

Mamluks

Activation

Discard one of these dice to activate a unit of Mamluks or a Warlord.

1-3

4-5

6

Charge!

Melee

Discard this die to gain 3 Attack Dice (4 if the die was a 6). May only be used by a mounted unit of Mameluks. At the end of this Melee add an additional FATIGUE.

1-3

4-5

6

Ambush

Melee

Discard these dice in a melee involving one of your foot units that has all of its models in uneven ground. Gain 3 Attack Dice and 3 Defence Dice.

4-5

+

4-5

Warriors

Activation

Discard one die to activate a unit of Warriors.

1-3

6

Strength lies in numbers

Melee

Discard this die. Gain as many Attack Dice as your models outnumber the enemy in this melee.

1-3

4-5

6

Inspiring Leader

Activation

Discard these dice to Activate your Warlord and all units within L . Gain only FATIGUE for units engaging melee with this activation.

6

+

6

Militia

Activation

Discard one die to activate a unit of Levies.

4-5

6

Massed Volley

Orders

Discard this die. Until the end of your turn the range of your bows is doubled ($2 * L$). May not be used for mounted archers.

4-5

Storm of Arrows

Activation

Discard these dice to immediately activate all your units equipped with ranged weapons. They may only shoot with this activation and gain no FATIGUE for it.

4-5

+

6

Activation Pool

Orders

Discard one die to roll two extra SAGA dice.

6

Deadly Strike

Shooting

Discard these dice. May only be used when shooting with javelins or naphta. Reduce enemy armour by one and re-roll any failed Attack Dice. Afterwards add FATIGUE.

1-3

+

1-3

Aimed Volley

Shooting

Discard these dice to re-roll any Attack Dice that failed to hit the target.

1-3

+

6

Combat Pool

Melee/Shooting

Discard one die to gain one Attack or Defence Die (two if the die was a 6).

1-3

4-5

6

Hit and Run

Activation / Reaction

Discard this die when an enemy unit is activated within M of your unit. Your unit is activated before the enemy. You may not engage melee with this activation.

4-5

Taunting

Activation

Discard this die and designate an enemy unit (not a Warlord). It must move as close as possible to the closest of your units and engage in melee if possible.

4-5

+

4-5

The Factions: Saracens

"Saracen" was a term used by the ancient Romans to refer to a people who lived in desert areas in and around the Roman province of Arabia. In Europe during the Middle Ages the term was expanded to include all who professed the religion of Islam. By the time of the Crusades, a "Saracen" had become synonymous with a "Muslim" in European chronicles.

Saracens facing the Crusaders were mainly Turks or Men from the Syrian or Egyptian caliphates. They varied considerably in their equipment and fighting style. This Faction is meant to represent the armies of Saladin, who unified both caliphates and became an iconic figure both in the east and the west, strongly influencing the view of the Saracens.

HEROES OF THE CRUSADING AGE

Ṣalāḥ ad-Dīn Yūsuf ibn Ayyūb (Arabic: صلاح الدين يوسف بن أيوب) (c. 1138 – March 4, 1193), better known in the western world as **Saladin**, was an Arabized Kurdish Muslim who became the first Sultan of Egypt and Syria and founded the Ayyubid dynasty. He led opposition to the Crusaders in the Levant and accomplished the improbable task of unifying the many different factions residing there. Under his personal leadership, his forces defeated the Crusaders at the Battle of Hattin, marking the turning point for the kingdom of Jerusalem. Yet he won great respect among many Crusaders, including Richard I "Lionheart".

FACTION RULES

Saracen Warriors and Mamluks have the option to be fielded mounted. Mounted units are subject to special rules.

Saracen Warriors are equipped with Javelins. Due to their lack of armour and protection, they have their Armour value reduced by one against enemy shooting.

If not fielded mounted, one unit of Warriors may be equipped with Naphta instead. Naphta only has a range of S but reduces the enemy Armour value by one.

Saracen Militia are equipped with bows, slings or javelins.

Hero of the Crusading Age: 3 SAGA Dice.

Deadly Storm: One unit of mounted Warriors may exchange their javelins for bows. The enemy Armour value is increased by one against mounted bows, their own Armour value is reduced by one.

Assassins: An additional Assassin Model is fielded. It generates no Attack Dice. It may join foot units and adapts their Defence and Movement capacities. An enemy Warlord cannot ignore any hits when in melee with a unit including an Assassin.