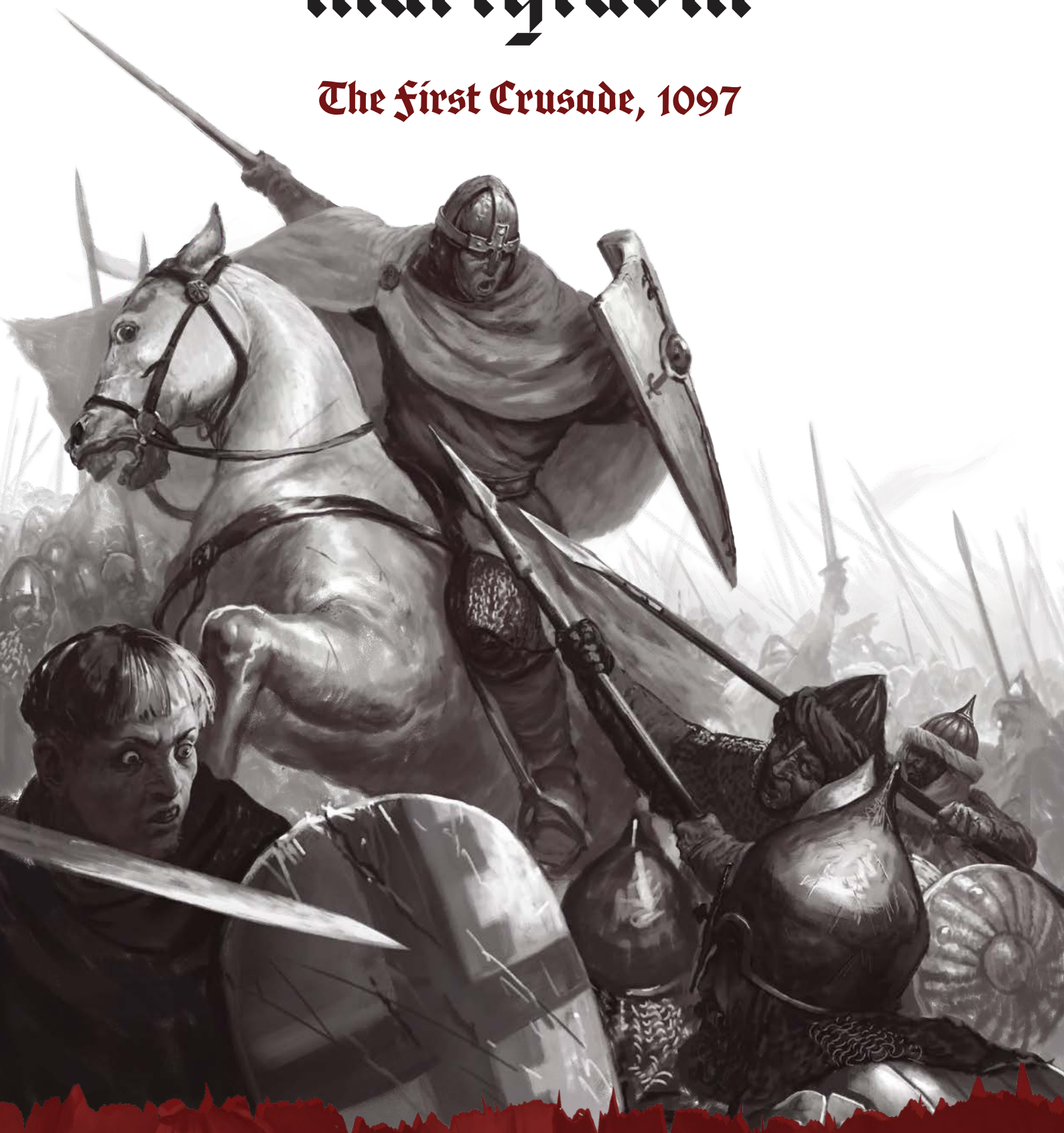
-martyrdom-

The First Crusade, 1097



Quick Start Guide & Core Rules

v1.0.3

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DEDICATIONS

- Martyrdom: The Battle of Dorylaeum -
A Spearhead Studios game

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martyrdom

The Holy Land Has Fallen

“ONLY BY SUCH MARTYRDOM IS THE ROAD TO THE KINGDOM OF HEAVEN REVEALED.”



The Seljuk Turks have taken Jerusalem and their westward expansions threaten the lands of the Byzantine Emperor, Alexios Komnenos. Long having fought to secure control of Asia Minor, he turns this threat into opportunity, and sends tales of Christian persecution, torture, and the desecration of holy sites to Pope Urban II.

The Pope, seeing a chance to both strengthen the prestige of the papacy and regain Christian control of the Holy Lands, implores all men of faith to Take the Cross and set forth on a war-pilgrimage to free Jerusalem from enemy control.

Hundreds of knights answer this call to arms, but thousands more answer from the masses of the pious, the so-called, 'People's Crusade'. Led by Peter the Hermit, a preacher bent on revenge for his torture at the hands of the infidels, and Count Emicho of Leningen, their host of warriors and peasants pillage and murder their way across Europe to arrive at Constantinople in the summer of 1096.

They are met with fierce resistance, with thousands slaughtered in the early stages of the fighting, but seasoned knights and zealous masses of crusaders arrive soon after, winning victories at Nicaea and Dorylaeum.

The Crusaders march on the great city of Antioch, once the dwelling place of the saints Paul and Peter, and a strategic key to the Euphrates frontier.

To take such a fortress city will exact a fearsome toll in blood and lives, but this is a price the Crusaders are only too willing to pay.

Recapturing Antioch will be a significant victory for the forces of Christendom, and when the city falls, the road to Jerusalem and the rest of the Holy Land will be wide open.

The very best and worst of Mankind's nature is revealed in this bloody conflict - a nature that fans a thirst for war that has echoed down through the centuries, and likely always will.

Graham McNeill
New York Times bestselling author



Introduction

1097, The First Crusade

It is a time of instability, division and insurrection.

Christian Europe is not stable in the 11th century. Schism in 1054 had wracked the Church apart, causing an irrevocable dividing line between Rome and Constantinople akin to the tear in the veil in the Holy of Holies. In this time of tension the continent was defined by the Schism, fragmented feudalism, a bitter spiritual civil war between the Holy Roman Empire and the Papacy, and the seemingly unstoppable tide of the Seljuk Turks from the east.

In 1071 the Seljuk Turks smashed the Byzantine army at the Battle of Manzikert. What followed was almost twenty years of civil war, assassinations, palace coups and general instability in the Eastern Roman Empire.

Where only a century ago there had been a great restoration in Byzantine power, when **Alexios I Komnenos** ascended the imperial throne all seemed to be on a knife-edge. Although he succeeded in regaining Byzantine territory in Asia Minor and redressing some of the major issues that faced his empire, the Seljuks notwithstanding, **Alexios** knew that as long as the Seljuks held sway in the Near East that Constantinople would always be under threat. Even despite the great reforms he made in the empire, **Alexios** still viewed his empire as fundamentally vulnerable from both opportunistic Europeans, such as the Normans, and from the Seljuks.

Some outside help would be required, but how could he convince Catholic nobles and **Pope Urban II** to come to his side?

The Papacy also suffered from instability. A spiritual and political dispute over authority between the Pope and the Holy Roman Emperor threatened to spill out into all-out war in Italy and Germany. There were vast disagreements over the rights to appoint Bishops and other landholders, forming a major break between God's supposedly spiritual and temporal mouthpieces. This controversy struck further rifts amongst Europe's feudal nobility into having to choose between Emperor or Pope.

Elsewhere in France, England and southern Italy, Europe was undergoing rapid change. The Normans, a warlike people of Viking origin, seized land wherever their longships landed. In France they significantly disrupted stability between the regional princes and the king. In England they overthrew the Anglo-Saxon monarchy. In the Eastern Mediterranean under **Bohemond of Taranto** they raided Byzantine ports, and in Italy they fought against the Pope himself. However, a friendship with Rome was struck as they expelled the Muslim presence from Sicily and southern Italy. This, alongside the Spanish Reconquista showed that, for the first time, Christendom could repel Islam. After a long history of losing territory to existential non-Christian foes, these small gains were powerful turning points in changing perspectives in Catholic Europe. **Bohemond**, however, was removed from the Sicilian line of succession, and began to seek glory elsewhere.



In 1092 Malik Shah, the great Seljuk sultan suddenly died, disintegrating the fragile status quo in the Middle East. After Manzikert, it was Malik who took the Seljuks to the zenith of their power. He began the painstaking task of attempting to tie together the disparate local rulers and cultures of his territories into a real empire directed by administration and taxation. Malik's likely assassination threw the Seljuks

into chaos, with the empire splitting up into numerous regional territories ruled by rival warlords. One such of these was the Seljuk Sultanate of Rum, ruled by the highly capable teenager **Kilij Arslan**. Capturing both Nicaea and Smyrna, despite his young age **Kilij** quickly imposed himself upon the lesser Seljuk lords. But, chaos still reigned in the Middle East as the various Muslim powers turned inwards on themselves, only worsened by the death of the Fatimid Caliph in 1094.

The instability in the Seljuk Empire gave **Alexios Komnenos** the excuse he needed to call upon Catholic Christian aid. During the ecclesiastical Council of Piacenza in 1095, **Alexios** sent his emissaries to **Pope Urban II**. Obscuring the fact that the Seljuks were actually in decline, **Alexios'** ambassadors claimed that they posed an imminent threat not just to the Byzantine Empire, the supposed guardian of Christendom, but also to the rest of Europe and the Holy Land in the Levant. Claiming constant attacks on Christian pilgrims to sites such as Jerusalem and Bethlehem, **Alexios** requested **Pope Urban** to mobilise Christendom to Constantinople's aid. **Urban** responded incredibly favourably.

Seeing an opportunity to cement Papal power, **Urban** called the Council of Clermont. During this seemingly normal church council, Urban gave a rousing, unexpected speech. It is unclear exactly what was said, as all our later sources each say different things, however what is clear is that it gave birth to what would become **The First Crusade**. Calling upon Christian princes to take up the cross and embark across land and sea to free the Holy Land from supposed Muslim aggression, and thus free themselves from sin, Urban began a series of events that would change world history.



At Clermont in 1096, a fanatical zealot named Peter the Hermit heard of Pope Urban's speech. Using his skills as a demagogue, he roused tens of thousands of European peasants along with some minor lords to rampage towards the Holy Land. Pillaging and slaying as they went, it was disorganised, bloody, and terrible. Thousands of Jews were brutally killed in the Rhineland Massacres, and perhaps only half of Peter's rabble reached Constantinople due to attacks from Hungarian lords. Emperor **Alexios** quickly ferried them across into Asia Minor, fearing the damage they could wreak.

