposed to only 3 per battle.

*These skills may be only taken once, if they are subsequently rolled for a second time then reroll on the table.



MELEE TRAITS (C)

Die Roll (D20)	Trait Acquired	Effect
1	Aggressive Fighter	Model improves its Attack Die by one level.
2	Solid Defence	Model improves its Defence Die by one level.
3	Dual wielding*	This model has learned to fight with two hands when equipped with a Sword, a Knife, and no shield this model may fight twice per action – once using the Sword and once using the Knife.
4	Knife/Dagger fighter*	This model has learned to utilise a Knife to lethal effect and so any attacks made using this weapon ignore all Shield/Helmet Saves the target model usually receives.
5	Swordsman*	This warrior has learned how to use his Sword to parry an enemy's blows. In any round of combat in which the warrior wields his Sword he may force his opponent to reroll his Attack or Defence Die.
6	Axeman*	Having mastered the complex art of using the Axe in combat this warrior no longer suffers the negative modifier from Attack/Defence rolls when using any type of Axe
7	Mace wielder*	Having mastered the complex art of using the mace in combat this warrior no longer suffers the -1 modifier from Attack/Defence rolls when using a Mace.
8	Spearman*	After heavy training this warrior is now an expert in using the Spear to best effect. He no longer reduces his Attack/Defence Die levels in subsequent rounds of Melee combat.
9	Powerful Frame*	This fighter's natural strength and size means he is now able to wield a shield whenever he is using any form of Two-handed weapon.
10	Sunder Shield*	When this model is equipped with any type of Axe and Wounds an enemy fighter who then successfully makes a Save utilising a Shield then roll a D6. On a 4, 5, or 6 that shield is destroyed by the blow. Additionally, the enemy player will need to pay the appropriate amount to replace it before the next battle.
11	Shocking Blow*	If this model is equipped with a Mace or Warhammer and hits an enemy but does not kill, then the target will automatically lose the combat and attempt to Flee as if it had failed its Faith Test.
12	Shield Bash*	This model has learned to use its shield as a secondary weapon. The fighter may now attack twice per action, once using its principal weapon and once with the shield (using the stats for an Improvised Weapon.)
13	Pugilist*	This warrior knows how to use his fists as weapon. If fighting unarmed he will always fight twice per action rather than once and his blows will be at Strength D6+1 (instead of D4+1)
14	Focussed Thrust*	This warrior has learned to use both Two-handed and Bastard Swords as a precise striking tool and as such a model struck by him will have any saving throw reduced by -1.
15	Excessive Force*	This fighter uses his strength to increase the effect of Two-handed Axes in Melee combat. When using this weapon he ignores any toughness modifiers a model may have from wearing Armour.
16	Whirlwind of Fury*	This warrior is an exceptional combatant able to easily take on multiple foes and emerge as the victor. As such his Defence Die is never degraded when fighting subsequent opponents in a group combat.
17	Unstoppable Force*	After winning a Melee combat the fighter can now Consolidate into a second enemy model counting this as an additional Charge move and fighting an additional single Melee Action as part of this Activation. Charge modifiers do apply.
18	Critical Strike*	If this fighter's opponent rolls an unmodified score of 1 on their Attack/Defence Die in any round of Melee combat then they will immediately suffer a Wound with no need for a toughness test and no Saves allowed.
19	Hit and Run*	This fighter knows when it's time to run from a fight in order to live and fight another day. If the fighter is still locked in Melee combat at the end of a turn and wants to leave the fight then roll a D6, on a 4, 5, or 6 he may now move his modified movement distance in any direction and his opponent(s) may not follow up.
20	Master-at-Arms	Choose any skill from this table.

*These skills may be only taken once, if they are subsequently rolled for a second time then reroll on the table.

