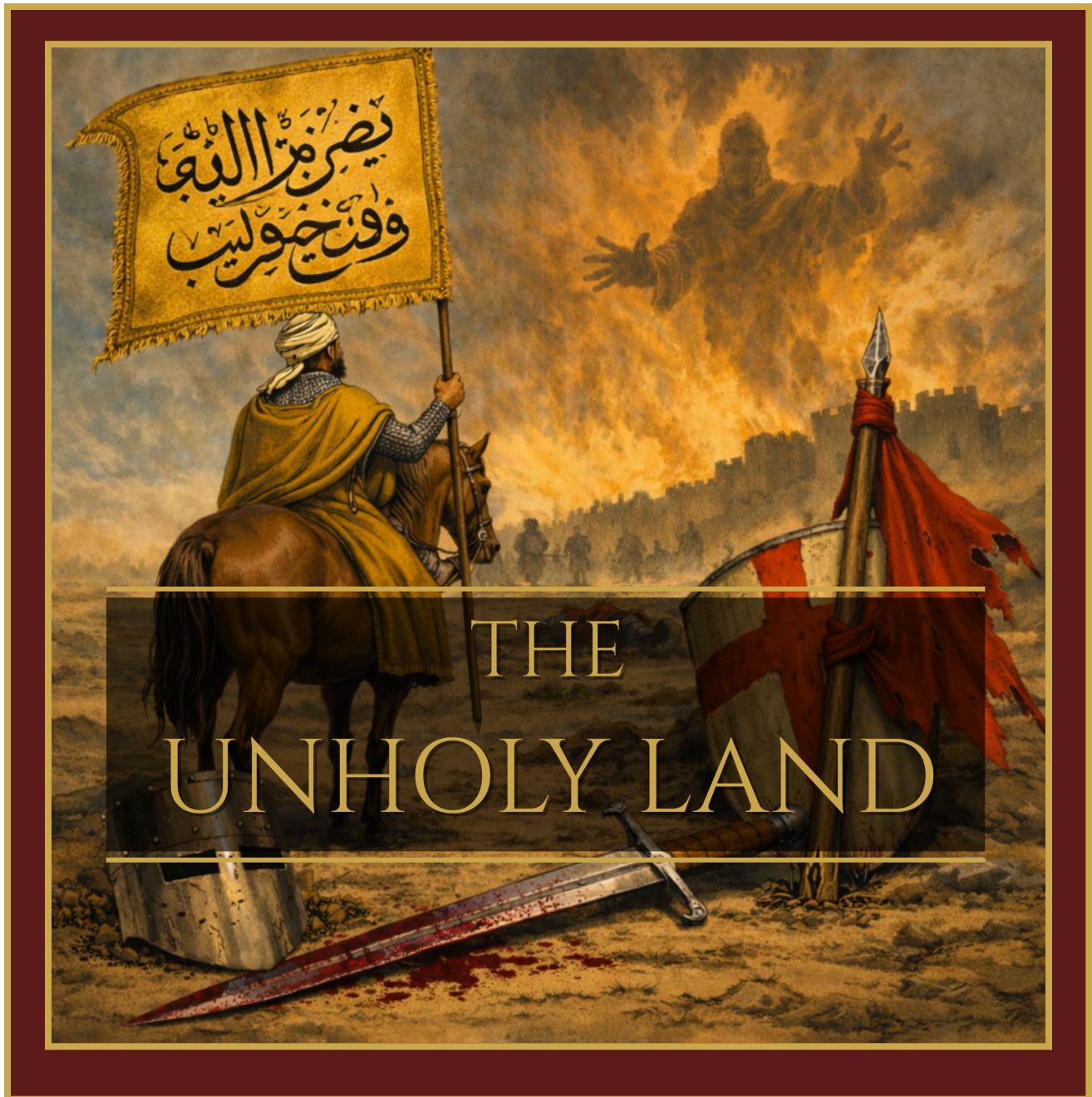


FR-A: DESERT SKIRMISH - PRINT & PLAY



Self-contained · No rulebook required · unholylandgame.com

THE UNHOLY LAND

WHAT THIS IS

A complete, self-contained scenario for The Unholy Land. You do not need a core rulebook or any other files. Everything required to play is inside this packet: unit cards, tokens, objectives, rules, and the scenario guide. FR-A is built to teach the system by putting you directly into a moment of real historical pressure. It is fast, lethal, and readable. Every rule exists to create a story at the table. The full game expands this into a campaign system with monsters, councils, and faction development.

WHAT YOU NEED

This PnP	A 24"×24" play surface	A ruler	Your minis / units	6-8 dice (D6, D8, D10)	Printed unit cards, tokens, and objectives
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THE GOAL

Control the crossroads and break their morale. Chase your Boast if you can and write the Chronicle as the battle unfolds. The goal isn't to wipe the board, it's to make the decisions that shape the story. Every game should feel like you're inside a good one, and this scenario is built to get you there.

OPTIONAL MODES

Default (recommended first game)	The Well begins Captured by the Mamluks.
Competitive Variant	The Well begins Neutral.
Encounter Mode (optional)	<p>A creature has been sighted near The Well. It spawns Turn 2, 6" from The Well.</p> <p>Before setup:</p> <p>(1) The Crusader player declares if Beast Warden is deployed; if so, remove the Frankish Pilgrims.</p> <p>(2) After the declaration, roll 1D6:</p> <p>1-3 = The Manticore appears.</p> <p>4-6 = The Bound Djinn appears.</p> <p>Handler abilities cannot target the Encounter creature until it has completed at least one activation.</p>

THE SITUATION

Anno Domini 1263. Three years after the Mongol tide broke at Ain Jalut, Sultan Baybars has turned his Bahriyya host toward the Crusader coast. The truce that saw Mamluk armies march through Frankish lands to face the Ilkhanate is finished. Riding east from Atlit on patrol, a Templar column finds itself intercepted by Mamluk outriders - the local well already seized, the supply line to the fortress cut. At this crossroads between the old alliance and the new war, the guardians of the coast face the Sultan who broke the Mongols, while the desert itself begins to stir with an ancient, unholy power.



FR-A: DESERT SKIRMISH - SCENARIO GUIDE

CRUSADER STATES

The Templar Patrol

Beaujeu rides with whatever strength the Templars can muster: armored knights who have survived a dozen sieges, crossbowmen who have held walls longer than some men have lived, and Turcopole scouts who know every wadi, ridge, and goat track between Atlit and Caesarea.

Your objective: Hold the Desert Crossroads.

Your resource: Divine Favor (DF).

Miracle (3 DF): one unit passes its next Morale Test (2D6+MOR roll only - does not apply to Routing Checks). Token consumed on that check regardless of result.

Saint's Intercession (5 DF): remove up to 2 Blood Markers from one unit. Surplus has no effect.

MAMLUK SULTANATE

The Bahriyya Vanguard

Baybars rides with the vanguard - veterans of Ain Jalut who shattered the Mongol horde. These are men who need no signal to unleash a charge. The Bahriyya cavalry fan out across the ridgeline, tightening the screen around the Crusader patrol.

Your objective: Take the Desert Crossroads.

Your resource: Tribute (T)

Sultan's Command (4T): A friendly unit that has already activated this Turn activates again immediately. May not target the same unit more than once per Turn.

Reinforcement (4T): a friendly unit that has not yet activated this turn activates immediately, ahead of its normal slot. A Locked Hero may not be targeted.

OBJECTIVES

Objective	SV	Notes
Desert Crossroads	3 - Decisive	Centre board. Controls the road. Both Heroes will be drawn here.
North Dune Ridge	2 - Significant	North edge. Elevated ground. Units here gain +1D on ranged attacks targeting lower ground. Hard to dislodge once held.
South Oasis	1 - Minor	South edge. Dense Brush terrain. Units inside gain Soft Cover (-1D ranged). Dense Brush does not affect movement.
The Well	2 - Significant	Adjacent to Crossroads (~6" toward SE corner). Begins Mamluk-captured. <i>Full rules: see Capturing Objectives.</i>

CHOOSE YOUR BOAST

In the chronicles of the Crusader era, commanders recorded private oaths alongside tactical accounts. What they had sworn to do, whether they had done it. A Boast is that oath. A Boast is a secret personal objective. Write it face-down before the game starts. Reveal simultaneously at the end. Achieving it earns 2 Chronicle Points regardless of who won. The losing player still has a story.

In this scenario, Chronicle Points are narrative. In the full game they carry forward, shaping your Chronicle across linked battles and influencing what your commanders are capable of in the next mission.