Later in the year, Urban gathered numerous powerful lords from France, England, Germany and Italy to form the Princes' Crusade. Also numbering in the tens of thousands, but far more organised than the followers of **Peter the Hermit**, the crusader forces slowly made their way across Europe and the Mediterranean towards Constantinople. Powerful lords such as Hugh Vermandois, Godfrey of Bouillon, Baldwin of Boulogne, Raymond of Toulouse, Ademar de la Puy, and Robert Curthose led their armies towards what they thought was endless riches, and eternal salvation. Along the way, **Bohemond of Taranto** joined the Crusader forces, searching for power and glory.



What caused **The First Crusade**? Was it **Alexios**' fear of the Seljuks, and Christendom's desire to take back the Holy Land? Or was it **Pope Urban** seeking to reinstall Papal primacy, and the sheer ambition and glory-hunting of figures like **Peter the Hermit**, **Bohemond of Taranto** and **Raymond of Toulouse**? Whichever way the histories remember these towering figures, marching towards **Kilij Arslan** in Asia Minor and the Fatimid controlled Holy Land, some things have always been clear.

The First Crusade was a devastating, bloody conflict, and both Christian and Muslim combatants sought one thing beyond all else:

-martyrdom-

*See references #1

Heroes of Legend

'Command your men. Hold your ground. Break the enemy.'

BOHEMOND OF TARANTO

There is a whole multitude of reasons for why the great **Bohemond of Taranto** embarked on **The First Crusade**. Chief amongst them was his lost inheritance and desire for power. Set to receive the dukedom of Apulia and Calabria from his father Robert Guiscard, these lands were suddenly removed from Bohemond's future unexpectedly as Guiscard remarried and had another son, Roger. With the stroke of a pen, Bohemond lost his entire inheritance.

Bohemond was a product of the aggressive Norman culture in south Italy, built on martial skill, strength and leadership. Therefore, instead of ruling at home, he crafted himself into a capable warrior and leader abroad in his twenties. Trained in the arts of war during campaigns in the Balkans against the Byzantine Empire, **Bohemond** learned firsthand the realities of battlefield command. His near-contemporary William of Malmesbury described him as "second to none in prowess and in the knowledge of the art of war." **Bohemond** captured Byzantine Valona and laid siege to the port-city of Dyrrachium, crushing Emperor **Alexios I Komnenos** and his elite Varangian guard. **Bohemond** won victory after victory against the Byzantines, but was in the end undone by issues pertaining to supply and pay. After returning to Italy **Bohemond's** father finally died, plunging the Italian Normans into civil war. Despite attempts at arbitration, **Bohemond** took city after city from his half-brother, eventually establishing himself as a power in southern Italy. All this was achieved before he reached forty.



In 1097, two years after the Council of Clermont, crusaders began making their way through Italy towards Constantinople. Bohemond saw his chance for true, eternal glory, away from the repetition of small-scale Italian border wars. While some crusaders were driven by religious zeal, **Bohemond's** true allegiance was to himself. It seems, from an embassy to Godfrey of Bouillon, that **Bohemond** embarked on The First Crusade not to strike at the Muslim powers of the Middle East, but instead to plunder and conquer Byzantine lands and even Constantinople. He gathered some several thousand knights and soldiers to his side alongside his nephew **Tancred**, and sailed to the Eastern Roman capital.

When Bohemond arrived, he was received by **Emperor Alexios**. It is not known what was said in that meeting, but afterwards Bohemond demanded all crusader leaders swear an oath of homage to **Alexios**. **Bohemond** was clearly acting in his self-interest, envisaging himself as **Alexios'** champion in the East. By winning imperial favour, who knows what lands Bohemond could have for himself? Such self-interest would not stop at this juncture as **The First Crusade** continued its bloody path eastwards into Anatolia. After the siege and capture of **Nicaea** later in 1097 with the Byzantines aiding **Bohemond** and the Crusaders, the road further into Asia lay open to this rampaging army.

*See references #2

KILIJ ARSLAN

After the campaigns of Alp Arslan, his son Malik Shah began the long and complicated process of transforming Seljuk lands from conquered territories into a functioning empire.

While Malik campaigned across the expanding borders of the empire, his vizier Nizam al-Mulk constructed the administrative identity of the Seljuks Turks.

Unifying Turkic, Arabic and Iranian systems of governance, the Seljuk Empire became a functioning state. However, in 1091 Nizam died, and so too did Malik in 1092. The empire collapsed into chaos, as rival warlords and provincial chieftains carved up the empire with bloody civil war. One of these local lords was **Kilij Arslan I**, Seljuk Sultan of Rum.

Befitting of the constantly unstable state of the Seljuk Empire, **Kilij's** father Suleiman ibn Qutalmish had also been a local upstart warlord that rebelled against the Seljuk Sultan's power. Qutalmish was defeated, and so **Kilij** was taken as a hostage at age 7. In the ensuing chaos of Malik Shah's death, **Kilij** managed to escape and headed an army of Turkmen against Nicaea at only age 13.

After establishing himself at Nicaea, **Emperor Alexios I Komnenos** of the Byzantine Empire informed **Kilij** that his father-in-law Chaka Bey of Smyrna planned to move against him. **Alexios** had been manipulating the situation in Asia Minor ever since Malik Shah's death.

Chaka Bey possessed a strong navy which could challenge Byzantine control of the Aegean Sea. Although **Kilij** and Chaka had been closely allied, Alexios knew that by using **Kilij** by lying about Chaka's treachery he could not only eliminate Chaka but also gain a useful ally in Asia Minor. Still aged only 16, **Kilij** captured Smyrna and slew Chaka, and consolidated his territories into what would be known as the Seljuk Sultanate of Rum.
Of course, **Kilij** had no idea that prior to his seizure of Smyrna that Alexios' influence had already convinced Pope Urban II and many Europeans to take up their cross against the Muslim powers of the Middle East, **Kilij's** lands included. Soon, the young Seljuk Sultan would become aware of two forces marching towards his lands.

First, a rabble of peasants and lowly knights directed by **Peter the Hermit**. Second, a force of soldiers, knights, lords and princes headed by illustrious figures such as **Bohemond of Taranto**. **Kilij** would be ready to fight to defend his recently acquired lands.



*See references #3

PETER THE HERMIT & THE PEOPLES' CRUSADE

Peter the Hermit is a shadowy and unclear figure, warped and manipulated by retrospective mythmaking across European history. A name that has echoed down the ages far more resoundingly than **Bohemond of Taranto** or **Kilij Arslan I, Peter the Hermit** is certainly the most infamous and notorious figure of the First Crusade.

Some of the storytelling around his name include, making a pilgrimage to Jerusalem before **The First Crusade** and witnessing the impurities permitted in the Church of the Holy Sepulchre, rather like Jesus in the Temple of Jerusalem in John 2:13-17. He was also supposedly present at the **Council of Clermont** and witnessed **Pope Urban II's** speech, and apparently began his zealous preaching to the masses immediately afterwards. Allegedly, **Peter's** 'Crusade of the Paupers' consisted entirely of peasants and lowly pilgrims whom he himself recruited.
In reality, although it is probable that **Peter** did



Peter the Hermit

make a pilgrimage of sorts, the obvious allusions to the Gospels of the New Testament is suspect. His presence at **Clermont** is also questionable, and later medieval historians' crediting him with beginning **The First Crusade** is also dubious, and his **'Peoples' Crusade'** did actually contain many lower knights and nobles.

What is clear, however, is that **Peter** possessed powerful skills of oratory, and soon after **Clermont** was able to gather tens of thousands of peasants and lower knights to his side and set off for Jerusalem before the princes themselves left for the **Crusade**. Beset by drought, famine, disease and predatory feudalism for many years before **1096** it is easy to see why many left their environs and escaped their present hardships to embark on the **Crusade. Peter** himself became famous for riding a donkey and wearing simple garments, vigorously preaching as **The Peoples' Crusade** gained more and more strength as it travelled from France and Flanders east into the Rhineland.

In the Rhineland, **Peter's** followers perpetrated a series of unprecedentedly brutal pogroms against the Jewish population of the region. Many thousands were murdered in cities such as Speyer, Mainz, Worms, Cologne. Continuing eastwards, **Peter** and his Crusade experienced difficulties in Hungary. Due to a series of misunderstandings, **Peter's** followers attacked the town of Zemun and killed around 4,000 Hungarians. They then set pillaged the cities of Belgrade and Nis. When they reached Sofia, controlled by the Byzantines, the Romans attacked the Crusaders and destroyed a significant portion of their number.

The long march from France to **Constantinople** had been devastating for **The Peoples' Crusade**. Many were incapable of providing for themselves across the journey, deserting or dying due to hunger. Many more were captured by roaming lords, or sold into slavery in the Balkans. Others were killed by Hungarian and **Byzantine** armies. At **Constantinople** some 10,000 men and women had already been lost to these forces. When they reached the Eastern Roman capital, **Emperor Alexios I Komnenos** wished to annihilate them, but at the behest of Patriarch Nicholas of the Eastern Orthodox Church, he hurriedly ferried them across the Bosphorus.

This bloodthirsty band of zealots, peasants and knights were no longer **Alexios'** problem once they reached the interior of Anatolia. They were now **Kilij Arslan's**, and **The Peoples' Crusade** led by the fire of **Peter the Hermit's** destructive sermons sought to enter the kingdom of heaven by eradicating all they saw as heretical. The **Seljuks**, however, would not be so easily cowed.

*See references #4

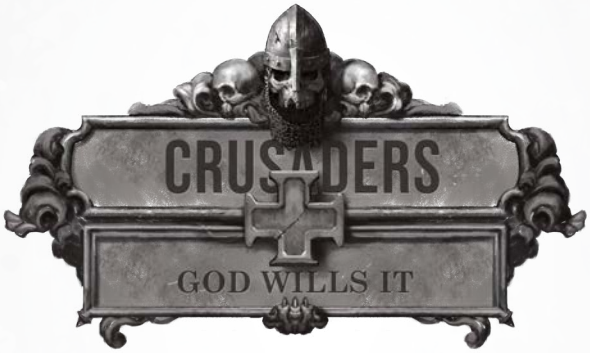
GAZI GUMUSHTIGIN

The **Danishmendid** dynasty was founded by the Turkman emir Danishmend Gazi in eastern **Anatolia** during the chaotic aftermath of the **Battle of Manzikert** in 1071. The **Danishmendid** Beylik, named after its founder, soon occupied significant territory on the borders of the shrivelling **Byzantine** lands in Anatolia, conquering numerous notable Eastern Roman cities.

Danishmend's son, **Gazi Gumushtigin** followed his father's footsteps of opportunism in times of chaos. After the death of **Kilij Arslan's** father Suleiman ibn Qutulmish in 1086 he expanded into the Black Sea coast, and after the death of Malik Shah likely further capitalised on the dynastic anarchy that ensued by continuing his expansion in **Anatolia**. **Gazi Gumushtigin** was a rival of the precocious **Seljuk Sultan of Rum**, **Kilij Arslan**, with them both vying for the capture of Malatya.