PROFESSIONAL WARRIOR TRAITS (D)

Die Roll (D12)	Trait Acquired	Effect
1	Steady Fighter*	This warrior may reroll any failed Faith check when attempting to Charge an opponent.
2	Blood Thirsty*	When this warrior Takes Down an opponent in Melee he will automatically kill them outright at that point.
3	Ranged Proficiency*	Select a trait of your choice from the Ranged Traits Table; if the model has a shooting value of nil you may reroll.
4	Melee Specialist*	Select a trait of your choice from the Melee Traits Table.
5	To the Death*	This fighter will never leave combat for any reason unless he is the victor. Do not take a Faith Test if he loses a round of combat, he will remain locked in Melee and continue to fight.
6	Unmoveable*	This warrior is never pushed back by enemy projectile hits.
7	Rear-guard*	If this warrior is attacked from the rear by an opponent he will not suffer the -2 modifier to his Defence Die.

8	Resilient*	Model improves its Toughness value by 1 (to a maximum of 6).
9	Knighted/ Promoted*	Elevated from his low born rank this warrior is now moved to the Leader career path for your faction (Nobleman/ Islamic Commander/Military Order Knight). The fighter will retain all his current stats, traits and abilities but will now follow the Leader career path for his current XP level onwards. If the model is already on the leader career path then reroll.
10	Learn from my victories*	Every time a foe is Taken Down in Melee combat by this fighter he gains D4 XP on top of any XP gains outlined in the scenario.
11	Raider*	If this model does not fight in a battle he may instead choose to raid nearby settlements and caravans. Roll a D20; this is how many Livres he manages to loot, if other models join him add D8 Livres per fighter.
12	Legend	This warrior improves his Presence value by 1 (to a maximum of 6).
*These skills may be only taken once, if they are subsequently rolled for a second time then reroll on the table.		

CRAFTSMAN TRAITS (E)

Die Roll (D10)	Trait Acquired	Effect
1	Armour-Crafting	If this warrior chooses to sit out of a battle he may instead spent that time crafting a new item for his warband. Roll a D20: 1 Heavy Armour 2–3 Light Armour 4–6 Full Helmet 7–10 Helmet 11–13 Short Shield 14–15 Long Shield 16–20 Fails to craft
2	Weaponsmith	If this warrior chooses to sit out of a battle he may instead spent that time crafting a new weapon item for his warband. Roll a D20: 1 Two-handed Warhammer 2 Spear 3 Two-handed Axe 4 Two-handed Sword 5–6 Bastard Sword 7–8 Axe 9–10 Mace 11–12 Sword 14–15 Short Sword 16–20 Fails to craft
3	Bowyer	If this warrior chooses to sit out of a battle he may instead spent that time crafting a new weapon for his warband. Roll a D12: 1 Crossbow 2–3 Warbow 3–5 Hunting Bow 6–7 Sling 8 Javelin (x1) 9–12 Fails to craft
4	Artisan	If this Craftsman is on the battlefield then he will have spent time attending to the fighters' maille before combat commences. Pick one model in Heavy Armour; he ignores the first Wound he suffers in the game.
5	Tanner	If this Craftsman is on the battlefield then he will have spent time attending to the fighters' leatherwear before combat commences. Pick one model in Light Armour; he ignores the first Wound he suffers in the game.
6	Looter	This fighter knows what equipment is salvageable at the end of the battle. In any scenario where loot is taken his presence will increase the final amount of loot recovered by the warband by D20 Livres.
7	Militia Training	This individual has received basic training as part of a local militia force; in future he will be allowed to roll on the Melee Traits Table.
8	Shield-Maker	If this Craftsman is on the battlefield then he will have spent time attending to the fighters shields before combat commences. Pick one model equipped with a shield; he may reroll his first failed shield Save of the game.
9	Fletcher	This Craftsman has perfected the art of making bespoke arrows for maximum armour penetration. If he is on the battlefield then select one model armed with either a Warbow, Hunting Bow, Hunting Bow or Crossbow. For the duration of the game shots from this weapon reduce a target's Saving Throw by -1.
10	Blacksmith	This Craftsman has become highly proficient in tending the needs of the warband's mounts. At the start of the battle pick one mounted model, this will have its movement distance whilst mounted increased by a further 1.
These traits may only be taken once, reroll subsequent generations.		