CRUSADER BOASTS

choose one secretly

Deus Vult: Beaujeu personally destroys a unit in melee.

Hold the Line: No Crusader unit Full Routs off the board.

God's Favour: Spend 8 or more Divine Favor in a single game.

Last Stand: Beaujeu survives to the final turn with 3+ Blood Markers.

MAMLUK BOASTS

choose one secretly

Sultan's Blade: Baybars destroys a unit in melee.

The Fursiyya Way: Activate combined arms bonus 3 or more times.

Broken on the Desert: Cause 3 or more Crusader Full Routs.

The Tribute of Battle: Accumulate 12+ Tribute tokens in a single game.

HOW TO PLAY - SETUP

Read each section once before that phase of the game begins

1	Print and cut the unit cards: Print the unit card pages. Cut out each card along the border lines. These are your units for the whole game.
2	Print and cut the tokens: Print the tokens page. Cut out Blood Markers (×30), Divine Favor tokens (Crusaders), Tribute tokens (Mamluks), Objective Markers, and the WILD/DECAY token (Monster - double-sided, flip to DECAY face when handler goes OOA)
3	Print the reference card: Print the Quick Reference page. Keep it on the table throughout the game.
4	Choose your table size: FR-A works on any flat surface at least 24"×24". Scale all inch measurements by half for smaller surfaces - balance is unaffected.
5	Place the Objective markers: Desert Crossroads (SV 3): center board. The Well (SV 2): adjacent to Crossroads, ~6" toward the SE corner. North Dune Ridge (SV 2): north edge, ~2" toward the SE corner. South Oasis (SV 1): south edge, ~2" toward the NW corner. Note: The Well's position does not affect its starting Mamluk-captured status. Pre-captured objectives are treated as Captured at game start - no Secure action is required to maintain the initial state.
6	Set up deployment zones: Crusaders deploy in a 12" long × 6" deep zone across the north of the map anchored in the NW corner. Mamluks deploy in a 12" long × 6" deep zone across the south of the map anchored in the SE corner. Units may be placed anywhere within their deployment zone. Unit cards are stat references - keep them beside the board, not on it. If a unit appears ×2, place two cards side by side. Use your own miniatures, tokens, or any small markers to represent units on the playing surface. One marker per unit card. When placing a unit on the board, declare its facing. This is its facing until it moves. If using round tokens or non-directional pieces, place a small arrow token or die beside each unit to indicate facing.
7	Set starting resources: Crusaders: take 3 Divine Favor tokens. Mamluks: take 3 Tribute tokens. Both players set Force Morale to 10.
8	Each player chooses a Boast: Pick one from the Choose Your Boast section above and write it face-down on your Chronicle sheet. Do not show your opponent.

9

Decide on monsters (optional): In Encounter Mode, the Crusader player commits to their unit choice (Warden vs. Pilgrims) first. The monster is revealed only after the Crusader choice is locked in.

HOW TO PLAY - EACH TURN

Five turns. Four objectives. Two forces.

Each turn, perform this in order:

1. **Initiative:** Both players roll 1D6; highest chooses to go first or second this turn.
2. **Activations:** Players alternate activating one unit each until every unit on both sides has activated once.
3. **Resources:** Both players collect resource tokens and resolve Objective control.
4. **Morale:** Every unit that gained a Blood Marker this turn makes a Morale Test.

STEP 1 - INITIATIVE

	Rule
1a Setup	Both players roll 1D6. The higher result chooses whether to go first or second this turn. Ties re-roll.
1b	You do not choose which unit to activate until it is your turn. This is deliberate, the game rewards adapting to what your opponent just did.

Blood Markers (BM): track damage. Units accumulate them when hit. When a unit reaches its limit it is removed from play. Check the hearts on your unit's card. Full rules in the Fighting section.

STEP 2 - ACTIVATIONS

	Rule
2a Activation Sequence	The player who chose to go first picks one unit and activates it. Then the other player activates one of their own. Keep alternating until every unit on both sides has activated once. Each unit activates exactly once per turn.
2b	Broken units must make a Routing Check before activating. See Step 4b

<p>2c - Unit Actions</p>	<p>Each activation, a unit may move up to its MOV value and take up to one action. Some actions (Charge, Brace) replace movement. A unit may not move through enemy units. Terrain may modify movement distance - see Terrain.</p> <p>CHARGE: Move up to MOV+3" toward an enemy and resolve a melee attack. Replaces your normal move. Cannot be declared if already in base contact with an enemy at the start of your activation. Must end in base contact with the target. Wavering units must pass a Morale Test before declaring. Broken units cannot Charge. If the target has a Brace marker: attacker loses Charge bonus and takes 1 Blood Marker automatically on contact. Disaster = additional 2 Blood Markers.</p> <p>FIGHT: Resolve a melee attack against an enemy in base contact. Can be taken after moving. Cannot be declared if you moved into base contact this activation - use CHARGE instead.</p> <p>SHOOT: ranged attack against a visible enemy within range. Can be taken after moving. Cannot shoot if in base contact with an enemy. Cannot target a unit that is in base contact with a friendly unit.</p> <p>HOLD: do not move this activation. Ranged units that Hold and Shoot get +1D. Hold is not a defensive stance and does not protect against Charges.</p> <p>BRACE (eligible infantry only): replaces your move and action. Place Brace marker on card. Cavalry charging this unit loses Charge bonus and takes 1 Blood Marker on contact. Disaster = additional 2 Blood Markers. Brace marker is removed at the start of this unit's next activation. Any forced movement removes Brace. Effects that do not move the unit (Shaken, a failed Morale Test) do not remove Brace. Brace persists if the charging unit fails to reach base contact.</p> <p>RALLY: remove 1 Blood Marker. Can be taken after moving. Cannot be in base contact with an enemy.</p> <p>SECURE: Declare this as your action for the activation. You may Move before declaring a Secure, but you may not Shoot, Charge, or Rally in the same activation.</p> <ul style="list-style-type: none"> ● Resolution: Objective control is resolved at Turn end (Step 3). ● Displacement: If the unit is physically moved away from the objective before Step 3, the Secure is cancelled. ● Resilience: Status effects (Shaken, Wavering, or Holding Ground while Broken) do not void a Capture; only physical displacement does. <i>Eligibility: Only Infantry and Cavalry may Secure. Ranged and Specialist units cannot.</i>
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2d Heroes	<p>Heroes may also use Inspire instead of the actions above: full activation spent, no movement or attack, but every Broken unit within CMD range gets +4 on their next Routing Check. (Continued on the next page...)</p> <p>Resource Spending (during your activation, before dice are rolled)</p> <p>Crusaders - Divine Favor: Miracle (3 DF): one unit passes its next Morale Test. Token consumed on that check regardless of result. Does not apply to Routing Checks.</p> <p>Saint's Intercession (5 DF): remove up to 2 Blood Markers from one unit. If multiple effects would cause a unit to automatically pass the same Morale Test, one applies and the others are wasted. Miracle token is still consumed.</p> <p>Mamluks - Tribute: Sultan's Command (4T): a friendly unit that has already activated this turn activates again immediately. May not target the same unit more than once per turn.</p> <p>Reinforcement (4T): a friendly unit that has not yet activated this turn activates immediately, out of sequence. A Locked Hero may not be targeted.</p>
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Force Morale (FM): represents your army's will to fight. Both sides start with 10 tokens. When a side's FM reaches 0, the opponent wins.

Fallen Ranks: each time a standard unit from your force goes Out of Action, remove 1 FM token immediately. If FM reaches 0 during an attack, resolve that attack's immediate effects first, then your opponent wins. Heroes and monsters do not count.

STEP 3 - RESOURCE STEP

	Rule
3a	Both players gain +1 of their resource (Divine Favor / Tribute). Gain +1 more for each Objective you control (Captured state). Disputed Objectives score 0.
3b - Objective Control	Resolve all Secure actions declared this turn. Each side counts the total Strategic Value (SV) of Objectives they control. The side with lower SV loses FM tokens equal to the difference. Maximum loss is 4 per turn. If FM reaches 0, your opponent wins.