However, following the Crusader victory at the **Siege of Nicaea** in 1097, the two **Anatolian** rulers put aside their differences and temporarily allied to repel this newfound European threat. Combining their forces together, they would represent a significant obstacle to any Christian forces opposing them. Indeed, it would become clear that they were a dangerous combination.

*See references #5



CROSSBOWMEN

Local volunteer commoners from the farms and lands of crusading princes, these crossbowmen are serfs with a particular skill for mechanical weapons and possibly hunting. Although these peasants possess lower discipline and are poorly armoured, their crossbows pack an armour-piercing punch at range.

MOUNTED KNIGHTS

Reaching towards the peak of wealth and standing, mounted knights are the very embodiment of military feudalism. Outdone in riches, landholding and equipment only by wealthy lords, these knights are not only able to afford high quality weapons, but also the two most expensive resources in war - mail in large quantities, and horses. Mounted knights are the exemplars of the battlefield for the crusader forces. Their heavy charge from hoof, iron and spear poses a deadly threat to any opponent.

LEVIES

Also locally recruited or volunteered from feudal Christendom, levies act as the backbone of the crusader armies. Able to just about afford a simple wooden spear and wooden shield as well as some rudimentary protection, these spearmen represent the lowest tier of social standing and wealth. Despite this, their spears and shields will serve them well in most engagements.

SERJEANTS

Representing the middle-ground between the peasantry and wealthy feudal lords, serjeants were usually free townsmen or minor landholders. They were often also permanent members of a wealthier lord's or knight's retinue. Whether they were self-funded or subsidised by a lord, serjeants could afford weapons like a sword or axe, a sturdier shield, a helmet, and occasionally mail. These heavy infantrymen are a formidable anchor in crusader forces.



GHULAM FOOTGUARD

Slaves from childhood, deserters and turncoats from enemy armies, forcibly recruited foreign warriors, these were the sort of men that made up the ghulams of the Seljuk Turk armies. Ghulams heralded from across the frontiers of Seljuk lands, including the Caucasus, other rival Turkic tribes, Anatolians and Greeks. These slaves were formidable soldiers, however. They formed the near-professional spine of the small infantry forces of the Seljuks, responsible for seizing and garrisoning cities. Equipped with heavy arms and armour, trained by local lords and fiercely loyal, ghulams formed the disciplined core of the Seljuk infantry. Their heavy spears and shields will give pause to any offensive foe.

TURKMAN SKIRMISHERS

Riders from the steppe, the Seljuks' heritage lies in the east where the once mighty Turkic Khaganates ruled. As the Seljuks invaded westwards into the Near East they gradually adopted the institutions of conquered peoples. However, even at the turn of the century Turkmen still formed the majority of Seljuk military strength. Although lightly armoured and susceptible, these skirmishers armed with throwing-spears specialise in riding as close as possible to their enemies, hurling their weapons at shocked and surprised foes, and wheeling away into the dust.

TURKMAN STEPPE ARCHERS

The steppe archers are also made up of Turkmen riders. Drawn by the conquest and charismatic leaders of the Seljuks, Turkmen were encouraged westwards into the Near East, always pledging their allegiance to whichever local warlord could offer the greatest booty. On the battlefield they are deadly mounted archers, rapidly riding towards the enemy head-on whilst loosing showers of whistling arrows. Before any reaction can land they abruptly turn away, drawing their foes into a deadly feigned retreat. The Turkmen specialised in hit-and-run tactics, and none other could hope to match that skill.

BAGHATUR GHULAM CAVALRY

Whereas most ghulam slave soldiers would march through the dust and rock, some bespoke ghulams were inducted as cavalrymen. As the loyalty of the Turkmen riders couldn't truly be counted upon, the more powerful Seljuk lords instead took the most promising warriors into their personal retinues. As these Turkic lords would never disgrace themselves by fighting on foot, of course, these ghulams joined them on horseback. Heavily armoured and skilled mounted warriors in suits of lamellar iron, the Baghaturs are the closest thing the Seljuks have to the mounted knights of the crusaders, and will give any foe a deadly challenge.



Turkmen Skirmishers owing their allegiance to Kilij Arslan ride out on a raiding expedition.



Crusader Levy Spearmen prepare to sell their lives dearly for their cause.



A Crusader force readies for battle. Scouts have reported the sound of hooves from afar, large clouds of dust accumulate beyond the horizon. A soldier bears aloft a gonfalon of the Virgin Mary.







Kilij Arslan, Seljuk Sultan of Rum, resplendent astride his white mare surveys the battlefield before leading the charge.









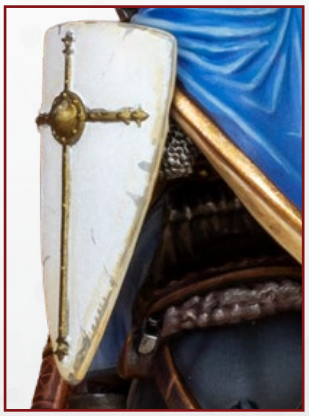




Bohemond of Taranto charges forth into the fray atop his black stallion.
Leading from the front, he is a force to be reckoned with.











Core Rules: The Basics

GAME OVERVIEW

Martyrdom is a rank-and-flank historical miniatures wargame set during The First Crusade (1096–1099), focusing on the Battle of Dorylaeum (1097) and Siege of Antioch (1097-1098). Two players command opposing forces drawn from four factions: Crusaders, Seljuks, The People's Crusade and Byzantines.

DICE CONVENTIONS

A natural 1 always fails.

A natural 6 always hits (and always wounds).

Modifiers stack and are applied after the base roll.

UNITS, TIERS & WEAPONS

Units do not have individual stat blocks. A unit's **tier** (**Levy**, **Battleline** or **Elite**) sets its **Morale** and how it wounds and is wounded in melee. **Weapons** set ranges and special effects. If a unit contains mixed tiers, use the majority tier.

Core value	Reference
Table size	6′ × 4′
Game length	8 turns
Infantry move	6″
Cavalry move	9″
Infantry basing	25mm square
Cavalry basing	30 × 60mm
Character basing	Infantry: 50 × 50, Cavalry: 60 × 60mm)

Tier	Base Morale
Levy	8
Battleline	10
Elite	12

MODELS, ATTACKS & WOUNDS

Regular models have **1 attack** and **1 wound**.

Characters (commanders and other named models) have **2 attacks** and **2 wounds**, their bases are twice as wide as the models around them.

BASING, SCALE & MODEL PLACEMENT

Units form ranks; the front rank determines the number of attackers and which direction the unit faces.

All models in a unit face the same direction.

If a unit contains models with different speeds, it moves at the speed of its slowest model, eg. a mounted character would be reduced to infantry speed if embedded, (*see page 27*).

GAME SIZE

A standard game is 1,300 points per side; a Battle of Dorylaeum box side is roughly 650-750 points. Every army must include an HQ. Army composition beyond that is set by the army builder.

MEASURING

No pre-measuring. Players announce what a unit is doing (its move, charge target or shooting target) before measuring.

The Turn

GAME SEQUENCE

1. **Set up the table and terrain, and determine deployment (scenario-dependent).**
2. **Both players set up their forces by the deployment rules.**
3. **The game is played over 8 turns, including the deployment turn. Each turn, fill the War Chest and draw coins alternately to activate units until the War Chest is empty.**
4. **Continue until the scenario ends.**

Step	Turn sequence
1	Start of turn: place all coins in the War Chest.
2	Draw a coin blind. Its owner activates one unactivated unit.
3	Morale Check if Fatigued (see below).
4	Resolve two actions: Move, Shoot, Charge, Fight, Rally, Regroup (or Break Away).
5	War Chest empty? No: draw again. Yes: end of turn.

COINS & THE WAR CHEST

The **War Chest** is represented by a pouch or small bag. Players must not be able to see the coins inside during play.



Each unit and commander in a player's army adds 1 identical coin to their pool, the opposing player does the same, but with a different colour. Both player's coins go into the **War Chest** prior to starting the game. *Example: if a player's army has 1 HQ and 6 units, that player would take a total of 7 identical coins.*

UNIT ACTIVATION

Players alternate blindly drawing coins from the **War Chest**. When a coin is drawn, its owner chooses to activate, in any order, one of their units, commanders or the unit he is embedded in *(see page 27),* that hasn't yet activated or reacted this turn.

Continue until the **War Chest** is empty, then return all remaining coins to it for the next turn. If an activated unit or commander is destroyed, remove the associated coin from play for the remainder of the game. If the destroyed unit has not yet activated, remove one of that players coins from the **War Chest** instead.

FATIGUE & MORALE CHECKS

Units gain **Fatigue Markers** throughout the game. If a unit has any **Fatigue Markers** when its coin is drawn, it must pass a **Morale Check** before activating.

Taking a Morale Check:

Roll 2D6 and add the unit's Fatigue Markers. If the total is equal to - or less than the unit's Morale, it passes and can continue activation.

Morale Check modifiers always change the unit's **Morale** value, never the dice roll.

Passing **a Morale Check does not remove a Fatigue Marker.**

To remove Fatigue Markers you must do one of the following:

- **Rally**
- **Regroup**
- **Hold after combat**
- **Win a round of combat**

A **failed check uses up the unit's activation for that turn,** (the men are unsure and can't carry out the order). *(See Unit States)* for further effects.

Rallying instead of a Morale Check:
When a **Wavering** unit is assigned a coin, unless in melee, it may skip the **Morale Check** and take a **Rally** action *(see actions)*. If it does, this is the only action it takes for the turn.

ACTIONS

An activated unit receives **two actions**, declared together. It may take the same single action twice unless stated otherwise.

Action	Effect	Limit
Move	Move up to the unit's Movement value.	Two Moves (a double move): +1 Fatigue Marker
Shoot	Make a ranged attack with eligible weapons.	Crossbows use both actions
Fight	Fight an enemy already in contact.	Uses both actions
Charge	A double move that ends in contact; combat is resolved at once and the activation ends.	Uses both actions; +1 Fatigue Marker
Rally	Remove D6 Fatigue Markers. No Morale Check.	Once per activation
Regroup	Remove D3 Fatigue Markers, reorganise rank depth and pivot up to 90°. Allowed in melee. The pivot may pass through impassable terrain, as long as the unit ends clear of it.	Once per activation
Break Away	Leaving a melee *(see page)*	The whole activation

UNIT SPACING

Units must end any move at least **1″ from other friendly units**, unless they are:

- Charging
- In combat
- Being driven back
- Or fleeing



This group of Crusader Serjeants wield axes, for those who can afford the luxury, swords. Their brightly painted shields, weapons and mail showcase their elevated status.

