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CRUSADERS

UNIT ROSTER

Every army needs at least one HQ, and each HQ can be taken only once.

UNIT	TIER	STARTS WITH	CAN ADD	WEAPONS	SPECIAL RULES
HQ					
Bohemond of Taranto	ELITE HQ	1 model · 95 pts	—	—	Too Proud, Duelist, Armoured, Cunning Raider, Vanguard Commander, Presence of Command
Peter the Hermit	LEVY HQ	1 model · 70 pts	—	—	Fervor of the Masses, Extraordinary Esteem, Just a Donkey, Unbreakable Will
INFANTRY					
Serjeants	BATTLELINE	5 models · 60 pts	Up to 15 more, 12 pts each	Swords/Axes	Fanatical, Retainer, Armoured
Levies	LEVY	5 models · 30 pts	Up to 15 more, 6 pts each	Spears	—
CAVALRY					
Mounted Knights	ELITE	3 models · 78 pts	Up to 9 more, 26 pts each	Heavy Spear	Cavalry, Shock, Fanatical, Overrun, Retainer, Armoured
RANGED					
Crossbowmen	BATTLELINE	5 models · 70 pts	Up to 15 more, 14 pts each	Crossbows, Improvised Weapons	—

UPGRADES

UPGRADE	WHO CAN TAKE IT	COST	GIVES
Hornblower	Any unit except HQs	**+15 pts**	+1 model with Hornblower
Banner Bearer	Any unit except HQs	**+35 pts**	+1 model with Banner Bearer
Camp Followers	Infantry units	**+15 pts**	+1 model with Humble Helper
Horseback	Bohemond of Taranto	**+5 pts**	Gains Cavalry

A unit may take one attachment: a Hornblower or a Banner Bearer.

SPECIAL RULES

Armoured. The unit is +1 harder to wound.

Banner Bearer. Each friendly unit within 6" of this unit's Banner Bearer may re-roll one failed Morale Check per turn.

Cavalry. The unit moves 9" rather than 6".

Cunning Raider. A force containing Bohemond may redeploy one unit after both sides have deployed.

Duelist. In combat, this model may select an individual enemy model it is fighting and direct all its attacks at that model.

Extraordinary Esteem. Enemy units may not target Peter's unit with ranged attacks unless it is the only legal target.

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 Morale Check with a -2 penalty.

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 is considered a charge.

Hornblower. When the host unit uses the Rally action, roll D6+1 Fatigue Markers removed instead of D6. Friendly Outflanking forces add +1 to their arrival roll when they enter from the table edge nearest the Hornblower.

Humble Helper. For each wound this unit takes, roll a D6. On a 6, that wound is ignored.

Just a Donkey. Peter rides a donkey, not a warhorse. He moves as an infantryman (6"), not as Cavalry.

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 also. Does not trigger on an uphill assault.

Presence of Command. An embedded Warrior's unit never strikes last in combat. If they would normally strike after their opponent, they instead strike simultaneously.

Retainer. No models within this unit can be targeted by the Duelist ability.

Shock. When charging, the target unit suffers D3 Fatigue Markers instead of the normal 1. Then 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. Does not trigger on an uphill assault.

Too Proud. This HQ can't be embedded in a Levy unit.

Unbreakable Will. A unit led by a Diplomat cannot become Panicked and automatically passes all Panic tests.

Vanguard Commander. Bohemond must always be deployed in the first wave. Friendly units within 6" of Bohemond when he is charged may immediately remove D3 Fatigue markers.

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SELJUKS

UNIT ROSTER

Every army needs at least one HQ, and each HQ can be taken only once.

UNIT	TIER	STARTS WITH	CAN ADD	WEAPONS	SPECIAL RULES
HQ					
Kilij Arslan	ELITE HQ	1 model · 100 pts	—	—	Too Proud, Cavalry, Duelist, Armoured, Encirclement, Released from Baghdad, Presence of Command
INFANTRY					
Ghulam Footguard	BATTLELINE	5 models · 60 pts	Up to 15 more, 12 pts each	Spears	Drilled
CAVALRY					
Baghatur Ghulam Cavalry	ELITE	3 models · 66 pts	Up to 9 more, 22 pts each	Swords/Maces	Cavalry, Shock, Armoured, Retainer
Turkman Steppe Archers	BATTLELINE	3 models · 57 pts	Up to 9 more, 19 pts each	Bows	Cavalry, Steppe Saddle
Turkman Skirmishers	LEVY	3 models · 45 pts	Up to 9 more, 15 pts each	Javelins	Cavalry, Skirmish, Steppe Saddle
or as Battleline	BATTLELINE	3 models · 51 pts	Up to 9 more, 17 pts each	Javelins	Cavalry, Skirmish, Steppe Saddle

UPGRADES

UPGRADE	WHO CAN TAKE IT	COST	GIVES
Hornblower	Any unit except HQs	**+15 pts**	+1 model with Hornblower
Banner Bearer	Any unit except HQs	**+35 pts**	+1 model with Banner Bearer

A unit may take one attachment: a Hornblower or a Banner Bearer.

SPECIAL RULES

Armoured. The unit is +1 harder to wound.

Banner Bearer. Each friendly unit within 6" of this unit's Banner Bearer may re-roll one failed Morale Check per turn.

Cavalry. The unit moves 9" rather than 6".

Drilled. Ignores Fatigue on the Morale Check to activate when the activation is only a Move, a charge or a breakaway. When breaking away it may back off 6" facing the enemy.

Duelist. In combat, this model may select an individual enemy model it is fighting and direct all its attacks at that model.

Encirclement. When Kilij Arslan activates and does a charge, he may declare Encirclement. One additional friendly cavalry unit within 12" which has yet to activate that turn may make a free single Move.

Hornblower. When the host unit uses the Rally action, roll D6+1 Fatigue Markers removed instead of D6. Friendly Outflanking forces add +1 to their arrival roll when they enter from the table edge nearest the Hornblower.

Presence of Command. An embedded Warrior's unit never strikes last in combat. If they would normally strike after their opponent, they instead strike simultaneously.

Released from Baghdad. Kilij Arslan and his unit ignore the first Panic test they would otherwise be forced to take.

Retainer. No models within this unit can be targeted by the Duelist ability.

Shock. When charging, the target unit suffers D3 Fatigue Markers instead of the normal 1. Then 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. Does not trigger on an uphill assault.

Skirmish. Ignores movement penalties when moving through terrain.

Steppe Saddle. This unit may shoot in any direction. Each activation it may take one free Shoot or Move action (not a charge). It may never shoot three times in one activation.

Too Proud. This HQ can't be embedded in a Levy unit.