STEP 4 - MORALE TEST

Rule	
4a	<p>Any unit that took a Blood Marker this turn makes a Morale Test: roll 2D6, add the unit's MOR stat.</p> <p>2-5: Shaken - cannot Charge next activation, then clears. 6-8: Rattled - cannot Rally next activation. 9-11: Steady - no effect. 12+: Resolute - remove 1 Blood Marker immediately.</p> <p><i>Identify all eligible units before rolling. Roll all checks simultaneously. Apply all results after all checks are rolled.</i></p>
4b	<p>Broken units (3+ Blood Markers) make a Routing Check at the START of their next activation, before any action. Roll 1D6 and add the following directly to the result: Own MOR · +2 friendly Hero in CMD range · +4 Hero used Inspire this turn · +1 adjacent friendly unit · -2 adjacent enemy unit · +2 Stubborn ability · -1 Levy or Pilgrim unit</p> <p>Monster adjacency: Wild or Frenzied monster counts as adjacent enemy (-2). Controlled monster gives no adjacency modifier.</p> <p>1-2: Full Rout - unit moves full MOV toward the nearest board edge and is removed. CHRONICLE MOMENT: write one word from the unit's perspective. 3-4: Continues Routing - moves half MOV toward the nearest edge. 5-6: Holds Ground - one non-Charge action only this activation. 7+: Rallies - returns to Wavering (removes 1 Blood Marker).</p>

After Turn 5 Morale Test: On Turn 5, proceed through all four steps normally. After Step 4 resolves, the game ends. Tiebreaker: higher FM wins. If FM equal, higher SV wins, counting only Captured objectives (Disputed and Contested score 0). If both equal: Draw.

HOW TO PLAY - FIGHTING

The Bahri cavalry were trained from childhood in the Furusiyya - the complete military arts. The Templars were the Christian equivalent: warrior monks who had surrendered everything except the fight. What follows resolves that violence at the table.

BUILDING YOUR DICE POOL

	Rule
F1	Start with the unit's MEL stat (melee) or RNG stat (ranged). If a unit shows "-" for RNG, it cannot shoot. RNG format: dice/range (e.g. 1D6/15" = roll 1D6, maximum range 15").
F2	<p>Apply modifiers.</p> <p>+1D if Charging.</p> <p>+1D if attacking the enemy's Flank (outside their front 180° arc).</p> <p>+2D if attacking from the Rear (within 45° of directly behind).</p> <p>+1D if Holding and Shooting (did not move this activation).</p> <p>-1D if Bloodied (1 Blood Marker) or Wavering (2 Blood Markers). -2D if Broken (3 Blood Markers).</p> <p>Apply all bonuses and penalties to the base stat first. The final pool cannot be reduced below 1D6.</p>
F3	<p>Roll all dice - read only the highest single result.</p> <p>1 = Disaster: attack fails AND attacker takes 1 Blood Marker.</p> <p>2-3 = Failure: no effect.</p> <p>4 = Hit: deal 1 Blood Marker to the target, reduced by their ARM stat (minimum 0).</p> <p>5 = Pierce: deal 1 Blood Marker - ARM does not reduce this.</p> <p>6 = Critical: deal 1 Blood Marker (reduced by ARM) PLUS 1 additional Blood Marker that ignores ARM entirely.</p>

FLANKING AND FACING

The **+1D** flank and **+2D** rear modifiers in **F2** require knowing which direction a unit is facing. These rules define that.

<p>F2a - Facing</p>	<p>A unit's facing is the direction it last moved. If a unit did not move this activation, its facing is unchanged from its previous activation.</p> <p>Locked Heroes face their current opponent.</p> <p>Units that were placed or spawned face the direction stated by the scenario (or toward the nearest enemy if not stated).</p>
<p>F2b - Attack Arcs</p>	<p>FRONTAL - within the defender's front 180° arc: no bonus.</p> <p>FLANK - outside the defender's front 180° arc: +1D melee. The defender also loses any terrain cover bonus for this attack (Soft Cover does not apply).</p> <p>REAR - within 45° of directly behind the defender: +2D melee. The defender's ARM is negated entirely for this attack.</p> <p><i>Flanking and rear bonuses apply to melee only, not ranged attacks. Ranged attacks use cover and distance regardless of facing.</i></p>
<p>F2c - Encirclement</p>	<p>If 2 or more attackers strike a defender from different arcs in the same turn, the defender gains Disordered: -1D on their next activation. Mark the unit with a Disordered token; remove it at the start of that activation. Encirclement applies the per-attacker arc bonuses above as normal.</p>
<p>F2d - Cavalry and Flanking</p>	<p>Cavalry's high MOV (8-9") and Charge distance exist specifically to reach flank and rear arcs. Bahri Cavalry and Frankish Knights are designed to sweep wide of enemy infantry and attack from outside the front 180°. Turcopoles can Reposition a friendly unit before Charges to set up favourable arcs.</p> <p><i>Monsters have a 360° threat arc - they cannot be flanked.</i></p>

BLOOD MARKERS AND STATUS

	Rule
BM 1	<p>Blood Markers (BM) track damage:</p> <p>0 BM: Fresh (no effect).</p> <p>1 BM: Bloodied (-1D on all actions).</p> <p>2 BM: Wavering (-1D, must pass Morale Test to Charge, -1 to D8 Hero duel results).</p> <p>3 BM: Broken (-2D, must Retreat at end of activation, makes Routing Roll at start of each activation). Retreat: Infantry move 3" directly away from the nearest enemy unit. Cavalry move 6". If already out of base contact with all enemies, no movement is required. Retreat removes Brace.</p>
BM 2	<p>ARM absorbs Blood Markers when your unit is hit. A unit with ARM 1 absorbs 1 BM from a Hit. ARM 2 absorbs the Hit completely. A Pierce (result 5) always deals 1 BM regardless of ARM. A Critical (result 6) always deals at least 1 BM regardless of ARM.</p>
BM 3	<p>Removing Blood Markers:</p> <ul style="list-style-type: none"> ● Rally action: removes 1 BM. Unit may not be in base contact with an enemy. ● Resolute Morale Test result: removes 1 BM immediately. ● Routing Check Rallies result: removes 1 BM, unit stabilises at Wavering. ● Saint's Intercession (5 DF): removes up to 2 BM from one unit. Surplus has no effect.

COVER AND TERRAIN

FR-A has two terrain features: **Dense Brush** (South Oasis) and **Elevated Ground** (North Dune Ridge). All other ground is open. There are no movement penalties in FR-A - terrain only affects combat and ranged attacks.

The North Dune Ridge was the kind of ground Turcopole scouts memorised and Templar knights underestimated. The South Oasis, a stand of dense brush around a seasonal pool, offered cover, but not comfort.

	Rule
T1 - Open Ground	All terrain in FR-A not listed below has no penalties to movement, combat, or ranged attacks. No cover.
T2 - Dense Brush (South Oasis)	<p>Soft Cover: ranged attacks against units <i>inside</i> Dense Brush suffer -1D. Melee is unaffected. Movement is unaffected, units enter and leave at full MOV. Dense Brush does not block line of sight.</p> <p>Exception: a Flank attack (F2b) removes the Soft Cover bonus for that attack, the attacker reaching the flank arc negates the cover.</p>
T3 - Elevated Ground (North Dune Ridge)	Units on Elevated Ground gain +1D on ranged attacks targeting units on lower ground . Does not affect melee. Does not block line of sight. Units on lower ground gain no bonus attacking upward.
T4 - Cover and ARM	<p>Cover and ARM are independent, both apply to the same attack. A unit inside Dense Brush with ARM 1 forces the attacker to contend with both -1D (ranged) and ARM 1 reduction.</p> <p>Exception: a Flank attack removes the terrain cover bonus but does not change ARM. A Rear attack negates ARM but does not remove cover.</p>

UNIT-SPECIFIC RULES

	Rule
F7 - Crossbowmen Slow Reload	Cannot Shoot on two consecutive activations. After shooting (including Hold+Shoot), place a Slow Reload marker on their card. They may not Shoot next activation regardless of action taken. The marker clears after that activation. Hold+Shoot gives +1D and triggers Slow Reload.
F8 - Sufi Dervish Dhikr	<p>Dhikr, rhythmic devotional chanting, was a Sufi practice the Bahriyya veterans would have known. At the edge of the battlefield, a Dervish's voice was a weapon of morale, not steel.</p> <p>D10 ability, once per game.</p> <p>Declare Dhikr in Step 4 when Morale Tests are being rolled, before any dice are rolled, and only if at least one Mamluk unit within 12" has a Morale Test pending this Step.</p> <p>1-2: Catastrophic Failure - Dervish takes 1 Blood Marker, ability expended, no other effect.</p> <p>3-4: Denied - no effect, expended.</p> <p>5-7: Partial - all Mamluk within 12" pass current Morale Test + 2 Tribute.</p> <p>8-9: Full - all within 12" pass Morale Test.</p> <p>10: Legendary - all pass Morale Test and remove 1 Blood Marker each.</p>
F9 - Bahri Cavalry Furusiyya	<p>Furusiyya gives Bahri Cavalry +1D when combined arms is active. Combined arms = at least one Mamluk Foot Soldiers unit adjacent after all movement for this activation has resolved, immediately before dice are rolled.</p> <p>No Hero required to Charge.</p>