Deployment

TABLE EDGES AND TERRAIN

There is no default terrain set-up; the scenario sets the terrain and table edges. Where it doesn't, roll off: the winner chooses their table edge after placing the terrain.

DEPLOYMENT

Deployment happens during Turn 1 through the **War Chest** as normal. When a unit's coin is drawn in **Turn 1**, it moves onto the table from its controlling player's table edge as part of its activation.

Units enter plau using their normal **Movement**. The entry move counts as the unit's first **Move** action; any remaining action may be used normally.

Moving in **Turn 1** never causes **Fatigue**, even as a double move.

Each player's deployment zone is the full length of their table edge unless the mission says otherwise.

Units not deployed in **Turn 1** stay in reserve and may enter in any later turn the same way.

OUTFLANKING

A player may declare any number of units as **Outflanking** during deployment. Each **Outflanking** force must be led by its own additonal HQ (the army's HQ stays with the main force).

All **Outflanking** unit's coins (including the Commander's coin) are removed from the **War Chest** and set aside, until each outflanking unit / HQ is deployed.

During deployment, declare which units are **Outflanking**, do not choose the side of entry until they are being deployed.

From **Turn 3**, at the start of the turn, roll a D6: on 4+ the force arrives! Add each unit's coins to the **War Chest**, on a 1-3 the **Outflanking** force stays off the table, the player then tries again the following turn.

When the unit / HQ arrives, its player chooses which side edge it enters from (either one). The HQ, or the unit it leads, moves on first, up to 24" from the player's own table edge; every other unit in the **Outflanking** force must enter within 24" of the HQ's model once it is on the table. If they can not, they are destroyed, asumming they got waylaid, sent elsewhere to fight or deserted.



Step	Rule
Declare	During deployment, declare which units are Outflanking; each Outflanking force needs its own HQ. The side edge is not declared yet.
Coins	Removed from the War Chest entirely.
Arrival roll	From Turn 3, at the start of the turn: D6, arrives on 4+ (its coins enter the War Chest that turn only). On 1–3, try again next turn.
Side	When the force arrives, its player chooses either side edge.
Entry	From the declared side edge, up to 24″ from the player's own table edge.
Zone	The HQ enters first, the rest of that force must enter within 24" of the HQ.
Never arrives	No Victory Points are scored for it by either player.

Each Outflanking force is resolved independently.

Movement

MOVING

- **Infantry move 6″, Cavalry 9″.**
- **Units move in a straight line in the direction their models face.**
- **During a Move a unit may pivot up to 45°; a unit that double-moves may pivot up to 90° in total. Units end moves at least 1″ from friends.**

TERRAIN & OBSTACLES

Terrain	Movement	Fatigue	Line of sight
Broken Ground (rocky, scrub)	Halved	None	Clear
Forest	Halved	None	Blocks LoS through it; shooting at a unit in or touching it is –2 to hit
Treacherous Ground (marsh, dense forest)	Halved	+1 marker	–
Obstacle (walls, fences)	Costs 2″ to cross	None	Clear
River	A full Move action to cross; halved while crossing. Wider than 4″: D6, on a 1 the unit can't cross this activation	None	–
Building	Can't be entered	–	Blocks

Units with **Skirmish** ignore terrain movement penalties.

ELEVATION

A unit firing from at least 4″ higher than its target gains +1 to hit.

A unit charging uphill against a defender at least 4″ higher suffers –1 to wound. **Shock** and **Overrun** don't trigger on an uphill assault.

FACING, FLANKS & REAR

A unit's front is the edge its models face; its flanks are the sides; its rear is the edge directly behind it. A charge that contacts a flank is a **Flank Charge**; one that contacts the rear is a **Rear Charge**.

CHARGING

A **Charge** is a **Move** action that ends in base contact with an enemy unit. The charger must maximise the number of models in contact, then pivots to face the target.

A round of combat is resolved immediately with the charger as the active unit. This doesn't use the **Fight** action, but the charger's activation ends once the combat is resolved.

Each time a unit is charged it gains 1 Fatigue Marker (D3 against **Shock**).

Failed charge: if the charge can't reach, the unit moves its full Movement toward the target and gains 1 Fatigue Marker.

Contact	To wound	Defender attacks with
Front	–	Eligible ranks as normal
Flank	+1	Models in base contact only
Rear	+2	Models in base contact only



Reactions

When an enemy unit activates, any unactivated friendly unit that qualifies may declare a **Reaction** before the enemy completes its action. Remove that unit's coin from the **War Chest**; it activates immediately as a **Reaction** and its coin is placed beside it. A unit may only **React** if it is not **Broken**, not already activated, and passes a **Morale Check** at the moment of declaring.

COUNTER-CHARGE

Declared when an enemy charges a friendly unit. The reacting unit charges the incoming enemy. It gives up its defensive bonuses (such as the spear bonus) but strikes as the active unit. It may stop short if terrain or position favours it. **Shock** still applies to a **Shock** unit that is counter-charged.

Foot units armed with ranged weapons (bows, crossbows etc.) can't **Counter-Charge**, they are too busy reloading.

BRACE

Declared when an enemy charges a friendly unit. The unit holds and is **+1 harder to wound** against that charge only.

FEIGNED RETREAT

Feigned Retreat is a Reaction. When charged, an unactivated unit with **Skirmish** or **Steppe Saddle** may spend its coin and pass a **Morale Check** to move its full **Movement** directly away from the charger.

The charger then takes a **Morale Check**.

Pass: it may pursue or halt.

Fail: this is a normal failed check (the unit **Wavers**, or **Breaks** if already **Wavering**) and it is lured and must pursue. A pursuing unit moves its full **Movement** toward the retreating unit; if this brings it into contact, the charge is resolved as normal. **Fanatical** units take this check at −2.

Reaction	Trigger	Effect
Counter-Charge	Enemy charges a friendly unit	Charge the enemy; give up defensive bonuses; strike as the active unit
Brace	Enemy charges a friendly unit	Hold; +1 harder to wound against that charge only
Feigned Retreat	Enemy charges a **Skirmish** / **Steppe Saddle** unit	Move away a full Move; the charger tests and may be lured



Fearsome Turkman Skirmishers from the steppe carry javelins and shields. The horsemanship of the Turks is legendary.

Shooting

WHO SHOOTS

Only the **front two ranks** of a unit fire. To fire with three or more ranks, the unit must use **Arcing Fire**. Roll a D6 for each model firing: every 4+ is a hit. Then roll to wound by the target's tier: **Levy 3+, Battleline 4+, Elite 5+.**

A unit that suffers at least one hit from a shooting attack gains **1 Fatigue Marker**, however many hits it takes (once per activation, not per action).

FINDING A TARGET

Units can't fire at targets out of range, outside of their firing arc, or if there are obstructions in the way, such as through enemy units or terrain. Units can not shoot into, or out of melee.

Weapon	Range
Bow	24″
Crossbow	18″
Sling	12″
Javelin	6″

SHOOTING MODIFIERS

Situation	Modifier
Levy unit firing	−1 to hit
Moved before firing	−1 to hit (not javelins)
Fired twice in one activation	−1 to hit (both rounds). Bows: the unit takes D3 Fatigue. Javelins: no Fatigue. Crossbows can only fire once per activation.
Arcing Fire	−1 to hit
Firing from 4″+ higher	+1 to hit
Target in or touching a forest	−2 to hit (never worse than 6+)
Crossbow	+1 to wound
Armoured target	−1 to wound
Target is Wavering	+1 to wound

FIRING FRONT

A unit can only fire at targets in front of it, inside lines drawn at 45° angle outward from its two front corners. Units with **Steppe Saddle** units may fire in any direction (360°) arc.

LINE OF SIGHT & DIRECT FIRE

If at least half the firing unit's models can see at least half of the target unit without friendly units in the way, the unit fires directly. If more than half is obstructed by friendly units, the unit must use **Arcing Fire** if its weapons allow it *(crossbows can't)*; otherwise it may not fire.

ARCING FIRE

A unit that declares **Arcing Fire** doesn't need line of sight and may fire over obstructions, at −1 to hit. **Arcing Fire** also lets the ranks behind the front two fire. **Crossbows can't use Arcing Fire.**

LINE OF SIGHT

Buildings, forests and dense terrain block line of sight. Small obstacles such as walls & fences do not. A unit in, or touching a forest, can see out and be seen.

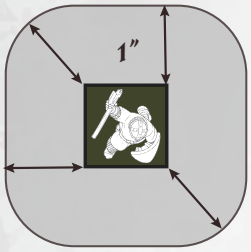


Melee

ATTACKS

Hits in melee are automatic: the attacker rolls to wound only.

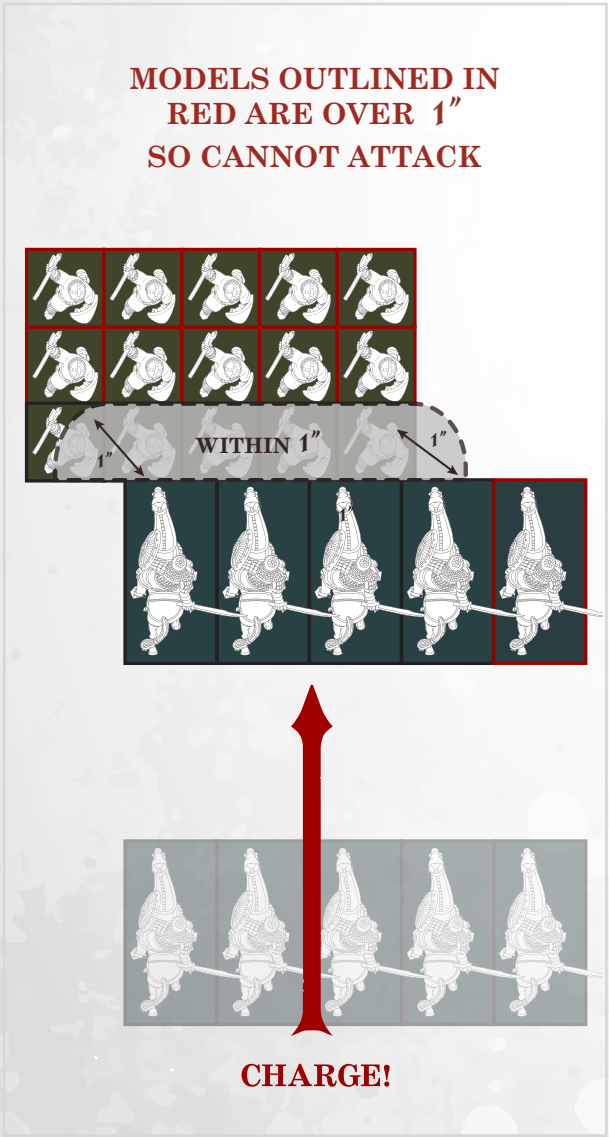
Standard melee: the front rank attacks. Units with Spears fight with two ranks **in the round they are charged** unless otherwise stated (special rules etc).