MERCHANT TRAITS (F)

Die Roll (D10)	Trait Acquired	Effect
1–2	Astute Trader	In games where loot is gained by the party, this individual's presence means that the amount recovered will be increased by D12 Livres.
3	Arms Dealer	This Merchant is able to seek out weaponry at discount prices. All weapons cost D6 Livres fewer to purchase when this individual is in a warband.
4	Clothes Merchant	This dealer is able to source armour cheaply. All Armour and Shields now cost D6 Livres fewer to purchase.
5–6	Equipment dealer	The presence of the Merchant means that items on the General Equipment list is D4 Livres cheaper to buy.
7	Armed Caravans	This Trader has spent time on the road between markets and has learned to defend himself and his wares. He is now able to make future roles on the Melee Traits Table.
8	Working the Market	If this Merchant does not take part in a battle but chooses to sit it out then he spends his time undertaking mercantile activities in the interim. At the end of this battle roll a D20: 1–7 No Effect 8–10 Merchant has earned 10 Livres for the party 11–13 Merchant has earned 20 Livres for the party 14–15 Merchant has earned 45 Livres for the party 16 Merchant has acquired a Sword for the armoury 17 Merchant has acquired a Crossbow for the armoury 18 Merchant has acquired a Long Shield for the armoury 19 Merchant has acquired a suit of Heavy Armour for the armoury 20 Merchant has acquired a horse for the party
9	Salesman	Whenever the warband sells weapons and equipment in the market it recoups 100% of its value.
10	Horse Trader	Mounts are now D6 Livres cheaper to purchase.
These traits may only be taken once, reroll subsequent generations.		

MOUNTED WARRIOR TRAITS (G)

Die Roll (D6)	Trait Acquired	Effect
1	Swerve	Enemy ranged shots no longer receive the +1 Modifier to hit when shooting at this mounted warrior.
2	Durable Mount	The rider's mount has been chosen for its durability and resilience, while mounted the warrior receives +1 to its Toughness.
3	Horse Archer	This fighter no longer suffers a -1 modifier to hit for firing from horseback with ranged weapons.
4	Animal Husbandry	This rider is as loyal to his mount as it is to him. If it is killed during a battle then roll a D6 at the end of the game. On a roll of 1–4 the mount dies, however on a roll of 5–6 the rider is able to save its life. The beast is no longer removed from the Warband Roster.
5	War Horse	The rider's mount has been selected and trained for a life at war; learning how to bite and use its hoofs to injure enemy combatants. Whilst mounted this model increases its Attack value by one Die Level.
6	Frugal Owner	The rider knows how to look after his mount on a budget, the upkeep of the beast is now free.
These traits may only be taken once, reroll subsequent generations.		

NOBILITY TRAITS (H)

Die Roll (D8)	Trait Acquired	Effect
1	Lord of Outremer*	This warrior has become a petty ruler in his own right and now owns a small part of Outremer. This feudal estate now generates a variable income. At the end of each battle roll a D8. 1–2 Poor Harvest – No income 3–4 10 Livres generated 5–6 15 Livres generated 7 20 Livres generated 8 Crop plague – 5 Livres lost
2	Impeccable Reputation	This warrior's reputation has spread far and wide drawing fresh recruits to his cause. Each time this result is rolled then roll a D8. 1–5 No Result 6–7 New peasant recruited for free 8 New squire/sub-Arif Recruited for free
3	Swift Fighter*	This warrior moves with the speed and grace. He now has three actions per Activation as opposed to two.
4	Veteran Commander*	Any friendly model on the table may elect to use this model's Faith value instead of their own when required to take related tests.
5	Astute Tactician*	In games where there is a specific Attacker and Defender then if this fighter is present the controlling player may choose which roll to take.