HERO VS HERO DUELS

	Rule
S1	<p>When two Heroes enter melee, all melee between them is resolved via D8 duels instead of D6 combat. D6 pool combat is suspended. Both players simultaneously roll 1D8. Higher result wins; ties re-roll.</p> <p>BM modifiers: Wavering -1, Broken -2. ARM Pierce 1 applies to all Heroes on all melee attacks and D8 duels.</p> <p>Mixed melee (Hero in base contact with both an enemy Hero and an enemy non-Hero unit): resolve the D8 duel first. If the result is Driven Back or OOA, the non-Hero unit may redirect its D6 attack to any remaining eligible target in base contact, or forfeits if none. If the result is Locked or Upper Hand, the non-Hero unit resolves its D6 attack against its current base-contact target before the second D8 fires (if Upper Hand). Each non-Hero unit in base contact makes one D6 attack against whichever eligible enemy they are in base contact with.</p> <p>A Locked duel resumes when either Hero next activates, including bonus activations granted by Sultan's Command.</p>
S2 - D8 Results	<p>1 = Disaster: rolling Hero takes 2 Blood Markers (3 if Wavering or worse). The opponent gets a free Rally.</p> <p>2-3 = Driven Back: rolling Hero takes 1 Blood Marker and is pushed 3" away. Brace markers are immediately removed from a Driven Back Hero. Duel ends.</p> <p>4-5 = Locked: neither Hero gains advantage. The next activation of either Hero resumes the duel - the Locked Hero may not Hold, Rally, Secure, or take any other action on that activation. A Locked Hero that Full Routs breaks the Locked state and the duel ends. CHRONICLE MOMENT: note it now.</p> <p>6-7 = Upper Hand: opponent takes 1 Blood Marker. Rolling Hero may attempt one second D8 - ONCE ONLY. Second roll fires even if ARM absorbed the first Blood Marker. If both Heroes simultaneously roll Upper Hand, the current Initiative winner resolves their follow-up D8 first. If that follow-up takes the opposing Hero Out of Action, the opposing Hero's Upper Hand result is void.</p> <p>8 = Decisive Blow: opponent takes 2 Blood Markers AND is immediately Broken. If the opponent was already Broken: Out of Action instead. Generate 2 faction resources.</p>

CAPTURING OBJECTIVES

	Rule
S3 - Eligible units	<p>Infantry and cavalry may capture and contest. Ranged, support, and specialist units cannot capture or contest. In FR-A: eligible Crusader units = Beaujeu (Hero), Templars (Infantry), Frankish Knights (Cavalry), Frankish Pilgrims (Infantry).</p> <p>Eligible Mamluk units = Baybars (Hero), Bahri Cavalry, Foot Soldiers (Infantry).</p> <p>Monsters can contest an Objective (deny SV by being adjacent) but cannot use the Secure action to capture. A friendly Controlled monster adjacent to an objective does contest it (denying SV to the opposing player), but cannot capture it and does not contribute to a Captured state.</p>
S4 - Three objective states	<p>CAPTURED: an eligible unit declared Secure this turn AND no opposing eligible unit is adjacent at Turn end. Scores full</p> <p>SV.CONTESTED: an opposing eligible unit is adjacent but has not declared Secure. Scores 0 SV this Turn.</p> <p>DISPUTED: eligible units from both sides are adjacent at Turn end, regardless of Secure declarations. Scores 0 SV for either side.</p>
S5 - Objective Victory	<p>Control combined SV of 4+ at the end of three consecutive Turns. You cannot win the moment you first reach SV 4+ - you must hold it across three consecutive Turn ends.</p> <p><i>Example: Crusaders reach SV 4+ at the end of Turn 2. Turn 2 is the first qualifying Turn end - no victory yet. If they still hold SV 4+ at the end of Turn 4, they win. Mid-turn events (Routing Checks, unit losses) do not affect SV - only the state at Turn end counts. Turn 1 never qualifies as the first Turn end regardless of SV held.</i></p>
S6 - Secure & Displacement	<p>A Broken unit may still declare Secure - Broken status alone does not void it. Only physical displacement voids a Secure (Driven Back or any forced movement), even if the unit remains within 1" of the objective.</p>

THE CHRONICLE

	Rule
S7 - Chronicle Entry	The Chronicle happens during the game - not after. When a mandatory moment occurs, stop and write before anything else resolves. If a single attack or effect generates multiple Chronicle triggers simultaneously, complete all mechanical resolution of that event first, then write all required Chronicle entries before the next activation begins.
S8 - Full Rout	Write one word on your Chronicle sheet before the unit is removed. From that unit's perspective. Not a sentence - one word.
S9 - D8 Locked	Note it. Two commanders, equal, neither yielding. What happened in that moment.
S10 - Frenzy on friendly	Write one word before the monster's attack resolves. From the friendly unit's perspective. This occurs when a monster rolls a Frenzy result (Temperament Roll = 1) and the nearest unit is friendly - see Monster Module for Temperament details. (Frenzy: the monster immediately charges the nearest eligible unit, friend or foe.)
S11 - Hero Out of Action	Write one sentence before the game continues. What that Hero's last moment meant.

MONSTER MODULE - Optional

The soldiers who fought at Ain Jalut and in the Crusader States were not secular men. They recorded what they believed they had seen, creatures from Islamic bestiaries, from Crusader chronicles, from the older traditions of the land itself. The Manticore appears in sources that both sides read. The Djinn was not a metaphor to a Sufi soldier, it was doctrine. These rules exist because those men believed it. You do not have to.

Handler required: No handler = monster deploys Wild

MONSTER RULES (Field Rules Version)

Rule	Field Rules Version
Deployment	Encounter Mode (default): spawns Turn 2, placed 6" from The Well facing the Crossroads. Not part of either army. Before setup: Crusader player declares Beast Warden deployment (Pilgrims removed), then roll 1D6 - 1-3 = Manticore, 4-6 = Bound Djinn. Roll is made after the Beast Warden declaration.
Binding Priority	If both handlers attempt to bind the monster during the same activation, the player with Initiative declares first. If both succeed, the second declaration overrides the first.
Binding Check	<p>Binding Check: Roll 1D6 at the start of the monster's activation.</p> <p>Handler in base contact (4+): Pass = Full Control. The handler's player nominates any target and bypasses Temperament. Exception: a Frenzy result (1) always fires regardless. Fail = Wild this activation only.</p> <p>Handler on the board but not in base contact (4+): Pass = roll Temperament as normal. Fail = Wild this activation only.</p> <p>No handler: Auto-fail. Apply Temperament Decay permanently. Monster remains Wild for the rest of the game.</p>
Temperament Roll	<p>Roll 1D6.</p> <p>1 = Frenzy - charges nearest unit, friend or foe. CHRONICLE MOMENT if the nearest unit is friendly: write one word before the attack resolves.</p> <p>2 = Hungry - moves toward the nearest Out of Action unit, does not attack. If no OOA units are present on the board, treat Monster as Responsive instead.</p> <p>3-6 = Responsive - controller activates normally if Binding passed; Wild logic applies if Binding failed.</p>

Active Turn Limit	Maximum 4 turns active. After 4th activation the monster withdraws - remove from table, no Force Morale effect, does not count as Out of Action.
Objectives	Monsters cannot capture. Any monster adjacent to an objective contests it regardless of state (Wild, Controlled, Frenzy, Decay). Monsters may never use the Secure action.
Handler Killed	If killed by an enemy attack: monster permanently Wild +1 MEL Die, cannot re-capture. If handler OOA due to friendly action or self-sacrifice: Wild only, no MEL bonus.
Temperament Decay	When no handler is present, Binding auto-fails permanently. Flip the WILD token to DECAY face. Temperament table changes: 1-2 = Frenzy, 3-6 = Responsive. Hungry is not available.