1" COMBAT RANGE

A model may only attack if it is within 1" of an enemy model.

Units are not aligned together after a charge.



If two units only partially overlap, only the models within 1" of an enemy model fight; the rest of the front rank doesn't.

FLANK OR REAR CHARGE

In a flank or rear charge, only the charger's front-rank models that are within 1" of the enemy's flank or rear may fight.



EXCESS WOUNDS CAUSED

Wounds caused in a single round can't exceed the number of models in the attacker's front rank. Casualties are removed from the rear of the unit, by the controlling player (except **Duelist** attacks *(see page 24)*.



WOUND ROLL

The wound roll depends on the tiers of attacker and target.

Same tier: 4+. Each tier of difference shifts it by 1 in the higher tier's favour.

A natural 6 always wounds.

Attacker	vs Levy	vs Battleline	vs Elite
Levy	4+	5+	6+
Battleline	3+	4+	5+
Elite	2+	3+	4+

Situation	To wound
Armoured target	−1
Target Braced (against that charge)	−1
Flank / rear attack	+1 / +2
Swords, axes, maces against Infantry	+1
Spears against Cavalry	+1
Cavalry attacking Spears that they charged	−1
Heavy Spear when charging	+2
Improvised Weapons	−1
Attacker is Wavering / target is Wavering	−1 / +1
Charging uphill (defender 4"+ higher)	−1

ORDER OF COMBAT

1. The active unit (the charger, or the unit that declared **Fight**) attacks with all eligible models.
2. Casualties are removed, then the defender strikes back with its remaining models.
3. Compare casualties caused.
   - The unit that caused fewer **loses the round:**
     - It gains **1 Fatigue Marker** and takes a **Morale Check** *(see morale checks)*.
   - If it passes, it stays in the fight.
     A draw: no **Fatigue** and no check for either side.
4. The **winner removes 1 Fatigue Marker.**



DRIVE BACK

If the loser doesn't **Break**, the winner may **drive it back 3″** straight away from the winner, and then follows up to stay in contact. A loser that can't move the full 3″ moves as far as it can.

SURROUNDED

If a unit Breaks while enemy models are in base contact **with** at least **half the length of its front edge and half the length of its rear edge**, it is Surrounded. It has nowhere to run and is **destroyed** (the enemy scores its VP as normal). Check after casualties are removed. A **Broken** unit that is not Surrounded flees as normal.

BREAKING & PURSUIT

If a unit **Breaks** and retreats from melee, the unit it was fighting automatically chases up to its **Full Movement**. If it stays in base contact, it makes a free **Fight** activation against the fleeing unit's rear. Instead, the winner may hold position: it must pass a **Morale Check**, and if it does it stays put and removes **D3 Fatigue Markers**.

BREAKING AWAY

During its activation, a unit in melee may **break away** (this is its whole activation):

1. The enemy strikes as in a normal round of combat (front rank and so on), but the breaking unit doesn't strike back. Resolve the round as normal: the breaking unit has caused no casualties, so it loses the round (**+1 Fatigue** and a **Morale Check**) unless it took none.
2. The unit turns 180° and moves **double its Movement** straight away from the enemy it was fighting, rear exposed, with no pivots. It gains **D3+1 Fatigue Markers** (instead of the usual 1 for a double move, not in addition).
3. It can't break away if friendly units block its path. The 1″ spacing rule applies to this move.
4. The enemy may pursue it as if it were **Broken**.

Drilled units may instead back off 6″ while keeping their front facing the enemy.

DUELS

A model with **Duelist** may direct all its attacks at an enemy character in the combat. The **Duelist's** player allocates those wounds; 2 wounds kill a commander.

The duel follows the units' order of combat: if the units strike at the same time, so do the **Duellists**; if one unit strikes first, its **duellist** strikes first.

Characters inside a **Retainer** unit can't be targeted by **Duelist**. If two **Duelists** meet and one is inside a **Retainer** unit, the players may agree to ignore **Retainer** so the duel can happen.

Duel bonus: when a commander with **Duelist** kills an enemy commander, who also has **Duelist**, their side scores a bonus **+2 VP**."



Turkmen and Ghulams march and ride together, as the army of Kilij Arslan prepares for war.

Morale & Formations

UNIT STATES

State	How it happens	Effect
Fresh	No Fatigue Markers	Activates freely
Fatigued	1+ Fatigue Markers	Must pass a Morale Check to activate
Wavering	Its first failed Morale Check (its Fatigue rises to 6 if lower), or reaching 6+ Fatigue from any source	Still activates (with a check). −1 to wound when attacking in melee; +1 easier to wound in melee and by shooting. Ends when its Fatigue drops below 6.
Broken	A Wavering unit fails any Morale Check (its Fatigue goes to 12), or reaching 12+ Fatigue	Retreats toward its entry table edge (below)
Eliminated	A Broken unit reaches its entry table edge	Removed; counts as routed (VP to the enemy)

BROKEN UNITS

A **Broken** unit immediately retreats and flees toward the table edge it entered from, moving its full **Movement** each turn. Each later turn, when its coin is drawn, it tests again, ignoring **Fatigue:** if it passes, remove the **Broken** marker and all **Fatigue Markers** and the unit activates normally; if it fails, it keeps fleeing.

A fleeing unit moves straight toward its entry edge and can't move through friendly units. If a friendly or enemy unit is in its path, it stops there, exposing its rear.

PANIC

When a **Broken** unit flees, every friendly **Wavering** unit within 6″ of it at any point along its flee move takes a **Morale Check** using its current **Fatigue**. If it fails, it gains **D3 Fatigue Markers;** reaching 12 **Breaks** it, and a unit **Broken** this way can cause Panic in turn. Elite units are immune to **Panic**.

FORMATION DEPTH

A unit's resistance to **Morale** failure depends on how many ranks deep it stands, read directly from the models on the table.

A rank counts towards depth with just one model in it, but a unit may have **at most two different rank widths** (for example - 6 / 6 / 3 is legal; 6 / 3 / 2 / 1 is not), and a rank can never have more models than the rank in front of it.

Depth	Morale Check bonus	Trade-off
1–2 ranks	None	Widest frontage
3 ranks	+1	Narrower frontage
4+ ranks	+2	Narrowest frontage



REGROUP & REORGANISING DEPTH

When a unit Regroups, as well as **removing D3 Fatigue Markers,** it may reorganise its rank depth and pivot up to 90°. Its front rank stays where it is and the unit rebuilds backwards from it, gaining no extra distance; **a unit may not use Regroup to advance.**

A unit's depth can only be changed by **Regrouping**.

Command & Support

COMMANDERS & AURAS

Commanders provide an aura within 6″. Auras don't stack: use the single best modifier present.

Aura (6″)	Effect
Standard commander	+1 to Morale Checks
Hero commander	+3 to Morale Checks and Rally rolls

COMMANDERS' COINS & EMBEDDING

Each commander has its own coin.

A commander may be embedded in a friendly unit; all that commanders auras are then measured from that unit. While embedded, the commander's coin can only be used to make the host unit **Fight** (another round, if in melee), **Rally** or **Regroup**. It can't be used to **Move**, **Charge** or **Shoot**.

A commander that is **Too Proud** can't be embedded in a **Levy** unit.

If a commander is not embedded in a unit, his activation works as usual.

ATTACHMENTS

Specialist models may be embedded in a host unit as **Attachments**.

An **Attachment** is bought separately and added to the unit's model count; it activates with the host and follows all the same rules. Each unit may contain only one type of **Attachment** unless a faction rule says otherwise. Casualties are chosen by the controlling player, so **Attachments** can be protected.

Attachment	Effect
Hornblower	When the host uses Rally, remove D6+1 Fatigue Markers instead of D6.
Banner Bearer	When the host uses Rally, remove D6+1 Fatigue Markers instead of D6. Friendly Outflanking forces add +1 to their arrival roll when they enter from the table edge nearest the Hornblower.



With the gonfalon of the Virgin Mary held high, crusading spearmen advance singing holy psalms.



The shield-wall of the Seljuk Ghulam footmen glitters in the desert sun as they brace for impact.

The Armoury

HAND WEAPONS

Weapon	Rules
Swords / Axes / Maces	+1 to wound against Infantry.
Spears	Fight with 2 ranks in the round the unit is charged. +1 to wound against Cavalry. +1 harder to wound when charged by Cavalry.
Heavy Spear (Cavalry)	+2 to wound when charging. Counts as a hand weapon after the first round of combat.
Improvised Weapons	−1 to wound in melee (no to-hit roll). May instead be thrown as a 6″ ranged attack at −1 to hit.

RANGED WEAPONS

Foot units armed with ranged weapons can't **Counter-Charge**.

Weapon	Range	Rules
Bow	24″	May fire twice (both actions) at −1 to hit; the unit then takes D3 Fatigue.
Crossbow	18″	+1 to wound. Firing takes both actions; never fires twice; can't Arcing Fire.
Sling	12″	Applies an additional Fatigue Marker if it kills an enemy model.
Javelin	6″	No penalty for shooting after a Move. May fire twice with no Fatigue.



Turkman steppe archers let fly their arrows before enacting a deadly feigned retreat.

Universal Special Rules

Rule	Effect
Armoured	The unit is +1 harder to wound.
Cavalry	The unit moves 9″ rather than 6″.
Drilled	The unit ignores its Fatigue Markers on the Morale Check to activate when the activation is only a Move or double Move, a charge, or a breakaway. When breaking away it may back off 6″ keeping its front facing the enemy, instead of turning about.
Duelist	In combat, this model may direct all its attacks at one enemy model it is fighting *(see Duels page 25)*.
Fanatical	Automatically passes the Morale Check to activate if the unit declares a Fight action or a charge that activation. Takes the Feigned Retreat pursuit check at −2.
Overrun	If this unit wipes out an enemy unit on the activation it charged, it may immediately move up to 3″; if another enemy unit is within 3″, it may charge that unit too. Not on an uphill assault.
Retainer	No models in this unit can be targeted by **Duelist** *(see Duels page 25)*.
Shock	When charging, the target suffers D3 Fatigue Markers instead of 1. After that Fatigue is applied, the target takes a Morale Check; if it fails, it can't strike back in that first round of combat. Units with Spears ignore this test. Doesn't trigger on an uphill assault.
Skirmish	Ignores movement penalties when moving through terrain. May Feigned Retreat *(see page 22)*.
Steppe Saddle	This unit's firing arc is 360° (may shoot in any direction). Each activation it may take one free Shoot or Move action in addition to its two actions (the free Move can't be a charge). It may never shoot three times in one activation. The free action doesn't cause Fatigue by itself: the unit only gains Fatigue if it moves twice (1 marker, as for any double move) or shoots twice (by its weapon's rule). May use the Feigned Retreat special rule *(see page 22)*.
Too Proud	This HQ can't be embedded in a Levy unit.