6	Raider Captain*	This warrior has learned that in Outremer, raiding and harassing the enemy can be just as beneficial as besting them in open combat. In missions where loot is taken this warrior's faction will gain an additional 5 Livres per piece of loot secured.
7	Duellist*	If this warrior Takes Down an opponent's Warlord in Melee combat then he will instantly receive an additional 10XP and 10 Livres on top of any other bonuses/gains.
8	Versatile	This warrior may now choose any one trait from the Basic, Melee or Professional Warriors Tables.

*These traits may only be taken once, reroll subsequent generations.

HOLY CHURCH TRAITS (I)

Die Roll (D12)	Trait Acquired	Effect
1-3	Warrior Priest	This fighter may now use any Melee weapons and select traits from the Melee Traits Table in future.
4-6	Healer	This model can heal models that have been Taken Down. If he spends a full Activation in base contact with them then the downed model may be stood up at the beginning of the next turn with 1 Wound restored. For each model with the healer rule in the warband one fighter who is Taken Down at the end of the battle may reroll their results on the Scars of Battle table.
7	Battle Hymns	If this model forgoes any other actions when activated he may select a friendly model within 6"; this model gains one free action that must be taken immediately.
8	The Lord's Light	God's light shines from this warrior and disorients nearby unbelievers. Enemy models within 6" must reroll successful Faith Tests.
9	The Lord Protects	All friendly models within 3" of this fighter have +1 to their Saving Throws.
10	He who lives by the sword...	All friendly models within 3" of this fighter may reroll their Attack/Defence Die during Melee (this is not cumulative with other rerolls).
11	...shall die by the sword	All friendly models within 3" of this fighter may force their opponent to reroll successful Damage Rolls. (This is not cumulative with other rolls)
12	The Resurrection	Where an enemy fighter slays a friendly model outright this warrior has a further chance to save their life. At the end of the battle roll a D8, on a 1-6 the slain model is dead, but on a 7 or 8 they count merely as Taken Down at the end of the battle, though all their weapons and equipment are lost. Each model with this ability may only roll for one slain fighter per battle.

All these traits may only be taken once; reroll subsequent generations.

MILITARY ORDERS TRAITS (J)

Die Roll (D8)	Trait Acquired	Effect
1	Chapter Master*	This warrior has been promoted to the Commander of a local preceptory which now generates income for his detachment. Roll a D6 at the end of each game: 1-2 No income 3-4 15 Livres generated 5-6 20 Livres generated
2	Contact with the West	This Knight maintains contact with his Order's Headquarters back in Europe, as such he finds himself at the top of the list for allocation of new recruits. Each time this result is rolled the roll a D8: 1-6 No Result 7 New Sergeant-Recruit recruited for free 8 New Knight recruited for free Unlike those Knights/Sergeants who are recruited normally these models do not get any rolls on the traits tables as part of their starting profiles.
3	Swift Fighter*	This warrior now has three actions per Activation as opposed to two.
4	Aggressor*	In scenarios that specify an Attacker and Defender then this fighter's side will always be the Attacker, even if their opponent would usually have a choice.
5	Warrior of Christ*	In battles against any Islamic foe this fighter gains an extra D6 XP for killing an enemy model.
6	Healer*	This model can heal models that have been Taken Down. If he spends a full Activation in base contact with them then the downed model may be stood up at the beginning of the next turn with 1 Wound restored. For each model with the healer rule in the warband one fighter who is Taken Down at the end of the battle may reroll their results on the Scars of Battle table.
7	Pride of the Order*	If this warrior Takes Down an opponent's Warlord in Melee combat then he will instantly receive an additional D8 XP and 15 Livres on top of any other bonuses/gains.
8	Versatile	This warrior may now choose any one trait from the Basic, Melee or Professional Warriors Tables.

*These traits may only be taken once; reroll subsequent generations.