COMPLETE MONSTER TURN SEQUENCE

Step	Action	Detail
1	Binding Check	Handler in contact: 4+, pass = Full Control - nominate any target, bypass Temperament except Frenzy (roll still fires; on 1 monster Frenzies regardless). Handler elsewhere: 4+, pass = Temperament as normal. No handler: auto-fail, Temperament Decay (Frenzy 1-2, Responsive 3-6).
2	Temperament Roll	Always roll after Binding Check. 1=FRENZY: charge nearest (any faction). 2=HUNGRY: move toward the nearest Out of Action unit, no attack. If no OOA units present on board, treat as Responsive instead. 3-6=Responsive.
3	Movement	Wild/Frenzy: full MOV toward the nearest unit (any faction), then attack. Hungry: toward the nearest Out of Action unit. Monsters ignore Difficult terrain penalties. Monsters have 360° threat - cannot be flanked.
4	Targeting	Wild/Frenzy: nearest unit regardless of faction (base-to-base). Tie on Frenzy: monster Charges the unit closest to its last movement direction. No player input. If no prior movement: closest to spawn facing. If still tied: Initiative loser chooses. Controlled: controller nominates target. Monsters cannot target Out of Action units.
5	Combat	Standard D6 pool using monster MEL stat. Monsters do not benefit from cover. ARM Pierce 0 unless ability text states otherwise.

MONSTER STATUS TOKENS

Token	Meaning
WILD	Failed Binding Check or no handler. Attacks the nearest unit regardless of faction. If the handler goes OOA: flip to DECAY face immediately - do not wait for next activation.
BOUND	Passed Binding Check (4+) and handler present. Controller activates normally.
FRENZY	Temperament Roll = 1. The monster immediately charges the nearest unit. CHRONICLE if the nearest unit is friendly - write one word before the attack resolves. Token removed after charge resolves.
HUNGRY	Temperament Roll = 2. Monster moves toward the nearest Out of Action unit but does not attack. Token removed after movement.

MONSTER ENCOUNTER FAQ

Question	Answer
Does the Binding Check happen every activation?	Yes. Every activation, roll 1D6. Handler in base contact, 4+: Full control - skip Temperament, nominate any target. Frenzy still overrides on a 1. Either handler present, fail: Wild this activation only. Try again next activation. No handler: Permanently Wild. Flip token to DECAY. Binding never attempted again.
Does a Wild monster attack the nearest unit regardless of side?	Yes. Frenzy and Wild both mean nearest unit, friend or foe.
What happens if the monster reaches its Blood Marker max?	It is taken Out of Action (removed). This does not trigger Fallen Ranks or Force Morale loss.
Can monsters capture Objectives?	No. Monsters can contest (being adjacent denies SV) but cannot use the Secure action.

<p>Can the Dervish or Beast Warden bind the Encounter monster?</p>	<p>Yes, but not until the creature has completed at least one activation. Both handlers use the standard Binding Check (4+ on 1D6). In Encounter Mode, which creature appears is determined by a D6 roll at setup: 1-3 = Manticore, 4-6 = Bound Djinn. The Crusader player must declare Beast Warden deployment before the roll - the commitment is made blind.</p>
<p>What happens when the handler goes OOA?</p>	<p>Flip the WILD token to DECAY immediately. Binding auto-fails permanently. Temperament: Frenzy on 1-2, Responsive on 3-6. Hungry removed. +1 MEL bonus only if killed by enemy attack.</p>
<p>What if a Hungry monster has no OOA targets?</p>	<p>Treat as Responsive instead. The monster does not stand idle.</p>
<p>Does Bestiary Knowledge work during Frenzy?</p>	<p>Yes. It operates on the player layer, not the monster's Binding or Temperament state.</p>
<p>Does Holy Dominion permanently bind the monster?</p>	<p>No. Controlled status does not persist - Binding Check fires at the start of the monster's next activation.</p>
<p>What is the 1-inch grace rule for Virtue Ward?</p>	<p>Measure from the monster's base edge to the nearest base edge of each target. If the difference is 1" or less, treat it as equidistant. Virtue Ward applies only to non-Frenzy Wild targeting - it forces Wild targeting to the enemy when units are equidistant. Frenzy overrides Virtue Ward entirely.</p>

FR-A: DESERT SKIRMISH - PRESET

<p style="text-align: center;">CRUSADER STATES <i>The Templar Patrol</i></p> <p>Force: William of Beaujeu ★, Knights Templar ×2, Crusader Crossbowmen ×1, Frankish Knights ×1, Turcopoles ×2, Frankish Pilgrims</p> <p>Starting DF: 3</p> <p>Deployment: NW corner, 12"×6" zone</p> <p>Resource: Miracle (3 DF): one unit passes its next Morale Test - 2D6+MOR roll only, not Routing Checks (token consumed regardless of result).</p> <p>Saint's Intercession (5 DF): remove up to 2 Blood Markers from one unit. Surplus has no effect.</p>	<p style="text-align: center;">MAMLUK SULTANATE <i>The Bahriyya Vanguard</i></p> <p>Force: Baybars ★, Bahri Cavalry ×2, Mamluk Foot Soldiers ×2, Mamluk Archers ×2, Sufi Dervish</p> <p>Starting Tribute: 3</p> <p>Deployment: SE corner, 12"×6" zone</p> <p>Resource: Sultan's Command (4T): a friendly unit that has already activated this turn activates again immediately. May not target the same unit more than once per turn</p> <p>Reinforcement (4T): Reinforcement (4T): a friendly unit that has not yet activated this turn activates immediately, out of sequence. A Locked Hero may not be targeted.</p>
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Objective	SV	Notes
Desert Crossroads	3 - Decisive	Centre board. Controls the road.
North Dune Ridge	2 - Significant	North edge. Elevated ground.
South Oasis	1 - Minor	South edge. Dense Brush terrain.
The Well	2 - Significant	Adjacent to Crossroads (SE). Begins Mamluk-captured.

Victory Condition	Rule
Military Victory	Enemy Force Morale (FM) reaches 0.
Objective Victory	Control combined SV 4+ at the end of three consecutive Turns. Cannot claim the same Turn SV 4+ is first reached.
Boast	Secret personal condition. Write face-down before the game. Reveal at the end. +2 Chronicle Points if achieved.

CRUSADER STATES - UNIT CARDS

<p>Knights Templar <i>Heavy Infantry</i></p> <p>MOV 4" · MEL 3D6 · MOR +2 · ARM 2</p> <p>Holy Charge: +1D on Charge when within 6" of a unit carrying a Relic.</p> <p>Stubborn: Never routes on the first failed Morale Check.</p> <p>Brace: Declare instead of any action. Cavalry charging this unit loses Charge bonus and takes 1 Blood Marker. Disaster = +2 Blood Markers. Removed at start of next activation or if moved by any effect (including Reposition, Driven Back, or any ability that displaces the unit).</p> <p>Blood Markers: ♥♥♥ (OOA at 4th)</p>	<p>Knights Templar <i>Heavy Infantry</i></p> <p>MOV 4" · MEL 3D6 · MOR +2 · ARM 2</p> <p>Holy Charge: +1D on Charge when within 6" of a unit carrying a Relic.</p> <p>Stubborn: Never routes on the first failed Morale Check.</p> <p>Brace: Declare instead of any action. Cavalry charging this unit loses Charge bonus and takes 1 Blood Marker. Disaster = +2 Blood Markers. Removed at start of next activation or if moved by any effect (including Reposition, Driven Back, or any ability that displaces the unit).</p> <p>Blood Markers: ♥♥♥ (OOA at 4th)</p>
<p>Turcoples <i>Light Cavalry</i></p> <p>MOV 9" · MEL 2D6 · RNG 1D6/10" · MOR +1 · ARM 1</p> <p>Eastern Ways: Ignore Difficult terrain movement penalty. May fire Composite Bow while moving.</p> <p>Reposition: Once per game, after Initiative is rolled but before activations begin, move one friendly unit up to 3" in any direction. A unit moved by Reposition loses any Brace marker immediately.</p> <p>Blood Markers: ♥♥♥ (OOA at 4th)</p>	<p>Turcoples <i>Light Cavalry</i></p> <p>MOV 9" · MEL 2D6 · RNG 1D6/10" · MOR +1 · ARM 1</p> <p>Eastern Ways: Ignore Difficult terrain movement penalty. May fire Composite Bow while moving.</p> <p>Reposition: Once per game, after Initiative is rolled but before activations begin, move one friendly unit up to 3" in any direction. A unit moved by Reposition loses any Brace marker immediately.</p> <p>Blood Markers: ♥♥♥ (OOA at 4th)</p>

Crusader Crossbowmen

Ranged Infantry

MOV 4" · MEL 1D6 · RNG 1D6/14" · MOR +1 · ARM 0

ARM Pierce 1: All ranged shots reduce target ARM by 1.

Slow Reload: Cannot Shoot on two consecutive activations. Hold+Shoot also triggers Slow Reload. After shooting (any method), place Slow Reload marker - cannot Shoot next activation.

Pavise Shield: Hold action grants ARM 1 vs ranged attacks this activation.