(This section has simplified keywords for units represented in the Dorylaeum Box)

Design Note: Universal special rules such as **"Duelist"** *are isolated from the standard text and rendered in a distinct all-caps font, allowing players to quickly view what keywords a unit has.*



The mighty forces of the Seljuks and Crusaders prepare to clash. Levies brace for impact from fearsome Ghulams, whilst Mounted Knights pursue Turkmen Steppe Archers.

Winning The Game

VICTORY POINTS

When a unit is destroyed or routed off the table, the opposing player scores **Victory Points** by the unit's tier.

- **Winning a duel where RETAINER was set aside by agreement: +2 VP.**
- **The player with the most VP at the end of Turn 8 wins. In a tie, the player with the fewest total Fatigue Markers on surviving units wins.**
- **A player may concede at any point; the opponent wins immediately.**
- **Outflanking units that never arrive score nothing for either player.**

Unit tier	VP
Levy	1
Battleline	2
Elite	3
HQ	Its tier's VP + 2





Kilij Arslan, Seljuk Sultan of Rum, leads his army. Ghulam Footguard are at the van, while Baghaturs form Kilij's retinue, and Turkmen riders are seen in the distance.

Appendix A: Objectives & Scenarios

CONTROLLING OBJECTIVES

An objective is controlled by the first side to have a unit with a model within 1.5″ of its centre. That side keeps control until it has no units within 1.5″ and the enemy has a unit within 1.5″. Broken units can't take or hold objectives. Each objective controlled at the end of the game scores 3 VP. Kills still score VP in every mission.

OBJECTIVES

Example: Five objective markers placed symmetrically across the table.

KILL POINTS

Victory Points for destroyed and routed units only *(see page 30)*.

EXAMPLE SCENARIOS

1. PITCHED BATTLE

Clash of Banners: Two armies meet in the open. No objectives: break the enemy army.

2. HOLD THE GROUND

Holy Ground: Five points of ground matter more than the bodies on the field.

3. ASSAULT

The Outposts: One army holds a line of three positions. The other must take them.

4. ESCOURT

Baggage Train: The army's water and supplies must get through. One side escorts the cart; the other must stop it.

5. SUPPLY RACE

Crossroads: Both armies are moving supplies across the same ground, each heading for the enemy's side.

6. HISTORICAL - PART 1

Ambush at Dorylaeum: It is the 1st of July, and Bohemond's vanguard has camped near Dorylaeum when Kilij Arslan's Seljuks fall on it at dawn. The vanguard must hold the camp until the rest of the army arrives.

7. HISTORICAL - PART 2

The Heat of the Day: By midday the July sun is merciless and the crusaders are desperate for water. Whoever holds the wells can surley win the battle.

For more on scenarios along with maps & objectives (*See Scenarios and maps*)



Crusader forces scramble to protect their baggage train as they are ambushed by Seljuk cavalrymen from nearby ruins.

Appendix B: Building An Army

An army must include an HQ. Cost is for the unit at its smallest size; add the 'per-extra-model' cost for each model above that, up to the maximum.

CRUSADERS

Unit	Tier	Models	Cost	Per extra model	Weapons	Special rules
Bohemond of Taranto	Elite HQ (Warrior)	1	95	–	–	**Armoured, Duelist, Too Proud, Hero Commander, Presence of Command, Cunning Raider, Vanguard Commander. Option: Horseback +5 (gains Cavalry)**
Levies	Levy	5–20	30	+6	Spears	–
Serjeants	Battleline	5–20	60	+12	Swords / Axes	**Armoured, Fanatical, Retainer**
Crossbowmen	Battleline	5–20	70	+14	Crossbows; Improvised Weapons in melee	–
Mounted Knights	Elite	3–12	78	+26	Heavy Spear	**Armoured, Cavalry, Fanatical, Overrun, Retainer, Shock**
***Peter the Hermit**	Levy HQ (Diplomat)	1	70			**Fervor of the Masses, Extraordinary Esteem, Just a Donkey, Unbreakable Will**

SELJUKS

Unit	Tier	Models	Cost	Per extra model	Weapons	Special rules
Kilij Arslan	Elite HQ (Warrior)	1	100	–	–	**Armoured, Cavalry, Duelist, Too Proud, Hero Commander, Presence of Command, Encirclement, Released from Baghdad**
Ghulam Footguard	Battleline	5–20	60	+12	Spears	**Drilled**
Turkman Steppe Archers	Battleline	3–12	57	+19	Bows	**Cavalry, Steppe Saddle**
Turkman Skirmishers	Levy	3–12	45	+15	Javelins	**Cavalry, Skirmish, Steppe Saddle**
	Option: Battleline +2 per model					Turkman Skirmishers may be upgraded from Levy to Battleline for +2 pts per model (Morale 10, worth 2 VP).
Baghatur Ghulam Cavalry	Elite	3–12	66	+22	Swords / Maces	**Armoured, Cavalry, Retainer, Shock**

ATTACHMENTS

Any non-HQ unit above may take one attachment, which adds one model to the unit.

Attachment	Cost	Effect
Hornblower*	15	When the host uses Rally, remove D6+1 Fatigue Markers instead of D6. Friendly Outflanking forces add +1 to their arrival roll when they enter from the table edge nearest the Hornblower.
Banner Bearer*	35	Friendly units within 6″ may re-roll one failed Morale Check per turn.
Camp Followers*	15	*Crusader infantry units only; adds one model; doesn't count towards the one-attachment limit;* Humble Helper: For each wound this unit takes, roll a D6. On a 6, that wound is ignored.

* Sold separatley from the Battle of Dorylaeum Box Set

HQ RULES

Rule	Effect
Hero Commander	Aura 6″: +3 to Morale Checks and Rally rolls.
Presence of Command (Warrior)	The commander's unit never strikes last: if it would strike after its opponent, both strike at the same time.
Cunning Raider (Bohemond)	After both sides have deployed, the army may redeploy one unit.
Vanguard Commander (Bohemond)	Must deploy in the first wave. When he is charged, friendly units within 6″ may remove D3 Fatigue Markers.
Encirclement (Kilij Arslan)	When he activates and charges, one other friendly **CAVALRY** unit within 12″ that hasn't activated may make a free single Move.
Released from Baghdad (Kilij Arslan)	He and his unit ignore the first Panic test they would have to take.
Fervor of the Masses	Once per game, Peter may call a Holy Charge: all friendly **LEVY** units within 12" may immediately move D6" forward; if in range, this move counts as a charge.
Extraordinary Esteem	Enemy units may not target Peter's unit with ranged attacks unless it is the only legal target.
Just a Donkey	Peter moves as an infantryman (6"), not as Cavalry.
Unbreakable Will (Diplomat)	A unit led by a Diplomat cannot become Panicked and automatically passes all Panic tests.



Bohemond of Taranto and Peter the Hermit, seemingly unlikely allies, lead the charge.

Appendix C: The Price List

Every unit's points per model = **tier base + each weapon + each special rule** (+ any written adjustment). A slash between weapons means the player chooses one, priced at the dearer. HQs are priced individually.

Tier base	Pts
Levy	6
Battleline	8
Elite	14

Weapon	Pts
Crossbow	+7
Bow	+1
Heavy Spear	+1
Improvised Weapons	−1
Swords / Spears / Javelin / Sling / Shield	0

Rule	Pts
Cavalry	+5
Steppe Saddle	+5
Drilled	+4
Armoured	+2
Fanatical	+2
Swarming Mob	+2
Shock / Overrun / Skirmish	+1 each
Retainer / Too Proud	0

UNIT POINTS COSTS - (BATTLE OF DORYLAEUM BOX)

Crusaders	Qty	Pts	Total
Levies	18	6	108
Serjeants	12	12	144
Crossbowmen	12	14	168
Mounted Knights	6	26	156
Bohemond of Taranto	1	95	95
Total	49		671

Seljuks	Qty	Pts	Total
Ghulam Footguard	18	12	216
Turkman Steppe Archers	6	19	114
Turkman Skirmishers	6	15	90
Baghatur Ghulam Cavalry	6	22	132
Kilij Arslan	1	100	100
Total	37		652

EXAMPLE CRUSADER LIST

Bohemond (95)

+ 18 Levies (30 + 13 × 6 = 108)**, + 12 Serjeants** (60 + 7 × 12 = 144)**, + 12 Crossbowmen** (70 + 7 × 14 = 168) **, + 6 Mounted Knights** (78 + 3 × 26 = 156)

= 671 points

Find the latest unit lists and up-to-date points costs for every faction in the Army Builder App - martyrdom.co.uk

Quick Reference

The key numbers and tables for quick reference during play.

MORALE TABLES

Morale Check	
Roll	2D6 + Fatigue Markers
Pass	Total ≤ Morale (no marker removed)
First fail	Wavering; Fatigue up to 6
Fail while Wavering	Broken; Fatigue to 12
Modifiers	Change Morale, never the roll

Morale	
Levy	8
Battleline	10
Elite	12
3 ranks / 4+ ranks	+1 / +2
Commander / Hero aura (6″)	+1 / +3

ACTIONS TABLES

Actions (Unit has two per activation)		
	Single Action	**Double Action**
Move	Up to Movement	Double Movement +1 Fatigue
Shoot		Front 2 ranks (or Arcing Fire)
Charge		Double move, into contact; combat; activation ends, +1 Fatigue
Fight		Both actions
Rally		Remove D6 Fatigue (once)
Regroup		Remove D3, reform, pivot ≤ 90° (once)
Break Away		Free enemy round; double Move back; +D3+1 Fatigue

COMBAT TABLES

Shooting	
To hit	4+
To wound	Levy 3+, Battleline 4+, Elite 5+
Levy / moved / fired twice / Arcing Fire	−1 to hit each
Forest cover	−2 to hit
4″+ higher	+1 to hit
Crossbow / target Wavering	+1 to wound

Charge bonuses	
Flank / Rear	+1 / +2 to wound
Charged unit	+1 **Fatigue** (D3 vs **SHOCK**)

Melee wound roll	L	B	E
Levy	4+	5+	6+
Battleline	3+	4+	5+
Elite	2+	3+	4+

Ranges	
Bow / Crossbow	24″ / 18″
Sling / Javelin	12″ / 6″

VICTORY TABLES

Victory Points	
Levy / Battleline / Elite	1 / 2 / 3
HQ	Tier + 2
Objective held at end	3



Scenarios & Maps

Scenario 1 - Pitched Battle

Clash of Banners

Two armies meet in the open. **No objectives:** Break the enemy army.