SCHOLAR OF ALLAH TRAITS (K)

Die Roll (D12)	Trait Acquired	Effect
1–3	Jihadist*	This fighter may now use any Melee weapons and select traits from the Melee Traits Table in future.
4–7	Experienced Healer*	This model can heal models that have been Taken Down. If he spends a full Activation in base contact with them then the downed model may be stood up at the beginning of the next turn with 1 Wound restored. For each model with the healer rule in the warband one fighter who is Taken Down at the end of the battle may reroll their results on the Scars of Battle table. Additionally, if there is a healer in your force then roll a D8 for each model slain at the end of the battle, on a roll of 8 this model simply counts as Taken Down. No matter how many healers you have each slain model can only be rolled for once.
8	Eye of Allah*	Any friendly model within 3" of this fighter armed with a ranged weapon may ignore any negative modifiers for their targets being in Cover.
9	Drive out the Infidel*	Any friendly model within 3" of this fighter that is equipped with a ranged weapon may reroll any shots that fail to hit.
10	Tears of Allah*	Every time a friendly model is Taken Down roll a D6 while this warrior is on the table. On a 1–5 nothing happens, on a 6 every friendly model within 6" of the Scholar may immediately take one free action.
11	Mighty Scholar	The words of this man are preached in mosques across Outremer. Roll a D6 at the end of each battle. On a 1–5 nothing happens; on a 6 the warband is joined by another member of the faithful. Roll another D6: 1–5 New Peasant recruited for free 6 New Student recruited for free
12	Defender of the Faith*	When this religious man prays for protection Allah answers his call; before each battle choose a friendly model. His shield Save is improved by 1 for the duration of this game. If he has no Shield/Helmet he receives a 6+ Save.

*These traits may only be taken once; reroll subsequent generations.

SCENARIOS

Below is a selection of scenarios for your warbands to take part in as they fight throughout Outremer. Those scenarios marked with an (M) are suitable for multiplayer battles, and up to four warbands may attempt to fight against each other for victory.

SCENARIO ONE: SKIRMISH (M)

Opposing warbands have encountered each other while undertaking scouting duties and the commanders have decided to engage their foe.

This scenario should be fought on a 4' x 4' battlefield with sufficient scenery to obscure line of sight and allow a reasonable amount of manoeuvring between the fighters.

The objective here is to Take Down as many of the enemy fighters as possible in 8 turns, an even better result would be to Take Down the enemy Commander.

SET UP

Players roll a D6 and add the Presence value of their Commander. The player with the highest score chooses a table corner and then places his first model, the opposite corner will then become his opponent's deployment area. Players then alternate placing fighters until all of their warbands are deployed. All fighters must set up within 12" of their table corner.

If multiple warbands are playing then additional players may choose either of the remaining table corners.

FINISHING THE BATTLE

The game ends when any of these criteria are met:

- All fighters on one side have been Taken Down
- The game reaches the end of turn eight – The player that has Taken Down the most enemy models at this point is the victor
- One player voluntarily concedes defeat and flees the battlefield



A group of Christian knights emerge from their Lord's tent as the call-to-arms is sounded.

REWARDS

The following rewards are awarded to all fighters whether or not they are on the winning side unless it specifically says so.

- **Fought in a battle and not Taken Down when the game finishes:** D4XP + D10 Livres
- **Take Down an enemy:** Warrior – D4XP and 8 Livres, Commander – D6XP and 10 Livres
- **Slay an enemy outright:** Warrior – D6XP and 12 Livres, Commander – D8XP and 14 Livres
- **Capture an Enemy:** Warrior/Commander – D4XP and 7 Livres
- **Being on the victorious side:** D4XP and D12 Livres per model

SCENARIO TWO: RAIDERS (M)

The warbands are raiding local villages in order to secure food and supplies for their forces, it just so happens that the raiding parties encounter each other during one such raid.

This scenario should be fought on a 4' x 4' battlefield with sufficient scenery to obscure line of sight and allow a reasonable amount of manoeuvring between the fighters. Ideally this would include buildings and terrain to represent a small farmstead or hamlet.