Blood Markers: ♥♥♥ (OOA at 4th)

Frankish Knights

Heavy Cavalry

MOV 8" · MEL 3D6 · MOR +1 · ARM 1

Chivalric Glory: Critical Success on Charge generates +1 Divine Favor.

Reckless: On Disaster during Charge, must Charge nearest enemy next activation. Can Charge without Hero command.

Blood Markers: ♥♥♥ (OOA at 4th)

Frankish Pilgrims

Levy Infantry

MOV 5" · MEL 1D6 · MOR +0 · ARM 0

Martyr: When this unit is destroyed, generate +2 Divine Favor immediately.

Fervent Charge: May Charge with +1D. Automatically gains 1 Blood Marker when doing so, regardless of combat result.

Blood Markers: ♥♥♥ (OOA at 4th)

Beast Warden

Support

MOV 5" · MEL 1D6 · MOR +3 · ARM 0 · CMD 6"

Holy Dominion: 3 DF, bind Wild monster within 6" (D6: 4+) - Controlled this Turn only, Binding Check fires next activation.

Virtue Ward: priority deflection - friendlies within 6" not primary Wild target if enemy equidistant (1" grace). Applies only to non-Frenzy Wild targeting. Frenzy overrides Virtue Ward entirely.

Bestiary Knowledge: Once per game, negate one Legendary Monster ability within 12". Functions during Frenzy and Wild states - operates on the player layer, independent of Binding and Temperament.

Blood Markers: ♥♥♥ (OOA at 4th)

William of Beaujeu

★ *Hero*

MOV 4" · MEL 4D6 · MOR +3 · ARM 2 · CMD 12"

Last Stand: No adjacent friendly unit can go Out of Action while Beaujeu lives - Broken instead. When Beaujeu goes Out of Action, follow the sequence below.

— Last Stand Collapse —

1. **CHRONICLE MOMENT:** Write the Hero OOA entry.
2. **TALLY:** All Last Stand-held units go OOA simultaneously. Log all Fallen Ranks tallies at once → one FM adjustment only.
3. **FM CHECK:** Then check: has FM reached 0?

ARM Pierce 1 (passive): All melee attacks and D8 Hero duels reduce target ARM by 1. Applies regardless of ARM value.

Relic Presence: Beaujeu generates +1 Divine Favor per turn automatically. D8 duels resolved with ARM Pierce 1.

Blood Markers: ♥♥♥♥♥ (OOA at 6th)

MAMLUK SULTANATE - UNIT CARDS

<p>Bahri Cavalry <i>Heavy Cavalry</i></p> <p>MOV 9" · MEL 3D6 · RNG 1D6/12" · MOR +3 · ARM 1</p> <p>Furusiyya: +1D when combined arms is active. Combined arms = Foot Soldiers adjacent after all movement for this activation resolves, immediately before dice are rolled. No Hero required to Charge. May fire Composite Bow before OR after Charge - not both.</p> <p>Feigned Retreat: When targeted by a Charge, before melee resolves, may move 6" in any direction. The attacker completes their Charge move. If contact is not established, the attacker loses their Charge bonus. Bahri may then immediately make one free Composite Bow attack against the attacker. Usable while Wavering. Once per activation.</p> <p>Blood Markers: ♥♥♥ (OOA at 4th)</p>	<p>Bahri Cavalry <i>Heavy Cavalry</i></p> <p>MOV 9" · MEL 3D6 · RNG 1D6/12" · MOR +3 · ARM 1</p> <p>Furusiyya: +1D when combined arms is active. Combined arms = Foot Soldiers adjacent after all movement for this activation resolves, immediately before dice are rolled. No Hero required to Charge. May fire Composite Bow before OR after Charge - not both.</p> <p>Feigned Retreat: When targeted by a Charge, before melee resolves, may move 6" in any direction. The attacker completes their Charge move. If contact is not established, the attacker loses their Charge bonus. Bahri may then immediately make one free Composite Bow attack against the attacker. Usable while Wavering. Once per activation.</p> <p>Blood Markers: ♥♥♥ (OOA at 4th)</p>
<p>Mamluk Archers <i>Ranged Infantry</i></p> <p>MOV 5" · MEL 1D6 · RNG 1D6/15" · MOR +1 · ARM 0</p> <p>Composite Bow: May Shoot after moving at full range with no penalty. +1D when shooting at cavalry targets. Hold+Shoot does NOT apply.</p> <p>Volley: Second Mamluk Archer targeting the same unit this turn gains +1D. Only one Archer per turn gains this bonus.</p> <p>Blood Markers: ♥♥♥ (OOA at 4th)</p>	<p>Mamluk Archers <i>Ranged Infantry</i></p> <p>MOV 5" · MEL 1D6 · RNG 1D6/15" · MOR +1 · ARM 0</p> <p>Composite Bow: May Shoot after moving at full range with no penalty. +1D when shooting at cavalry targets. Hold+Shoot does NOT apply.</p> <p>Volley: Second Mamluk Archer targeting the same unit this turn gains +1D. Only one Archer per turn gains this bonus.</p> <p>Blood Markers: ♥♥♥ (OOA at 4th)</p>

Sufi Dervish *Support*

MOV 5" · MEL 1D6 · MOR +2 · ARM 0 · CMD 8"

Spiritual Presence: Adjacent Mamluk units gain +1 MOR on all Morale Checks.

Dhikr [D10, once per game]:

1-2: CF - Dervish takes 1 Blood Marker, expended. 3-4: Denied, expended.
5-7: Partial - all Mamluk within 12" pass Morale Check + 2 Tribute.
8-9: all pass Morale Check.
10: all pass + remove 1 Blood Marker each.

Solomonic Binding: Once per activation, spend 3T to attempt to bind a Wild monster within 6". Roll 1D6: on 4+ the monster becomes Controlled this activation. Handler-present rules apply — if in base contact, Full Control on pass. If handler is killed by an enemy attack: monster permanently Wild +1 MEL Die. If handler goes OOA due to friendly action or self-sacrifice: Wild only, no MEL bonus.

Blood Markers: ♥♥♥ (OOA at 4th)

Baybars ★ *Hero*

MOV 7" · MEL 3D6 · MOR +3 · ARM 1 · CMD 10"

United Front: All Mamluk units within 6" use Qutuz's MOR modifier (+3) for all Morale Checks. This replaces their own MOR stat.

ARM Pierce 1 (passive): All melee attacks and D8 Hero duels reduce target ARM by 1.

Ain Jalut's Ghost [LEGENDARY D10]: Once per game. D10. On 5+: all Mamluk units simultaneously perform a Feigned Retreat (move 6" away); every enemy that charged them this turn gains 1 Blood Marker from the trap.

Blood Markers: ♥♥♥♥ (OOA at 5th)

Mamluk Foot Soldiers *Heavy Infantry*

MOV 5" · MEL 2D6 · MOR +2 · ARM 2

Activates Fursiyya: Being adjacent to Bahri Cavalry after all movement for this activation resolves, immediately before dice are rolled, activates their combined arms bonus (+1D).

Steadfast: +1 MOR on all checks when a monster is on the table.

Brace: Declare instead of any action. Cavalry charging loses Charge bonus and takes 1 Blood Marker. Disaster = +2 Blood Markers.

Blood Markers: ♥♥♥ (OOA at 4th)

Mamluk Foot Soldiers *Heavy Infantry*

MOV 5" · MEL 2D6 · MOR +2 · ARM 2

Activates Fursiyya: Being adjacent to Bahri Cavalry after all movement for this activation resolves, immediately before dice are rolled, activates their combined arms bonus (+1D).

Steadfast: +1 MOR on all checks when a monster is on the table.

Brace: Declare instead of any action. Cavalry charging loses Charge bonus and takes 1 Blood Marker. Disaster = +2 Blood Markers.