PLAYER B TABLE EDGE



PLAYER A TABLE EDGE

6′ x 4′ table - Grid squares 6″ - Drawn to scale

Set-up
Each player deploys along the full length of their own edge.
Roll off: the winner chooses their table edge.

Special rules
No special rules.

Victory
- VP for destroyed and routed units only.

Length	8 turns, including the deployment turn.
Deployment	In Turn 1 through the War Chest. When a unit's coin is drawn it moves on from its own table edge; the entry move is its first Move action. Units not deployed in Turn 1 stay in reserve.
Kills always score	Levy 1 VP · Battleline 2 · Elite 3 · HQ its tier + 2.
Duels	Bonus +2 VP to the victor when one of two Commanders with the **DUELIST** rule slays the other.
Winning	Most VP at the end of Turn 8. Tie: fewest Fatigue Markers on surviving units.

Scenario 2 - Hold The Ground

Holy Ground

Five points of ground matter more than the bodies on the field.

PLAYER B TABLE EDGE



PLAYER A TABLE EDGE

6′ x 4′ table - Grid squares 6″ - Drawn to scale
The red ring round each marker is the 1.5″ control distance

Setup

Place 5 markers:
- One in the table centre
- Two on the centre line, 20″ either side of it and 16″ from each short edge
- One 15″ from Player A's edge and 10″ left of centre
- One 15″ from Player B's edge and 10″ right of centre

Roll off: the winner chooses their table edge.

Special rules

Controlling a marker: the first side with a unit within 1.5″ of its centrecontrols it, and keeps control until it has no units within 1.5″ and the enemy has one there. Broken units can't take or hold markers.

Victory

- Each marker controlled at the end of the game: 3 VP.
- Kills score as normal.

Length	8 turns, including the deployment turn.
Deployment	In Turn 1 through the War Chest. When a unit's coin is drawn it moves on from its own table edge; the entry move is its first Move action. Units not deployed in Turn 1 stay in reserve.
Kills always score	Levy 1 VP, Battleline 2, Elite 3, HQ its tier + 2.
Duels	Bonus +2 VP to the victor when one of two Commanders with the Duelist rule slays the other.
Winning	Most VP at the end of Turn 8. Tie: fewest Fatigue Markers on surviving units.

Scenario 3 - Assault

The Outposts

One army holds a line of three positions. The other must take them.

ATTACKER'S TABLE EDGE



DEFENDER'S TABLE EDGE

6′ x 4′ table - Grid squares 6″ - Drawn to scale
The red ring round each marker is the 1.5″ control distance

Setup

- Place 3 markers 9″ from the defender's table edge: one in the middle (36″ along it) and one 6″ in from each short edge.
- The defender deploys first. In Turn 1 all the defender's units enter from its edge before any of the attacker's: only the defender's coins go in the War Chest until its whole army is on the table, then the attacker's coins go in.
- The attacker then enters from the opposite edge, knowing where the defender is.

Roll off: the winner chooses to attack or defend.

Special rules

Controlling a marker: the first side with a unit within 1.5″ of its centre controls it, and keeps control until it has no units within 1.5″ and the enemy has one there.
- Broken units can't take or hold markers.

Victory

- Each marker the attacker controls at the end of the game: 4 VP to the attacker.
- Each marker the defender controls at the end of the game: 1 VP to the defender.
- Kills score as normal.

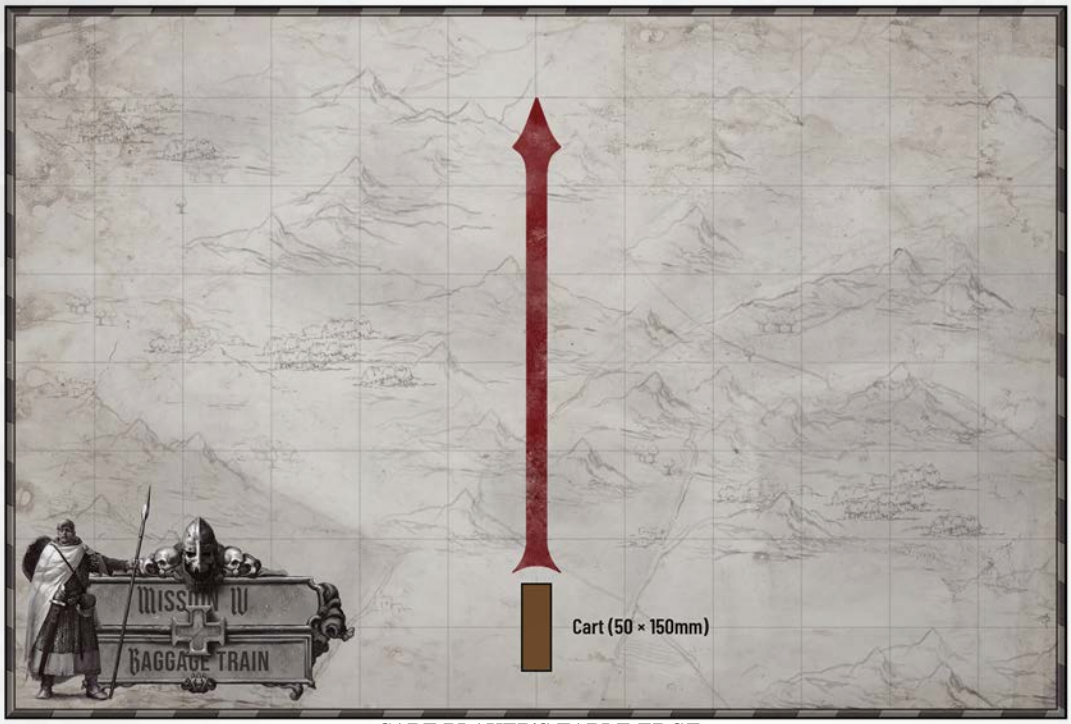
Length	8 turns, including the deployment turn.
Deployment	in Turn 1 through the War Chest. When a unit's coin is drawn it moves on from its own table edge; the entry move is its first Move action. Units not deployed in Turn 1 stay in reserve.
Kills always score	Levy 1 VP, Battleline 2, Elite 3, HQ its tier + 2.
Duels	Bonus +2 VP to the victor when one of two Commanders with the Duelist rule slays the other.
Winning	Most VP at the end of Turn 8. Tie: fewest Fatigue Markers on surviving units.

Scenario 4 - Escourt

Baggage Train

The army's water and supplies must get through. One side escorts the cart; the other must stop it.

FAR EDGE: DELIVER THE CART HERE



CART PLAYER'S TABLE EDGE

6′ x 4′ table - Grid squares 6″ - Drawn to scale

Setup

- The cart enters from its owner's table edge in Turn 1, like a unit.
- Each player deploys from their own table edge.

Roll off: the winner chooses whether they take the cart.

Victory

Cart delivered off the far edge: 6 VP to its owner.
- Wreck controlled by the other player at the end: 6 VP.
- Kills score as normal.

Special rules

- **The cart:** 50 × 150mm base. It has its own coin, moves 6″ with Move actions only, never takes Fatigue, is wounded as an Elite target and has 6 wounds. It may be embedded in a unit.
- **Delivery:** the cart is delivered when it moves off the far table edge.
- **Wreck:** if the cart is destroyed, leave a marker where it died. Only the other player can score it (control rules as for objectives); the cart's owner can only contest it.

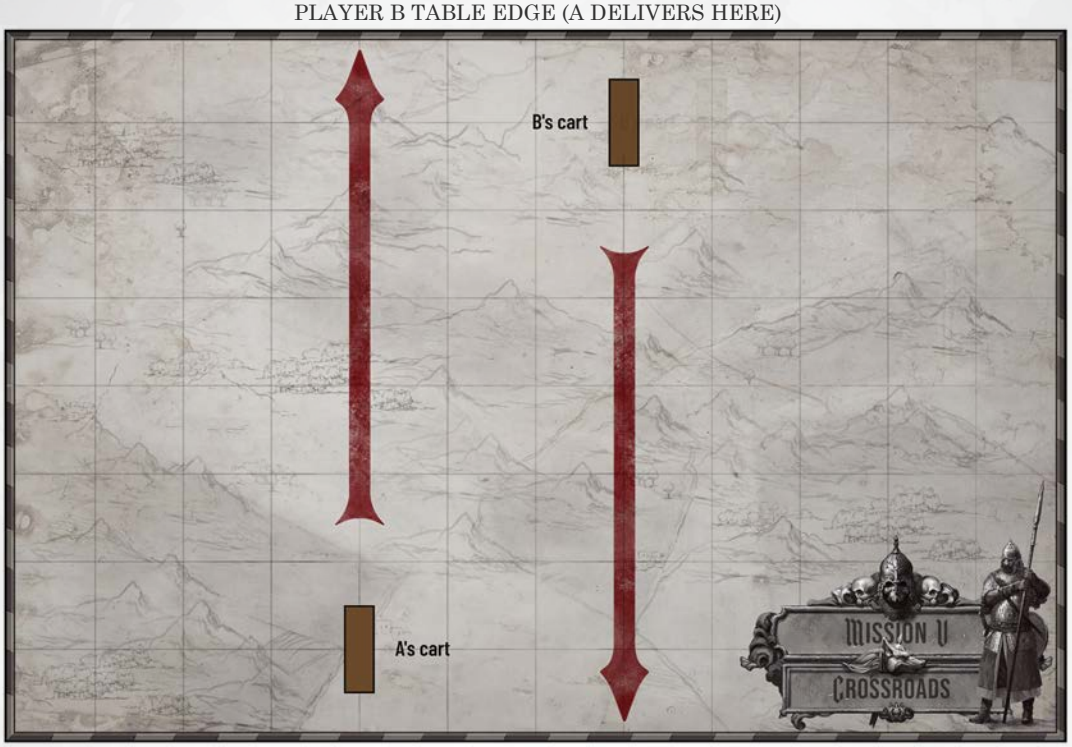
Length	8 turns, including the deployment turn.
Deployment	in Turn 1 through the War Chest. When a unit's coin is drawn it moves on from its own table edge; the entry move is its first Move action. Units not deployed in Turn 1 stay in reserve.
Kills always score	Levy 1 VP · Battleline 2 · Elite 3 · HQ its tier + 2.
Duels	Bonus +2 VP to the victor when one of two Commanders with the Duelist rule slays the other.
Winning	Most VP at the end of Turn 8. Tie: fewest Fatigue Markers on surviving units.

Scenario 5 - Supply Race

Crossroads

Both armies are moving supplies across the same ground, each heading for the enemy's side.

PLAYER B TABLE EDGE (A DELIVERS HERE)



PLAYER A TABLE EDGE (B DELIVERS HERE)

6′ x 4′ table - Grid squares 6″ - Drawn to scale

Setup

Each player has a cart. Each cart enters from its owner's table edge in Turn 1, like a unit.

