

THE FIELD OF BLOOD - THE BATTLE OF SARMADA 1119

IL-GHAZI AND THE ARTUQID TURKS VS PRINCE ROGER OF SALERNO AND THE CRUSADERS

EPIC: A game for 6-8 players.

Instead of the normal 11 x 13 battlefield, I have increased the width to 20 hexes. The Crusader army now consists of 3 divisions of 7 units each facing 9 of the enemy. Each section has a commander, with the general at the rear with his heavy cavalry bodyguard.

The Crusaders have the only infantry (9 units), 3 armed with crossbows. They have 6 heavy cavalry and 3 medium cavalry. The Turks are an entirely mounted army, with 18 units armed with bows and 3 light and 6 heavy (non-bow) cavalry. This is a powerful army and fast moving, it will need a great deal of skill to defeat.

10 Victory Banners to win. 5 Command Cards each. The Crusaders have 4 inspired leader tokens, the Turks, 6.

Panic rule in effect for crusader foot units. Relic in effect. NB note that evading units must be able to move full 2 hexes backwards.

UNIT SUMMARY

Foot

MXB - 2 dice in CC and Fire. Move 2 no battle. Range: 4. Move no fire. *Hit on swords (incl.fire).*

R1. *Ignore 1 sword hit from LC in CC. NB Crossbows have the furthest ranged fire.*

MI - 3 dice in CC. Move 2 no battle. Hit on swords. R1.* *Ignore 1 sword hit from LC.*

HI - 4 dice in CC. Move 1. Hit on swords. R1. **Ignore 1 sword hit from LC and MC.*

All inf can momentum advance 1 hex but no bonus combat unless Leader is attached.

Mounted

LC - Move 4 and battle. CC: 2 dice, *swords hit.* Range 2. Hold: 2, Move:1 die. R4. Momentum +1+ Bonus CC. Can always evade. NB Note the sword hit advantage of light cavalry but reduced skirmish range of 2. *Can use feigned retreat tactic.*

LBC - Move 4 and battle. CC: 2. No sword hits. Range: 3. Hold:2, Move:1 die. R4. Can evade and *Parthian shot.* Momentum advance + 1 +Bonus CC. NB. *No bonus for cav charge. Can use feigned retreat tactic.*

Turcopole LBC - Move 4 and battle. CC: 2 dice, *swords hit.* Range: 3. Hold 2, Move 1. R4. Can evade always. Momentum advance + 1 +bonus CC.

MC - Move 3 and battle. CC: 3. Sword hit. *Ignore 1 sword from Turcoples in CC.* Range: 3. Hold 2, Move 1. Can evade foot and HC. R3. Momentum advance +1 + bonus CC.

HC - Move 2 and battle. CC: 4. *Ignore 1 sword hit from MC and LBC, LC, Turcoples.* R2. Momentum advance + 1 + bonus CC.

HKC - Move 2 and battle. CC:4. *Ignore 1 sword hit from HC, MC, LC.* R2. Momentum advance +1 + bonus combat. Cannot evade.

Leader: move 3. Leader symbols count in CC if attached OR adjacent. Leader if attached to foot gives bonus CC on momentum advance.

Special Rules:

Crusader interpenetrate:

MC, HC, TPLC may move through one Crusader foot unit, on *first hex* of move only. Foot unit may not move or battle this turn.

Turkish Feigned retreat:

Against any MC or HC Crusader unit - if LC or LBC can retreat 4, declare FR.

Crusader rolls symbol to hit (no swords or leader symbols). LC or LBC retreat 4. Crusader unit then rolls 2 dice - if sword rolled, unit pursues full distance along same path ending adjacent. No further battle. NB a useful rule to remember for the Turks .

Crusader Panic:

Retreating INFANTRY units - Turks throw 1 die for each hex - unit loses block for colour symbol thrown. NB can be negated by Relic adjacent or by battlefield action (expend token to prevent retreat).

Relic:

Crusader MXB foot unit gains an additional block and battles with additional die. Unit and those adjacent ignore 1 flag and ignore Panic rule.

Relic allows crusader army to expend 2 inspired leader tokens in 1 turn.

If a block is lost during CC roll - 2 swords Relic captured - 1VP, or if unit eliminated 1 sword Relic captured.

Parthian Shot - Turkish LBC only

Evading LBC may utilise after attacking unit rolls its CC dice. Roll 2 dice, colour symbols hit.

Evade 2 hexes as normal. This is a very useful rule for the Turks.

Terrain:

Hill: Cav battling uphill OR downhill OR hill to hill - 2 dice max. Inf battling downhill or hill to hill, max 3 dice, uphill, 2. Blocks line of sight.

Wood: all units must stop, no battle. Blocks line of sight. Units battling in or out roll 2 dice.

Ranged combat in, 1 die max.

Camp: all units stop on entry. CC battle out max 3 dice. Ignore 1 flag. Turks battle with 2 dice max in or out.

Inspired Leadership Actions

Note that there is a particular reference card for the Artuqid Turks. Can only use these actions when *Leadership* Command Card is played. IL tokens can be played in own or opponent's turn. Turks can only spend 1 per move, Crusaders can spend 2 if Relic still with unit.

Battlefield actions include: move a leader (reposition at end of turn 3 hex); battle bonus +1 dice on CC. Also Bravery ignore all flags after CC enemy dice rolled. NB: Bravery is a useful battlefield action for crusaders given the Panic rule as can ignore all flags rolled.

NB: Playing a Scout Command card gains an IL token at end of turn; OR if Leadership card is played AND no IL token is played that turn. Cry Havoc gives both sides 1 IL token.

EPIC rules.

The Commander plays 1 Card and must then give another to a leader to be played in another section of the battlefield. * Unless all cards in hand are for same section, in which case 2 can be played in that section. NB. There is no 'courier' rack, instead simply draw 2 new cards at the end of the turn.