The objective here is to seize as much loot as possible from the battlefield whilst preventing your opponent from doing the same in a time limit of 8 turns.

SET UP

Players roll a D6 and add the Presence value of their Commander. The player with the highest score chooses a table corner and then places his first model, his opponent takes the opposite table corner; players then alternate placing fighters until all of their warbands are deployed. All fighters must set up within 12" of their corner. In multi-player games additional warbands will set up in either of the remaining corners.

Roll a D6+2. This is the number of lootable objectives available on the table. The first objective is placed in the centre of the table then players take turns placing the remaining objectives. No objective can be within 4" of another objective or a table edge.

OBJECTIVES

To pick up an objective a fighter must be in base contact with it at the start of an action, and then use another full action to pick it up. A model carrying an objective reduces its current movement rate by 1". Models must take the objectives to their table corners in order to successfully seize them. Once an objective has been delivered to the corner, the fighter may carry on as normal. If a fighter becomes engaged in Melee, Flees, or is Taken Down they will automatically drop the objective and the marker is placed next to them. It will take another full action to pick it back up.

FINISHING THE BATTLE

The game ends when any of these criteria are met:

- All fighters on one side have been Taken Down
- The game reaches the end of turn eight
- One player voluntarily concedes defeat and flees the battlefield
- All objectives have been removed from the table

REWARDS

The following rewards are awarded to all fighters whether or not they are on the winning side unless it specifically says so.

- **Fought in a battle and not Taken Down when the game finishes:** D4XP + 6 Livres
- **Take Down an enemy:** Warrior – 2XP + 5 Livres, Commander – 4XP + 6 Livres
- **Slay an enemy outright:** Warrior – 2XP + 6 Livres, Commander – 4XP + 8 Livres
- **Capture an Enemy:** Warrior/Commander – 1XP + 3 Livres
- **Seizing an Objective:** D6XP & 20 Livres



A concealed party of Islamic archers seizes the element of surprise and ambushes a Christian warband.



SCENARIO THREE: CAPTURE THE FLAG

In the centre of the battleground is a vital objective that all sides will fight to the death to deny their opponent.

This scenario should be fought on a 4'x4' battlefield with a building or prominent terrain feature placed in the centre of the battlefield to represent the objective.

The objective here is to be the side holding the objective at the end of the battle which will last 8 turns. To seize the objective, a commander needs to own the nearest model to it (but no more than 4" away). If two opposing models are equidistant at the end of the game then the battle is considered to be a draw.

SET UP

Players roll a D6 and add the Presence value of their Commander. The player with the highest score chooses a table edge and then places his first model; the opposite table edge will then become his opponent's deployment area. Players then alternate placing fighters until all of their warbands are deployed. All fighters must set up within 6" of their table edge.

FINISHING THE BATTLE

The game ends when any of these criteria are met:

- All fighters on one side have been Taken Down
- The game reaches the end of turn eight
- One player voluntarily concedes defeat and flees the battlefield

REWARDS

The following rewards are awarded to all fighters whether or not they are on the winning side, unless it specifically states so.

- **Fought in a battle and not Taken Down when the game finishes:** D4XP + 6 Livres
- **Take Down an enemy:** Warrior – D4XP + 5 Livres, Commander – D6XP + 6 Livres
- **Slay an enemy outright:** Warrior/Commander – D4XP + 8 Livres
- **Capture an Enemy:** Warrior/Commander – 2XP + 4 Livres
- **Controlling the Objective:** All Warriors on the winning side gain D8XP and D4 Livres each.
- The winning side also gains an additional 45 Livres.

SCENARIO FOUR: RESCUE

One side has decided to rescue members of its warband that were seized in the last battle. This scenario should be fought on a 4'x4' battlefield set up to represent a camp or headquarters of the captors. The objective here is for the captors to retain control of their prisoners whilst the rescuers attempt to free them and evacuate via their table edge.