Roll off: the winner chooses their table edge.

Victory

- Your cart delivered off the enemy's edge: 6 VP.
- An enemy wreck you control at the end: 6 VP.
- Kills score as normal.

Special rules

- **Carts:** 50 × 150mm base. Each has its own coin, moves 6″ with Move actions only, never takes Fatigue, is wounded as an Elite target and has 6 wounds. A cart may be embedded in a unit.
- **Delivery**: a cart is delivered when it moves off the enemy's table edge.
- **Wrecks:** if a cart is destroyed, leave a marker where it died. Only the other player can score it (control rules as for objectives); its owner can only contest it.

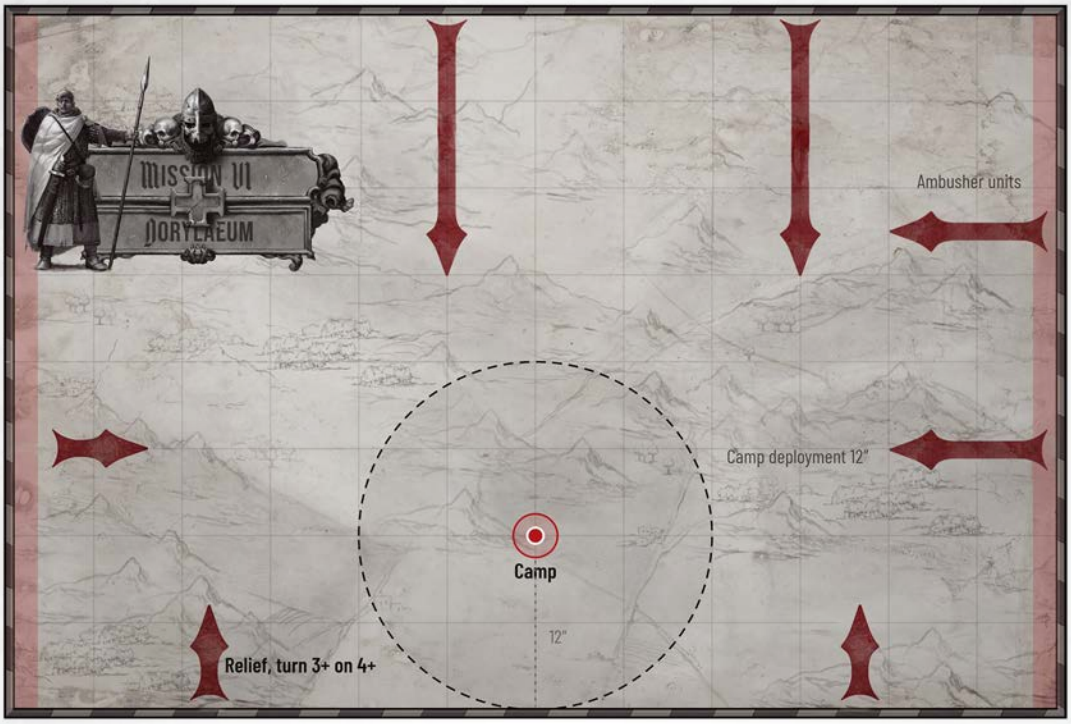
Length	8 turns, including the deployment turn.
Deployment	In Turn 1 through the War Chest. When a unit's coin is drawn it moves on from its own table edge; the entry move is its first Move action. Units not deployed in Turn 1 stay in reserve.
Kills always score	Levy 1 VP · Battleline 2 · Elite 3 · HQ its tier + 2.
Duels	Bonus +2 VP to the victor when one of two Commanders with the Duelist rule slays the other.
Winning	Most VP at the end of Turn 8. Tie: fewest Fatigue Markers on surviving units.

Scenario 6 - Historical - 1st July 1097

Ambush at Dorylaeum

Bohemond's vanguard has camped near Dorylaeum when Kilij Arslan's Seljuks fall on it at dawn. The vanguard must hold the camp until the rest of the army arrives.

AMBUSHER'S TABLE EDGE



DEFENDER'S TABLE EDGE (RELIEF FORCE ARRIVES HERE)

6′ x 4′ table - Grid squares 6″ - Drawn to scale
The red ring round each marker is the 1.5″ control distance

Setup

- With the Battle of Dorylaeum box, the Crusaders defend and the Seljuks ambush. Otherwise roll off: the winner chooses.
- Place the camp marker in the middle of the defender's half, 12″ from the defender's edge.
- The defender splits its army: about half its units (round up, HQs first) deploy in Turn 1 anywhere within 12″ of the camp. The rest are the relief force.
- The ambusher deploys from its own table edge or either short table edge (see Ambush).

Victory

- Camp controlled by the ambusher at the end of the game: 5 VP.
- Camp controlled by the defender at the end of the game: 2 VP.
- Kills score as normal.

Special rules

- **Relief force:** from Turn 3, at the start of each turn, the defender rolls a D6. On 4+ the whole relief force arrives that turn from the defender's edge (its coins go into the War Chest).
- **Ambush:** any of the ambusher's units may enter from its own table edge or from either short table edge, at any point along them.
- **Controlling a marker:** the first side with a unit within 1.5″ of its centre controls it, and keeps control until it has no units within 1.5″ and the enemy has one there. Broken units can't take or hold markers.

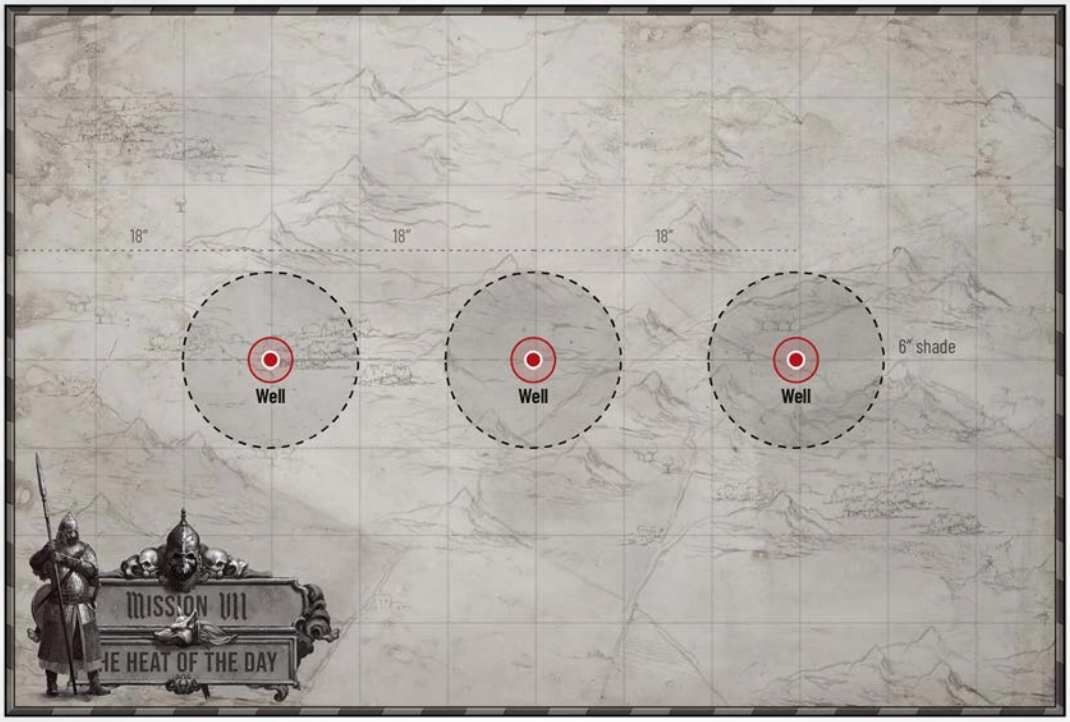
Length	8 turns, including the deployment turn.
Deployment	In Turn 1 through the War Chest. When a unit's coin is drawn it moves on from its own table edge; the entry move is its first Move action. Units not deployed in Turn 1 stay in reserve.
Kills always score	Levy 1 VP · Battleline 2 · Elite 3 · HQ its tier + 2.
Duels	Bonus +2 VP to the victor when one of two Commanders with the Duelist rule slays the other.
Winning	Most VP at the end of Turn 8. Tie: fewest Fatigue Markers on surviving units.

Scenario 7 - Historical - 1st July 1097

Heat Of The Day

By midday the July sun is merciless and the crusaders are desperate for water. Whoever holds the wells can keep fighting until the rest of the army arrives.

PLAYER B TABLE EDGE



PLAYER A TABLE EDGE

6′ x 4′ table - Grid squares 6″ - Drawn to scale
The red ring round each marker is the 1.5″ control distance

Setup

Place 3 well markers on the centre line, 18″, 36″ and 54″ from one short edge.

Roll off: the winner chooses their table edge.

Victory

- Each well controlled at the end of the game: 3 VP.
- Kills score as normal.

Special rules

Heat: from the end of Turn 3, at the end of each turn, every unit that isn't within 6″ of a well its side controls gains 1 Fatigue Marker.
- Controlling a marker: the first side with a unit within 1.5″ of its centre controls it, and keeps control until it has no units within 1.5″ and the enemy has one there. Broken units can't take or hold markers

Length	8 turns, including the deployment turn.
Deployment	In Turn 1 through the War Chest. When a unit's coin is drawn it moves on from its own table edge; the entry move is its first Move action. Units not deployed in Turn 1 stay in reserve.
Kills always score	Levy 1 VP · Battleline 2 · Elite 3 · HQ its tier + 2.
Duels	Bonus +2 VP to the victor when one of two Commanders with the Duelist rule slays the other.
Winning	Most VP at the end of Turn 8. Tie: fewest Fatigue Markers on surviving units.

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Martyrdom is set during the First Crusade, and we have worked closely with historical consultants to represent the people, arms and armour of the period as accurately as possible. In some cases, details have been adapted to make the miniatures practical to manufacture and robust enough for the tabletop. Where the historical record is uncertain or disputed, we have made our own informed interpretations, and any inaccuracies are ours alone.

Miniatures shown are for illustrative purposes only. Models are supplied unassembled and unpainted.

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-martyrdom-

Quick Start Guide & Core Rules

Quick Start Rules
These are the core rules you need to play your first games of Martyrdom with the Battle of Dorylaeum box. These include the turn, movement, shooting, melee, morale and winning the game.



Quick Start Guide: Jump straight into playing the game, included are multiple scenarios & maps for replayablity, fill your war chest and march to war!

Core Rules: All the rules you need to get a good understanding of how to play and what each unit & weapon type does.

Historical Setting: A brief history of The First Crusade, Bohemont of Taranto, Kilij Arslan and Peter the Hermit and description of each unit type.

Army Rosters: Unit tables and points lists allow you to field great armies or smaller skirmish games.

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