Blood Markers: ♥♥♥ (OOA at 4th)

MONSTER CARDS

The Bound Djinn <i>Legendary Spirit</i>	The Manticore <i>Legendary Beast</i>
MOV 9"* · MEL 3D6 · ARM 1	MOV 9" · MEL 5D6 · ARM 2
<p>Elemental Form (choose each activation):</p> <p>Fire (Naar): 4D6. Target and all units within 3" take 1 Blood Marker (one-time, fire does not persist).</p> <p>Wind (Rih): 12" move, 2D6, pushes target 4".</p> <p>Storm (Sa'iqah): 3D6. On Critical: all units within 3" of target make immediate Morale Checks.</p> <p>*flying - ignores terrain modifiers.</p> <p>Blood Markers: ♥♥♥♥ (OOA at 5th)</p>	<p>Rending Charge [LEGENDARY - once per game]: Rending Charge may only be declared when the Manticore is Controlled this activation. Roll D10. On a roll of:</p> <p>1-4: the Manticore attempts the charge but fails - it moves up to MOV toward the target but the attack does not resolve. The ability is still expended.</p> <p>5+: move up to MOV+6" and attack with 7D6. If 4+ dice show 4+, target destroyed outright.</p> <p>On 10: Same as above, but the Manticore's roar is so bone-chilling that all enemy units within 6" of the target must also pass an immediate Morale Check.</p> <p>CHRONICLE MOMENT - Frenzy on a Friendly: write one word before the attack resolves.</p> <p>Blood Markers: ♥♥♥♥♥ (OOA at 6th)</p>

QUICK REFERENCE - page 1

D6 COMBAT - READ HIGHEST DIE

1 - Disaster Attack fails · Attacker takes 1 BM
2-3 - Failure Attack fails · No effect
4 - Hit 1 BM (minus ARM)
5 - Pierce 1 BM (ARM does not apply)
6 - Critical 1 BM (minus ARM) + 1 BM ignoring ARM

ATTACK MODIFIERS

+1D Charge
+1D Flank (outside 180°)
+2D Rear (within 45° behind)
+1D Hold+Shoot
-1D Bloodied / Wavering
-2D Broken
always 1D6 Minimum pool (apply all modifiers first)

MORALE TEST - 2D6 + MOR

2-5 Shaken Cannot Charge next activation
6-8 Rattled Cannot Rally next activation
9-11 Steady No effect
12+ Resolute Remove 1 Blood Marker immediately

ROUTING CHECK - 1D6 + MODIFIERS

1-2 Full Rout Full MOV toward edge · CHRONICLE MOMENT: 1 word
3-4 Continues Half MOV toward edge
5-6 Holds One non-Charge action
7+ Rallies Returns to Wavering · -1 Blood Marker

Modifiers: own MOR · +2 Hero CMD · +4 Hero Inspire · +1 adjacent friendly · -2 adjacent enemy · +2 Stubborn · -1 Levy

Monster adjacency: Wild or Frenzied monster = adjacent enemy (-2). Controlled monster = no adjacency bonus. Monsters are never considered friendly for Routing modifiers.

FLANKING

Facing: direction last moved
 Encirclement (2+ attackers from different arcs → Disordered -1D)
 Flank attack removes Soft Cover
 Rear attack negates ARM entirely

ADJACENT

means base-to-base contact. Measure from the closest point of the base.

BLOOD MARKER STATUS

0 BM - Fresh No penalties
1 BM - Bloodied -1D all actions
2 BM - Wavering -1D · Must pass MOR Test to Charge, -1 to D8 Hero duel results.
3 BM - Broken -2D · Must Retreat (Infantry 3", Cavalry 6" directly away from nearest enemy) · Routing Check at start of activation
 Exception: a Broken unit adjacent to a Hero with Last Stand still makes its Routing Check as normal. On a Full Rout result, the unit moves its full MOV toward the nearest board edge but does not leave the board - Last Stand prevents OOA.
4+ BM - Out of Action (OOA) Removed from table. Check the hearts on your unit's card for their exact limit.

OBJECTIVES - ELIGIBLE UNITS

Capture and contest (Heroes, Infantry, Cavalry): Beaujeu, Baybars, Templars, Frankish Knights, Frankish Pilgrims, Bahri Cavalry, Foot Soldiers.

Cannot Secure objectives: Crossbowmen, Turcoples, Archers, Dervish, Beast Warden.

Monsters: Contest only (adjacent denies SV). Cannot capture.

CAPTURED Eligible unit used Secure + no opposing eligible unit at Turn end · Scores full SV

CONTESTED Opposing eligible unit adjacent, no Secure · 0 SV

DISPUTED Eligible units from both sides adjacent at Turn end · 0 SV both

OBJECTIVE VICTORY

Control SV 4+ at the end of THREE consecutive Turns. Cannot claim the same Turn SV 4+ first reached.

LINE OF SIGHT

Units do not block line of sight. Terrain does not block line of sight unless explicitly stated.

TERRAIN

Dense Brush gives Soft Cover but does not block LOS. Elevated Ground (North Dune Ridge): units on elevated ground gain +1D on ranged attacks targeting units on lower ground. Does not affect LOS.

QUICK REFERENCE - page 2

D8 HERO VS HERO - SIMULTANEOUS

1 Disaster Rolling Hero: 2 BM (3 if Wavering+).
Opponent free Rally.

2-3 Driven Back Rolling Hero: 1 BM + pushed 3".
Brace removed.

4-5 Locked No advantage · Locked - duel
resumes immediately when either Hero next
activates, including bonus activations granted by
Sultan's Command. · CHRONICLE

6-7 Upper Hand Opponent 1 BM · Second D8
once only · fires even if ARM absorbed BM ·
Simultaneous: Initiative winner resolves first; if
OOA results, opponent's Upper Hand void

8 Decisive Blow Opponent 2 BM + Broken · If
already Broken: OOA · +2 resources

BM modifiers: Bloodied = none · Wavering = -1 ·
Broken = -2 (min 1: applies to the final modified
result, not the die face). ARM Pierce 1 (passive)
applies to all Heroes.

HERO PASSIVE: ARM Pierce 1

All Heroes: melee attacks and D8 duels reduce
target ARM by 1. Applies always, including when
ARM = 0 (result: minimum ARM = -1 for
calculation, then minimum 0 Blood Markers
reduction applies). Does not stack with other ARM
Pierce - use the highest value.

AIN JALUT'S GHOST [LEGENDARY]:

Once per game. Declare after enemy Charge
declared, before resolution. D10 - on 5+: all
Mamluk units Feigned Retreat 6", every charging
enemy gains 1 BM.

ACTIONS (one per activation)

Charge MOV+3" to enemy + melee. Not if already
in base contact. Wavering: Morale Test first.
Broken: cannot Charge.

Fight Melee attack vs unit in base contact. No
+1D bonus.

Shoot Ranged. Not in base contact. Not
consecutive turns

Hold No move. Ranged +1D (steady aim)

Brace Eligible infantry only.
Cavalry charging: - Charge bonus,
+1 BM. Disaster:
+2 BM. Removed if moved.

Rally Remove 1 Blood Marker. Not in base
contact

Secure Declared during activation · State
resolved at Turn end · Eligible units only

Inspire Hero full activation: all Broken in CMD
range +4 Routing Check

MANDATORY CHRONICLE MOMENTS

Full Rout 1 word (unit's perspective) before
removal

D8 Locked Note it: two commanders, equal,
neither yielding

Frenzy on friendly 1 word (friendly unit's
perspective) - monster Frenzy result only

Hero Out of Action (OOA) 1 sentence before
game continues

Boast reveal Both players reveal simultaneously
at game end

CHRONICLE SHEETS

■ CRUSADER STATES - CHRONICLE

MANDATORY CHRONICLE ENTRIES (write during the game - not after)

BOAST (secret - face down until game end):

Full Rout - 1 word (unit's perspective, before removal):

D8 Locked result - note it: _____

Frenzy on friendly - 1 word (monster Frenzy, friendly unit's perspective):

Hero Out of Action - 1 sentence (write before game continues):

POST-GAME ENTRY - what you will remember:

CHRONICLE SPARK - *Words drawn from the accounts of those who were there.*

Circle one, or write your own.

Dust · Defiant · Shattered · Silence · God · Blood · Mercy · Fury · Last · Hold ·
Faithful · Broken · Relic · Steel · Dawn

Chronicle Points: ■ Boast achieved (+2) ■ Won military victory (+1)

Chronicle Points do not affect gameplay. They exist to teach the narrative loop of the full game.

■ MAMLUK SULTANATE - CHRONICLE

MANDATORY CHRONICLE ENTRIES (write during the game - not after)

BOAST (secret - face down until game end):

Full Rout - 1 word (unit's perspective, before removal):

D8 Locked result - note it:

Frenzy on friendly - 1 word (monster Frenzy, friendly unit's perspective):

Hero Out of Action - 1 sentence (write before game continues):

POST-GAME ENTRY - what you will remember:

CHRONICLE SPARK - *Words drawn from the accounts of those who were there.*
Circle one, or write your own.

Dust · Defiant · Shattered · Silence · God · Blood · Mercy · Fury · Last · Hold ·
Faithful · Broken · Relic · Steel · Dawn

Chronicle Points: ■ Boast achieved (+2) ■ Won military victory (+1)

Chronicle Points do not affect gameplay. They exist to teach the narrative loop of the full game.

READY FOR MORE?

Those Chronicle Points matter.