This mission can also be played where one side has not had any fighters captured. Instead, roll a D4 and half the result (rounding up), this many rich nobleman/merchants have been captured by the enemy and now require rescuing by your warband. In these instances assign each captive a playing card from one of the unused suits and include them in the Activation deck.

SET UP

The Captor Deploys first. He may choose one half of the battle field to represent his camp and may set up his forces anywhere he likes in this area. The rescuers set up

their force within 4" of the opposite table edge. The Captor then places the hostages anywhere he wants within his camp, they can be placed separately but they must be placed within 4" of a model nominated as a 'guard.'

SPECIAL RULES

RESTRAINED

So long as the hostages remain within 4" of a captor they may do nothing, but as soon as they are out of this range they may move D6" in any direction chosen by the rescuer so long as this does not bring them within 4" of an enemy model.

LIBERATED

A rescuer model has to spend a Full Activation in base contact with a hostage model to liberate it. A hostage may not be harmed in anyway until they are liberated. Once liberated, the hostage returns to its normal stats (but has no Armour or equipment) and can be targeted by the enemy as normal. Where the scenario is played using randomly generated captives they will use the stats for a Christian peasant when liberated.

FINISHING THE BATTLE

The game ends when any of these criteria are met:

- All fighters on one side have been Taken Down
- All hostages are either dead or have left the table via the rescuers table edge
- One player voluntarily concedes defeat and flees the battlefield

REWARDS

The following rewards are awarded to all fighters whether or not they are on the winning side unless it specifically says so.

- **Fought in a battle and not Taken Down when the game finishes:** D4XP + D8 Livres
- **Take Down an enemy:** Warrior/Commander – D4XP + 4 Livres
- **Slay an enemy outright:** Warrior/Commander – D6XP + 6 Livres
- **Capture an Enemy:** Warrior/Commander – D4XP + 4 Livres
- **Kill or Liberate a Hostage:** D6XP and 30 Livres
- **Surviving Hostages:** Gain D8XP and 10 Livres if they reach the table edge and evacuate

SCENARIO FIVE: CARAVAN

One side (randomly determined) will be the Defenders and will be escorting a friendly caravan consisting of D4+1 pack animals across the desert. The other player will be the Attacker intent on robbing the caravan.

SET UP

The Defender deploys first by picking a table corner and places his force within 12" of this corner. The Attacker then deploys his fighters anywhere within 10" of the table corner directly opposite the Defender.

Pack animals will come on to the table from the Defender's corner at the start of the first turn.

SPECIAL RULES

PACK ANIMAL

Pack animals move at a total of 8" per turn, have a Toughness of 4, 2 Wounds, and in Melee combat they are always hit on an Attack roll of 4. Once a pack animal

has been Taken Down it is laid on its side and cannot be resurrected in any way. In order to move they must either be within 4" of a friendly fighter or another pack animal that is; otherwise they will remain stationary. For Activation purposes, pack animals automatically activate at the beginning of each turn before any other models are activated.

FINISHING THE BATTLE

The Defender's objective is to get as many of his pack animals across the table in order to exit via the corner opposite his start point. The Attacker's goal is to kill all the pack animals. The game finishes when one of the criteria below are met:

**In this case all the pack animals count as slain (but not looted).*

- All fighters on one side have been Taken Down*
- One player voluntarily concedes defeat and flees the battlefield*
- All pack animals are either dead or have left the table

REWARDS

The following rewards are awarded to all fighters whether or not they are on the winning side unless it specifically says so.