The **Campaign Rules** hardcover is a linked sequence of historical battles where your Chronicle shapes what comes next. Units earn injuries and honors between fights. Heroes who fall leave a mark - on the army, on the Chronicle, on what the campaign becomes.

What the full game adds:

- **Council Phase** - recruit and equip your own patrol before each battle, not a preset
- **Full resource economy** - Tribute + Influence for Mamluks, expanded Divine Favor for Crusaders
- **Complete Monster System** - full Temperament, Aura, and Legendary abilities; not the simplified module

*If your first game felt fast - play it again. FR-A rewards the second game.
FR-A is a complete game. Campaign Rules is what it was building toward.*

unholylandgame.com

Companion App (Beta): Track Force Morale, Blood Markers, resources digitally at app.unholylandgame.com. Still being refined - feedback welcome.

Played it? We want to know what happened at your table.



TOKENS - Print and cut

BLOOD MARKERS ×30

BM	BM	BM	BM	BM	BM	BM	BM	BM	BM
BM	BM	BM	BM	BM	BM	BM	BM	BM	BM
BM	BM	BM	BM	BM	BM	BM	BM	BM	BM

DIVINE FAVOR ×15 (Crusader)

DF	DF	DF	DF	DF	DF	DF	DF	DF	DF
DF	DF	DF	DF	DF					

TRIBUTE ×15 (Mamluk)

TR	TR	TR	TR	TR	TR	TR	TR	TR	TR
TR	TR	TR	TR	TR					

OBJECTIVE MARKERS

CROSSROADS SV 3	N. RIDGE SV 2	S. OASIS SV 1	THE WELL SV 2	CRUSADER CAPT.	MAMLUK CAPT.	DISPUTED	CONTESTED
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STATUS TOKENS

SLOW RELOAD	SHAKEN	RATTLED	DISORDERED	FRENZY Monster	WILD Monster	DECAY Monster	BOUND Monster
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CRUSADER FORCE MORALE (FM):

10	9	8	7	6	5	4	3	2	1
----	---	---	---	---	---	---	---	---	---

MAMLUK FORCE MORALE (FM):

10	9	8	7	6	5	4	3	2	1
----	---	---	---	---	---	---	---	---	---

Remove all tokens to reach 0. FM 0 = Military Victory for your opponent.

UNIT STAT APPENDIX

CRUSADER STATES - THE TEMPLAR PATROL

Unit	Type	MOV	MEL	RNG	MOR	ARM	HP	CMD	Key Abilities
William of Beaujeu ★	Hero	4"	4D6	-	+3	2	♥♥♥♥♥	12"	Last Stand (adjacent units: Broken not OOA) · ARM Pierce 1 (passive) · Relic Presence (+1 DF/turn)
Knights Templar ×2	Heavy Infantry	4"	3D6	-	+2	2	♥♥♥♥♡	-	Holy Charge: +1D on Charge when within 6" of Beaujeu (Relic Presence). · Stubborn: no rout on first MOR fail · Brace: anti-cavalry stance
Crusader Crossbowmen	Ranged Infantry	4"	1D6	1D6/14"	+1	0	♥♥♥♥♡	-	ARM Pierce 1 (ranged) · Slow Reload: no consecutive shots (Hold+Shoot triggers) · Pavise: Hold = ARM 1 vs ranged
Frankish Knights	Heavy Cavalry	8"	3D6	-	+1	1	♥♥♥♥♡	-	Chivalric Glory: Critical on Charge = +1 DF · Reckless: Disaster on Charge = must Charge nearest enemy next activation. If the nearest enemy is outside Charge range, the unit must still move its full MOV toward them.
Turcoples ×2	Light Cavalry	9"	2D6	1D6/10"	+1	0	♥♥♥♥♡	-	Eastern Ways: may fire crossbow while moving. Ignore Difficult terrain. · Reposition: once/game, before activations, move one friendly 3"
Frankish Pilgrims	Levy Infantry	5"	1D6	-	+0	0	♥♥♥♥♡	-	Martyr: destroyed = +2 DF immediately · Fervent Charge: +1D Charge but auto-gains 1 BM
Beast Warden* <i>*Monster Mode only.</i>	Support	5"	1D6	-	+3	0	♥♥♥	6"	Holy Dominion: 3 DF, bind Wild monster within 6" (D6: 4+) - Controlled this Turn only, Binding Check fires next activation. · Virtue Ward: priority deflection - friendlies within 6" not primary Wild target if enemy equidistant (1" grace). · Bestiary Knowledge: Once per game, negate one Legendary Monster ability within 12". Functions during Frenzy and Wild states - operates on the player layer, independent of Binding and Temperament.

All Heroes have ARM Pierce 1 as a passive ability on all melee attacks including D8 Hero duels. ARM Pierce 1 (passive): all melee attacks and D8 duels reduce target ARM by 1.

MAMLUK SULTANATE - THE BAHRIYYA VANGUARD

Unit	Type	MOV	MEL	RNG	MOR	ARM	HP	CMD	Key Abilities
Baybars ★ (FR-A)	Hero	7"	3D6	-	+3	1	♥♥♥♥	10"	United Front: Mamluk units within 6" use MOR +3 instead of their own MOR stat. · ARM Pierce 1 (passive) · Ain Jalut's Ghost [LEGENDARY D10] Once per game. Declare after an enemy Charge is declared but before it resolves. Roll D10. On 5+: all Mamluk units simultaneously perform a Feigned Retreat (move 6" away); every enemy that charged them this turn gains 1 Blood Marker from the trap. On 1-4: ability expended, no effect.
Bahri Cavalry ×2	Heavy Cavalry	9"	3D6	1D6/12"	+3	1	♥♥♥♥♡	-	FuruSiyya: +1D when Foot Soldiers adjacent post-movement, pre-dice, for this activation · Feigned Retreat: When targeted by a Charge, before melee resolves, may move 6" in any direction. The attacker completes their Charge move. If contact is not established, the attacker loses their Charge bonus. Bahri may then immediately make one free Composite Bow attack against the attacker. Usable while Wavering. Once per activation.
Mamluk Foot Soldiers ×2	Heavy Infantry	5"	2D6	-	+2	2	♥♥♥♥♡	-	Activates FuruSiyya when adjacent to Bahri Cavalry. Adjacency is checked after all movement for this activation resolves, immediately before dice are rolled. · Steadfast: +1 MOR when monster on table · Brace
Mamluk Archers ×2	Ranged Infantry	5"	1D6	1D6/15"	+1	0	♥♥♥♥♡	-	Composite Bow: shoot after moving (no penalty) · +1D vs cavalry · Volley: second Archer same target +1D
Sufi Dervish	Support	5"	1D6	-	+2	0	♥♥♥	8"	Spiritual Presence: adjacent Mamluk +1 MOR · Dhikr [D10 once/game]: see Dhikr table Solomonic Binding: Once per activation, spend 3 Tribute to attempt to bind a Wild monster within CMD range. Roll 1D6: on 4+ the monster becomes Controlled this activation. Handler-present rules apply - if in base contact, Full Control on pass. If handler is killed by an enemy attack: monster permanently Wild +1 MEL Die. If handler goes OOA due to friendly action or self-sacrifice: Wild only, no MEL bonus.

All Heroes have ARM Pierce 1 as a passive ability on all melee attacks including D8 Hero duels. ARM Pierce 1 (passive): all melee attacks and D8 duels reduce target ARM by 1.

LEGENDARY MONSTERS

Unit	Type	MOV	MEL	ARM	HP	Key Abilities
The Manticore	Monster (Beast)	9"	5D6	2	♥♥♥♥♥	Controlled only. If Wild or Frenzied: standard MEL attack (5D6) against the nearest unit. Rending Charge [LEGENDARY - once per game]: D10. On 5+: move up to MOV+6" and attack with 7D6. If 3+ dice show 4+, the target is destroyed outright. On 10: same + all enemies within 6" of target make immediate Morale Tests. CHRONICLE MOMENT - Frenzy on a Friendly: write one word before the attack resolves.
The Bound Djinn	Monster (Spirit)	9" (flying, ignores terrain)	3D6	1	♥♥♥♥♥	Controlled only. If Wild or Frenzied: standard MEL attack (3D6) against the nearest unit. Elemental Form (choose each activation): Fire (Naar): 4D6. Target and all units within 3" take 1 Blood Marker (one-time, fire does not persist). Wind (Rih): 12" move, 2D6, pushes target 4". Storm (Sa'iqah): 3D6. On Critical: all units within 3" of target make immediate Morale Tests.

Monster active turns: Max 4 (skips Turn 1)