- **Fought in a battle and not Taken Down when the game finishes:** D4XP + D8 Livres
- **Take Down an enemy:** Warrior/Commander – D4XP + 4 Livres
- **Slay an enemy outright:** Warrior/Commander – D6XP + 5 Livres
- **Capture an enemy:** Warrior/Commander – D4XP + 3 Livres
- **Kill an enemy pack animal:** D6XP and 25 Livres
- **Looting a fallen enemy pack animal:** If an attacking model remains in base contact with a fallen pack animal for a **Full Activation** he may roll a D8:
 - 1–2 No Result
 - 3 Acquire a Sword
 - 4 Acquire a Warbow
 - 5 Acquire an Axe
 - 6 Acquire a Short Shield
 - 7 Acquire a Long Shield
 - 8 Acquire a set of Heavy Armour
- **Friendly Pack animal leaves the table:** Defender gains D4XP per model and 40 Livres
- If all the pack animals are killed then the Attacker gains an extra D12 XP to spread amongst his force as he sees fit and an extra D20 Livres. If all the pack animals survive then the Defender gets these rewards instead.

SCENARIO SIX: CAMP ASSAULT

One warband has decided to attack their enemy's camp whilst they sleep. Hopefully they will be able to catch their foe by surprise and steal some valuable booty at the same time.

This scenario should be fought on a 4' x 4' battlefield with sufficient scenery to obscure line of sight and allow a reasonable amount of manoeuvring between the fighters. Ideally this would consist of some tents and temporary obstacles to represent the Defender's camp.

The objective here is for the Attackers to seize as much loot as possible from the battlefield whilst the Defenders try to prevent them from doing so.

SET UP

Players roll a D6 and add the Presence value of their Commander. The player with the highest score chooses whether to be the Attacker or the Defender.

Roll a D4+2; this is the number of lootable objectives available on the table and should be represented by terrain such as small tents or crates.

The first objective is placed in the centre of the table by the Defender who then places the next objective exactly 4" away, and continues to do so until there are no more objectives left to place. No objective can be less than 4" from another objective.

The Defender then sets up all of his models within 12" of the centre of the table. Once all the Defender's warriors are in place, the Attacker places all of his models within 2" of any of the table edges as they move to surround the camp.

OBJECTIVES

To loot an objective an Attacker must spend a full Activation in contact with it, after this that objective is considered spent and cannot be looted again; it is now lost to the Defender. Once a model has looted an objective the Attacker can continue to move and act with it normally.

FINISHING THE BATTLE

The game ends when any of these criteria are met:

- All fighters on one side have been Taken Down
- The game reaches the end of turn eight
- One player voluntarily concedes defeat and flees the battlefield
- All objectives have been looted

REWARDS

The following rewards are awarded to all fighters whether or not they are on the winning side unless it specifically says so.

- **Fought in a battle and not Taken Down when the game finishes:** D4XP + D8 Livres
- **Take Down an enemy:** Warrior – 2XP + 5 Livres, Commander – 4XP + 6 Livres
- **Slay an enemy outright:** Warrior – 2XP + 6 Livres, Commander – 4XP + 7 Livres
- **Capture an Enemy:** Warrior/Commander – 1XP + 3 Livres
- **Seize an Objective:** An objective seized by Attacker – 20 Livres for Attacker
- An objective not seized by the end of the battle – 20 Livres for Defender
- If the Attacker manages to loot all objectives then they may roll a D8:
 - 1–2 No Result
 - 3 Acquire a Sword
 - 4 Acquire a Warbow
 - 5 Acquire an Axe
 - 6 Acquire a Short Shield
 - 7 Acquire a Long Shield
 - 8 Acquire a set of Heavy Armour
- If the Defender successfully protects all objectives then they may roll a D10:
 - 1 No Result
 - 2–3 Acquire D6 Livres
 - 4–6 Acquire D8+1 Livres
 - 7–8 Acquire D10+2 Livres
 - 9 Acquire D12+3 Livres
 - 10 Acquire D20+4 Livres

WARBAND ROSTER

Warband Name		Faction		Current Reputation	
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Name	Card	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
Character Type						Experience Level				
Equipment										
Remarks										

Name	Card	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
Character Type						Experience Level				
Equipment										
Remarks										

Name	Card	Move	Shoot	Atk	Def	Wounds	Faith	Tough	Pres	Save
Character Type						Experience Level				
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